Gold Strategy Guides: A workout - not a walkthrough

EVE ONLINE: ISK STRATEGY GUIDE

The unofficial guide to becoming an ISK billionaire in EVE online

Gold Strategy Guide

Y. Michael Xu
EVE Online: ISK Strategy Guide

The unofficial guide to becoming an ISK billionaire in EVE Online

Y. Michael Xu
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About the Author

Y. Michael Xu has been a gamer for the better part of the last two decades, covering every game genre out there. Never satisfied with just playing the game, he attacks every game he plays, learning everything there is to know about the game and the game mechanics. When not playing games, Michael is often found talking about the state of games and the gaming industry with members of the KIA Clan gaming community.

This book would not have been possible without the help and support of many people, too many in fact to list them all here. First and foremost, I could not have written this book without the support of my wife Nayra and my two daughters Kira and Lyla. Thank you for putting up with my gamer lifestyle and the 3 a.m. alarm clock fleets in EVE, love you all so much. I would like to thank Lesley aka Etali, without whom I would never had the opportunity to write this book in the first place. Also, thanks to my editors Robin and Vishal for being so patient and helpful through the entire writing process. I also want to thank Morten aka Toronaga, Graham aka Ristin and James aka Marius Gage for answering all the questions, so I don't make a complete fool out of myself. As well as UV for being the something beneath my something or another. Lastly, a big thanks to KIA Clan, a great gaming community that makes any game that much more enjoyable.
Lesley Harrison is a long time MMO gamer who has been playing EVE since it was in beta testing. She has tried her hand at everything from market trading to mercenary work, but finally found her home in 0.0. She spent a long time in KIA Corp (thank you for the memories of 19.7%), and still enjoys 0.0 operations, and more relaxed empire play, on various characters today.


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

In memory of Vile Rat.
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Preface

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

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

What this book covers

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

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

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

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

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

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

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

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

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

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

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

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

Conventions
In this book, you will find a number of styles of text that distinguish between different kinds of information. Here are some examples of these styles, and an explanation of their meaning.
New terms and important words are shown in bold. Words that you see on the screen, in menus or dialog boxes for example, appear in the text like this: "You can always go back or forward a step by clicking the Back and Next button in the lower-right corner ".

Warnings or important notes appear in a box like this.

Tips and tricks appear like this.

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Preface

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I Want to Play EVE for Free!

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Choosing one of the four

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

As each of these empires evolved, they developed their own ideals in the design of their ships and weapon systems. It is important to take this into account as it determines the look of the ship, the type of defense your ship will utilize, and the kind of weapons you can use, at least in the beginning. With the ability to cross train into any and all types of ships and equipment, this will however have little to no impact on how much ISK you can make.
The Amarr Empire
The largest of the empires is the Amarr Empire. The Amarr are driven by their feverous religious beliefs and their strict feudal society structure. It is the belief of all Amarr that they are the rightful rulers of New Eden and they have conquered and enslaved many races of New Eden in a crusade, the Reclaiming. Only after a failed attempt to invade the reclusive Jovians, which led to a rebellion within the empire, did the aggressive conquering of the other races come to a halt. The main ethnic groups within the Amarr are the True Amarr, the Khanid, and the Ni-Kunni.

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

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

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

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

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

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

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

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

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

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

The Minmatar will offer the most diverse choice in the types of ship to fly, so pick the Minmatar if you want to use projectile weapons and have a variety of defense choices.
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In the current iteration of EVE, the empire choice has no limitation on what you can do in game or how much ISK you can make, so pick the empire that you will enjoy the most.

**Planning your character**

The next step in the character creation process is picking one of the three main ethnic groups within each empire. For this guide we will pick the Caldari. As you can see in the next image, after selecting the Caldari State, we are presented with the choice of the Deteis, the Civire, or the Achura. The choice here is almost entirely for cosmetic and/or role-play purposes only. Your choice here will not have any far-reaching effect, one way or another, on your character.
After this selection comes the real fun part of the entire process. The actual character design portion of the creation process, as seen in the following screenshot, is the most detailed and beautiful of all MMOs. Take as much or as little time as you want in creating the ultimate image of your game persona.

Feel free to play with the character creation as much as you like. You can always go back or forward a step by clicking the Back and Next buttons in the lower-right corner. Stop when you come to the Finalize screen; you will know this because the Next button will be replaced by the Finalize button, as this will complete the creation process.
The portrait studio
Once finished, you'll be taken to the **portrait studio**, in which you can pose your character and give it expression. You can also pick the background and the lighting for your character's portrait, as shown in the following screenshot. Once you are happy with the look, take a few snapshots and pick your favorite as your portrait.
Choosing your ancestry and education

The last thing to do, as shown in the following screenshot, is to pick the ancestry and education of your character. As with the ethnic group choice, these choices are only important from a role-playing perspective. The education choice, however, does determine the starting NPC corporation that your new character will be in. All new characters in EVE start in a corporation run by NPCs. This allows immediate interaction of players with one another. We will look at joining a player-run corporation in Chapter 7, I Can Has Friends.
Finally, give your persona a name. Pick anything you want, as long as it is clean and not distasteful. Now that your identity is done, finalize your choices and step into the world of EVE.

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

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

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

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

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

In your first days there are a few skill groups that you should focus on. These groups, as shown in the previous screenshot, are as follows:

- Electronics
- Engineering
- Mechanics
- Navigation
- Spaceship Command

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

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

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

Check all skill prerequisites manually

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

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

**Neural remapping**

The speed at which you are able to train a skill is determined by your attributes. When you create a new character in EVE, it is given a balanced distribution of its five attributes: intelligence, perception, charisma, willpower, and memory. Most skills dealing with mining or production depend on intelligence and memory, while most combat-related skills depend on perception and willpower. Skills that involve the EVE market and interaction with NPCs fall on the charisma attribute. Keep in mind though, that intelligence, memory, perception, and willpower are considered primary attributes while charisma is more of a secondary attribute.
When your character is new, you are given two free neural remaps that you can use immediately. After the first two, you will be able to remap once a year. It is a good idea to remap your attribute points to maximize the two primary attributes for your chosen career. In this way you are minimizing the amount of time needed to train for skills required for that career. If you decide to change your career, then remap your attributes accordingly. Just keep in mind that after the initial two, you have to wait a full year before you can remap again. It may be best to read Chapter 2, When I Grow Up I Want to be a (Wealthy) Miner through to Chapter 6, Playing the Market first to get an idea of what you may want to do before your first neural remap.

Summary

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

In this chapter you learned:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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Keep your local chat window open and separate

The local chat window may seem like a big waste of time and you may get the idea to hide it so that it is out of your way, but don't do it. Local chat uses Immediate Mode for member tracking, which means the member list is immediately updated the moment someone enters or exits the system. The best way to stay safe in Low- and Null-Sec is to watch the local chat window and to dock up the moment someone new enters the system.
In 0.8 and below security systems, all belts have NPC pirates that will attack you. These NPC pirates become more difficult, the lower the security status becomes. So be prepared to defend yourself, or to warp out and come back in a combat ship to clear out these pirates before continuing. A tactic that many successful miners use is to run a second account. This way you can be in a belt with your miner and a combat character for protection. More on this later.

Ore types

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

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

<table>
<thead>
<tr>
<th>Ore</th>
<th>Region of space</th>
<th>System security</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veldspar</td>
<td>All</td>
<td>1.0 and below</td>
</tr>
<tr>
<td>Scordite</td>
<td>All</td>
<td>1.0 and below</td>
</tr>
<tr>
<td>Pyroxeres</td>
<td>Amarr, Caldari</td>
<td>0.7 and below</td>
</tr>
<tr>
<td>Plagioclase</td>
<td>Caldari, Gallente, Minmatar</td>
<td>0.9 and below, Caldari 0.7 and below</td>
</tr>
<tr>
<td>Omber</td>
<td>Gallente, Minmatar</td>
<td>0.7 and below</td>
</tr>
<tr>
<td>Kernite</td>
<td>Amarr, Caldari, Minmatar</td>
<td>0.4 and below, Amarr 0.7 and below</td>
</tr>
<tr>
<td>Jaspet</td>
<td>Amarr, Gallente</td>
<td>0.4 and below</td>
</tr>
<tr>
<td>Hemorphite</td>
<td>Amarr, Gallente</td>
<td>0.2 and below</td>
</tr>
<tr>
<td>Hedbergite</td>
<td>Caldari, Minmatar</td>
<td>0.2 and below</td>
</tr>
<tr>
<td>Gneiss</td>
<td>Amarr, Minmatar</td>
<td>0.0</td>
</tr>
<tr>
<td>Dark Ochre</td>
<td>Caldari, Gallente</td>
<td>0.0</td>
</tr>
<tr>
<td>Spodumain</td>
<td>Amarr, Minmatar</td>
<td>0.0</td>
</tr>
<tr>
<td>Crokite</td>
<td>Amarr, Caldari, Gallente</td>
<td>0.0</td>
</tr>
<tr>
<td>Bistot</td>
<td>All</td>
<td>0.0</td>
</tr>
<tr>
<td>Arkonor</td>
<td>Amarr, Gallente, Minmatar</td>
<td>0.0</td>
</tr>
<tr>
<td>Mercoxit</td>
<td>All</td>
<td>0.0</td>
</tr>
</tbody>
</table>
As you can see from this table, with the exception of Spodumain and Mercoxit, ore types in EVE are ordered in reverse alphabetical order. Always look for the ore nearest to the top of the alphabet first. Looking at the table, you will also see that certain ore areas only found in specific regions of space. But do not worry too much about it, since these ores have comparable pricing on the market.

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

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

<table>
<thead>
<tr>
<th>Ore</th>
<th>First variant</th>
<th>Second variant</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veldspar</td>
<td>Concentrated Veldspar</td>
<td>Dense Veldspar</td>
</tr>
<tr>
<td>Scordite</td>
<td>Condensed Scordite</td>
<td>Massive Scordite</td>
</tr>
<tr>
<td>Pyroxeres</td>
<td>Solid Pyroxeres</td>
<td>Viscous Pyroxeres</td>
</tr>
<tr>
<td>Plagioclase</td>
<td>Azure Plagioclase</td>
<td>Rich Plagioclase</td>
</tr>
<tr>
<td>Omber</td>
<td>Silvery Omber</td>
<td>Golden Omber</td>
</tr>
<tr>
<td>Kernite</td>
<td>Luminous Kernite</td>
<td>Fiery Kernite</td>
</tr>
<tr>
<td>Jaspet</td>
<td>Pure Jaspet</td>
<td>Pristine Jaspet</td>
</tr>
<tr>
<td>Hemorphite</td>
<td>Vivid Hemorphite</td>
<td>Radiant Hemorphite</td>
</tr>
<tr>
<td>Hedbergite</td>
<td>Vitric Hedbergite</td>
<td>Glazed Hedbergite</td>
</tr>
<tr>
<td>Gneiss</td>
<td>Iridescent Gneiss</td>
<td>Prismatic Gneiss</td>
</tr>
<tr>
<td>Dark Ochre</td>
<td>Onyx Ochre</td>
<td>Obsidian Ochre</td>
</tr>
<tr>
<td>Spodumain</td>
<td>Bright Spodumain</td>
<td>Gleaming Spodumain</td>
</tr>
<tr>
<td>Crokite</td>
<td>Sharp Crokite</td>
<td>Crystalline Crokite</td>
</tr>
<tr>
<td>Bistot</td>
<td>Triclinic Bistot</td>
<td>Monoclinic Bistot</td>
</tr>
<tr>
<td>Arkonor</td>
<td>Crimson Arkonor</td>
<td>Prime Arkonor</td>
</tr>
<tr>
<td>Mercoxit</td>
<td>Magma Mercoxit</td>
<td>Vitreous Mercoxit</td>
</tr>
</tbody>
</table>

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

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

Where should you mine?

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

There are five major trade hubs in EVE:

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

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

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

---

[28]
Scouting your new home

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

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

<table>
<thead>
<tr>
<th>System</th>
<th>No. of Belts</th>
<th>Population</th>
<th>Roid Density</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Otela</td>
<td>2</td>
<td>4</td>
<td>3</td>
<td>9</td>
</tr>
<tr>
<td>Poinen</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>8</td>
</tr>
<tr>
<td>Niyabainen</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>Outuni</td>
<td>3</td>
<td>3</td>
<td>4</td>
<td>10</td>
</tr>
</tbody>
</table>

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

Once you find a system that is to your liking, move in and start mining. You will likely move several times in the course of your mining career, with each move made to a system with a lower security status and better ore. Be sure to use the same scouting process each time so that you give yourself the best starting position possible.
You may find that you like several systems from your list. That is great; hold on to that list since you never know when new arrivals to your systems will force you to move your base of operations.

