

EVE Online

# Highsec survival guide

by A.P.

# General Tools & Guides

**Only download tools from official locations. Downloading from anywhere else might result in your account being hacked. Unofficial installations are most likely infected with keyloggers.**

#1) EVEMon – skill planning tool. Location: <http://evemon.battleclinic.com/>

#2) EFT - EVE Fitting Tool. Location: <http://www.eveonline.com/ingameboard.asp?a=topic&threadid=548883>

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#3) Dotlan maps (online) – Location: <http://evemaps.dotlan.net/map>

#4) The best free and registration free killboard – <http://eve-kill.net>

#4.1) Battleclinic – The largest community site of the game with an integrated killboard and online fitting tool: Location: <http://eve.battleclinic.com>

#5) Free file hosting service for anything game-related: <http://eve-files.com>

#6) Agent search form: <http://eve-agents.com>

#7) The most complete industry guide on the web. Some articles might be slightly out of date, but the majority of articles are still valid. Location: <http://eve-guides.com>

#8) Complete missioning, exploration and PvE guide with detailed descriptions of every mission/exploration site. Location: <http://eve-survival.org/wikka.php?wakka=HomePage>

#9) CCPs official wiki: Location: <http://wiki.eveonline.com>

#10) [http://wiki.eveonline.com/en/wiki/Making\\_ISK](http://wiki.eveonline.com/en/wiki/Making_ISK)

#11) [http://wiki.eveonline.com/en/wiki/ISK\\_The\\_Guide](http://wiki.eveonline.com/en/wiki/ISK_The_Guide) – The ultimate guide

#12) EVE University wiki – A player-run school of everything EVE related. Run and maintained by the EVE University in-game corporation. Location: <http://www.eveuniversity.org/>

## The proper way to have a corporation

CEO of the corporation should be an alt that has just enough skills to open and hold a corporation. If you get frequent wardecs, it's against game rules to close a corporation to avoid wardec, but it is not against the rules for an individual member to leave the corporation. If you have an alt (that is just serving as a CEO, so he never even need to undock from station or be logged in) then you can move all members of your corporation to a new one, or leave to an NPC corporation until the wardec is gone (and a few days after that). Alt CEO still stay in you original corporation and hold it for you. When it's safe, you can return.

If you are not creating a secondary corporation, you can stay in an NPC one and stay in touch with your friends and corporation members on a private chat channel. However, you'll pay taxes to the NPC corporation, so this should be your last resort.

Most "pirate" corps that are doing highsec wardecs for fun will just move to another target. However, if you decide to have an industrial/PvE corporation and you get wardec'd by the same corp/people over and over again, consider petitioning them to CCP for "grief tactics". CCP is very liberal considering what "grief tactics" is, so you should try this only after the fifth or sixth wardec from the same people in the relative short amount of time.

This corporation holding alt can be trained in a day or two.

## The Beginning of a war

Why does some corp use a highsec wardec against your corporation that didn't do anything bad to anyone and have mostly new players in it? Because they are bored cowards, that's why. Despite so many options for easily accessible PvP: lowsec pirating, Faction Warfare, NPC and player controlled 0.0 space... they choose to wardec a peaceful corporation in highsec. That's the lowest form of lazy bastards in the game.

To get those kind of players off your back, you need to understand their mentality. If you know that they are lazy and just looking for some easy juicy kills, you just need to deny them their fun and they will forget about you. Avoiding them is a god choice, if you can pull it off. And, yeah... do not, under any circumstances, undock an industrial or mining ship under a wardec. That's exactly what they are after – a completely defenceless target with valuable cargo.

Alternatively, if you are willing, organized and have means to fight and beat them, they will for sure switch to another more easy target. Winning this kind of war isn't about who destroyed the most ships, but who destroyed the most ISK. So, if you, for example, lose a couple of t1 frigates and kill a t2 cruiser, you won the battle because they've lost the most ISK. If you decide to fight, the most important thing is to travel in groups (explained later).

## **Gathering intel**

It's very important to gather intel about the corporation that wardec'd you. During the initial 24h from the wardec (when you still can't fight) gather as much intel as you can about your enemy's members. How many active character do they have, what are the names of the characters, what ships are they flying, what races of ships are they flying, what ship fits are they using, where are they playing, when are they usually online, do they attack solo or in groups, do they have some players that always play together, do they have friendly corporations that fight by their side, how old, successful and experienced in PvP are their members...

