

BattleClinic
fight smart

EV=ONLINE



new player guide

March 2007

About

BattleClinic is a fan-run gaming support site that has been building tools to help players enjoy games since 2000.

We help players fight smart! We are not affiliated with any in-game alliances, corporations, guilds or clans. Membership is free. We do not accept advertising on the site and we don't sell or otherwise provide information about our members to third parties. We welcome feedback and suggestions.

Players: Need a TeamSpeak™ server? Want private forums for your clan, corp, or guild? Want discounted prices on game time codes? Post your request on our forums!

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Well done, BattleClinic team!

∞

To my wife, for her willingness to be a computer game widow.

Introduction

The following information has been obtained from numerous sources including our own personal experience, the BattleClinic forums, and other EVE-related message boards. We've updated this guide from its original publishing in 2004. We hope you enjoy this information as much as we have had compiling it for you. And don't forget, for additional on-line help, guides, tutorials, tools, and forums, visit battleclinic.com.

You will find additional new-player guides at the Eve-Online official site, and of course the in-game tutorial is now an excellent source of information for new players. We strongly recommend that you invest time in the game's tutorial. Who knows...you might find a reward waiting for you at the end!



Ultra-Quick Start for New Players

Here's a compilation of advice from new players for those of you who are completely ADD.

- After you learn how to fly frigates, jump into a cruiser and leave the destroyers for people that will be killed by cruisers. ~ spanishleo
- Go through the Tutorial and starter agents with your first Character. Then start thinking about what you want to do... ~ somas
- Don't be afraid to try, even if it means you lose a ship. The best time to learn is early. ~ metalmonkeymood
- Find yourself a decent player corporation as soon as possible. It will transform the game for you. ~ Mr Scrapie
- Your first priority in game should be to get all 6 basic Learning skills. Get them all to at least level 3 before you do ANYTHING else. This will also give you time to choose a direction you want to go in the game.. ~ Llanthas Freedark
- * Watch local! ~ taB
- Combat = 25% skills, 25% ship setup, and 50% tactics. You can take down a 3 year old player in a battleship by using a frigate - see the above formula.. ~ FragSyndrome
- A bad ship loadout will lose the fight before you ever undock.. ~ MrCue
- Ask questions, lots of them. You would be surprised the number of people that like to answer questions.. ~ Xaintrix
- If you get into a fight and click default orbit you might get a nasty shock, if you haven't set it correctly, when your ship turns away from the target and goes off in some random direction out of your weapon range. Your sudden change or direction and slower speed as you turn will make you a lot easier to hit and if you're easier to hit you're easier to kill. ~ Merrick Tolkien
- Don't sell anything until you have checked you can't make more money by processing the item to ore first.. ~ Rommy
- Download, Install, and use EVEMon and QuickFit. They will give you a better understanding of the game. ~ ZMaster
- Don't fly in anything you cant afford to lose, starting again with no savings suxs. ~ Knighteyes
- Don't try to get into the larger ships/weapons too quickly. What you fly should not be dictated by what your skills allow you to fly but what your skills allow you to fly effectively. Also remember the bigger the weapon the lesser it's effect against smaller vessels such as frigs. ~ Smeghead
- Once you're in your first corp, always be willing to help in corp events, don't be selfish. It won't go unnoticed. ~ Christoffski
- Before undocking and moving into 0.4 and below make sure your clone is up to date. There is nothing worse than getting podded and losing skill points. ~ josh_1143
- Plan not only to be able to fly a new class of ship, but the weapons and other modules required for it. The best way to lose a ship is to fly one you can't skill properly. ~ Horace Harkness
- Just because no one is around doesn't mean you should loot a can that is not yours, looting will get you flagged--meaning that whomever owns the can, can attack you without worrying about CONCORD until the timer runs out.~ Maior Interfeci
- Right-clicking weapons or modules in space provides options like auto-repeat on/off
- Don't take anything from a floating space can that isn't yours or your corp-mates

The Basics

Before we can talk about outfitting your ship we need to talk about skills and how to create your character. To properly choose and outfit a ship, you must know what kind of work your character will be doing in that ship. There is no single ship that is perfect for every kind of work and it can be a very good idea to specialize. It's true that you can improve and add to your skill set and eventually you can fly several kinds of ships and do several kinds of work, but that takes a lot of time and money. So let's get started!

When you start out, you'll need to focus on the basics: mining, trading, salvaging, "ratting" (destroying NPC ships for their bounties) mission-running, or of course what EvE was built for: Player versus Player (PvP). If you have friends to help you, you might start with other kinds of work such as manufacturing, researching, archeology, or invention, but this usually requires a reasonable understanding of the game plus raw materials, and seed money. Through mining, trading, or fighting, you can make enough money to improve your ship and build your skill set. You can do this alone or with other players, but we recommend you focus on one profession in the beginning.

Mining and Trading aren't the most glamorous jobs, but everybody seems to do some. It takes time to learn the best routes and the best place to mine ore, and you'll want to ask friends to help or visit one of the support sites to find good systems. If you are brave enough, you can go into low-security space and mine the rare ores, which you can make a LOT of money and is rarely dull. The risk is a lot higher, however, and "noobs" are advised to take it slow at first, until the game is learnt. Miners should focus on getting a ship with the largest cargo hold possible, and preferably 2 or more turret slots available on their ship that can use Mining lasers (more on that below). Traders also need a large cargo hold but can skip the turrets and focus on things that increase their speed or their cargo. For traders, time is money. EvE offers a very comprehensive system to set up player-to-player auctions, courier contracts (whereby you pick up and drop off supplies for a fee) and item exchanges. You can deal with other players this way, or you can purchase trade goods from the NPC (non-player-character) stations and sell them for profit elsewhere in the universe. Pretty straightforward, huh?

SUGGESTED MINER SKILLS: Industry skills, Astrogeology skill, Electronics skill, Drone skills, Mining Barge skill, Refinery skills.

SUGGESTED TRADING SKILLS: Trade skills, Navigation skills, Engineering skills, Racial Industrial skill. Other skills can be bought that will improve your speed, defense, agility, and so forth.

"Ratting" (PVE—Player vs. Environment) involves loading up your ship with weapons and defenses, leaving your comfy station, and flying to an asteroid belt (or complex, explained later). If you get to the roid belt and there is nothing there, wait a few minutes and a "spawn" of enemy ships (rats) should appear. Note: Rats do not spawn in .09 and 1.0 systems. Fly toward them, target them, kill their ships, pick up their loot, salvage their wrecks if you have the skills and a salvager module aboard your boat, then fly to another belt and do it again. A good balance between offense and defense are key to the success of a fighting career. For this kind of work you'll want to focus on getting a ship with a good slot layout and good combat bonuses so you can carry mount several weapons, add shields or armor, and several other modules your ship needs to operate. You will find that you are constantly balancing your loadouts based on your skills, and as your skills increase, so do your options—often for the same ship!

SUGGESTED COMBAT SKILLS: Gunnery skills, Navigation skills, Missile skills, Engineering skills, Electronic skills, Mechanic skills, Spaceship Command skills, Shield skills.

Mission running is very similar to ratting, except that there are certain benefits for working for an NPC agent. The new player tutorial will explain how to accept a mission, so we won't do that here, but running missions helps you increase standings with the faction that you're doing jobs for, which leads to more, better quality agents being available to you, which gives you more ISK and rewards, etc. Your goal is to run higher level missions sooner, as these provide greater payouts. Missions also give you loyalty points which can be spent on Agent Offers. When an agent offers you a cool new toy like implants or goods or ships, you can choose to accept the offer or decline it. You can decline an offer to spend loyalty points without hurting your standings. But don't decline too many missions, or your agent won't talk to you anymore and you'll have to start over somewhere else.

SUGGESTED SKILLS: Connections, Negotiation, Social, Science—in addition to combat skills.

CAUTION: GRIEFERS

The universe is a dangerous place for noobs. Some players will purposely antagonize new players by tricking them whilst the new player is mining or running missions.



These griefers are usually washed up players who can't win fights with equally skilled opponents. They're the lowest form of life in EvE. Tricks include inviting new players to remove contents from a floating can in empire space, which allows the owner to shoot the offender without penalty. Other tricks include inviting new players to a "warring gang." Everyone in that gang can be shot freely in Empire. The griefer's buddy usually shows up and owns the noob without interference from Concord or the noob's supposed friends in the gang. If you're new, watch the gang invite window; it will ask you, "Join Warring Gang?" Consider saying "no."

Let's talk about skills. Skills are ranked according to difficulty. Most of the skills you see at first are all Rank 1. But there are many other skills of higher rank. But rank is not the same as the training level. The level reflects how far you have trained the skill. The rank tells you how difficult that skill is to train. Rank 2 skills take twice as long as Rank 1 skills to train to Level 1. Rank 3 skills take three times as long. Higher ranked skills also cost more.

Once you decide what kind of work you want to do, you can create a character with the right kind of skills to support that work. When you create your character, you will get a set of skills that is derived from the choices you make (race, school, etc.). If you make choices that include the same skill more than once, you will start the game with that skill trained to that many levels. For example, if you make choices that give you Engineering 3 times, your character will start the game with his Engineering skill at level 3. You will have to buy any skills that you don't get in your basic skill set.

Some people prefer to create a character with fewer skills at higher levels. Other people prefer to create a character with more skills at lower levels. You must choose for yourself, but whatever you do, make sure the skills you start with are right for the kind of work you want to do.

More important than your starting skills is the distribution of attribute scores. There are five different attributes, which affect skill training times. In general it is better to have an even distribution of attributes, since unless you already know what you want to become, it saves time training skills when your attributes are balanced. Unlike skills, you are stuck with your attributes (though the scores can be raised, more on that later).

What about Business, Research, Manufacturing, Archeology, Salvaging, Exploration, Invention, etc.? We'll leave these professions to later in the guide. Each requires a more complete understanding of the game that only comes from playing it a while. Players should focus on gaining skills through mining, trading, or missions (or ratting) first, and amass the skills and experience along with the understanding of EvE's subtleties and complex social network before trying more advanced lines of work. You might be brilliant and understand how to research in EvE after your first week, but if you move to a research agent in the middle of a warzone and don't know it, you could find yourself unable to do much except stare at the inside of your station. Learn the game, then come back and try these advanced professions.

Engineering, 16 skills, 3,197,050 pts.			
	EM Shield Compensation Rank (2) SP: 2,829/16,000	LEVEL 2 0% DONE	
	Energy Emission Systems Rank (2) SP: 50,204/90,510	LEVEL 3 45% DONE	
	Energy Grid Upgrades Rank (2) SP: 512,000	LEVEL 5	
	Energy Management Rank (3) SP: 768,000	LEVEL 5	
	Energy Pulse Weapons Rank (2) SP: 16,000/90,510	LEVEL 3 0% DONE	
	Energy Systems Operation Rank (1) SP: 256,000	LEVEL 5	
	Engineering Rank (1) SP: 256,000	LEVEL 5	
	Explosive Shield Compensation Rank (2) SP: 2,829/16,000	LEVEL 2 0% DONE	
	Kinetic Shield Compensation Rank (2) SP: 2,829/16,000	LEVEL 2 0% DONE	

A portion of a player's skill list.

Once you have a rough idea what you want to do, it's good to train skills that further help you along that path. Even if you discover you want to do something else instead, you are not necessarily gimped. All skills can be trained by any character, but the time may vary according to the character's attribute scores (Memory, Intelligence, Willpower, Charisma, Perception).

The role of race on character creation: In the good old days before the Revelations patch of 2006, character creation was a pretty brutal affair. It wasn't well explained and it was a bit hit-or-miss to figure out what combination of racial attributes would work best for what professions. In Revelations, it's become much easier to create a character that does what you think you want him/her to do. All characters start with the same base number of attribute points, but they're spread around differently. Take your time when selecting.

On ships: Each race is capable of doing any kind of work and any pilot can fly any ship he/she wishes to. The design of ships for each race are quite different, however, and reflect the philosophy of the designing race. It is possible to train to fly the ships of a race other than your own. There is no "racial bonus" for a ship; that is, you don't get a bonus if you're a Minmatar flying a Minmatar ship.

On starting location: Note that your character appears in different spots in the universe depending on what race and school you decide to attend.

Which Race is Best?

We at BattleClinic get this question all the time, and our answer is a uniform, "no one race is any better than another." We say this because "better" is relative to your style and preference of play. Many players pick a race because they identify with the race's philosophical approach. It's interesting that of all the races, only the Gallente are specifically highlighted as having French origins. Strange. In any case, many players pick Caldari because Ravens are excellent mission-running ships. Others pick Amarr because the ships look cool. Some pick Minmatar because the female avatars are cute. Still others prefer Gallente because...well...we really don't know why. LOL, I'm sure we'll get lots of email about

that comment. All in good fun. Just note: No race starts out any better or worse than the others, so pick one that looks good and might embody your personal philosophical leanings, and go for it.

Generally,

- Caldari are shield-tanking missile chuckers and sniping rail-gun users.
- Minmatar are shield or armor tankers with fast ships and (typically) autocannons.
- Gallente are armor tankers, fire blasters, and are adept with drones.
- Amarr are armor-tankers and use lasers.

New Bloodlines in 2006

CCP introduced new bloodlines with a distinctive Eastern feel to them. They are the Achura, citizens of the Caldari State and expert scientists; the Jin-Mei, members of the Gallente Federation renowned for their legendary leadership traits; the Khanid of the Amarr Empire, the primary fighter-warriors of their culture; and the Vherokior of the Minmatar Republic, the established manufacturers and engineers of the tribes.

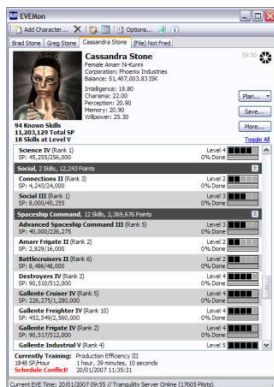
Skills, ISK and You

The ship and hardware you install on it cost you ISK, and these amounts can be rather large when you get into bigger ships with quality equipment. Therefore making ISK is pretty important for you if you want to go into bigger ships. You also have to consider the cost of any skills you don't already have. You should buy the skills you need before you need them so that the day you finish training your last skill level, you can go buy your shiny new ship and load it up with the best toys money can buy.

Here's the basic process:

1. Identify what you want to do
2. Identify the hardware you need to do it.
3. Identify the skills required to install and use the hardware.
4. Buy and train skills until you have all the skills you need.
5. When you have the last skill you need, start saving for the hardware.
6. Keep training your skills while you save for the hardware.

SKILL TRAINING TIP: Many people log in before they leave for school or work just so they can start a skill training. I start an 8-hour training session before bed and before work. I like to train low level skills while I'm on line so I can finish several in an evening. This way I am training skills 24/7. (You train during downtime, too!)



If you're serious about EVE, consider getting EVEMon, which is a free, open-source program that tracks your skills and tells you when to log into the game and change your training.

Get it here: <http://evemon.battleclinic.com>.

Ok, we've been talking about skills for a while, but what are they good for? Well, they're good using your new toys: namely, bigger ships, better weapons, cool things that make other people explode faster! Yay! Oooo, let's talk about ships now!

Picking the right ship can be confusing if you try to sort through all the ships that are available for sale. To make it a little easier, we will focus on the Frigate. You start the game with a small frigate. The rule of thumb here is, get out of it as fast as you can and upgrade. However, with this starter frigate you should be able to do some basic mining, trading, and even a little bit of fighting. But you will be weak and slow so here are a couple of tips: If you plan on mining, your purchase should be a Miner 1 laser. This will replace your starter tool and allow you to mine faster. If you want to fight, consider outfitting your ship with



Any of these ships can be flown by a player.

Civilian modules. These often require little or no skill to fit, but you could do a little ratting or even a level-1 mission with these modules. However, you really need to start planning and saving for your next ship. If you join a player-run corporation, they'll often provide you with a better ship right away.

There are many other frigates and you'll spend some time in them before you graduate to Cruisers, Industrials, Assault Ships, BattleCruisers, or even Battleships. The Frigate class of ships includes a lot of variety. There are frigates for fighting and frigates for hauling; there are fast frigates and slow frigates; some frigates require more skill than others. In short, there is a frigate that would be good for nearly every type of work you might want to do. You should look closely at the attributes and (possibly more important) the bonuses of each ship before you purchase it, in order to make sure it has the right combination of cargo space, turret/missile slots, and other slots, along with the best bonus to the type of mission you'll be undertaking. What good does it do to have a missile bonus on a mining ship?

So how do you choose? Well, first you need to understand the nomenclature of EVE ships. Hi-Slots, Hardpoints, Turrets and Launchers – Oh My!

When you look at the description of any EvE ship, you will see a lot of stats. CPU power, Armor, Shields, Structure, Drones, Cargo, Hi Slots, Medium Slots, etc. While all of these will eventually play a role in outfitting your ship, the really important ones for the beginner frigate are Cargo and Hi Slots. Cargo is simple: It's the size of your cargo hold which dictates how much you can carry. Hi Slots are a little more complicated. Hi Slots are the high powered slots where you can install mining lasers or weapons. But there are limits to what kind of weapons, and how many, you can install. To see those limits, you need to look at the "hardpoints," otherwise known as the Turret and Launcher numbers. The turret number tells you the maximum number of turret type devices you can install in the Hi Slots. The launcher number tells you the maximum number of missile launchers you can install in the Hi Slots.

Let's have some examples, then! The following pictures are taken from the BattleClinic ship loadout tool, which is a bit simpler to view for these illustrations.

