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**THE UNOFFICIAL
EVE ONLINE
MINING GUIDE**

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Table of Contents

Important.....	2	Manufacturing	37
The short version:.....	2	Research	40
The long version:.....	2	Drones	41
Version History.....	4	Corporate Management.....	45
Introduction.....	5	Corporate Mining and Incentive Systems	48
Character creation.....	5	The nitty gritty of Corp Management	50
DO THE FULL TUTORIAL!.....	6	War	53
Skills	7	Death	54
Starting out with your first ship	7	Neural Implants	55
Corporations	11	Deep Space Complexes.....	57
Solo Mining in Risky Territory	12	Agent Missions.....	57
Mining Laser Derivatives	14	Weapons	59
your first cruiser	16	Building your first combat ship	62
Mining Ops.....	18	Fighting NPC Pirates	64
Ores to Mine	21	Elaboration on skills	65
Ice Mining	27	Ethical Issues	67
Mining Barges	28	Tech 2 ships	68
Other ships to use to mine	30	Flying a Battleship	70
Industrial Ships	32	Player Owned Stations	71
Refining	34	Frequently Asked Questions	73
Selling Ore	35	Credits	74
Other Ways to Make Money	36	Contact information	75

VERSION HISTORY

3.00 February 1, 2010. Total revamp and update to bring in line with the new expansions and additional material.

INTRODUCTION



The Miners Guide to the Galaxy, the most comprehensive book I have written on the Subject of mining resources for profit. This book contains as much of my 5 years of experience and knowledge as I can fit, and how to survive and thrive in the harsh universe of EVE Online.

Originally it was focused only on mining and manufacturing, but now that I have expanded, it will cover mission running, basics of corporation management, exploration, and 0.0/low sec survival tactics. Each section will cover as much of the concept as possible ranging from beginner to more advanced levels of understanding and how to use the skills attained from the practice of their use.

Character Creation

When you first start the game, you have many choices that influence the attributes of your starter character. There are 4 races to choose from, 3 bloodlines in each, and 3

starter professions for each bloodline. That's 36 possible starter characters possible, without getting in to additional skills and attributes.

The choice of race and bloodline is mostly cosmetic as are the starter professions for where you want to start off from. Combat pilots can be industrialists, and miners can be quite competent fighters. At this stage look at the various options find what you like; it can all be changed later in the game to suit you better. Once you have chosen your background, pick your gender and use the tools to make your avatar. Just a small warning, at this point it will be reduced to a small portrait when its done, so don't feel you have to spend hours getting it perfect if you don't want. However rumour is in late March or early April 2010, they will be releasing walking in stations, so when that is released you will be able to showcase your careful work on making your character.

Once that is done, hit create character and start the game. Now this part is very important, and I can't stress this enough.

DO THE FULL TUTORIAL!

The tutorial is divided in to several parts; the first is the crash course that gives you the basics of flight and control, the bare minimum to make your ship move and skill training. Once that is complete, you are sent to a training station where you have the choices of working for 5 different career agents that give more instruction in their various fields. Industry teaches you about mining and manufacturing and provides skills to that extent, and a mining frigate. Military teaches more advanced combat and provides 2 combat ships, and skills. After that there is Advanced Military that teaches more advanced concepts, and provides a destroyer upon completion. Exploration teaches you about hidden sites and how to find and exploit them, giving a probe launcher and astrometrics frigate.

It is very helpful and explains everything very well in addition to giving you a lot of useful stuff when you first start out. It is also recommended that you do all the available career trainings offered at the end of the crash course portion of the tutorial as they offer many helpful rewards for starting out, such as skills, equipment, ships and money.

SKILLS

In EVE there are a total of 390 skills in game, with training time ranging from 5 minutes to upwards of 2 months to train. Skill training is different from other MMOs because its time based rather than play and grind based. Your skills train in real time whether you are logged in or not, provided you remember to change them or keep your skill queue topped up. This makes it easier for a casual gamer and people who have to take a leave from the game to stay competitive and not fall behind in the game.

As you train skills higher, the next level takes longer to achieve, until you come to level 5 which takes the longest to complete, 4 days in the case of a normal rank 1 skill or 76 days for a rank 16 skill.

This system can be a change for other gamers since killing enemies or mining asteroids won't increase your skills. Its also an advantage in that other than the starting choices you make, there are no predefined 'classes' like in other games. Every skill is available to be trained as long as you meet the requirements to train it. For example, when you start the game you will have racial frigate 3 to begin with. That allows

you to fly all the standard frigates for your race, but not the other races or bigger class ships like battleships or cruisers. If you wanted to train for a cruiser you would need to train your frigate skill up to level 4, and spaceship command to level 3. In all that's about 3 days of training then 20 minutes to train Cruiser level 1 and you can fly the basic bigger ships.

To advance to a battleship, you train racial cruiser to level 4 and spaceship command to level 4, then racial battleship 1 and you can fly the basic one. As with all skills, a higher proficiency means more power and ability from the ship, so with ship related skills, you can fly all of that class with level 3 skills, but level 4 is not that difficult to train either. Level 5 offers the most proficiency at the cost of a lot of time, but can unlock more advanced ships and equipment.

Starting Out With Your First Ship

This section assumes you have completed the tutorial and have all the lovely gifts and equipment you get from the crash course portion. Now you have a very basic ship and some pocket change.

Starting out, you will have 4 choices of frigates you can fly; a miner/cargo hauler, basic combat ship, scanning ship, and electronic warfare ship.

If you are miner or combat pilot you want the respective ship that is best for your trade. Still its wise to get in to a cruiser since they provide more capabilities and are stronger.

Starting as a Miner

Starting out as a miner, your best choice is to take the mining frigate (Bantam, Navitas, Tormentor, or Burst depending on race). The best equipment depends on the area you are working in, but generally to start in a 1.0 or 0.9 area is simply as many mining lasers as you can fit and cargo expanders to maximize your cargo capacity.

This setup will give you a solid basis for making money at the start of the game and simple operation of the ship; warp to a belt, mine an asteroid until full, dock and unload, and repeat. The money you get will depend on what you are mining, and how fast you go.

EG. Mining Dense Veldspar will net 10% more yield and regular Veldspar, and if you are actively watching you can warp the moment you are full and get more ore in a smaller time frame than someone who isn't paying as close attention.

If you also possess an industrial ship (Badger, Iteron, Wreathe, Bestower) then you can mine in to that if you are really patient since they can each equip 1 mining laser and have huge cargoholds. The downside to that is the lack of bonuses on the ships for mining.

Together a mining ship and an industrial ship make a very effective mining group. To make best use of this, mine in the frigate and jettison the ore in to a jettisoned container. This is called "Jet Can Mining" and is a very common practice in EVE. Jettisoned Containers have a capacity of 27,500m3 and last for 2 hours in space. This is a very cheap and easy method to use both the speed of a mining ship and the cargohold of an industrial ship.

To do Jet Can Mining, once you have jettisoned the ore, you name the can, typically something unique to you and with a time stamp to know when the can was created. This is vital since when they expire all the contents are lost.

EG. If you make a container at 16:42, name the container in the format <your name> <time created>, so it would be Fraszoid 16:42, this tells you at a glance that the container is your and it was made at 16:42 so you have until 18:42 before it expires to empty it.

When a jettisoned container is empty, it will automatically pop, so you will need to make a new one. New containers can be made every 3 minutes if you desire at no cost.

Once you have your first bit of ore in the container, you can open it and put more in by dragging it from your ships cargo hold into the container. You must be within 2,500m of the container to transfer ore between them, so a bit of forethought in your mining spot can pay off. Once the container is filled to your liking, you simply dock at the station and get your industrial ship to grab the ore and bring it back to the station.

For the first while it is recommended you don't try for a full can and perhaps only aim for what your industrial ship can hold. Generally 5,000m³ of ore at a time is plenty when starting out, as that can take a while with a little frigate.

Also if you have the skills, a Destroyer can be an effective mining ship, due to ability to fit more mining lasers than a frigate, but at higher levels of frigate proficiency the frigate will outperform all but a few specific destroyer fits.

Starting combat

If you are more of a combat oriented pilot, there is plenty of money and glory to be had killing NPCs and running missions for agents. There are many combat capable ships, some better up to the task than others, but all useful in their own way.

There are 3 types of ships suited for combat missions: hit-and-run (Condor, Crucifier, Atron, Slasher), alternate weapon system (Kestrel, Incursus, Inquisitor, Breacher), and heavy combat frigates (Merlin, Tristan, Punisher, Rifter). There are also Destroyers if you want to just blast everything to bits with ease.

Hit-and-run ships are fast and light ships, they usually are more agile and have more speed making them ideal for closing range fast and taking out targets and escaping from harm. While not the best on firepower or resilience, they are quite capable in the right hands. Use their speed to stay alive, if they can't hit you they can't kill you.

Alternate weapon system frigates are heavy on the firepower and can take a few hits, but use a non-standard weapon for its main offense. For example the Inquisitor or Breacher Frigates use missiles rather than turrets, which is a change for Amarr or Minmatar Pilots respectively. The Kestrel is a heavy missile boat which is fine for Caldari, and the Incursus is a solid blaster platform.

Heavy Combat Frigates are the balance choice, they have resilience, firepower, and maneuverability. The Rifter for example is a widely feared ship for its deadly speed and firepower, while the Merlin is a very effective sniper. The Tristan is a powerful ship with blasters and the Punisher will dish out heaps of damage. All are fairly tough and solid ships to fly.

Finally there are the destroyers, with 9 high slots, they can be packed to the brim with guns and ammo making them deadly to frigates. Their bonuses to range make them very powerful ships at range, but suffer a 25% lower Rate-of-Fire for their guns. They have lots of shields and armour making them hard to kill, but being larger ships easier to hit. Still a destroyer is bad news for any frigates not prepared for it. On a mission you will have no trouble in a decent destroyer.

CORPORATION

5

What better way to make money than have others help you in doing it. The more dangerous the system, the more valuable the ore, and the higher price people will pay. This can be done by yourself, but you need to equip your self with weapons, and be prepared for a bit of a fight.

The lower the security level, the more pirates there will be, and there will also be players hunting. You are relatively safe from hunters in sectors above .5 as CONCORD will attack these players if they try to attack a player or even enter the system in some cases.

Corporations are full of the most valuable resource in the game: expertise. Many Corps offer training, signing bonuses, ship replacement, help on missions, corp mining or missioning ops, and much more. Joining a corp you like is the best move you can make, as it opens up new doors for learning and making friends. If one offers you to join, look at their goals, question them, then join, or message Fraszoid in game, and he will gladly accept you in to

his Corporation (I currently am employed by StarFish Operating Syndicate, we are recruiting still). With a Mining Skill as high as this, you become part of the life blood of a corporation, and attain a fairly high importance, as not everyone opts to be a miner.

Many corporations require lots of minerals to build equipment like ships, and maintain player owned stations. Player owned stations are very profitable, but require a lot of resources to build and maintain. If you do not wish to join a corporation, it is always a good idea to make friends with a corporation in the area you operate in. Having a friendly corporation can offer you the opportunity to mine in relative safety.

SOLO MINING IN RISKY TERRITORY

Space is divided into 3 very distinct zones of security; High Sec, Low Sec and 0.0. High Sec covers systems between 1.0 and 0.5 security status, provides the greatest level of protection against player combat by having CONCORD at all stations and gates to destroy attackers. High Sec can be further divided into safest and less safe space. Safest is 1.0 to 0.8 which don't have NPC Pirate spawns, and less safe which is 0.7 to 0.5 which has NPC Pirate spawns of varying strength. Low Sec covers 0.4 to 0.1 security status, it has no CONCORD to provide protection, but has sentry guns at all stations and gates to aid the defender when under attack. Engaging players also carries a security status penalty to the player. 0.0 is the lawless space, and there is no protection against players. That said it can also be the safest space if you are in an alliance. There are no penalties for attacking others, and no guns except around stations.

When you leave the safety of .8 space and enter .7 and below, you will begin to encounter NPC Pirates in the asteroid fields you will be mining. This is the risky territory, as being ill prepared to fight or run could be costly.

To effectively mine in risky territory, you need a plan and some equipment to protect your self. If you are in a Bantam Frigate, you would be best to stay in .8 space and mine, unless you have a combat ship like a Merlin or Kestrel and know how to use it decently. Simply mine and switch ships when NPC Pirates show up. A Cormorant Destroyer is a good ship for both ratting, and mining as it has more CPU and Power Grid and slots so you can fit it better, but the Bantam has better mining yield. The Osprey Cruiser, though mostly used for its mining bonuses, is a fully functional Cruiser, and can be a nice starting combat ship for fighting NPC Pirates.