Looks like a lot of info that's impossible to gather, but it's not like that. Everything you need to know is located on a publicly accessible killboard (eve-kill.net is the best, but Battleclinic can be useful too). Do not google for a killboard of the targeted corporation, because their private killboard can be incomplete (they usually don't post their losses on their own killboard). On a public killboard, however, even if they don't post their loss, the killer will post his kill and the list will be complete.

## **Keep your comms tight and always watch local**

War can't be won without intelligence. Experience has shown that the separate war intel chat channel is the best solution for reporting locations, ship types and movement of war targets. That way you have corp chat clear for everything else. You can create a new chat channel and configure it so only your corporation members can access it.

As soon as you see a war target in some system, report it in this intel channel. If you saw where he's going and what ship is he flying, report that too. But, keep it short and clear.

Examples:

"<character\_name> Pator nv" (nv = no visual)

"<character\_name> Eystur on Hek gate Drake"

"<character\_name> Nakugard docked in 5-12 station"

"any eyes on <character\_name>?"

You don't need to type character name in the intel channel, just drag his name from the local chat list to the intel chat. You don't even need to type the name of a system where you are at the moment. Drag the white triangle by the solar system name in the upper left corner of the window to the intel channel.

## **Always be in a fleet**

It doesn't matter if the most experienced of you isn't online at the moment. Forming and being in a fleet is one of the most useful things you can do while in war. At first, you'll use it to warp to a friend in trouble. As the time progress, some of you will train Leadership skills that give bonuses to every ship

in the fleet. It's important to note that the creator of the fleet does not have to manually invite everyone – that's what's Fleet Finder tool is for (one of the icons in the main menu). Read the complete guide for fleet finder here: [http://wiki.eveonline.com/en/wiki/Fleet\\_options](http://wiki.eveonline.com/en/wiki/Fleet_options)

## Try to move in a group (scouting)

It's always safer to move in a group with one or more scouts. In most cases you'll need one forward scout (a scout who is always one jump ahead of you), but if you want to be sure, a rear scout could be useful too (a scout that is staying one system behind you to make sure that you're not followed). Even if you just need to move a ship, or some other stuff yourself as an individual player, team up with some available friend from the corp and ask him to scout you to the destination. A scout is usually a small fast disposable ship (frigate, interceptor or ideally stealth bomber or covert ops frigate)

Step by step scouting procedure (on-grid = you can see ships and what's happening at the object, be it a station, gate or something else; off-grid = you can't see ships at the object, but whoever is there can't see you either):

- Everyone is in a station. Scout undocks, uses on-grid insta undock bookmark and reports if a station is clear;
- Fleet undocks and warps to insta-undock off-grid bookmark;
- Scout goes to the gate of the first system in route while the fleet uses off-grid safespot at the gate you are going to pass through;
- Scout jumps through, reports number (and names) of wartargets if any and reports status at the gate (called "in-gate" – gate that is used to get in the system) (for example: AT Puppet in local, gate clear);
- If the gate is clear, fleet jumps in and goes to the next safespot near the next gate on route, while scout warps directly to the other (called "out-gate" – gate that is used to get out of the system) and reports the situation. (for example: "out gate clear" or "AT Puppet on out gate in Drake"
- If the out gate is clear, scout jumps in the next system. Repeat this until destination has been reached.

– If the in-gate is camped, a scout has a couple of options depending on what the scout is flying. The scout should inform the fleet that the gate is camped and that they shouldn't move from their safe spot on the other side of the gate. Stealth bomber/covert ops frigate can warp out to some celestial or a safespot and cloack immediately. (Stealth bombers/covert-ops frigates can warp while cloacked, so does Force Recon ships like Rapier and Falcon, so basically you click warp to, and cloack immediately as fast as you can). Cloaked ship can return 10km off the gate and observe the situation from there. When the gate clears, the fleet can proceed.

If the scout is in any other ship (that can not warp while cloaked), there are two options but in both cases **HOLD THE CLOAK** as much as possible. You can either try to warp out to a safespot or burn to the gate (mwd on), it's your choice and depends on the situation and fleet composition of the war targets. If you think you can warp out and warp back 100km from the gate (or even better use an on-grid safespot at 200km), do it. If not, burn back to the gate, jump through and align somewhere (mwd off); after a while you can check out the other side of the gate again to see if the camp is gone.

Holding the cloak is very important for the scout. When you jump, there is a session change timer of 20 seconds. During that time, even if you burn back to the gate and try to jump, you'll be unable to jump because of the session change timer. After you jump in a system, the default cloak activates and protects you for 30 seconds – longer than a session change timer, so you'll be able to burn back to the gate and jump through as soon as you get near the gate.