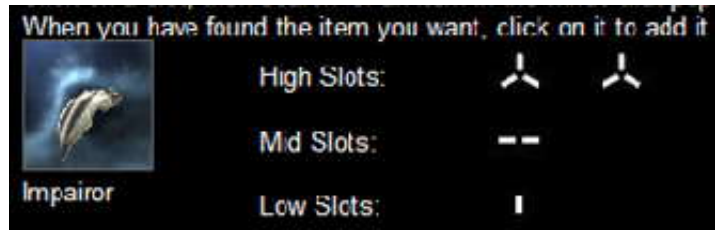
EXAMPLE 1: IMPAIOR FRIGATE

Hi Slots = 2

Turrets = 2

Launchers = 0

On this frigate, I have 2 Hi Slots. At any given time I can have a max of 2 turrets installed and I can never install any missile launchers. I know all this by being in a station and pressing the "refitting" button. There are some other limitations. Different turret devices require different amounts of CPU and Power, but as long as the combined need of all my stuff is less than what my ship has, I can use that stuff. There are also skill limitations. Every device has an associated skill or group of skills that you must possess in order to install and/or use it.



The Impaior: Noob ship of the Amarr Empire

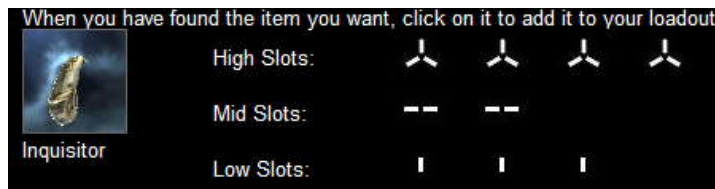
EXAMPLE 2: INQUISITOR FRIGATE

Hi Slots = 3

Turrets = 0

Launchers = 3

Note I have no turret slots, only launcher slots. I can use any three missile launchers within my skill, CPU, and power limits. But I cannot use a mining laser or any other turret type devices in these slots. Also, be careful to buy missile launchers that you have the skill to use, and don't forget—you'll also need to train light missile skills (or rocket, if you prefer).



Amarrian ships rarely use missiles as primary weapons. The Inquisitor is an exception

OK I can hear you asking, "What's the difference between light missiles and rockets?" and I'm not going to answer that complex question right now except to say that rockets are extremely short-range and light missiles are slower but have a bit longer range. More later!

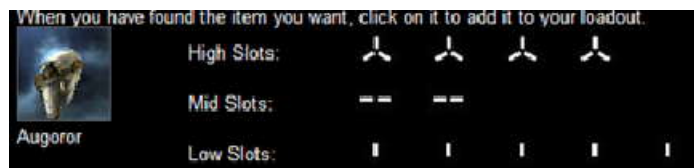
EXAMPLE 3: AUGUROR CRUISER

Hi Slots = 4

Turrets = 4

Launchers = 2

This ship has 4 Hi Slots and you can install a maximum of 4 devices, but you are limited to 2 missile launchers. That means you can fill all the slots with turret devices or you can mix and match turret devices with missile launchers.



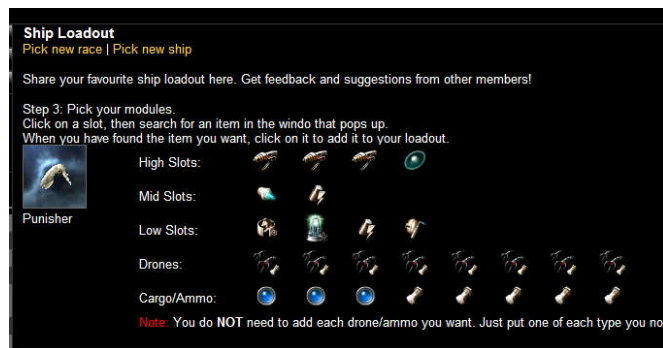
The Augoror is a sturdy but unimpressive ship

NOTE: The game will show you how many turret and bay slots you have when you're in the ship fitting screen.

Turret Types

Turrets come in four flavors: Hybrid, Projectile, Energy, and Other. The first three are strictly weapons. You have probably noticed that 2 of the races (Caldari and Gallente) specialize in Hybrid weapons, while the Amarr specialize in Energy, and the Minmatar specialize in Projectiles. You can learn the skills for any type of turret weapon. You should also consider that most ships give specific bonuses to types of weapons. Don't put blasters on a ship that gets bonuses for lasers! The Hybrid, Projectile and Energy Turrets come in four sizes, Small for frigates, Medium for cruisers and battlecruisers, Large for battleships, and Extra Large for capital ships like dreadnoughts and (shudder) Titans.

Oh, and never, ever, ever, ever, ever, ever, ever, ever mix guns. Don't put guns with different ranges on, don't put different types of guns on, and certainly don't ever mix gun sizes like Smalls and Mediums on the same ship. You can find out why at BattleClinic or dontmixguns.com ...!



A useful tool: The BattleClinic ship loadout screen

Projectile

Projectile turrets are found in two basic varieties: Autocannons and Artillery. Both have the advantage that they use no capacitor, which is what stores the energy from your ship's powercore. You can use ammo that does different kinds of damage and range (more on that later). Autocannons are short range, fast firing guns, with reasonable tracking speeds, which don't require much CPU and Powergrid to fit. Artillery is the opposite of the Autocannon. Artillery are long range and slow firing guns, which don't work at close range. Their damage output is decent.

Hybrid

Hybrid weapons, like Projectile weapons, come in two varieties: Railguns and Blasters. Both use ammo that do two types of damage. Blasters are the guns for extremely short range, and have superb tracking and damage when compared to Autocannons. They do, however, use capacity and are more difficult to fit CPU and Powergrid wise. Railguns are in good demand around the galaxy, since they offer a good medium to long range, but with less problems at medium range than Artillery and better damage output too. One of the drawbacks is that they need far more CPU.

Lasers

Like Hybrid turrets they can only deal two types of damage: Electromagnetic and Thermal. However, the Tech-1 crystals used to focus the laser beams never deplete! Lasers are sometimes preferred for ratting because the T1 crystals don't get used up. Of course, that changes when pilots move to "Tech-2" stuff, because T2 crystals get depleted and eventually destroyed during use, but that's way down the line for you, the new player. All lasers have the same big drawback. They use large amounts of capacitor and require large

amounts of Powergrid to fit. They come in two varieties as well: Beam Lasers and Pulse Lasers. Beam lasers are the medium to long range variant of the lasers. Though they have slightly less range than Railguns and Artillery, their damage output and their tracking speeds are higher. Pulse Lasers are the short to medium range guns, which have a good tracking, a good damage output and are preferred among most pilots that use lasers, because their fitting requirements are less harsh than that of some Beam lasers and they tend to fit the Amarrian strategy of hitting hard and hitting fast.



A nice ship is sure to attract attention

So what about the other turrets? The most common device is the Mining laser (Miner I). You start the game with a weak mining laser and you can buy a Miner I to replace it. Eventually, you might want to start using Mining II or even the Strip Miners in case you have a Mining Barge and can actually fly it.

There are other items that use high slots such as remote energy, remote armor, or remote shield repairers, cloaks, gang-assist or drone-assist modules, capacitor drainers and smartbombs. The Nosferatu (energy vampire) is a weapon that sucks energy from the enemy's capacitor and fills up your ship's capacitor—be careful not to confuse it with the Capacitor Neutralizer that discharges the capacitor of the enemy without adding anything to yours. Gang-assist modules are used in conjunction with command ships to give the gang (the other pilots you're flying with) a boost to offensive or defensive capabilities. You can also fit strip-mining modules, cyno-field generators, etc. These items really aren't turrets, but for ease of understanding, they can typically be fit into a turret slot.

Launcher Types

Another weapon that goes into high slots is the Missile Launcher. Missile launchers fire projectiles that don't hit instantaneously but have to fly towards the target where they then detonate. They require no cap to use, and little Powergrid, but they are very CPU intensive.

Their ammo is far more expensive too, but the different types of missiles do different kinds of damage, which is an advantage, as well as the fact that they can't miss unless the target's flying too fast or is too far away. Launchers are divided in sizes and the requirements for them vary, but you can pretty much put `em on like this: Rocket and Standard launchers for frigates, Heavy and Heavy Assault launchers for cruisers and Cruise and Siege launchers for Battleships. Assault launchers come in various sizes and have a higher rate-of-fire. There are Capital Ship launchers, too. Drool.

Note on missiles: Light, Heavy, and Cruise missiles have F.o.F. variants, (Friend or Foe) which can fire and track a target without the owner needing to lock up the target.

Like the ammo used on turrets, there are multiple types of missiles too. One of them is special: the Defender missile. These missiles take down other missiles, which is currently one of the three ways to prevent missiles from hitting you, the others being blowing them out of the sky with smartbombs, or being faster than the missile. Defender missiles are not strong enough to depend on as your primary defense, however, and you may want to have a plan B, like "run away." One of the BattleClinic administrators, Aenigma, advises: Defender missiles are hardly adequate to take down missiles. You'd be better off fitting a nosferatu or another turret if you can.

Drones

They don't take up slots, they don't require grid or cpu, and they are, as one of our moderators on BattleClinic likes to say, "loyal, dependable, and expendable." Fitting your ship with drones can substantially change the options you have for loading out your ship, as with the right skills you may be able to turn your drones into your primary offensive weapon, while you use your ship for electronic warfare or something else. Drones come in various shapes and sizes, including Scout, Medium, and Heavy. You load them into your ship's drone bay during a station visit, and you launch them via a right-click option from the drone menu underneath the overview. If you don't have drones loaded, you won't get this option. You can't launch drones from your cargo bay. Early in your career, you'll use drones like Hammerheads and Hobgoblins. Later you'll be able to use variations that include sentry drones, webbing drones, and electronic warfare drones. For now, it's enough to know that if you can fit drones on your ship, you should have them and you should use them, as they are just like another turret or launcher on your ship. A quick note: Many players who run missions or rat like to use drones to kill the rat-frigates while they shoot their larger guns at the bigger rat ships. This is because large guns don't hit small ships very well. More on that later.

Mid-Slots and Lo-Slots

There are so many options for outfitting the Mid and Lo slots that we can't possibly cover everything. Just remember this: For every need, there is at least one device. There are scanners, armor, repair devices, shield boosters, shield extenders, power boosters, CPU boosters, all kinds of hull modifications, countermeasures, sensor arrays, sensor scramblers, targeting things, and so much more. Like the Hi Slots, these slots are limited by Skills, Power, Cap, and CPU. There are no other constraints here. You can pretty much put any Mid device in any Mid Slot and any Lo device in any Lo Slot, as long as you have the necessary skills. Well, there are some exceptions. Take micro-ward drives (MWD) and Afterburners (AB's). Here's a quick chart to help you:

Ship >	Frigate	Cruiser, BattleCruiser	Battleship
AB/MWD >	1mn	10mn	100mn



Of course, as soon as you find the kinds of devices you think you'll want, you should check the skill, CPU, and Power requirements for those devices and start saving for the skills, the devices, and a new ship if you need one. I recommend that you buy the skills first and then start training them while you save money for the devices and the ship. One word of advice is necessary, because it's a mistake many people make: You need to have skills trained up to fly a ship as well as it can, and jumping into a ship when you can, without having certain skills as high as they should, can cause you to lose your ship more often than you would have otherwise.

EVE really becomes a great game when you start to take advantage of all the complexity and all the freedom. There are rules, but they are designed to support interactions between you and the game, instead of trying to control what you do and when you do it. Don't be afraid to make a mistake. The game is not going to disappear and you are not in a race to be first at everything. There's enough space and depth for you to take your time and enjoy the ride.

Ship Load-Outs and Equipment

Powergrid & CPU

Every module you fit onto your ship has a fitting requirement which can be seen when you right-click and select show info and Fitting tab on the module. You can see the different module requirements by browsing through the market as well and pressing the I (show info) icon on modules you do not own yet.

The powergrid and CPU is determined from the base amount your ship has available (you can see this on BattleClinic or in-game in your fitting screen) modified primarily by your Engineering (5% extra powergrid per level) and Electronics Skill (5% extra CPU per level) levels.

Every module you fit uses up some powergrid and CPU when it is loaded onto your ship and active (note you can load modules onto your ship but keep them offline so they do not use up powergrid or CPU - they will be grayed out on your ship control panel in space or have a red icon in your fitting screen). To activate them again you right-click and select put online or to turn them off put offline. You must have the available amount of CPU and powergrid to activate them however. If you do not, you will get an error message informing you how much grid or CPU you are short.

When equipping your ship, you must balance out what modules you can fit with the amount of powergrid and CPU available. You'll spend many hours at the ship fitting screen experimenting doing this, but it's a lot of fun and an interesting challenge. I suggest you do

the same and start playing with different modules to see how the loadout can change according to the fitting requirements.



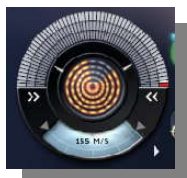
Reactor Control Units (RCU) and Micro Auxiliary Power Cores require Energy Management skills to use. Micro Aux Power cores are best used on frigates or small industrials. Use RCU's on bigger ships. The benefit "line" is roughly 100pg.



Power Diagnostic System (PDS) are EXTREMELY USEFUL modules that increase your powergrid, increase your shield hit points, decrease your shield recharge time...and might even mop your floor if you ask them nicely enough.



Co-Processors are modules that increase your CPU, and the skills that increase your CPU are Electronics, Electronics Upgrades (reduces CPU need for electronics upgrades), Energy Grid Upgrades (reduces CPU need for power upgrades), and Weapon Upgrades (reduces CPU need for turrets, launchers and smartbombs).



Capacitor and Cap Recharge: Every ship has a capacitor and cap recharge time. This is represented by the orange dots in the middle of the ship control panel in space. Your capacitor is used to determine how far you can warp and how much energy is available for any module that must be activated which has an Activation Cost.

In general, every time you activate a module, or every time it begins another cycle (if on auto repeat) it will consume energy until you run out and there is no energy left in your capacitor, or your capacitor re-charge rate is high enough to keep the cap steady. You can determine the cap recharge of your ship from the fitting screen. You can see the Activation Cost again in the items show info. You must bear the activation cost in mind always when choosing and activating a module to ensure you never run out else you may be doomed as

you have nothing left to protect your ship and have nothing left to fire back with either. Oh and yes, warping away takes cap...that you may not have. If you don't have enough, you may drop out of warp short of your destination. Don't soil your pod—watch your cap!

Note: Capacitors in EVE behave the same as in real life. Well, there aren't any Megathrons in real life, but you get the idea. The cap recharge rate varies from this 'average' when the capacitor is charged at different levels. When it is almost full, the recharge rate will be very low. A ship can recharge *lots* more than that, when the cap is at about 30-40%. It's like a real capacitor: 0-5% recharges really slow and so does 90-100%. Around 35% it recharges way more than cap/recharge time. Don't be afraid to use your cap, but don't use it unwisely.

If you have 3 modules fitted then you need to see their cycle time and activation cost to work out how much energy they collectively consume per second when activated. When weighed against your cap recharge, you can see how long your capacitor will last before it runs out which in the heat of combat (when most modules are active). A good trick is to run for the nearest asteroid belt, find a roid and start shooting one while activating different modules. You'll get a warning when you try to shoot the roid, but it's not like Concord minds you shooting at a piece of dead ore.

There are a number of skills and modules which increase your total capacitor size and also your cap recharge time.

Skills that affect cap the most:

1. Energy Management Skill (increases cap capacity by 5% per level)
2. Energy Systems Operation (decreases cap recharge time by 5% per level)
3. Controlled Bursts (decreases activation cost of a weapon turret by 5% per level)
4. Afterburner (increases AB cycle time +10% per level)
5. High Speed maneuvering (-5% cap needs of micro-warp drive)

Modules that impact cap usage are:

1. Capacitor batteries - Increases the capacitor size
2. Cap boosters - injects power into your capacitor
3. Cap rechargers - increases cap recharge rate
4. Cap relays - increase cap recharge rate at the expense of shield strength
5. Power diagnostics - increase cap size/recharge rate and gives other benefits
6. Cap Flux Coils: Increase cap recharge, reduces the amount of cap you have
7. Energy Vampires (NOSs): Steals your enemy's cap and adds it to your own

The above form the basic foundation of ship module selection as well as what you intend to do and what tactic you intend to use all have to be weighed when considering the fitting requirements and energy requirements of each module and your success or simple survival against your available skills to use such ships or modules.

Weapon Selection

There are general rules of thumb which apply to many situations when it comes to selecting which weapon type and turret to use.

1. The ship bonus – on some ships you get a bonus to your ship modules (e.g. 5% per ship skill level to small weapon turret damage/optimal range or Rate of Fire.) This is an extra bonus and it is important to consider this when choosing your turret type. If you get 5% for hybrid turrets, don't mount lasers.

- The type of turret slot - either turret or launcher. Turrets won't fit in a launcher slot—and you'd be surprised how many times I've tried, even after years of playing!
- The range of the weapon. Every turret has an Optimal Range (m) and Accuracy Falloff (m). When considering your modules, consider the range at which they will be effective. This is shown again on the turret info.



Human weapon progression through the ages

The Optimal Range + Accuracy Falloff = max range of your weapon at which you are likely to cause any damage. The Accuracy Falloff alone is the minimum range your weapon is most likely to hit. If your optimal range is 12,000m (12km) then your **best** chance of hitting your target for maximum damage occurs when the target is 12km away from you. If the target is 30km away, you might get lucky and hit it, but not very often and for virtually no damage. In EVE, your ability to keep a target within the optimal range of your turrets is a skill worth developing.

Between your optimal range and accuracy falloff you have a chance of scoring a successfully higher damaging hit, right up to your optimal range where you have a very high chance of scoring maximum damage.

Note: wrecking hits have about a 3% chance of occurring at whatever range and multiply your damage caused by 3.

Tracking speed of a turret is important when fighting fast moving targets. This is measured in radians/sec. The transversal velocity of a ship is connected to your tracking speed. The maximum transversal speed a ship can have if you are to hit them is the tracking speed of your turret times the distance to that ship.