The Osprey Cruiser is quite strong as it is a fully fledged Cruiser and has the shields and armour to back it up. A well setup Osprey will be in no danger in .5 space from NPC Pirates, as the shields are more than enough to passively tank. A small shield booster will also help, as the drones and missile launcher will make quick work of NPC Pirates.

If it is really dangerous, like .4 and lower, you must exercise extreme caution since players could show up and kill you with little warning. First off you need to scout the system and find a belt to mine in. This is best done in a frigate, warping to 30km ranges to check for NPCs and other players. Next you must keep local chat open and watch it for any signs of people. Stay aligned to a safespot or a planet or moon you can warp to then change direction and escape. It is best to have a friend with you so you can split up and escape. Its very important you keep is small, a sudden jump in population in a low sec system can bring people to investigate, and they may not be friendly.

If you are going to mine "under the radar" you should use the tactic of ninja mining. The premise of this is to take a ship, mine, and leave before trouble shows up. This leaves no trace of you being there, other than any wrecks from the NPC Pirates you may have killed, which shows your name. When your cargo hold is full, you can either warp to a piece of space in the middle of nowhere, where you can store it in containers, or to a station. If trouble like a player warps in to the system, you then warp to your chosen safe spot or station to hide in safety. Warp Core Stabilizers are

also very useful for escaping, but reduce your Targeting Range and Sensor Resolution so you can't lock a target as quickly.

If you are in a corporation, then see if you can get one of your friends in a Cruiser to go ahead and secure the area for you, then fill a container and take the Badger to pick up, armed with some weapons of course, or electronic warfare equipment. A tanked badger with ECM or Sensor Dampeners is a very good ship for making escapes, as there is lots of room to fit the best Electronic Warfare modules.

MINING LASER DERIVATIVES

Aside from the regular abilities of mining lasers, there are also ice mining lasers, strip miners, deep core miners, modulated, and the other types. Also a nice side note, these numbers are the base amounts, and will be higher when you actually equip them, because the skills needed also enhance the modules performance.

Mining lasers are the basic, low cost, easy to use laser that is the backbone of mining operations. They may not be the fastest but they work. There are many other basic types, but I have yet to test them to give an objective review of them.

Mining laser I is the first piece of equipment you should get if you can. It mines 40m³ per minute, and is more efficient than the basic mining laser.

Mining laser II is the next step, and faster. It mines 60m³ per minute, and requires Mining 4. This is your life-long tool, well worth the price, and the first Tech 2 piece of equipment most people own.

Between Miner I and Miner II is numerous other 'named' Mining Lasers that provide other stats that are better than the Tech 1, but less good than the Tech 2 variant. These are helpful to increase your output or fill a tight spot where you are a little short on CPU.

Deep Core Mining Lasers are the most advanced lasers, and the most efficient beside the strip miners, if they have Mining Crystals loaded. They mine 120m³ per 3 minutes making them as effective as a Miner I, mining crystals increase the output to 195m³ every 3 minutes with a Tech 1 Crystal (70m³ per minute) or 210m³ every 3 minutes (70m³ per minute) with a Tech 2 Crystal, not taking into account skills. To use Deep Core Miners, you need Mining 5, Astrogeology 5, Science 4, and Deep Core Mining 1. Deep core mining lasers allow you to mine Mercocxit, which is very valuable and hard to get.

Finally the largest mining laser is the strip miner, they only fit on mining barges, as strip miners use 99.5% less CPU when equipped on a mining barge. It is possible to fit them in any ship you can get 3000cpu out of.

Finally there is the ice miner for mining barges; it is required to mine ice asteroids, which takes base time of 10 minutes per cycle for the Tech 1, and 8 minutes 20 seconds for the Tech 2 Variant.

Also available is the Modulated Deep Core Strip Miner that can use Mercoxcit Crystals, and mine Mercoxit. These, like Deep Core Miners, don't have the most yield, but can be useful with the proper crystals to get large amounts of Mercoxit.

In application with an Osprey, your best bet are to stick with Mining Laser II, and train up your Mining, and Astrogeology skills to level 5, and Cruiser to level 4. Next get Refining to level 5, and Refinery Efficiency to level 3. Next train Metallurgy to level 3, and train a specific ore refining skill (eg. Pyroxeres or what you mine) to level 3, now you can use mining crystals. Train Deep Core Mining to level 2, and use the Modulated Deep Core Miners II on your Osprey. That increase will be 28m3 per minute with Tech 1 Crystals, and 84.375m3 per minute with Tech 2 Crystals.

For those of you that like math and equations, I have the equation to figure out mining yield for ships; mining laser base yield x (mining skill level * 5% + 1) x (astrogeology skill level * 5% + 1) x (crystal yield modifier) x (applicable ship bonus + 1)

Ship Bonuses are as follows;

Osprey/ Scythe/ Navitas/ Bantam= 20% per level

Barge= 3% per level

Exhumer= 3% per level

YOUR FIRST CRUISER

The proper equipment is what makes a ship live or die in the world of EVE. Until you have the appropriate skills to fly and make use of your new ship, you should stick to safer tasks like mining and easy missions. Your first cruiser is a big moment in game, second only to the first time you fly a Battleship. It is easy to get caught up in how awesome your new ship is, and just strip your old frigate and put the fittings on your new cruiser, but this is not a good idea. Cruisers are larger ships, and therefore use larger weapons and modules. All the small stuff from your frigate will fit, but won't be as helpful under the added stresses larger ships typically face.

Most people when they get a cruiser, will jump in to level 2 agent missions, moving up from level 1. This is perfectly normal, and standard progression along the mission track (level 1 frigates, level 2 cruisers, level 3 battle cruisers, level 4 battleship, level 5 bring friends in battleships). Level 2 missions will have more enemies and more powerful ones attacking you so you need to be able to sustain that extra damage for longer, hence the use of medium modules.

Modules come in 3 common sizes; small, medium, and large. The requirements to fit them are purely based on Power Grid (PG), and CPU on your ship. EG. A destroyer gets bonuses to small weapons, and uses small modules, but can fit larger ones like a 10mn Afterburner. This is not recommended as you will deplete your capacitor rather quickly, but can be useful for making a fast ship.

Your first cruiser will likely not be combat oriented and won't have any bonus to its weapon systems. These typically are useful for mining cruisers since they typically have good size cargo holds and ample turret slots for mining lasers. Some ships like the Osprey and Scythe are designed for this with 20% per level bonuses to mining yield.

For a mining ships, you simply need 3 things; mining lasers, as many as you can fit, Shield booster or armour repairer, and cargo expanders. This will allow you to tank the enemy NPC belt spawns while you mine and fill your cargohold. On the Osprey and Scythe you can also fit assault missile launchers to kill rats, and the Exquror can field 4 medium drones for defense. The Augoror is lacking in defense power, but has a huge amount of armour so it can take a lot of damage, with an armour repairer on it you are quite safe.

For Combat is it highly recommended you take a different ship that is more oriented to combat situations, as the bonuses will greatly help when under fire. When picking a combat ship, you have to look at what you are familiar with and can learn. Caldari are a good example since their ships are long range, but use missiles or rail guns mostly. That means there are 2 different weapons systems available to use, depending on what you trained. There is the Caracal, a powerful missile boat, or Moa, a powerful Rail boat. The Caracal is quick and agile while the Moa is a heavy tank. For the Amarr, your choices are Maller and Omen. The Maller is the tank with bonuses to armour resistances, and the Omen is the heavy hitter with bonuses to rate of fire. Gallente have the Thorax and Vexor. The Thorax is a very fast blaster boat with bonuses to hybrid damage and microwarpdrive capacitor need. The Vexor is a drone carrier with bonuses to drone hit points and hybrid damage, so its good for ranged attacks. The Minmatar have the Stabber and Rupture cruiser, both of which are powerful ships. The Rupture is an artillery boat with bonuses to projectile firing speed and damage, while the Stabber has bonuses to rate of fire and top speed.

It is best to play and fit the ship to its strengths to get used to how it handles then experiment more with fitting it to make it yours. There is no bad fit as long as it gets the job done, and gets out alive.

MINING OPS

Eventually there comes a time where you will make friends or join a corp, or find a group of people to mine with. A properly organized group mining party can be the most efficient and funnest way to get minerals from asteroids to station. A mining op can be anything from 2 people in frigates mining in to a jettisoned container up to a logistics challenge of 50 people in various belts mining in barges and exhumers In a system with another 50 running security on the gates, plus haulers to move the ore. No matter what the size, knowing your role and how to do it makes the whole process go smoothly and quickly.

There are 3 major roles in a mining op; miner, hauler and overseer. The miner is the most common job, and consists solely of mining the asteroids and putting the ore in cans for haulers to take to station. Haulers main job is to collect the ore in cans and get it to station and put it in the proper place, such as a corporation hanger or place for storage. The overseer makes sure everything runs smoothly and solves any problems that arise to keep things moving, and filling any jobs that need to be done, like hauling if there is a back log or mining when all is well.

A mining op can start in any number of ways; be planned, start on a whim, gradually occur or be an act of vengeance. If the op is planned all the details usually are set and everyone knows their job and can act according to their task. Preplanned ops are usually the easiest to run since its just a matter of watching and doing a little directing of the action.

If the op happens on a whim, more directing is required if its the first time with a new group since you may end up with all miners and no haulers or too many haulers not enough miners, people clumping together and fighting over the best asteroids, etc. As the overseer you have to sway people to take on the roles you need to make it work, and do the jobs yourself if needed. In the event that everyone is fighting over the most valuable ores, just explain that everyone gets a fair share of the ore and the faster the belt is depleted the more money everyone makes. This may mean you will be mining a lot of veldspar, but at least

Player pirates are the most evil beings in the EVE universe. They have no remorse, no ethics, no morals, and no mercy. Luckily they travel in pairs, so the initial attack will not be able to eliminate everyone.

However, reinforcements could be very close behind. This further underscores the need to effective planning and organization.

There must be one leader, and everyone must trust this leader. You will need guards with ships designed for heavy attack that are well equipped, and mining ships with combat drones. If you are worried about not having enough fire power, have the miners use combat ships with a few mining lasers on them, even an Apocalypse can be quite the effective mining ship. Haulers are needed to get the ore from the asteroid belt to a station or other collection point. The haulers should be equipped with Cargo Expanders, Afterburners and Warp Core Stabilizers. This will make for fast ships to get out with lots of ore, should a problem arise.

There should be a list of minerals to get, and the priority they should be gotten. It wouldn't be very good spending a week planning a mining trip to come back with tonnes of Veldspar. Usually the 3 most valuable minerals are chosen, and grabbed in order of highest value to lowest value. You should always have someone monitoring the local chat channel to see if anyone warps in. If someone comes, they are to check and alert the leader and others

to be aware. Only after the leader of the trip has examined the person, and determined they are a threat or not should the evacuation order be given.

Here is where organization comes in to play, you should have an evacuation procedure established, and make sure that everyone knows it. Varying levels are good, like one for fill your hold and run to a station, just run to a station, or run for safety, all depending on the situation. Proper execution of this can save a lot of ships and money. Also if loss of ship does result, the leader is financially liable, as he is most likely the one who planned it.

If you have more time and resources to plan, it would be wise to have at least one battle cruiser for coordinating the gang defenses. Battle cruisers get a 90% CPU reduction to gang warfare link module so they can further increase bonuses to everyone in the gang. Depending on the situation and risk of the system, 1 well setup battle cruiser will likely be sufficient to watch over a small operation. If you have a larger one, more combat ships could be added, depending on how fancy you want to be. I normally have 2 cruisers on guard with 2 miners and a hauler. If you want to be really decadent, and have a lot of time,

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set up some frig tacklers, support cruisers, a battle cruiser, and a battleship. Then make it look like an attack force so no one will bother you.

20

ORES TO MINE

There are many ore types to mine, 16 different types, each in 3 different purities (100%, 105%, 110%), and ice with 12 different types. The most common you will encounter are; Veldspar, Scordite, Plagioclase, and Pyroxeres in sectors .5 and above. Some systems have Kernite or Jaspert in them, but they are usually stripped by other corps leaving only small scraps if anything. They are found everywhere, except ice asteroid fields.

