

Plan your life among the stars

an E-ON production

EVE

CAREERS GUIDE

APOCRYPHA EDITION [ENTER HERE >>](#)



WELCOME, CAPSULEER!

Most of what it takes to participate in EVE you already know: You have an instinct for survival. You know that it takes money to make money. You know that it's not about what you know, but who you know. You know too about safety in numbers, and the power of one. Well done, you already know enough. All that stuff about tracking speeds, price history, complex reactions and sovereignty... that's just technical filler. It can come later.

This document is by no means a guide to every possible career available to EVE players, for there are many more than could be incorporated and many more that are sure to be devised in the future. Instead, this is just a brief introduction to the types of tasks you can aspire to, those that can satiate a passing curiosity, or to avoid entirely.

As is hopefully apparent, many have found their own path in EVE by taking turns that are wildly divergent from what its makers envisaged. EVE is about relationships, prejudices, trust, greed and creativity more than it's about spaceships, trade and combat. New Eden is a very human universe, and with almost 300,000 people making up the population, it's a very dynamic one. Yes, it's harsh and uncompromising, frustrating and callous, but it's also illuminating in scope, vast in stature and utterly unique.

Fly safe,

Zapatero
Editor, E-ON magazine
www.eveonline.com/eon

ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

>> GUIDE HELP

MAKING SENSE OF EVE CAN BE TRICKY ENOUGH, BUT BUT IN THE WORDS OF ANOTHER FAMOUS GUIDE TO INTERGALACTIC LIFE –DON'T PANIC! WE'VE CATEGORISED EACH CAREER PATH INTO ONE OF FIVE GENERAL THEMES, HIGHLIGHTED THE AMOUNT OF WORK YOU'LL NEED TO PUT INTO IT, AND EVEN DISPLAYED HOW MUCH THE CAREER WAS DESIGNED FROM THE START...

ADMIN

Administrative careers in EVE are those concerned with player organisation and mobilisation, often as a route to mass-scale combat and the logistics of resourcing for the benefit of corporations, alliances and larger power blocs.

>> GO TO ADMIN

COMBAT

These are the more obvious tasks that an EVE player will engage in, and the ones closer in scope to other games you may have played. They are a good stepping stone to understanding the depth of play on offer.

>> GO TO COMBAT

ISD

The Interstellar Services Division is a volunteer organisation administered by CCP Games that recruits its members directly from the player base, one that while not integral to the EVE experience, is vital to EVE's integrity.

>> GO TO ISD

RESOURCE

Resources are at the very heart of conflict and cooperation in EVE. They must first be extracted, then processed before they are used in manufacture. In other games these would be the crafting classes.

>> GO TO RESOURCE

SERVICES

Roles extending outside of EVE into so-called 'meta-gaming' are what can be termed service careers. They include websites run by players and are therefore not subject to the constraints of EVE gameplay.

>> GO TO SERVICES

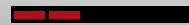
Skill Needed



Income Potential



Initial Investment



Danger Factor



Mobility



Group Dependency



SKILL NEEDED:

1: You could engage in this career immediately.

5: You may need to have six months of training to get started.

INCOME POTENTIAL:

1: Very little, about as much as mining in an Ibis.

5: You can expect to be making one billion ISK or more per day.

INITIAL INVESTMENT:

1: This career will require little to no finance to start upon.

5: This career shouldn't be tried without millions in the bank.

DANGER FACTOR:

1: Try this career and you'll be in virtually no danger at all.

5: You will die many, many, many times – get insurance!

MOBILITY:

1: You'll never even need to undock from a station.

5: You'll be chased from galaxy to galaxy like a mad dog.

GROUP DEPENDENCY:

1: Other people will just get in the way of your efforts.

5: You'd be mad to attempt this career on your own. Bring friends.

This scale shows how 'official' the career is, i.e. was it fully designed and implemented into the game mechanics by CCP from the start, or has it evolved completely organically by enterprising players manipulating the game world to their own ends? Many careers, while originally player-created, have since been embraced by CCP and had features built-into the game to help support them.

EVE HELP
GUIDE HELP

ADMINISTRATIVE

THE MANAGEMENT AND ARRANGEMENT OF PERSONAL AND PERSONNEL SERVICES IN THE PURSUIT OF ECONOMIC OR POLITICAL INTERESTS

“EVE IS SUCH A COMPLEX APPLICATION THAT IT IS IMPOSSIBLE TO UNDERSTAND IT WITHOUT PARTICIPATING.” – CCP ARKANON

- >> Accountant
- >> Alliance Executor
- >> Chief Executive Officer
- >> Council Representative
- >> Recruitment Officer

ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON



ACCOUNTANT

REQUIRES: ABACUS, A FORENSIC EYE FOR DETAILS
IF YOU LIKE THIS, TRY THESE: BANKER, BOOKMAKER, CEO
LINKS: >> ACCESS RIGHTS MANAGEMENT
FAMOUS PILOTS / CORPS: MANALAPAN, LAVISTA VISTA, SHAR TEGRAL

- Skill Needed
- Income Potential
- Initial Investment
- Danger Factor
- Mobility
- Group Dependency



Managing money doesn't sound like the most exciting job in EVE, but a reliable bean counter is vital to the budding corp or alliance. By overseeing ISK as it flows in and out, it can be good practice for someone who wishes to develop such skills in real life. It has actually been said by some that EVE accounting is more fun compared to

accountancy in the real world – though maybe the lack of stress and inclusion of spaceships is the cause. The game includes many tools that can make the number crunching easier. EVE is one of few games that comes with an in-built calculator (and the only game where a player could find one useful). Along with the swish abacus comes

API functionality that allows you to download data to a third-party program, as well as data export abilities for even further organisation and calculation. Most accountants will find something to do in more industrial-based corps; where figures must be watched carefully to ensure profit margins are high and expenditure is low (CEOs have a habit of trying to buy their own private Opux yachts), but even pirates need someone to divide up the booty. Being an accountant is very much a tributary to a more active career, but a good accountant can rake in an extra 5-10% commission if he finds the right corp. As time goes on, you will realise just how much potential a good accountant has. With player-run banks being created all the time, you could make a large amount of ISK working for or even running such ventures in league with others.

JUNIOR ACCOUNTANT >>
ACCOUNTANT >>
AUDITOR >>



A junior accountant has the ability to see all the individual corp wallets without having the ability to take from them – including the ability to view transactions and the journal. It's useful for allowing a player to crunch the numbers without putting the killy at risk. Some corps give several members junior accountant access so that every member can see how well the corp is run.

ALLIANCE EXECUTOR

REQUIRES: CORPORATIONS, TRUSTWORTHY ADVISERS, LONG-TERM GOALS
IF YOU LIKE THIS, TRY THESE: CEO, FLEET COMMANDER, PR CONSULTANT

LINKS: >> STANDINGS INFO >> EXECUTOR INFO

FAMOUS PILOTS / CORPS: SIRMOLLE, DARIUS JOHNSON, EVIL THUG, LONEWOLFNIGHT

Skill Needed

████████████████████

Income Potential

████████████████████

Initial Investment

████████████████████

Danger Factor

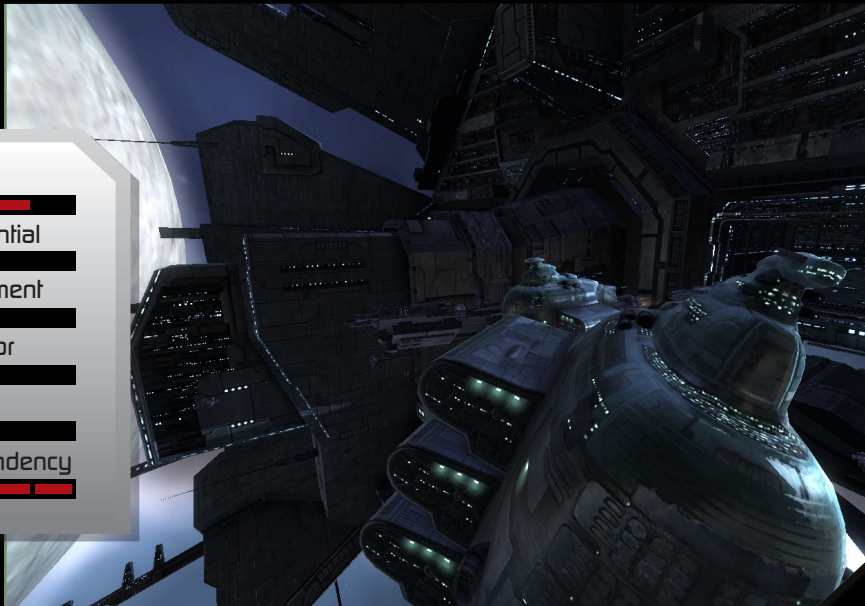
████████████████████

Mobility

████████████████████

Group Dependency

████████████████████



The alliance executor is the CEO of the executor corporation of an alliance. To be in such a lofty position either means you've declared yourself dictator or have been awarded the position by your loving directors in some kind of democratic process (not all alliances want a monarch lording over them however). A chief responsibility of

an alliance exec is the maintaining of standings with other alliances and corps as well as administrating applications for corps wishing to join you. The real job, of course, is to lead your pilots to victory, regardless of whether they number just a few hundred or many thousands. Ideally, all below you will be ready to lay down their

lives for glory and conquest – or peace and prosperity. How you manage to stir up such sentiment among your pilots is what may end up being the difference between a humiliating defeat or a rousing victory. The position of alliance leader is possibly the most challenging EVE has to offer. Only a handful of names have ever achieved the mantle of being living legends; some because of their public presence, others for their battlefield prowess, while others are remembered for losing huge vessels such as motherships or titans in battle. Being characters with many millions of skillpoints, leaders sometimes make the fatal error of leading from the front. The fledgling alliance leader would do well to remember that his enemies will often do whatever it takes to bring him down, and the alliance leader always has the furthest to fall.

AUTOCRAT >>

DEMOCRAT >>

FIGUREHEAD >>



There is but one way to run your alliance, with you as the sole dictator. What you say goes and those who disagree will be thrown out of the nearest airlock. The advantage of an autocratic system of government is that one vision is easier to project and a charismatic dictator can easily motivate their troops to extraordinary feats. At the same time, the failings of that one person can become magnified when things go wrong, from which it may be impossible to recover.

CHIEF EXECUTIVE OFFICER

REQUIRES: PEOPLE TO BOSS ABOUT, A GRAND VISION
IF YOU LIKE THIS, TRY THESE: ALLIANCE EXECUTOR
LINKS: >> ACCESS RIGHTS >> CORP MANAGEMENT GUIDE
FAMOUS PILOTS / CORPS: SOPHIE DAIGNEAU, SELEENE

Skill Needed

████████████████████

Income Potential

████████████████████

Initial Investment

████████████████████

Danger Factor

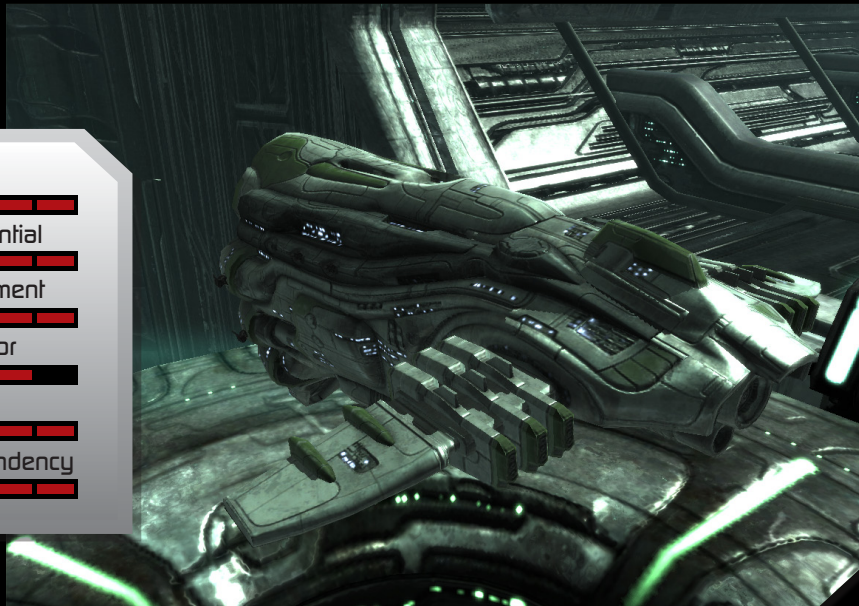
████████████████████

Mobility

████████████████████

Group Dependency

████████████████████



If you decide to be a CEO you're deciding to be a leader. Your corp members will look to you for direction, they will ask for advice and you will answer for their actions as well as your own. A CEO must handle all aspects of a corporation, from its industry to its military and everywhere in between, including setting taxes. Many would agree that

managing a corporation is too much work for one person and the daily routine has kept many a CEO from undocking for weeks. Thankfully, a CEO can appoint directors to deputise or head certain aspects of the corporation, but choose wisely for trust is too often gained easily. A CEO takes a path that runs deeper into the world of EVE than the

casual player. It can be a hard career to follow, and requires a few Level 5 skills as a prerequisite, but the rewards of ISK, ships, and respect are more than worth it. Some people form corps within their first few days in EVE. Others spend some time in existing player corps before leading a new one, and a small minority start out as new members and slowly move up the ranks to take over themselves. It would always be advisable to spend your first few weeks and months in EVE within a player corp before starting your own, making friends along the way (who could be your future directors), learn how the mechanics work and, if possible, ask your CEO for some responsibilities so you learn how best to lead other pilots. Basically, don't rush into things, because it's not just your own ships that you have to look out for, but those of everyone below you.

DIRECTOR >>

ROLES >>

KNOW YOUR RIGHTS >>

CORPORATION										
MEMBERS										
MEMBERS PER PAGE VIEW										
Roles										
Accounting (Divisional)										
XICON										
NAME	BASI	MASTER WALLET	2ND WALLET DIVISION	3RD WALLET DIVISION	4TH WALLET DIVISION	5TH WALLET DIVISION	6TH WALLET DIVISION	7TH WALLET DIVISION	8TH WALLET DIVISION	9TH WALLET DIVISION
Ae'Gis	-	✓								
Pagus III	-	✓								
Stora77	-	✓								
Xicon	-	✓								
Zapatero	-	✓	[Y]	[Y]	[Y]	[Y]	[Y]	[Y]	[Y]	[Y]

Life is hard at the top, which is why CEOs can draft in others to help them run the corporation. Directors gain the same abilities as a CEO – except the ability to pay out dividends or rearrange the corp structure – and are usually given a particular division to maintain, such as making sure production orders are filled, the military is always ready and/or the mining gangs are hard at work.

COUNCIL REPRESENTATIVE

REQUIRES: PASSPORT, THICK SKIN, AN EAR TO THE GROUND
IF YOU LIKE THIS, TRY THESE: DIPLOMAT, ALLIANCE EXEC, PR CONSULTANT

LINKS: >> CSM WEBSITE

FAMOUS PILOTS / CORPS: LAVISTA VISTA, JADE CONSTANTINE, VIK LUK

Skill Needed

██████████

Income Potential

██████████

Initial Investment

██████████

Danger Factor

██████████

Mobility

██████████

Group Dependency

██████████



The Council of Stellar Management is a body of EVE players that is democratically-elected by subscribers to represent them in discussing issues brought up via the Assembly Hall. Then, if deemed appropriate, to deliver these concerns formally to a CCP Council and, hopefully, elicit a resolution. Each council is active for six

months, during which time the nine elected CSM reps meet online to discuss which issues should go forward for further discussion with CCP. There are three formal meetings between the two councils, one of which is held in Reykjavik, Iceland. Immediately then, it should be obvious to anyone considering being a CSM rep that they should either have

the necessary documents to travel to Iceland, or be resident there already. Of course, it requires more than a passport and spare weekend to secure a trip to CCP HQ. Being elected necessitates that candidates be able to communicate their policies clearly and demonstrate an in-depth knowledge of all facets of EVE (especially those that form the basis of policy), and have a ready-made body of constituents who you can rely on for support. Being a fully active member of the CSM is arguably one of the most thankless jobs a player can aspire to. It's also one not likely to last beyond the next expansion since a CSM term can only serve two terms, one year, maximum. Of course, the benefits are that if meaningful changes are brought about as a result of your lobbying, you can claim a permanent place in EVE's history books, or, failing that, the patch notes.

ALTERNATES >>

SECRETARY >>

CHAIRPERSON >>



To call alternatives the best election losers would be accurate but also unfair. Though they may have missed out on the glamorous trips and bi-monthly meetings, their role remains an important one – to be ready to fill the breach should one of the main reps fall foul of real-life complications. Two of the current crop of CSM members were exemplary alternates during the first CSM, which helped their subsequent election chances no end.