ICI	DISTANCE	NAME	VELOCITY	TRANSVERSAL
	23 km	Serpentis Rear Admiral	138 m/s	29 m/s
	37 km	Serpentis Rear Admiral	125 m/s	7 m/s
	40 km	Cargo Container		461 m/s
	42 km	Cargo Container		83 m/s
	178,600 km	Stargate (3ZTV-V)		
	228,356 km	Stargate (D4KU-5)		
	18.6 AU	Stargate (YRNJ-B)		
	18.6 AU	Stargate (P5-EFH)		

Transversal speed is the speed at which you cross your target's path. It's actually a lot more complicated than that, but stay with me. If one ship is moving straight ahead and another ship is orbiting it, the ship orbiting will have a high transversal speed. Who cares? Well, transversal speed impacts your turret's tracking as I mentioned. If you are moving at a high transversal speed, or if your target is, your turrets will not be as effective in tracking and therefore hitting your target. So keeping a high transversal speed yourself is good defense. But it can cripple your ability to put damage on a target, so you'll have to get the feel of it out there in space.

The larger the turret and the longer range of the turret, the slower its tracking speed is likely to be. If a fast moving ship is under your optimal range, then tracking speed becomes

the prime consideration when trying to hit them alongside the signature radius, with size of their ship affecting your chances to a smaller degree. Large guns work best against battleships, medium guns work against battleships and cruisers and small guns work best against frigates.

Example: If you fly an agent mission where you have to fight "Rookie Bounty Hunters" you may find that they are small and fast. If you try to fight them with your Battleship or Cruiser weapons, you may be frustrated because Medium and Large turrets won't track as quickly, and will miss fast moving targets. When I know I'll face small, fast moving frigates, I'll switch to a ship with small turrets for maximum tracking speed and percent-to-hit. Also, my skills are high enough to mount a tracking assist device in a low or medium slot. Try them, you'll like them!

There are numerous tracking modules out there which increase the range and tracking speed of a weapon and also its damage modifier. They again are important when considering the offensive vs. defensive loadout you choose.

Ammo and Reloading

Every turret or launcher has a 'magazine' size (volume) and indicates how many rounds it can load into the turret at once or missiles (lasers require no ammo - only a crystal). Each turret will only load ammunition of the right size (S, M or L) which is indicated on the turret info.

In the case of all turrets you must consider the damage type, the crystal or ammo selection, and the range modifier. First, you'll need to know how shield and armor penetration work.

Shield and armor have a damage resistance which indicates how much of which type of damage is absorbed on each damaging shot. This obviously affects your ammo, drone, and missile choice.

Generally,



Electromagnetic (EM)

Explosive

Kinetic

Thermal

Shields are



Weak against

Strong against

Strong against

Weak against

Armor is



Strong against

Weak against

Weak against

Strong against

Shields are strong at absorbing kinetic and explosive damage and relatively weak at absorbing thermal and EM damage. Armor is strong at absorbing EM and thermal damage while weaker at absorbing kinetic and explosive damage. Generally, your ammo selection must take the above into consideration and also the range modifier which indicates the penalty / modifier when using that ammo against your turret max range. Note that if you use Hybrid or Energy weapons, you'll deal Kinetic and Thermal and EM and Thermal damage respectively. Only Projectile Turrets and Launchers have ammo that can deal any type of damage. You can also augment your damage types by using drones, which we'll cover later.

Important: Your target's resistances are an important consideration as well. As you gain experience, you'll learn what ships have high resistances to what types of damage you'll plan your ammo, missile, and drone choice accordingly.

Missiles have various flight times and a speeds which determines their range. Each type of missiles can only cause one type of damage (explosive, kinetic, thermal, or electromagnetic). Defender Missiles have a chance to destroy another missile and will only launch when a missile is fired at you. They will also only track the nearest missile locked onto you so firing successive defenders will only track the same missile.

As noted earlier, FoF (Friend or Foe) missiles will target at anyone who is causing aggression to you (jamming or scrambling you or firing at you). They are best used when you are jammed and can't get a target lock.

Also of note are the Weapon Upgrades, which are modules that increase both the damage output and rate of fire of a weapon. Hybrid turrets, projectile turrets, energy turrets and missile launchers all have a their own upgrades, which are fitted into low slots. They do however have a stacking penalty.

Stacking Penalties

Some modules of the same type which provide a bonus such as hardeners or damage modifiers get a stacking penalty. If a module has such a penalty it will say so in the description of the item. The general rule of thumb is that more than three of the same module type isn't worth the slot.

If you are highly technical and want the math behind the stacking penalties, visit the FAQ's, Tips, Guides & Questions forum on BattleClinic for Aenigma's Stacking Penalty Guide.

Electronic Warfare

Electronic Warfare (EW) is a fundamental part of combat in Eve and one of the most powerful tools if handled correctly and as part of a co-coordinated attack or defense. EW has now entered the realm of specialized EW pilots, aside from warp disruptors and webifiers, meaning that a new player will need to focus hard on training to become adept quickly. EW is actually different types of attacks on other ships which affect ships:

1. sensors (targeting or range) bursts, jammers, sensor dampers
2. weapon turrets (tracking, range) weapon disrupters
3. cap (capacitor power) energy drainers like Nosferatu's
4. impulse speed (speed) webbers
5. warp engines (warping) warp scramblers

Despite target painters being somewhat underpowered, they are a form of EW and increase the signature radius of targeted ships, making them easier to hit.

Most EW modules are mid-slot except for energy vamps (Nosferatu's or Energy Drainers) which are high slot. Because of this the most popular EW ships are the Caldari. They have a high number of mid slots (blackbird, scorpion). Effective EW can, of course, be used in other ships. Caldari ships have excellent EW abilities, but the trade-off is they'll go into a fight without much protection due to the slot configuration. Fly with friends if you're doing EW!

Basic EW skills required include Electronic Warfare, Propulsion jamming, Signature Analysis, Sensor Linking, and Weapon Disruption.

If a ship breaks your jam either jam again with more jammers, fight another way, or tactically retreat. Some of best EW ships are the Griffin (4 Medium slots), the Arbitrator, the Blackbird, the Scorpion, the Rook and the Falcon. There is no other T1 cruiser that can

match the Blackbird as an EW ship, and no battleship is as good at EW as the Scorpion. The Rook and Falcon are outstanding EW ships but this is a new player guide, so you won't be in them for a while. EW ships are meant to support an attack on another ship with its jamming modules, Long-Range Missiles, and Warp Disruptors. You want to stay away from weapons that consume much energy, as you want all the energy for jamming. You also might consider flying Heavy Assault Cruisers and Interdictors.

Electronic Warfare Jammers

In order to understand jammers, you should first understand how ship sensors work. Every ship has sensor strength (you can find this in the show info on ships and attributes column). This sensor strength is unique to each race so most ships only have one type of sensor. Example: Minmatar ships have a LADAR sensor system and a Tempest class battleship has LADAR strength of 19 .


Tempest



The Tempest is one of the Republic Fleet's key vessels; a versatile gunship proficient at long-range bombardment and capable of dishing out specialized types of damage with great effectiveness. A well-rounded squadron of Tempests has been proven time and time again to be an invaluable wild card in a fleet battle, one which opponents should ignore at their own peril.

Special Ability: 5% bonus to Large Projectile Turret firing speed and Large Projectile Turret damage per level.

targeting

-  maximum targeting range 63 km
-  max locked targets 7
-  radar sensor strength 0 points
-  ladar sensor strength 19 points
-  magnetometric sensor strength 0 points
-  gravimetric sensor strength 0 points
-  signature radius 340 m
-  scan resolution 100 mm

Sensor Dampeners

Sensor Dampeners increase locktime when being locked and if their targeting range decreases below the distance to you, the lock will break. The T1 variant decreases the lock range by 35% and increases their lock time by the same number. On some ships like the Celestis, Arazu, and Lachesis a damp gives -70.75% scan res/range bonus versus about -61% on other ships. This assumes your skills are up to scratch.

Turret Disruptors

Turret Disruptors affect the targeting speed/tracking speed and optimal range of your turrets. Lower these and you have less chance of your frigates being hit by an enemy's large turrets. However these are not as effective as removing the lock on the enemy ship and if you happen to meet someone using missiles, they won't work.

Warp Scramblers and Warp Disruptors

Every ship has a warp strength of 1. Warp scramblers come in two flavors which reduce this to zero or less (zero or less warp strength and you can't warp). Warp Disruptors have a range of about 20k and a strength of -1. Warp Scramblers have a range of around 7.5k and have a warp disruption strength of -2. Strangely, Micro Warp Drives (MWDs) are not affected by warp scramblers or disruptors.

Stasis Webifiers

Like "Tractor Beams" in Star Trek, these reduce your speed by around 70-80% This is great to

stop someone jumping/docking or to catch fast ships. Most of the time they are used to slow a ship down so they are easier to hit with turrets. Despite the fact that they reduce speed, they do not prevent someone from warping away and in fact can actually *help* a

target go to warp faster. Be careful about webbing really large ships like freighters—you might accidentally help them get away!

MrCue's Tip: Watch your targets speed, warp scramble the target but DON'T web it until AFTER it starts to slow down. This means you have enough points on it.

Energy Vamps (Nosferatu's)

High slot mods like the Nosferatu drain cap from a target ship and add it to your own. These are good for use both in and against ships with high cap usage. Their range isn't too bad either.

Sensor strength modules are either low slot and always on or mid slot activated modules and add a percentage to your sensor strength. Currently, as long as your sensors are 1 or more in strength, you can still lock someone (provided they are in range) which leads to sensor booster which increase your targeting range and speed and counters remote dampeners. For an increased boost to your sensor strength, it's advisable to look for Tech II versions of the Sensor Backup Arrays and ECCM Sensor Boosters.

Target Painters

Target painters hypothetically make it easier to hit a ship by "painting it" with an electronic targeting tag. In the game's reality, target painters have a cool-looking special effect but aren't really very effective.

Countering EW

There are modules that counter all the above in many different ways. The MAIN ones are sensor strength boosters, sensor boosters and warp core stabilizers. Most ECCM works against EW in a 2:1 ratio, you will need two ECCM modules to counter 1 EW module. In the case of a Warp Scrambler which jams your warp core, a Warp Core Stabilizer will add +1 to your warp core strength and as long as your warp core strength is 1 or more, you can warp away once aligned and up to speed.



Warp Core Stabilizers for the win or the loss?

The seemingly endless smack talk begins with an aggressor complaining that his prey got away because the prey fitted stabs. The aggressor complains bitterly—maybe even posts on some forum, whining and calling the prey a "coward." Sheesh. It seems to me that if the Game Developers put a module in the game, players should be free to use it without smack from sore losers.

Tanking

Tanking is the process of reducing—or even negating—the damage that is dealt to you. Tanking comes in two varieties*, namely shield tanking and armor tanking. To determine what kind of tanking your ship is best at, it usually suffices to look at the number of mid slots and low slots. If you have more mid slots than low slots, you are better at shield tanking, and if you have more low slots your ship is probably better at armor tanking. In general, Amarr and Gallente ships are better at armor tanking and Caldari at shield tanking. Minmatar will do both, generally speaking. Note that shields recharge; armor doesn't.

* There is "speed tanking" which means reducing or eliminating damage through extremely high speeds. This is an advanced level of play not covered in this guide.

Resistances

Both shields and armor have resistances. As has been noted earlier, resistances determine how much damage of a type (EM, Kinetic, Explosive and Thermal) is done to your shield and armor respectively. This is a very important concept—learning to counter your enemy's damage type by using the appropriate resistance is superior in every way to just stacking raw hit-points onto your ship in the form of plates or shield extenders. By raising your resistances you reduce the damage you take towards either shield or armor, which in turn makes it easier to repair the damage with Shield Boosters and Armor Repairers. It's a common mistake to think that the resistance increase given by modules is an absolute value, and that you can actually reach 100% resistance. The stacking penalty diminishes your resistance with each stack. Let's see an example:

Say your ship has an armor resistance to kinetic damage of 20%, and you want to raise that by using an Armor Kinetic Hardener I, which says it adds 50% resistance. However, the armor resistance now won't be 70%, it will be 60%. The formula that is used to calculate a resistance is the following:

Resistance = Base Resistance + (1 - (Base Resistance))*(Module resistance), so in our example: $0.2 + (1 - 0.2) * 0.5 = 0.6$

Mind that all the modules that increase resistance have to deal with a stacking penalty if you use more of one type, like 2 EM Hardeners, or 3 Thermal Hardeners. As an example, if you use 2 EM hardeners and 1 thermal hardener, only the EM hardeners have this penalty.



Shield Tanking

Active shield tanking often uses Shield Boosters and Shield Hardeners. Shield Boosters, when activated, increases your shields immediately by a certain amount. Since they have a short cycle time, it is definitely not recommended to put them on autorepeat, because they will eat your cap fast. Shield Hardeners also use cap, and come in 5 varieties, one for each damage type and an Invulnerability Field that adds to all resistances (but at less percentages than a single-type). Alternatively, passive tanks don't use capacitor power and on some ships can exceed the effectiveness of active tanks.



Armor Tanking

Armor tanking works differently from shield tanking. Armor Repairers repair armor like Shield Boosters boost shields. There are a couple of big differences though. First, unlike a Shield Booster, Armor Repairers repair at the end of their cycle, not at the start of one. Their cycle times are longer too, but they cost less cap per second, so it is possible to run one or even two all the time, especially on Amarr ships. Like the Shield Hardeners, there are also Armor Hardeners. Unlike with shield tanking, there's a second viable alternative to increase resistance, which are the Adaptive Nano Membranes. They add a percentage to all resistances, like Invulnerability Fields do with shields, but they don't use cap! I'd recommend skipping the armor plates and use these instead because they allow you to take less damage from each shot.



Here is a possible loadout for a Zealot, showing a strong armor tank. The silver helmet is an Energized Adaptive Nano Membrane II, followed by two Active Thermic Hardener II's, and one Active Kinetic Hardener II. A Medium Armor Repairer II rounds out the tank.

Active Tanks and Passive Tanks

Active tanks use modules that take capacitor. Passive tanks use modules that do not take capacitor. Passive tanks generally have lower resistance percentages. Don't dismiss passive tanks. The right combination of passive module, ship bonus, and ship slot configuration can, as we noted above, surpass an active tank that, on the surface, seems to give more protection.



Micro Warp Drives (MWD)

These provide a massive boost in speed for a short time at the cost of a huge chunk of cap per cycle. The penalty is you get less cap with them (-25%). There is a further disadvantage: they light you up like a Christmas tree to enemy sensors. If you are using a MWD and you're in combat, your opponent gets a 5x targeting boost on you. Generally, consider using MWDs on interceptors or tackler frigates (fast frigates that work in fleets to warp-jam/web targets until the rest of the fleet gets to you) or in special combat operations. You can't use MWDs inside deadspace complexes or missions.

Each module is designed to accelerate certain classes. You should have the correct size for your ship class. 1 MN = frigates, destroyers, industrials; 10 MN = cruisers, some industrials, battlecruisers; 100 MN = battleship size. Skills required for MWDs: Afterburner level 4, Navigation level 4, High Speed Maneuvering level 1

Afterburners (AB)

I'm personally rather fond of AB's. They make you go a bit faster, cost less cap than a MWD, and don't light you up on sensors. Oh, and they don't have that cap penalty. Yay! Perfect, right? Yes, because you don't have those penalties and don't have such high requirements to fit, and no because you don't have the speed of a MWD. All you need to fly an afterburner is Afterburner 1.

Rigs and Salvage

Adapted from doubleored's BattleClinic post.



So what are rigs? Think of them as implants for ships. They fit into a specific rig slot. You can repackage your ship in order to free rig slots, and you will lose any installed rigs. There are other plans for removing rigs but they're not in game yet. Generally, rigs increase one attribute of your ship at the cost of decreasing another. You can create an uber tank but you'll sacrifice some speed or powergrid. Each rig needs one rig slot. Like all normal modules you can't load rigs that exceed your calibration points. Tech-1 ships generally have more rig slots than t2 ships in order to keep Tech-1 ships attractive to the player base.

It's not hard for a character to get into salvage as a career, or as something different to do. There can be decent money in it, and once the prices on the market settle down, there will be solid money in both the salvage materials and the rigs. Many players choose to do it as a side profession, as the skills required aren't hard to acquire. Salvage doesn't take a great deal of specialization and time to train like a career in mining would require, thus it is often referred to as a mini-profession. To start, you'll need to get the Salvage skill which has two requirements; Mechanic and Survey. Both are rank 1 skills. Mechanic is a basic core skill so it should be obtained by every character at some point in their life. Survey is generally more useful to those wishing to pursue scanning and exploring. In any case both skills need to be at level 3 in order to learn the Salvage skill. The Salvage skill itself is a rank 3 skill, and it gives you a 5% chance to obtain salvage per cycle. The second thing you need to start salvaging is a Salvage Tackle I module. It's fitted in a high slot.

Once you know the skill and have a ship equipped with a Salvage Tackle I module, you are ready to go. In order to salvage you need a wreck to salvage from. Wrecks are nothing more than the remains of a ship that has been destroyed – either an NPC or player ship. When the ship is destroyed, it leaves behind a wreck that is lootable. If you started Eve before Revelations hit, wrecks replace "loot" cans. If you've just recently started then the wreck is where all your loot will be once you make a kill (provided the wreck contains any loot – more on that below).

There are three important rules to salvage which can't be ignored:

1. The wreck in question must be empty of all loot.
2. You must have the wreck targeted.
3. You must be within 5,000 meters in order to activate your Salvage Tackle on the targeted wreck.

Once you find a suitable wreck to salvage, you've locked it and you're within range, then turn your Salvage module on to start the salvage process. Do not worry if you're skill is low and it takes awhile, because the module will continue to work until it is successful. Therefore, the higher your skill, the faster salvaging will become. There are three possible messages that will display while salvaging – two success messages, and one failure message. The two success messages are "Your Salvage attempt was successful." You got something, check your cargo hold! ...or... "Your salvage attempt was successful; unfortunately there was nothing to salvage." You didn't get anything. In either case, your module will shut off and the wreck will disappear from the overview and the field. If you get the message "Your salvage attempt is unsuccessful." Then you're

module failed to find anything during its cycle, however the module stays active and tries again. The wreck is also still viewable. If you no longer wish to salvage from the wreck at this point you can either shut of your module manually, un-target the wreck, or move out of range of the Salvage Tackle.