More rare types such as Arkonor, Bistot, Spodumain, Crokite, Dark Ochre, Kernite, Gneiss, Omber, Hedbergite, Hemorphite, Jaspert, and Mercoxite are less common, usually found in sectors .4 and below, and 0.0 space. In the case of Mercoxite, Deep Core Mining Lasers must be used, and a Mercoxite Crystal for optimal performance.

For safe mining, the common ores, and some ice can be found in systems as high as .8, but like most things, the real money is in lower security mining. Each ore refines into different minerals and different amounts of each. The following table outline each ore and the minerals it refines into;

	Veldspar	Concentrated Veldspar	Dense Veldspar
Tritanium	1000	1050	1100

Found everywhere, and very plentiful. Best source of Tritanium available.

	Scordite	Condensed Scordite	Massive Scordite
Tritanium	833	875	458
Pyerite	416	437	458

Found everywhere and very plentiful. Solid source of Pyerite and Tritanium

	Plagioclase	Azure Plagioclase	Rich Plagioclase
<i>Tritanium</i>	256	269	282
<i>Pyerite</i>	512	538	563
<i>Mexallon</i>	256	269	282

Found in .9 and below Gallente and Minmatar space, .7 and below Caldari. Most Pyerite per unit of all ores.

	Pyroxeres	Solid Pyroxeres	Viscous Pyroxeres
<i>Tritanium</i>	844	866	928
<i>Pyrite</i>	59	62	65
<i>Mexallon</i>	120	126	132
<i>Nocxium</i>	11	12	12

Found in .9 below Caldari and Amarr. Useful for the variety of ores, and the Nocxium is a small bonus to the value.

	Arkanor	Crimson Arkanor	Prime Arkanor
<i>Tritanium</i>	300	315	330
<i>Zydrine</i>	166	174	183
<i>Megacyte</i>	333	350	366

Found in deep 0.0, best source of the rare and valuable mineral Megacyte

	Bistot	Triclinic Bistot	Monoclinic Bistot
<i>Pyerite</i>	170	179	187
<i>Zydrine</i>	341	358	375
<i>Megacyte</i>	170	179	187

Found in deep 0.0space in various areas, best source for Zydrine

	Spodumain	Bright Spodumain	Gleaming Spodumain
<i>Tritanium</i>	700	735	770
<i>Pyerite</i>	140	147	154
<i>Megacyte</i>	140	147	154

Found in 0.0 space in various areas

	Crokite	Sharp Crokite	Crystalline Crokite
<i>Tritanium</i>	331	348	364
<i>Nocxium</i>	331	348	364

Found in 0.0 space in various areas, useful for the Nocxium content

	Dark Ochre	Onyx Dark Ochre	Obsidian Dark Ochre
<i>Tritanium</i>	250	263	275
<i>Nocxium</i>	500	520	550
<i>Zydrine</i>	250	263	275

Found in 0.0 space in various areas, best source of Nocxium

	Kernite	Luminous Kernite	Fiery Kernite
<i>Tritanium</i>	386	405	425
<i>Mexallon</i>	773	812	850
<i>Isogen</i>	386	405	425

Found in .7 and below Amarr and .4 and below Caldari and Minmatar Space

	Gneiss	Iridescent Gneiss	Prismatic Gneiss
<i>Tritanium</i>	171	180	188
<i>Mexallon</i>	171	180	188
<i>Isogen</i>	343	360	377
<i>Zydrine</i>	171	180	188

Found in 0.0 space in various areas, useful for the variety of ores

	Omber	Silvery Omber	Golden Omber
<i>Tritanium</i>	307	322	338
<i>Pyerite</i>	123	129	135
<i>Isogen</i>	307	322	338

Found in .7 and below Minmatar and Gallente space

	Hedbergite	Vitric Hedbergite	Glazed Hedbergite
<i>Tritanium</i>	708	743	779
<i>Nocxium</i>	354	372	389
<i>Zydrine</i>	32	34	35

Found in .2 and below Minmatar and Caldari space

	Hemorphite	Vivid Hemorphite	Radian Hemorphite
<i>Tritanium</i>	212	223	233
<i>Isogen</i>	212	223	233
<i>Nocxium</i>	424	445	466
<i>Zydrine</i>	28	29	31

Found in .2 and below Amarr and Gallente space

	Jaspert	Pure Jaspert	Pristine Jaspert
<i>Tritanium</i>	259	272	285
<i>Pyerite</i>	259	272	285
<i>Mexallon</i>	518	544	570
<i>Nocxium</i>	259	272	285
<i>Zydrine</i>	8	8	9

Found in .4 and below Gallente and Amarr Space, useful for the wide variety of minerals

	Mercoxit	Magma Mercoxit	Vitreous Mercoxit
<i>Morphite</i>	530	558	583

Found in deep 0.0 in various locations, only source of the rare mineral Morphite. Requires deep core mining lasers to mine, and can damage ships due to gas clouds.

ICE MINING

Ice is likely the most valuable thing you can mine in safe space, but the skills, equipment, and time required are the barrier that separate miners from ice miners. To mine Ice you need a mining barge, ice miners, and ice harvesting. The skills are fairly redundant, as you will only need to train ice harvesting once you have a barge. Refining is another story, you need ice processing to refine the ice, and get the valuable isotopes, liquid ozone, heavy water, and Strontium Clathorates. These are all needed to fuel a POS, and Strontium Clathorates are used to put a POS in reinforced mode, and Siege mode for a dreadnaught. To once you have the skills and equipment, you can mine ice. That is just like mining ore, but with a few subtle differences; each piece of ice is 1000m³, and takes 10 minutes to mine one piece. If you train Ice Harvesting you can reduce the mining time by 5% per level. With a Tech 2 ice miner the time is 500 seconds, but with ice harvesting 5 it only takes 6 minutes 15 seconds to mine 1000m³ of ice. There are 12 types of ice, each with different amounts of isotopes and other ice products. When mining ice, it is best done in teams, because of the long cycle time of ice miners, delays in mining are greatly

amplified. It is imperative that the hauler can keep up a reasonable pace with the ice miner to prevent backlogs of ice, and the risk of the can popping with ice in it. Having a hauler before you start that is ready to go when you start is also very important as I have learned. It is easier to get a hauler when you haven't even mined the first cycle of ice, as opposed to being on the 4th can, starting the 5th. Ice is always refined at the highest skill the refiner has, regardless of the station refinery efficiency. This makes it important to have good refining skills, as flying a few jumps to a better station won't help. Each piece of ice, depending on the content is worth about 100k on average, so unlike ore where the loss is relatively small, the loss on ice can be quite substantial.

MINING BARGES

Mining barges are the largest things that extract ore from asteroids, and they are powerful. But to control their immense power, you need to have a lot of skills. Level 5 Mining, Astrogeology, Industry, Level 4 Science, and Level 3 Mining Barge before they start to be worth the massive investment required.

The first barge in the Procurer, the smallest ships that only mines. It can hold 1 strip miner, which mines 540m³ of ore every 3 minutes. For the investment, you are best to hold off and wait for the retriever. The Retriever is the medium barge, and where the investments start to payoff. With 2 strip miners that is 360m³ per minute, with skills that is 613.125m³ per minute, which is better than a flying fully trained Osprey with Modulated Deep Core Miner II's and Tech 1 mining crystals.

The Covetor is the largest mining barge with 3 high slots. This can mine 970.3125 m³ per minute, far in excess of the next best Battleship used for mining. Add in a drone bay full of harvester drones, and that is an additional 375m³ per minute for a total of 1345m³ per minute.

To equip these ships to their potential, you need Modulated Strip Miner II's, these are not cheap by any means and tech 2 mining crystals which take a lot of training to use. In my 3 region search, I found the least expensive strip miner II's were 15 million each. That means for a Covetor, you will require 30 million for the ship, 45 million for the strip miners, and then other modifications. This means you are a flying 75 million ISK target with neon signs that say "shoot here". Once equipped you will be able to mine ore at a rate of 1132m³ per minute, if you are using the proper mining crystal.

In unsafe space, you are not at risk of dieing, you are dead, which further underlines the need to be able to regenerate you ship, and utilize lots of combat drones for defense. An Afterburner or Micro Warp Drive will be helpful getting out of tough situations, and making travel more bearable. The downside to using a Mining Barge is it cannot utilize Mercosit Mining Crystals, as it is not capable of deep

core mining, because the required components don't fit. On the other hand, it is the only ship capable of mining ice, which is used for POS fuel, and is very valuable.

Now there are Tech 2 Barges called Exhumers. These are like their Tech 1 counterparts, but with more abilities, strength, resistances, cargo capacity, and fitting slots. The Exhumers skill requires barge 5 to train.

The T2 Procurer is called Skiff. It is designed to mine mercoxite, and gets a flat bonus of 70% increase to Mercoxite yield, and 20% less chance of a damaging gas cloud forming per exhumer level. It also gets a 3% bonus to strip miner yield per Barge level. It requires Exhumers 1.

The T2 Retriever is the Mackinaw. It is primarily an ice miner, as it gets a 100% bonus to ice yield, but a 25% longer ice miner duration. It gets a 3% bonus to strip miner yield per barge level, and a 5% reduction to Ice Harvester cycle time per exhumer level. It requires Exhumers 2.

The T2 Covetor is the Hulk, the largest mining barge in the game. It is an all around ore mining barge, and gets a 3% bonus to strip miner yield and 3% reduction

in ice miner duration per Exhumer skill level. It also gets a 3% bonus to strip miner yield and 7.5% increase to shield resistance per barge level. It requires Exhumers 3.

The Hulk Exhumer is a great ship to fly, as I have finally acquired one of my own to use. The base resistances on this ship are excellent for high sec tanking and the cap provides more than enough power to run everything to stay alive and mining. The tank I have on it is 2 passive hardners, 1 Thermal and 1 EM, 1 Small Shield Booster II. Other items are 3 Modulated Strip Miner IIs with Crystals, and 2 Mining Upgrade Modules. This ship is a tank, I had my friend fire Cruise Missiles and Torpedoes from his Raven at my Hulk. What would normally be 200 damage, was 60 as best. The tank has been improved, so its stronger still. Last test I did was tanking a NPC Battleship, a 500k Serpents Baron which I was able to perma tank with no trouble while still mining.

OTHER SHIPS TO USE TO MINE

Though nothing compares to the refined skills of an Osprey for mining ore when looking at the cost/ benefit ratio, many others have proven they are worthy to be used for mining. Any ship with a turret slot can use a mining laser, but the investment may not be worth it.

The Moa is a very nice combat ship, but for the investment, you wouldn't want to use it exclusively for mining. The Apocalypse on the other hand, is a massive battle ship, and just its presence will strike fear into those around you. With its 8 turret slots, it can mine 750m3 per minute. This is a respectable amount, but the investment is prohibitively high for a mining ship.

On the other hand, people will keep their distance if they see an Apocalypse or Megathron, so you won't be disturbed. A good middle ground for firepower and mining ability is the Ferox Battle Cruiser. It's the middle ground between Cruisers,

and Battleships. They possess more armour, shield, and cargo space than a Cruiser, and are faster than a Battleship. The Ferox has 7 High-Energy Slots for 4 Turrets, and 4 Launchers. Equipped with 2 Mining Lasers, 2 Rail Guns, and 3 Missile Launcher, it can hold up against most NPC Pirates you will encounter outside of missions or complexes. In secure space, a Ferox can be daunting to look at, and with 5 Mining Lasers and 2 Heavy Missile Launchers, make short work of NPC frig spawns.

Using the Osprey is the best for your dollar, if the pirates are weak, or you have support to take care of them. Ferox is a very good choice for limited low-sec mining, or where the rats are too much for an Osprey to take. If you want to tank damage while mining, take the Megathron or Apocalypse, they are also more effective than an Osprey, with their 8 turret slots.

Mining upgrades and increasing efficiency of mining

Once you have maxed out your mining and barge skills, you can still increase your productivity by getting mining upgrade modules, and gang skills to enhance your overall productivity. The mining upgrade modules will increase mining laser yield by 5% per module, and ice mining modules will

decrease cycle time for ice miners by 5% per module. The down side to them it they also increase the CPU requirements for mining lasers, so you may need to add some coprocessors or train electronics to have more CPU. For gang skills, there is Mining Foreman, and Mining Director. Mining Foreman increases laser yield by 2% per level, while Mining Director grants a bonus of 100% to the effectiveness of related gang warfare modules. Gang Warfare modules can affect Drone Yield, Laser cycle time or Ice Miner cycle time. The Drone link increases mining drone yield by 2% per level, the Crystal Optimizer decreases mining laser cycle time by 2% per level, while the Ice Miner link does the same.