RECRUITMENT OFFICER



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

REQUIRES: INTER-PERSONNEL SKILLS, IN-DEPTH KNOWLEDGE OF YOUR CORP
IF YOU LIKE THIS, TRY THESE: INSTRUCTOR, DIPLOMAT
LINKS: >> E-ON #002 >> RECRUITMENT CENTRE >> BACKGROUND CHECKS
FAMOUS PILOTS / CORPS: SIR TRUMP, MYNXEE, MITCH TAYLOR, LAIRD

Skill Needed

████████████████████

Income Potential

████████████████████

Initial Investment

████████████████████

Danger Factor

████████████████████

Mobility

████████████████████

Group Dependency

████████████████████



For a corporation to survive it needs new blood. It is the job of the recruitment officer to keep the ranks bulging with pilots. This career is not one requiring high skillpoints and so is a perfect contributory activity to your other ISK-making tasks. For this job you will need to be able to communicate effectively with potential employees and have

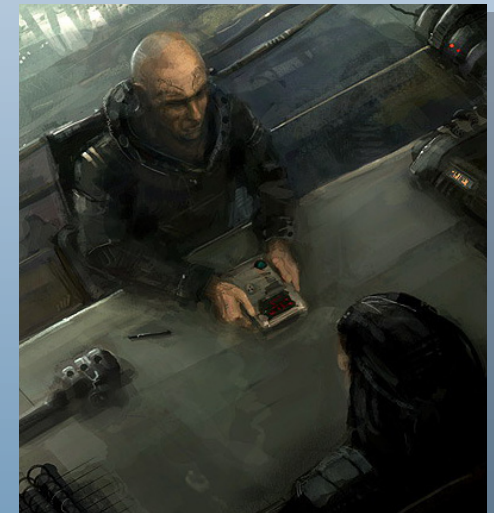
all the info they may ask at hand. Your goal is make sure they are right for your corp, that your corp is right for them and, assuming both boxes are ticked, to tempt them in. Some recruiters will offer free modules and ships (basic ones of course), or you may find it better to offer one-on-one tuition. Often your corp's activities will do the

talking. A no less important task is to ensure that the pilots you recruit are genuine. Spies and thieves are commonplace in New Eden, so thinking of some important questions or asking for some evidence that could catch out possible bad apples is a good idea. The recruitment officer is usually appointed by the CEO and directors and will also be given the power to accept applications to join. Some corps offer an ISK commission on each new member you hire, depending on their skillpoints (e.g. one ISK for every two skillpoints) in order to encourage you to find experienced players. However, recruiting a veteran can be a hard sell so get your facts straight. You may also be asked to make sure the members you recruit stick around. Your commission may be dependant on the staying power of your recruits, so look after your noobies!

RECRUITMENT CENTER >>

IN-GAME >>

ADVERTISING >>



Probably the first and best place to look for new recruits – or a corporation to join – is in the Alliance and Corporation Recruitment Center in the EVE forum. Check out the previous threads from the poster and go in-game to find out more about them and their previous employment history.

COMBAT

CAREERS DEALING WITH SPACE NAVIGATION AND FLIGHT WHERE COMBAT AND FRONTLINE SUPPORT IS THE MODUS OPERANDI

"TOUGH TIMES NEVER LAST, TOUGH PEOPLE DO." – CCP HELLMAR

- >> Bait Pilot
- >> Capital Ship Pilot
- >> Cloaking Specialist
- >> Damage Specialist
- >> Defence Specialist
- >> EWAR Specialist
- >> Fleet Commander
- >> Logistics Pilot
- >> Militia
- >> Scout
- >> Sniper
- >> Speed Specialist
- >> Tackler



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

BAIT PILOT

REQUIRES: A WILLINGNESS TO DIE, A RICH BACKER
IF YOU LIKE THIS, TRY THESE: TACKLER, EXPLORER, DEFENCE SPECIALIST
LINKS: >> CATCH OF THE DAY >> PVP INFO >> EVE PIRATE
FAMOUS PILOTS / CORPS: CYVOK

Skill Needed



Income Potential



Initial Investment



Danger Factor



Mobility



Group Dependency



It's not usual for any sane person to offer themselves as a sacrifice to victory, but in EVE death is not a permanent issue – at least not for many thousands of capsuleers like yourself. Truth be told, death for a pod pilot is more of a learning experience than a terminally debilitating one, hence why starting off your combat career with the full

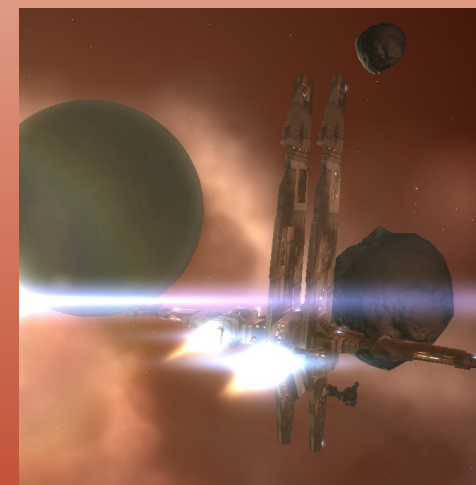
expectation of dying for the cause can be the fast track route to a life of glory. Sadly, offering yourself and your ship up as bait is not as easy as turning up in a cheap ship with even cheaper mods and waiting for the enemy to rip you to pieces. Being bait is not just about preparing to die, but trying to stay alive for as long as possible while your

gang mates manoeuvre to make the final kill. To do so you'll need to know about the science of 'tanking' and have some spatial awareness so as to keep your profile low to deflect damage. Perhaps the most important consideration of all is that you'll also want to make sure you are an attractive target, which means being in a ship that your enemy will see as either an easy kill, an expensive loss, or a threat to the success of their assault – but not too much of a threat that they will run as soon as they see you. Such a choice will largely depend on what sort of operation you're on, as well as your skills and bank balance. People often say don't fly what you cannot afford to lose, and it's advice you'd do well to heed. If you're going to fly bait, insist it's inside someone else's ship. Die for the cause if you must, but you shouldn't have to pay for it as well.

HIGH-SEC >>

LOW-SEC >>

NULLSEC >>



On small-scale mining ops, an Exhumer-class barge or its Tech I equivalent should be a tempting enough target, one that can be tanked fairly easily against raiding enemy gangs in high-security space. Mining battleships half-fitted to fight back are also tempting honey traps. Just make sure you return fire only, not instigate it – unless you're at war, of course.

CAPITAL SHIP PILOT



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

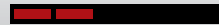
REQUIRES: MONTHS OF TRAINING, MILLIONS OF ISK
IF YOU LIKE THIS, TRY THESE: LOGISTICS PILOT, FLEET COMMANDER
LINKS: >> JUMP DRIVES >> CYNOSURAL FIELDS >> TITANS
FAMOUS PILOTS / CORPS: SHRIKE, LORD AZRAEL, OORT



Skill Needed



Income Potential



Initial Investment



Danger Factor



Mobility



Group Dependency



If a fleet contains a capital ship you can be sure it has a purpose, simply on the basis that pilots of EVE's most awe-inspiring ships are more purposeful than most. After all, it takes the better part of a year to learn the skills that will get them into the capsule of a titan, and even then there are many more days of offline study required before

proficiency is acquired, and we haven't even yet considered the cost. Undoubtedly, a capital pilot will have already served many tours of duty within their alliance, since there are few individuals able to finance the construction of such a large ship alone. In short, becoming the pilot of a titan or dreadnought isn't easy. Because of their size

and somewhat lacklustre handling capabilities, capital ships are unable to use the ancient jumpgate network, necessitating the use of on-board jump drives. As a consequence, navigation isn't measured in jumps, but in light years, with drive activations necessitating the use of jump fuel in the guise of isotopes (that are processed from mining ice fields). However, before they can even launch themselves, capitals need a destination, which is provided by another pilot in the target system activating a cynosural field generator. As a consequence, cap ships are not something you take out for a Sunday afternoon drive (certainly not without enough fuel for fear of becoming stranded), for without an advance fleet and a supporting one nearby, they are vulnerable – though they boast impressive firepower. Best used for a purpose.

DREADNOUGHTS >>

CARRIERS >>

TITANS >>



What they lack in logistical support capabilities, dreadnoughts more than make up for with sheer firepower. These are vessels created specifically to take down heavily-defended static and slow-moving targets, making dreads the most effective ships for besieging starbases as well as directly assaulting other capital ships.

CLOAKING SPECIALIST



ADMIN

COMBAT

ISD

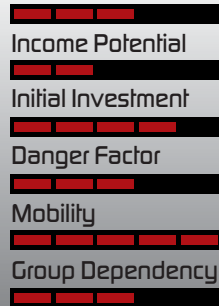
RESOURCE

SERVICE

E-ON

REQUIRES: CLOAKING DEVICE, CLOAKING SKILL, TECH II CLOAK-CAPABLE SHIP
IF YOU LIKE THIS, TRY THESE: EXPLORER, SCOUT
LINKS: >> RECON SHIPS >> COVERT OPS SHIPS
FAMOUS PILOTS / CORPS: VYGER, CAL HYDAR, KISMETEER

Skill Needed



It has something to do with the energies displaced by jumpgates, but all ships are able to stay cloaked when they arrive in a system. In this state a ship is undetectable, visible only to as a ghost to its own camera drones. However, the effect is only temporary. Were the pilot to navigate away from his position, the ship emerges from transparency

and is then vulnerable. If a more permanent ability to skulk in the shadows is what you seek then learning how to use cloaking ships is probably for you. Specialist cloaking ships are more able to sustain a shroud of invulnerability (assuming a cloaking device is fitted and made active), for which the strategic benefits should be obvious. However,

such ships can be slow and have their cloak disabled if they come within 2km of another ship, object or dust cloud, rendering the cloak immediately ineffective and the ship dangerously vulnerable. Among the vessels that can accommodate cloaking devices are covert ops frigates (including stealth bombers), force recon cruisers, black ops battleships and blockade-running transport ships. Although most cloaking specialists operate alone as scouts, explorers or reconnaissance pilots, advance gangs of stealth bombers and black ops battleships can often be deployed in advance of main attack fleets, making communication and gang leadership abilities a decisive factor in their successful use. Learning how to fly a cloaked ship is easy. Learning how to use it to its full potential is much more difficult.

COVERT OPS >>

FORCE RECON >>

BLACK OPS >>



Covert ops frigates are mainly used for spying on enemy movements, seeing as a cloak leaves you almost impossible to find. Stealth bomber frigates are only able to use an improved cloaking device, meaning they can't warp undetected, but they can try to sneak up on groups without noticing and launch cruise missiles or even bombs designed to destroy small to medium gate camps.

DAMAGE SPECIALIST

REQUIRES: HIGH DPS WEAPONRY, FAST TRACKING
IF YOU LIKE THIS, TRY THESE: SNIPER, DEFENCE SPECIALIST, FLEET COMMANDER

LINKS: >> DAMAGE PER SECOND INFO
FAMOUS PILOTS / CORPS: WARGOD, CRYSTOPH, LEE CHANKA

Skill Needed

Income Potential

Initial Investment

Danger Factor

Mobility

Group Dependency



It takes more than throwing a couple of turret modules or missile launchers onto a ship before it can be called a 'damage dealer'. Being able to dish out significant amounts of damage is what is required and to get the balance right depends on many factors, not least survivability ('tanking') and what mix of ships you may find yourself up against.

All other things being equal, damage can be dealt in one of two ways; either at close range or long range (in both cases combat should be conducted at optimal range, of course). Close range weapons tend to be more damaging, hence why damage specialist tends to refer to combat pilots who like to get in close and take out as many ships as

possible before going out in a blaze of glory. Regardless of the ship you intend to fly into certain death (and your fleet commander will have a few suggestions), you should be fitting turrets either of the blaster, autocannon or pulse laser variety, which due to better tracking ability are far more effective at hitting targets at close range than railguns, artillery or beam lasers. Deciding which ammunition to carry and when to swap out to another variety is also significant in deciding how effective you'll be. Getting into optimal range can sometimes be an issue, which is why close-range ships will fit for high speed in order to close the gap with the target as quickly as possible. Another tactic would be to use a tackler to pin a ship down, then the damage dealers should be able to warp directly on top of the target ship and let rip.

TURRETS >>

MISSILES >>

DRONES >>



The turrets you use should be the ones that give you the most volley damage for the amount of guns you can fit. Blasters, autocannons and pulse lasers are the highest damage turrets to use. Weapon upgrades that increase rate of fire and tracking will also be useful. Ammunition will also effect range, the higher the damage, the closer to the enemy your ship will have to be.



DEFENCE SPECIALIST

REQUIRES: HEAVY TECH II TANKING MODULES, ARMOR REPAIRERS, SHIELD BOOSTERS

IF YOU LIKE THIS, TRY THESE: LOGISTICS PILOT, BAIT PILOT

LINKS: >> E-ON #004 >> TANKING >> EVE TANKING.COM >> SHIELDS >> ARMOR

FAMOUS PILOTS / CORPS: NYPHUR, SANDY BROWN



for a heavy tank will reduce your damage potential due to the large power and CPU requirements, but not to an extent where you will become impotent. Short-range weapons are usually best for the heavy tank fit as they require less power and CPU than their long-range counterparts. A heavy tank is also advantageous if you are likely to be the primary target in a fleet so you can stay alive long enough for the enemy to be neutralized or for logistics ships to get a target lock and repair you. The successful tank is a ship piloted by someone who knows their enemy. Against pirate drones it's possible to tank multiple enemies indefinitely just by knowing the damage types they favour. Player ships are more difficult to predict, but it's still possible to put up a powerful defence as the damage is often dictated by the ships themselves.

Skill Needed ██████████

Income Potential ██████████

Initial Investment ██████████

Danger Factor ██████████

Mobility ██████████

Group Dependency ██████████

To be a specialist in defence is to be a survivor. The longer your ship stays in one piece the more chance you have to defeat your enemy. Tanking is the ability to absorb damage at a constant rate with either your shields or your armor (and in some rare cases your hull). There are two main types of tanking – active and passive. Active tanking

requires the use of modules that use a ship's capacitor charge to restore shield or armor hit points and increase damage resistance. Passive tanking is a preventative measure where resistance and recharge rates, aided by shield extenders, are enhanced to withstand damage until the threat is neutralised. Typically, fitting

SHIELD >>

ARMOR >>

SPEED >>



Shields are the first line of defence against incoming fire. They are an energy field that protect each ship and can be augmented by hardeners, extenders and boosters modules. Shields repair over time. If a ship has more mid slots than low slots it is usually a better ship to fit to tank shields.

EWAR SPECIALIST

REQUIRES: ECM JAMMERS, DAMPENERS, TRACKING DISRUPTORS. **ELECTRONICS SKILLS**
IF YOU LIKE THIS, TRY THESE: CLOAKING SPECIALIST, TACKLER
LINKS: >> E-ON #003 >> JAMMING >> ELECTRONIC ATTACK SHIPS
FAMOUS PILOTS / CORPS: JAMES LYRUS, LEXX JONLAN, MIKAL DREY

ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

Skill Needed

██████████

Income Potential

██████████

Initial Investment

██████████

Danger Factor

██████████

Mobility

██████████

Group Dependency

██████████



Whilst 'tackling' is part of a diverse range of electronic warfare (EWAR) specialties, and is probably one of the most important, it certainly isn't the only option fleet commanders can leverage to aid in the destruction of the enemy. The task of an EWAR division within any fleet is to render the enemies' damage potential useless,

by methods of affecting their targeting or neutralising their weapons altogether. Jamming modules prevent enemy ships getting a target lock by blocking sensors. Remote sensor dampeners reduce targeting range, as do tracking disruptors (if running the correct script), or else are able to reduce the enemy's ability to hit your

fleet. Energy neutralizers reduce the capacitor charge of the enemy so that they cannot fire their weapons or use their active modules. Whilst there are ships specific to the task of EWAR (known as electronic attack ships), with bonuses to particular electronic warfare systems and modules, pilots are just as likely to fit some kind of EWAR capability in any ship. For example, the scorpion battleship is a useful ECM jamming ship, and any ship with a spare mid slot can utilize an EWAR module. In a fleet fight, a commander will give specific orders to the electronic warfare division which may differ from those of the rest of the pilots. If there are enemy logistics ships present your commander will want their remote repairing abilities neutralised by disabling their ability to make a target lock. The point is that EWAR is as much a necessity to success as weaponry.

LOCKING >>

TURRETS >>

TARGET PAINTING >>



ECM jammers come in a number of flavours (magnetometric is effective against Gallente, LADAR against Minmatar, Radar against Amarr and Gravimetric Jammers are effective against Caldari). If you are unsure of the enemy you will face then a multispectral jammer is a safe bet as it will jam all ships equally.

FLEET COMMANDER

REQUIRES: GOOD COMMUNICATION SKILLS, MILITARY BACKGROUND

IF YOU LIKE THIS, TRY THESE: CEO

LINKS: >> E-ON #009 >> EVE VOICE >> GANG SUPPORT >> FLEET COMMANDER

FAMOUS PILOTS / CORPS: ARRS GRAZZNIC, SIVONA

Skill Needed

Income Potential

Initial Investment

Danger Factor

Mobility

Group Dependency



The success of your alliance will largely be judged upon its victories on the battlefield and those victories will have been orchestrated by the fleet commander (FC). Whether it is a tedious wait at a jumpgate or a direct assault on an outpost, an FC is required to direct strategy, call out orders and encourage the fleet to achieve its aims. A fleet commander

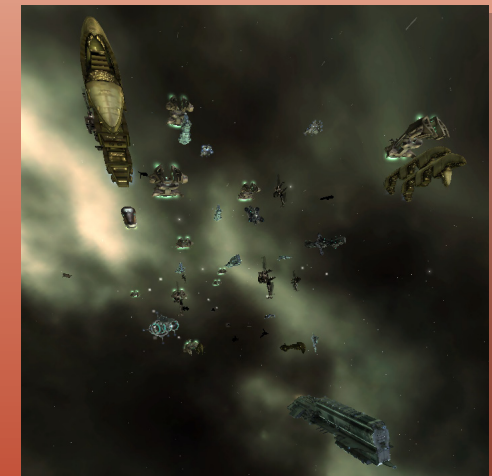
has to be an excellent communicator, and be able to stay calm under pressure, making it a priority to maintain fleet cohesion en route to, during, and even after the battle is over (assuming it ever gets started). Whether it be a raid into enemy territory or a swift retreat, an FC will mostly use real-time voice communication as typing

orders into chat windows is too slow for quick reactions. Larger alliances will usually have access to a Teamspeak or Ventrilo voice server, or will use EVE Voice, which is fully integrated with the in-game fleet command structure. There are a range of commands and general usage syntax you will need to get used to, but the most important orders that need to be made clear are which targets are to be called primary, secondary and possible tertiary. Aside from the orders coming down through the chain of command, it's important that the voice channels are kept clear of unnecessary chatter. Outside of the usual hierarchy, only scouts will have direct access to the FC, and the scout in turn will be the FC's eyes and ears. Discipline in the fleet is very important and pilots will quickly learn their place or lose it.