Something that might not be obvious to some is that you don't have to be the one to create the wreck (by destroying the ship/object) in order to salvage from it. In other words, if someone else killed an NPC pirate then you can salvage from that wreck as long as the wreck is empty. Be careful when looting the wrecks of ships destroyed by others – it's considered stealing and you'll be criminally flagged for 15 minutes. The person the loot rightfully belongs to can freely target and shoot at you while that timer is active. Salvaging an empty wreck flagged to another player is not considered stealing, so therefore you will not suffer any negative consequences from doing so. You can use this to your advantage however by intentionally leaving loot in a wreck so you can come back later and claim it as salvage. This won't guarantee that someone won't take the chance, but it may help deter others from taking your possible salvage.

You can tell if a wreck is empty by its symbol both in the overview and the field. All wrecks have a symbol that looks like an upside-down triangle with a line running along the top of it. Think this |> but pointing down and more uniform. Wrecks that contain loot have a solid or 'filled' triangle, while wrecks that are empty have just an outline. Also, unless you've changed your overview settings, wrecks you have not 'opened' (meaning you have hit the open button to see what's inside the wreck) will also appear as a white icon, while wrecks you have 'opened' will be grayed out. Objects only grey out once you de-select them (not the same as un-targeting them). In either case, they will still appear either full or empty depending on if they have loot or not. Thus, if you open a wreck within range but don't take the loot it will then appear as a grayed out full triangle in your overview and field once you de-select it.

So where to find wrecks to salvage? The answers are many and varied.

1. Ratting – You can simply go ratting or then loot the wrecks after you've killed them. It should be noted that this can be dangerous in a low sec system, because salvaging takes time – time that a potential player pirate can use to scan you down and find which asteroid field you're in. People often times leave their wrecks behind, so you could go from field to field looking for wrecks. Another option is to trail behind a buddy and salvage the wrecks he leaves for you.
2. Missions – Combat missions can be a great source of salvage, especially if you are facing off against any of the NPC Pirate factions such as Sansha, Serpents etc. Probably the easiest way is to join up with a friend or Corp. mate and salvage all the wrecks he leaves behind while ratting or mission running. Your friend can bookmark a wreck, complete the mission and then pass the bookmark to you. Then you can fly to the bookmarked location and salvage everything there. You can do the same after you've completed a mission, though I highly suggest having a dedicated salvage ship available for you to switch into once your mission is complete. Also, you'll want to make sure and bookmark the wreck before completing the mission. Once you turn the mission in, the mission bookmark will disappear and you'll only have your manually created bookmark to go on. Level 3 missions and above are where salvage really starts to pay off. If you have a good loot/salvage ship, you can clear a large level 3 mission of all it's wrecks in just a few minutes. Some missions have so many ship wrecks afterwards though that it might take you a long time – this is why you really want a ship dedicated to looting and salvaging these missions. If you are good at using scan probes to locate safe spots etc, then you could use them to locate the wrecks that mission runners leave behind. In any given system you are very likely to

find wrecks that many mission runners simply don't bother to loot when they are done with their missions. As I mentioned above, you can tell right away if the wreck is salvageable because it will list the faction and size of the wreck rather than list it as wreck. In the system I run around in, a simple glance at the scanner often reveals hundreds of wrecks left unclaimed – prime salvaging potential, and a good reason to learn how to scan these locations down.

3. Complexes – Not much to say here, but if you have access or can get access to a complex, then these would also be a salvager's wet dream. There are a few nuances to complexes that are beyond the scope of this guide, but the biggest one is that you will probably want to be with a group that is doing all the combat, while you stay far behind and salvage, and try not to agro anything.

You have your parts in hand. Now let's build. Rigs are divided into sections. Each section need certain parts for all the rigs it contains to build. Each rig need three types of parts. In some sections there are rigs that use more types (always three but the rig requirements in the specific section don't match).

Here is a small list of what rigs do and what kind of parts they need to be assembled:

Armor rigs require:

Charred Micro Circuit

Contaminated Nanite Compound

Fried Interface Circuit

Role: Armor improvements, salvaging improvements.

Drawback: Reduced speed.

Astronautic rigs require:

Burned Logic Circuit

Charred Micro Circuit

Thruster Console

Alloyed Tritanium Bar

Fried Interface Circuit

Tripped Power Circuit

Role: Improved speed and agility (also AB and MWD). Some hull upgrades.

Drawback: Less armor.

Drone rigs require:

Broken Drone Transceiver

Burned Logic Circuit

Charred Micro Circuit

Tripped Power Circuit

Role: Upgrades for all drones.

Drawback: Reduces ship's CPU.

Electronic rigs require:

Conductive Polymer

Damaged Artificial Neural Network

Tripped Power Circuit

Fried Interface Circuit

Charred Micro Circuit

Role: Improvements to hacking, archaeology and scanning. Also reduces the requirements of CPU and Capacitor for Electronic modules and ECM.

Drawback: NONE

Electronic Superiority rigs require:

Damaged Artificial Neural Network

Fried Interface Circuit

Tripped Power Circuit

Charred Micro Circuit

Burned Logic Circuit

Role: Upgrades to ship's sensors, ECM modules, targeting, tracking etc.

Drawback: Less Shields

Energy Grid rigs require:

Burned Logic Circuit

Tangled Power Conduit

Tripped Power Circuit

Melted Capacitor Console

Fried Interface Circuit

Role: Improvements to Capacitor, powergrid.

Drawback: NONE

Energy Weapon rigs require:

Charred Micro Circuit

Defective Current Pump

Fried Interface Circuit

Role: Improvements to Energy Weapons.

Drawback: Guns need more powergrid.

Hybrid Weapon rigs require:

Charred Micro Circuit

Contaminated Lorentz Fluid

Fried Interface Circuit

Role: Improvements to Hybrid Weapons.

Drawback: Guns need more powergrid.

Missile Launcher rigs require:

Burned Logic Circuit

Scorched Telemetry Processor

Tripped Power Circuit

Role: Improvements to missiles and launchers.

Drawback: Launchers need more CPU.

Projectile Weapon rigs require:

Charred Micro Circuit

Fried Interface Circuit

Smashed Trigger Unit

Role: Improvements to Projectile Weapons.

Drawback: Guns need more powergrid.

Shield rigs require:

Charred Micro Circuit

Fried Interface Circuit

Malfunctioning Shield Emitter

Burned Logic Circuit

Tripped Power Circuit

Ward Console

Role: Improvements to shields.

Drawback: Increased Signature Radius.

In order to use the Salvager I module you need the Mechanic Skill Level 3, Survey 3, and Salvaging trained to at least 3. If you train salvaging to Level 1, you can loot NPC wrecks, but your chances of getting parts is low. Those chances increase with training. At Level 3 you can loot Tech-2 player wrecks, but it takes a long time. If you're in hostile territory, fly with team coverage.

To salvage a wreck you need to remove loot from it first (if it contains any). Next, target the wreck and turn your salvager module on it. You have a chance to be successful and retrieve some parts from the wreck. When you get some parts or there are no parts to get, the wreck will disappear.

Generally speaking, you can expect the following amount of parts from these ship sizes:

Frigate: 1-3

Destroyer: 1-3

Cruiser: 1-5

Battlecruiser: 1-8

Battleship: 1-8

Capital Ship: Yee haw!

Each NPC faction drops specific parts.

- The Empire Navies and Rouge Drones drop all kinds of parts.
- CONCORD drops metal scraps.
- Angel Cartel drop Alloyed Tritanium Bar, Thruster Console, Smashed Trigger Unit.
- Serpents drop Conductive Polymer, Contaminated Lorentz Fluid, Broken Drone Transceiver, Malfunctioning Shield Emitter.
- Sansha's Nation drop Armor Plates, Defective Current Pump, Contaminated Nanite Compound.
- Mordu's Legion drop Armor Plates, Conductive Polymer, Defective Current Pump.
- Blood Raiders drop Tangled Power Conduit, Defective Current Pump, Melted Capacitor Console, Contaminated Nanite Compound.
- Thukker Tribe, Guristas Pirates drop Scorched Telemetry Processor, Ward Console, Malfunctioning Shield Emitter, Thruster Console.

Note: Mission Structures do not drop parts.

Tips for Salvaging

Get a ship with lots of high slots for best salvage results. Mount Salvager modules and Tractor Beams. Destroyers, battlecruisers, and battleships make the best salvaging ships, generally speaking. Of course, fly with an escort if you're salvaging in a war-zone or low/no sec space.

In low sec and 0.0 try hunting down the convoys as they sometimes carry a few parts. If you're exploring, train up Astrometrics to level 4. Sometimes you may stumble on a complex with dozens of floating wrecks ready to be salvaged.

Q: Can I use two or more salvagers?

A: Sure, but using two on a single wreck doesn't improve the chance to salvage.

Q: Do drones in new regions drop loot?

A: By Scaramaus: Yes they do drop salvageable items. Besides the alloys they drop as loot, you can salvage their wrecks, the same as you do with other ships. Items you can get from them include Broken Drone transceivers, Tritanium bars, Contaminated Lorentz Fluid and more.

Q: Does research on a rig reduce the component requirements?

A: Yes. Rig BPOs are like any other BPO in so far as the materials used in their construction is based on your production efficiency skill, and the ME level of the BPO. Most of the rig BPOs shouldn't need to be researched more than ME. 30, though each one is different obviously.

Q: So salvaging a wreck that belongs to another player isn't considered stealing?

A: Nope, as long as the wreck is empty, it's not considered stealing. Otherwise, you'd have to loot the wreck in order to salvage it, and looting is considered stealing if the loot inside doesn't belong to you. Another way of looking at it is this; once a wreck is created, the loot inside is created with it, and tagged to the player who made the wreck. Since Salvage hasn't been spawned yet, it's not tagged.

Detailed Info on Skills and Skill Training

This section covers the EVE skills system, an area that is central to character development and yet not explained very well in the manual, if you bothered to read it and hence largely misunderstood. It provides an overview of the entire skills system, and a discussion on some training strategies for different playing styles. It also contains information on the equations behind the skill training system for the more technically-minded.

MMORPGs have a number of ways of differentiating one character from the next, and specifically your character from everyone else's. These ways normally revolve around some mix of levels and abilities, with players able to increase their character's abilities through a combination of training and actions. EVE is somewhat unusual in the sense that the majority of skill training is done on a time-based system. There are a number of advantages to such a system, including less of a gap between power-gamers and the casual player and no ability to power-level characters, at least not when it comes to skills. Equipment is a different story though.

However, training skills in EVE is more than a matter of point-and-click. There is a lot of strategy involved, in terms of which skills a particular character should train, to what level, and in what order. The additional fact that each character will be able to learn certain skills at different rates adds another layer of complexity, as does the requirement of training particular skills before flying some ships or using some advanced modules.

One important thing to realize about EVE is that there are no restrictions on which skill a character can learn. Some skills have prerequisites of certain levels in one or more other skills, but given suitable time and money any character can excel in any area regardless of which skills they started with. This means that your character's abilities are chosen by the skills that you train as you progress in the game rather than any choices made during character creation, when the chances were that you weren't sure of the exact skills that you would need your character to have for their chosen profession.

Anatomy of a Skill

A skill has a number of components, which together make up the whole skill pack. The components are described here, and the terminology used in this section will be used in the rest of this guide.

First is the group of the skill. Skill groups are groupings of skills into related areas, such as 'Electronics' or 'Leadership', and give an idea of the type of skill being learned.

CAPITAL SHIELD OPERATION		SKILL REQUIREMENTS	
	Operation of capital shield boosters and other shield modules. 2% reduction in capacitor need for capital shield boosters per skill level.	Secondary Skill Requirements	
STRUCTURE			Tactical Shield Manipulation V
	volume 0,01 m3		Engineering IV
MISC		Tertiary Skill Requirements	
	training time multiplier 8 x		Shield Operation V
	level 0		Engineering I
	capacitor need bonus -2 %		
	base price ISK 25.000.000,00		

Next is the rank of the skill. This is the defining component of the skill. This is a reflection on how hard a skill is to learn, with rank 1 being the easiest. In terms of learning time rank is a simple multiplier - with all other things being even, a rank 3 skill will take three times as long as a rank 1 skill to train from one level to the next.

Following on from these are the primary attribute and secondary attribute. These are the two character attributes that have an effect on the time it takes to train the skill, and as such the higher the value of these attributes the faster you can learn the skill. Your primary attribute has more of an effect on training time than your secondary attribute.

Finally, most skills have some sort of effect. The effect is the result of training the skill, and is normally the named effect multiplied by the level of the skill.

There are two other attributes of a skill that are not inherent to the skill, but are related directly to a character's use of the skill. The skill points for a skill is the amount of training that the character has put in to that skill. At certain key values the skill points are high enough to gain some effects, at which point it is said that the skill is at a certain level. Skills have different numbers of skill points depending on their rank, but always have a total of five levels.

The Skill Groups and Tree

Skills in EVE are subdivided into 15 groups. These groups are as follows:

- Corporation Management - the ability to create and manage your corporation
- Drones - the ability to control different types and numbers of drones
- Electronics - the ability to tune electronic devices, making them more effective and more efficient
- Engineering - the ability to work with large-scale electric and mechanical devices and tune them to work more efficiently
- Gunnery - the ability to use different types of weapon and to increase their effectiveness
- Industry - the ability to create items from blueprints
- Leadership - the ability to get others to work in a team with you at the head
- Learning - the ability to increase your attributes and decrease the time taken to learn new skills

- Mechanic - the ability to manage your ships' hulls and the items that are attached to them
- Missiles - use and operation of all types of missiles, rockets, and torpedoes
- Navigation - the ability to fly your ship faster and more efficiently
- Science - the ability to research and understand the underlying principles behind a number of the complex items
- Social - the ability to interact with people in a one-on-one situation, gain their trust, and obtain favors from them
- Spaceship Command - the ability to pilot all different types of ship from all races
- Trade - the ability to work in the world of supply and demand, in both the legal and 'black' markets

Some skills require one or more other skills to be trained to a certain level before you can start to train it. Information on these skill prerequisites is available by showing the information on a skill and selecting the 'Req Skills' tab. Note that if there the 'Req Skills' tab is empty it means that there are no prerequisites for learning that skill.

A special note about Learning skills:

We strongly recommend that you train your learning skills first. If you are going to spend any time at all in this game, you won't regret it. With your learning skills out of the way, you can train the stuff that you need to make more isk and fly better ships. And those skills will train way faster, which means more fun for you. Trust us—train your learning skills.

Attributes

Although on initial appearance only marginally related to skills, a character's attributes are linked to their skills progression and on-going training. Attributes can be seen as the natural aptitudes and attitudes of a character. Skill levels are the result of taking those attributes and focusing them over time to obtain new or improved abilities.

The five attributes of each character are as follows:

- Charisma - your ability to interact with others in a one-on-one situation
- Intelligence - your ability to process information in a range of settings
- Memory - your ability to recall facts, names, and procedures
- Perception - your ability to place physical items in the three-dimensional space around you
- Willpower - your ability to control large groups of people, normally in the role of spaceship commander

The initial values of your attributes depend on the choices you made when you created your character. One way of increasing these values once your character has been created is to train the Learning skills and Advanced Learning skills. The other way is the use of implants.



Implants

Implants exist in two varieties: implants that affect skills, and implants that affect attributes. Implants that improve skills are not as powerful because attributes influence skill training time. You want attribute-enhancing implants if you're doing anything except PvP. There are implants for all the attributes, and they raise them by n points, where n is a number between 1 and 5 (currently). Each implant takes one slot, and the same type of implant can't be fitted a second time in another slot. So, if you want to use that +3 Memory implant, while you still have the +2 Memory implant, you can't use it, unless you unplug the +2 Memory implant, in which case it is lost. That brings up a second point about implants... the bigger the bonus, the more expensive they are, and they can't be insured. When you get killed (read, a new clone is awaiting) he won't have those

implants anymore, nor will he have the isk back that it cost you to plug them in. For +3s and +4s, this can get expensive.

MrCue's Tip: Some new players may obtain "jump clones." These are clones that you can hold at various stations in far-off sections of the universe and "jump" into using the character sheet. They're beyond the scope of this document to say more about, but many a player has forgot that he/she has implants, and upon waking up in his nice jump clone to avoid a 45 jump trip, finds his expensive +4's are all gone. Ooops.

Training Current Skills

Training a current skill is simply a matter of bringing up your character sheet, right-clicking on the skill that you wish to train, and selecting the 'Train to level x' item, where 'x' is whatever the next level for that skill is. Training will then proceed for that skill until it reaches the number of points required for the next level, at which point it will stop.



You can switch training to a different skill at any time by carrying out the above procedure and clicking 'Yes' at the warning. Note that switching the skill that you are training does not lose any partial training you have in the skill you are switching from; all points in the partially-trained skill will be kept and will contribute to future training.

Aborting Training

You can abort training (a selection when you right-click on a currently-training skill). Older players remember that doing this used to erase your accumulated points, but that's no longer the case. If you abort training, your points stick around. Yay!

Acquiring New Skills

There are four ways of acquiring new skill books: buying them, finding them, getting them from Agents as a reward, and pirating them. Buying them is the normal method, and most regions have an academy or other learning institution where all of the standard skills are available for purchase. Agents can give science skill books as a bonus reward. And you can always destroy someone's ship – they might pop a few skill books.

Regardless of how you get the skill, training it is a simple matter of right-clicking on the skill in your cargo hold or local items and selecting 'Train.'

The Learning Skills

The six skills available under the Learning group are worth discussing in more detail, as they are some of the least understood of the skills available and yet can have a huge impact on your training program.