**Always turn on the session change timer indicator (ESC menu, General Settings, upper left corner of the window). The session change timer indicator is shown in the upper left corner of your screen as a small circle. Hover over it to see how much longer will it last.**

- If the out-gate is camped, the scout should jump through and reapproach the gate. If wartargets follow the scout, he should warp to a safespot (on-grid scouting one if present) as soon as war targets

enter the system. If they don't follow, you should send another scout to sit far away from gate and observe the war target's movement.

NOTE: You can see in local if someone followed you even before the gate flashes. There will be a second or two from the time someone appears in local to the time when the gate flashes and they actually enter the system – just enough time for you to warp out.

**IMPORTANT: When you are in a gang and waiting on a safespot, always align to somewhere (usually it's a gate). Your fleet commander should tell you where to align and you simply must align to the same thing.** This is done because of the combat probes. Wartargets can find you and warp to you using combat probes, so it's best to stay aligned and use the on-board directional scanner to see if anyone is approaching you. If your fleet is made of different ship sizes, try to be aligned as a group – frigates are faster than cruisers and much faster than battlerisers. Spreading out too much is not good if you get found by the war targets and have to fight. If you are waiting for a long time on a safespot and get spread out, warp out to some other spot and regroup, then warp back on your waiting safe spot.

## **Docking games – play it safe or avoid it completely**

Docking games are the lowest form of PvP in EVE. It's cowardly and boring at the same time. That's why you should have insta-warpout safe spots outside stations you use – to avoid playing docking games.

How "pirates" play it:

- Solo docking game: undock in a heavily tanked battleship or battlecruiser with as much DPS you can fit. Sensor booster is a plus. No afterburner or microwarpdrive needed, since you'll not move from the docking radius. Wait for a target to undock, target, scramble, web and shoot him. If his friends undock and you can't tank them, deagress and dock.
- Trap docking game: undock with the same setup as in solo game, but have friends in the next system or in the same station ready. When the target undocks, target, scramble, web and shoot him. When his friends undock, signal your own friends to get in the fight and gank them all. For this game you'll need remote repair fitted battleships or a logistics ship. Throw in an ECM fitted Scorpion for complete obliteration.

How you should play it (assuming that you are "the target"):

Just don't play it... as simple as that. Use insta-undock safespots to warp out, take a scout with you and go wherever you need or want to go. Alternatively, you can play it semi-safe with a heavy missile Drake or some other long range battlecruiser. Warp out to your insta-undock safe spot and approach the station from the opposite side of the undocking spot. Get 40 km from the target and be in the docking radius. Shoot the target until he docks or you feel that you are in any danger. However, this is not completely safe, because the "pirate" can have a neutral alt in his fleet that will approach you, so that his friends can warp directly on you and reduce you to dust within seconds.

## **Winning a highsec war isn't always about making more damage**

Sometimes it's about playing it safe and not providing them easy killmails. Use scouts when moving ships to avoid gate camps, avoid docking games... in one word do whatever you need to do to deny them killmails. A wardec lasts for a week. If they see that they can't get easy kills from your corporation, then they'll simply switch to another one and leave you alone.

## **Blackbirds, Blackbirds and more Blackbirds**

Blackbird is a cheap, t1 Caldari cruiser that have a unique role – ECM jamming

(<http://wiki.eveonline.com/en/wiki/ECM> ). It's a chance based electronic warfare that, when successful, prevents the affected ship to target anything. Be careful when you are fighting against ships that use drones, tho. Drones can attack you even if the ship that launched them can't target you (to activate this option, click on the little white triangle in the upper left corner of the drone control window and adjust settings. Set to Aggressive and the drones will attack the next target after they have finished destroying the last one, even if you can't target anyone. To activate drones on the first target, however, you must deploy them on a ship that you have targeted first).

Blackbird have 6 medium slots and, since you always need MWD, you can fit 5 ECM modules that can, if you're lucky, incapacitate 5 enemy ships.

NOTE: Use racial specific jammers on different ships. You don't need to know the names of the modules, just match the colours.

- Amarr have golden yellow background of a ship icon – use golden yellow ECM module
- Caldari have dark blue background of a ship icon – use dark blue ECM module
- Minmatar have rusty red background of a ship icon – use rusty red ECM module
- Gallente have light cyan background of a ship icon – use light cyan ECM module.