ALIGNING >>

HOLDING >>

OPTIMAL >>



When warping to attack you'll want your forces to arrive together. To ensure this happens, FCs will order ships to align towards an object so that when he orders the fleet into warp, they will all travel at the same speed (the speed of the slowest craft) and arrive together. Even just a dozen ships exiting warp together is a wonderful sight.



LOGISTICS PILOT

REQUIRES: REMOTE REPAIR SKILLS, CRUISER LEVEL V
IF YOU LIKE THIS, TRY THESE: CAPITAL SHIP PILOT, MINING SUPERVISOR
LINKS: >> COMMAND SHIPS >> LOGISTICS SHIPS
FAMOUS PILOTS / CORPS: XINDI KRAID, LOREENA NATAYOS



Skill Needed
 [Progress bar]

Income Potential
 [Progress bar]

Initial Investment
 [Progress bar]

Danger Factor
 [Progress bar]

Mobility
 [Progress bar]

Group Dependency
 [Progress bar]

The logistic pilots are the medics of the EVE battlefield. Their role is to keep important vessels intact by using remote armor or shield repairers, usually while under intense fire from the enemy. Because of their ability to provide sustained remote repairing, logistics cruisers are often called as a primary by enemy fleet commanders, which is

why it is not uncommon for there to be several remote repair modules or logistics ships active within a fleet to keep themselves and others alive. As a pilot operating as part of a so-called 'spider tank' (where logistic cruisers or battleships will remote repair each other) you will need to be on your toes as an enemy fleet will try to

switch targets often in order to try and out step the repair cycles. Once out of step, or if out of capacitor, a spider tank can quickly fall apart. Because of the need to retain a tight formation, logistics pilots utilize the broadcast system within a fleet where pilots under fire request the repair type needed, either shield or armor, to the fleet so the logistic pilots can find them and repair them quickly. Logistics support doesn't end with fleet battles. Many player-constructed structures will need repairs after enemy attacks before they can be put back in use. These can be time consuming, but are vital for full operations in 0.0 to resume. For example, cynojammers need to be kept online to protect your systems from incursion by capital ship fleets, whilst the jump bridges will aid your transport within sovereignty space without the use of jump gates.

LOGISTICS >>

DRONES >>

CARRIERS >>



The Caldari Basilisk and Minmatar Scimitar are the two shield-based logistics ships that have their transfer bonuses for remote shield repair modules. The Amarr Guardian and Gallente Oneiros are armor logistics ships as their bonuses are for remote armor repairing.



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

MILITIA

REQUIRES: FACTION STANDING OF 0.5, WILLINGNESS TO BE FIRED UPON BY ENEMY

IF YOU LIKE THIS, TRY THESE: TACKLER, SCOUT

LINKS: >> OFFICIAL GUIDE >> FW GUIDE >> FW CORPORATION LIST >> FW STATS

FAMOUS PILOTS / CORPS: VESHTA YOSHIDA, VAL ERIAN, STATE PROTECTORATE

Skill Needed

██████████

Income Potential

██████████

Initial Investment

██████████

Danger Factor

██████████

Mobility

██████████

Group Dependency

██████████



Corporations and alliances have been fighting each other since well before there were any independent pilot-run organisations allowed in New Eden. However, it was only recently, just under a year ago, that the four nation-empires of EVE openly started hostilities and begun recruiting pod pilots to the cause. The mechanism of

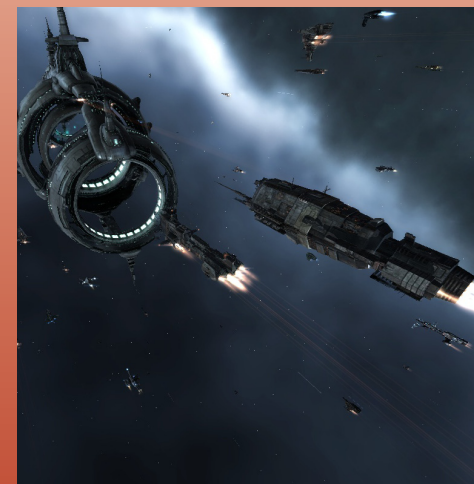
fighting for either the Amarr Empire, Gallente Federation, the Caldari State or Minmatar Republic is called Factional Warfare, and to get in on the action you must join one of the militia armies run by the faction of your choice (which doesn't necessarily have to be the one of your bloodline). When a pilot enlists he immediately becomes flagged

to both of the two opposing factions as if the militia is in a constant empire war. Most of the action, however, takes place in the border low-sec regions between each empire. A purple star will appear on every ship flying for your militia, displayed in your overview, and a red star will appear on every member of the two opposing militias. Your mission is to cleanse space of your enemies and claim systems for your faction. To capture a system your militia must control strategic points; the more points you capture, the more influence you gain until a control bunker in a system becomes vulnerable, at which point you conquer it. For the cleansing part, find their ships and envelope them with your holy laser fire (If you join the Amarrian 24th Crusade that is. Other militia's weaponry is less holy, though just as self-righteous).

JOINING >>

VERSUS >>

LOYALTY >>



There are militia offices located all over settled space, but your standing with the faction must be above 0.5 in order to join – which may require you to run a few agent missions first. Else, because militias operate more like alliances than NPC corps, you should join a player corporation already fighting for the best experience.

SCOUT

REQUIRES: GOOD COMMUNICATION SKILLS, PATIENCE
IF YOU LIKE THIS, TRY THESE: TACKLER, ADVENTURER, EXPLORER
LINKS: >> SCANNER OVERVIEW >> DIRECTIONAL SCANNING >> INTERSTELLAR TRAVEL
FAMOUS PILOTS / CORPS: JOERD TOASTIUS, DNIGHTMARE

Skill Needed

Income Potential

Initial Investment

Danger Factor

Mobility

Group Dependency



Whether via an impromptu gaggle of nomadic pirates, or an elaborate series of warp disruption bubbles set up by a determined enemy, few corporations can afford to suffer such an indignity as a 'gatecamp' slaughter when most can be easily avoided by having a single pilot stay one jump ahead of the main fleet. The role of a scout is simply

to be the eyes of the fleet, to stay ahead (but not too far ahead) and report back to the fleet commander on any ships that may be lurking in the next system. It's a skilled job, but not one that necessarily requires a massive cache of skill points. A good scout will be able to switch rapidly between the in-game map, the local chat windows

and the tactical and main camera views, and be able to intuitively know which ships, if any, are where in the system. A system full of ships does not necessarily mean they are hostile, it could be a mining gang working its way through the local belts. If the ships are flagged as pirates or enemies however, they could just as easily be waiting on the gate at the other end of the system, and if your fleet is not wanting to engage, even just a handful of pirates can cause a massive amount of expensive damage. As well as an acute sense of awareness, a scout should have a cool head and be able to communicate quickly and clearly with their fleet commander and ideally be in a ship agile enough to dart around a system plotting safe spots. Veteran scouts working regular routes will ideally have all the safe spots marked out for the fleet before the operation begins.

SCANNER >>

OVERVIEW >>

SAFE SPOTS >>



While it's possible to use the directional scanner to detect ships and objects within a certain field of view, it lacks any kind of functionality to allow you to warp to anything you find. For scouting it is an adequate tool, if somewhat crude. Scan probes are far more effective.

[ADMIN](#)[COMBAT](#)[ISD](#)[RESOURCE](#)[SERVICE](#)[E-ON](#)

SNIPER

REQUIRES: SHARPSHOOTER SKILL, A BATTLESHIP, GOOD EYESIGHT
IF YOU LIKE THIS, TRY THESE: DAMAGE SPECIALIST, SPEED SPECIALIST

LINKS: >> SNIPER INFO >> FITTING ADVICE
FAMOUS PILOTS / CORPS: HAAKELEN

Skill Needed



Income Potential



Initial Investment



Danger Factor



Mobility



Group Dependency



Fighting at range has been a valid tactic ever since humankind learned to hurl insults. In EVE, where there are no mountains in which an enemy fleet can take cover, long-range combat can be the most effective means of causing pain whilst avoiding any being sent in return. Pretty much any ship can be used in such a way, but as

the larger turrets can fire over longer distances, and only the larger ships can fire them, often battleships make the most effective sniping platforms, especially when long range for many pilots can sometimes exceed 150km. Of course, sniping can apply to any ship class operating at the limit of its optimal range, and in a situation where tackling

ships are bearing down on your position, cruisers fitted with tracking enhancement modules can be an effective deterrent since they can track smaller targets far better than any battleship. Traditionally, it's been the case for long range combatants to hang back and rely on a line of melee defenders to fend off any attempt to engage, and this is no less the case in EVE, except that snipers tend to rely on speed for defence rather than a fleet of brawling close-range ships. Thus, it's not very common for ships fitted for extreme range encounters to also be fitted to tank damage, as pilots are more likely to retreat and so will be fitted with microwarpdrives to maintain a safe distance. Aside from MWD, common fittings include sensor boosters and tracking computers to increase targeting range and firing range respectively.

TURRETS >>

MISSILES >>

DRONES >>



The damage output of sniper ships isn't as impressive as their equivalents fitted for close encounters, but often it's the range that matters more than DPS. Tech II beam lasers, railguns or artillery turrets are often favoured over their Tech I counterparts for this reason alone, since certain types of ammunition can extend weapons ranges further.

SPEED SPECIALIST



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

REQUIRES: NAVIGATION SKILLS, SPEED FITTINGS, AN INTERCEPTOR OR TWO
IF YOU LIKE THIS, TRY THESE: TACKLER, SCOUT

LINKS: >> FITTING >> RACING LEAGUES >> MICROWARPDRIVES

FAMOUS PILOTS / CORPS: TAKASHI KUROSAWA, KILLJOY TSENG, KAYLEIGH JAMIESON

Skill Needed

████████████████████

Income Potential

████████████████████

Initial Investment

████████████████████

Danger Factor

████████████████████

Mobility

████████████████████

Group Dependency

████████████████████



Each ship has a maximum speed, which can be increased by training certain navigation skills, fitting modules and rigs to your ships or using certain implants. Some modules, such as nanofibers, will increase velocity and agility, but at the expense of hull strength. Cargo expanders will increase cargo space, but reduce speed. Afterburners

only provide a temporary boost, whilst microwarpdrives (MWDs) provide a huge speed increase, but also increase the ship's signature radius, making it easier to hit for ships with slow tracking weaponry. Whether it's by interceptor or nanofiber-fitted heavy assault cruiser, speed is important to both small roaming gangs and

large static fleet fights and your ability to outrun or chase down enemies can turn the tide of a battle. Due to the limited range of warp scramblers and stasis webifiers, closing the distance between your ship and the enemy can decide whether he lives or dies. There are two factors that affect speed on any ship, how heavy it is and what modules you fit. An MWD is the best choice for speed; it increases your top speed by a factor of four, but the penalty for using one affects your total capacitor capacity. Plus, getting too close to an enemy can spell the end for your speedy little ship, as warp scramblers deactivate your MWD leaving you stranded. Speed can be excellent if you are fast enough to outrun the tracking of guns or the explosions of missiles – being able to withstand enemy fire by simply outrunning it is called 'speed tanking'.

SHUTTLES >>

ORBIT >>

RACING >>



They may not be able to fit any modules of any kind, but shuttles are cheap, available from pretty much anywhere and are agile enough that they can often slip through blockades if pirates are distracted by a juicier target (after all there's not much to plunder from a shuttle). If you need to get somewhere fast, a shuttle is often the best way.



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

TACKLER

REQUIRES: A FAST SHIP, WARP SCRAMBLING MODULES, LUCK
IF YOU LIKE THIS, TRY THESE: SCOUT, EWAR SPECIALIST
LINKS: >> TACKLING GUIDE >> MORE INFO
FAMOUS PILOTS / CORPS: DON ZOLA

Skill Needed



Income Potential



Initial Investment



Danger Factor



Mobility



Group Dependency



Pinning down an enemy is probably one of the most important jobs a pilot can do for his gang mates, and it's also one of the easiest roles to perform if your ship is correctly fitted. Tackling, as it's known, is about making sure an enemy ship cannot escape or get into a position to fight back, allowing your damage-dealing comrades to

finish him off from a position that advantages them. Though it can be performed by virtually any ship, tackling is best done in fast frigates, or, if you're more experienced, in Tech II interceptors. Closing in (but not getting too close in case he unleashes smart bombs against you), the basic idea is to use warp jamming modules on your enemy to

make sure he can't warp to safety, or stasis webifiers to slow the ship down so that he can neither enter warp, or get in range to engage its own targets. Like ants attacking a scorpion, the more tacklers you have the better the chance to pin down the enemy, and while its sting may be deadly, your speed, size and weight of numbers should keep you safe from battleships and other slow-moving vessels. While tackling isn't the most glorious route to being a PvP god, it's one that is sure to ingratiate you with your fleet buddies. Best of all is that the requirements for entry are very low, both in terms of ISK and skill points, and you can quickly learn the significance of transversal velocities and all the other concepts one must grasp to ascend the ranks of player combat. If you seek ultimate glory on the battlefields, tackling is the fastest and cheapest route.

BASIC >>

INTERMEDIATE >>

ADVANCED >>



Throwing a couple of warp scramblers in the mid slots of a frigate (perhaps leaving space for an afterburner or microwarpdrive to get you in range to activate them) is the best value way to stop an enemy ship in its tracks if you can keep up with it. Best results are of course achieved with a swarm of tacklers (safety in numbers, remember).

ISD

CAREERS DEALING WITH TECHNICAL AND GAMEPLAY SUPPORT,
UNDERSTANDING AND ADVANCEMENT

*“COME HELP US BRING THE MARVELOUS UNKNOWN TO THE ENTIRE
UNIVERSE OF EVE.” – ISD SERATHU*

- >> Bug Hunter
- >> Evelopedia Administrator
- >> Fiction Writer
- >> Interstellar Correspondent
- >> Support Officer

ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON



BUG HUNTER

REQUIRES: ACTIVE EVE ACCOUNT, A LOVE OF TECHNICAL DETAIL
IF YOU LIKE THIS, TRY THESE: SOFTWARE ENGINEER, ACCOUNTANT

LINKS: >> ECAID >> ISD >> BUG HUNTERS

FAMOUS PILOTS / CORPS: ISD BH SABAOTH, ISD BH COOKIEMISTRESS, ISD BH COANDA

Skill Needed

Income Potential

Initial Investment

Danger Factor

Mobility

Group Dependency



You will have gathered that EVE is a complex game. What you may not have fully taken in is that EVE's complexity isn't just derived from the many gameplay elements that have been created over ten years of development, but largely born out of having close to 300,000 people (between them having almost a million active characters) interacting

in the same universe. Other games can claim to have larger populations, but they live in small villages separated by impassable mountains compared to the sprawling cityscape of New Eden. That's why CCP grandly calls EVE the largest online game universe. The problem is that the largest online game universe will inevitably

experience a few wrinkles that have to be ironed out as quickly as possible. ECAID, or the Equipment Certification and Anomaly Investigations Division, is basically the team of ISD operatives who are pressed into service whenever a leak in EVE's pipework is detected. Dedicated to improving EVE for all, ECAID investigates any kind of issue that crops up, using special tools and cross-checking against a vast database to investigate and ultimately extinguish it out of existence. Reliant on player reporting, ECAID is a voluntary organisation lead by a dedicated team of senior CCP devs. ECAID is not a job for glory hunters, or for those seeking fame and fortune. Compared to the glamorous writers and scholars of YARR and IC, ECAID members are the grease-covered engineers of EVE, which is just how they seem to like it.

REPORTING BUGS >>

SINGULARITY >>

JOINING ECAID >>



You can file a petition via the login screen by clicking the 'Support' button, then selecting 'file a petition'. Or, from in-game, just press 'Esc' then click on the 'My Petitions' button in the bottom left corner of the options window. Petitions are handled by GMs (Game Masters), but you can be sure ECAID will be called in if the need warrants it.

EVELOPEDIA ADMINISTRATOR

REQUIRES: ACTIVE EVE ACCOUNT, EXTENSIVE IN-GAME KNOWLEDGE
IF YOU LIKE THIS, TRY THESE: WRITER, HISTORIAN, PR CONSULTANT, FILE ARCHIVIST

LINKS: >> EVELOPEDIA >> YARR! >> ISD

FAMOUS PILOTS / CORPS: ISD HUITZILOPOCHTLI TLALOC, ISD VAKIRI VAK'AMON

ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

Skill Needed



For more than a century, Yulai has been the administrative centre of CONCORD's labyrinthine records infrastructure, so it seemed the best place to site the latest division to be created as part of the illustrious *Division des Services Interstellaire*; the Yulai Archives & Records Repository Team – known to most as YARR (often

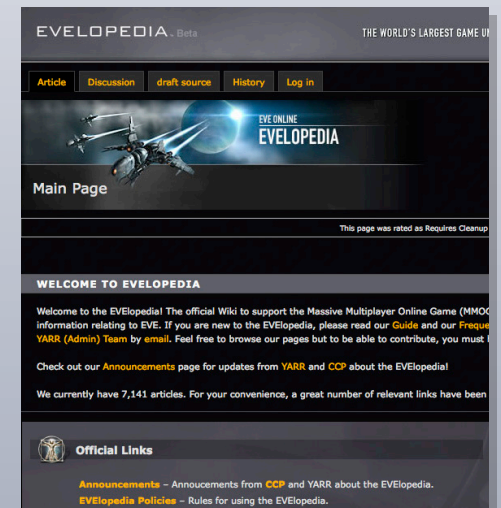
pronounced, with frightening emphasis, as "YARRRRRR!"). YARR is the guardian of ISD's latest venture the EVELOpedia, which is rapidly growing to be the central player-assisted knowledge base for all things pertaining to New Eden. Guides, glossaries as well as chronicles all reside there with more being moved over from their temporary

shelters, added or improved every hour of every day. Of course, as with all things EVE, the 'pedia is a feature open to abuse by those determined enough, which was precisely why YARR was formed. It is effectively a police force of moderators who investigate every new entry and every change made to existing entries to ensure the highest standards of accuracy are kept. Being a constantly evolving beast that depends on the efforts of others doesn't make the work easy. Although many guides remain across the threads of the EVE forums, the ongoing work to update and migrate the millions of words is only just beginning. As EVE evolves and expands, it may seem that the work will never end, but the dedicated members of YARR know that they have a lifetime of work ahead of them. That's why they have the best acronym in the whole of ISD.