The Learning group of skills consists of six rank 1 skills and 5 rank 3 skills, the Advanced Learning skills: two skills for each of your attributes, and one generic 'Learning' skill. The names and effects of these skills are as follows:

- Empathy - adds one point to your Charisma attribute per level of skill
- Analytic Mind - adds one point to your Intelligence attribute per level of skill
- Instant Recall - adds one point to your Memory attribute per level of skill
- Spatial Awareness - adds one point to your Perception attribute per level of skill
- Iron Will - adds one point to your Willpower attribute per level of skill
- Learning - reduces all learning times by 2% per level of skill
- Presence - adds one point to your Charisma attribute per level of skill (advanced)
- Logic - adds one point to your Intelligence attribute per level of skill (advanced)

- Eidetic Memory – adds one point to your Memory attribute per level of skill (advanced)
- Clarity – adds one point to your Perception attribute per level of skill (advanced)
- Focus – adds one point to your Willpower attribute per level of skill

Except for the learning skill itself it might be hard to see what training these skills will do for you. For a full understanding of the impact that training these skills will give you will need to understand the technical details of the formulae used to calculate training time, but a few examples are given here to give you a feel for the effect that training these skills have.

If your character has willpower of 10, which is about average, then learning Iron Will to level 3 will increase your willpower to 13. This will allow you to learn skills with a primary attribute of willpower approximately 20% faster (assuming that the secondary attribute of the skill is 10).

The affect is even more pronounced for lower attributes. If your character has willpower of 4, which is low but prominent with specialist characters' neglected attributes, then learning Iron Will to level 3 will increase your willpower to 7. This will allow you to learn skills with a primary attribute of willpower approximately 33% faster (assuming that the secondary attribute of the skill is 10).

Even with higher attributes the learning skills have a noticeable impact. If your character has willpower of 15, which is high and the hallmark of a character who has trained to be a specialist in a certain field, then learning Iron Will to level 3 will increase your willpower to 18. This will allow you to learn skills with a primary attribute of willpower approximately 15% faster (assuming that the secondary attribute of the skill is 10).

The simple examples above show how powerful the learning skills are just by themselves. When multiple learning skills are trained, and trained all the way to level 5 and even the advanced learning skills to 4, they allow your character to increase their skills at a rate far advanced from those who have not carried out a similar regime.

So what is the downside of the Learning skills? Well, quite simply, they are boring. Training the Learning skills is dead time, in that your character does not advance in any immediate way. You just looted a cool new Nosferatu? You'll have to wait to use it. However, we strongly recommend that you think of your character development in terms of months rather than hours. We can't harp on this strongly enough: if you wish to play the game for more than a few months, learning skills will pay for themselves forever!

The Learning skills should be considered a long-term investment in your character's advancement. The simple fact is that a character who has trained all of their Learning skills will advance far faster than a character that has not. And once a character with higher Learning skills passes a character with low Learning skills the character that has been passed can never catch up again, thanks to the increased rate at which the character with trained Learning skills can train.

Training Strategies

There are a number of training strategies that can be undertaken, depending on your own requirements. A number of potential strategies are laid out below, although it should be noted that the list here is neither authoritative nor exhaustive. Before discussing the strategies there are two points to be made, which apply regardless of which strategy is undertaken.

First, there is no mention made of the learning skills. If you have read the rest of this guide you will be aware of their use, and as such will not be surprised by the advice given: train them first, and train them fully. Note that there are some exceptions to this rule. For example, a pure researcher has no need of high levels of attributes other than Intelligence and Memory, so training the other attribute-raising skills is not worthwhile. However, such characters are rare and in general all of the learning skills should be trained as they will provide long-term benefits to your character.

Second, there is no mention of purchasing and initially training new skills. The mechanics of this have been covered earlier, and the details of how to make enough money to feed their skills habit is left as an exercise to the reader.

Deep Training

Deep training is the act of focusing completely on a single skill until it has been trained to level 5. At this stage the skill has been completely trained and cannot be taken to a higher level, and the character can move on to the next skill.

The advantages of deep training are that the maximum potential benefit is obtained from each skill with a slightly higher benefit from the trained skills than most other characters have, and the simplicity of picking a single skill to train and sticking to it.

The disadvantages of deep training are that training skills at level 4 and 5 generally take significant amounts of time and the character does get diminishing returns in terms of benefit for time training the skill, and that the focus means that other useful skills are ignored for significant amounts of time.

Deep training is very useful for characters that are focused in a single field, such as research or refining, where there are relatively few skills available and the edge gained from training all the way to level 5 gives an important benefit.

Broad Training

Broad training is the act of training skills evenly, training as many skills as possible to level 1 before training them all to level 2 then 3 etc. The advantages of broad training are that the bonuses available from the skills are obtained as fast as possible. Training a number of skills to level 2, gives a large spread of bonuses on the character in the same time as training a single skill to level 4 and only gaining a bonus in a single area. The disadvantages of broad training are that often a skill that is not really required will be trained just because it is 'easy' to get it to level 2 or 3. Also, by training many skills in a broad fashion, a large number of skills that require relatively high levels of other skills as prerequisites will be denied the character for a very long time.



A note about learning. If you invest the time in learning skills and start accumulating points in all of your various skills, be sure to have an updated clone. It's critical, even if you are a miner or mission runner in deep empire. If you get pod killed and wake up in your new body, and you don't have enough skill points in that spiffy new head of yours, you'll lose skill points. Don't ever lose skill points over something avoidable like having an out-dated clone.

Goal-Oriented Training

Goal-oriented training is the act of aiming for a particular skill and training all of the prerequisite skills required to get that skill. This is often used for players that have a requirement due to their trade, for example a miner might want to obtain a mining barge and mining drones to maximize the amount of ore that they can gather.

The advantages of goal-oriented training are that there is a specific path that is being worked toward so there are no problems with considering which skill to train next. Also, the desire to reach the specific goal has its own benefits.

The disadvantage of goal-oriented training is that in the rush to get to a single skill set all of the other skills will be neglected, resulting in a character that is missing some vital abilities.

The Future

The current skill list has enough different skills that if you want to learn them fully it would take your character many real-time years! MrCue, BattleClinic's chief architect, once calculated that it would take you 28 years in real time to learn every skill in EvE to level 5. However, the EvE universe is constantly expanding and you can expect to see a number of new features as time progresses. It makes you think...maybe specialization might be the way to go!

Technical Details

This section covers the technical details of the EvE skill system. You do not need to understand this section to play the game, but the information is here both for completeness and for the reader who is interested in understanding the underlying system that governs skill training and benefits.

Points

The number of skill points required for a skill to reach a certain level depends purely on the rank of the skill. For a rank 1 skill the points required are as (roughly) follows:

- level 1 ~ 250
- level 2 ~ 1414
- level 3 ~ 8000
- level 4 ~ 45255
- level 5 ~ 256000

For a rank 2 skill the points required to reach each level are doubled, for a rank 3 skill tripled, etc. At current the highest known rank of a skill is 12, which means that for level 5 in that skill you would need to get no less than 30 72000 points to reach level 5 in those skills!

Training Speed

The speed at which points in a particular skill are gained depends on the character's values of the primary and secondary attributes of that skill. The formula for working out how long it takes you to gain a skill point given a particular primary and secondary attribute combination is as follows:

seconds per point = $60 / ((\text{ability in primary attribute} + \text{ability in secondary attribute} / 2) * (1 + 0.02 * \text{learning skill level}))$

Or in an alternative form, if you need to train 'n' points of a certain skill then the number of minutes that this will take is:

minutes to train = $n / ((\text{ability in primary attribute} + \text{ability in secondary attribute} / 2) * (1 + 0.02 * \text{learning skill level}))$



The effect of skill bonuses are always level*bonus. For instance, if a character has Refining (2% bonus) level 4 then their total bonus is 8%:

$$1 + (0.02 * 4)$$

However, multiple skills that have a similar bonus are stacked independently and then multiplied together. For instance, if a character has Refining (2% bonus) level 5 and Refinery Efficiency (4% bonus) level 3 then their total bonus is 23.2%:

$$(1 + (0.02 * 5)) * (1 + (0.04 * 3))$$

Combat Basics

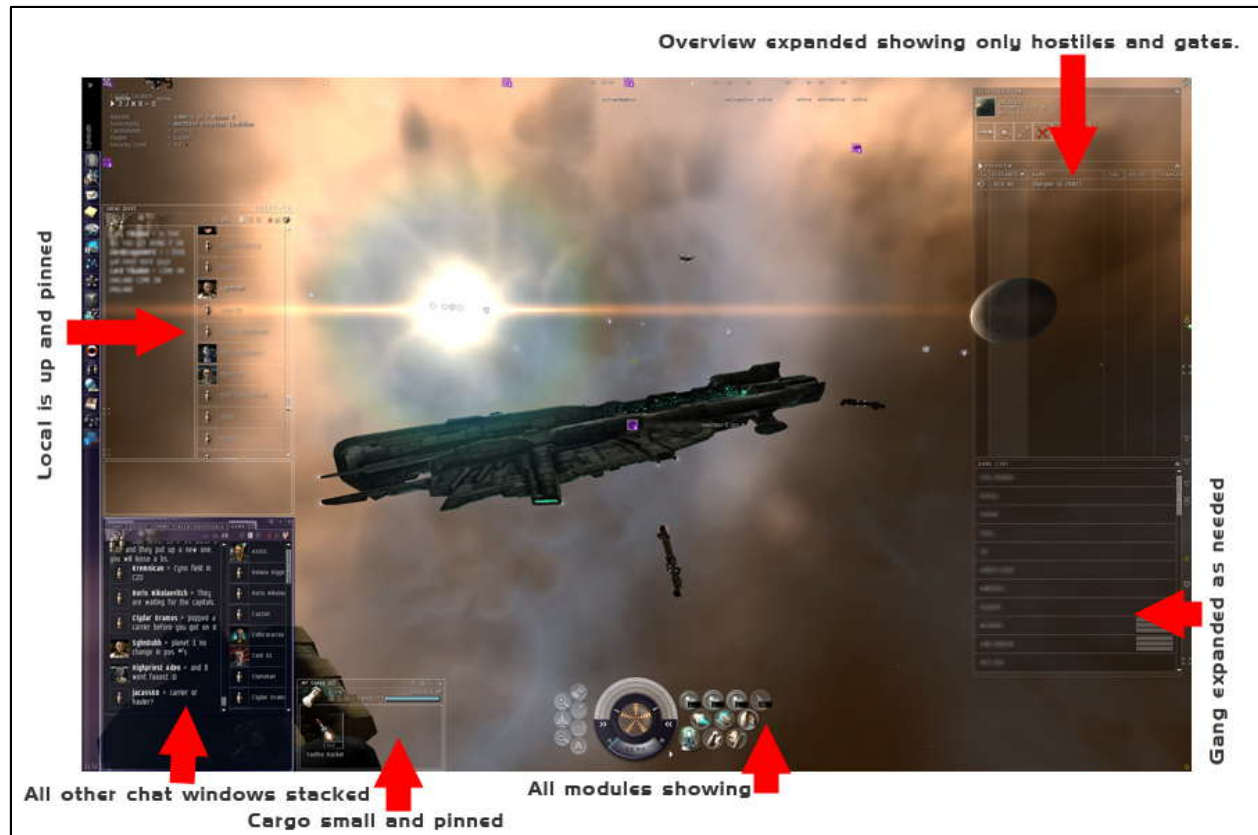
Ship Combat in EvE is complex. It involves strategic thinking and tactical acumen. You need to know your enemy well; your skills need to be up to scratch; your loadout needs to make sense; your real-life abilities to anticipate and react need to be finely tuned; your knowledge of game mechanics must be sound, and finally, it doesn't hurt to be lucky. Got all that? Good. Stop reading and go fight!

Still here? Ok. The following bullet points should point you in the right direction. We could spend pages and pages on combat in this guide, but it would frankly be really boring. So use the tips below and practice, practice, practice.

- Never mix guns. You don't need any "point defense" guns on your EvE ships. And you control the range of the gun by either loading it with different ammo or crystals, or learning how to fly your boat with skill. Always keep maximum firepower on your target at all times until it's destroyed.
- Put as much DPS (damage per second) on the target as possible, as fast as possible.
- When jumping in a combat gang and being gang-warped by your leader, ensure you've set your destination system because each destination gate will be highlighted. Find that gate in space, double-click near it, come out of cloak and watch your ship begin to align to the gate and get up to speed. This is called "aligning" and will keep you from being left behind.
- Warp Core Stabilizers are no longer viable for combat. They add -50% scan resolution and -50% range, which means if you fit them, you won't hit the broad side of a barn and it will take you forever to even lock it.
- It might go without saying, but shooting a player in Empire space (anything 1.0 to 0.5) will call the wrath of CONCORD down upon you and you will die quickly...unless your corp is in a CONCORD-sanctioned war. Gate and station guns handle 0.4 to empire 0.0, by the way. Non-empire systems have numbers not names: XX9-WV.
- Choke-points between empire and 0.0 space are almost always camped by someone.
- metalmonkeymood on the BattleClinic forums adds, "Tank one thing: tank either shield or armour, not both. In general, Amarr and Gallente tank armour while Minmatar and Caldari tank shields. I have never, ever known a good loadout that tanks both. Know your role: before even fitting your first mod, decide what you want the ship to do. Not just if PVE or PVP, but if you are a fleet battle BS, do you really need that warp disruptor in mid? Or if you're a soloing HAC, shouldn't you have access to a bit more cap? Skills before ships: if you don't have the skills to properly fly a ship, don't fly it. Your corp mates would probably rather have you in an adequately flown cruiser rather than a rubbishy flown BS. Maximise fittings: use as much powergrid/CPU as possible. If you have a lot of either left over, chances are you can improve something in your loadout, so go back and give it some thought.
- From zmaster on the BattleClinic forums: If you're Minmatar, get a Rupture, awesome little and cheap ships ... they're capable of killing a lot of stuff before being destroyed.
- From MrHooke, Don't plan on losing. Make sure your ship is designed to out-gun, out-counter, or out-run what ever you fight. This way if you don't kill your target you will live to fight another day.
- Watch local. If you're in low- or no-sec and local suddenly explodes with people, you're probably in for a fight.
- When the fight is over dock and review the combat log. It will give you details that can help you learn for future situations.

Recommended In-Flight Screen Layout

We highly recommend you configure your in-flight screen as follows. We'll explain why below.



1. Local must be up and pinned. Never bury local in the rest of the chats. You need to know who is in system with you at all times.
2. All other chat windows can be stacked. We recommend that in combat you minimize these, since you should be listening in TeamSpeak and not chatting. If you are in a corp that allows people to be fighting with you but not on TeamSpeak, you're in a corp that won't do very well in a fight.
3. Your cargo box should be small and pinned so that if you need to change ammo or crystals you can drag them quickly.
4. Until you are an experienced combat pilot, ensure that all of your modules, even the passive ones, are showing. This helps you understand what's active and what's passive. Eventually you'll hide these to optimize combat.
5. Gang list should be expanded, but that's up to you. If you're a logistics ship, it is vital so that you can monitor the health of those you are supporting.
6. The overview needs to be filtered down to Pilots at War with You, Pilots with Bad and Horrible standing to you, your corp, or your alliance, and possibly pilots with poor security. If you're traveling in low-sec or no-sec, filter everything except Gates. If you're doing missions or mining, you'll modify these settings for your particular targets.

Corporations



So, you want to join a corporation but aren't sure where to start? There are many corporations out there all with their own individual flavor and unique style. Joining a corporation can enhance your playing experience significantly. It is this reason that you should first ask yourself what sort of corporation you wish to join. What corporation has a similar playing style to your own?

Joining a Corporation

BattleClinic and other sites offer corporate recruiting boards. You're free to browse these boards and find corporations that might appeal to you. Corporations can give you several things, the least of which is some friends to play with. Let's look at what a decent corporation has.

1. What's the corp's mission? Pirate? Anti-pirate? Industrial? PvP? Missions? A corp with multiple goals is preferred.
2. Forums. Go to BattleClinic and request a free forum for your corp!
3. An Application Process. Quality over Quantity is the way to go in EvE. A corporation that accepts everyone that comes in usually has problems with thieves and cons.
4. A stable command structure. You don't want your CEO to quit right after you join.
5. What time zone the corp. is in. It doesn't do you any good to be the only person in game when you get on.
6. Weekly in-game meetings. This is usually a really good sign that the corp is organized.
7. A view on pod killing.
8. If there are any immediate bonuses for joining. Some corps use these pluses as a recruiting scam.

One of the most important things a person can do is get to know the corporation players. Do some research; see what other people think of them. Hang around in the in-game chat room, if they have one. Talk to them on Team Speak. Don't just join the first corporation that offers you a free ship and some ISK. Make an informed decision. When you know that you're going to join them, send them an e-mail, or whatever way they prefer to have information sent to them.

Okay, hopefully by this point, you've picked a corporation. You're ready to join in-game. But how can you do this? First, you're going to have to find out where one of the corp's office is. Fly to that system, and dock in the station it is in. Go to Offices, and click join. Fill out the application with what jobs you want. When it send out, someone will have to approve it in the corp. Then, when you get the mail, go to the corporation button, applications, view, and review it. If it meets to your satisfaction, click okay. Then, you're in. I hope you enjoy your choice.

Let's take a look at various ways that players run their corporations. Some players run their corps for profit and power. They usually have a determined communistic infrastructure where players are required to dedicate much of there ISK to the corporation. There is a fairly rigid hierarchy of command starting with the average player up to the commanders, directors and finishing at the CEO.

Many corporations are founded on the belief that the more people that are within the corporation, the more powerful, effective, and self sufficient the corporation will be. Trading goods and services are usually required to be between fellow corp or alliance members.

Large corporations can form the major alliances in EvE, which try to control the lawless 0.0 space. Unless they need miners, you probably won't get in very fast. Generally, you are either invited to join, or you visit their recruiter. Because they are in an alliance, which is a conglomerate of corporations, they have many friends, and even more enemies and that requires a strict organization. They'll be wary of spies, so you may find it difficult to be invited to join.

Some corporations are highly organized criminal syndicates. Hi-jacking miners and trade runners, camping choke-point gates, or declaring war on empire-based corporations may be amongst the tasks which you will participate in. A high level of secrecy and trust is required amongst these corporations which usually make them difficult to get into. Beat the pirates at their own game—PvP—and you may get invited.