Mining Director is best trained by a Battle Cruiser or Command ship pilot, rather than a barge miner, because the barge is a better miner than a Battle Cruiser. These only apply when in a Fleet, and only a Squad, Wing or Fleet Commander with the appropriate skills can give a bonus, so some planning on who will train what can be beneficial.

INDUSTRIAL SHIPS

Being Caldari your best Industrial Ship is the Badger II with 5250m³ of cargo space. With Caldari Industrial Ship 2, and 2 Basic Cargo Expanders, you can get a ship with 6000m³ of cargo out of a Badger I which has a capacity of 4125m³. Add 2 giant secure containers, and you gain an additional 1800m³, for a total of 7800m³.

That is a fair capacity for hauling your own stuff. This can clear a can in less than 4 trips, so it is a nice beginner. The badger II has 3 low power slots, so it can be fitted with 3 basic cargo expanders for 7985m³ with out skills, which makes it 9182m³ with the required Caldari Industrial 3. This configuration with giant cans makes for an additional 2700m³ for a total of 11882m³, a very formidable ore moving machine.

Now if you are really obsessed with efficiency, train Gallente Frigate 3, and Gallente Industrial 5. This will allow you to pilot the Iterion V, it has a capacity of 6000m³. With its 5 low power slots, and 5 Expanded Cargohold II it can transport 24974m³ (based upon 5% cargohold

increase per Gallente Industrial Level, at 5, and Expanded Cargohold II increase cargohold size by 27.2% each). Just for thoroughness, assuming my previous calculation was correct with giant secure cans that is 8 giant secure cans for an additional 7200m³. That gives it a total of 32174m³, which is larger than a jettisoned container. With basic cargo expanders it can hold 15085m³, with giant secure cans that is 19585m³. With this ship, just a small upgrade to Cargo Expander I which is 18% increase translates into an additional 2073m³. For maximum size, you can add on Cargohold optimization Rigs for a maximum of 39634m³ without Giant Secure Containers, and 51334m³ with Giant Secure Containers (assumed prior base plus 1 Optimized Cargohold II rig, and 2 Optimized Cargohold I rig)

Just remember that Cargo Expanders also slow down your ship, so investing in Afterburners is very useful. The remaining slots can be filled with anything you may deem appropriate, such as Shield Boosters, Capacitor Rechargers, etc.

Once you get Caldari Industrial 5, you can train for the Tech 2 Industrial ships, Transport ships. These are better armoured, shielded, and better able to handle the rigours of low sec space. There are 2 basics designs; small, fast blockade

runners, and larger heavy haulers. The Blockade runners possess less armour and cargo space, but are faster, and have 2 warp core stabilizers built in for added safety running through gate camps. The heavy haulers are large, slow, but have lots of cargo space, and can be made into effective shield tanks.

Both have more slots and bonuses than their Tech 1 counterparts, but also cost significantly more. Being they have been in the market longer than other 'newer' Tech 2 Ships, the prices have settled to about 20 million, depending on region and demand.

REFINING

Any good self sufficient miner also can refine his own ore. When setting up shop, it is best to pick a station that gives you the highest refinery efficiency. Normally this is about 50% base efficiency, but can be increased with training. Training Refining is a good start and opens the door to refinery efficiency to further increase the yield from refining. Finally you get to the specialist areas of individual ores. It is best to specialize in the ore you deem most valuable (Kernite, Jaspert, Pyroare good choices), and slowly add more skills as you find use for them. Once you have level 3 in the ore specialization and Metallurgy 2, you can use that kind of mining crystal to increase yield of a particular ore.

Once you have moved in to a place you like and are going to stay a while at, it could be a good idea to run agent missions for the station owner to increase your standing, and reduce the tax taken when you refine. With no standing or neutral, you are taxed at 5% of what you get from what is refined. This can add up when mining rare minerals, or mass refining for corp. to get perfect refine you need a standing of 6.6 with the station you are refining at.

SELLING ORE

If you are not in to manufacturing, there is the trade of selling the minerals you refine. There are 4 ways to sell your ore; on the market, escrow, placing a sell order, or on the mineral and manufacturing channel of chat. Selling on the market is the easiest way to make money, and get rid of your ore. Having a large industrial ship for transportation and patience is paramount for making lots of money. In my experience I have never had to go more than about 5 jumps to get top dollar for my minerals. Escrow is just a large list of thing people have up for sale that you can buy for a set price, and pick up. This is good if you want to sell stuff at a bulk rate. This is good if you have a lot of something and want to sell it all at once. This is good if the buyer is looking for a massive amount of ore, but can take a while to sell. Placing a sell order is placing your ore on the market at a price you want to sell it for on a per unit basis. The down side to this is you are competing with other people who also want to sell their ore, usually and .01 ISK less per unit than you. Selling on chat, or directly to another person is another way to sell your ore, but can require a bit of work and negotiation. From what I have seen on the

trade channels, it is like an auction, and transportation arrangements. Usually you post what you are selling, the price and quantity, and transportation arrangements and wait for others to reply. You can get better rates, especially if you are charging extra for shipping the ore to the person.

OTHER WAYS TO MAKE MONEY

If you look on the EVE Online forums under the market thread, there are posts for people requiring the services of miners to get the minerals they require. Being a highly skilled miner with your own barge, fleet of mining ships, and Industrial Ships for transport, you could rent out your services to other corps that need minerals by joining their mining parties.

The advantage of this is you get protection, money, and a cut of the minerals you mine. Plus that warm fuzzy feeling you get from helping others less fortunate than you. Providing transport services is also a viable option, as your Industrial Ship skills will be very refined, and that is one less thing that the hiring group will have to worry about. If you watch the forums, you can occasionally find people who place large orders for minerals, or even better, long term mining contracts. These can be a good way to earn money on a steady basis.

MANUFACTURING

There comes a time in every miner's life where mining simply is not enough to keep with all the costs of doing business, and buying better equipment. Some switch from mining to fighting, and hunt NPC pirates; others use their in-depth knowledge of mining to hunt other miners while others take the next logical step, manufacturing.

To be a manufacturer, you need to have Industry, Science, and Refining skills. That is just the basics; to be competitive you must train Mass Production, Manufacturing Efficiency, and other skills to make manufacturing faster, and more efficient. To start manufacturing you need a blueprint. They can be purchased on the market, through escrow, or on the blueprint channel on chat. A good blueprint to obtain is one that you see a need for or can compete with. Ships can make a lot of money, but due to the massive requirements, costs can vary a lot depending on the skills you have.

A good starting item to manufacture would be ammo because it is common to all races, and always in use. If you want to try the competitive market of ships, buy a low cost BPC off of Escrow, and build it. Then either sell on the market, or on Escrow.

It is better to buy a multiple run BPC and build the ships to minimize the cost of the factory per unit. I build my own Ferox, spending 600k on the BPC, 100k on the factory slot and another 20 mil for the zydrine and megacyte plus the market value of the minerals I had lying around. Overall the cost was close to about 30 million ISK. At the time the market was 28 mil for a Ferox, so it may be cheaper to buy than build. I currently have a 5 run BPC for a Caracal Cruiser. To build those the cost is only 10 mil for the zydrine and megabyte, 600k for the BPC, plus 100k factory slot, and other minerals. They sell for 6 mil each, so that is 30 mil less 10.7 mil is 19.3 mil gross profit, before taking in to account the value of other minerals. When taking into account of the minerals, use the value of all the minerals at a reasonable price. I have several million units of Tritanium, but moving it to sell is a lot of work. However, the isogen, and nocxium are valuable, and worth transporting. Overall, if you mine it, you don't worry about the cost, because

ships sell much better. That said, never overlook the market value of the minerals, because it may be more profitable to sell all the minerals than try and sell the ship.

When selling ships, you must investigate the market you wish to sell in, and the current stock of ships. When researching a region to sell in, always check the following things; security standing of the point you want to sell in, if you are selling battle cruisers in a high sec area, sales will likely be slow because there is not much use for combat ships, frigates and cruisers are better things to sell. General populace and corp. presence, if you are selling in a new player area, you will likely sell frigates and low level cruisers. The empire sovereignty of the region, this is very important because in Caldari Space there will be lots of NPC corps selling Caldari ships, but very few of other races, so you would be best to sell another race's ships. Ship prices and supply, it is easy to sell ships if there is little competition, or the existing competition is charging very high prices. If you are the only one in the system, set your price to what you like, but keep it reasonable. Supply can be very important in deciding to enter the market, frigates are usually over supplied, and easy to build, so many people will flood the market with large number of them. Overall Cruisers are the best thing to sell, because they are as versatile as a

frigate, bigger, and can be lost without significant costs, so they are popular for PVP. The best ones to supply are the sold out ones, or combat oriented Cruisers.

If you see a market where there is room to undercut the competition, do it. There are three likely scenarios that could result, and 1 unlikely but possible one;

1. The next lowest person doesn't care and you start making money by stealing away their sales, or

2. The next lowest enjoyed his monopoly of being the lowest, and the profit margins he made and buys your entire stock and resells it as his own, or the least desirable

3. The next lowest undercuts you thus starting a bidding war.

4. There also exists the possibility that the person you are competing against will threaten you to get you to stop, hire a merc corp to stop you or declare war on you in an effort to stop you. Don't bow to these people as they may be full of hot air, and market PVP can be quite fun. I haven't really encountered any of those in my manufacturing, but I have read about it and observed it, so take from it what you will and adjust it accordingly.

Still in my experience, doing some research on the market you use pays. I built 15 Omen Cruisers in Gallente Space to sell. The most important thing to do before you put minerals to that blueprint is look at the market demand, and the history of sales for that item. Non-racial (ie. Amarr ships in Gallente Space) Cruisers are not the best things to sell, but under the right circumstances are decently profitable. Battleships are always in demand as people want bigger ships, and constantly lose them due to being unprepared and unskilled with them. A good ship to sell is one that has a decent turnover and room for more competition. The Omen Cruisers in Gallente Space sold about 2 a day on average for the past several weeks. That is a good rate of return, if you are patient. Price is another factor to consider, after you find an acceptable market turnover. You have to look at the cost for you to build that ship, and the price others have put on the market. If you can build a ship for 3.5 million in minerals (at market cost), and sell for 4.5 million, you are making a decent profit. This may not work if someone got in before you and placed their ships at 4.4 million. Volume is important because if its only 1 ship, that will sell fairly quick, leaving you to make your money at 4.5 million.

Checking other regions also helps a lot, as hauling ore is much easier than hauling ships. When I built 15 Omen Cruisers, I didn't look at other regions I could sell in. after I built them, I found 2 jumps out Omen Cruisers were on the market for 5.5 Million each, giving me more room to sell at higher profit, but moving 15 ships 1 at a time is a lot of work, so I burned on the potential extra income.

Selling battleships on the other hand isn't too difficult, once you have it built. Battleships are very large and in demand because people believe that a bigger ship is better. While this train of thought has its merits, that does not always hold true, hence the constant demand for battleships. Selling Tier 2 Battleships; Raven, Megathron, Apocalypse, or Tempest are the best for making money, and competitive. These sell for about 100 million, but prices are slowly creeping down as more people are selling them. Last I saw the price of an Apocalypse in Amarr Space was about 95 million, with most people putting them up 1 at a time. This is recommended to prevent flooding and tying up a lot of money in inventory. The Megacyte and Zydrine needed to build one is about 40 million ISK, so if you are a small manufacturer, that's a lot of money to have tied up in ships.

RESEARCH

Being a skilled manufacturer will only get you so far in keeping costs down, and being able to deliver your product most efficiently, and in a timely basis. This is where research comes in to play. Research skills allow you to improve your BPOs to use less material and take less time, make copies faster, and later reverse engineer items (possibly coming in Kali).

Buying your BPO on the market is a good way to start a solid manufacturing career, but Tech 1 will only get you so far in making money and growth. Tech 2 is where the money is at, but getting it is not easy or cheap. To acquire T2 BPOs you need a research agent, and patience. Many companies have R&D agents, each with different areas of research and levels like other agents, but to use them you need the required skills. I found 1 agent for Kaalakota in Caldari Space. She is a physics and starship engineering agent, so in order to use her, you need to train those skills. Then you do a few missions and accrue RP (research points) for that agent, which you will be offered BPOs periodically. These

may be good ones like HACs (Heavy Assault Cruisers, don't hold your breath on those) or not so good like Gremlin Rockets or small ammo.