WIKI >>

CRC >>

JOINING YARR >>



Though wikis can look a little daunting, when it comes to amending them, the syntax is even easier to understand than the markup language used with most websites. If you can write an email, you can collaborate on a wiki. Whether you have the knowledge to add to what's already there is another matter entirely.

FICTION WRITER



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

REQUIRES: ACTIVE EVE ACCOUNT, EXTENSIVE IN-GAME KNOWLEDGE
IF YOU LIKE THIS, TRY THESE: WRITER, PR CONSULTANT, DIPLOMAT, ADVENTURER

LINKS: >> MERCURY >> ISD
FAMOUS PILOTS / CORPS: ISD GALEN

Skill Needed

████████████████████

Income Potential

████████████████

Initial Investment

████████████████

Danger Factor

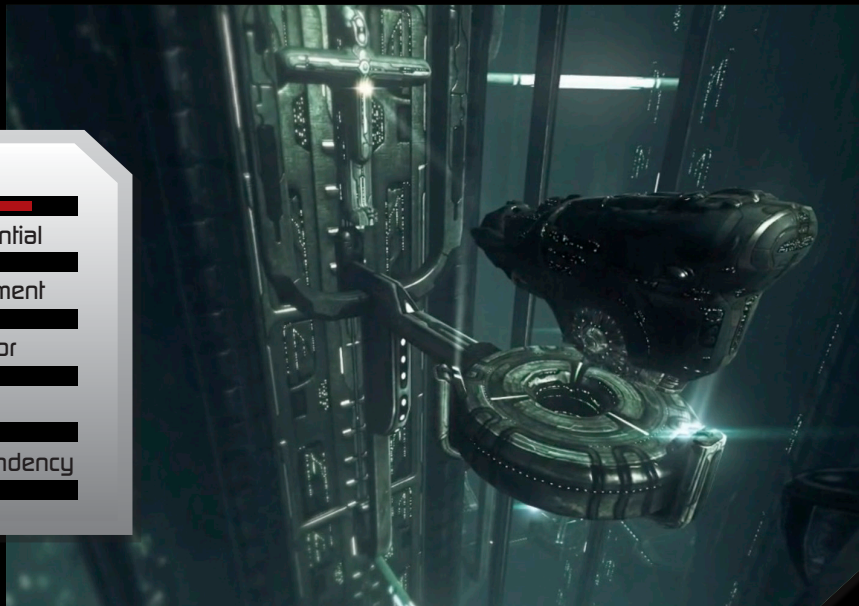
████████████████

Mobility

████████████████

Group Dependency

████████████████



Mercury is one of the newest branches of ISD, as well as the smallest and most exclusive. It was formed as a replacement for the much-missed AURORA team (Auxiliary Union for Rallying, Observation, Recording, Analysis), not so much to run events for an exclusive few as it once did, but to sit in the background and quietly

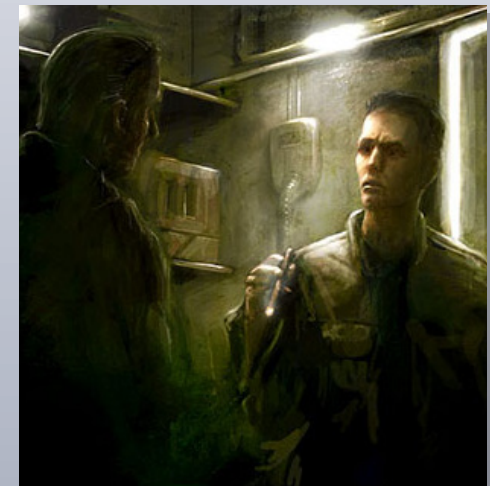
beaver away for the benefit of all on fleshing out all the bits of EVE that were still relatively skeletal. Many recent in-game descriptions for regions and ships come by way of Mercury, as well as storyline arcs introducing content from patches and expansions and news from the Alliance Tournament. Mercury is the most difficult to pigeon-

hole of all the ISD volunteer groups. In some ways it might appear to be a special tactics and armed response writing team that compliments the more measured tasks of the Interstellar Correspondents. In other tasks it appears to take a more leisurely line as it slinks back into the shadows to bulk up EVE from behind the front lines. As might seem rather obvious, the chief prerequisite for joining Mercury is to have some writing ability, but also to be flexible enough to be able work on different projects as the need demands it. Perhaps the main difference between IC and Mercury is that the Correspondents tend to concentrate more on player events (ironically much as AURORA did), whilst Mercury is closer to EVE's role-playing core, with its gaze focused more on the movement of militia fleets than those of the null-sec alliances.

[AURORA >>](#)

[RANKS >>](#)

[JOINING MERCURY >>](#)



Maligned in its existence and missed in its passing, AURORA was the one who breathed life into EVE's empty vacuum, but since EVE was so vast, and there was only so much that could be pumped into EVE by just a few pairs of lungs, the team was disbanded. The loss of the few has since become to advantage the many, thanks to Mercury.



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

INTERSTELLAR CORRESPONDENT

REQUIRES: ACTIVE EVE ACCOUNT, EXTENSIVE KNOWLEDGE, GROUCHY EDITOR
IF YOU LIKE THIS, TRY THESE: WRITER, MILITIA, HISTORIAN, SCOUT

LINKS: >> EVE NEWS >> IC >> ISD >> CONTACTS LIST

FAMOUS PILOTS / CORPS: ISD SERATHU, ISD DECKARD BISHOP, ISD CAIDEN S'OR

Skill Needed

████████████████████

Income Potential

████████████████████

Initial Investment

████████████████████

Danger Factor

████████████████████

Mobility

████████████████████

Group Dependency

████████████████████



Although not among the original four teams that made up the Interstellar Services Division, the Interstellar Correspondents (IC) have evolved over the years to become one of the most important of the volunteer organisations, and, due to an almost daily release of articles on EVE's front page, the most prominent. Starting

out as an infrequent news service briefed to bulk out EVE's then-relatively sparse back story, the Interstellar Correspondents have expanded in number and slowly but steadily evolved to become EVE's de facto in-game news bureau. Over the last couple of years, reporters have been building up contacts with all the major alliances so

as to provide balanced reports on news from across low-sec and 0.0 space, with front line accounts of fleet battles highlighting the fact that sides have rarely just been about Red vs. Blue. Occasionally the IC team also covers the lighter side of EVE, with profiles of famous players, reports from racing leagues, and detailed coverage from events in the bi-annual Alliance Tournament, which has become the highlight of the New Eden sporting calendar. IC applicants are expected to have an eye for a good story – which isn't something EVE is short of – as well as an ability to locate sources (usually through official alliance contacts), conduct direct interviews and write up articles ready for publication on the Player News Center. It is said that journalism is the first rough draft of history. In EVE it can sometimes be the only version worth reading.

[PLAYER NEWS CENTER >>](#)

[OBJECTIVITY >>](#)

[JOINING IC >>](#)



The PNC is the main entry point for EVE players to the official website, comprising main game news regarding patches and downtimes, 'world news' of events pertaining to the four nation empires, announcements and dev blogs, as well as alliance news. Naturally much of the content comes from the IC division.

SUPPORT OFFICER



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

REQUIRES: ACTIVE EVE ACCOUNT, EXTENSIVE IN-GAME KNOWLEDGE

IF YOU LIKE THIS, TRY THESE: DIPLOMAT, INSTRUCTOR

LINKS: >> STAR >> ISD >> OFFICIAL STAR SITE

FAMOUS PILOTS / CORPS: ISD AEOLUSWIND, ISD CRAVENISH, ISD COFFEECUP

Skill Needed

████████████████████

Income Potential

██████████████████

Initial Investment

██████████████████

Danger Factor

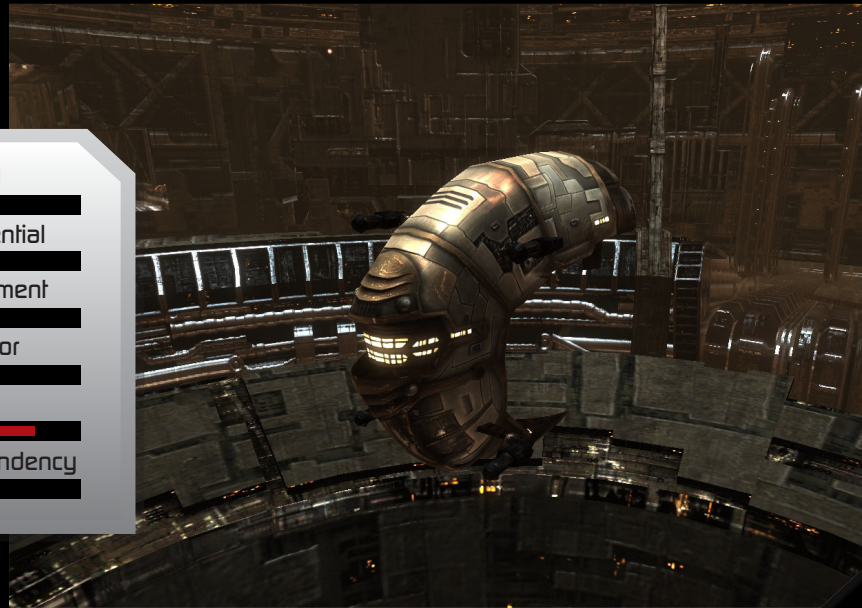
██████████████████

Mobility

██████████████████

Group Dependency

██████████████████



To be a member of STAR (Support, Training and Resources) is to be on the front line. That's not to suggest it's a combative role, but when you consider that EVE is a game where betrayal and loss counterweigh the intense highs that come with victory and wealth, it should come as no surprise that some players can get

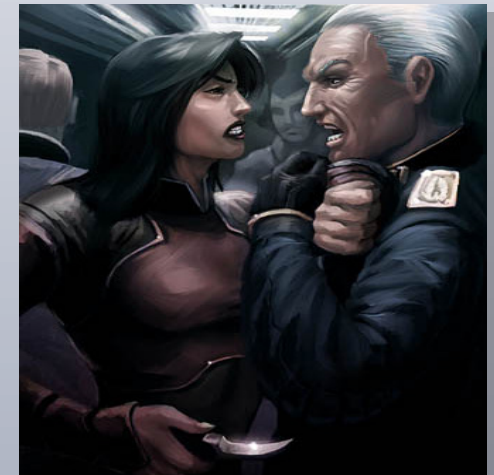
frustrated when they lose a ship after blindly wandering on autopilot into a dangerous pirate-infested system. STAR operatives aren't just there to calm the distressed or tranquillise the livid, but also to try and ease players into the ways of New Eden. Often this can be achieved simply by being available to answer questions in one of EVE's

help channels, chatting one-on-one, or seeking out new players to personally take their hands – so to speak – and run through each of EVE's various systems. In order to be able to provide answers, any STAR operative needs to be able to find the right ones. However, that doesn't mean that you have to have an exhaustive knowledge of every facet of EVE in order to be able to help others out. If you keep an eye on your corporation chat channel you will see many questions being asked, and many new players passing on answers to the most frequently asked that they might have only received a few hours earlier. No matter how often you're told that EVE is harsh and players will just as easily stab you in the back as give you the time of day, it's perhaps more true that New Eden is more densely populated with pilots willing to help than is often thought.

FINDING HELP >>

POLARIS >>

JOINING STAR >>



The easiest and quickest way to ask for help is to press F12 and click on 'Join Channel' where you will be taken to the main help channel, frequented not only by STAR but also many players willing to answer any questions. Your corp chat is also a good source of game nutrients. If the help chat comes up short, hit F12 and create a new petition.

RESOURCE

CAREERS DEALING WITH THE EXTRACTION, ACQUISITION, TRANSFER AND PROCESSING OF MATERIALS FOR RESEARCH AND MANUFACTURE.

"...NO WAR CAN BE WON WITHOUT HAVING A GOOD SUPPLY WITH WHICH TO BUILD AND EQUIP AN ARMADA." - CCP DR.EYJOG

- >> Explorer
- >> Hauler
- >> Manufacturer
- >> Miner
- >> Mining Supervisor
- >> Researcher
- >> Salvager
- >> Starbase Manager
- >> Trader



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

EXPLORER

REQUIRES: SCAN LAUNCHER, SCAN PROBES, CURIOSITY
IF YOU LIKE THIS, TRY THESE: SCOUT, RESEARCHER, ADVENTURER
LINKS: >> EXPLORATION >> SCANNING GUIDE >> SLEEPERS
FAMOUS PILOTS / CORPS: KIRITH KODACHI, HOSHI

Skill Needed

██████████

Income Potential

██████████

Initial Investment

██████████

Danger Factor

██████████

Mobility

██████████

Group Dependency

██████



Space is a large place. It's also mostly empty, which should make it easier to find things, but that's not the case at all. Even a vast complex of drone factories and abandoned mining encampments can easily be misplaced when we're measuring things on the scale of astronomical units (AUs). Ten AUs is approximately 1.5 billion

kilometres, which may sound like a lot but is, in EVE terms, barely the distance between neighbouring planets. Space is very big indeed. Thankfully there are explorers able to find missing stellar objects for those of us who've got better things to be getting on with. Explorers are a special breed of scout or reconnaissance pilot that have the skills

to use high-tech scan launchers and scan probes to search and triangulate the position of objects that aren't usually marked on any navigation charts; among them drone complexes, ships and starbases, as well as cosmic signatures that can lead to gas clouds, ancient archaeological sites and even newly-discovered temporary wormholes that link to the untapped regions of 'wildspace'. Exploration as a career is currently in a state of flux as new technology is introduced to allow for better scan methods. It is also a very skilled career and as the realities of wildspace are unveiled, a potentially dangerous and lucrative one at the same time. It is rumoured that the borders of New Eden have expanded further than at any time in our recent history. Now is the possibly the most exciting time to be an explorer in EVE.

MOON ANALYSIS >>

DEADSPACE >>

WILDSPACE >>



Moon scanning is probably one of the least interesting tasks for an explorer, but potentially one of the most lucrative since the moon minerals that can be extracted are important in the production of many Tech II items and ships. Alliances closely guard the results of moon analyses for obvious reasons.

HAULER

REQUIRES: CARGO SPACE, A TATTOO
IF YOU LIKE THIS, TRY THESE: TRADER, SPEED SPECIALIST, MINER
LINKS: >> FRIEGHTER INFO >> INDUSTRIAL SHIPS >> TRANSPORT SHIPS
FAMOUS PILOTS / CORPS: EVALF, VOLSTER, ENGELS

Skill Needed

Income Potential

Initial Investment

Danger Factor

Mobility

Group Dependency



It may seem like the easiest job in the world to transport cargo from one station to another, especially when the journey can be largely automated, but the life of a dedicated haulage pilot is not as simple as it may appear. Choosing which ship to fly and how to fit it will depend on what you intend to transport, how much of it needs shifting,

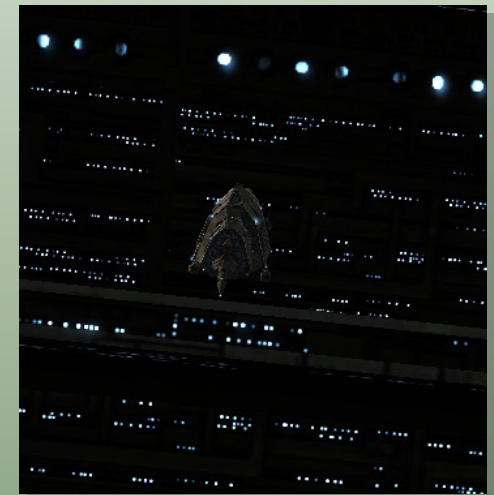
to where and by when. As an independent trader you may have a certain amount of control over such factors and might happily transport items to and from markets in your trusty industrial ship, but if you are more concerned with earning a wage as a contract hauler (select 'Contracts' on your Neocom) you could find just as many jobs in need of

a fast, agile ship as a slow industrial. If the journey passes through an especially bad part of low-sec space, it may be wise to split your cargo up with less profitable items in case a shipment is lost to piracy. Losing a ship and its cargo is hard enough, but if you've invested your inheritance and that of your corp mates in one shipment and lose the lot to pirates, you're not going to be in the best of moods when you wake up in a clone vat. The principle of safety in numbers is often over-used, but as part of a large convoy of fat industrials or freighters it can as much a curse as a blessing. A full fleet of Iterons floundering in a warp bubble can end up as quite a mess of expensive wrecks. Then again, there are few more rewarding moments than when an independent pilot has evaded pursuers and is home and dry, and about to earn a nice tidy sum.

BASIC >>

INTERMEDIATE >>

ADVANCED >>



The vessel of choice for the beginner transport pilot is the industrial ship, of which there are many. Caldari ships are popular by virtue of the number of Caldari pilots in EVE, but for cargo space no ship can compete with the Iteron V. The Amarr Bestower ('Bessie') is a popular ship due to the low skill requirements and the protection it offers.