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

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

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

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

While it is relatively simple right now with the amount of skills you have to train, the amount and types of skills will get more and more confusing as you progress. You will have to train new skills for each type of ship you are going to fly, continue training your mining skills, train any new skills as they become necessary, and not to mention all the prerequisite skills needed for each of the aforementioned skills. To make things a little easier, I recommend training skills in the following order:
Chapter 2

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

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

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

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

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

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

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

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

In EVE, the term "fittings" is used for the different equipment used to equip a ship and the term "fit" is used for all the fittings on a ship to serve a specific purpose. You will often hear people say "my tank fit" or "my PvP fit", or in this case "my mining fit".
When I Grow Up I Want to be a (Wealthy) Miner

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

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

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

It should always be a goal for you to train your skill high enough to use the Tech II variant of whatever equipment you are using. Tech II equipment gives a significant performance boost over its Tech I counterpart.
The Bantam has two Mid Slots as well, as shown in the previous image. Here we are going to fit a **Small Shield Booster I** to give us a bit of defensive boost. The Small Shield Booster I uses the energy stored in your ship’s capacitor to give a quick boost to your shield strength. You will need to have the skill **Shield Operation** to level 1 before you can use the Small Shield Booster I. At this early stage, I would just leave the second Mid Slot open; however you can fit a **Survey Scanner I** in that second Mid Slot. A survey scanner will allow you to scan all the roids within 15 km of your ship to see just how much ore is remaining in each roid. My firm belief is that you should always be mining something and therefore the amount of ore left in a roid does not matter at this point, since you will just move on to the next roid in the belt. Knowing how much ore is left will become useful later when you are using strip miners or mining High-End ore.
In the Low Slots of the Bantam, as shown in the previous figure, we will fit a **Mining Laser Upgrade I (MLU I)** to improve your yield. The MLU I will give you a 5 percent bonus per cycle to each of your mining lasers. This will greatly increase your mining yield, especially as you start using better and better mining lasers. When fitting your ship, pay close attention to the CPU and Power Grid readout on the fitting screen, as shown in the following image. You will most likely find when trying to fit the MLU I, that you cannot because you do not have enough CPU capacity. For that reason we will fit a **Co-Processor I** in the second Low Slot to give a 7 percent boost to your CPU capacity.

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

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

<table>
<thead>
<tr>
<th>Fitting Slot</th>
<th>Caldari Bantam</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Slot</td>
<td>2 x Miner I</td>
</tr>
<tr>
<td>Mid Slot</td>
<td>Small Shield Booster I</td>
</tr>
<tr>
<td></td>
<td>Survey Scanner I (optional)</td>
</tr>
<tr>
<td>Low Slot</td>
<td>Mining Laser Upgrade I</td>
</tr>
<tr>
<td></td>
<td>Co-Processor I</td>
</tr>
<tr>
<td>Drone Bay</td>
<td>Mining Drone I</td>
</tr>
<tr>
<td>Rig Slot</td>
<td>-</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Fitting Slot</th>
<th>Amarr Tormentor</th>
<th>Gallente Navitas</th>
<th>Minmatar Burst</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Slot</td>
<td>2 x Miner I</td>
<td>2 x Miner I</td>
<td>2 x Miner I</td>
</tr>
<tr>
<td>Mid Slot</td>
<td>Survey Scanner I (optional)</td>
<td>Survey Scanner I (optional)</td>
<td>Survey Scanner I (optional)</td>
</tr>
<tr>
<td>Low Slot</td>
<td>Small Armor</td>
<td>Small Armor</td>
<td>Mining Laser</td>
</tr>
<tr>
<td></td>
<td>Repairer I</td>
<td>Repairer I</td>
<td>Upgrade I</td>
</tr>
<tr>
<td></td>
<td>Mining Laser</td>
<td>Mining Laser</td>
<td>Upgrade I</td>
</tr>
<tr>
<td></td>
<td>Upgrade I</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Drone Bay</td>
<td>Mining Drone I</td>
<td>Mining Drone I</td>
<td>-</td>
</tr>
<tr>
<td>Rig Slot</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

Third-party software

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

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

Mining techniques

No matter what stage of the mining career you are at, there are basically only two mining techniques that you will ever use.
When I Grow Up I Want to be a (Wealthy) Miner

Cargohold mining

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

The key to this mining technique is the creation of bookmarks. You will need to create a bookmark for every cluster of roids that you are mining, to make it easier for you to fly back to the same point. To create a bookmark simply right-click on an object, in this case a Massive Scordite roid, as shown in the previous figure, and select Save Location... Give your bookmark a label and add a few notes if you like, then and click on Submit and you are all done. You can also create custom folders to put all your bookmarks in if you like to keep everything very organized. To create a custom folder, click on the People & Places button on your Neocom, as shown in the following figure:
You should then get something that looks like the following image. Now click on the **Create Folder** button at the bottom and you will get a **New Folder** window. Give your new folder a name and then click on the **Submit** button. And there you have it; a new folder to help you organize all your bookmarks. You can create as many folders as you like, but keep in mind that they will all be added under **Personal Locations**, so no sub folders. Once you have your new folder, simply drag your bookmarks to move them into your new folder:
When I Grow Up I Want to be a (Wealthy) Miner

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

Give your bookmarks unique and descriptive labels

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

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

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

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

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

Set the time as the name of your jetcan

It is a good idea to set the name of your jetcan to the time, either server or local, that the can was created. This way you will never have to guess how long a jetcan has been out. To set the name, right-click on the jetcan and select Set Name.
The major disadvantage of this technique is it leaves you very open to ore thieves. Anyone can fly up to your jetcan, open it, and take anything they want from it. While ore theft is something often talked about by miners, the actual loss to ore thieves is very low, especially in the Empire. If you suspect ore thieves are operating in or around your system, simply take a break from mining or move your operation to another location. Ore thieves never stay around too long, especially if there is no one to steal from.

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

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

The Industrial ships
Over the course of your mining career, if you are not in your mining ship, you are most likely in a hauler. There are many different haulers to choose from, as seen in the following image:
The only thing to consider when getting a hauler is the amount of cargo space it has.

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

**Selling your stock**

Up to this point the ISK that you would have earned by doing all the starter career tutorials should have been enough to purchase whatever you may have needed. From this point forward however, ships, skills, and fittings will all be much more expensive, so it is time to turn some of that ore you have been mining into ISK.
Do not try to sell everything at this point. Your skills are too low at this point and anything that you sell will be at a greatly diminished value. All you want to do is sell enough to get the ISK to cover your purchases. But before you sell anything take a day and train Refining to level IV.

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

![Reprocessing Plant Window]

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

<table>
<thead>
<tr>
<th>Ore</th>
<th>Batch</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veldspar</td>
<td>333</td>
</tr>
<tr>
<td>Scordite</td>
<td>333</td>
</tr>
<tr>
<td>Pyroxeres</td>
<td>333</td>
</tr>
<tr>
<td>Plagioclase</td>
<td>333</td>
</tr>
<tr>
<td>Omber</td>
<td>500</td>
</tr>
<tr>
<td>Kernite</td>
<td>400</td>
</tr>
<tr>
<td>Jaspet</td>
<td>500</td>
</tr>
<tr>
<td>Hemorphite</td>
<td>500</td>
</tr>
<tr>
<td>Hedbergite</td>
<td>500</td>
</tr>
<tr>
<td>Gneiss</td>
<td>400</td>
</tr>
</tbody>
</table>
Once you have reprocessed the ore, take the minerals you receive and haul it to the nearest trading hub. This shouldn’t be too far since you planned ahead when picking your mining system. If it is not too much farther, I would recommend hauling the minerals to Jita to sell, but any of the major trading hubs will do.

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

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

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

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

![Sell Tritanium window](image)

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

**Always check both sell and buy orders**

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

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

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

Cross training is fun

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

The Arbitrator

The Amarr Arbitrator, as shown here, is a tough ship. While it cannot compare to its Caldari counterpart when it comes to pure mining yield, the Arbitrator is far more resilient:
The Arbitrator, unlike other Amarr ships, is a great drone carrier and will allow you to carry both attack drones and mining drones. This versatility will allow you to continue mining even while under attack. Simply recall your mining drones, then launch your attack drones, and set them on any hostile targets. The Arbitrator is a very good choice if you want a balance between mining yield and defensive capabilities. A good sample fit for the Arbitrator would look as follows:

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

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

The Osprey
The Caldari Osprey, shown in the following image, is the best when it comes to mining yield in a cruiser. The combination of CPU capacity, turret hardpoints, and drone capacity all allow the Osprey to focus on getting the maximum mining yield. However, the Osprey is the weakest when it comes to the defense of all the mining cruisers:
When flying the Osprey, it is better to run away from a fight than to regret it later. Pick the Osprey if you want the largest mining yield possible. A possible fit for the Osprey is as follows:

<table>
<thead>
<tr>
<th>Fitting slot</th>
<th>Caldari Bantam</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Slot</td>
<td>3 x Miner II</td>
</tr>
<tr>
<td></td>
<td>Light Missile Launcher II</td>
</tr>
<tr>
<td>Mid Slot</td>
<td>10 MN Afterburner II</td>
</tr>
<tr>
<td></td>
<td>Medium Shield Booster II</td>
</tr>
<tr>
<td></td>
<td>Survey Scanner II</td>
</tr>
<tr>
<td>Low Slot</td>
<td>Mining Laser Upgrade II</td>
</tr>
<tr>
<td></td>
<td>2 x Co-Processor II</td>
</tr>
<tr>
<td>Drone Bay</td>
<td>4 x Hobgoblin II</td>
</tr>
<tr>
<td>Rig Slot</td>
<td>-</td>
</tr>
</tbody>
</table>

You may have noticed that all the drones I have used in these fits so far have all been Gallente. Gallente drones are the best when it comes to damage output, while Minmatar drones are the fastest drones available.
The Vexor
Following the Gallente tradition, the Vexor, as seen in the following screenshot, is a drone carrier through and through. While not having the capacity to carry as many drones as the Arbitrator, the Vexor is the only cruiser-sized drone carrier capable of fielding three heavy attack drones, which will allow defense against even the largest of foes:

![The Vexor drone carrier](image)

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

<table>
<thead>
<tr>
<th>Fitting slot</th>
<th>Gallente Vexor</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Slot</td>
<td>3 x Miner II</td>
</tr>
<tr>
<td>Mid Slot</td>
<td>10 MN Afterburner II</td>
</tr>
<tr>
<td></td>
<td>Survey Scanner II</td>
</tr>
<tr>
<td>Low Slot</td>
<td>Medium Armor Repairer II</td>
</tr>
<tr>
<td></td>
<td>Adaptive Nano Plating II</td>
</tr>
<tr>
<td></td>
<td>Mining Laser Upgrade II</td>
</tr>
<tr>
<td></td>
<td>Co-Processor II</td>
</tr>
<tr>
<td>Drone Bay</td>
<td>3 x Orge II</td>
</tr>
<tr>
<td></td>
<td>5 x Mining Drone II</td>
</tr>
<tr>
<td>Rig Slot</td>
<td>-</td>
</tr>
</tbody>
</table>
The Scythe

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

![Scythe Screenshot]

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

<table>
<thead>
<tr>
<th>Fitting slot</th>
<th>Minmatar Scythe</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Slot</td>
<td>2 x Miner II</td>
</tr>
<tr>
<td></td>
<td>2 x Light Missile Launcher II</td>
</tr>
<tr>
<td>Mid Slot</td>
<td>10 MN Afterburner II</td>
</tr>
<tr>
<td></td>
<td>Survey Scanner II</td>
</tr>
<tr>
<td></td>
<td>Large Shield Extender II</td>
</tr>
<tr>
<td>Low Slot</td>
<td>Mining Laser Upgrade II</td>
</tr>
<tr>
<td></td>
<td>2 x Co-Processor II</td>
</tr>
<tr>
<td>Drone Bay</td>
<td>Mining Drone II</td>
</tr>
<tr>
<td>Rig Slot</td>
<td>-</td>
</tr>
</tbody>
</table>

[51]
Ship fits are very subjective to your personal likes and dislikes. So if you find that a certain fitting is to your particular liking, then use it. Tailoring your fittings to fit you is an exciting part of EVE, so take the fits that I list as starting points to find your perfect fit.

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

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

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

<table>
<thead>
<tr>
<th>Mining laser</th>
<th>Base yield</th>
<th>Base cycle time</th>
</tr>
</thead>
<tbody>
<tr>
<td>Miner I</td>
<td>40 m³</td>
<td>60.00 sec</td>
</tr>
<tr>
<td>Miner II</td>
<td>60 m³</td>
<td>60.00 sec</td>
</tr>
<tr>
<td>Strip Miner I</td>
<td>540 m³</td>
<td>180.00 sec</td>
</tr>
<tr>
<td>Modulated Strip Miner II</td>
<td>360 m³</td>
<td>180.00 sec</td>
</tr>
</tbody>
</table>
So to calculate your actual yield, first you would need to calculate how many m³ you can mine per cycle. If you use just one Miner II, one Mining Laser Upgrade II, and max skill, that would be $60 \times 1.25 \times 1.25 \times 1.09 = 102.1875$ m³ per cycle. Where the first 1.25 is the 25 percent bonus from Mining level V, the second 1.25 is the 25 percent bonus from Astrogeology level V, and the 1.09 is the 9 percent bonus from the Mining Laser Upgrade II. Now to get your actual yield simply take the m³ per cycle and divide it by the volume of the ore that you are mining. If we use Veldspar as an example, which has a volume of 0.10 m³ per unit, it would be $102.1875 / 0.10 = 1022$ units per cycle. That would be your mining yield. See it wasn't that bad.

