

EVE 0.0 Survival Guide

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1) What To Bring :

- Ship you plan on making money in (Hulk, Ratter, etc)
- At least 1 hauler – Transports are great, but even a Badger I is wonderful to have
- A Shuttle or 2
- Extra PvP Ships (see section 5 for more details)
- Spare mods you use often
- LOTS of Ammo / Charges
- A few Giant Secure Containers (GSC's) if possible – Set them with your name before leaving station!!

Check with people to find out what type of rats are in the area, and bring appropriate resistance mods / damage types. Most corporations will have either station access or well stocked POSes. You should expect to be able to refit / store your ship(s) and have a place to store some items if you're living out of a tower. Some towers will have limited manufacturing facilities, for ammo and drones, but don't plan on it. If you have the anchoring skill and the appropriate access, you can anchor a few cans away from the POS, so they can't be scooped (if you're paranoid).

2) Skills You'll Want (sooner rather than later)

- High Speed Maneuvering 4 (MWD's are SOOOO important – I can't stress that enough!!)
- Anchoring 2 (good for mobile bubbles, GSC's, etc)
- Cynosural Field Theory 3 (quick enough to get, cynos are always needed by cap pilots)
- Signature Analysis 5 (reduces lock times – speeds up ratting, helps in PvP)
- Infomorph Psychology 2 or 3 (necessary for Jump Clones)
- Thermodynamics 5 (for overheating mods – helps keep you alive in tight spots!!)
- Propulsion Jamming 2 (Let's you use T2 Jammers and Webbers – great for PvP)

3) How To Get There

****TAKE THE TIME NOW TO UPDATE YOUR CLONE!****

Most corps / alliances will have a designated system for entry to 0.0. Check with your directors to find out where it is. If it is a low sec staging area, make sure you have scouts available. ALWAYS USE A SCOUT!! Nothing is more frustrating than dying before you even get out of empire. See if your corp can ferry out mods / ships for you. A lot of people have carriers and can make the run to your 0.0 home much safer than you can running them manually, and they can take a bunch of ships at once. Then, you just need to take a shuttle down.

If you ship your stuff via carrier to 0.0, you're in luck – shuttling is faster and risks a lot less ISK. It also means you won't need a scout THROUGH 0.0, just into the first system from empire. If you have to manually take down ships, or you have one that you just HAVE to have down there now, use a travel fitting. Standard travel fittings are:

- Cloak (not 100% necessary, but use it if you can)
- MWD – DON'T SKIMP AND USE AN AB!!
- Shield Extenders / Hardeners in remaining mid slots
- 2-3 Warp Core Stabilizers (WCS's) – USE NO FEWER THAN 2
- Inertial Stabilizers (iStabs) & Nanofiber Internal Structures (Nano's) in remaining low slots

If you encounter a pirate, the goal is to go back through the gate you just came in & hit a safe spot (see below for tips on making SS's). Open your scanner, uncheck the “Use Overview Settings” box, and scan at max range @ 360 degrees, and you'll be able to see if they are scanning you down if they are in your system. If so, bounce between SS's if you have no cloak!! If you have a cloak, just hit an SS and wait it out. Your scout will tell you when to proceed.

Before entering the first 0.0 system, make sure you have a scout and a destination set. Have your scout enter the 0.0 area before you, and once you start traveling, let your scout stay a jump or two ahead of you. Most scouts have their own preference, so check with them. Don't be surprised if 80% of the systems you go through are empty, but don't let it lull you into a false sense of security – the next red blob is only 1 gate away.

Assuming you arrive at your destination, your scout should have a place for you to go to “get safe” - a POS or a station. If it's a POS, don't start throwing your stuff all over until you find out where to put it. Most caretakers have specific ways they set up their areas, and keeping it clean makes it more enjoyable for all.

**** How to make Safe Spots - Easiest way to make SS's is to warp to a planet, make a BM halfway there, warp to another planet make a BM halfway there, warp to your first SS and make a BM halfway there, warp to your 2nd SS and make a BM halfway there. Don't worry about naming your BM's for now – do it when you're not being shot at. Now you have 4 SS's you can bounce between if you have no cloak You can NEVER have enough SS's!! Try to get them as far away from another celestial body as possible.****

4) PvP And You

If you're in 0.0, you WILL PvP at some point. Often you won't have any choice in the matter whatsoever. There are ways to avoid it, though, and if it's unavoidable, there are ways to make it much more pleasant. Here's a list of what you'll want for 0.0 PvP :

- Voice Comms* – Set them up BEFORE you join the PvP fleet!!
- A Couple of PvP-only ships
- Extra Ammo / Drones, different from what you rat with
- Open Intel Channels – Again, get in these BEFORE your first PvP fleet!!
- Rules for the area you're in (NBSI / NRDS, engagement rules for your alliance, etc)

PvP ships come in all shapes and sizes – even frigs are useful on the battlefield. Check with your corp / alliance for their PvP setups. A frigate with an MWD, scram and a webber is a VERY useful ship to have, as are ships that can jam. It's very frustrating to be in a BS and have a frigate that you can't hit hold you in place so his friends can pound you.

Always have your intel channels open in your chatbox, and drag your local window to a separate place from all the rest of your windows. Local chat is your best friend in 0.0 – it lets you know when enemies have arrived. Keep an eye on your intel channels, too. Don't be afraid to type in intel channels, but NEVER shoot the shit there. Depending on whether your group operates under a NBSI (not blue shoot it) or NRDS (not red don't shoot) depends on who you announce – if you are NBSI, announce all neutrals and hostiles (reds / oranges), but if you're NRDS, standard practice is to only announce hostiles. Try to announce the enemy character name followed by the system they are spotted in and what type of ship they are in if you know. If everyone announces this, then you can see where he's coming from and where he's going.