Some corporations model themselves after police or security organizations. They call themselves "anti-pirate." Guarding asteroid belts, stations and jump gates to ensure the safety of the common pilot, escorting transports, or searching for pirates with bounties are typical activities.

Many corporations specialize in one profitable role: mining, trade, or manufacturing weapons or ships. These corps may have partnerships or pacts with alliances or larger corps to supply needed goods.

Most corporations consist of a group of players whose primary goal is to just have fun! These corporations are highly flexible and dynamic and may do a little of everything. Their members often get to keep most of the ISK they earn and the corp has a low tax rate. While there is generally no or very little sign of hierarchy there is always a CEO who is usually someone who is elected and dedicates the most time to playing EVE.

Of course, no corporation is strictly limited to any of the categories above.

Corporation security and keeping your assets safe

Where do you start? A corp has to have a CEO, and this is the ONLY character that can grant or revoke director rights. You have a problem if your CEO goes missing, and the only thing you can do is form a new corp, in case (s)he doesn't turn up. Should the need arise to spend corp funds, the CEO is logged in and the cash is transferred to the corp wallet – NEVER to the individual doing the buying. The CEO places the funds in the wallet and annotates said deposit with the reason. The character spending the ISK then makes the withdrawal with a similar annotation. Members are always encouraged to donate to the corp wallet, never directly to the CEO character, this way more people can see the activity of our corp. members from an ISK donation perspective.

If a corp gets new members, they should not be given the right to access every hangar, especially if you don't know them that well. Hangars are where you keep the stuff that can be used for the corp and can be taken by members and can be put there by members. You can give new members access to the most basic stuff, but you should really be careful with giving access to the hangars that hold the bigger, and more expensive, stuff.



Corps suffer extensively from hangar theft. From day one the most expensive blueprints should be "locked down" by voting in a given hangar so they can't be removed. Once again only a few VERY trusted people should use these BPOs.

Granting various rights is usually only done by the CEO and maybe one or two of the directors. Never grant any right to anyone you do not trust, and even then, be careful. If someone tells you that they're in station and need to get a shield booster from hangar X – be very careful – if you end up granting a right, make it your priority to remove the right immediately when the person claims they are done. Then check the contents.

Never just accept new applications from anyone. There should always be a forum application, in game interview and preferably, if a person is considered as acceptable, an interview on your TeamSpeak server. A discussion about the individual is held in a private channel and if the person seems to be acceptable then they are taking in on probation. From there on their participation in the corp will determine if they become a full member.

Guide to Mining

Introduction

When you start out in EvE you'll find yourself in a so-called Rookie Ship. This ship has been equipped with a civilian-class weapon (varying by vessel and skill), as well as a basic mining laser. This guide has been provided as a supplement and aid for helping you decide your future. It is recommended you read this guide prior to starting your new career, however, later portions depend heavily upon the information and skills you will gain from your initial training.

As you have probably seen already, the game does not provide many 'free lunches'. Ship



owners are expected to provide a service or commodity of some kind in order to earn ISK, and often this will require ISK before you can provide many services. The exception to this is running simple courier missions for other ship owners, running simple missions, or mining. This guide will assume you will take up mining, however, please keep in mind that you are not limited to always being a miner, and many other career paths are open to you in this universe.

Getting Started

When you first start your ship ownership (create your character), there are a few fine points you may wish to observe to make your mining career easier. The first is your profession. It should be a technical or industrial one that gives you a starting skill in mining and/or refining. When you create the character, be sure to choose the technical school. Finally, you will choose your majors. We recommend a path which will give you mining, refining, and advanced refining, however, you may choose your skills as you see fit (more mining skills versus refining skills, mining drone usage versus refining skills, etc). Please keep in mind while you may only start with a limited set of skills, additional skills are always available for purchase.

After you have completed character creation, you will find yourself piloting your new vessel near your training school. Before following the instructions of the local agent, click on the icon immediately below your picture. This will open up the "Character Sheet". From here you can train skills, and it is important to remember that you should always have a skill training, as they train even while you are offline! So select a skill (we recommend "Mining", which is located in the "Industry" skill set, however, you may train another skill as you see fit).

Now that you are training, follow Tutorial and later your first agent. They are there to teach you the basics of movement, mining, combat, cargo containers (jettisoning and retrieving), and docking. Their instructions should eventually lead you into the local station, where they will continue their tutorial. Here they will teach you about various services, such as the refinery, the market, and refitting station. After they have finished, it is time to contact your agent. Agents are located in the "Agents" tab to the left of your docking screen. Right click on his or her picture, and select "Start Conversation."

Initially, you will need to mine low-grade asteroids. The return is a bit lower than you may expect for a path to fortune and fame, but eventually you will be able to move on to greater value asteroids. For now, however, you will be stuck mining 'common' ores. Trust us, you are not equipped well enough yet to go after anything worth big money, as they tend to be in systems where pirates roam and pirates can (and will) turn your nice rookie ship into scrap. That is not profitable, so we recommend you avoid such a situation for now.

The asteroid ore that you initially should look for is called Plagioclase or Scordite. They are one of the common asteroids. It is usually present in 1.0 and below systems, so that should help you. The caveat is many other pilots before you have probably searched out these ores and you may not find it in the system you started in. Before we go out, we need to check our equipment and money.

Running those tutorial missions should have left you with a small amount of ISK, hopefully around 10,000 ISK. If you didn't get at least this much from your tutorial missions, you may wish to partake in the 5,000 mission the tutorial agent will then offer (involves destroying 5 training drones at the training area in the starter system, and retrieving the certificates they drop). Using this money, you will want to buy a Miner 1 from the market. Don't forget to check the price before you buy, as some people try to scam rookies. If you were lucky enough to also start with the "Electronics" skill (located under the skill set by the same name), you may also wish to pick up a survey scanner.

Load your new equipment by going to refit service and removing the basic miner from the ship. Replace it with your new Miner 1. If you also purchased a survey scanner, load it up in one of the slots labeled "--" (for med slots). If you get a message telling you that you can not mount the survey scanner due to lack of the electronics skill, you'll need to train it up. Once you are so equipped, check the repair service to make sure your ship is fully repaired, then feel free to leave the station.

Map Use

A suitable system for launching your new mining career should meet the following criteria:

- Be 1.0 to 0.8 security
- Has less than 30 other pilots in it
- Is nearby (less than 5 gate jumps away)
- Has at least 1 station that offers both the best quality refining and market.

Finding such a system is actually very easy. Open up your ship's navigational maps (the icon on the left that looks like a few white dots connected with lines). There will be a new window open that has two tabs: "Search" and "Display Settings". Select the "Display Settings" tab. With the display settings tab open, it is time to make a few changes. First go to the "Labels" tab, and dim all options except for "Solar Systems". Next go to the "Stars" tab. Go to "Animation", and make sure both options are not selected. Now select "Security Status" under "Color stars by". This will show the security level of the systems around you (if you can not see any systems around you, you may need to zoom out). The systems you will want will be near your own (either be connected to it by a line, or connected through up to 2 other systems (connected by lines) and will have a white dot, signifying high security. Once you have found a viable candidate, remember where it is, then hit "Number of Pilots in Space" under "Statistics:". This will query for the location of pilots throughout the known galaxy and update it on your display. Hopefully, the dot that you had your eye on did not swell too much, but if it did, hover the cursor over it to see exactly how many players are in the system. Any more than 15 may lead to crowding, and there are plenty of systems, so don't give up if the one you chose is also very busy/crowded. If finding a system nearby (or even seeing a system at all) is a problem, you may want to flatten the map (via the button labeled "Flatten"), or try zooming out some. Once you've found a system, right-click on it and select "Set as Destination". You can now close the map. After closing it, select the big "Autopilot" button and watch the stars go by.

Finally...Mining

Now that you're in a suitable system, it's time to find a good asteroid to mine. Go ahead and warp to any asteroid belt in the system. Once there, start looking at the asteroids. If you have a survey scanner, this involves flying within 5,000 meters of the asteroid and using your scanner. If you do not have a survey scanner, you can simply eyeball or use the normal scanner.

You're finally doing some serious mining, congratulations! While this asteroid's ore is relatively easy to extract, be warned, the road to fortune is paved with hardship. As you attempt to get ores that fetch better prices, the danger to your ship, your cargo, and even your pod will increase. But that is far ahead in your future, and while thinking ahead is an important step we can't let it interfere with the present!

Keep mining until your mining laser turns off on its own. This will signal that your cargo hold is now full, and it's time to return to station. Go ahead and choose to "Dock" at the nearest station of your choice, and let the ship handle the rest. Once docked, unload your ore, and if you have mined more than 333 units (which you should have), you will be able to refine. Open up the refinery service and refine what you have. Leave the station and return to the asteroid belt you were in before (if you have trouble remembering where you were, you may want to place a bookmark).



A New Ship

Eventually, you'll work your way to a new ship. How long this will take will vary by race and where you are, since currently a lot of corporations manufacture ships (that is, player corporations, not NPC) that are below the normal cost of the ship. To the right is a diagram listing the ship you might wish to upgrade to next.

While most corporations are producing these ships for less than market price, always make sure to double check the price so you don't pay too much. Unfortunately, even with your new ship, you will probably not be able to equip more than one Miner 1. Keep mining to make ISK for your next ship!



More Mining Tips

1. Consider mounting armor and hull repairers. Repairs are expensive and your armor and hull start taking damage at 66% of shields and armor respectively.
2. If you are not a Minmatar but plan to mine or carry a lot of goods, consider getting the Minmatar frigate skill and buy a Probe. It could be a long time before you can afford a cruiser or an industrial and Probes have a lot of cargo space.
3. Find another noob or someone you trust that you can team up with to team mine. In one day's work you might both be able to get better ships.

General Mining Info

Mining in EvE is fairly simple. First, lets make sure your cargo hold is empty. Assuming you still have your starter frigate, cargo space is very frugal, so every unit of cargo space matters! Dump what you have at the nearest Starbase in your hanger. Almost every system has an asteroid field or more. As you venture out into the low security systems you will note that many of the asteroid fields are plagued with pirates—human and NPC—just waiting to prey on the happy-go-lucky miner (that would be you) warping into the area. NPCs will give plenty of warnings before they actually start doing damage. First your overview will start lighting up. Then the rats will move toward you. If you can't handle taking damage, leave! Human pirates are more clever and you would do well to leave as fast as you can. We advise not going up against pirates in a starter frigate; you are no match for them alone. Usually though you will be mining in your start sector for the first few times, which thankfully are NPC-pirate free.

Lets talk about actually getting to an asteroid field. There are two ways to do so, both fairly simple. The first way is to locate a triangle somewhere in the star field around your ship, right click on it and warp to it. Triangles are EVE's universal map sign for an asteroid field. Another way is to locate the five horizontal lines near the name of the sector, right click on it and it brings up a menu of asteroid fields, starbases, stargates, planets, suns, etc. open the asteroids sub menu and choose an asteroid field to warp to from that menu. You will begin to see the asteroids racing towards you just as you drop out of warp; it is a beautiful sight of gray isn't it?

Yay! We have arrived to the asteroid field. There are usually several types of asteroids to choose from. Each name can be found out by right clicking on the asteroid and choosing the "show info" command. It will bring up a window stating the asteroids name, and other misc. facts. If you so choose to mine this particular asteroid simply right click it again and choose the target option (in case you are flying a rookie ship, you must be within 15k of the 'roid to target, and 10k to mine). Once you have the asteroid targeted, and are within 10k of the asteroid you can now activate your mining laser(s). At this point I like to open my cargo hold and drag it to the upper right hand corner, just to watch the progress of the ore filling the cargo bay. Now you can sit back, relax and watch the cargo bay fill with precious ore. If you intend to become a serious miner, you may want to look at investing into better mining lasers, mining barges, mining skills, and a more plentiful quantity for your ships turret slots.

Speaking of precious ore, and serious miners here is a more in-depth look at the asteroids, and the minerals they produce: There are many types of asteroids; many produce the same minerals, while on the other hand some asteroids only yield a certain mineral, or a better quantity of one. Minerals are extremely important for building starships, and other space faring equipment necessary to keep the galaxy go-round. Minerals are created by refining asteroid ore at Starbase refineries. The table on the next page shows how many minerals of each ore are produced when there's no waste, and no loss due to standing.

Ore (group)	Ore	Tritanium	Pyerite	Mexallon	Isogen	Nocxium	Zydrine	Megacyte	Refining Batch	Volume
Arkonor	Arkonor	300					166	333	200	16
	Crimson Arkonor	315					175	350	200	16
	Prime Arkonor	330					183	366	200	16
Bistot	Bistot		170				341	170	200	16
	Monoclinic Bistot		187				375	187	200	16
	Triclinic Bistot		179				368	179	200	16
Crokite	Crokite	331				331	663		250	16
	Crystalline Crokite	364				364	729		250	16
	Sharp Crokite	347				347	696		250	16
Gneiss	Gneiss	171		171	343		171		400	5
	Iridescent Gneiss	180		180	360		180		400	5
	Prismatic Gneiss	188		188	360		188		400	5
Hedbergite	Glazed Hedbergite				779	389			500	3
	Hedbergite				708	354			500	3
	Vitric Hedbergite				744	372			500	3
Hemorphite	Hemorphite	212			212	424			500	3
	Radiant Hemorphite	233			233	466			500	3
	Vived Hemorphite	223			223	445			500	3
Jaspert	Jaspert	259	259	518		259			500	2
	Pristine Jaspert	285	285	570		285			500	2
	Pure Jaspert	272	272	544		272			500	2
Kernite	Fiery Kernite	425		850	425				400	1.2
	Kernite	386		773	386				400	1.2
	Luminous Kernite	405		812	405				400	1.2
Ochre	Dark Ochre	250				500	250		400	8
	Obsidian Ochre	275				550	275		400	8
	Onyx Ochre	263				525	263		400	8
Omber	Golden Omber	338	135		338				500	0.6
	Omber	307	123		307				500	0.6
	Silvery Omber	323	129		323				500	0.6
Plagioclase	Azure Plagioclase	269	538	269					333	0.35
	Plagioclase	256	512	256					333	0.35
	Rich Plagioclase	282	563	282					333	0.35
Pyroxeres	Pyroxeres	844	59	120		11			333	0.3
	Solid Pyroxeres	886	62	131		11			333	0.3
	Viscous Pyroxeres	928	65	132		12			333	0.3
Ore (group)	Ore	Tritanium	Pyerite	Mexallon	Isogen	Nocxium	Zydrine	Megacyte	Refining Batch	Volume
Scordite	Condensed Scordite	875	437						333	0.15
	Massive Scordite	916	458						333	0.15
	Scordite	833	416						333	0.15
Spodumain	Bright Spodumain	735	147					147	250	16
	Gleaming Spodumain	770	154					154	250	16
	Spodumain	700	140					140	250	16
Veldspar	Concentrated Veldspar	1050							333	0.1
	Dense Veldspar	1100							333	0.1
	Veldspar	1000							333	0.1

So now that we have that out of the way, lets turn back to our mining job. Our cargo hold is now full to the max with an ore. Now ferry your load back to a Starbase (Note: I recommend book marking a Starbase in a sector and only mine in that system for a while, traveling back to the same Starbase so all of your ore and materials are at one hanger in one base. You cannot access your materials on Starbase A from Starbase B). Assuming we have docked now, unload your ore into the 'items window' (which is actually your personal Starbase hanger). Once your cargo hold is unloaded, undock and go mining again. Once you have amassed enough units of the same type of ore into your hanger you may now use the Starbase refinery to refine your ore into minerals. Note: The minimum number of units needed to refine a type of ore vary according to the ore type that you are mining. You do not have to pay the base for using the facility, but the base will take out some of the minerals you create. You also should have a skill for refining. You should work on increasing that immediately as it increases the yield of minerals you get back. Observe screen two for the refinery process. After you are done refining you can use those minerals to put towards building something, sell them via the market, or stash them away for safe keeping for yourself, or your corporation. This my friend, has been mining 101.

If you intend to be a serious miner (the bulk of your online time) you might want to invest replacing that Gatling gun with a second mining laser, it mines twice as faster, and so you get the job done quicker. And with the whole long ferrying back to base process mining can take some time. Which is another reason why you should (when getting a new ship is possible) look for a ship with many high-powered turret slots. You will not want a missile ship at all, be sure to read ship info bars, and check the stats, see what kind of cargo hold they have, how fast they can go, and how many high powered turret slots are available. If you have basic mechanical skills you may want to look into investing in a skill called "Hull Upgrades" this allows you to use things to upgrade the physical aspect of your ship, for example cargo expanders which expand the maximum amount of cargo space by 5%.

The rest of the EVE community relies on you, the miner, to supply them with the building blocks to so many of the goodies. And vice versa, many people will see the quality and riches of becoming a miner and so it is your job to make sure you are the better miner. How can one be a better miner? Know more then they do, be more polite, and fill orders. Let's start with knowing more than they do: This is an sketchy situation, for if you are a freelance miner you should zoom out to lo-sec and do some recon first, find a good unprotected roid field (or blast away pirates to make it unprotected) where nobody else is, and keep your mouth shut. Bookmark the field, do as much mining as you can implementing the techniques above with better mining lasers, more mining lasers, a fast ship, and large cargo holds/with expanders (some times you can't have it all though...you must decide which you can sacrifice) and make money selling the valued ore. Remember if you're out in lo-sec space, more than likely it's a greater threat to you. There will be more money making asteroids (possibly even new types of asteroids not yet introduced we do not know about) and greater dangers, too. If you're in a corporation, think about leading a mining expedition fleet and sharing what you have found with your corp members. Be Polite: If you're a freelancer, or the minerals you yield are not going to the corporation and are meant for outside use, get a group of contacts with other major corporations, visit their websites and ask if you can supply them with minerals. Tell them you can deliver whichever minerals you have and ask them where their nearest Starbase is. If they want to pay you extra you can ferry it over to them; never just leave minerals for them without telling them where, or why. If you're not the social polite kind of player, fill mineral request orders via the advanced market. But still, be polite. If someone puts in an order for 4000 units of Pyrite, some people will sell him maybe 15,467 units of pyrite and those small numbers will be scattered on the other side of the galaxy, making it extremely incontinent for that person to get. One day he may get fed up and find a private contractor (and hey, that could be you) to supply

him with all his mineral needs. So at all times possible fill full orders. If the guy wants 4000 and you only have 2000, go out and mine more; there is an 85% chance his order won't be filled yet.