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

The Procurer
The Procurer, as shown in the following screenshot, is the smallest of the three Mining Barges, but don't let its size fool you. The Procurer can be fitted with defenses that can rival most battleships:
When I Grow Up I Want to be a (Wealthy) Miner

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

Here is a sample fit for the Procurer:

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

**The Retriever**

The Retriever, as shown in the next image, is the midsized Mining Barge and is designed to allow you to operate a solo mining operation in relatively safe regions of space. The Retriever has the largest ore hold of all the Mining Barges with 27.5K m3 of cargo space:
With the availability of two Strip Miner Is, the Retriever is able to mine over 1.2 million units of Veldspar per hour at max skills. The Retriever is very weak on defenses and should never be taken into Low- or Null-Sec systems. Let's take a look at a sample fit for the Retriever:

<table>
<thead>
<tr>
<th>Fitting slot</th>
<th>ORE Retriever</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Slot</td>
<td>2 x Strip Miner I</td>
</tr>
<tr>
<td>Mid Slot</td>
<td>-</td>
</tr>
<tr>
<td>Low Slot</td>
<td>3 x Mining Laser Upgrade II</td>
</tr>
<tr>
<td>Drone Bay</td>
<td>5 x Hobgoblin II</td>
</tr>
<tr>
<td>Rig Slot</td>
<td>-</td>
</tr>
</tbody>
</table>

The Covetor

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

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

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

<table>
<thead>
<tr>
<th>Fitting slot</th>
<th>ORE Covetor</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Slot</td>
<td>3 x Strip Miner I</td>
</tr>
<tr>
<td>Mid Slot</td>
<td>Small c5-L Emergency Shield Overload I</td>
</tr>
<tr>
<td>Low Slot</td>
<td>2 x Mining Laser Upgrade II</td>
</tr>
<tr>
<td>Drone Bay</td>
<td>5 x Hammerhead II</td>
</tr>
<tr>
<td>Rig Slot</td>
<td>-</td>
</tr>
</tbody>
</table>

**Advanced skills of a miner**

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

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

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Why train it</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drone Durability</td>
<td>Increase drone hit points. 5 percent bonus to drone shield, armor, and hull hit points per level.</td>
<td>To increase the durability of your combat and mining drones.</td>
</tr>
<tr>
<td>Drone Interfacing</td>
<td>Allows a captain to better maintain its drones. 20 percent bonus to drone damage, drone mining yield per level.</td>
<td>To increase the damage output of your combat drones and the mining yield of your mining drones.</td>
</tr>
<tr>
<td>Drone Navigation</td>
<td>Skill at controlling drones at high speeds. 5 percent increase in drone MicroWarpDrive speed per level.</td>
<td>To increase the overall speed of your drones.</td>
</tr>
<tr>
<td>Refinery Efficiency</td>
<td>Advanced skill at using refineries. 4 percent reduction in refinery waste per skill level.</td>
<td>To increase mineral yield when reprocessing ore.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
<td>Why train it</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>[Ore Name] Processing</td>
<td>Specialization in [Ore Name] processing and refining. Allows a skilled refiner to utilize substandard refining facilities at considerably greater efficiency. 5 percent reduction in [Ore Name] refining waste per skill level.</td>
<td>To increase mineral yield when reprocessing a specific ore. And to use specialized mining crystals for specific ore type to increase mining yield.</td>
</tr>
</tbody>
</table>

Be selective with [Ore Name] processing skills

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

Calculating your refine yield

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

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

To calculate your refine yield you would take \((1 + (\text{RefiningSkill} \times 0.02))\) to find your refining skill bonus, then \((1 + (\text{RefineryEfficiencySkill} \times 0.04))\) to find your refinery efficiency skill bonus, and finally \((1 + ((\text{Ore Name}ProcessingSkill} \times 0.05))\) to find your ore processing skill bonus. Once you have all that calculated, multiply your bonuses together, along with 0.375 where the 0.375 is the Tinoga's Constant, and then add the result to the station's base yield.
The Tinoga’s Constant is named for Tinoga Enterprises Services, the corporation that figured out the constant that made the whole refine yield equation work.

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

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

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

Your refine yield does not include tax. You will need a standing of 6.7 with the NPC corporation that owns the station you are refining at to achieve a tax rate of 0.0 percent.
When you combine your mining yield and refine yield together you will be able to calculate just how many minerals you will receive when you reprocess your ore stock and know ahead of time just how much ISK you will potentially make. And making ISK is why you are mining in the first place. For easy reference, you can find a full table showing the mineral received from each ore with 100 percent refine yield in Chapter 8, The Geek Stuff.

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

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

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

If we take the mining yield for our Covetor with Strip Miner Is, \[\frac{(540 \times 1.25 \times 1.25 \times 1.09 \times 3)}{0.10} = 27,591\] units per cycle, and compare it to a Covetor with Tech I Veldspar mining crystals, \[\frac{(360 \times 1.25 \times 1.25 \times 1.09 \times 1.65 \times 3)}{0.10} = 30,350\] units per cycle, you can see about a 10 percent gain in yield. And with Tech II mining crystals, \[\frac{(360 \times 1.25 \times 1.25 \times 1.09 \times 1.75 \times 3)}{0.10} = 32,189\] units per cycle would equate about a 17 percent gain in yield.
As you can see, mining crystals do provide a significant increase in mining yield, so you should train for it right after getting your Covetor. Although the training involved to use mining crystals, especially the Tech II version, is very long, they are the best for maximum mining yield. Once you have it trained you have just achieved the first step in becoming the ultimate miner.

**The Skiff**

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

If you are looking for the toughest mining ship you can find for use in your Low/Null-Sec mining operation, the Skiff, as shown in the previous screenshot, is your only choice. When using the Skiff, you should use a fit similar to the following:
<table>
<thead>
<tr>
<th>Fitting slot</th>
<th>ORE Skiff</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Slot</td>
<td>Modulated Strip Miner II</td>
</tr>
<tr>
<td></td>
<td>Small Shield Booster II</td>
</tr>
<tr>
<td></td>
<td>Adaptive Invulnerability Field II</td>
</tr>
<tr>
<td></td>
<td>EM Ward Amplifier II</td>
</tr>
<tr>
<td></td>
<td>Thermic Dissipation Amplifier II</td>
</tr>
<tr>
<td></td>
<td>Kinetic Deflection Amplifier II</td>
</tr>
<tr>
<td>Low Slot</td>
<td>2 x Mining Laser Upgrade II</td>
</tr>
<tr>
<td>Drone Bay</td>
<td>5 x Hammerhead II</td>
</tr>
<tr>
<td>Rig Slot</td>
<td>-</td>
</tr>
</tbody>
</table>

**The Mackinaw**

The midsized Exhumer, the Mackinaw is the best choice if you are focusing on a solo mining career. The Mackinaw has the largest ore hold of all the mining ships, but like its Tech I cousin, the Retriever, the Mackinaw is best used when in relatively safe regions of space.
When I Grow Up I Want to be a (Wealthy) Miner

A sample fit for the Mackinaw is as follows:

<table>
<thead>
<tr>
<th>Fitting slot</th>
<th>ORE Mackinaw</th>
</tr>
</thead>
<tbody>
<tr>
<td>High Slot</td>
<td>2 x Modulated Strip Miner II</td>
</tr>
<tr>
<td>Mid Slot</td>
<td>EM Ward Amplifier II</td>
</tr>
<tr>
<td></td>
<td>Thermic Dissipation Amplifier II</td>
</tr>
<tr>
<td>Low Slot</td>
<td>3 x Mining Laser Upgrade II</td>
</tr>
<tr>
<td>Drone Bay</td>
<td>5 x Hammerhead II</td>
</tr>
<tr>
<td>Rig Slot</td>
<td>-</td>
</tr>
</tbody>
</table>

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

The Hulk

The Covetor is a very nice mining ship, but it cannot compare to the ultimate mining ship, the Hulk. The Hulk, shown in the following screenshot, is the largest ship in the Exhumers class of mining barges:
Let’s take a sample fit for the Hulk and see just what the Hulk can do:

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

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

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

**Perfecting your skills**

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

**Mining Ice and Mercoxit**

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

I will warn you now, mining Ice is completely different from mining anything else. You will always receive one unit of Ice per cycle per Ice Harvester. For this reason, when mining Ice, you are only concerned with the cycle time. To minimize the cycle time of your Ice Harvesters make sure to equip the Medium Ice Harvester Accelerator I rigs into your Mining Barge or Exhumer. In order to mine Ice all you have to do is train the Ice Harvesting skill.
Unlike other types of ore, you will only receive Ice once the cycle is finished. If you stop your Ice Harvesters in mid cycle you will not get any Ice.

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

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

Summary

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

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

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

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

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

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

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

Courier missions

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

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

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

Kill missions

By far the most common, the most profitable, and let’s be honest, the most fun missions to run are kill missions. The only thing better than flying beautiful space ships is seeing beautiful space ships blow up. There are currently two types of kill missions. In one, you warp to a set of coordinates in space where you engage NPC targets and in the other you warp to an acceleration gate which takes you into a series of pockets all connected by more acceleration gates. Think of this second type of kill mission like a dungeon with multiple rooms, in which you fight NPC targets in each of the rooms.
Kill missions are a great way to make ISK, especially when you are able to access higher-level agents. However, as you can guess, kill missions also get more and more difficult the higher the level of the agent. Another thing that you need to be very careful about when running kill missions is that you run the risk of having negative standing impact on factions opposed to the faction you are running missions for. For example, if you were running missions for the Caldari state and you completed a mission that had you destroy ships belonging to or friendly with the Gallente Federation, then you would lose standing with the Gallente. A great way to negate the standing loss is to run missions for as many agents as you can find and to decline any mission that will have you attack the ships of another empire. But remember you can only decline one mission per agent every four hours, hence having multiple agents.

**Agents and how they work**

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

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

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

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

- **Level 1**: Very Easy. Designed for new players to learn about mission running and PvE in general. Frigate or destroyer for kill missions, short range and low cost items for courier and trade missions, and small amounts of low grade ore or minerals for mining missions.

- **Level 2**: Easy. Still designed beginner players, but will require you to start thinking tactically. Destroyer or cruiser for kill missions, slightly longer range and higher cost items for courier and trade missions, and higher amounts of low grade ore or minerals for mining missions.

- **Level 3**: Medium. You will need to have a firm understanding of how your ship works and have solid tactics for it. Battlecruiser or Heavy Assault Cruiser for kill missions, much longer range and higher cost items for courier and trade missions, and large amounts of low grade ore or minerals for mining missions.

- **Level 4**: Hard. You will need to understand your ship inside out, have solid tactics, and a solid fit for your ship. Battleship for kill missions, very long range and very costly items for courier and trade missions, and very large amounts of low grade ore or minerals for mining missions.

- **Level 5**: Very Hard. Same as level 4 agents but only found in Low-Sec systems and comes with all the risks of Low-Sec. It is a good idea to only do these missions in a fleet with a group of people.

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

<table>
<thead>
<tr>
<th>Level 1</th>
<th>Level 2</th>
<th>Level 3</th>
<th>Level 4</th>
<th>Level 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standing required</td>
<td>-</td>
<td>1.00</td>
<td>3.00</td>
<td>5.00</td>
</tr>
</tbody>
</table>

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

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

**Understanding your foe**

The biggest key to success when running kill missions is understanding who your targets will be and how they like to fight. Whenever you are offered a kill mission by an agent, you can find out which faction your target belongs to inside the mission description, either in the text of the description or by an emblem representing your target's faction. It is important to know which faction your target belongs to because then you will know what kind of damage to expect from your target. In the mission offer shown in the following image you can see that your targets for this mission are Rogue Drones:
There are four types of damage, **EM, Thermal, Kinetic**, and **Explosive**, and each faction has a preference toward specific damage types. Once you know what kind of damage to expect you can then tailor the defense of your ship for maximum protection towards that damage. Knowing which faction your target belongs to will also tell you which type of damage you should be doing to maximize your damage output. Each faction has weaknesses towards specific damage types.