Usually, a Blackbird is "rainbow" fitted – one of each kind – plus one multispectral jammer (lower strength, but divided on all races). However, if you know the exact fleet composition of your war targets, fit what you need only + 1 multispectral (just in case).

If you need to get away and have a Blackbird with you, tell him to jam whoever is warp scrambling you and both of you can get away. T2 variation of a Blackbird is Falcon – much stronger ECM (higher chance of getting a successful jamming cycle) and the ability to warp while cloaked.

## **Avoid being wardec'd in the first place**

Many, if not all lowlives that call themselves PvP-ers because they wardec an industrial/PvE based corporation are basically lazy bastards that can't be bothered to move their entire base of operations to some remote area a couple of jumps from main trade/mission hubs and populated space. That's because in trade hubs, like Hek is, and mission hubs, like Emolgranlan/Nakugard are, they will have a decent amount of easy targets – industrial ships and PvE fitted ships. Finding your own base of operations, some quiet low populated area of space, effectively reduces the chances of a wardec for 50%, if not more.

Trade hubs should be used just for that – trade. You should not mine, do missions or live there all the time. You should not even have a corporation office in the trade hub until you can defend against wardec's. Many highsec wardec corps pick their targets from the list of offices in the station.

Main trade hubs are:

Jita – Caldari - [http://evemaps.dotlan.net/map/The\\_Forge/Jita](http://evemaps.dotlan.net/map/The_Forge/Jita) - the biggest trade hub in EVE.

Dodixie – Gallente - [http://evemaps.dotlan.net/map/Sinq\\_Laison/Dodixie](http://evemaps.dotlan.net/map/Sinq_Laison/Dodixie)

Orvolle – Gallente - <http://evemaps.dotlan.net/map/Placid/Orvolle> – nullsec supply trade hub

Amarr – Amarr - <http://evemaps.dotlan.net/map/Domain/Amarr>

Rens – Minmatar/Heimatar - <http://evemaps.dotlan.net/map/Heimatar/Rens>

Hek – Minmatar/Metropolis - <http://evemaps.dotlan.net/map/Metropolis/Hek> – mainly pirate trade hub (explained later)

You can find main mission hubs by opening a region you want to look at dotlan and applying filter "NPCs kills (24h)". Orange and red spots are mission hubs. Some of the biggest mission hubs in Minmatar space are Emolgranlan, Lustrevik, Pator, Nakugard and Hek. Do missions in them at your own risk.

# HEK – tactical analysis

Hek is the most interesting of all of the trade hubs. Its strategical location is fantastic. You can check and compare prices in 3 regions and 2 states in just one jump. Hek is in Metropolis region and its main trade hub, Eystur is in Heimatar region with Rens as a main Minmatar trade hub and you have Otou next door to Hek which is Gallente territory in Sinq Laison region. It is also one of the biggest pirate trade hubs in the game (where pirates go to buy stuff) because it's a 0.5 security level system and it borders with lowsec (Otou). That allows pirates that have low security status to get in and out of highsec without much trouble.

As you might or might not know, if you have a security status below -2.0, NPC police will attack you if you enter 1.0 sec level systems and any player is also free to shoot at you. Here's the complete table (copied from [http://wiki.eveonline.com/en/wiki/Security\\_status](http://wiki.eveonline.com/en/wiki/Security_status)):

- Players with -2.0 or worse will be attacked in 1.0 systems
- Players with -2.5 or worse will be attacked in 0.9 systems
- Players with -3.0 or worse will be attacked in 0.8 systems
- Players with -3.5 or worse will be attacked in 0.7 systems
- Players with -4.0 or worse will be attacked in 0.6 systems
- Players with -4.5 or worse will be attacked in 0.5 systems
- Players with -5.0 or worse will be attacked anywhere

Since Hek is 0.5 system, pirates that have sec status -4.5 or better can enter it. Since it's next to lowsec, pirates that would normally be attacked anywhere can get in in some agile ship, dock, buy what they need and quickly get out before they get attacked.

Demographics of Hek are interesting too. The shortest way from the main trade hub in game, Jita, where you can buy anything and everything that exists in the game often at lowest prices, to Minmatar is through lowsec route that ends in Hek. That lowsec area is populated with one of the biggest, most organized, powerful and respected real pirate alliances in the game - Negative Ten.

([http://evemaps.dotlan.net/alliance/Negative\\_Ten](http://evemaps.dotlan.net/alliance/Negative_Ten) / [http://eve-kill.net/?a=alliance\\_detail&all\\_id=1508](http://eve-kill.net/?a=alliance_detail&all_id=1508) ) with their main corporation The United ([http://evemaps.dotlan.net/corp/the\\_united](http://evemaps.dotlan.net/corp/the_united) ). I'm not overreacting when I say this... this is from my and the experience from every other player that has ever fought against them.