How to Make ISK in Mining and Research

Many new players are disappointed with how hard they play and how little they make at first. We recommend that you approach your enterprise in a businesslike and professional manner. Form a plan of attack that includes exploring for little-traveled areas. Try to make every minute of your time as profitable as possible. It may seem simple and basic to you but it's not. It takes trial and error and a lot of driven pursuit to get it going but once it is rolling you will be smiling all the way to the market. Be patient and remain diligent and you will succeed. Have fun and most of all remember it is just a game.

First let's review a bit of information on the types of mining and terminology. The types of Minerals and Ores are divided into three categories.

- High Grade Ore: Arkonor, Bistot, Crokite, Spodumain, Dark Ochre.
- Mid Grade Ore: Gneiss, Hedbergite, Hemorphite, Jaspert, Kernite and Omber.
- Low Grade Ore: Plagioclase, Pyroxeres, Scordite and Veldspar.

We'll save ice types for a later discussion—you need skills well advanced to mine ice.

Try to spend as much of your time mining only High Grade Ores. That's not to say you can't make big Isk doing the Medium Grade, but consider that $\text{Time} = \text{Production} = \text{Profit}$ formula.

It can be enjoyable and challenging to mine High Grade Ore yields. Mining Low Grade Ore gets very boring to say the least. The lower grades are sometimes needed but we find that when you have a few billion Isk in your wallet you can afford to pay others to provide low grade needs.

Because of the formula $\text{Time} = \text{Production} = \text{Profit}$, skills play a huge part in production. If you're just getting started you're going to have to spend a little time doing a lower production. Use the time to get set up and to explore all you can. Just remember every time that voice tells you "Skill training is complete" you move closer to a higher production and profit.

Here is a list of the Skills you will want to have and to work on. Note: These are skills relating to mining only.

SUGGESTED MINER SKILLS: Industry, Refining, Mining, Drones, Mining Drone Operation, Refinery Management, Metallurgy, Electronics, Engineering and Survey

Mining 5
Astrogeology 5
Drones: Heavy 4 and Mining 5
Drone Interfacing 3-4 (I say 5 takes way to long so wait on it.)
Engineering 5
Electronics 5
Hull Upgrades 4

All skills that relate to Energy, Cpu and Capacitor Capacity and Recharge to at least level 3-4 depending on what ship you fly.

Some players use two accounts running at the same time. The second account is a Refiner / Hauler. She might be maxed out on Refining and Refinery Efficiency as well as most Navigation Skills and fly an industrial. An important note here is that if you're mining in 0.0 space you will most likely be refining in an NPC station that will charge you a percentage based on your faction standings with them, They will most likely be Pirates so the Criminal Connection skill is a valuable one to have. Also take your refiner alt and do some level one missions for them to increase your faction standing. This adds up to a huge amount and is well worth the few hours invested in doing the missions. Whatever you do don't go out and hunt or shoot the NPCs that your refining your ores with, as it will hurt your profits way too much. Another angle is to use Corp owned or Conquerable Stations that are under the control of your Alliance. These can be set to a zero tax or refining charge.

If you don't have two accounts then you can do things the old fashioned way: pay someone to haul for you. For that matter pay two players to haul. Pick out 2-3 newer players and cut a deal with them. Furnish them with the Amarr Industrial skill book and then set them up in a fully equipped Bestower Industrial. Cheap for you and a huge help for them. Pay based either on a percentage of what they haul or on a flat rate per hour hauling.

Consider keeping a logbook and recording this information on all your operations. It's a big help if you go and buy a loose-leaf binder and some dividers and keep records and notes.

As you already know you won't find a single Bistot Roid in Empire Space. You have to go into 0.0--way out into 0.0. This presents some major problems as you know, like big NPC spawns. In addition to the NPCs you also have to contend with the large number of Real Player Pirates. Then as if that's not enough you also have to deal with the various Alliances that control most of the good 0.0 space. Obviously, it can be beneficial to join a Corporation that is a member of an Alliance. Be sure that the corp will allow their members to do a good percentage of freelancing.

Do a bit of reading on BattleClinic and you will soon see that there is a lot of info on what Alliance does what as far as Pirate or Anti-Pirate. Either way once you decide on your Alliance do a little looking around and find 3-4 Corps that belong to the Alliance. Then begin the process of contacting them one at a time. Ask if they are accepting new members. If they are, be nice and be open with them. Tell them your goals and what you enjoy doing then get them to talk about their policies. One thing to be aware of is many corps are afraid of recruiting an enemy Alliance spy so be careful not to come on too strong or to ask too many questions. Let them talk and listen to what they say. Ask if they have a website, and you may get some insight as to what their policies are and so on from that. Once you're accepted, take it easy and spend your time exploring the new home territory. Spend time in the corp chat and make yourself available to help mine and or haul for them. After a short time start to venture out on your own little by little but continue to give your time and help to them. It will evolve into a mutually beneficial relationship if you're patient. Greed won't get you anywhere so don't be afraid to invest some time and some minerals to get to a good point so you will be allowed to work on your fortune alone without questions. Also be sure to mix it up every week so that you don't start to look like you're just in it for yourself. The game mechanics are designed to get people to play together in a team so thus my recommendation on the Corp and Alliance Issue.

Ask a lot of questions of your corp members. Write down the suggestions and look at them on the map. Look for how far out from the closest refinery station they are and second to check the route to and from to make sure it keeps you inside the Alliance Territory. Check the number of Pilots In Space and the number of Ships Destroyed. Then, start exploring!

Pick out a really fast frigate; a Vigil is decent for exploring. Pick out a Solar System and move to it. Once in the system while at the entry gate do a Name and a full Range scan and check the scanner results. Then hit the F-11 key to open your map browser and warp to a planet on the opposite side of the system from your current location and repeat the maximum range scan. Keep a count of the Bistot and Crokite Roids that show up. Repeat this process until you have covered all four corners and the center of the solar system. If it looks promising then set up a safe spot for your ship. Warp to within 0K of the safe spot and once again perform a max Range scan to see if any Planets, Belts or Objects show up. If nothing shows on the Range Scan then you have a good Safe Spot to work from. This whole Safe Spot thing will take some practice but its worth every minute you spend as you will see later on.

Once your safe spot is set up, exit your ship in your Pod and start surveying the named belts. Warp to 15K and check out the roids and the NPCs. The NPCs won't attack your pod so you are safe to take a good look around. Once again make detailed notes on what you find and as you move through the belts one by one.

Repeat this process over and over from system to system until you find the best possible one to do a full operation in. Shy away from systems that others frequent and or others have set up large Can Farms in. Find the system that will provide the most resources and the least competition as well as safety. One last point to make here, the whole exploring thing takes work and time. Don't try to short cut the process and be patient. It will pay huge profits if you do the groundwork and explore a number of systems.

Vigil Set Up:

High Slots: 1 Miner 1

Medium Slots: 1MN MWD, 1 Roid Scanner

Low Slots: All Cap Relays

Go to your designated system Safe Spot and set up your Can Farm. Jettison the cans for Self and anchor them and set the same Password for each can. Name them in numerical order Can 1, Can 2, Can 3 etc. Record the Password in the notes section of the Safe Spot BM so you don't lose it and anybody you hire doesn't have to ask over and over for it. Make sure you go back and check each can to insure the Password is working. Repeat this process until you have at least 18 Giant Cans anchored in place. Put them in a large circle by clicking on one and choosing Orbit at 15K.

Use the Giant Cans to store Ore in when you don't feel like Mining and Hauling at the same time, or when your haulers start to fall behind. Try to have enough Haulers to keep everything moving to the Refinery but this doesn't always work. Also there are times when your haulers decide they have had enough or you decide the same so this gives you a quick wrap up for the operation.

Giant cans are fairly strong and safe so we highly recommend using them as a back up and storage tool over the other types available in the game. Do NOT under any circumstance use the non-secure cans. Here is a simple form to keep track of cans' status and to also plan hauls and to count production:

Can ID Number	Contents	Quantity
Can 1		
Can 2		
Can 3		
Can 4		
Can 5		
Can 6		
Can 7		
Can 8		
Can 9		
Can 10		

Now that your route is set and your cans are all in place it is time to mine. Take your Explorer Ship to the Safe Spot and Eject. Pod way back to get your Miner Ship and bring it up to the Safe Spot. Keep the explorer there for the duration of the Operation as its needed daily. If your Safe Spot is perfect then few players in their right mind will spend the hours and hours it takes to track it down. If it ever does happen then no big deal. that pilot will have earned it. If you decide to log off for the night at your safe spot make sure you log off while in your Battleship. Next, choose your target roid. Set up a bookmark 15k past it in a line from the safe spot. This will be used by both you and any haulers for fast set up and pick up. Go and get the Frigate and test the BM and lock on the roid. Activate the mining laser and prepare to run. In some cases the NPCs come right away; if this happens warp back to the safe spot get back into the pod and go back and wait. Once the NPCs leave you can then go mine in most cases without harassment for a little while. Sometimes for a few minutes sometimes for an hour or so other times for hours and hours. Obviously, if you can hire helpers to guard for you, great!

This is a good place to talk about the NPCs that guard the belts. Sometimes you can warp into a belt and start to mine and the NPCs come in and start to lock you. You can quickly run back to your safe spot and get in the pod and go back. After sitting there in a pod for a few minutes they will warp away and you can return and mine for hours and hours and never see them again. Other times they never leave but if you try a different belt they leave, and you can mine for a while hassle free. Sometimes if you find a hidden roid belt, you can mine until its empty and never see an NPC, and other times they eventually show up.

General tips on mining

1. Get to within 500m or so of the roid and point your ship at your safe spot or a nearby Planet. The reason to get so close is to recall drones fast if you need to.
2. Watch local and be ready in an instant to run.
3. Jettison a can and name it and put the time it was launched on it. Keep your Cargo Hold window open and the can window directly over it so you can move Ore easily.



Here is a mining scratch sheet form:

Date	Location	Time In	Time Out	Units Mined	Units Hauled

This simple form keeps up on production and also gives over time some very valuable information on where the best mining is per ISK earned. Balance your game time over a variety of activities. Mining only gets boring so try and mix it up as much as you can. For example, explore, do some ridding, sell minerals over the Market Chat, etc.

Consider setting up a sales Alt located in Empire Space. Let him do your selling for you and keep all the minerals and other items you sell. This simplifies the process because you're 30 plus jumps away and don't have time to run back and forth. Make one trip a week to Empire with a load of minerals.

Let's talk about setting prices. Look up the sell price over the whole region. Calculate the average from high to low and add 10% -15% to that number. If you're not in a hurry to sell, set your price over the highest price listed. People will pay more to get a big lot.

As you are able to produce more and more minerals you will find a couple of corps that may buy from you in large lots on a regular basis. You won't make top Isk per Unit but they may come and get the minerals from you and this saves time and risk. If they are not in your chosen Alliance have them meet you on the edge of Empire Space in a safer system. If they cannot meet you on your schedule then Escrow the lot to them and go back to what you want to do.

Guide to Trading

Let's start right off with 6 tips for good trading!

1. Scout out your routes carefully; good starter trader commodities are spirits and antibiotics. The best commonly found one is robotics, although there are others that occasionally give a similar profit margin.
2. Best routes are usually inter-region routes (although intra-region ones can be effective, if you're either going for the low end ones such as spirits or are willing to accept a lower profit per run). Look for ones that are close to the borders. The new highways mean most routes are much shorter than before (even ones outside of empire space).
3. This is important - in the market window make sure you have 'show active only' turned off. Show active only in fact only shows items which are for sale in that region - and it is items where there is a demand but nothing for sale that have the highest profits. This is where most beginners go wrong.
4. Plot your route, if the map shows suspicious pod or ship kill hotspots either go around by manually setting waypoints or make sure you are going at 1000m/s or faster (if you go for the latter option, do not under any circumstances go AFK :-). It is not necessary to use MWD to do this if your skills and equipment are good enough.
5. If you don't have enough cash to fill your hold you need a pal that you trust *completely*. Pool all your money and start the run. On sale transfer all your money to your pal, including all the profits. By the time you reach the sale point the person doing the first run should have finished getting back to the buy point. This will rapidly get your profits per run up. At the end split all the money 50-50 or whatever suits you.
6. Don't kick a dead horse - if you can't find any viable trade routes swap to whatever else you like doing, but whenever you dock check the markets. It helps if you regularly move around the galaxy. Consider exploring which fits in really nicely with trading.

Trading is a very profitable thing in EvE, however it takes money to make money. Trading is also very redundant causing you to take the same route over and over. What you want to look for in a route is an in system double trade route. These routes are rare and are worth looking for. Most of the time trade goods with high costs yield a better profit and are good for trade, but they take up more of your cargo hold. Trade routes in EvE do run out of demand, so here are a list of key things you need to know about trading in EvE.

When you want to search for a trade route choose the market option in a station. Once you have opened that make sure to select the entire region of space you're in. This allows you to search all over the region for trade routes. Now select an item of trade goods, once picking an item click on the green button under its image. This brings up advanced market info. You'll see the entire region and there will be two tabs, one says supply and one says demand. Pretty self-explanatory and with those you can see where on the map systems that are buying and selling. On the map you want to look for green glowing lights on the systems. This means the price is good. Red usually means that you don't even want to bother with it, but check anyway. You check by sliding your mouse over the systems dot on the map, and if you hold your mouse there long enough it shows the systems name and price of the item and how much of it. After flipping back and forth through the tab and you decide on a route my advice is to travel to the buy system. Some times even when you click on the system and try to buy it from there it gets it somewhere else.

Now if you traveled to the system and it contains many systems what you do is pick one go to it and dock. Once again pull up advanced market info but change your selection of region to system. This will give you a map and will show you what stations are buying and selling. It's a faster way then flying to all of the stations.

The market in EvE is accessible while the player is docked at a station. Once you have for example gathered your ore from mining, looted from pirates, and/or manufactured a ship, you can now either buy or sell your stuff™ at the market.

To gain access to the market screen you may wish to be docked at a station. Select the market icon from the group of eight large icons on the right-hand menu bar. The first thing to note on the now dropped market screen is the 'Market Range' section. What the range settings do is quite simply set how far off to go to get items to display in the market window. By default the range is set to the station you are in at the moment. Other settings include the solar system, the constellation, and the entire region you are in. The search will not go beyond the region. By expanding or contracting the region display you get to see what the supply and demand for items are at other places than the one you are currently in.

Below the region settings you will see the item category menus that include: items, ship equipment, minerals, trade goods, skills, blueprints, and vouchers as well as the sub-categories that belong to each of these. Once you have made your choice as to the category you wish to see the item information belonging to it will be displayed in the left-hand area of the market window along with their descriptions, area prices, supply/demand information, as well as options to access the advanced market information (covered in the next section).

To buy an item it first needs to be in stock at the station you are currently at; if it is then you click on the buy icon in the market listings and it is yours. However if the item in question is not available locally or within your set market range then you place what is called a 'buy order'. What this means is that you basically put out a wanted sign stating the item you are looking for as well as the price you are willing to offer for it. The orders then become visible to other players when they check the advanced market listings for that particular item.


Before you can sell anything on the market it must first be moved from your ship's cargo hold to your station hangar. Once there you can now sell whatever you have. Like buying, selling also works on the basis of orders. A sell order is when you are placing products on sale for a period of time; a day, week, or year.

Both the buying and selling of items in EvE is dependant mostly on two things and those are supply and demand. If there is no supply at your current area then you cannot buy it and if there is no demand, as in buy orders, then you cannot expect to sell it. This will be further explained in the next section covering trade routes and the advanced market.

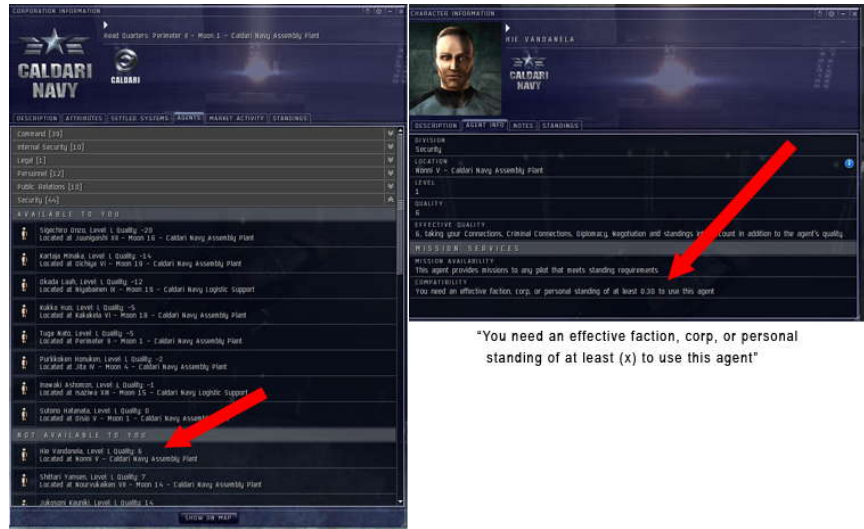
Quick tips:

1. Make sure to check your cargo capacity and the density of the object; you only wanna buy what you can hold.
2. Always look for the double trade route.
3. If you plan on buying something, keep trading till you have more than enough to hold your trade goods, so you don't have to start from scratch again.
4. Be very wary of people in the system with you, especially lo-sec; they probably know what you're doing if it is a good run.
5. If you want to hold more cargo, cargo expanders do the trick, but you pay for them with a slower ship.