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

<table>
<thead>
<tr>
<th>NPC faction</th>
<th>Damage type to defend</th>
<th>Damage type to deal</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guristas</td>
<td>Kinetic, Thermal</td>
<td>Kinetic, Thermal</td>
</tr>
<tr>
<td>Serpentis</td>
<td>Thermal, Kinetic</td>
<td>Thermal</td>
</tr>
<tr>
<td>Blood Raider</td>
<td>EM, Thermal</td>
<td>EM, Thermal</td>
</tr>
<tr>
<td>Sansha’s Nation</td>
<td>EM, Thermal</td>
<td>EM, Thermal</td>
</tr>
<tr>
<td>Angel Cartel</td>
<td>Explosive, Kinetic, Thermal, EM</td>
<td>Explosive</td>
</tr>
<tr>
<td>Mordu’s Legion</td>
<td>Kinetic, Thermal, Explosive, EM</td>
<td>Thermal, Kinetic</td>
</tr>
<tr>
<td>Mercenary</td>
<td>Kinetic, Thermal</td>
<td>Thermal, Kinetic</td>
</tr>
<tr>
<td>Republic Fleet</td>
<td>Explosive, Thermal, Kinetic, EM</td>
<td>Explosive, Kinetic</td>
</tr>
<tr>
<td>Caldari Navy</td>
<td>Kinetic, Thermal</td>
<td>Kinetic, Thermal</td>
</tr>
<tr>
<td>Amarr Navy</td>
<td>EM, Thermal, Kinetic</td>
<td>EM, Thermal</td>
</tr>
<tr>
<td>Federation Navy</td>
<td>Thermal, Kinetic</td>
<td>Kinetic, Thermal</td>
</tr>
<tr>
<td>Rogue Drones</td>
<td>Explosive, Kinetic, EM, Thermal</td>
<td>EM</td>
</tr>
<tr>
<td>Thukker Tribe</td>
<td>Explosive, Thermal</td>
<td>EM</td>
</tr>
<tr>
<td>CONCORD</td>
<td>EM, Thermal, Kinetic, Explosive</td>
<td>Explosive, Kinetic</td>
</tr>
<tr>
<td>Equilibrium of Mankind</td>
<td>Kinetic, Thermal</td>
<td>Kinetic, EM</td>
</tr>
</tbody>
</table>

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

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

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

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

How should I fit my ship?

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

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

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

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

Mining missions

Mining missions come in two flavors. The first will have you travel to a set of coordinates given to you by your agent, to mine a specific amount of a specific type of ore and then return to your agent with the ore you have mined. The second will simply have you supply your agent with an amount of ore or mineral. For the second type of mining mission you can either mine and refine the ore yourself or purchase it from the market.
The ISK reward for mining missions is really bad and in general you will make more ISK if you had simply spent the time mining, but once again, having no negative standing impact on opposing factions is a huge plus. So if you are a career miner, it can be worth it for you to run these missions for the standings gain. After all, you will have to increase your standing in order to maximize your refine yield. It would be best to only accept the missions in which you already have the requested ore or mineral in your stock and to decline the rest.

**Trade missions**

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

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

**Special mission types**

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

**Storyline missions**

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

Epic Arc missions

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

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

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

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

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

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

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

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

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

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

<table>
<thead>
<tr>
<th>Amarr</th>
<th>Agent</th>
<th>Level</th>
<th>System</th>
<th>Location</th>
<th>Required items</th>
<th>Required standing</th>
<th>Reward BPC</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Mandor Neek</td>
<td>4</td>
<td>Jakri</td>
<td>Garisas Gate</td>
<td>30 Sansha Silver Tags</td>
<td>8.5</td>
<td>Imperial Navy Slicer</td>
</tr>
<tr>
<td></td>
<td>Jeeta Neek</td>
<td>4</td>
<td>Jakri</td>
<td>Garisas Gate</td>
<td>30 Sansha Gold Tags</td>
<td>9.2</td>
<td>Random Amarr Faction Cruiser</td>
</tr>
<tr>
<td></td>
<td>Zaestra Kuramor</td>
<td>4</td>
<td>Jakri</td>
<td>Garisas Gate</td>
<td>30 Sansha Diamond Tags</td>
<td>9.9</td>
<td>Random Amarr Faction Battleship</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Caldari</th>
<th>Agent</th>
<th>Level</th>
<th>System</th>
<th>Location</th>
<th>Required items</th>
<th>Required standing</th>
<th>Reward BPC</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Kaiko Maina</td>
<td>4</td>
<td>Otitoh</td>
<td>Friggi Gate</td>
<td>30 Guristas Silver Tags</td>
<td>8.5</td>
<td>Caldari Navy Hookbill</td>
</tr>
<tr>
<td></td>
<td>Emma Tharkin</td>
<td>4</td>
<td>Otitoh</td>
<td>Friggi Gate</td>
<td>30 Guristas Gold Tags</td>
<td>9.2</td>
<td>Random Caldari Faction Cruiser</td>
</tr>
<tr>
<td></td>
<td>Zoun Makui</td>
<td>4</td>
<td>Otitoh</td>
<td>Friggi Gate</td>
<td>30 Gruistas Diamond Tags</td>
<td>9.9</td>
<td>Random Caldari Faction Battleship</td>
</tr>
</tbody>
</table>
### Gallente

<table>
<thead>
<tr>
<th>Agent</th>
<th>Level</th>
<th>System</th>
<th>Location</th>
<th>Required items</th>
<th>Required standing</th>
<th>Reward BPC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jordan Usquen</td>
<td>4</td>
<td>Jolia</td>
<td>Augnais Gate</td>
<td>30 Serpents Silver Tags</td>
<td>8.5</td>
<td>Federation Navy Comet</td>
</tr>
<tr>
<td>Babalu Wrezka</td>
<td>4</td>
<td>Jolia</td>
<td>Augnais Gate</td>
<td>30 Serpents Gold Tags</td>
<td>9.2</td>
<td>Random Gallente Faction Cruiser</td>
</tr>
<tr>
<td>Timmothy Sawyr</td>
<td>4</td>
<td>Jolia</td>
<td>Augnais Gate</td>
<td>30 Serpents Diamond Tags</td>
<td>9.9</td>
<td>Random Gallente Faction Battleship</td>
</tr>
</tbody>
</table>

### Minmatar

<table>
<thead>
<tr>
<th>Agent</th>
<th>Level</th>
<th>System</th>
<th>Location</th>
<th>Required items</th>
<th>Required standing</th>
<th>Reward BPC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mutama Czeik</td>
<td>4</td>
<td>Barkrik</td>
<td>Hjoramold Gate</td>
<td>30 Angel Silver Tags</td>
<td>8.5</td>
<td>Republic Fleet Firetail</td>
</tr>
<tr>
<td>Thora Desto</td>
<td>4</td>
<td>Barkrik</td>
<td>Hjoramold Gate</td>
<td>30 Angel Gold Tags</td>
<td>9.2</td>
<td>Random Minmatar Faction Cruiser</td>
</tr>
<tr>
<td>Makor Desto</td>
<td>4</td>
<td>Barkrik</td>
<td>Hjoramold Gate</td>
<td>30 Angel Diamond Tags</td>
<td>9.9</td>
<td>Random Minmatar Faction Battleship</td>
</tr>
</tbody>
</table>

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

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

<table>
<thead>
<tr>
<th>Empire</th>
<th>Systems</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amarr</td>
<td>Ferira, Polfaly, Kudi</td>
<td>State Data Center</td>
</tr>
<tr>
<td>Caldari</td>
<td>Kamokor, Saikanen, Ahtulaima</td>
<td>State Data Center</td>
</tr>
<tr>
<td>Gallente</td>
<td>Muer, Abenync, Ekuenbiron</td>
<td>State Data Center</td>
</tr>
<tr>
<td>Minmatar</td>
<td>Emolgranlan, Arlulf, Engosi</td>
<td>State Data Center</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Agent level</th>
<th>Pirate dog tag type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Copper, Bronze</td>
</tr>
<tr>
<td>2</td>
<td>Silver, Brass</td>
</tr>
<tr>
<td>3</td>
<td>Palladium, Gold, Electrum</td>
</tr>
<tr>
<td>4</td>
<td>Crystal, Platinum, Diamond</td>
</tr>
</tbody>
</table>

Picking an agent

Now that you have a better understanding of what each type of mission involves, it is time to find an agent and start mission running. To start the search for your agent, click on the Agent Finder button located in your station services panel as shown in the following image:
You should then get a new window like the one in the following image. As you can see, the filter options are very extensive and allow you to find the exact type of agent you want to run missions for. The results of your search will be listed six at a time sorted by range to your current system. Let's take a closer look at each of the filter options:
Agent level

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

Agent faction

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

Corporation and agent type

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

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

<table>
<thead>
<tr>
<th>Division</th>
<th>Mission type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Distribution</td>
<td>Courier and Trade Missions</td>
</tr>
<tr>
<td>Factional Warfare</td>
<td>Kill Missions</td>
</tr>
<tr>
<td>Mining</td>
<td>Mining Missions</td>
</tr>
<tr>
<td>R&amp;D</td>
<td>Courier and Trade Missions</td>
</tr>
<tr>
<td>Security</td>
<td>Kill Missions</td>
</tr>
<tr>
<td>Storyline</td>
<td>Varies by each agent</td>
</tr>
</tbody>
</table>

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

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

R&D agents
R&D agents are special agents that generate RP, or research points. The RP you receive will be in a specific field of study offered by the agent. The character information sheet of a R&D is shown in the next image:
From the character information sheet you can tell that this agent **Taksabe Jishadan** is a level 1 **R&D** agent working for the **LAI DAI** corporation. The fields of study offered by Taksabe are **Caldari Starship Engineering level 1** and **Electromagnetic Physics level 1**. In order to work with Taksabe you will need to have either the Caldari Starship Engineering or Electromagnetic Physics skill trained to level 1 as well as meeting Taksabe's standing requirements.

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

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

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

**Storyline agents**

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

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

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

Picking multiple agents

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

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

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

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

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

Agent standing

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

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

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

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

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

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

Rewards for mission running

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

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

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

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

Loyalty points

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

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

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

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

Summary

In this chapter you learned:

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

In the next chapter you will learn about manufacturing, a career choice that requires more time and effort to start, but once started can generate an immense amount of income for you with very little maintenance.
Manufacturing is a great career choice in EVE. It takes very few skills to start, a single skill to be exact, and can operate with very little daily involvement. However, in order to get your manufacturing operation to that level takes a lot of planning and a deep understanding of how manufacturing works. This chapter will help you:

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

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

I would strongly advise that you do not go into manufacturing with the sole purpose of producing only what you need. In order to justify the initial time and energy needed to start, your manufacturing operation needs to be fairly large scale and needs to produce items that will sell, not just what you will use.
This chapter, much like the majority of this book, is written for solo careers. In manufacturing just as in mining and mission running, it is often much easier and quicker if these careers are undertaken with the help of a corporation or alliance. I will cover what additional things you can do in each of the careers when you have access to a corporation or alliance in Chapter 7, I Can Has Friends.

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

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

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

The best thing you can do to ensure a great start to your manufacturing career is set up a reliable supply chain for your minerals. In the Where should you mine? section of Chapter 2, we discussed the method to find the best system for you to set up a mining operation. When looking for suppliers for your budding manufacturing empire you should use the same method but pick the system with the most number of miners instead. Limit your search to only 0.5 security systems with at least one station to ensure the lowest risks and the highest availability of mineral types. Following this method will also put you fairly close to a trade hub, which you would need to purchase the higher grade minerals such as Megacyte and Zydrine.
Do not set buy orders for Megacyte or Zydrine in the same system as the rest of your minerals; you need to buy the high-end minerals from trade hubs and paying the fees to set up buy orders in the same system is just throwing ISK away.

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

When you see the Station Information window, as shown in the following image, click on the Services tab and look to see if the station offers Science & Industry as one of its services. You will want a station that offers Science & Industry whenever possible because that means there will be assembly lines there for you to use, and that makes things so much easier. But don't worry too much if a station with Science & Industry is not available. Once you have found a station, dock up and start setting up buy orders for your minerals.
While it is always a good idea to place buy orders for minerals only, it can be profitable to buy ore as well, provided that you have high refining skills and good standing with the corporation that owns the station in which you will be refining. Most miners that sell ore are either new or lazy and will often sell at a price below the value of the minerals, which only improves your profit margin.

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

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

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

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

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

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

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

![Market](image)

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

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

**What to build when starting out**

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

What about building ships, you ask? Ship blueprints are very expensive and require a lot more minerals to produce. The time needed to build a ship also makes it prohibitive at this early stage of your career. And added on top is the fact that ships are so large, making transport to your market system very difficult. For all these reasons, stay away from ship production for the time being.
Keep in mind to build a wide variety of items and to build in small batches. It is important to build a variety of items so that if one particular item suddenly stops being profitable, you can still compensate with the profits from your other items. You also want to build in small batches so that you do not over saturate a region's market. A good way to determine the amount you should be building for a particular item is by looking at its Price History information. To see the Price History info of an item, select it in the market window and click on the Price History tab. You should see something like the following image. Set the Time in the bottom-left corner to 6 months so you will have a good sample of data to look at:
The information you are interested in is the bar graph at the bottom of the window. As you can see in the previous image, *Scourge Heavy Missile* has a daily trade volume of around \(2.00\text{M}\) units. So if you were to build *Scourge Heavy Missile*, you should build in batches of \(2.00\text{M}\) units and only enough batches to sell in two to three days. The demand for an item can increase or decrease at any given time, so it is a good idea to build the same item again only when your sell order is completely fulfilled.