Once you have your BPO, there are 3 things you can do to improve the BPO and make manufacturing faster, and less expensive. The first is time efficiency research, which makes it so the BPO builds faster so you can complete a batch faster, and reduce the cost of the slot. Material efficiency is the best from a cost standpoint because it reduces the minerals needed to build the item, on large batches and ships, this is invaluable in staying competitive.

DRONES

When mining with an Osprey or barge, Drones are your only line of defense. If you are mining where NPC pirates spawn, have some good Drones can keep you mining uninterrupted.

In secure space, Mining Drones can help you fill that quota that much faster. Training basic Drone Skills are important to both mining and defense. Have control of about 5 drones is good because it confuses the enemy, and deals more damage. Anything you can get a hold of should work, as long as you have the skills to use them.

Mining Drones are not the fastest mining tools available, but they help. They range from Basic Mining Drones gathering 3m³ every minute to Harvester Drones gathering 25m³ per minutes. Alone it's not much, but when you have 5 that is between 15m³ and 125m³ per minute, before taking into account skills.

Drones level 5 so you can command 5 drones at once, the maximum available. Scout Drone Operation level 1 to use light and medium combat drones for defense, gives 2% damage increase per level. Mining Drone Operation level 1 to use mining drones, gives 5% increase in yield per level. Drone Interfacing level 1 to increase combat drone damage, and mining drone yield by 20% per level. Drone Navigation level 1 to increase drone speed by 10% per level. Drone Durability level 1 to increase drone HP so they can take more damage. In short drones are twice as powerful as before, but you get half the number, so having drones 5 and drone interfacing 5 is like having 10 drones.

Here is a list of all the useful drone skills you can train:

Skill	Bonus per level	Usefulness
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The Unofficial EVE Online Mining Guide

<i>Drones</i>	<i>+ 1 Drone controlled per level</i>	<i>More drones gives you more mining yield or damage dealing potential, train this to 5, its really useful.</i>
<i>Scout Drone Operation</i>	<i>Increase drone control range by 5000m per level</i>	<i>This is mostly helpful for combat drones as longer ranges mean they can intercept enemy ships from farther away</i>
<i>Combat Drone Operation</i>	<i>+5% bonus to damage from light and medium combat drones</i>	<i>This is useful for making them most of combat drones. Level 1 is enough for most uses while mining</i>
<i>Drone Navigation</i>	<i>+5% bonus to drone speed</i>	<i>Faster drones spend less time getting to the target, thus do more damage or mine more</i>
<i>Drone Interfacing</i>	<i>+20% bonus to drone damage or mining yield</i>	<i>This is really helpful for serious drone users and when you want the most from your drone. This is the equivalent to an extra drone per level</i>
<i>Drone Sharpshooting</i>	<i>+5% bonus to drone optimal range</i>	<i>This is mostly useful for Sentry drones.</i>
<i>Drone Durability</i>	<i>+5% bonus to drone shield, armour, and hull hit points</i>	<i>Drones are fragile things, this makes them a bit stronger and last longer under fire</i>
<i>Electronic Warfare Drone Interfacing</i>	<i>+3000m drone control range</i>	<i>See Scout Drone Operation</i>
<i>Heavy Drone Operation</i>	<i>+5% bonus to Heavy drone damage</i>	<i>Heavy drones are useful for combat and more damage is always useful</i>

<i>Mining Drone Operation</i>	<i>+5% drone mining yield</i>	<i>Increased drone mining yield make them more useful and increases income</i>
<i>Caldari Drone Specialization</i>	<i>Racial Drone specializations allow you to use Tech 2 drones and provides a +5% bonus to T2 drone damage</i>	<i>It is useful for getting more damage out of already formidable drones</i>
<i>Amarr Drone Specialization</i>		
<i>Minmatar Drone Specialization</i>		
<i>Gallente Drone Specialization</i>		

Once you have equipped your ship with drones in the drone bay you need to just launch them, and they will orbit your ship. Then to use, you simply lock the target and tell them to engage if they are combat or mine if they are mining drones. If you set the drones to aggressive they will go from one target to the next attacking all the enemies until they are all gone.

With mining drones you will have to pull them back in when enemies arrive in the belt as they have not defences and will be killed but NPC pirates. Once they are safely in the drone bay, you can launch your combat drones and neutralize them. In the event your drones get damaged they will recharge their shields overtime, and the armour and hull can be repaired in station, or you can use a remote armour repairer module.

CORPORATE MANAGEMENT

If you get lonely mining by yourself, and haven't joined a corp., join one. Corporations always want dedicated and proficient miners because minerals make the galactic economy function. If you want to form your own corporation, train corporate management to at least level 3, then form your own corp.

Here is where your connections come into play, if you are in a corp. and liked it, be kind and give them some notice that you are leaving, and you may get an opportunity to become a "spin-off" corp. where you get some equipment and money to start up and get your self organized and work closely, but independent from your original corporation. This is a very desirable situation to be in because you are still friends, and get to do your own thing.

If you want some power, ask your CEO and you may be given a director post, hopefully in charge of Mining, or other privileges above being a regular member. If you don't like your corp, just leave them a message and leave.

If you really don't like your corp, or are a non-ethical person, stick with it until you have access to the good corp stuff, then hire a freighter to move all the stuff to another base while no one else in the corp is on line. Just remember, if you do decide to take all the corp assets, be sure you can do the job of the corp you are leaving better, it's easier on the conscience.

Now on to the details of running a corp. You need to find a station to setup your office in; this will be your base of operations, where all your corp assets will be stored, and corp business taking place. You can open up other offices to make it easier for others to apply to join your corporation.

The main considerations for choosing a location is station services, traffic, access to resources, other corporations, security, and distance to low security space just to name a few.

Station services are among the most important thing to consider, being you will be spending most of your time there. A good refinery is a must, factories are helpful, research labs are nice, but not necessary, and medical facilities are an asset to have.

High traffic areas may be good for trade because there are lots of people coming and going, but that could also be a bad thing as people could be mining your asteroid belts of the valuable minerals. Too little traffic and you will not have a large influx of new members.

Access to resources is simple, more asteroid belts are better, and some ice belts make it better still. You don't want to share a system with a big pirate corp, there will be too much fighting, and it won't be safe. Conversely a very large mining corp that can completely clear an asteroid field in a few hours is not a good neighbour either. Smaller corps make good neighbours as they are normally easy to get along with and don't feel threatened with you mining the same belt as them.

Security is a big one if you are small, staying where the security status of the system is high, you are safer from players from hunting you, and pirates from spawning in asteroid belts. Distance to low security systems is good for grabbing rare and valuable minerals, but also may lead to increases in traffic.

Once you have the basics in place, you go to the corp button on the left side of the screen, and create your corp, it should cost around 1 million ISK to incorporate. Once

you have a corporation, you are automatically appointed as the CEO with full access to all corporate assets and functions. You should have some friends to join your corp and make it look semi-reputable, and spread out the responsibilities like security and recruitment.

Next comes recruiting more members into your corporation. The best place to recruit is in systems surrounding high security systems and training stations, like where you first started out. This is a large pool of pure, blank slates you can imprint your ideals on to create your ideal army of miners and fighters.

With Corporate Management level 3, you can have a 30 member corporation, which is a good size for a while. Recruiting people is easy; keeping them is the hard part. Most corporations offer free Frigate replacements, a Cruiser when you can use it, and the rare minerals for Battle Cruisers and Battleships. To grow big, you need to be well organized in your operations, such as mining, fighting, manufacturing, researching, commerce, and many other areas.

If read this, leading a mining wing should not be a problem for you. The fighting wing should be lead by a friend of someone you trust who has focused on combat skills, and is good at leading combat operations. Manufacturing should be done by a few skilled people in close conjunction with research, and commerce.

Manufacturing is the major lifeblood of the corporation, as they make the minerals you mine in to more valuable items, and useful ships to use. Research makes the blueprints more efficient and faster building so manufacturing can work better.

Commerce is responsible for moving product out, and bringing in materials to build more advanced items. Though the jobs of commerce, manufacturing, and research can be done by the same people, ensure the people know that their main job is only one of the areas, and as much as you appreciate their effort in the other two, you won't think less of them if they can't do the other two with out compromising the first jobs quality.

Commerce is further broken down in to 3 areas for more efficient operation. The areas are; trade, purchasing, and hauling. Trade is responsible for selling materials and finished product and filling sell orders. Purchasing is responsible for acquiring the

materials that manufacturing need to operate. Hauling is responsible for transporting bulk material from one place to another, mostly working with the mining wing to keep the minerals flowing

The mining wing is the most basic area of operations, and is fairly easy to manage. Just get a bunch of people, warp into an asteroid field and start mining everything while someone from commerce hauls out the ore. The fighting wing is the second most important wing, as it keeps your members safe, and can allow you to operate in low security areas to get more valuable ores.

CORPORATE MINING AND INCENTIVE SYSTEMS

Getting ore for the corporation and running all the operative divisions sounds all well and good, but people want to get something out of it, and freedom to do other things. To encourage people to do their designated jobs, they want to be paid. For mining it is easiest to institute a payment system per container of ore, or a mandatory quota of 1 can and payment for anything over and above the quota.

If they do not meet the quota with out a good reason, you assess them a penalty, but that makes you look and sound like a dictator. Manufacturing, research, and commerce can be paid in ISK as a percentage of sales and production, or a flat rate.

For running a corp mining in secure space you need only miners, and haulers. As you get to less secure areas, it is an asset to have at least one guard, depending on the threat of NPC pirates in the area. This is a good exercise for some of the less experienced members of the fighter wing, while they are supervised by a more experienced member. When going into low security areas, you need more fighters, and someone who has gang warfare skills, and modules to improve everyone's ship stats. Tactics are very important, and should be practiced to maximize safety of all ships.

Finally there is the ship and equipment incentive you may have promised your members when they joined your corporation. Going back to the fact this is written in the perspective of a Caldari, and you don't have racial relations, you are composed of other Caldari and use Caldari ships. Ideally you should provide all people with a free Osprey when they can use it, and have the capacity to produce other ships as they may be requested. Having a few Moa or Caracal Blueprint Copies or an original would be handy, and also a Ferox Battle cruiser BPC. Anything beyond that is getting into large scale combat equipment, and should be saved for later. +

On the rare occasion you get a bunch of people who have a Socialist mentality (these are good people, provided you can mesh with them) you will have to use an alternate incentive system because blindly taking money is not their goal. These types of people are motivated by the end product they are working to build. This can make a big difference in member retention, several players in my former corp left because they didn't like mining all this ore, and not having anything to look at, or a tangible product, or a goal. One player defied what I thought possible when I told him that we needed to build a battleship every 2 weeks. In 3 days we had mined more than the entire corp in the past 2 weeks of the ore needed to build the battleship. He also turned down the 8 million ISK reward for other equipment for his ship. To deal with a Socialist-type player, assign specific goals for them to do for a specific project. Building a battleship is always a good one, because seeing a battleship you helped to build fly, is a warm feeling. Take that and see the fleet of battleships fly; it's a much bigger feeling. At some point these players will want some form of compensation, in the form of a ship or equipment. Depending how much they have done for the corp, you should give them it, or work out a deal with them. Eg. If you have a person who mined enough common ore to build you 10 large battleships, and they want a Covetor Mining

barge, 3 Modulated Strip Miner IIs, 2 Cargo Expander II's, hold of Harvester Mining Drones, and 6 of each Tech II mining crystal, you would be wise to give them it, because that setup will make battleship like crazy. If the person wants a battleship to do fighting, and they have helped with 3, you could have them mine more ore to build their own battleship, which usually results in people being very careful with the ships they build.

Then there is the freeloading person. They do their own thing, and expect compensation when they suffer any loss or damage to their ships. One person in my corp came to help me fight off some rats that arrived while I was mining. This was fine and dandy, but then he expected me to pay his repair bill, and give him 2 new drones to replace the ones he lost. You should cover them to an extent, because they do fight and receive bounties from hunting rats they can use to pay for other things. Another player wanted a Ferox Battle Cruiser, this is not a problem, I can mine a Ferox in a couple days. He also wanted corp to supply the skill book for him, and build it for no cost to him. This is a big issue with me. I worked to build my Ferox, bought my own skill books, and cut deals with others to get it equipped. Then I lost it to my own bad judgment in a 4/10 complex with another friend. 40 million ISK

gone in 30 seconds of heavy fire that my ship couldn't handle. This is an important life lesson for people to learn, and so I stand on my requirement that everyone needs to contribute a large amount of work to their Battle Cruisers and Battleships so they don't take stupid risks with out thinking about the hard work that went into their ships. Mining is my preferred method of building stuff for people, I simply take the minerals, push a few buttons and a ships comes out, simple, and easy for me. Not everyone will mine the minerals for their ships, so you have to have an alternate method for others to get their ships. I find internal pricing on ships for corp members works well, or protection agreements. Not all fighters want to sit in an asteroid belt mining their minerals; they would rather fight to get money and loot. Having some pre built ships is a good plan to increase the corp wallet, by selling a Ferox to members for 20 million ISK, rather than the 28-30 million on the market. Protection is another good one, as both the miner and guard benefit, as the guard gets some of the rare minerals needed for their ships. If the guard is a person that always wants compensation for the damage they suffer, just take it out of their cut of the minerals.