ADMIN

COMBAT

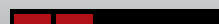
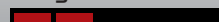
ISD

RESOURCE

SERVICE

E-ON

MANUFACTURER

REQUIRES: INDUSTRY AND SCIENCE SKILLS**IF YOU LIKE THIS, TRY THESE: RESEARCHER, TRADER, HAULER, MINER**
LINKS: >> E-ON #014 & #015 >> RESEARCH INFO >> TECH II PRODUCTION
FAMOUS PILOTS / CORPS: ANJIN SAHN, BLACKSAPPHIRE, SCOMO**Skill Needed****Income Potential****Initial Investment****Danger Factor****Mobility****Group Dependency**

The manufacturer is the linchpin of all industrial activity in EVE, between the miners and the buyers of finished goods. Because they hold this very pivotal role, manufacturers who can keep up general trends in the market are likely to be able to generate impressive profits. Manufacturing anything in EVE requires two

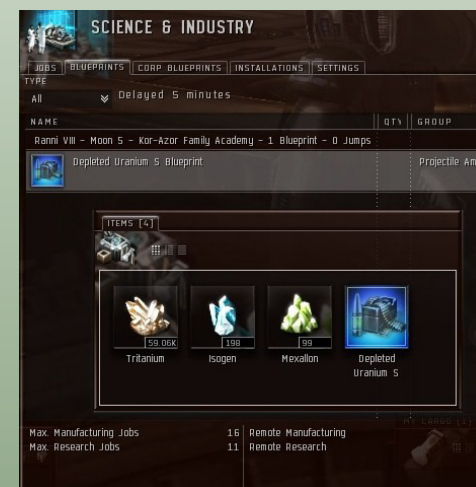
things: a blueprint – which is effectively a recipe, and the raw materials which make up the ingredients. If you put the lot together in a factory slot in a station, the next stage is to wait until the goods are cooked. You can't make unique items – a Thorax cruiser you make will be exactly the same as one made by someone else on the other side of

the universe. What you can offset are the costs of making your ship by researching the blueprints. Researching blueprints can reduce the amount of raw materials required and a positive standing with the owners of the station can reward you with a discount, meaning running a few missions won't just be profitable for your manufacturing future, but might alleviate the drudgery of producing never-ending runs of ammunition. Regardless of whether or not you have plans to make it big and eventually start building your own capital ships, all pilots should ideally do a little manufacturing of their own. The costs of missiles and ammunition can soon add up, and you can always sell the excess to the market. For those in corporations and alliances, it can get expensive to compete without some kind of industrial backbone.

TECH I >>

TECH II >>

TECH III >>

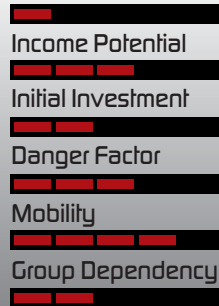


There are three Tech levels in EVE Online. Tech I items are the cheapest, quickest and easiest to produce as they are all made from basic minerals that can be mined from asteroids as ore. The ore must be processed before it can be used, or bought from the market, but there are no complex production procedures to have to worry about.

MINER

REQUIRES: ASTEROIDS, INNER HARMONY, A GOOD BOOK, LOW EXPECTATIONS
IF YOU LIKE THIS, TRY THESE: HAULER, TRADER
LINKS: >> MINING >> MORE MINING >> LOW-SEC MINING
FAMOUS PILOTS / CORPS: HALADA, CHRIBBA

Skill Needed



From tiny rocks mighty ships are created. Okay, so the rocks are quite large, and the ships are only as mighty as the modules fitted to them, but without the humble miner neither would ever see the light of day. To many, the process of extracting minerals from asteroids is one not mentioned with much passion. For sure, the act of finding a

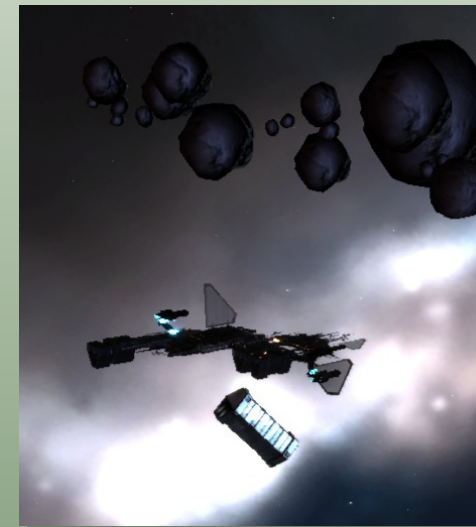
rock, targeting it and waiting for your hull to fill up is hardly the most riveting. Profit-wise it's not the greatest career either, especially if you mine solo in high-sec space. For many that enjoy the relative tranquillity of watching beams hum across space however, it can be a most relaxing and therapeutic experience. If you've just joined a

corporation, a weekly mining op can often be a great way to meet your new buddies. If they're a boring bunch, just read a book. Or E-ON. Of course, mining isn't always so laid back. Miners, being not the most mobile breed of pilots, are often a target for EVE's more nefarious types. A nearby combat patrol is always wise, as well as a safe spot to run to should a raiding party appear. So always keep one eye on the screen, or better still, join up with other miners for safety in numbers. Mining can, of course, be taken to the extreme out in low-sec and 0.0. There are some brave (or crazy) miners who 'ninja mine' – the art of warping to a belt and mining as much as possible before pirates show up. This is only profitable in systems with high-grade ore and done for the adrenaline rush more than anything else. Miners have to get their kicks somehow.

HIGH-SEC >>

LOW-SEC >>

NULLSEC >>



Only the most common ores are found in high-security space, with the others having long since been mined out. Only veldspar and scordite asteroids can be found in 1.0-rated systems, with plagioclase and pyroxeres, omber and kernite available in varying quantities in other Empire regions.

MINING SUPERVISOR



ADMIN

COMBAT

ISD

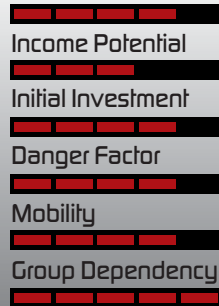
RESOURCE

SERVICE

E-ON

REQUIRES: MINERS, ASTEROIDS, MILD ENTHUSIASM, A SUNDAY EVENING
IF YOU LIKE THIS, TRY THESE: CAPITAL SHIP PILOT, MINER
LINKS: >> RORQUAL >> ORCA
FAMOUS PILOTS / CORPS: REYDAR, PYROS, LORD DARKNESS

Skill Needed



Initially, the idea of a mining supervisor was entirely a player-created role for skilled miners who could be entrusted to organise mining operations for their corporation. In recent months, mining foremen skills have been introduced to give gang bonuses to other miners, thus aiding in productivity in the same way that combat gang

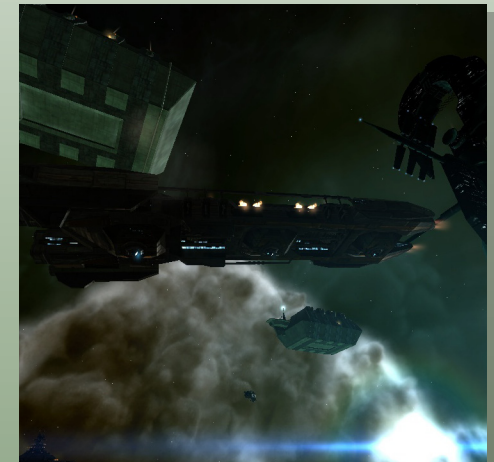
leaders can bestow bonuses to their combat pilots. A mining supervisor is effectively the belt manager. Their job is to make sure that the people in the mining op have their mining lasers on full burn, the haulers are taking the ore back to a station or starbase, and the combat pilots (if you have them) are keeping a close watch for NPC ships

or player pirates. A decent supervisor will have Mining Foreman and Mining Director skills to level five, with a nifty implant for good measure that will boost mining bonuses, meaning the operation can be over quicker. Gaining the skills to fly a command ship, an Orca or Rorqual is also a good idea, given that they can fit three mining booster gang modules. For all his skills and ability to bring in vast resources, the supervisor will usually have to answer to the Logistics Director to ensure quotas are filled and that regular ops take place. A fair bit of natural leadership will be required as there will be a few pilots who will do anything to get out of a weekly mining op. The mining leader will know this, just as he will also be aware that he is a vital link in the chain of an industrial corp, for without his efforts ships can't be built, and towers can't be maintained.

COMMAND SHIP >>

ORCA >>

RORQUAL >>



Their fearsome ability to absorb damage, as well as provide bonuses to gang mates via powerful assist modules have traditionally made the advanced hulls of the various fleet command ships useful for mining fleet commanders. The Orca has perhaps superseded them for productivity bonuses, but the command ships of old are still worthwhile alternatives for shorter operations.

RESEARCHER

REQUIRES: ACCESS TO LABORATORY SLOTS, LOTS OF TIME, BLUEPRINTS

IF YOU LIKE THIS, TRY THESE: TRADER, MANUFACTURER

LINKS: >> RESEARCH INFO >> INVENTIONS >> EVE AGENTS >> RESEARCH AGENTS

FAMOUS PILOTS / CORPS: EMPIRE RESEARCH, FUTURE RESEARCH OPPORTUNITIES

Skill Needed

Income Potential

Initial Investment

Danger Factor

Mobility

Group Dependency



Though you may not think it, research is a lucrative business if you plan it correctly. The researcher's job is to find a better way to make things – decreasing the costs and manufacture time of any item by increasing the efficiency of its blueprint. All new blueprints in EVE are available from the market with a 'material level' and a

'production level' of zero. This means that you will lose a certain amount of waste with each production run and the construction time is relatively high. Research reduces waste and production time by increasing the material and production levels. Whilst production needs a factory slot in a station or starbase, research jobs requires a

laboratory slot. However, after a few days you can have a blueprint that has been researched to such a level that your production costs are lower and you can afford to undercut the competition. Where the profit-making from researching comes in is by selling your researched blueprint back to the market, which works out better for Tech I modules, ammo and small ships. For bigger ships you may want to copy your researched blueprint originals (BPOs) and sell the limited-run copies (BPCs) to other manufacturers. The final way to wrangle money out of your blueprints is to engage in invention. Invention is the process by which a Tech I BPC can be converted into its Tech II equivalent with the aid of datacores and a data interface. It's a risky endeavour that could either prove fruitless or herald the influx of many riches.

HELPING MINDS >>

DATACORE >>

ARCHEOLOGY >>



Research agents can be found in all regions outside of 0.0 and, unlike most other NPC agents, are there to help rather than bark orders. Assuming you have the correct skills and a high enough standing, after talking with them you can together (and remotely) accumulate a stash of Research points (RP).

SALVAGER

REQUIRES: SALVAGER MODULE, TRACTOR BEAM
IF YOU LIKE THIS, TRY THESE: SCOUT, HAULER, AGENCY CONTRACTOR
LINKS: >> SALVAGE INFO >> RIGS INFO >> MORE RIGS
FAMOUS PILOTS / CORPS: IRONFLEET TOWING & SALVAGE

Skill Needed

██████████

Income Potential

██████████

Initial Investment

██████████

Danger Factor

██████████

Mobility

██████████

Group Dependency

██████████



As much as pilots try to obliterate enemy ships into fine clouds of dust with their fantastically destructive weaponry, even the flimsiest ship will leave behind a wreck in the wake of its demise. Compared to most processed materials however, wrecks in EVE will naturally degrade within just an hour, yet there are some who can recycle

them long before the twisted metal carcasses ever have a chance to disappear in a puff of scordite dust. Call it an act of recycling if you like, or the reprehensible desecration of a pilot's tomb, but salvaging is a lucrative and thriving industry. It is also a necessary one, for without singed circuits and other materials from the remains of dead

hulls, rigs cannot be produced and sold. Rigs are effectively implants for your ship. Like modules they augment certain performance attributes, but each benefit has a downside. For instance, a Trimark Armor Pump I will increase armor by 15%, but reduce ship velocity by -10%. Wrecks can be found wherever a battle has taken place, be it at asteroid belts, mission locations, near jumpgates or in the aftermath of large starbase sieges. Searching through wreckage is simply a case of activating your Salvager module. Depending on your skills, you should be able to recover some useful materials. However, even after a small skirmish, sifting through wreckage can be a relatively time-consuming operation, so it would be wise to fit a tractor beam in a high slot, which can pull a wreck close to you from up to 20km away. Useful if you want to make a quick getaway.

SINGLE USE >>

HANG BACK >>

SOLO SALVAGER >>



Unlike modules (but just like implants), rigs cannot be removed from a ship once they've been installed, which perhaps has something to do with the fact they are recycled from wrecks in the first place. Maybe there are only so many times highly-tuned systems can be recycled before they're rendered useless?

STARBASE MANAGER



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

REQUIRES: LOTS OF SPARE TIME, QUICK ACCESS TO A PC IN TIME OF WAR
IF YOU LIKE THIS, TRY THESE: MANUFACTURER, HAULER, CEO
LINKS: >> POS INFO >> STARBASES >> OFFICIAL EVE FORUM
FAMOUS PILOTS / CORPS: MELISSA DRAKE, BAD BOBBY, VAN SOLL

Skill Needed



Income Potential



Initial Investment



Danger Factor



Mobility



Group Dependency



Starbases are more commonly referred to by pilots as player-owned structures, or POSes, and are essentially frontier outposts made of a collection of small installations that must be anchored near a moon and encased in a protective energy shield, like an encampment in a bubble. (Outposts are never referred to as POSes and are more like

traditional sci-fi starbases.) If you understand all this so far, you've a good chance of understanding what starbases allow you to do, for while they appear to be a cheaper and rather haphazard way of doing all the things you can do at a typical station back in Empire space, they can be elaborate configurations, not only geared towards

the production of powerful ships and modules, but also essential for claiming space for your alliance out in 0.0. Because of their industrial and strategic importance to alliances, starbases are often supported by a heavy defensive configuration of turret and missile batteries and electronic warfare arrays that can give the base the same capability of a small fleet of ships. Because of their undeniable importance, their management is typically entrusted to higher-level pilots, ones who can devote time to seeing they remain fuelled, the correct arrays are online, as well as setting access rights for corp members, and the level of readiness for the defence systems. If you can prove yourself a good starbase administrator, you can be sure area management opportunities will soon present themselves.

CONTROL TOWER >>

ASSEMBLY ARRAYS >>

JUMP BRIDGES >>



This structure is the beating heart of any starbase, without which a POS could not be erected, let alone operated. Coming in three sizes – small, medium and large – the control tower is the sole source of CPU and powergrid, which dictates how many and which starbase structures can be linked into the main grid at any one time.



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

TRADER

REQUIRES: SPEED, AN EYE FOR A BARGAIN, A FAT CARGO HOLD
IF YOU LIKE THIS, TRY THESE: HAULER, MINER
LINKS: >> E-ON ISSUES #001, #002 & #003 >> EVE CENTRAL
FAMOUS PILOTS / CORPS: KAAII, LAVISTA VISTA, BENILOPAX



Skill Needed

- Income Potential
- Initial Investment
- Danger Factor
- Mobility
- Group Dependency

The misnomer that people have with trading is that all you have to do is know a few prices, fill your industrial ship's hold with cheap minerals in one station then ferry it to another and make a huge profit. In the simplest circumstances perhaps such a strategy can be successful, but in EVE other traders will often move quickly to fill an

order and the profit margin you might have spotted a few minutes ago may just as easily be cut back by someone nearer to the order or in possession of a faster ship. Trading, as the market followers will often testify, is just another form of PvP. Victory is profit and the trade routes are the battlegrounds. To win you not only have to

know the environment, you have to know your enemy. Keeping an eye on the markets in your region and finding out what's happening across it is just the start of all the fun that's to be had. A successful trader must know about the materials that are in demand, and know what ships and other items people want to buy. They must know where to get these materials, how much cargo space they take up, where they must be transported to, what might lie in wait in certain systems, and what opportunities might present themselves along the way. A trader can't just rely on luck, they must have a keen pair of eyes. The trader will undoubtedly begin their career fulfilling orders by transporting goods and materials themselves, but the forward-thinker will know that it is far more profitable to find contracting haulers to move orders for them.

HIGH-SEC >>

LOW-SEC >>

NULLSEC >>



Trading in high-security areas is the most unpredictable since most pilots are there for very specific reasons. But they are areas that can also be very lucrative. As the base of operations for most production, there's a healthy market not just for ores and minerals, but for anything travelling back from the frontier to find skillbooks and any bargains.

SERVICE

CAREERS DEALING WITH THE PROVISION OF TECHNICAL, CREATIVE OR ECONOMIC SERVICES TO THE PLAYERS OF EVE

“THERE IS NO WAY OF KNOWING WHERE THIS WILL LEAD, BUT WE’RE ALL IN IT TOGETHER AND THE PROMISE OF WHAT WE CAN ACCOMPLISH TOGETHER IS ASTONISHING.” – CCP XHAGEN

- >> Adventurer
- >> Agency Contractor
- >> Banker
- >> Bookmaker
- >> Broadcaster
- >> Cartographer
- >> Diplomat
- >> File Archivist
- >> Freelancer
- >> Historian
- >> Instructor
- >> Mortician
- >> Musician
- >> PR Consultant
- >> Software Engineer
- >> Videographer
- >> Writer

ADMIN

COMBAT

ISD

RESOURCE

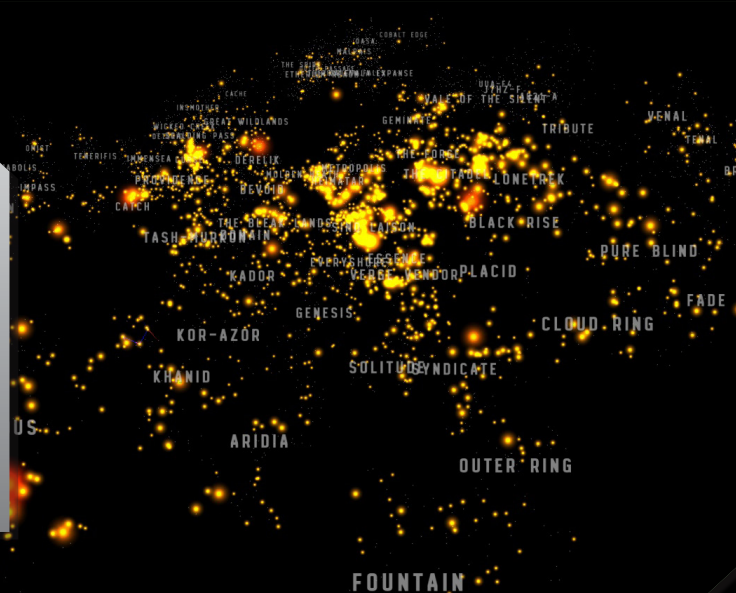
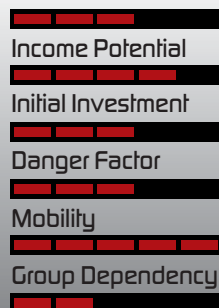
SERVICE

E-ON

ADVENTURER

REQUIRES: WANDERLUST, A PACKED LUNCH, NO FUTURE APPOINTMENTS
IF YOU LIKE THIS, TRY THESE: SCOUT, EXPLORER
LINKS: >> EVE TRIBUNE >> THE 0.0 EXPERIMENT
FAMOUS PILOTS / CORPS: JERAN TEK, INNOMIMATE NIGHTMARE

Skill Needed



ELVE

FOUNTAIN

EVE is home to more than 5000 settled systems, which between them contain millions of planets, moons, asteroids and innumerable items, large and small, that humans have left in their wake as they've sought to colonise the stars. As well known as New Eden is, the truth is that few pilots have taken the time to truly explore the depths of even

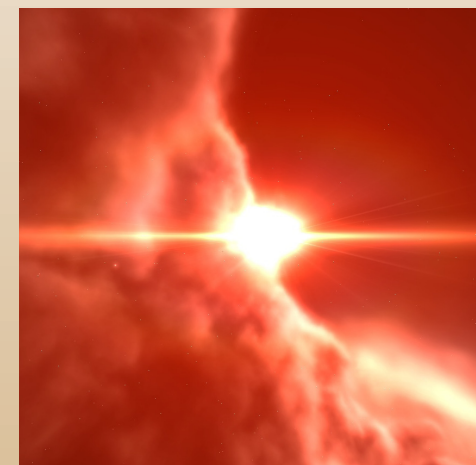
colonised space, preferring instead to stay close to the regions and routes they feel safe in. It seems to be the case that whilst humans as a race have always thought themselves pioneers, the general population would prefer to stay at home and moan about how there are too many people about the place. However, there have

been a few pilots willing to leave the comforts of Empire space behind and set out into the dangerous depths of the 0.0 frontier. One of EVE's most famous adventurers was Innominate Nightmare, who collected many more friends on his humorous escapades and through his online journal than might have been considered possible. More recently, Jeran Tek became the first pilot to visit every single one of New Eden's systems. With the new frontiers of so-called 'Wild Space' just becoming known to us as the reality of Apocrypha dawns, a golden age of exploration is just beginning. It will become a profession that requires more skill than was necessary in previous eras, but with greater fame and fortune to be made looking for Tech III materials and alliances looking for ways to capitalise, this is not a career for the faint-hearted.