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

Next click on the **Attributes** tab. The information you want is in the **Produces** section. This section tells you how many items will be made in each production run. As you can see in the next image, this **Bantam Blueprint** will produce one Bantam per production run:
Decide on how many production runs you want to make, and make sure you have the required amount of minerals. After getting the required minerals, let's start the manufacturing process. Click on the **Science & Industry** icon in the Station Services as shown in the next image:
You should then get the **Science & Industry** window as shown in the next image. Click on the **Installations** tab and make sure **Activity** is set to **Manufacturing**. You can also change the **Range** filter to see if there are other assembly lines available for use if all the slots at your current station happen to be full:

As you can see in the previous image, there are quite a few assembly lines available here for you to use. You will also see a column called **Install cost**, which is the fee required to rent the assembly line for use. Next to the **Install cost** column is the **Cost per hour** column. This is a fee you have to pay based on how long your manufacturing job lasts. That means the longer the job, the higher the cost.
Select the first assembly line that is available and click on the **Install Job** button in the bottom-right corner. You should get the **Manufacturing** window, which looks like the previous image. Now click on the **Pick blueprint** button. You should then see the **Science & Industry - Pick blueprint** window, as shown in the next image. Use the drop-down to select the blueprint you want to use.
Once you have selected the blueprint you want to use, you will be taken back to the **Manufacturing** window, but with your chosen blueprint listed. Next click on **OK** and you will see the **Accept Quote?** window, which looks like the following image. This window will inform you if you are missing any skills or minerals required for your production run as well as how long your production run will take and how much it will cost you to make your selected production run.

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

Make sure you always check very carefully in the **Accept Quote?** window. If you have to cancel a production run for any reason after it has started, you will only get the blueprint back; all the minerals will be lost.
Chapter 4

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

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

The industry skills
The industry skills needed for manufacturing are as follows:

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

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

The trade skills

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

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trade</td>
<td>Knowledge of the market and skill at manipulation it. Increase the limit of buy/sell orders you can have by 4 per skill level.</td>
</tr>
<tr>
<td>Accounting</td>
<td>Proficiency at squaring away the odds and ends of business transactions, keeping the check books tight. Reduces the tax paid on transactions by 10 percent per skill level.</td>
</tr>
<tr>
<td>Margin Trading</td>
<td>Ability to make potentially risky investments work in your favor. Reduces the amount of ISK needed when placing a buy order. This starts at 100 percent of ISK needed at level 0, with a 25 percent reduction per skill level, down to approximately 24 percent of ISK needed.</td>
</tr>
<tr>
<td>Broker Relations</td>
<td>Proficiency at driving down market-related costs. Reduces the amount of fees paid when setting up a market order by 5 percent per skill level down to a minimum fee of 1 percent of the order's total value.</td>
</tr>
<tr>
<td>Marketing</td>
<td>Skill at selling items remotely. Each skill level increases the distance you can be to the item being sold when selling that item. Level I allows for the same solar system, Level II allows for systems within 5 jumps, Level III allows for systems within 10 jumps, Level IV allows for systems within 20 jumps, and Level V allows for the entire region.</td>
</tr>
<tr>
<td>Procurement</td>
<td>Proficiency at placing remote buy orders on the market. Each skill level increases the distance in which buy orders can be placed. Level I allows for the same solar system, Level II allows for systems within 5 jumps, Level III allows for systems within 10 jumps, Level IV allows for systems within 20 jumps, and Level V allows for the entire region.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Day trading</td>
<td>Allows for remote modification of buy and sell orders. Each skill level increases the distance in which orders can be modified. Level I allows for the same solar system, Level II allows for systems within 5 jumps, Level III allows for systems within 10 jumps, Level IV allows for systems within 20 jumps, and Level V allows for the entire region.</td>
</tr>
<tr>
<td>Visibility</td>
<td>Skill at acquiring products remotely. Each skill level increases the range of your remote buy orders. Level I allows for the same solar system, Level II allows for systems within 5 jumps, Level III allows for systems within 10 jumps, Level IV allows for systems within 20 jumps, and Level V allows for the entire region.</td>
</tr>
<tr>
<td>Retail</td>
<td>Ability to organize and manage market operations. Increases the limit of active orders by 8 per skill level.</td>
</tr>
<tr>
<td>Wholesale</td>
<td>Ability to organize and manage large-scale market operations. Increases the limit of active orders by 16 per skill level. This skill stacks with the Retail skill.</td>
</tr>
<tr>
<td>Tycoon</td>
<td>Ability to organize and manage ultra-large-scale market organizations. Increase the limit of active orders by 32 per skill level. This skill stacks with the Retail and Wholesale skills.</td>
</tr>
</tbody>
</table>

When starting out, I recommend the following industry skills:

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

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

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

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

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

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

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

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

**BPOs, BPCs, research, and invention**

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

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

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

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

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

Production efficiency research

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

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

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

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

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

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

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

With these skills trained you will be able to use five lab slots concurrently to research your BPOs to max efficiency. And as before, Science is the prerequisite skill for these science skills, so it is best to get it trained first. Again train the Scientific Networking skill only as the need arises.
It can be very difficult, almost impossible, to find lab slots in the Empire. So before you go and buy all the science skills and start training, make sure you finish reading the rest of this chapter first.

**Copying blueprints**

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

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

You can tell the difference between a BPO and a BPC by both its icon and the information contained in the blueprint information window. You can see an example of this in the following image. Notice the **Blueprint Copy** line in the **Attributes** tab and the differences in **Wastage Factor** and **Manufacturing Time**. Of course if the BPC was made from a BPO without any ME or PE research, then the **Wastage Factor** and **Manufacturing Time** would be the same.
The best part about making BPCs is that the copies have the same ME and PE levels of the BPO, and it is also a great avenue for making ISK. There are many players that make BPCs and sell them via the Contracts systems as their sole source of income. I will cover the Contracts system in more detail in Chapter 6, Playing the market.

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

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

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

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

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

Skills for invention

The skills required for invention varies depending on the type of item that you are trying to invent. But it will always comprise a Racial Encryption Methods skill and two of the following science skills:
• Amarrian Starship Engineering
• Electronic Engineering
• High Energy Physics
• Mechanical Engineering
• Nanite Engineering
• Quantum Physics
• Caldari Starship Engineering
• Gallentean Starship Engineering
• Hydromagnetic Physics
• Minmatar Starship Engineering
• Nuclear Physics
• Rocket Science
• Electromagnetic Physics
• Graviton Physics
• Laser Physics
• Molecular Engineering
• Plasma Physics

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

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

![Datacores example](image)

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

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

<table>
<thead>
<tr>
<th></th>
<th>Amarr</th>
<th>Caldari</th>
<th>Gallente</th>
<th>Minmatar</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ships</td>
<td>Occult Ship</td>
<td>Esoteric Ship</td>
<td>Incognito Ship</td>
<td>Cryptic Ship</td>
</tr>
<tr>
<td></td>
<td>Data Interface</td>
<td>Data Interface</td>
<td>Data Interface</td>
<td>Data Interface</td>
</tr>
<tr>
<td>Rigs</td>
<td>Occult Tuner</td>
<td>Esoteric Tuner</td>
<td>Incognito Tuner</td>
<td>Cryptic Tuner</td>
</tr>
<tr>
<td></td>
<td>Data Interface</td>
<td>Data Interface</td>
<td>Data Interface</td>
<td>Data Interface</td>
</tr>
<tr>
<td>All Others</td>
<td>Occult Data</td>
<td>Esoteric Data</td>
<td>Incognito Data</td>
<td>Cryptic Data</td>
</tr>
<tr>
<td></td>
<td>Interface</td>
<td>Interface</td>
<td>Interface</td>
<td>Interface</td>
</tr>
</tbody>
</table>

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

Improving your invention results

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

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

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

<table>
<thead>
<tr>
<th>Decryptor Name</th>
<th>Bonuses Given</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Amarr</td>
</tr>
<tr>
<td>Circular Logic</td>
<td>Interface</td>
</tr>
<tr>
<td>Sacred Manifesto</td>
<td>User Manual</td>
</tr>
<tr>
<td>Formation Layout</td>
<td>Tuning Instructions</td>
</tr>
<tr>
<td>Classic Doctrine</td>
<td>Prototype Diagram</td>
</tr>
<tr>
<td>War Strategon</td>
<td>Installation Guide</td>
</tr>
</tbody>
</table>

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

Other meta levels

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

Expanding your manufacturing empire

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

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

Even though the entire process for tech II production is quite lengthy and difficult, you can still take part of the process and make a sizeable amount of ISK doing it. How you ask? Become a tech II component manufacturer. All tech II component BPOs are available on the market from NPC corporations, so if you purchase the advanced materials needed from the market, like you do with minerals, you can produce tech II components just like tech I items, just with a lot more profit potential.
As difficult as it is to manufacture tech II items, tech III is even more difficult since the raw materials needed to produce tech III components can only be found in Worm Hole space. What's more, tech III can only be manufactured in a Subsystem Assembly Array, which requires the use of a POS. For this reason tech III production is generally reserved for well established industry corporations or alliances, but more about that in Chapter 7, I Can Has Friends.

Planetary Interaction

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

Skills for PI

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

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

**Planetology**

The understanding of planet evolution, allowing you to better interpret data from scans of planets for resources. Increases the amount of data received per skill level when surveying a planet.

**Remote Sensing**

The ability to gather and analyze remote sensing data from satellites in orbit around a planet and produce properly calibrated surveys. Allows the remote surveying of planets. Level I allows scans within 1 Light Year. Level II allows scans within 3 LY. Level III allows scans within 5 LY. Level IV allows scans within 7 LY. Level V allows scans within 9 LY.

---

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

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

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

---

**What to produce with PI**

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

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

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

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

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

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

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

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

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

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

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

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

You can upgrade your Command Center multiple levels at the same time if you have the ISK and the necessary skill. I would however advise upgrading one level at a time after reaching level 3, since there is no need to upgrade beyond your needs.
The next thing to do is to build a Extractor Control Unit, or ECU. Make sure you have the Build tab selected in Planet Mode and click on Extractor Control Units. Just like you did with the Command Center, drag the ECU to where you want it built and left-click. You will want to place your ECU as close to the highest concentration of raw materials as possible. Once the ECU is built, select it and click on the Survey for Deposits icon, as shown in the following image:

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

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

Now that you have your extractors in place and they are hard at work pulling raw material out of the planet, you will need somewhere to store it. That is where the Storage Facilities comes in. To build a Storage Facility, select it under the Build tab and drag the icon to where you like. You will want to place your Storage Facility as close to your ECU as possible; I’ll tell you why a little later.
Once your Storage Facility is built, you will need a way to get the raw materials from the ECU into your Storage Facility. For that you will need Planetary Links. A Planetary Link is what you will use to connect your planetary structures together. These links however cost PowerGrid and CPU in relation to their length, so you will want to keep your links as short as possible. To create a new link, select Planetary Links in the Build tab and click on Create Link. Now simply click on the first structure you like to link and then click on the structure you want it linked to. Voila! You have just created a link between two structures.

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

At this point you can simply take the raw materials that you have extracted from the planet to the market to sell. While not very lucrative, you can still make a decent income from just selling raw materials, since they are trade goods as well. To get your goods off the planet you will need a Spaceport. To limit the cost of the link between your Spaceport and your Storage Facility, build the Spaceport as close as possible to your other structures. Once the Spaceport is built and you have created a link between the two structures, route your goods to the Spaceport.
The Spaceport has a storage capacity of 10,000 m³, so if you are only doing a small scale PI operation, it is a good idea to replace the Storage Facility with the Spaceport.

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

![Launch icon](image)

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

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

**Summary**

In this chapter you have learned:

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

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

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

What are Incursions?

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

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

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

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

![Incursion Profile Screenshot](image)

The red bar in the middle of the incursion profile will indicate how much control the Nation has on that system, and therefore the severity of the disruptions in that system. As you and others fight back, the bar will fill with blue, and once the entire bar is blue, the Incursion is defeated.
As you can see, no matter what type of activity you engage in, the occurrence of an Incursion means trouble. If you find that the constellation in which you live comes under the attack of a Sansha Incursion, it is certainly worth your time to help your fellow capsuleers to fight back. The rewards that you can receive by fighting and defeating an Incursion can be lucrative enough for you to travel across New Eden and fight the Sansha’s Nation wherever they may strike.

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

Incursion attack sites

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

- Scout
- Vanguard
- Assault
- Headquarters

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

<table>
<thead>
<tr>
<th>Encounter level</th>
<th>Force required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scout</td>
<td>3 - 5 pilots</td>
</tr>
<tr>
<td>Vanguard</td>
<td>5 - 10 pilots</td>
</tr>
<tr>
<td>Assault</td>
<td>10 - 20 pilots</td>
</tr>
<tr>
<td>Headquarters</td>
<td>20 - 40 pilots</td>
</tr>
</tbody>
</table>
Getting Rich Fighting Incursions

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

![Screenshot of Journal showing Nation Commander Outpost]

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

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

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

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

![Incursion Screenshot](image)

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

Keep in mind that you should not attempt any Incursion encounter on your own. The fighters for Sansha's Nation are fanatics and will use any and all tactics at their disposal. You should respect the capabilities of these fighters as if they were other human players. Teaming up with others is the only way to defeat these Incursions. This is also where Incursions are very unique. Incursions allow pilots from all corporations, NPC or player, to join together in fleets to defend New Eden.
Once you enter a system with an active Incursion, you will be automatically pulled into a chat channel for the Incursion. You can use this chat channel to get organized with others and to form fleets. You can see an example of the Incursion chat channel in the following screenshot:

What ships to use

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

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

- Racial Cruiser, Level V
- Logistics, Level I

Out of all the Logistics ships, the Minmatar Scimitar and the Amarr Guardian are the most popular. Each will give you a fair balance of defense as well as remote repair capabilities. You can find lots of great fits for any of the Logistics ships at eve.battleclinic.com/browse_loadouts.php. Just keep in mind that the Scimitar is for a shield fleet and the Guardian for armor fleets.
Just make sure you have Logistics trained to at least level IV or else you may find lots of people angry at you and an inability to find fleets to join in the future.