Always go to a POS / SS as SOON as enemies enter local. It only takes a few seconds for a good pilot to figure out where you are and what you're doing. Leave your drones in space, forget the BS spawn, just GET OUT. Avoid docking in stations if you have a POS – you can't get camped into a POS. If you happen to get ambushed in space and attacked, DO NOT scream “quick quick I need help!!”. Instead, announce that you're being attacked in intel, announce who's attacking and what ships they have. Do not expect to be saved – even worse than losing your ship is sending in 5 more ships to assist the victim one-by-one and getting them all blown up. If you get blown up, don't be a baby in local – it only makes you look foolish. Avoid smack whenever possible.

Be prepared to join PvP fleets to defend space and chase out enemies. While you don't need to join every PvP fleet for 1 or 2 guys, if you're being attacked by significant numbers, you must defend your land. After all, if you want to farm here, you're gonna have to chase away the occasional bandit. Not responding with force invites people to walk all over you, or even worse, take your farm. When a fleet is formed, join the appropriate voice comms and find out what ship type you should bring. If you don't have a choice, take what you have. Most FC's never turn down ships. Make sure you stay quiet on voice comms, so you can hear instructions. Do not announce on comms that you are under fire during an engagement – if anyone has reppers to save you, you should be on their watch list already.

- You don't need to be able to talk in voice comms, but you do need to be able to listen. It's much easier & quicker for an FC to say “Everyone aim at so and so” or “Warp out!” than it is to type it, and seconds save ships.

5) **Tips To Avoid Ship Loss**

- Always have your local chat separate from all other chats
- Never AFK in a belt – not even for a “quick pee”
- Watch intel channels
- Have an alt or a scout in the next system over
- Stay aligned to your POS, a SS or a planet while mining / ratting
- Never mine / rat with a hostile in your system
- Always travel with a scout
- Ask a member of your alliance to help you make a set of PvP overview settings
- Always be in the standing gang for your area

6) **Making Money**

After all that doom and gloom, I hope I haven't scared you away. However, it's important to emphasize the risks before you know the rewards. And boy, what rewards they are. There's MANY different ways to make money in 0.0 – agents, static complexes, ratting, mining, scanning, supplying goods, etc. The most common ways are ratting and mining.

Ratting

Ratting is simply killing lots and lots of NPC pirates (rats) over and over. These rats can spawn in any asteroid belt in the game. The key to successful ratting is finding a place with enough belts to support your ratting speed. Try to have a battleship for 0.0 ratting. While it is possible in a BC, it takes much longer and doesn't make you near enough money. Try to find a system with at least 5-6 belts. Then, you'll proceed to go from belt to belt “chaining” rats. Most (99%) of NPC's in EVE spawn in groups. In 0.0, you have 2-3 of 2 different ship types. Usually it's a couple of frigs or cruisers with a couple of BS. If you kill off all of the BS in a group, and leave the frigates or cruisers alive, then instead of spawning a new, random bounty NPC, it respawns the EXACT same ship you killed off earlier*.

For example, lets say you are in a system with 6 belts. You go to belt 1, and there's 2 frigs and 3 cruisers, with a highest bounty of 250k. Kill all these ships – we don't want them around since they aren't worth anything. In belt 2, there's nothing. In belt 3, there's 3 BS and 2 frigs. The BS have a bounty of 1.1m each. Kill the BS, but leave the frigs. While those frigs are alive, every few minutes those BS will regenerate with the EXACT same bounty. Keep doing this pattern. Eventually, you'll have a steady stream of BS you can blow up over and over. When you get to the end, go back to the top and start over. Rats spawn at gates, too, but sometimes it's not wise to go to them. Use your own discretion. Good chains can generate over 100m an hour.

On occasion, very rare spawns will generate – Officer spawns, Faction Spawns and Hauler spawns. Officers are the rarest of spawns, and usually drop the best loot. You can recognize them because instead of it saying “Angel Marauder” it will say “Saka Mizuno” or something to that effect. Faction spawns are your Dread Gurristas, your True Sansha's, etc. Both officer spawns and faction spawns can drop really rare, name items, faction ammo and other goodies. Hauler spawns are industrial ships that spawn with an escort in a belt. Blowing those up results in random mineral drops, from Trit to Megacyte. Sometimes hauler spawns will drop 50m trit, so it's handy to have a hauler nearby.

*Officer / Faction / Hauler spawns CAN NOT be chained

Mining

Arkonor, Bistot, Mercxit – not just the stuff of legends, but THE rocks to get rich on. Mining is best done in groups. Put your best miners in the best mining ships available, get a couple of haulers and have a place to haul to. It's not always recommended to mine in a station system, since those are beacons for pirates. Instead, most mining is done slightly off the beaten path. Try to have alt scouts in all the neighboring systems. Be aligned and ready to warp out when necessary. Also, make sure you have a place for your ore and a way to refine it. A Rorq, Orca or POS w/ refining array all work well. Never go AFK in the belt! A good mining group can mine out multiple belts in a day.

7) 0.0 Etiquette

- Don't smack in local whenever possible
- Say “GF” (good fight) or something to that effect in local, even if you just got whooped
- Don't leave unpiloted ships all over the POS shields
- Don't BS in intel channels
- Don't take things that aren't yours
- Ask before ratting / mining if the system is occupied by friendlies
- Don't break someone's chains

Above all guys, have fun! I know it seems like a lot, but if there wasn't so much damn money to be made and so much fun to be had, no one would be out here! 0.0 is a rough and tumble place, but where there is great risk, there is great reward!!