The Nitty Gritty Of Corp Management

Once you have a corp you need to assign roles to the members so they have access to selected corp assets. I have yet to find a definitive corp management guide, outlining all the roles, basic management, and other useful information for corp CEOs to use. When you form your corp, you get to design your corp logo, set your corp tax rate, and name your corp hangers. Corp logos are fun to make, and can take a while if you are very picky in what it looks like, so make what you like. The corp tax rate determines the amount of money the corp takes from bounties and agent rewards paid by agents to players, the range is 0-10%. Finally there are the 7 Corp Hangers you can name. These can be named however you like, but some common ones are; armoury for weapons, ships for corp ships, minerals for minerals and ore, high value for stuff you want secured. Others I have are probation for items for new players to use, blueprints where I keep the corp blueprints, and misc. for an extra hanger should I ever find a use for it.

After you have your corp set up, you need a station to act as you HQ. This can be anywhere you setup an office. With that, you are ready to begin recruitment and start your corp mission. Recruitment is another aspect of corp management that can prove quite the challenge to the impatient player. Depending on your preference you are free to use any means you deem appropriate to recruit members, and grow your corp numbers. The easiest methods are putting ads on the recruitment board on the EVE forums, placing secure cans in belts and gates advertising your corp, hanging out in the recruitment channel in EVE chat, directly asking people, or hang out in .4, and ransom people to join your corp (probably won't work, but jammed people in hull don't make the best decisions anyway, so it could work).

Once you have members, you need to learn a bit about them, like hours of play, and time zone. This is important because if the range is too wide, you may not see them often. Time is best expressed relative to EVE time, eg. I'm -5 EVE, some friends are -8, other are +8. For recruitment, you may be best to try during peak time for the desired market of members, eg. Past 1:00AM EVE, most of north America is online, so you would get more people from north America, or insomniacs from Europe and Asia. On new members you should do a

basic security screening of having them e-mail you a screenshot of their log in screen to check for hostile alts that may be precursor spys.

After they are clear of hazards, and joined, you need to assign them roles. Hanger roles come in 3 categories (HQ, based at, other), and 2 types (query, take). To explain this, assume you have 4 offices; HQ, mining base, and 2 other radding bases. HQ access determines what the member can have access to in the HQ station. If the member is a miner and refiner working out of the mining base, they would likely have query and take access for the mineral hanger for the mining base, and only query at HQ. to do this, you edit the individual member, and select the based at station for them, ie. The mining base. For the 2 radding bases, you can simply base some members there to give them their roles in the same method as the miner. The other roles are for when members are at different bases, other than the HQ and where they are based at. This outlines their accesses, so you can restrict them from other station specific hangers you may not want them in, eg. Miners browsing through the ratters hangers, and vice versa.

Basic roles new players need are query and take access from the probation hanger, and query access to a mineral hanger if you have members deposit ore into the corp hanger. Depending on your level of paranoia you may have for alt spys and sabotage, giving security officer to members is helpful for members to deposit items directly in to others hangers, but not take. Security Officer simply allows members to look at the hanger contents of members at any station where the corp has an office. That can provide useful intel for spys, but a station container negates that very well as they cannot open containers in your hanger. I also gave all members Junior Accountant role, which allows them to see the corp wallet, and all financial dealings, but not allow them the access the money. Once again a possible security hole, but provides nice auditing if members question actions. I was building some ships for corp, and one of my directors questioned why I spent 20 million in 1 transaction, not knowing I was building ships. This is a perfect example of how questioning transactions is a good thing, because it encourages accountability of those with access to the money.

Once you have members that have been around a while and have started to take a genuine interest in taking a bigger role in the corp, you should consider assigning

more roles to them, as you feel comfortable with them having. Other common roles are; station manager, factory manager, and lab manager. These roles allow members to make use of rented office, labs and factory slots, such as setting up jobs. These are best paired with rent office, rent factory, and rent lab roles, as members with theses roles will be able to start production on items, and setup research projects or rent offices where needed. Another job you can assign is trader, where the member will be able to buy and sell items on behalf of the corp, using corp money. At current this job does not work properly, as the ability to budget has not been implemented, so there is not separate trader account, so you also need to give the member the accountant role for them to do the buying part. The accountant role allows a person full access to the corp wallet, so they can take money out, and transfer funds to other sub accounts, so you need to trust the person a lot as its not too hard for them to take the money and run.

Other useful roles are; equipment config which allowed members to launch and anchor containers in space for the corp and modify containers in the hanger,

WAR

Unless you have expert diplomacy skills (you personally, not the trained skill) you will eventually come across another corp that wants to see you completely destroyed for some trivial reason like; you stole their system, blew up their POS, ran over their dogs, etc. The list is long and endless. When war is declared, you have 24 hours before you can start fighting freely with out CONCORD interference.

In this time you must gather information, rally the troops, make plans, get in to position and get the miners to safety. Gathering information is an ongoing process of seeing where they are, where their base is, ships, skills, etc. The more you know the better off you are.

Getting in to position is moving to a base closer to the area where combat will take place, and prevent you enemy from directly attacking your base of operations. Making plans is left to the expert combat planners and fighter wing.

Finally the most important group of people to evacuate, the miners. To minimize the risk of being found, and killed, send them to random systems without corp offices and keep a low profile while mining to build more ships to replace lost ships or mine to sell minerals to buy more ships. In my opinion running a long distance across the galaxy to mine in relative safety and sending the money to corp to use to purchase ships, is a safer and better idea.

If a miner is found, it is best for them to wait and run farther away until it is inhibitive to follow any farther. If you don't want to fight, pack up the entire corp, and move away.

DEATH

So you got your ship blown up, your pod breached, and you are now floating dead in space. Lucky for you, technology has found a way to keep you from dieing, cloning. I am not going into the technicalities of the system (it is rather interesting though), so we will start with the basics of the clone.

When you first start the game, you have a basic clone worth a few skill points. If you are training skills, you should be upgrading your clone to keep it current. Always upgrade your clone when you are getting near the skill point limit.

When you are killed your clone awakens with your mind in it. You loose all your implants, ship, equipment that was on the ship, cargo you were carrying.

Once you are revived, you should immediately buy a new clone in case you get killed again. If you don't have enough for a new clone; sell something, borrow, steal, beg, and/or use an alt to get the money needed. There is no faster way to loose motivation than to have all your hard work go up in smoke. If your clone is not up to date, you lose 5% of the difference

between your clones SP limit and your SP at death. This could be spread across your skills, or be just 1 skill that drops a level. Contrary to what you may think, buying the best clone up front is not the best thing to do, unless you plan on living a very sheltered life, far from any risk.

Buying 2 or 3 levels better clone than you need is a good plan. Once you reach about 1 million skill points, just buy the next level, as needing to upgrade will be far less often, and there are better ways to use your ISK.

NEURAL IMPLANTS

These are handy little things to have. They provide instant boosts to a stat, or improve your abilities instantly. The only problem is they can be expensive, hard to get, and you lose them when you are killed. You can get implants in a number of ways, but the most common are doing lots of agent missions, or killing high level pirates.

Once you have an implant, it is a good idea to plug it in and get the benefits of it. There are 10 different types, divided in to 2 categories; attribute enhancers, and skill enhancers.

Attribute enhancers are the most common I have found on the market, and from killing pirates. They boost one of your stats like; intelligence, charisma, memory, willpower, or perception. They range from 1 to 5 points. Other pirate implants offer much more benefit, but are more difficult to obtain. They offer a bonus to ship stats, like signature radius, turret tracking, speed, damage, armour, shields, and many more.

The bigger bonus with pirate implants is they get a bonus 10% to the stats modified by the implants if you have all of the same type.

The skill modifying implants are like pirate implants, but they only modify certain skills, but there are pirate versions available that are more effective. You only have 10 spaces in your head for implants, one for each type. To use an implant, stop training your skill, and select plug in on the implant. Then continue training, and you may notice the time has decreased a bit. I was training Mining 4, and stopped to train my intelligence to another level to speed training along.

It was going to take me about 5 days, 14 hours to train. In the 20 minutes to train my intelligence, I dropped the training time by about 2 hours. Just imagine the time savings with a +4 Intelligence Implant, where it only takes 30 seconds to plug in.

On the down side, to upgrade to a better implant you must unplug the current one, causing you to lose it. My advice for pirate implants you want to use is wait, and just collect them until you have asset you like. Its no good plugging in some Gurista

Implants just you find you have attained a complete set of Sansha a few weeks later. Pirate implants can easily fetch several million ISK on the market.

I have seen on the Forums, an implant that increases Mining Output by 5%. This is a rare level 4 agent reward, and is quite expensive on the market. Any information about this would be appreciated.

DEEP SPACE COMPLEXES

At various points in the universe there are little beacons that will take you to a complex or other area that is off the beaten path. These are deep space complexes that house other unique challenges for those daring enough to attempt them. They range from simple 1/10 which are easily done with a basic Frigate, to 5/10 which I assume would be a corp effort with battleships, to 10/10, which I have never seen, but I would assume would be lots of dreadnaughts, and would be an alliance wide effort.

These are good fun for fighters, or those looking for some good items. Once you warp to the beacon, you must activate the acceleration gate to get to the complex. Once there you have the area to fight with what is inside. The 2 major types I have encountered are rogue drone infestations, or pirate outposts. Rogue drones are annoying, and next to impossible to hit. You will need lots of ammo, and shield boosters to survive them. Pirate outposts are death traps, once you warp in, start shooting, and make sure you have lots of ammo, firepower, and shields. There are several

pirates in there, and they managed to shred my Osprey in 30 seconds, so be prepared with a combat effective Ferox, or at least a combat effective Moa.

There are also restrictions on the sizes of ships allowed in the deep space complexes: for 1/10 only shuttles, frigates, and elite frigates (assault ships); 2/10 destroyers are also allowed; 3/10 cruisers and elite cruisers (heavy assault ships); 4/10 battle cruisers are allowed, and 5/10 I assume allows battleships, beyond that I don't know. Once again, input is welcome.

Agent Missions

Eventually you will have semi-decent combat skills, and will want to put them to some use, Agent missions are the best way to use them to further your mining business. Doing agent missions builds up your standing with that corp, thus reducing the refinery tax paid so you get more minerals per refine cycle. It also can lead to lower factory and research slot costs, office fees, and the ability to install a jump clone at that corps station.

Agents come in many types, and give different types of missions depending on their type. The most commonly used are; command, internal security, intelligence, and security. These mostly give out combat missions, and the odd courier mission. (insert list here)

Agents range in quality from -20 to +20, and are in 5 levels, plus tutorial and storyline. Higher quality agents give better rewards, missions, and standing increases as you do missions for them, and have a lower frequency of sending you into low sec space. The level of the agent dictates the difficulty and pay of the missions you get. Level 1 agents are the basic agents that you can find all over the place, and are easy to do missions for. They are as hard as you want to make them, but for the most part, a decent frigate shouldn't have too much trouble. Level 2 agents are built for cruisers and get a bit tougher as they introduce electronic warfare in to the mix with ECM jammers, sensor dampeners, and target painters. Still solo able and quite fun to do, they have more cruisers and destroyers in them. Level 3 is where it gets a bit tougher, they are build to need a battle cruiser or bigger to do quickly and safely. They have more larger ships and in some cases webbers and warp scramblers. The danger is in getting too far over your head and not being able to escape because

of being scrambled. Its best to take the first ones slowly and learn which ships do what against you. Finally there are level 4 missions, they are very profitable and fun if you know what you are doing and have a friend flying with you. Level 4 missions need battleships or a strong tanked battle cruiser to do. There are lots of ships and big ones to kill. It is imperative that you take it slow and work out what groups will trigger what. Level 4 missions are known for their triggers, in that killing the wrong ship will spawn more, and its easy to get quickly overwhelmed. Take your time and do things right and you will be safe and rich. Level 5 is the most difficult and were designed to need a group of people to do them. You need a heavily tanked command ship or battleship to tank it, logistics ship on the tank, and lots of DPS including fast ones to close and take out long range sentry towers. They are hard and not recommended for people new to mission running or those whom don't completely trust their friends.