NEW EDEN >>

DEAD END >>

C9N-CC >>

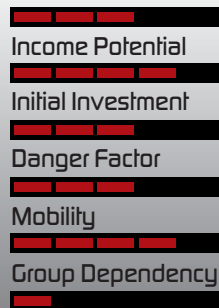


The EVE Gate in the Genesis region is the ancient stargate through which it is assumed humanity first appeared to colonise the New Eden cluster. Now surrounded in swirling unapproachable mists of radiation, it remain a system most pilots strive to visit at least once. If only to stare in wonder at what lies beyond the past, or whether the gate has a future still to reveal.

AGENCY CONTRACTOR

REQUIRES: SOCIAL SKILLS ARE VERY HELPFUL
IF YOU LIKE THIS, TRY THESE: MILITIA, DEFENCE SPECIALIST, SALVAGER
LINKS: E-ON ISSUES #005, #006, #015
FAMOUS PILOTS / CORPS: ARRS GRAZZNIC

Skill Needed



Agency contractor is a largely unused term for someone who engages in 'mission running' (or 'questing'). Agents can be found in virtually every station in New Eden, but your standing with them must be high enough for them to notice you. You will likely have been approached by an agent as soon as you entered EVE, while others can be

located via the in-game map. As well as financial rewards, agents will bestow upon their best runners Loyalty Points that can be cashed in for items from faction-grade modules and navy or fleet issue ships to manufacturing blueprints worth millions. Regardless of the agent's division, missions typically fall under one of three broad

categories: Courier missions (including mining and trading missions) require you to move resources and are favoured by agents in accounting, archive, storage and production divisions. Encounter missions, handed out by administration, command, internal security, legal, security and surveillance agents, will typically require you to destroy NPC ships. Finally, there are storyline missions that can be of any of the above types but offer greater rewards. As well as understanding how agent missions work, and how rewards are metered out, the most important trick to being successful is knowing which ship to use (which will depend on the level and type of mission), which damage to deal and which to tank against (dependent on which faction drones you'll be up against). It sounds complex, but it really isn't.

AGENT QUALITY >>

MISSION LEVELS >>

LOYALTY >>



An agent will have a base quality (between -20 and +20), which can be affected by your skills and your standing with that agent and his corporation. High quality agents mean bigger payouts for completing their missions, but high level ones also hand out more difficult missions that might have you entering more dangerous systems.



ADMIN

COMBAT

ISK

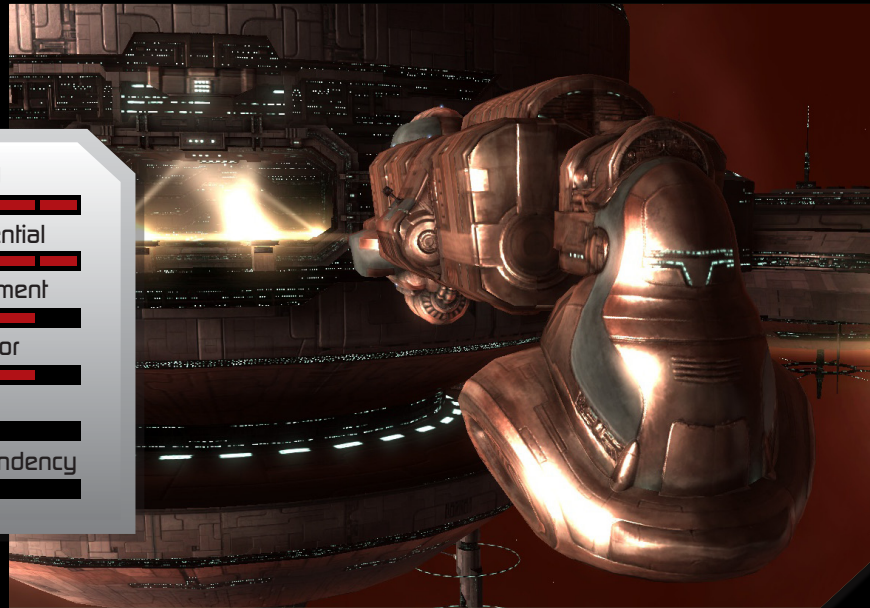
RESOURCE

SERVICE

E-ON

BANKER

REQUIRES: MONEY, TRUST, A NICE TIE AND NEAT HAIRCUT
IF YOU LIKE THIS, TRY THESE: ACCOUNTANT, BOOKMAKER
LINKS: >> MARKET DISCUSSIONS >> EVE BANK >> MERCHANT BANKING >> DYNASTY BANKING
FAMOUS PILOTS / CORPS: TORNSOUL, RICDIC



Skill Needed



Income Potential



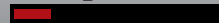
Initial Investment



Danger Factor



Mobility



Group Dependency



A strange phenomenon swept across New Eden a few years ago. It began with an alliance called **Interstellar Starbase Syndicate** creating an investment scheme to help fund the construction of outposts. The shares in this project were bought up surprisingly quickly and profit was passed on using the in-game dividend system. That

prompted others to create opportunities, offer bonds and create banks where investors could deposit their ISK for a promised return. In EVE, banks run in two ways. Firstly, as a loan supplier where collateral (Tech II blueprints) are handed over in exchange for ISK. The other way is through savings accounts. A pilot can deposit their ISK, the

money is invested in industrial projects and dividends are paid out as interest. The major drawback to this, and one that rings alarm bells in the heads of many veterans, is that your ISK is in the hands of complete strangers, making trust a big issue in New Eden's small banking community. In the past some banks have defrauded their customers, been stolen from and even hacked. However, some banks run by reputable boards of well-known industry pilots have been a huge success. So, how do you get your foot in the door? First, watch and learn. Banking is a relatively new industry in EVE. The largest commodity to build up is trust, and trust is a two-way street. Opening up a small investment first would help show people your abilities, or applying for a position at one of the existing banks would help get the guidance to make it big in the banking world.

SAVINGS >>

LOANS >>

PARTNERSHIPS >>



There aren't that many banks in EVE and you can pretty much count the types of savings accounts on one hand. Consequently, interest rates are hardly likely to make anyone run to their local branch with bags stuffed full of cash to go in the vaults. But if all you do is hoard money, sliding an unused portion in an account shouldn't be too risky.



ADMIN

COMBAT

ISD

RESOURCE

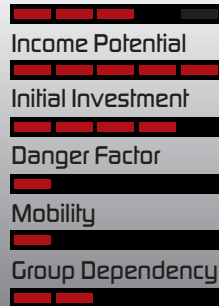
SERVICE

E-ON

BOOKMAKER

REQUIRES: AN IMPLACABLE RECORD OF TRUST, ENOUGH ISK TO GUARANTEE PAYMENTS
IF YOU LIKE THIS, TRY THESE: BANKER, ACCOUNTANT
LINKS: >> NEGC >> BIG EVE LOTTERY >> EVE ONLINE HOLD 'EM
FAMOUS PILOTS / CORPS: TORNSOUL, SHADOWANDLIGHT, SELENE D'CELESTE

Skill Needed



For as long as there have been outcomes there have been people willing to stake a wage on them. Nowhere is this more true than in EVE, where entire corporations have been created in order to profit from seemingly-random bad luck. The problem is that not many people know about or trust them. Trust is a perennial issue for any endeavour that

takes money from individuals when a return in goods or services is not immediate and there are no over-arching associations to guarantee investments. Bankers and bookmakers therefore have largely had the same troubles in asserting themselves as trustworthy institutions, bookmakers more so because short-term gains are implicit

in the nature of how they operate, as opposed to banks that (we blindly assume) have our long-term interests at heart. Running a successful betting business therefore requires two important resources, ISK and trust. To make money you need money – as collateral which can be made in many different ways, but building up reserves of trust is much harder and takes far longer. Acting honourably in-game and on the forums is a good start, being prompt and reliable will help too. Placing your own trust in the right hands is also likely to pay dividends. Last, but not least, is to think about what operations you can create that will bring in the most income over the longest period of time. Gaming, gambling on sporting events and regular lotteries have traditionally been the most lucrative, but events have been inconsistent and games hard to come by.

GAMING >>

EVENTS BETTING >>

LOTTERIES >>



There have been attempts in the past to introduce EVE players to games such as poker and although some continue to be popular, they have remained niche businesses. Rumours abound of a game called SecWars in which observers will be able to play for ISK prizes and spectators will be able to wager on. If true, the future of prize gaming looks very bright indeed.



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

BROADCASTER

REQUIRES: A MICROPHONE, A PRODIGY ALBUM, VOCAL CHORDS

IF YOU LIKE THIS, TRY THESE: VIDEOGRAPHER

LINKS: >> EVE RADIO >> EDEN UNDERGROUND >> NEW EDEN RADIO

FAMOUS PILOTS / CORPS: SILICON BUDDHA, URBAN MONGREL, DJ HIJAK

Skill Needed

██████████

Income Potential

██████████

Initial Investment

██████████

Danger Factor

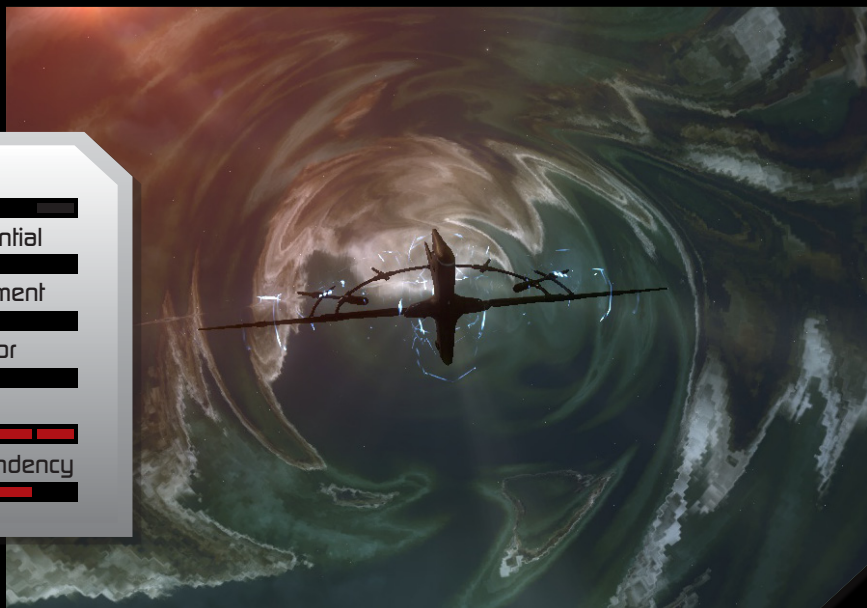
██████████

Mobility

██████████

Group Dependency

██████████



The pinnacle of player-distributed services in recent years has been in broadcasting; EVE TV, podcasts such as Warp Drive Active and The Drone Bay, as well as radio stations like EVE Radio and New Eden Radio. Some have been on the air consistently for years, others are infrequent but frequently good regardless.

All would benefit from some healthy competition. What you need to be a broadcaster is a knowledge of EVE in whatever field you feel most comfortable at discussing, although some have been good because they know very little. To help those discussions move along, a decent voice is a must, plus equipment on which to record and edit

your show and probably a few tunes. (EVE players seem to like an mix of post-metal industrial dirges interspersed with Bette Midler numbers.) Whether you need some co-presenters or guests to help liven up the debate depends on whether you have access to any. Podcasts work better with guests, radio shows work just as well solo. Finally, you'll need a method to get the show out to the listeners. Applying for a spot on one of the radio stations is a good start, or getting them to play your podcast in an empty slot. Once you've recorded your pilot, you could open the show up to more listeners by having competitions or special guests from the forums. Although broadcast media is a passive experience, EVE players are used to giving feedback and some of it is bound to be harsh. Take it in your stride and don't let it get you down. They're a nice bunch really.

PODCAST >>

RADIO >>

VIDEOCAST >>



Although there were a few popular podcasts back in 2006 (Eve News Network – not to be confused with today's Eve Network News), it was the Warp Drive Active podcast that started a new craze for weekly 90-minute releases of news, commentary and irreverent debate. Even CCP got on the act with live Dev Blogs. Today there are six regular podcasts and probably more on the way.

CARTOGRAPHER

REQUIRES: ATTENTION TO DETAIL, AN ABUNDANCE OF SPACE TIME
IF YOU LIKE THIS, TRY THESE: EXPLORER, ADVENTURER, SCOUT
LINKS: >> EVE MAPS >> OMBEVE
FAMOUS PILOTS / CORPS: SERENITY STEELE, JOSHUA FOIRITAIN, VERITE RENDITION

Skill Needed

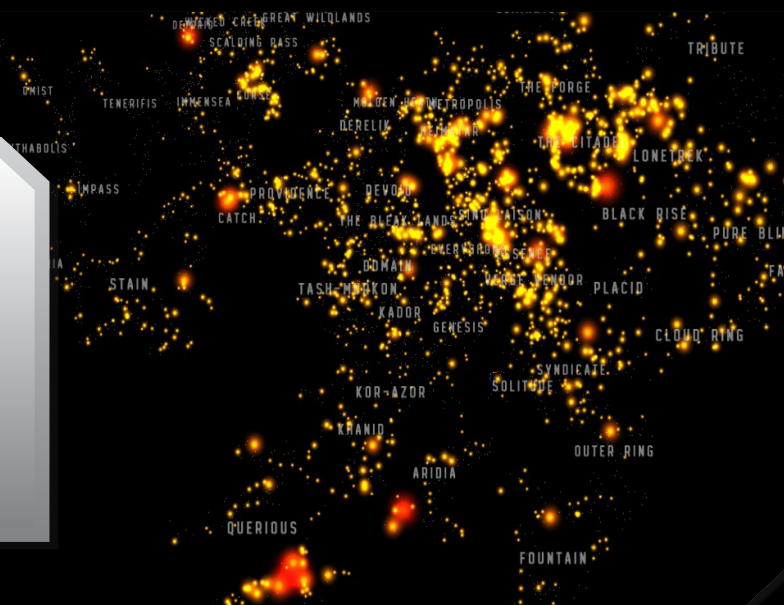
Income Potential

Initial Investment

Danger Factor

Mobility

Group Dependency



New Eden, when seen via the in-game map, may seem like a simple grid of dotted star systems linked by indomitable jumpgates and not much else, but it can soon become a web that threatens to trap the mind in a confusion of spatial unawareness. Sure, it's great at pointing out dangers, such as where all the ships destroyed in the

last hour occurred, as well as finding nearby services, but the human brain takes a while to be able to place itself in any geographic space lacking landmarks such as mountains and rivers when even the planets themselves are relegated from view. Thankfully there are a handful of stellar cartographers that have gone out of their way to

provide a more traditional atlas of EVE, as well as local map-makers in the employ of their alliances who've made very specific charts showing more tactical information that the 3D maps will never be able to show, such as jump bridges and tactical safe spots – information that it may not be advantageous to have in the public domain. With so much ongoing cartography being done, it may not seem a profession with many openings. However, with new frontiers opening up (the Drone Regions and Black Rise were only settled relatively recently and more could follow) and humanity only just starting to make commercial inroads into the recently unlocked regions of 'wild space', map-makers will likely be in business for a long time to come. It seems that in New Eden we're only just getting used to the fact that the world isn't flat.

STRATEGIC >>

POLITICAL >>

WILD SPACE >>

EVE STRATEGIC MAPS
 EVE's finest Cartography

English · #2 · Chinese · Danish · Deutsch · Français · Italiano · Italiano · Norsk · Magyar · Polski · Português · Română · Русский · Español · Svenska

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Eve Strategic Maps book (On Sale Now)

Downloadable Maps

Desktop Backgrounds

Email Address:

Eve Characters: (optional)

Most maps that have been devised thus far have been created to give pilots a means to get their bearings in a universe that has relatively few points of reference. Thankfully, there are plenty of asteroids, moons and other man-made landmarks worth knowing about, and few cartographers have managed to create a more rounded service than that available from EVE Maps [www.eve-maps.com].