Their home system is Rancer ([http://evemaps.dotlan.net/map/Sinq\\_Laison/Rancer](http://evemaps.dotlan.net/map/Sinq_Laison/Rancer) ). Long time ago, before we joined Morsus Mihi, we were in an anti-pirate alliance and successfully fought everyone who stood in our way – except Negative Ten. We've tried everything, even throwing ~20 remote repping battleships at them with Falcon/ECM support and still got obliterated by their fleet. This makes other wannabe pirates extremely unhappy, because they can't freely play in that lowsec area without having good standings with Negative Ten. So, they populate in Hek and the surrounding area to try to find peaceful defensless young corporations to heal their ego.

Wannabe pirates usually don't do missions or mine, because they find it boring. Instead, they tend to gather at COSMOS constellations (<http://wiki.eveonline.com/en/wiki/COSMOS> ) - constellations of solar systems that have static PvE complexes often with rich rewards and unique items that can be sold for decent amount of ISK. The nearest COSMOS constellation to Hek is just one jump away – Ani Constellation ( <http://evemaps.dotlan.net/map/Metropolis/Ani#sec> ) with the entry point and home system to many: Nakugard solar system.

In one word, Hek is the center of bored, cowardly highsec wardec corporations and should be avoided as a home system at least until you can defend yourself. When you can defend yourself, feel free to move your base of operations in the area again (I suggest Nakugard as a home system).

## Searching for a home

Like I said earlier, a home should be a quiet low populated area of space. But that doesn't mean it can't be profitable area or far away from trade hubs. I've lived in two places when I started playing the game: Ani Constellation ( <http://evemaps.dotlan.net/map/Metropolis/Ani> ) , where I got my first wardec the same way you did) and the area around Eygfe ( <http://evemaps.dotlan.net/map/Metropolis/Eygfe> ). I've started in Eygfe area and then moved to Nakugard and Hek. What's good about Eygfe area? Well, it's not so populated, it's far away from lowsec, it's just 5-6 jumps from Hek, it has plenty of asteroid and even two ice belts, it has a couple of stations with free manufacturing slots and has mission agents of all levels. It also has a couple of interesting pirate-faction agents in Altrinur – in the Thukker Tribe stations. Thukker Tribe loyalty point store offers unique set of implants that can only be obtained from Thukker Tribe. If it's unique, it's valuable.

The area has been recently populated by Ivy League alliance and their main corporation EVE University – the biggest new player friendly alliance in the game that will teach any non-pirate how to play, fight and make ISK in EVE. I highly recommend their services... in fact, official policy of Morsus Mihi alliance for recruiting newb players is that they pass the courses of EVE University or other player-run school before applying to our alliance. Home system of EVE University is Aldrat ( <http://evemaps.dotlan.net/map/Metropolis/Aldrat> ) and they have positive standings with Morsus Mihi.

Of course, this is only a suggestion. You are free to explore the Dotlan map and combine it with eve-agents.com to find your perfect home. It doesn't even have to be in Minmatar, unless you already started doing missions for Minmatar agents and don't want to start over with another faction. Oh... and Gallente faction is connected with Minmatar faction, so if you do missions for Minmatar agents, your Gallente standing will rise too.

## To defeat a pirate you must think like one

[http://wiki.eveonline.com/en/wiki/Piracy\\_guide](http://wiki.eveonline.com/en/wiki/Piracy_guide)

## Closing Word

This guide is not complete , - far from it. It's just a couple of the most important things that I could think of. EVE is a huge game that can't be described in a simple guide, no matter how big that guide is. On the top of this guide, I posted a couple of the most useful links that you should use to seek additional information. Wiki.eveonline.com and EVE university wiki are the two places to search about anything game related, while the other ones are links to online tools and more specialized guides. Ship fittings can be obtained by using EVEMon application. EVEMon grabs ship fits (or "loadouts"... whatever you want to call them) that can be sorted by the player rating. Explore it and combine with EFT tool to get the ship fitting that you can use. Don't forget to read [http://wiki.eveonline.com/en/wiki/New\\_player\\_ship\\_fitting\\_guide](http://wiki.eveonline.com/en/wiki/New_player_ship_fitting_guide)

Fly safe and have fun. (and sorry for the typos/grammar... I don't have enough time for proper proofreading)