Still mission are fun, profitable, and good for a challenge. Level 2 too easy in your cruiser, try it in a frigate, its a lot of fun, just be prepared to lose a ship on occasion.

WEAPONS

There are 4 basic types of weapons; Laser, Hybrid, Projectile, and Missile. Laser is the basic focused energy type weapons, they come in 2 subtypes, Beam, and Pulse. Beam Lasers fire a constant beam of energy at the target causing damage to it, and are effective at short to medium range. Pulse lasers fire a single blast of energy at the target, causing damage, they are effective at short to medium range. They are affected by the type of frequency crystal equipped to modify range and damage. Hybrid is in the form of either a Railgun or Blaster. Railguns fire chunks of matter at hypersonic speeds, hitting their target to cause damage. They are good weapons for most situations, but have very rapid accuracy falloff at extreme ranges. They are useful for medium range, and use hybrid ammo to modify damage, and range. Blasters fire magnetically charged balls of matter at their target. This causes lots of damage, but has the lowest range of all weapons, being effective at close range. On the upside they have one of the fastest turret tracking speed, so if you are close, you are likely to get a hit. Projectiles are available in autocannon and artillery. Autocannons are fast tracking close combat

weapons. They have a very short range, but track their targets very rapidly, making them very accurate. Artillery is the longest range weapon available. It is a very slow firing, high damage, long range weapon. They are useful if you want to attack outside your enemy's range. Projectile weapons use projectile ammo to effect range and damage.

Missiles are the most diverse weapons in the game. There are 8 types of missiles; Rockets, Light Missiles, Heavy Missiles, Defender Missiles, FoF Missiles, Torpedoes, Citadel Torpedoes, and Cruise Missiles. Rockets are the basic short range missile, small damage, but fast and accurate. Light Missiles are the Frigate sized missile, fast and effective against small targets. Heavy Missiles are for Cruisers, also fast but not very maneuverable. Cruise Missiles, the battleship missile. They are large, slow, and high damage for use against other battleships. Defenders are light missiles for use against other incoming missiles to prevent them from hitting you. FoF are seeking missiles, they don't require a target lock, but they are erratic, and not very powerful compared to their counterparts. Torpedoes are high damage non-seeking missiles, they pack a lot of damage. Citadel torpedoes, are only fired from

dreadnaughts and stations. They are massive, weapons used to attack stations and other large slow moving or stationary objects.

Now that you know how to use the weapons, you need to know how to engage an opponent utilizing these weapons safely and effectively. First with lasers, you are best to out range them if possible. They are only effective to about 10km, and tracking isn't the greatest, so sit out side of their range and chip away at their ship. Artillery is slow firing, slow tracking, and long range. Unless you are in a Scorpion firing cruise missiles, you are unlikely to out range it. It is slow and hard hitting, but the ammo capacity is small, and the rate of fire is slow. Having never used artillery, I don't know the effective range, but I'll say any closer than 15km and they can't track you. Autocannons are the opposite of Artillery, they are fast firing, fast tracking, short range, and not overly powerful. Still they pack a punch and can hurt. The effective range is between 3-10km. inside that they will have some trouble tracking you, outside you are not in optimal range. Hybrid turrets are where my experience lies, it use them on everything, except my Caracal because that's my missile boat. Railguns are long range, decent fire rate, decent damage, good capacity. they are effective to about 35km, and lose tracking

ability at 12km. the closer you are the less likely the enemy will hit you. Blasters are short range, high damage weapons. They are also fast tracking, and can quickly shred a ship to bits. On the upside, they are very short range, 3-5km range, these really hurt if they hit you, so stay out of their range and you'll do fine. Missiles are the worst thing to be targeted by, because they are seeking. If you are engaging a Kestrel, Griffin, Caracal, or Raven, run as fast as you can. These are the Caldari Missile boats, and take this job to heart. Missile launchers do not take any capacitor energy to use, so they are a perfect tank. They will take a punishment while dishing it out. Missiles do not require tracking, and seek out your ship no matter what the range. To avoid them, stay out of range or have a setup that can take the punishment. The weak point of missiles is the rate of fire.

Each races ships have bonuses to certain weapons, and are known for a specialty in others. The Caldari are known for their Missile Technology, and have ships designed specifically to be missile boats. The Gallente excel at Hybrid weapons, and have ships that reflect that. Minmatar utilize projectile weapons, and they have a battle ship to back that up. The Amarr use

laser weapons for their advantage. Some ships also have other bonuses, like many Caldari Ships have a Hybrid Turret bonus, or Electronic Warfare bonuses.

BUILDING YOUR FIRST COMBAT SHIP

There will come a time where you will not be able to deal with pirates while mining, and will need to fight on your own to keep your valuable minerals flowing. This will require either a second ship, or combat layout for your current ship. Assuming you are flying an Osprey, you have already read how to make a decent combat ship out of it. This will focus on the Battle Cruiser Ferox.

To make a ship combat effective, it should have the appropriate sized weapons and modules, and the skills to make it capable of decent performance. You wouldn't want to pay upwards of 35 million ISK for a ship, and top of the line equipment to be blown up because you didn't have the skills to utilize them. Conversely, flying a Frigate with perfect weapon skills might not be the best either. You must find the happy medium between the two. There are 5 basic ship types that can be made to fight with varying degrees of success; Frigates, Destroyers, Cruisers, Battle Cruisers, and

Battleships. They range from the smallest to the largest in size. Frigates are small fast ships with light armour, and small weapons, they are useful for fast attacks. Destroyers are anti-frigate gunboats, they are not as fast, but have a bit more armour, and lots of guns. Cruisers are the middle ground and the most versatile type of ship; they are powerful, decent speed, well rounded ships. Battle Cruisers are the Anti-Cruiser ships; they are more heavily armed, and shielded. Battleships are the biggest feasible combat ship. They utilize the largest weapons, have the most armour, shields, but are slow.

If you are planning on pursuing a larger stake in hunting NPC pirates, it is important to train the gun skills you will utilize the most, and the support skills that will be useful in protecting your investment. Training gunnery skills will increase the turret tracking rate, and hybrid turret will increase damage. Missile launcher skills decrease firing time, and individual missile skills will let you use that type of missile, and increase the damage. Having Repair skills will allow you to use armour repairers so you can stay alive longer, and shield boosters to keep your shield up.

Assuming you have obtained lots of money and resources by this time, I will go straight to the Ferox. The Ferox Battle Cruiser is, in my opinion, a very powerful

ship that could handle NPC pirate battleships, if properly equipped. To use the Ferox you will need; Battle Cruiser 1, Spaceship Command 4, Caldari Cruiser 4, and Caldari Frigate 3. That will get you in the ship so you can fly around space. To make it combat effective, you need the proper skills to equip the right weapons. You could fly with Frigate equipment, but that is not effective for the ship. You can get in to a battleship with only another week of training, but you will be one of those 1 million SP battleship pilots; you have the ship, but anyone with a decent Cruiser could take you out, and you don't look very threatening when you unleash your 150mm Railguns on something.

Once you have the ship, you should train Medium sized weapons, and components. These are designed for Cruiser use, which makes them the ideal choice. To use Medium Railguns, you need Gunnery 3, and Small Hybrid Turret 3. Medium Armour Repairers, and Shield boosters are musts for a combat ship to keep you alive and in good condition. If you have the space, a small hull repairer just to fix the hull after battle. I designed a rather good long range assault layout for the Ferox, that theoretically works (it works with my skills, if my spreadsheet is accurate). It utilizes 3 250mm 'Scout' Railgun, 3 Heavy Missile launchers, and 1 auto targeting module in

the high slots. In the Medium Power Slots 1 Medium Shield Booster II, 1 10MN Afterburner II, 1 Tracking Computer to increase range and accuracy of the Railguns, and 2 Shield Resistance Enhancers (recommended by Amarrian Android of Diamond Dogs). In the Low Power Slots 1 Medium Armour Repairer II, 1 Magnetic Field Stabilizer to increase Railgun damage and rate of fire, 1 Ballistic Enhancer to increase missile rate and damage, and 1 Reactor Diagnostic II.

This provides combat effectiveness up to 43km with the Railguns, locking range of 60km, and the ability to automatically lock any target within 50km. With the shield boosters, you will be able to take some hits as well and when the enemy is in missile range of 38500m, blow them in to space dust. If that is not enough killing power, you can invest in higher skills, weapon specialization, and improvement skills to get the Tech II version of the weapons. The Tech II variants are more expensive, but also utilize many other skills, thus increasing their damage dealing abilities.

I tested this setup against Sansha Pirates in .2 Space, and found this is a very effective setup against Laser weapons, as you are outside their range. The only drawback I noted, was not having the EM Resistance Modifier Equipped.

FIGHTING NPC PIRATES

For those who are smart enough to know that they don't stand a chance against anything larger than a frigate piloted by a player, there is hunting NPC pirates. They are what keep the hunters busy and allow me to kill stuff to supplement my income from mining. These pirates come in various sizes, shapes, and values. I have encountered 3 factions of NPC pirates, and made the following observation base on combat tactics used. Guristas are found around Caldari Space, and use Caldari Ships as they were founded by 2 former Navy Officers. They primarily use Railguns and Missiles. To best counter them, see what ship they are flying, and use the advantages against them. Being they use Railguns, their effective range in medium to long, so being close will prevent them from tracking you, and hitting you. The missiles are more difficult to evade, but unless they are flying a Kestrel, shouldn't be too much trouble. They will drop railguns and hybrid ammo, along with many other common items (shield boosters, repairers, etc.). Sansha are primarily laser users, and I suspect use Amarr ships. They rely on laser

damage, so increasing your EM and thermal resistance will negate any damage they can inflict upon you. Since they have lasers, staying about 10km away will make it very hard for them to hit you, because lasers are short range weapons. A rail gun will make very short work of them. They drop lasers and frequency crystals. Serpents fly Gallente ships, and use blasters. You though lasers were short range, the Dreadnaught sized blaster has a range of about 10km, mind you it packs enough force to completely obliterate a cruiser, but that's not the point. They are effective between 3 and 5km, any farther and they can't hit, any closer and they can't track as well. Out range them, and you will be fine. When they blow up you get blasters and hybrid ammo. Where ever you settle, learn about the pirates in the area, and the best way to defeat them.

ELABORATION ON SKILLS

The skill build that will allow you to advance the fastest in your select area of skill are very wide and diverse. When you first create your character, in theory it pays to look in to the attributes needed to advance your skills the fastest, but as has been made adequately clear by many experienced players, no matter the build you make, it is always the wrong one. I have experience with the industrial skill, and learning skill attributes. Intelligence and Memory are needed for learning skills and industrial skills. Weapons and ships need perception and willpower. Leadership and social skills need charisma and willpower. Drones need perception and memory. There are many more classes of skills that rely different attributes for determining training times.

I blindly front loaded my character with lots of intelligence and memory because they sounded good, and I thought the limit was 10 in every stat, that is clearly not the case, there is no cap I can find. The ideal start is getting your intelligence and memory skills increased, then learning, and finally the other learning skills. That will

boost your attributes by 5 points in each stat, and decrease training time by 10%. I recommend training mining while trying to earn the money to buy the skill books to train. This will take about 50 days of straight training to get the 6 basic learning skills to level 5. Then get Eidetic Memory and Analytical Mind to level 5 to max out your memory and intelligence to minimize the time required to train the other learning skills. Alternating between memory and intelligence will further shorten the time needed to train. Being industrial focused; you can skip the other skill training, and just focus on intelligence and memory.

When starting if you follow this guide, you will be flying a cruiser very quickly, and will be ill prepared for any major combat as combat is not the focus until later. This is completely intentional as mining is the major focus, and cruisers are not overly expensive to replace if you are careful not to lose them too often. Battle cruisers are the largest thing I would fly without advance training for it. I lost my battle cruiser and that was a huge hit to my pride and the corp fleet. If you want to fly a battleship, you could do it in about 2 months or less. This is highly warned against by many of the experienced players, including agent runners, hunters, pirates, PVPers just to name a few. They all recommend you train the supporting skills

and anything that will help you survive and lay waste to your target before flying your battleship. A battleship on its own can absorb lots of damage, but it would be a shame if my Ferox took you out because you couldn't use the proper equipment, and you didn't have enough HP. From my research training Engineering, Hull Upgrades, Electronics and shield upgrades to name a few. Engineering will increase your power grid, hull upgrades increases hull HP, electronics increases CPU, shield upgrades increases shield HP. Have a plan for what you want to do with your ship first, then build it accordingly. That bit of planning can be very helpful in getting yourself ready to fly and begin on your path of destruction.