Short Guide to Running Missions

Running missions can be a good way to score important in-game loot as well as lots of ISK. The key to running missions for agents is to find the best agent available to you, and do missions as fast as you can to maximize your cash and loot accumulation. Click on the faction corporation  (in the example below, it's the Caldari Navy) and click the "Agents" tab. You'll see division categories. Click the one you feel like working for, keeping in mind that the agents give different types of missions depending on the division. There's a breakdown of these missions in a page or two.

Ok you're in, say, Surveillance. You'll see "Available to you" and "Not available to you." Go to work for the best quality agent that's available to you. If there's an agent you'd rather work for that's higher quality, and he/she isn't available, you'll need to run some missions to increase your faction standing. Eventually you'll earn enough "good" standing toward the faction that more agents will become available to you. If you have a particular agent in mind, say someone who's in a particularly excellent system, and you want to know how long before you can work for that agent, then click the agent and check him out.



"You need an effective faction, corp, or personal standing of at least (x) to use this agent"

You can also use the map to find agents who will work with you, right now. If you want to locate every agent in EVE who will work with you, press F10. Click the display settings, stars, my agents. The stars that have agents in them for you will glow green. Move your mouse over the star for information. You can also search agents by standings. Go to your Character Sheet, click Standings, and look at the corporations under liked by. Right click, show info, Agents, and you can see all the agents that are—and aren't—available to you.

The skills social, diplomacy, connections, negotiations and criminal connections raise the effective quality and standings of the agent you plan to work for. Read each skill's description for what it does.

The agent's quality determines the rewards and faction status increase. The higher the quality the higher the rewards can get. Also, your faction increases decrease over time when working for the same agent.

An 'important mission' requires you to fulfill similar criteria as any other mission. Important missions turn up about ever 16 regular missions. They increase your faction standing more than regular missions, and they generally give better rewards.

Agents reward you with cash, loot, and loyalty points. As you accumulate loyalty points, you may find that your agent offers you something interesting for you to spend those points on. If you save your points, you'll get better offers later.

Another factor to keep in mind is that missions are not the same level of difficulty within levels; that is, there are easy level 3's and hard level 3's. Some missions have an average time of perhaps 15 minutes, while others have an average time of 60. Kill missions are generally quicker, but they give less standings and less agent rewards, although the loot and bounty can make up for some of that. The type of missions dished out by a given agent varies by corporation type and by division. If you want to practice combat, usually a command, security, or internal security agent gives you lots of kill missions.

Complexes

Deadspace complexes are fixed complexes in space that can be found by filtering for them within the map. Complexes range from a rank of 1—easy—to 10. Obviously rank 10 complexes are extremely difficult. They're full of levels, and each level is progressively harder to fight your way through. They're full of NPCs who may drop special items, and complexes may need special "keys" or other items that you keep in your cargo hold to unlock the acceleration gates. Note that complexes are often "farmed" by large alliances and are guarded by players who don't want you scooping out the loot, so if you're an independent pilot, you may not be able to run one.

Mission Types

- Administration: 50% Kill, 50% Courier
- Advisory: 34% Kill, 66% Courier
- Archives: 5% Kill, 90% Courier, 5% Trade
- Astro-surveying: 40% Kill, 30% Courier, 25% Mining, 5% Trade
- Command: 97% Kill, 3% Courier
- Distribution: 5% Kill, 95% Courier
- Intelligence: 85% Kill, 15% Courier
- Internal Security: 95% Kill, 5% Courier
- Legal: 50% Kill, 50% Courier
- Manufacturing: 5% Kill, 95% Courier
- Marketing: 5% Kill, 95% Courier
- Mining: 5% Kill, 85% Courier, 10% Mining
- Production: 5% Kill, 95% Courier
- Public Relations: 34% Kill, 66% Courier
- R&D;*: 0% Kill, 50% Courier, 50% Trade
- Security: 90% Kill, 5% Courier, 5% Trade
- Storage: 10% Kill, 90% Courier
- Surveillance: 95% Kill, 5% Courier

Complex Entry Limitations

- 1 through 10 will let frigates in
- 2 through 10 will let destroyers in
- 3 through 10 will let cruisers in
- 4 through 10 will let battlecruisers in
- 5 through 10 will let battleships in

Loyalty Points & Rewards

This is an approximate guide. Your agent offers may vary.

- For ~1,500 the agent will offer +1 Attribute Implants
- For ~9K the agent will offer +2 Attribute Implants
- For ~15K the agent will offer +3 Attribute Implants
- For ~15K the agent will offer Special Connections Skill Books
- For ~100K the agent will offer Navy Issue Frigates
- For ~250K (+ rare tags) the agent will offer Navy Issue Cruisers
- For ~300K the agent will offer Multiple +3 Attribute Implants
- For ~400K the agent will offer +4 Attribute Implants
- For ~450K the agent will offer +5 Attribute Implants
- For ~500K (+ rare tags) the agent will offer Faction Battleships
- For ~600K the agent will offer Pre-built Faction Battleships

Guide to NPC Pirate Hunting



Many people start out in EVE thinking they have to spend days being bored to tears mining ore to make money. This is not the case. Mining is the easiest and cheapest way to make some cash but there are many other ways.

Maybe you will choose the path of the NPC pirate hunter. While the noob frigate is no power house of death dealing, with a small investment in some cheap weapons and by using the Civilian Shield booster you get from doing the tutorial (you did the tutorial right?) it can be more than adequate to kill some low level pirates.

At the end of the tutorial and the first set of tutorial agent missions, a new player should have about 10-15,000 ISK. Take some of this cash and buy a cheap weapon. If your ship can handle the CPU and power costs, get 2.

Next buy some good ammo. Stats can be a bit over whelming at first. Try to get an ammo that does a good range of damage but also has a low negative range modifier.

Antimatter ammo for instance does more damage than most other ammos but it has something like a -60% mod to range. It doesn't matter how much damage you do if you can't hit a target from a decent range.

OK, you've got the guns mounted, the civilian booster mounted, guns loaded and extra ammo in the cargo hold. It's time to go whack your first pirate.



Here's an Amarr Executioner fitted by a brand-new character. The weapons are Dual Light Pulse Lasers. The mids have a Civilian Afterburner and a Civilian Shield Booster. In the lows are two Civilian Armor Repairers. With a few ISK and a little luck, a new player can be flying a ship like this on day 1, and it will far surpass the starter ship's capabilities.

The best place to start out as a noob pirate killer is in 0.8 space. Find a sector with lots of asteroid belts and go patrolling. Most 0.8 pirates are very weak.

When you spot your first NPC pirate in the belts, make double sure it's an NPC before you lock on to it. Miners get very upset when noob hunters kill their mining drones. Also some miners have combat drones out to protect them...not good for a new player to attack one.

All right, you've got your target identified as a hostile and locked. Keep yourself within the optimal range of your guns and open fire. Note that you can often bait an NPC into following you away from his friends, which can lower your damage.

Get the target within your weapons effective range. As soon as you see you are getting consistent hits on the target, you can use the "Keep Target at Range.." option or the "Orbit target at range" option to maintain this distance.

In most cases, players have longer weapons ranges than low-level NPC pirates. If everything goes well, the player should take very few hits and the NPC pirate should explode in a short time.

Loot the wreck. It may have something you can use, sell or recycle. Congrats on your first kill and your first bounty. The lowest level pirates are usually worth 1000 to 1500 isk and the loot could be worth a whole lot more! To salvage a wreck, you need a Salvager module in a high-slot and of course the salvaging skill trained.

Remember that combat pilots lose ships. This is all part of the learning process and you shouldn't allow a minor mishap to deter you from trying again. Do insure your ship for the full amount before taking it on any hunting expeditions.

General FAQ

Q) What is PK (player killing) like?

A) PK can happen in any system with any player. If you are in a high security system the attacker may get attacked by the police. If your ship is destroyed you lose it and most (often all) of its equipment, cargo, and drones. A wreck is left behind with some of the stuff, which the victor will probably take. Also you are ejected into a fragile pod. The pod can move and warp. If the pod is destroyed and you don't have a good clone you can lose skill points.

Q) Can I use a joystick to fly my ship?

A) Not exactly. This is not a twitch game so you can't control your ship the way you could in a flight sim. If you double-click in any direction your ship will go in that direction. Most movement is done based on fixed objects. For example you can warp to, approach, orbit, or keep a specified distance from a target.

Q) Is there a leveling treadmill?

A) Not in the typical sense like WoW. EVE has no levels. There are skills that you buy with money. There are hundreds of skills. To raise a skill you need to train it. You can only train 1 skill on any of your characters on an account at a time. Training occurs whether you are online or not. Training times depend on the level and the skill's attributes. For example science is a skill whose primary attribute is intelligence. The higher your characters

intelligence the faster science will train. There are skills that increase your attributes, and reduce training times. The first level of a skill takes between a few minutes and an hour. The final level (fifth level) can take weeks. Your effectiveness is based on your ship and equipment. Ships and equipment can be bought or made.

Q) What is combat like?

A) Combat can be very complicated. There are many weapon types to choose from. You can shoot at multiple targets (with different weapons) at the same time. You can use multiple weapons on one target. You can use equipment to increase your ship's max speed. You can use equipment to reduce an opponents max speed and ability to warp. You can use equipment to increase your capacitor (power) and equipment to drain your opponent's capacitor. You can use weapons that use your capacitor or you can use weapons that shoot ammo. Several skills come into play during combat.

Q) What type of player organizations are there?

Gangs. A gang is a temporary group. With it comes gang chat, the ability to warp to a member's position, and the ability to see the damage the other player's ship is taking in combat. Gangs share bounties from NPC combat.

Fleets are groups of gangs. Special options are available to fleet commanders to help coordinate battles. Both fleets and gangs can have special bonuses applied to all members if one or more members have the ability. For example, a pilot with a gang assist module would enhance all members of the gang he's in.

Corporations are created by players and are permanent for as long as the CEO wishes. Players in corps may be able to access group hangars for the purpose of obtaining modules or ships, often for free, or for dumping loot or minerals if the corp requires it. Executive members can see the contents of member hangars. Votes are built into the game, and a CEO can call a vote. Owning shares gives you voting rights.

Alliances are made up of corporations who band together. Alliances can be big or small.

Q) How do clones work?

A) Clones are useable one time (for one death). There are grades of clones. The higher the grade the less skill levels you will lose. If you die in a pod you will be re-animated at the location you bought your clone.

Q) How does insurance work?

A) If your ship is destroyed you get an amount of money to buy a new ship. You can buy 50%, 60%, 70%, 80%, 90%, or 100%. Insurance does not cover what you paid for the ship. Instead it covers the amount of the base mineral cost it takes to make the ship. So really 50% might actually be more like 10%. If your ship is destroyed you get that amount of ISK. If you plan on being in combat often, get good insurance. The starter ship has free unlimited insurance, so blow it up as often as you want!

Q) How are the patches distributed?

A) Just log in; most patches will be downloaded and installed automatically. Patches are posted when they are complete and have been tested. New content is often added without the need for a patch.

Q) What professions are there?

A) Many.

1. Player-vs-Player – The main "profession" of EvE. Kill and loot, rinse and repeat.
2. Mining - Spending time mining asteroids and refining the material into minerals.
3. Trading - Buying low and selling high.

4. Bounty hunter - hunting player-pirates for bounty and loot.
5. Ratting - Flying out to roid belts or deadspace complexes and destroying bad NPCs.
6. Mission Running - Work for an agent, get faction stuff with enough loyalty points.
7. Industry - Making goods.
8. Pirating - Attacking other players to get ransoms/tolls and cargo.
9. Archeology - Do research on ancient items in order to make them build-able.
10. Hacking - In conjunction with Archeology, hacking is necessary to unlock rare items.
11. Salvaging - Mount some Salvager turrets and start targeting wrecks.
12. Exploration - Scanning down everything from hidden complexes to hidden roids.

Q) What's role-playing like in this game, if there is any.



A) There's not much. Someone should do a research project on why not.



Q) How many characters do I get for 1 account?



A) Three. But take note, training of skills on and offline can only be done for 1 character per account per server at a time.



Appendix



Bio Ins and Outs by SghnDubh.



-  In: Amusing eve-related anecdotes collected during your missions or travels.
 Out: Wrecking shots on NPCs.



-  In: Amusing eve-related anecdotes collected during your PvP.
 Out: Wrecking shots on human players.



-  In: Links to a website with nice photos, artwork, or information about your real-life country.
 Out: Coloured text flags.



-  In: Good natured, game related mockery of other races or factions within EvE.
 Out: Text pictures of your middle finger.



-  In: Links to informative websites.
 Out: Links to "You've been podded by Wanker01" (i.e. the Most Wanted Link. A scourge in EvE that's deeply annoying)



-  In: A clever story about your beer-drinking escapades while safe-spotted in the middle of Curse.
 Out: The beer truck.

-  In: A list of known pirates you've ganked, with a link to EvE-KB.
 Out: Posting "Anti Pirate" in big letters and then stabbing up.

-  In: Lists of items you sell.
 Out: Flying around in 0.0 with lists of items you sell, telling people to purchase your goods in empire.

-  In: Text colour and size of read-able proportions.
 Out: Tiny size or black/gray text that gives instead the impression that you're a childish wanker.

-  In: Information about you or your corp's exploits that have contributed in some small way to your further domination of the eve universe.
 Out: Bunny.

-  In: Links to mission- or mining- related information on an external or IGB site.
 Out: Mission types, damage types, AU to Kilometer conversion charts, etc.

Chat Terms

In EVE chat, use the switch /me to refer to yourself in the third person.

Afk: This is more of an Internet term, meaning Away From Keyboard.

Atm: Internet term meaning At The Moment.

Blob: Big fleet of ships.

Brb: Internet term meaning Be Right Back.

Brt: Abbreviation for Be Right There.

Bubble: Term used for a warp disruption 'bubble' that is deployed to stop people from warping off.

Camper: Someone who hides or stays in safe areas. In FPS games, someone who hides in one spot and shoots others, usually with a sniper weapon.

Carebear: A player in EVE who stays completely in high-security space and never goes into low security space.

Frag: Term usually reserved for FPS games describing the action of having killed (or fragged) an opponent.

Gank: Blowing a ship or small group of ships up using higher numbers and heavy firepower.

Imo: Internet term meaning In My Opinion.

ISK: Currency in EvE; *Inter-Stellar Credits*.

Lol: Internet term meaning Laughing Out Loud.

Newbie or NOOB: Term meaning new player. Used when referring to someone who is new to the game or a particular aspect of the game.

Nerf: Term used by players to describe game aspects that have been changed by the developers of the game. Most often, a nerf is a change for the worse (in the player's eyes), such as lowering an ability's effectiveness, or removing it all together, etc. While they may be necessary for such things as game balance, everyone hates them.

Nm: Internet term meaning Never mind.

Np: Internet term meaning No Problem. Used frequently as a response to thank-you.

Npc: Abbreviation for Non-Player Character. Used to describe characters that are computer controlled.

Omw: Internet term meaning On My Way.

Pc: Abbreviation for Player Character. Used to describe characters that are human controlled.

Podding or Pod-killing: Destroying someone's escape pod. This results in the death of the character and the player's clone (hopefully) wakes up in a new ship. "I've been pod-killed" means, "My character died and you're now talking to my clone."

Primary: If you're called "primary" you've been selected by the enemy as their primary target. We know of several players in the game who are called primary every time even if they are in a shuttle.

Tank: Term used to describe ships that are loaded out to take lots of damage.

Ttyl: Internet term meaning Talk To You Later.

Woot: Term used to describe a state of happiness that is greater-than-great.

Wtb: Abbreviation for Wanting To Buy. Used as a means of advertising an item or service that you are looking for.

Wts: Abbreviation for Wanting To Tell. Used as a means of advertising an item or service that you are looking to sell.

Wtt: Abbreviation for Wanting To Trade. Used as a means of advertising an item or service that you are looking to exchange for another item or service.

2.4 Social Elements of MMOGs

This is a work safe page. Use this page when your boss comes by, so that it looks like you're reading some boring report and doing actual work. While there are communities of practice underlying stand-alone games, some argue that there is an even stronger social foundation underlying MMOGs (Sellers, 2002). Multiplayer games may motivate through interdependent roles and the social bonds that are formed between players. In addition, they have specialized characters with their own highly contextualized jargon. And they may belong to guilds, allegiances, or other forms of associations through which their expertise is nurtured and promoted. According to Sellers (2002), "the broader the set of functional roles your game supports, the denser its gameplay and social web will be" (p. 7). Having unique talents or traits builds a sense of expertise and pride. As indicated, the social support, challenge, feedback, and sense of identity that players receive online in MMOG often provides psychological fulfillment that they may not be receiving in real life (Schiesel, 2003).

There are a wide variety of emotions expressed and felt when playing MMOGs. According to Baron (1999), much of the social and psychological foundations in multiplayer games revolve around the sense of glory and shame that they promote. He argues that the ever present record keeping and external audience has enormous power. And because of the multiple roles of online game players—spectators, visitors, participants, designers, etc.—the notion of audience is highly unique.

Although new players may experience public embarrassment as they fumble to learn the game, when their skills and social networks begin to grow, they are likely to find opportunities for unique rewards and recognitions. Still, Baron argued, players return primarily for their personal development in the social fabric of the community for that game, not just for the glory.

There are many roles embedded within MMOGs. Some of these roles can be extremely functional (e.g., tailors, miners, carpenters), while others involve fantasy (e.g., wizards, demons, ghosts; Sellers, 2002). In addition, there may be group roles embedded within the game by the designer (e.g., a leader) as well as those that might emerge or be designed by the players (e.g., explorers, trail guides, innkeepers, and docents). Those first entering a MMOG, often referred to as "newbies," need patient, generous, and responsive guides. The strength and longevity of a game may depend on these people since everyone is, in a sense, a newbie at some point. Of course, there must be some type of rewards and recognition built into these systems that strengthen or enhance the opportunities for such guidance or help giving behavior. It is vital, therefore, for MMOG developers, evaluators, and users to think about how the skills of different characters benefit everyone in the group.