DIPLOMAT

REQUIRES: A PATIENT DEMEANOUR, A GOOD LEVEL OF COMMUNICATION SKILLS
IF YOU LIKE THIS, TRY THESE: PR CONSULTANT, CHIEF EXECUTIVE

LINKS: >> [TERRA NOVA](#)

FAMOUS PILOTS / CORPS: KELDUUM REVAAN, KARN MITHRALIA, FRIEDRICK PSITALON

Skill Needed
 [Progress bar]

Income Potential
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Initial Investment
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Danger Factor
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Mobility
 [Progress bar]

Group Dependency
 [Progress bar]



Diplomacy is said to be 'the great game' although many might disagree, claiming it is subservient to the greater game of EVE and the potential gains of victory, but negotiation still remains one of the most important pillars of policy for corporations and alliances keen to progress their standing. Less formal than they might be in other

worlds, diplomats in EVE seem not to need ambassadors, embassies, diplomatic immunity or formal methods of arbitration. Between New Eden's ever-shifting borders, such formalities only seem wasteful. That's not to suggest diplomacy isn't undertaken in a sober manner; having a diplomat in the ranks is a statement

of intent and a demand for serious recognition. Although diplomatic entreats are proclaimed to be for the common good or some vague lofty principle, it is more often the case that diplomatic power is pressed home by economic or military might. The hard measure of diplomatic relations between various entities in EVE is the standings system, where each pilot, corp and alliance can be between -10 (hostile) and +10 (friendly). These are often set by the leaders and diplomatic teams, and whilst there may be many shades that fall between the two values, most avoid the various subtle hues. As a foot soldier, you will quickly understand the differences between NRDS (not red, don't shoot) and NBSI (not blue, shoot it), but as a diplomat you will have to grasp the underlying subtleties that the rank-and-file rarely see.

CORPORATION >>

ALLIANCE >>

COALITION >>



A diplomat for a small-to-medium sized corporation will be faced with a variety of challenges, from trying to forge loose affiliations with other similar-sized organisations in the same region, to reaching out to the established alliances to gain membership or negotiate access to their space. If you can ingratiate yourself in such a way and negotiate a good deal, a bright future in high-level diplomacy beckons.

FILE ARCHIVIST



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

REQUIRES: A LARGE HARD DRIVE, LOTS OF INTERNET PIPES
IF YOU LIKE THIS, TRY THESE: SOFTWARE ENGINEER
LINKS: >> EVE FILES >> EVE WIKI KILLBOARD >> OMGRRAWR
FAMOUS PILOTS / CORPS: CHRIBBA



Skill Needed

Income Potential

Initial Investment

Danger Factor

Mobility

Group Dependency

Files. Storing almost 1,500 GBs and with more than 1,000 people accessing it at any one time, the site that's been around since 2004 is second only to the official EVE website in terms of popularity, and arguably of greater interest to those with an abundance of forum signatures needing a place to stay. EVE Files has a wealth of interesting material to offer any student of New Eden's history. Type the name of a character, corporation or alliance into the search box and you will likely unearth some interesting evidence – not all of it reliable, of course – revealing why various decisions were taken. Many items of historical interest are waiting to be dusted off, including hundreds of videos documenting battles from the carefree years when New Eden seemed a much larger place with far fewer pilots... and it's thanks to Chribba that these files persist.

[KILLBOARDS >>](#)

[CHAT LOGS >>](#)

[MARKET BROWSER >>](#)



While EVE Files is fine for media files and for use as a general storage container, there are more specialised sites for storing very specific files, namely the killmails that are automatically sent when a pilot blows up. These can be exported from logs or collected via the EVE API to help build up a running tally of who killed who, where and when. There are few better ways to get to know your enemy.

For some careers there really can be only one and for the EVE community's most celebrated individual, the job of storing EVE-related files is most definitely taken. Barring an inconceivable announcement declaring early retirement, Chribba will be secure in his role of EVE's chief 'Librarian' for some time to come. However, just

because EVE's 'Lord of the Files' is more secure in his job than the current US President, it doesn't mean his services do not offer any opportunities for the new player. Chances are, if you have a picture or a video you want your corp buddies to see (assuming it's of EVE, otherwise it will quickly be cast into oblivion), you will likely end up upload it to EVE

FREELANCER

REQUIRES: A DEMAND FOR YOUR SERVICES, A LOVE OF ISK ABOVE PRINCIPLES

IF YOU LIKE THIS, TRY THESE: CEO, STARBASE MANAGER

LINKS: >> CONSULTANCY THREAD

FAMOUS PILOTS / CORPS: HARDIN, KALORIAN, KIAEDDZ



Skill Needed

██████████

Income Potential

██████████

Initial Investment

██████████

Danger Factor

██████████

Mobility

██████████

Group Dependency

██████████

There comes a time in every career when you realise that going into business for yourself, although riskier, is likely to be, uh, ISKier. For some careers, such as trading, researching, mining or manufacturing, it can sometimes be preferable to go solo as soon as possible if you feel you work better alone, but increasingly pilots are finding

freelance opportunities in jobs that have traditionally been reliant upon a supporting corporate structure beneath them. Opportunities exist whenever the freelancer has the skills and experience that a client lacks, and that can be appropriated for a one-time fee or an ongoing contractual basis, at a cost that represents good value. Almost any

service can be sought and provided for outside the corporate structure, and often within them for some of EVE's less cohesive organisations. In a world where pilots increasingly compete against others with skillpoints totalling many millions, rather than become despondent they find that being specialised in one area can be more profitable than being merely good at everything. For instance, many veterans are qualified to fly almost every ship in EVE, but few can realistically claim to be more than competent in them. Moreover, pilots are finding they have skills not directly reliant on skillbooks. There are dozens of players who will create forum signatures for a small fee. As many have come to realise, there are no skillbooks for design or creativity and, in many cases, skillpoints are no substitute for hard-fought experience.

CONSULTANCY >>

ADMIN >>

MERCENARY >>

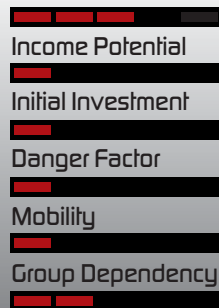


Advice can be a lucrative commodity, so providing advice can therefore be a route to impressive wealth. In areas such as trade and resourcing, where secrets are often closely guarded, finding information from the public domain can be difficult. Similarly, when it comes to starbases and player-owned structures, building a sustainable network can be costly unless you know what you're doing.

HISTORIAN

REQUIRES: RELIABLE SOURCES, A GOOD MEMORY, A HUNGER FOR THE TRUTH
IF YOU LIKE THIS, TRY THESE: EVELOPEDIA ADMINISTRATOR, INTERSTELLAR CORRESPONDENT
LINKS: >> E-ON ISSUES #003 & #004 >> EVE HISTORY >> EVE WIKI >> EVE SEARCH
FAMOUS PILOTS / CORPS: REIISHA, STARQUINIA

Skill Needed



Much has happened during the six years since capsuleers were allowed to pour forth across the galaxy. Prior to gaining their freedom from the bloodlines of their birth, history had been written with the Caldari State, the Amarr Empire, the Gallente Federation and Minmatar Republic taking up every page in the collective history of

EVE. There were chronicles of great expeditions, the deeds of great generals had been recorded and even the diaries of common foot soldiers had been immortalised, but never beyond supporting the endeavours of the respective states. In the year 105 that all changed. Pilots formed corporations, which coalesced into alliances, with the aim

to claim large swatches of frontier space. It was a new age of free-market imperialism and not only was history made quickly, it changed quickly. With the historians back in Empire space, and propaganda supplanting truth, it was hard to find out what was really going on. It seemed that in this post-human age of enlightenment, the sober eye of history was blinded in shadow. Over time, things have improved. Much more is being recorded and questioned, and the number of reporters bringing us news from the front line is greater than ever, but we are still some way from being able to look forward to a definitive history of New Eden. The irony is that as empires reclaim pilots into their militias, they are reclaiming pages for their history books into the bargain. Maybe it's time for a new spirit of independence?

[AGE OF PIRACY >>](#)
[GREAT NORTH WAR >>](#)
[THE PENDULUM WAR >>](#)



It has been said that nature abhors a vacuum, which is perhaps why lawlessness plots a course through it. New Eden's early pioneers had already staked their claim to O.O space during the beta, with alliances forming in and named after the Fountain, Stain and Venal regions. However, back in the core regions m0o and Space Invaders were terrorising high-sec in a way that would make JihadSwarm look like a travelling circus act.



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

INSTRUCTOR

REQUIRES: KNOWLEDGE, EXPERIENCE, ABILITY TO COMMUNICATE, LOTS OF PATIENCE
IF YOU LIKE THIS, TRY THESE: SUPPORT OFFICER, TACKLER, RECRUITMENT OFFICER

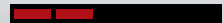
LINKS: >> AGONY UNLEASHED >> EVE UNIVERSITY

FAMOUS PILOTS / CORPS: AGONY UNLEASHED, EVE UNIVERSITY

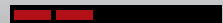
Skill Needed



Income Potential



Initial Investment



Danger Factor



Mobility



Group Dependency



It is only among the most civilised online worlds that there are people dedicated to the task of educating so-called 'noobs' on a near full-time basis. To earn the right to be an instructor one must have learned their craft, be it trading, mining or combat, through hard-fought experience rather than accruing skillpoints.

A teacher must also have learned patience, because it is the right of the newcomer to ask plenty of questions as they try to grasp the ways of EVE. Veterans too easily forget their first floundering days in New Eden as they too tried to understand such concepts as turret tracking and signature radii. Teachers, on the other hand, understand that it often

requires more than a few curt words and a swift flight around the nearby asteroid fields to fully comprehend what dangers might be lurking there. There are instructors dedicated to many careers, most of which ply their trade full-time or on a freelance basis for Eve University, seen by most as EVE's premier seat of learning. Also there's the PvP University run by Agony Unleashed, which offers more specialist classes geared towards more specific combat situations. Both are well regarded institutions and should you wish to embark on a life of educating others, it might pay to be a student of one, the other or both. Most of the major alliances and larger corporations run regular training exercises for new recruits, so there are plenty of routes into teaching. The most important is to ask questions. Only when you seek answers can you pass them on.

IVY LEAGUE >>

AGONY EMPIRE >>

VOCATIONAL TRAINING >>

Ivy League & Eve University
Helping new pilots in Eve, one step at a time.

About Eve University

Eve University is a neutral training corporation, founded in March of 2004 to help new pilots get up to speed.

Throughout this time, we have taken new pilots, trained them in various aspects of EVE, everything from PvP to Industry, and let them free into the great wilds to make their own name in the galaxy.

There are no costs to joining the University, and a small tax on bounties and mission rewards along with donations from well-wishers are used to run various programs, including providing free skillbooks for members.

To join us, please follow the instructions on our [application page](#).

For more information about Eve University itself, please join our public channel 'Eve University' on [EVE-ON](#).

The Ivy League alliance is the home of the Eve University, which is by far the largest and most revered learning institutions in the whole of New Eden. Entirely player-run and financed largely by donations from players who have successfully graduated (and become successful as a consequence), it's almost a required first stop for those fresh out of the academy.



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

MORTICIAN

REQUIRES: AN UNHEALTHY OBSESSION FOR LIFELESS BODIES, ON-BOARD REFRIGERATION UNIT
IF YOU LIKE THIS, TRY THESE: SALVAGER, HISTORIAN
LINKS: >> AZIA BURGI >> EVE CEMETERY
FAMOUS PILOTS / CORPS: AZIA BURGI, TAAK CORAM

Skill Needed

Income Potential

Initial Investment

Danger Factor

Mobility

Group Dependency



It's one thing to take pride in your combat abilities and collect the frozen corpse of your vanquished foe. But it's quite another to skulk around out of range of duelling ships with the specific aim of scooping up the dead bodies for purposes other than bragging about having had a hand in them. Collecting items simply for the pleasure

of owning them isn't in itself unusual. Rare ships are an obvious source of pride for their owners, and there are pilots that collect blueprints, skillpoints and even vast reservoirs of ore. But collecting corpses is one of the more bizarre occupations that has developed over the years. For non-combat pilots chancing across a body

floating in space, finding one of a famous pilot or alliance director is justification enough for dragging it into your hold, since it may be the closest they ever get to seeing it, or may one day be worth selling. The size of the secondary market for such trophies however is negligible. Combat pilots can get through dozens of clones a year, making them effectively worthless. Alliance directors are harder to come by and command more value, but probably only to enemy leaders. For the original owner, a dead corpse is merely a discarded husk, but there are exceptions. For one pilot, Azia Burgi, collecting the dead has become an obsession. Burgi constructed New Eden's first cemetery and had pilots coming from far and wide to mourn at their own funeral. The cemetery is currently being renovated and we hear Burgi is in need of volunteers...

DEATH >>

CLONE >>

INSURANCE >>



A frozen corpse in space means only one thing; that the previous owner was 'podded', which means they not only lost their ship and anything attached or inside it, but lost any expensive implants they might have had about their body. Luckily, they will have already woken up in a clone vat elsewhere in the star cluster, probably not in the best of moods.

MUSICIAN

REQUIRES: A SMALL DEGREE OF MUSICAL ABILITY, MORE COWBELL
IF YOU LIKE THIS, TRY THESE: WRITER, BROADCASTER
LINKS: >> ALIENHAND >> OFFICIAL SITE >> CURZON DAX'S PARODIES
FAMOUS PILOTS / CORPS: CURZON DAX, ALIENHAND, ROC WEILER

Skill Needed

Income Potential

Initial Investment

Danger Factor

Mobility

Group Dependency



In space, no one can hear you scream. The reason why, of course, is because space has so much space in-between the few bits that take up... er, space that the whole lot is a vacuum in which sound waves cannot travel. The sounds you hear when flying through space in your ship are a combination of the vibrations of your ship's systems and

synthesised sound modules that are played in order to provide a small measure of comfort. Of course, the sounds that are piped into your pod while you manoeuvre your external camera drones are all standardised, which is why all engine sounds are the same, when in reality they all sound markedly different. The old Amarr Augoror cruiser,

for instance, makes a slightly disconcerting clanking sound before entering warp. If you heard it you'd probably never go near one again. Over time some capsuleers can become more agitated by the sound module than by the silence and will have it de-activated, preferring to play music (or tune into radio broadcasts or podcasts) in order to keep from going insane. Indeed, some styles of music are so enjoyed by pod pilots, and typically only by pod pilots, that many have tried to create their own music, often to great acclaim. Obviously, to create music requires some measure of creative skill that can't be found from any skillbook, as well as specialist equipment that can't be found in any station. Given that fact, it's unsurprising that the number of musicians are few, but their efforts are always welcomed and fame seems easy to come by for that very reason.

PARODY >>

TRIBUTE >>

LET'S ROCK! >>



They say that sarcasm is the lowest form of wit, which must make musical parody the lowest form of rhythmic composition. Such technicalities didn't stop Curzon Dax from becoming one of EVE's most celebrated musical stars with his unrepentant brand of satire that isn't always politically correct, or safe for public consumption.

PR CONSULTANT

REQUIRES: A SILVER TONGUE, ABILITY TO BE ECONOMICAL OR OVER-ABUNDANT WITH THE TRUTH
IF YOU LIKE THIS, TRY THESE: FICTION WRITER, BROADCASTER, WRITER, VIDEOGRAPHER

LINKS: >> EVE FORUMS

FAMOUS PILOTS / CORPS: JADE CONSTANTINE, HARDIN, SELEENE

Skill Needed

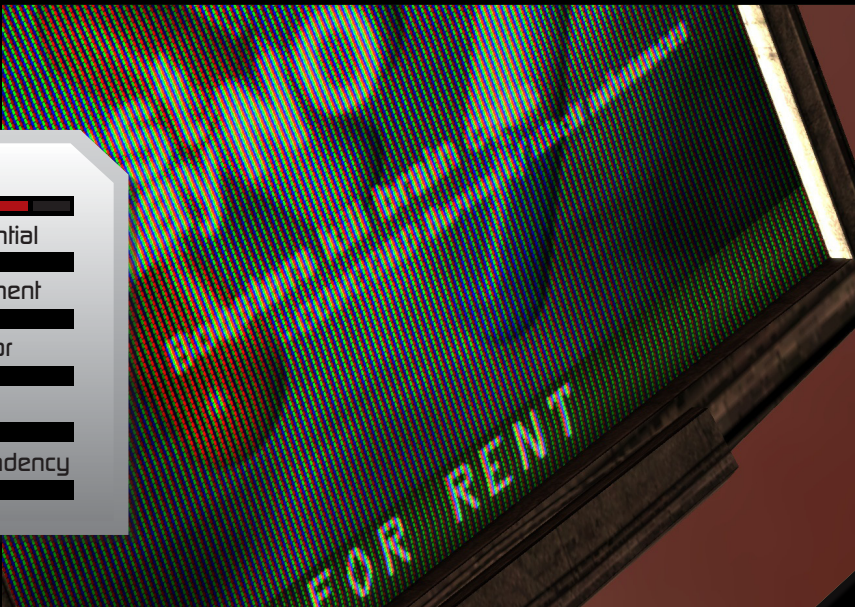
Income Potential

Initial Investment

Danger Factor

Mobility

Group Dependency



In EVE, wars can be won and lost without a single shot being fired. Through the efforts of dedicated propagandists it is possible to affect the outcome of a protracted confrontation by the careful dissemination of information, be it from a trustworthy source or a baseless lie conjured from thin air. The skills of such

public relations experts are not those that can be picked up in any marketplace or implant. The disseminator of (mis)information aims to build relationships purely through communication, be it in-game chat via text channels or EVE Voice, on the GalNet forum or anywhere else that pilots have need to coalesce. The propaganda specialist

is attuned to the opinion of the masses and how it can be tapped into, shaped and ultimately moved to act in the interests of your corporation or alliance. While it's easy to imply that propagandists are naturally scheming, in truth they are administrators of how and when certain information should be made available, which is often a decision made in conjunction with the leadership itself. Many skilled 'forum warriors' and cleverly-spun press releases come from high-profile alliance leaders, many of whom have remained in such lofty positions because of the image they have carefully projected. Many pilots become aware of this and become attuned to the rhetoric, at which point the propagandist must take a back seat and direct the efforts of those under them. The most accomplished communicators are most effective when cast in shadow.