Training your skills with the idea of general proficiency with all turrets is simply accomplished by training Gunnery, weapon upgrades, advanced weapon upgrades, sharpshooter, zero-g physics, and the weapon you wish to use. Gunnery increases turret tracking speed, weapon upgrades decreases CPU requirements, advanced weapon upgrades decreases power grid requirements, sharpshooter increases optimal range, zero-g physics increases falloff, weapon skills increase damage.

ETHICAL ISSUES

There is no doubt in my mind that someone reading this will use this information for the purposes of evil, to that I say; go ahead, and do tell me your successes and failures. That way I can find a better way to protect against any unethical things people do, and build a better unethical person. After all, as much as I don't like getting my ship blown up or damaged, that is what keeps the market going, and me making money.

This section stems from the knowledge that a criminal flagging system will be coming into place that will flag ore thieves so they can be destroyed by the owner and/or gang and/or corp members. I highly deplore ore thieves, because they cut into my money making, and hard work. I respect the skills it takes to do it, as I tried it once, and failed miserably (damn code of ethics that says you have to give it back if you are discovered). I will divide ore thievery into 2 major groups; barges, and others. Those who sneak up and take ore from the jet can of a fully loaded Covetor mining barge mining a common ore. They are very annoying, and there is not much that can

be done, because you are in a mining barge, and can't really fight back, but you could fill a can in 25 minutes, so it is not that much lost productivity. The worst are the ones that steal if you are flying any other ships for mining, those ships can take a long time to mine with. Just be warned that when this new system comes in, I will fly a combat ship designed to destroy your hauler (most likely have a friend with me, and mine with my barge, its faster that way).

Another unethical area is hunting defenseless miners, and weak ships. You have a big powerful ship that can lock, jam, and drain my ship before I know what happened. Not that difficult with a barge, but what do you hope to accomplish podding miners? Miners usually have money, and lots of ore, so why not tap into this. Lock, jam and drain their ship so they can't go anywhere, then demand a ransom from them. This way you profit rather than the ship builder. Don't demand too much, or they are liable to smarten up and move so you lose income or mine with friends, and that just escalates to more losses. If you have some considerable power, and friends, offer protection services in low sec areas. Then you have miners working for you, which makes both parties happy. I would pay for safety so I could safely gather megacyte and morphite.

Another extortion tactic is to blow up their jet cans of secure cans that hold their ore. You thought ore thieves were bad stealing a good chunk of your ore, try having someone blow up you can with all your ore in it. Not only is that counter productive, but the person is already in a combat ship, so you have no chance to retaliate. This works by targeting the can, then private messaging the person, and making your demands. Just a million ISK is enough, to start, if the person agrees unlock the can, and watch their can for them to be nice. If they don't agree, fire 1 shot, and increase your price, they will likely pay it. Repeat until the person pays, or the can is destroyed.

Remember this very important fact; pirates also have a reputation to keep, and honour and standards to maintain. If you make a deal with a player, keep it, don't kill the person after they pay you, there are other pirates with more experience than you that will hunt you down for tarnishing the reputation of pirates everywhere.

Tech 2 Ships

With the release of RMR, almost all ships have an improved Tech 2 variant, so I am going to elaborate on them, in general terms and how they apply to Caldari, and what they are best used for.

Tech 2 Battle cruisers are command ships, and are designed as such. They have increased shields, armour, hull, cap and resistances. They are tanks in every sense of the word, but lack much in firepower improvements. They have field command types, and fleet command types. Field command ships are designed to get in to the battle and provide some firepower along with support, micromanaging the battle. They are more heavily armoured and stronger, but can only use 1 gang warfare module. Fleet command ships are designed to stay back and macro manage the situation. They are not as heavily armoured, or pack as much firepower, but can use 3 gang warfare modules to provide extra support where needed.

Tech 2 Frigates are available as covert ops, interceptors, and assault ships. Covert ops come in 3 types; recon, attack, and stealth bomber. Recon ships are designed to penetrate undetected to a hostile area and gather information about that area.

They have a fast recloak time, and short scanner recalibration delay, but lack much ability to fit weapons. Attack ships covert ops ships are designed to cloak, and launch quick small hit-and-run type of attacks, then escape. They are fast, but suffer long sensor recalibration times, and lock on times so caution must be used when attacking. Stealth bombers are the heavy hit-and-run ships. They use cruise missiles to attack their target. They can't use the covert ops cloaking device, but they gain a speed bonus when cloaked so they go faster when cloaked. They also don't have a sensor recalibration time, so you can uncloak, lock, fire and hide again. Interceptors are the fastest ships available, and typically serve the role as first strike craft, or tacklers in head on assaults. They are very fast, have a small signature radius, and are suited to electronic warfare. They also make nice transports for very valuable items. The downside is they don't have a lot of CPU or powergrid for fitting weapons. Assault ships are the most popular Tech 2 Frigate as they are like their base model, with more fitting room, and better stats. For Caldari they have the Harpy and Hawk.

Tech 2 Cruisers come in 2 types; Heavy Assault Ships, Recon ships, and Logistics ships. Heavy Assault Ships, AKA HAC, are bigger, more powerful cruisers with various upgrades. For Caldari there is Eagle, and

Cerberus. Eagle is a very powerful long-range rail gun platform, designed for support fire and sniping. Cerberus is the missile platform; it is also fairly long range, and deals lots of damage. Recon ships are like Covert ops, but serve slightly different roles. There are 2 types; Attack and Force. Force Recon ships are electronic warfare based ships that uncloak, and lock down enemy ships to they are easier to take out with the fleet, or create cynosureal fields for capital ships to jump in. Attack Recon ships are designed to pop out and launch surprise hit and run strikes. Complemented with some stealth bomber, they can be quite deadly. Logistics ships are the 'healers' of the fleets, because they usually have bonuses to cap or shield transfer arrays or remote armour repairers. They usually possess minimal weapons, but decent ECM, and shield/ armour resists so they can survive a bit longer.

Tech 2 Destroyers have been released to serve a completely new role that has yet to be done, truly mobile warp disruptor, also called an interdicator. They are designed to launch warp scramble drones to create a large trap for ships. They also possess some weapons, but are not the strongest ships. The warp scramble they generate is 20km in radius, and so powerful that not even super carriers or titans can escape, the downside is you are scrambled with

everyone in the 'bubble', so you are a sitting duck. What makes these very useful ships is that they can pull ships out of mid warp into a trap, rather than having the fighting around a gate where the prey could make an easier run for safety, it is in the middle of nowhere where help is harder to come by.

Flying A Battleship

Eventually you will have all the mining skills at level 5, be rolling in lots of money and want to fly a battleship. My advice is don't just jump in to one or you'll lose a lot of money when you get blown up. As I mentioned earlier, anyone can just jump into a battleship and look threatening, but those that take their time can be threatening. Aside from the required skills, and the skills for the guns you want, you need the support skills.

The support skills you would be wise to get are; energy management, shield management, energy grid upgrades, shield upgrades, shield operation and energy systems operation. These boost total cap/shield by 5% per level, reduce CPU or powergrid, increase shield/cap recharge rate by 5% per level.

Once you have those skills, you need to build your tank on your ship. There are many useful guides on tanking a ship, and how to build the best tanks out of ships, but I haven't read them, as my friend JaBBa666 gave me the simplest advice on tanking a ship. Train Tactical Shield Manipulation to Level 4, get an Invulnerability Field II, and train EM Compensation, Thermal Compensation, Kinetic Compensation, and Explosive Compensation to build a decent shield tank. These will increase the active Shield Hardening by 5% per level, and passive hardening by 3% per level. The invulnerability field increases shield resistances by 32.5% in all categories when on, and 1% in all categories when off. This makes it a very effective tanking module if trained up properly. I have tried this with just the basic Invulnerability Field I on my Ferox, and found it works quite well for sustaining damage against NPC frig swarms, and low sec cruiser spawns. Tealkjaffa, my corp supreme combat commander advocates boosting the resistances you will be tanking. Either approach will work depending on the ship and how much damage you need to tank.

When you fly a battleship, you should have some reasonable skills for the weapons and modules you use so you get the best bang for your big buck. Level 4 skills are a must if you want to be strong

and strike down your enemies with powerful hits. It also helps to know how to fly your ships effectively so you can fight with it. Training with other ships would be wise so you know what you are doing, and how to best do it. If you have been flying assault frigs and interceptors, then go for a Megathron or Apocalypse, you may have some trouble adjusting to the difference in size and handling. Flying a battle cruiser for a while will get you acquainted with tactics of large ships while providing an easy to use platform for learning, at a lower cost and less risk.

When you finally can fly a battleship, fly what you know and are good at when it comes to weapons. If you like hybrid turrets, go Gallente Megathron, Dominix is a drone carrier, Raven is a missile boat, Scorpion is an ECM platform.

Player Owned Stations

A Player Owned Station (POS) is the greatest project a single corp can achieve, and sustaining it can have great benefits to the corp, but having a POS is no easy task. A POS is just structures floating around in space, surrounded by a large shield that lets some people in and keeps others out. It

is not the most comfortable place to live, but it makes a relatively safe spot in an otherwise hostile environment. A POS can be used for a wide range of purposes; manufacture, research, mining, living, etc.

The most common use for a POS is for living and working out of in places where there is no station or where security is needed. They are a big help for living in 0.0 or low sec space, because they have large secure storage hangers to store items, guns for defense (small (cruiser), medium (Battleship), large (dread) size), ship storage hangers, manufacturing arrays, refinery, labs, and equipment for moon mining. Setting up a POS is a large undertaking, and should be pre-empted with research into how to set them up, and what you need. First, you need to look at what you need to use it for; is it a high sec research POS, low sec manufacturing POS, 0.0 survival outpost, front line siege POS, etc. Second what is the availability of fuel for the POS; you will need the isotopes, heavy water, and liquid ozone along with the trade good fuels. Isotopes, heavy water and liquid ozone is acquired from ice mining, while the others have to be purchased from NPCs. If you are going to mine the ice to lower the cost, you need to look at what is available for fuel. In short, each race has their own control tower that take a certain type of fuel, usually found in their controlled space, and surrounding

areas; eg. A Caldari POS will use the ice found in Caldari Space, while Amarr use Amarr ice types. If you are going to have a high sec research POS, fuel could be attained on an as needed basis, and be brought in from local ice belts, or stockpiled at a nearby station and ferried out when needed. Most corps in high sec store several months of fuel on hand in a station and fuel the POS ever 2 weeks, while in low sec and 0.0 its safer to have a dedicated hanger array at the POS so it can be fueled in any condition.

FREQUENTLY ASKED QUESTIONS

Q: Can I recruit members of another race with out having the Ethnic Relations Skill?

A: No, you must have Ethnic Relations to recruit members of another race. Also, you can only have 20% of you members from other races per level. IE. If you are Caldari, in a 20 member corp, you can only have 5 non-Caldari members total, not 5 of each race.

Q: Is there anyway to see who is taking what from the Corp Hangars?

A: Not at this time. Currently Corp Hangars and Audit Containers only record who put things in to them, not who took anything out. The best way to prevent theft, is limit access to what you deem valuable.

Q: What are Corp Shares used for?

A: Corp Shares are used for making vote on internal matters in the corp, like removing a CEO, or appointing a director. They are also used for paying out dividends to shareholders.

Q: What does "Query" mean in hangar access?

A: "Query" in that sense means the person is allowed to look at the items in the hangar or container. Granting "Take" access allows them to remove items from that container or hanger.

Q: Can I charge Corp Taxes on certain people and not others?

A: No, taxes are collected on all bounties and agent rewards corp members receive that are 35,000 ISK or more. Recent changes have also made it so bounties are lumped together so its now based on the lump sum payment, overall adding a little more income to the corp.

Q: Does it bother you being asked newbie-type questions?

A: No, I am writing this to help others become better at the game, and function more efficiently and safely. I will answer any question I am asked to the best of my ability, provided it is relevant to the game (no matter how basic), or you can convince me it has some importance. It is by asking questions, I learn more, you learn more, and I can write a better guide to help others.

CREDITS

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CONTACT INFORMATION

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Thank you reading, more updates to come.