Reward for fighting Incursions

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

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

Summary

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

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

In the next chapter we will take a look at a different type of PvP in EVE. You will learn how to play the markets of EVE and engage in Market PvP.
Does the thought of mining and manufacturing completely bore you? Does even the mention of combat make you run in the opposite direction? Are you more of a numbers person? If you answered yes to these questions, don't fret; you can still amass a wealth few can dream of. The path to your riches is trading. This chapter will help you in:

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

**Why trading?**

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

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

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

Tools of the trade

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

A trader's skills

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

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trade</td>
<td>Knowledge of the market and skill of manipulating it. Increases the limit of buy/sell orders by 4 per skill level.</td>
</tr>
<tr>
<td>Accounting</td>
<td>Proficiency at squaring away the odds and ends of business transactions, keeping the check books tight. Reduces the tax paid on transactions by 10 percent per skill level.</td>
</tr>
<tr>
<td>Margin Trading</td>
<td>Ability to make potentially risky investments work in your favor. Reduces the amount of ISK needed when placing a buy order. This starts at 100 percent of ISK needed at level 0, with a 25 percent reduction per skill level, down to approximately 24 percent of ISK needed.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Broker Relations</td>
<td>Proficiency at driving down market-related costs. Reduces the amount of fees paid when setting up a market order by 5 percent per skill level, down to a minimum fee of 1 percent of the order's total value.</td>
</tr>
<tr>
<td>Marketing</td>
<td>Skill at selling items remotely. Each skill level increases the distance you can be from the item being sold when selling that item.</td>
</tr>
</tbody>
</table>
|               | • Level I allows for the same solar system  
|               | • Level II allows for systems within 5 jumps  
|               | • Level III allows for systems within 10 jumps  
|               | • Level IV allows for systems within 20 jumps  
|               | • Level V allows for the entire region      |
| Procurement   | Proficiency at placing remote buy orders on the market. Each skill level increases the distance at which buy orders can be placed.             |
|               | • Level I allows for the same solar system  
|               | • Level II allows for systems within 5 jumps  
|               | • Level III allows for systems within 10 jumps  
|               | • Level IV allows for systems within 20 jumps  
|               | • Level V allows for the entire region      |
| Daytrading    | Allows for remote modification of buy and sell orders. Each skill level increases the distance at which orders can be modified.               |
|               | • Level I allows for the same solar system  
|               | • Level II allows for systems within 5 jumps  
|               | • Level III allows for systems within 10 jumps  
|               | • Level IV allows for systems within 20 jumps  
|               | • Level V allows for the entire region      |
| Visibility    | Skill at acquiring products remotely. Each skill level increases the range of your remote buy orders.                                        |
|               | • Level I allows for the same solar system  
|               | • Level II allows for systems within 5 jumps  
|               | • Level III allows for systems within 10 jumps  
|               | • Level IV allows for systems within 20 jumps  
|               | • Level V allows for the entire region      |
| Retail        | Ability to organize and manage market operations. Increases the limit of active orders by 8 per skill level.                                      |
I want to explain the different skills that affect remote buying and selling in more detail. These skills can be very confusing. First of all, to clarify, to place a buy order at your current station has no skill requirements. You can also set a buy order at your current station covering the entire region without any skills. If you do set a region-wide buy order and someone fills it in another system, the items are not transported to the station where you placed the buy order for you, but rather the item will sit at the station in which your order was filled. You will have to physically go there to pick the items up. And yes, this does mean it can be in a Low-Sec system. Stay away from buying items that are located in Null-Sec systems. It is very dangerous to fly out there and depending on your standing with the player corporation/alliance that owns the station, you may not even be able to dock even if you make it out to the station.

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

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

And lastly, Daytrading allows you to modify the orders you have placed using your Marketing or Procurement skills. That means if an order was placed while you were in the same station, or if you are currently at a station with an order, then Daytrading has no effect on those orders whatsoever. Daytrading will only affect remote orders that were remotely placed.
Besides these skills, there are two more that you will need to be a full-time trader and those are as follows:

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

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

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

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

- Trade, level V
- Accounting, level IV
- Margin Trading, level III
- Broker Relations, level IV
Ships of a trader

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

Frigates and cruisers

Frigates and cruisers are the first ships you will be using in your trading career. Frigates are very fast but are very limited for cargo space. The Amarr Magnate, the Caldari Heron, the Gallente Imicus, and the Minmatar Probe have the largest cargo hold among all the frigates. All four of these frigates have almost identical cargo space, so just pick the one from your empire. You won't be in a frigate for long anyway.
Your next ship will be a cruiser. I would recommend getting into a cruiser as soon as possible because it can mean as much as doubling the amount of cargo space you have. The Amarr Augoror, the Caldari Osprey, the Gallente Exequor, and the Minmatar Scythe, as seen in the previous image, have the largest cargo space among the cruisers. All of these cruisers will give a significant increase to your cargo space, but the Exequor will give you the biggest increase with 600 m3 of total cargo space. It may be worth the time for you to cross train now in order to use the Exequor, given that Gallente also have the industrial ship with the largest cargo space.

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

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

### Industrial ships

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

<table>
<thead>
<tr>
<th>Empire</th>
<th>Name</th>
<th>Cargo capacity</th>
<th>Low slots</th>
<th>Skill required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amarr</td>
<td>Bestower</td>
<td>4,800 m3</td>
<td>4</td>
<td>Amarr Industrial I</td>
</tr>
<tr>
<td></td>
<td>Sigil</td>
<td>3,000 m3</td>
<td>5</td>
<td>Amarr Industrial I</td>
</tr>
<tr>
<td>Caldari</td>
<td>Badger</td>
<td>4,125 m3</td>
<td>2</td>
<td>Caldari Industrial I</td>
</tr>
<tr>
<td></td>
<td>Badger Mark II</td>
<td>5,250 m3</td>
<td>3</td>
<td>Caldari Industrial III</td>
</tr>
</tbody>
</table>
As we discussed in the Industrial ships section in Chapter 2, I Want to be a Miner When I Grow Up, the Gallente Iteron Mark V is the industrial ship with the highest cargo capacity. When fully fitted, the Mark V will provide you with over 38,000 m³ of cargo space. It does however take over 20 days to train for the skills to fly the Mark V; but given that an industrial ship is going to be your ship of choice for a long time to come, it can be very helpful to be able to fly.

**Freighters**

When the time comes and you are in need of some serious cargo space, it is time to utilize the ultimate ship for a trader, a **freighter**.
Each empire has its own version, as can be seen in the previous image, and even the smallest freighter will give you a base cargo capacity of 720,000 m³. That is more cargo space than 18 fully-fitted Iteron Mark Vs. The freighter for each empire along with their cargo capacity is listed in the following table:

<table>
<thead>
<tr>
<th>Empire</th>
<th>Name</th>
<th>Base cargo capacity</th>
<th>Max cargo capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amarr</td>
<td>Providence</td>
<td>735,000 m³</td>
<td>918,750 m³</td>
</tr>
<tr>
<td>Caldari</td>
<td>Charon</td>
<td>785,000 m³</td>
<td>981,250 m³</td>
</tr>
<tr>
<td>Gallente</td>
<td>Obelisk</td>
<td>750,000 m³</td>
<td>937,500 m³</td>
</tr>
<tr>
<td>Minmatar</td>
<td>Fenrir</td>
<td>720,000 m³</td>
<td>900,000 m³</td>
</tr>
</tbody>
</table>

In order to fly a freighter, such as the Caldari Charon, you will need to have Caldari Freighter level I. As you train up your racial freighter skill, the cargo capacity of your freighter will increase by 5 percent per skill level, and in the case of the Charon, with the max skill you will have over 981,000 m³ of cargo space.
The drawback of using a freighter is its speed. Freighters are very, very slow. While I would recommend you have a freighter available for use, stick to your industrial ship for the majority of your trading runs. Freighters are also favorite targets for player pirates; they will always assume you have something expensive in your freighter and will not hesitate to use suicide tactics to take down your freighter. Never use autopilot or leave the computer even for a moment when flying a freighter, as you may just find yourself back in a station in your pod.

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

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

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

Transport ships

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

Blockade Runners

Blockade Runners are specially designed to be the fastest industrial ships and to use the experimental Covert Ops Cloaking Device II, which will allow you to warp while in stealth. This gives the Blockade Runner the ability to jump into a system, enter warp, and then enter stealth, all the while only giving the slightest hint that you were ever there to any hostiles.
Blockade Runners should be fitted with defense primarily in mind, and when fitted this way, will only give you around 5,000 m$^3$ of cargo space. Use Blockade Runners when you need to enter hostile Low- and Null-Sec systems to pick up or sell small quantity of goods.

**Deep Space Transports**

Deep Space Transports are the slowest industrial ships out there but they have double the warp strength of any other ship. In order for hostiles to prevent you from entering warp, they will need to have three **warp disruptors** active on your ship at the same time, and that can be very difficult to do. Given the defensive strength of the Deep Space Transports, you can fit these ships for max cargo capacity and will get around 30,000 m$^3$ of cargo space. Use Deep Space Transports when you are entering sparsely populated Low- and Null-Sec systems to pick up or sell your goods.

**The Market**

As a trader, the Market is where you will be spending the majority of your time. The Market is where you will buy and sell the majority of your goods. It is also where you will be looking for your opportunities for profit. You should get very familiar with the Market interface, which you can see in the following screenshot:
The first thing you should do is to correctly sort your Market window. Make sure you have the **Price** under **Sellers** sorted by lowest to highest, and under **Buyers** sorted by highest to lowest. This will allow you to spot any price gaps, and therefore, opportunities for profit very quickly. You should also get very familiar with both the advanced buy and sell windows. Get in the habit of using buy and sell orders whenever you buy or sell. You can see an example of both in the following screenshot:
To access the advance sell window simply right-click on the item you want to sell and select **Sell This Item** and then click on **Advanced** in the bottom-right corner. If you see **Simple** rather than **Advanced**, then you are already in the advanced sell window. EVE will remember your choice and will open the advanced window from now on.

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

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

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

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

**The contracts system**

The **contracts** system is very similar to the **auction houses** of other popular MMOs. It is where you can go to buy/sell items from/to other players, and the only place to go if you want to auction off something. And up until recently, using contracts was the only way to buy and sell faction ships and items. As the player-driven economy of EVE is becoming stronger and stronger, more and more faction items are becoming available on the normal market.
You can access contracts via the Neocom. You may have to open the EVE menu and then select **Contracts** under **Business**. Once opened, you should see the **Contracts** window, something that looks like the following screenshot:

![Contracts Window](image)

**Buy, sell, and auction contracts**

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

To find a specific item, type the name of the item into the **Item Type** field on the left-hand side of the window. Then click on **Search** and you will get a listing of all contracts that contain the item you are looking for. You can then refine the results by using the filters on the left-hand side. You can specify what region of space to search, the **Contract Type**, and you can even set it to **Exclude Multiple Items** contracts or to show **Exact Type Match** only. You can also set the **Security Filters** to exclude or include High-, Low-, or Null-Sec space. Once you find a contract that you are interested in, double-click on it to open that contract and you should see a new window as shown in the following screenshot:
This window will give you the detailed information about the contract. Everything in red is what you will pay, and everything in green is what you will receive. As you can see in the screenshot, according to the **Info by Issuer**, this person is selling 1.2 million units of Mexallon at 35 ISK a unit or a total of 42000000 ISK. Not a bad deal, considering Mexallon sells for almost 55 ISK a unit on the normal market. If you want to accept this contract then just click on **Accept** at the bottom.

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

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

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

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

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

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

Intra-regional trading
**Intra-regional trading** occurs when you take advantage of the price gap on any item within the same region. This is the most common type of trading that occurs in EVE, as on the surface it looks the easiest. All you really have to do is to look at different items on the market, and when you see buy orders at a higher price than sell orders, you buy up as much as possible at the lower sell price, and then sell at the higher buy price. Your profit comes from the difference between the two prices.
This is how most traders make their profit. The problem with this kind of Intra-regional trading is that it is very limited; you constantly have to look for items with this kind of price gap. And then you have to go pick up the goods and then transport them to the selling station. It takes a lot of time and effort.

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

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

**Other trading methods**

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

As I mentioned before, in order to be successful in the trading career, you will need to learn and master all the different types of trading.
Secrets of trading
Trading can rival any of the other careers in EVE, both in how lucrative it can be and the amount of risk involved. You can make a billion ISK in a few days and lose it all instantly. While anyone who buys and sells on the market for profit can call themselves a trader, only after mastering a few secrets can you truly be a successful trader.

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

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

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

Don't be a one-way trader
Always look both ways when looking for trade routes. If you are going on a trade run, find a trade run for your return trip. Remember time equals ISK; if your cargo hold is empty, you are not making ISK.
Think outside the box

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

Summary

In this chapter you learned:

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

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

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

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

Why join a player corporation?

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

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

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

What to look for

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

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

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

Many corporations, especially the larger ones, will advertise that they have active members of all time zones. While this may be true, they will still be primarily in US or EU time and the amount of active members during the off time will be significantly fewer.
The final things to look for in a corporation are going to depend upon your needs and will most likely change as your time in EVE progress. Things such as corp operations and how often they take place, whether the corporation offers logistical support in helping you move around EVE, whether if the corporation has private forums and some kind of voice communication program, such as TeamSpeak or Mumble, are all going to depend on your preferences of the moment. Do not hesitate to change corporations as your needs change; just don't do it too often, else it may make joining a new corp difficult.

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

**How to find a corp**

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

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

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

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

To find out more information about any of the listed corps, simply click on the corp and a recruitment advertisement for that corp will be displayed. This can be seen in the following screenshot:
In the recruitment advertisement you can usually find the name of a recruitment officer or a public chat channel for the corp, in which you can get more information or have any questions answered.

I would suggest always contacting the recruitment officer for any potential corp. This is a good way for you to get a better feel of the members of the corp. But be very careful; if anyone asks you for ISK as a deposit or as a fee to help you into a Corp, run away as fast as you can. Never pay to join a corporation of any kind.
I would also suggest you head over to the EVE forums at https://forums.eveonline.com and check out the Alliance & Corporation Recruitment Center for possible corps to join. If you are inclined to do so, you can post in that forum a thread about yourself and what you want from a potential corp and recruiters will often respond to your thread or contact you directly. Just make sure information such as your activity of choice, the amount of skillpoints you have, and the times you will be active are included in your opening post.

Career benefits of a corporation

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

Mining

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

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

Mining foreman links

In addition to providing defense and industrial support, mining corporations will also have senior pilots with the ability to use mining foreman links. There are three different mining foreman links, and their names and descriptions are given in the following table:
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Harvester capacitor efficiency</td>
<td>Decreases the capacitor drain of mining lasers, gas harvesters, and ice harvesters</td>
</tr>
<tr>
<td>Laser optimization</td>
<td>Decreases the cycle duration of mining lasers, gas harvesters, and ice harvesters</td>
</tr>
<tr>
<td>Mining laser field enhancement</td>
<td>Increases the range of mining lasers, gas harvesters, and ice harvesters</td>
</tr>
</tbody>
</table>

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

**The Orca**

One of the ships that can fit mining foreman links is the Orca, as shown in the following image. The Orca has a base cargo capacity of 80,000 m³ and has bonuses for tractor beam range and velocity, survey scanner range, and the ability to fit all three mining foreman links at the same time. The Orca is able to sit in the middle of the asteroid belt and pull cargo cans from a full fleet of Hulks without any problems. The Orca also has on board a corporate hangar and a ship maintenance bay. The corporate hangar is nice, as it allows for the storage of sub battleship sized ships, but the ship maintenance bay is, in my opinion, the more important of the two.
If you are flying a Hulk you will most likely be using tech II strip mining laser and tech II mining crystals. The ship maintenance bay allows you to store mining crystals on board the Orca, so that when you need a new crystal you are able to retrieve it directly and not have to return to the station. Beyond all these benefits, the Orca also provides a 15 percent boost to the effectiveness of fitted mining foreman links when piloted by a fully-skilled pilot.

**Mining capital, the Rorqual**

While the Orca is impressive, it cannot compare to the ship in the following image, the **Rorqual**. The Rorqual is a beast and has a base cargo capacity of 290,000 m³. The Rorqual is also able to enter a deployed mode, and while deployed it can use special blueprints to compress the mined ore into a much more condensed version, thereby increasing the capacity to hold even more ore. When in deployed mode, the Rorqual can also provide a 50 percent bonus to the effectiveness of fitted mining foreman links. With a max-skilled pilot of course.
Chapter 7

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

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

**Manufacturing**

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

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

**Mission Running and Incursions**

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

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

In this chapter you learned the following:

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

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

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

Ships

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

Industrial ships

<table>
<thead>
<tr>
<th>Empire</th>
<th>Name</th>
<th>Base cargo capacity</th>
<th>Low slots</th>
<th>Skill required</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amarr</td>
<td>Bestower</td>
<td>4,800 m³</td>
<td>4</td>
<td>Amarr Industrial I</td>
</tr>
<tr>
<td></td>
<td>Sigil</td>
<td>3,000 m³</td>
<td>5</td>
<td>Amarr Industrial I</td>
</tr>
<tr>
<td>Caldari</td>
<td>Badger</td>
<td>4,125 m³</td>
<td>2</td>
<td>Caldari Industrial I</td>
</tr>
<tr>
<td></td>
<td>Badger Mark II</td>
<td>5,250 m³</td>
<td>3</td>
<td>Caldari Industrial III</td>
</tr>
</tbody>
</table>
The Geek Stuff

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

Freighters

<table>
<thead>
<tr>
<th>Empire</th>
<th>Name</th>
<th>Base cargo capacity</th>
<th>Max cargo capacity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amarr</td>
<td>Providence</td>
<td>735,000 m³</td>
<td>918,750 m³</td>
</tr>
<tr>
<td>Caldari</td>
<td>Charon</td>
<td>785,000 m³</td>
<td>981,250 m³</td>
</tr>
<tr>
<td>Gallente</td>
<td>Obelisk</td>
<td>750,000 m³</td>
<td>937,500 m³</td>
</tr>
<tr>
<td>Minmatar</td>
<td>Fenrir</td>
<td>720,000 m³</td>
<td>900,000 m³</td>
</tr>
</tbody>
</table>

Skills

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

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

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

## Manufacturing skills

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

### Industry skills

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

### Trade skills

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trade</td>
<td>Knowledge of the market and skill at manipulating it. Increases the limit of buy/sell orders you can have by four per skill level.</td>
</tr>
<tr>
<td>Accounting</td>
<td>Proficiency at squaring away the odds and ends of business transactions, keeping the check books tight. Reduces the tax paid on transactions by 10 percent per skill level.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Margin Trading</td>
<td>Ability to make potentially risky investments work in your favor. Reduces the amount of ISK needed when placing a buy order. This starts at 100 percent of ISK needed at level 0, with a 25 percent reduction per skill level, down to approximately 24 percent of ISK needed.</td>
</tr>
<tr>
<td>Broker Relations</td>
<td>Proficiency at driving down market-related costs. Reduces the amount of fees paid when setting up a market order by five percent per skill level, down to a minimum fee of one percent of the order's total value.</td>
</tr>
<tr>
<td>Marketing</td>
<td>Skill at selling items remotely. Each skill level increases the distance you can be from the item being sold when selling that item:</td>
</tr>
<tr>
<td></td>
<td>• Level I allows for the same solar system</td>
</tr>
<tr>
<td></td>
<td>• Level II allows for systems within five jumps</td>
</tr>
<tr>
<td></td>
<td>• Level III allows for systems within 10 jumps</td>
</tr>
<tr>
<td></td>
<td>• Level IV allows for systems within 20 jumps</td>
</tr>
<tr>
<td></td>
<td>• Level V allows for the entire region</td>
</tr>
<tr>
<td>Procurement</td>
<td>Proficiency at placing remote buy orders on the market. Each skill level increases the distance at which buy orders can be placed:</td>
</tr>
<tr>
<td></td>
<td>• Level I allows for the same solar system</td>
</tr>
<tr>
<td></td>
<td>• Level II allows for systems within five jumps</td>
</tr>
<tr>
<td></td>
<td>• Level III allows for systems within 10 jumps</td>
</tr>
<tr>
<td></td>
<td>• Level IV allows for systems within 20 jumps</td>
</tr>
<tr>
<td></td>
<td>• Level V allows for the entire region</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Daytrading</td>
<td>Allows for remote modification of buy and sell orders. Each skill level increases the distance at which orders can be modified.</td>
</tr>
<tr>
<td></td>
<td>• Level I allows for the same solar system</td>
</tr>
<tr>
<td></td>
<td>• Level II allows for systems within five jumps</td>
</tr>
<tr>
<td></td>
<td>• Level III allows for systems within 10 jumps</td>
</tr>
<tr>
<td></td>
<td>• Level IV allows for systems within 20 jumps</td>
</tr>
<tr>
<td></td>
<td>• Level V allows for the entire region</td>
</tr>
<tr>
<td>Visibility</td>
<td>Skill at acquiring products remotely. Each skill level increases the range of your remote buy orders:</td>
</tr>
<tr>
<td></td>
<td>• Level I allows for the same solar system</td>
</tr>
<tr>
<td></td>
<td>• Level II allows for systems within five jumps</td>
</tr>
<tr>
<td></td>
<td>• Level III allows for systems within 10 jumps</td>
</tr>
<tr>
<td></td>
<td>• Level IV allows for systems within 20 jumps</td>
</tr>
<tr>
<td></td>
<td>• Level V allows for the entire region</td>
</tr>
<tr>
<td>Retail</td>
<td>Ability to organize and manage market operations. Increases the limit of active orders by eight per skill level.</td>
</tr>
<tr>
<td>Wholesale</td>
<td>Ability to organize and manage large-scale market operations. Increases the limit of active orders by 16 per skill level. This skill stacks with the Retail skill.</td>
</tr>
<tr>
<td>Tycoon</td>
<td>Ability to organize and manage ultra large-scale market organizations. Increase the limit of active orders by 32 per skill level. This skill stacks with the Retail and Wholesale skills.</td>
</tr>
</tbody>
</table>
# Research skills

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

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

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

Mining lasers

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

Standard lasers

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

<table>
<thead>
<tr>
<th>Name</th>
<th>Tech level</th>
<th>Yield per cycle</th>
<th>Cycle time</th>
<th>CapAct per cycle</th>
<th>CPU</th>
<th>PG</th>
<th>Range</th>
<th>Mining crystal yield bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Deep Core Mining Laser I</td>
<td>Tech I</td>
<td>40 m3</td>
<td>60 sec</td>
<td>240 GJ</td>
<td>150 tf</td>
<td>2 MW</td>
<td>5 KM</td>
<td>-</td>
</tr>
<tr>
<td>Modulated Deep Core Strip Miner II</td>
<td>Tech II</td>
<td>120 m3</td>
<td>180 sec</td>
<td>90 GJ</td>
<td>80 tf</td>
<td>3 MW</td>
<td>10 KM</td>
<td>120 m3</td>
</tr>
<tr>
<td>ORE Deep Core Mining Laser</td>
<td>Faction</td>
<td>40 m3</td>
<td>60 sec</td>
<td>240 GJ</td>
<td>150 tf</td>
<td>2 MW</td>
<td>7 KM</td>
<td>-</td>
</tr>
</tbody>
</table>

### Strip miners

<table>
<thead>
<tr>
<th>Name</th>
<th>Tech level</th>
<th>Yield per cycle</th>
<th>Cycle time</th>
<th>CapAct per cycle</th>
<th>CPU</th>
<th>PG</th>
<th>Range</th>
<th>Mining crystal yield bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strip Miner I</td>
<td>Tech I</td>
<td>540 m3</td>
<td>180 sec</td>
<td>90 GJ</td>
<td>60 tf</td>
<td>10 MW</td>
<td>15 KM</td>
<td>-</td>
</tr>
<tr>
<td>Modulated Deep Core Strip Miner II</td>
<td>Tech II</td>
<td>250 m3</td>
<td>180 sec</td>
<td>90 GJ</td>
<td>60 tf</td>
<td>12 MW</td>
<td>15 KM</td>
<td>250 m3</td>
</tr>
<tr>
<td>Modulated Strip Miner II</td>
<td>Tech II</td>
<td>360 m3</td>
<td>180 sec</td>
<td>120 GJ</td>
<td>60 tf</td>
<td>12 MW</td>
<td>15 KM</td>
<td>360 m3</td>
</tr>
<tr>
<td>ORE Strip Miner</td>
<td>Faction</td>
<td>540 m3</td>
<td>180 sec</td>
<td>90 GJ</td>
<td>60 tf</td>
<td>10 MW</td>
<td>17 KM</td>
<td>-</td>
</tr>
</tbody>
</table>
## Ice miners

<table>
<thead>
<tr>
<th>Name</th>
<th>Tech level</th>
<th>Yield per cycle</th>
<th>Cycle time</th>
<th>Capacitor cost per cycle</th>
<th>CPU</th>
<th>PG</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ice Harvester I</td>
<td>Tech I</td>
<td>1,000 m³</td>
<td>600 sec</td>
<td>10 GJ</td>
<td>60 tf</td>
<td>10 MW</td>
<td>10 KM</td>
</tr>
<tr>
<td>Ice Harvester II</td>
<td>Tech II</td>
<td>1,000 m³</td>
<td>500 sec</td>
<td>15 GJ</td>
<td>66 tf</td>
<td>10 MW</td>
<td>10 KM</td>
</tr>
<tr>
<td>ORE Ice Harvester</td>
<td>Faction</td>
<td>1,000 m³</td>
<td>500 sec</td>
<td>15 GJ</td>
<td>66 tf</td>
<td>10 MW</td>
<td>12 KM</td>
</tr>
</tbody>
</table>

## Gas cloud harvesters

<table>
<thead>
<tr>
<th>Name</th>
<th>Tech level</th>
<th>Yield per cycle</th>
<th>Cycle time</th>
<th>Capacitor cost per cycle</th>
<th>CPU</th>
<th>PG</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gas Cloud Harvester I</td>
<td>Tech I</td>
<td>10 m³</td>
<td>30 sec</td>
<td>10 GJ</td>
<td>60 tf</td>
<td>2 MW</td>
<td>1.5 KM</td>
</tr>
<tr>
<td>'Crop' Gas Cloud Harvester</td>
<td>Tech I</td>
<td>10 m³</td>
<td>30 sec</td>
<td>10 GJ</td>
<td>60 tf</td>
<td>2 MW</td>
<td>1.5 KM</td>
</tr>
<tr>
<td>'Plow' Gas Cloud Harvester</td>
<td>Tech I</td>
<td>10 m³</td>
<td>30 sec</td>
<td>10 GJ</td>
<td>30 tf</td>
<td>2 MW</td>
<td>1.5 KM</td>
</tr>
<tr>
<td>Gas Cloud Harvester II</td>
<td>Tech II</td>
<td>20 m³</td>
<td>40 sec</td>
<td>15 GJ</td>
<td>70 tf</td>
<td>5 MW</td>
<td>1.5 KM</td>
</tr>
<tr>
<td>Syndicate Gas Cloud Harvester</td>
<td>Faction</td>
<td>10 m³</td>
<td>30 sec</td>
<td>10 GJ</td>
<td>26 tf</td>
<td>2 MW</td>
<td>1.5 KM</td>
</tr>
</tbody>
</table>
Ore types and mineral yields

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

Ore types

<table>
<thead>
<tr>
<th>Ore</th>
<th>Region of space</th>
<th>System security</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veldspar</td>
<td>All</td>
<td>1.0 and Below</td>
</tr>
<tr>
<td>Scordite</td>
<td>All</td>
<td>1.0 and Below</td>
</tr>
<tr>
<td>Pyroxeres</td>
<td>Amarr, Caldari</td>
<td>0.7 and Below</td>
</tr>
<tr>
<td>Plagioclase</td>
<td>Caldari, Gallente, Minmatar</td>
<td>0.9 and Below, Caldari 0.7 and Below</td>
</tr>
<tr>
<td>Omber</td>
<td>Gallente, Minmatar</td>
<td>0.7 and Below</td>
</tr>
<tr>
<td>Kernite</td>
<td>Amarr, Caldari, Minmatar</td>
<td>0.4 and Below, Amarr 0.7 and Below</td>
</tr>
<tr>
<td>Jaspet</td>
<td>Amarr, Gallente</td>
<td>0.4 and Below</td>
</tr>
<tr>
<td>Hemorphite</td>
<td>Amarr, Gallente</td>
<td>0.2 and Below</td>
</tr>
<tr>
<td>Hedbergite</td>
<td>Caldari, Minmatar</td>
<td>0.2 and Below</td>
</tr>
<tr>
<td>Gneiss</td>
<td>Amarr, Minmatar</td>
<td>0.0</td>
</tr>
<tr>
<td>Dark Ochre</td>
<td>Caldari, Gallente</td>
<td>0.0</td>
</tr>
<tr>
<td>Spodumain</td>
<td>Amarr, Minmatar</td>
<td>0.0</td>
</tr>
<tr>
<td>Crokite</td>
<td>Amarr, Caldari, Gallente</td>
<td>0.0</td>
</tr>
<tr>
<td>Bistot</td>
<td>All</td>
<td>0.0</td>
</tr>
<tr>
<td>Arkonor</td>
<td>Amarr, Gallente, Minmatar</td>
<td>0.0</td>
</tr>
<tr>
<td>Mercoxit</td>
<td>All</td>
<td>0.0</td>
</tr>
</tbody>
</table>

Ore variants

<table>
<thead>
<tr>
<th>Ore</th>
<th>First variant +five percent yield</th>
<th>Second variant +10 percent yield</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veldspar</td>
<td>Concentrated Veldspar</td>
<td>Dense Veldspar</td>
</tr>
<tr>
<td>Scordite</td>
<td>Condensed Scordite</td>
<td>Massive Scordite</td>
</tr>
<tr>
<td>Pyroxeres</td>
<td>Solid Pyroxeres</td>
<td>Viscous Pyroxeres</td>
</tr>
<tr>
<td>Plagioclase</td>
<td>Azure Plagioclase</td>
<td>Rich Plagioclase</td>
</tr>
<tr>
<td>Omber</td>
<td>Silvery Omber</td>
<td>Golden Omber</td>
</tr>
</tbody>
</table>
The Geek Stuff

<table>
<thead>
<tr>
<th>Ore</th>
<th>First variant +five percent yield</th>
<th>Second variant +10 percent yield</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kernite</td>
<td>Luminous Kernite</td>
<td>Fiery Kernite</td>
</tr>
<tr>
<td>Jaspet</td>
<td>Pure Jaspet</td>
<td>Pristine Jaspet</td>
</tr>
<tr>
<td>Hemorphite</td>
<td>Vivid Hemorphite</td>
<td>Radiant Hemorphite</td>
</tr>
<tr>
<td>Hedbergite</td>
<td>Vitric Hedbergite</td>
<td>Glazed Hedbergite</td>
</tr>
<tr>
<td>Gneiss</td>
<td>Iridescent Gneiss</td>
<td>Prismatic Gneiss</td>
</tr>
<tr>
<td>Dark Ochre</td>
<td>Onyx Ochre</td>
<td>Obsidian Ochre</td>
</tr>
<tr>
<td>Spodumain</td>
<td>Bright Spodumain</td>
<td>Gleaming Spodumain</td>
</tr>
<tr>
<td>Crokite</td>
<td>Sharp Crokite</td>
<td>Crystalline Crokite</td>
</tr>
<tr>
<td>Bistot</td>
<td>Triclinic Bistot</td>
<td>Monoclinic Bistot</td>
</tr>
<tr>
<td>Arkonor</td>
<td>Crimson Arkonor</td>
<td>Prime Arkonor</td>
</tr>
<tr>
<td>Mercoxit</td>
<td>Magma Mercoxit</td>
<td>Vitreous Mercoxit</td>
</tr>
</tbody>
</table>

Refining mineral yield

<table>
<thead>
<tr>
<th>Ore</th>
<th>Batch</th>
<th>Tritanium</th>
<th>Pyerite</th>
<th>Mexallon</th>
<th>Isogen</th>
<th>Nocxium</th>
<th>Zydrine</th>
<th>Megacyte</th>
<th>Morphite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veldspar</td>
<td>333</td>
<td>1000</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Concentrated Veldspar</td>
<td>333</td>
<td>1050</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Dense Veldspar</td>
<td>333</td>
<td>1100</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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<tr>
<td>Scordite</td>
<td>333</td>
<td>833</td>
<td>416</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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<tr>
<td>Condensed Scordite</td>
<td>333</td>
<td>875</td>
<td>437</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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</tr>
<tr>
<td>Massive Scordite</td>
<td>333</td>
<td>916</td>
<td>458</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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</tr>
<tr>
<td>Pyroxeres</td>
<td>333</td>
<td>844</td>
<td>59</td>
<td>120</td>
<td>-</td>
<td>11</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Solid Pyroxeres</td>
<td>333</td>
<td>886</td>
<td>62</td>
<td>126</td>
<td>-</td>
<td>12</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Viscous Pyroxeres</td>
<td>333</td>
<td>928</td>
<td>65</td>
<td>132</td>
<td>-</td>
<td>12</td>
<td>-</td>
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</tr>
<tr>
<td>Plagioclase</td>
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<td>256</td>
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<td>-</td>
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</tr>
<tr>
<td>Azure Plagioclase</td>
<td>333</td>
<td>269</td>
<td>538</td>
<td>269</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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</tr>
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### NPC damage types

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

<table>
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<tr>
<th>NPC faction</th>
<th>Damage type to defend</th>
<th>Damage type to deal</th>
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<td>Serpentis</td>
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<td>Thermal</td>
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<tr>
<td>Blood Raider</td>
<td>EM, Thermal</td>
<td>EM, Thermal</td>
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<td>Sansha's Nation</td>
<td>EM, Thermal</td>
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<td>Explosive, Kinetic, EM</td>
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<td>Kinetic, Thermal, Explosive, EM</td>
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<td>Thermal, Kinetic</td>
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<td>Republic Fleet</td>
<td>Explosive, Thermal, Kinetic, EM</td>
<td>Explosive, Kinetic</td>
</tr>
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<td>Caldari Navy</td>
<td>Kinetic, Thermal</td>
<td>Kinetic, Thermal</td>
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<tr>
<td>Amarr Navy</td>
<td>EM, Thermal, Kinetic</td>
<td>EM, Thermal</td>
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Mission agents locations
There are many specialized agents located throughout EVE that provide special missions or special rewards. They are all listed here.

Epic arc mission agents

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<tr>
<th>Epic arc name</th>
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<th>Agent</th>
<th>Corporation</th>
<th>Starting system</th>
<th>Faction</th>
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<td>Arnon IX Moon 3 - Sisters of EVE Bureau</td>
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<td>Right to Rule</td>
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<td>KardeRomu</td>
<td>Ministry of Internal Order</td>
<td>Kor-Azor Prime</td>
<td>Amarr</td>
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<tr>
<td>Penumbra</td>
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<td>AursaKunivuri</td>
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<td>Josameto</td>
<td>Caldari</td>
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<td>Syndication</td>
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<td>Impetus</td>
<td>Dodixie</td>
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Faction ship agents

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<th>System</th>
<th>Location</th>
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<th>Required standing</th>
<th>Reward BPC</th>
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<td>Jakri</td>
<td>Garisas Gate</td>
<td>30 Sansha Silver Tags</td>
<td>8.5</td>
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<td>Jakri</td>
<td>Garisas Gate</td>
<td>30 Sansha Gold Tags</td>
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<td>Jakri</td>
<td>Garisas Gate</td>
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<td>System</td>
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Data center agents

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<td>Kamokor, Saikanen, Ahtulaima</td>
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<td>Muer, Abenync, Ekuenbiron</td>
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Invention
Here you will find the two tools needed when attempting Invention of any kind.

Data interfaces

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<th>Name</th>
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<th>Minmatar</th>
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<td>Esoteric Ship Data Interface</td>
<td>Incognito Ship Data Interface</td>
<td>Cryptic Ship Data Interface</td>
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<td>Rigs</td>
<td>Occult Tuner Data Interface</td>
<td>Esoteric Tuner Data Interface</td>
<td>Incognito Tuner Data Interface</td>
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<tr>
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Decryptors

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<th>Gallente</th>
<th>Minmatar</th>
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<th>Production run</th>
<th>ME</th>
<th>PE</th>
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<td>Symbiotic Figures</td>
<td>Circuitry Schematics</td>
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<td>+9</td>
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<td>User Manual</td>
<td>Engagement Plan</td>
<td>Operation Handbook</td>
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<td>Tuning Instructions</td>
<td>Collision Measurements</td>
<td>Calibration Data</td>
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<td>0</td>
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<td>Prototype Diagram</td>
<td>Test Reports</td>
<td>Advanced Theories</td>
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<td>+1</td>
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<td>Stolen Formulas</td>
<td>Assembly Instructions</td>
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Planetary Command Center
upgrade levels

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

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Web resources

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

<table>
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<tr>
<td>evemon.battleclinic.com</td>
<td>EVEMon Character Manager</td>
</tr>
<tr>
<td><a href="http://www.evefit.org/pyfa">www.evefit.org/pyfa</a></td>
<td>Pyfa Fitting tool</td>
</tr>
<tr>
<td><a href="http://www.battleclinic.com/browse_loadouts.php">www.battleclinic.com/browse_loadouts.php</a></td>
<td>User submitted fittings for all ships in EVE</td>
</tr>
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<tr>
<td><a href="http://www.hb3.info/cosmos">www.hb3.info/cosmos</a></td>
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<td><a href="http://www.eve-survival.org/wikka.php?wakka=MisionReports">www.eve-survival.org/wikka.php?wakka=MisionReports</a></td>
<td>Detailed info on all kill missions in EVE</td>
</tr>
<tr>
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<tr>
<td><a href="http://www.eve-market-guide.com/invention.php">www.eve-market-guide.com/invention.php</a></td>
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</tr>
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</tr>
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</tr>
</tbody>
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Summary

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