FORUM >>

SPREADING THE WORD >>

MOVING PICTURES >>

EVE Communication Center	
<input type="checkbox"/> EVE New Citizens Q&A New to EVE? Use this forum to ask, or answer, questions about the game.	34162
<input type="checkbox"/> EVE General Discussion General discussion about EVE Online.	110790
<input type="checkbox"/> EVE Fiction There's a rich history behind New Eden, and it's still in the making - visit this forum to discuss the world of EVE.	2483
<input type="checkbox"/> Intergalactic Summit An in-character, role-playing center for the capsuleers of New Eden. Forge alliances and make friends, resolve disputes or declare hostilities.	7076
<input type="checkbox"/> Out of Pod Experience Have a funny video to share? Need a name for your new cat? This is the place to discuss topics not related to EVE.	23179
<input type="checkbox"/> My EVE Share your EVE videos, guides, resources, songs, jokes and more!	6223
<input type="checkbox"/> EVE Technology Lab A forum for player created tools and applications, including those based on the EVE API.	3869
<input type="checkbox"/> EVE Alliance Tournament Discussion Home of the Alliance Tournament. See here for rules, updates and feedback	2123

The first port of call for anyone looking to get their message across to potential allies and intransigent enemies is the official EVE Online forum. The Intergalactic Summit within General Discussion is a vital training ground before throwing yourself to the proverbial lions that lurk in other parts of the forum...

SOFTWARE ENGINEER

REQUIRES: A FULL KNOWLEDGE OF THE BINARY LANGUAGE OF MOISTURE EVAPORATORS
IF YOU LIKE THIS, TRY THESE: FILE ARCHIVIST, CARTOGRAPHER
LINKS: >> EVE API >> THIRD PARTY DEVELOPMENT >> EVE TECH LAB
FAMOUS PILOTS / CORPS: ELISSEN, BRAD STONE, PYJAMA SAM, SERENITY STEELE

ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

Skill Needed

████████████████████

Income Potential

████████████████████

Initial Investment

████████████████████

Danger Factor

████████████████████

Mobility

████████████████████

Group Dependency

████████████████████



New Eden always has need for people who have an aptitude for arcane machine languages. In fact, the EVE API (application programming interface) was created exactly because people were wanting to expand EVE from behind the high walls of the login screen. Prior to the API being made available, players had already created

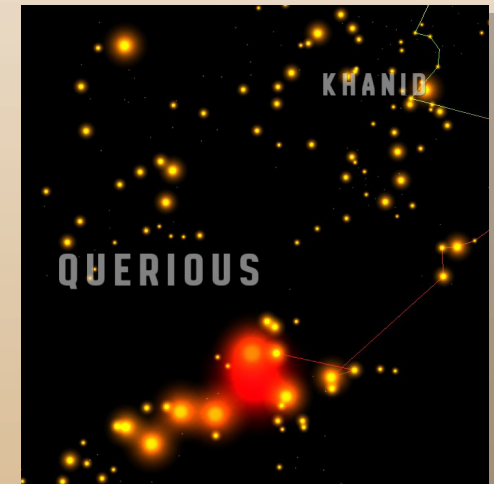
a wealth of essential tools for other pilots, among them ICS's Jump Planner, Future Falcon's EVE Tools and the perennial EVEmon. Now that the API is out there, the sky has become the literal limit. The goal of the API project, formally initiated by CCP in 2007, was to allow websites, tools and applications access to more specific sets of data

from the live game database, so that information could be accessed outside of EVE, the obvious benefit being that you could check your skill training from your iPhone whilst on the bus, or view agent data from your work computer without the boss walking by and wondering why there's a spaceship in the centre of your screen and not a spreadsheet. The data that's available is of two varieties; character, market, corporation or alliance data that must be accessed by an API key, and generic data such as that referring to items, systems and agents in the gameworld, all of which are universal and unchanging. As new features are created and integrated within the main MyEVE website, the diversity of API-project tools will only increase. If coding is your calling, tinkering with the API could be the best route to fame and fortune.

GENERIC >>

LIMITED ACCESS >>

FULL ACCESS >>



This is data that requires no key, which means it's data that doesn't reveal anything about player-created entities (characters, corporations or alliances), except that to do with sovereignty – which is far from personal. Item databases, basic ship fitting tools, maps and navigation applications are the most popular uses for this type of information.



ADMIN

COMBAT

ISD

RESOURCE

SERVICE

E-ON

VIDEOGRAPHER

REQUIRES: EDITING SOFTWARE, LOTS OF FRIENDS WILLING TO BE EXTRAS
IF YOU LIKE THIS, TRY THESE: SCOUT, BROADCASTER, INTERSTELLAR CORRESPONDENT
LINKS: >> VIDEO FORUM >> THEKILLER8 >> DIRE LAUTHRIS >> CLEAR SKIES
FAMOUS PILOTS / CORPS: JOHN ROURKE, DIRE LAUTHRIS, LOXYRIDER, THEKILLER8

Skill Needed

████████████████████

Income Potential

██████████████████

Initial Investment

██████████████████

Danger Factor

██████████████████

Mobility

██████████████████

Group Dependency

██████████████



There is something about the sheer vastness of space – and the many hidden corners where ancient ruins and pirate hideouts might lurk – that has inspired generations of EVE players to document them, either by simply taking screenshots or by shooting and editing impressive hi-octane documentaries and movies. Taking screenshots

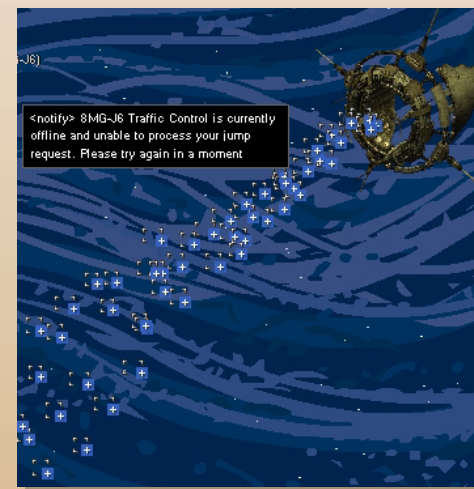
is easily done: Press Ctrl-F9 to turn off the user interface, (if you want to) hit the Print Screen key and hopefully a lovely image will be deposited into your My Documents folder (or somewhere far less obvious if you're on a Mac). It might not tell a thousand words but it should conjure up a few hundred. If you feel it's worth sharing, upload it to

your blog, corporation website or to EVE-Files. You won't get rich, but you might have taken some compelling evidence of an enemy in a compromising position, or a beautiful sunset that will warm the hearts, albeit briefly, of New Eden's cold-hearted killers. Inspiration can be found from the My EVE Channel of the EVE Communications Center, but before you embark on a career of planning shots, hiring extras and searching for non-copyright-infringing music to accompany your blockbuster, know that some EVE film-makers have spent many months on their movies, often taking lengthy trips to EVE's Singularity test server to capture footage that would be tricky on Tranquility. The best of the best of EVE's videographers have gone on to work for EVE TV, but we're still some way from being able to enjoy a regular TV service of timely in-game news.

RMR >>

DAY OF DARKNESS >>

CLEAR SKIES >>



Most videos rather blatantly use in-game footage, which is no bad thing – this is EVE after all. But sometimes the low-fi approach can be very effective. TheKiller8 was known for his Flash-based short films that delighted in taking swipes at EVE's shortcomings. The films are two years old now, but still seem to illicit a few chuckles, even among new players.



WRITER

REQUIRES: THESAURUS, DICTIONARY, CREATIVITY, FINGERS
IF YOU LIKE THIS, TRY THESE: FICTION WRITER

LINKS: >> E-ON ISSUE #012 >> EVE CHATSUBO >> EVE FICTION PACK >> EVE FICTION FORUM
FAMOUS PILOTS / CORPS: HALADA, NYPHUR, THE COSMOPOLITE

- Skill Needed
- Income Potential
- Initial Investment
- Danger Factor
- Mobility
- Group Dependency



It may not seem like the most obvious career in a universe of unrelenting spaceship combat, but often wars of words can be as artfully epic as any fleet battle, and their chief strategists hailed as literary heroes. Though they often begin an apprenticeship with biting forum posts, the very best writers among EVE's talented

and diverse community have always tended to stretch their abilities beyond the largely anonymous medium known as the EVE message board, having over the years evolved a number of writing subspecies, from reporters to columnists, guide writers to story-tellers. There are even a handful of authors who've written novel-length

autobiographies of their EVE adventures, while others have had their work published in E-ON magazine. The skills required of a writer may seem obvious; a solid command of English being one, but perhaps more important is a noble tenacity and a willingness to learn from your mistakes. There are hundreds of veteran EVE players who when they first joined the game had barely a grasp of written English. Through chatting with corp friends and interacting across the forums, they have progressed to become accomplished communicators. Such is the wonder of EVE's 'one world' server architecture that it allows us all to come together, just in time to blow each other apart. Being a writer is about getting your message across, whether to inform, entertain or excite. If people read what you have to say and can relate to it, you are a writer.

- GUIDES >>
- NEWS >>
- FICTION >>

Roleplay Discussion & Resources

- Out of Character Summit**
An area for discussion of particular player events, Eve RP, Eve RP corporations and GalNet.
Moderator: The Mods.
- CCP & ISD Events**
A place to discuss IC news, in-game events and story arcs provided by CCP and their minions.
Moderator: The Mods.
- Collaborative RP/Events**
For collaborating on RP projects, planning events and co-ordinating such stuff.
Moderator: The Mods.
- The Bookshelf**
Discussion of Eve's background and history.
Moderator: The Mods.
- Writers' Workshop**
Showcase for your fiction. Get feedback or collaborate with others.
Moderator: The Mods.
- Character Development**
Got a great plot twist for your character, or need help fleshing out a part of him? This is the place.
Moderator: The Mods.
- Job Centre**
Roleplay corporation recruiting hall. Mods on patrol.
Moderator: The Mods.

Visit the New Citizens Q&A in the EVE Communication Center and you find links to many dozens of guides, with more appearing as part of the rapidly-expanding EVElopedia. Some guides, such as Halada's exhaustive guide to mining, have turned their authors into virtual scholars and legends. We never stop learning – maybe your guide to guide-writing will be the next non-fiction best-seller?

E-ON MAGAZINE

HAD YOUR INTEREST PIQUED BY THE CAREER CHOICES ON OFFER?
WANT TO GO EVEN DEEPER? E-ON IS THE PERFECT WAY TO ENHANCE
YOUR EVE ONLINE EXPERIENCE, GET MORE INVOLVED WITH THE
GAME AND ENGAGE WITH THE REST OF NEW EDEN'S COMMUNITY...

On the following pages
you will find a selection
of typical content, in full.

- >> Testflight: Tier 3 Battleships – E-ON #006
- >> Insider's Guide to... Navigation – E-ON #001
- >> Chronicle: The High Garden – E-ON #005
- >> Cover Feature: Modular Ships – E-ON #014
- >> Alliance Profile: Hedonistic – E-ON #010
- >> In Crowd: Hilmar V. Pétursson – E-ON #003
- >> E-ON Upfront: News – E-ON #013

For a full index of
back issues
[click here](#)



Published quarterly since autumn 2005, E-ON is EVE Online's official real-world magazine. Every back issue is still available, each one a treasure chest of EVE delights chronicling the journey of the game, its developers and players in the past, present and future. In each issue's beautifully designed, glossy pages you will find news, interviews, previews, exclusive fiction, player guides and much more besides, all of it professionally written and produced by a dedicated team of writers and designers from within the EVE community and beyond. Those who have discovered its delights continue to heap praise upon it...

E-ON is published in early January, April, July and October by MMM Publishing Ltd.

The universe's finest ships are given a thorough shakedown by E-ON's resident test pilot...

TESTFLIGHT | TIER-3 BATTLESHIPS
GIVING YOU THE LOW-DOWN ON THE SHIPS WORTH FIGHTING FOR

BATTLESHIPS ARE THE MOST POPULAR MULTI-ROLE SHIPS IN EVE AND NO OTHER CLASS OF VESSEL HAS SHAKEN THEM FROM THAT PEDESTAL. BUT WITH FOUR NEW BATTLESHIPS FRESH OFF THE PRODUCTION LINE, WHAT ARE THEIR SPECIALIST ROLES AND HOW WELL DO THEY STACK UP AGAINST EVE'S EVER-WIDENING CHOICE OF VESSELS?

TIER-3 BATTLESHIPS



TEXT: DIGITALCOMMUNIST

Veteran pilot and know-it-all, DigitalCommunist has been E-ON's chief test pilot for 18 months. Study, all good things must come to an end, and now retirement beckons. We did have a nice gold watch for you, but we left it in escrow and then Revelations hit. Sorry.

ARTWORK BY JOHN AUGAR

In my sixth and final Testflight article (yes, I'll be handing in my driving gloves for good after this one), I will be covering Revelation's latest additions to fleet warfare – the Tier-3 Battleship. My main focus will remain on discussing the intended roles of each ship, how well they perform, and whether or not they measure up to expectations for that role. For all but Gallente, this happens to be fleet combat. It's important to keep in mind that, by design, the Battleship has been created with enough configuration possibilities that it can be adapted to virtually any situation. There is no true scale of measurement that defines how a ship can be used, what success it will achieve or how much enjoyment you will derive from flying it. Thus, little introduction is needed, save for the assumption that all of us are content just to have something fresh to stare at on those long days. ☺

TESTFLIGHT: TIER-3 BATTLESHIPS
E-ON ISSUE #006

PAGE 1

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PAGE 3

Everything you need to know to make your way in EVE – in-depth guides to every aspect of New Eden survival...

INSIDER'S GUIDE

EVERYTHING A NEW PLAYER SHOULD KNOW ABOUT.

Drive Engine
CONCORD Assembly
Fremular
Blood Kingdom
The Lightbrake
Sutstas Pirates
Jingal Cartel
The Blood Raider Covenant
The Intellit
ISE
Thukker tribe
The Servant Sisters of EVE
The Society
Merda's Legion Command
Samsa's Nation
Sagittari
New Alliance
Ascendant Frontier
Imperial Republic of the North
A Alliance
Coalition of Empires
Fountain Alliance
The Phoenix Alliance
Interstellar Starbase Syndicate
Blain Empire
Corators, Yerdas, Dinkas
HAUCORH FEDERATION

THE INSIDER'S GUIDE TO SAFE NAVIGATION

GETTING FROM A TO B IS EASY ENOUGH. GETTING THERE WITHOUT ENDING UP RENTING AN EXPENSIVE CLONE TANK MARGINALLY LESS SO. HERE, THEN, IS OUR GUIDE TO STAYING ALIVE ON THE MOVE – SAFETY NOT GUARANTEED



TEXT: SCINLAECA

AVOIDING HUMAN CONTACT AS MUCH AS POSSIBLE, SCINLAECA IS AN EXPLORER WHO FLITS ABOUT THE FRONTIER, LOGGING STARS, SKIMMING PLANETS AND CHILLING OUT TO EVE TUNES

Whether behind the controls of a lethargic industrial ship or the lithest of interceptors, getting around the EVE universe is comparatively easy – you just point your vessel in the direction you want to go, double-tap the mouse button and your ship magically turns to face the new heading. Of course, while finding something at the end of your journey is unlikely, finding the end itself is even more so – space being a rather minimalist and infinitely large environment – which is why modern spacefaring vessels are equipped with warp drives, to travel to wherever it is you want to go quickly. Without a warp drive, you may as well get out and walk.

The problem with warp drives is that they require navigation points. Luckily, each and every nav computer in each and every ship is programmed with the coordinates of nearly all the man-made and natural celestial bodies the length and breadth of known space. Right-click in the main screen and you're given warp access to approach any station, planet or rock belt in the local system. And should you wish to visit a neighbouring system, you simply approach the corresponding stargate and activate the 'jump' option when in range. The wonders of EVE are but a few mouse-clicks away.

Sadly, just because the process of getting about at the basic level is easy to master, it doesn't necessarily translate that mastering the various facets of astral navigation will become instantaneous. However, the aim of this guide is to make it as hassle-free and as safe as it can possibly be; the quickest and easiest way to leapfrog lesser pilots is to use bookmarks, or 'BMs' as they are more popularly known.

ON YOUR MARKS

Whether you believe bookmarks to be the best thing since Quafe Ultra or just another waypoint on the highway to mankind's eventual oblivion, the truth is that until the powers that be change the system, BMs are a necessity. At the very worst they will bank you time, at best save you from tasting the cold emptiness of space as it fills your dying lungs. If you regularly mine, a bookmark a distance away from your favourite asteroid belt will allow you to warp straight in and target the Miner IIs without having to chug into position. Another bookmark near the local refinery means you can haul the ore back in double time. In fact, with a couple of well-placed bookmarks, a solo miner can bore and haul without having to worry about

thieves stealing entire caches of precious ore.

Traders, too, would be wise to set up a few bookmarks. Just as its early bird that catches the worm, so too the first that can bring their goods to market will earn the money. If you happen to regularly work a certain trade route, it would pay huge dividends if you could seed a network of bookmarks. Given the speed of an industrial ship fully equipped with cargo expanders, BMs could feasibly save a committed trader hours every week. And for those who haul precious minerals and rare modules through dangerous systems populated by pirates and corporation enemies, the benefits are obvious. In fact, let's be blunt: without BMs you simply will not survive warping into a pirate trap. You might not survive with them, but at least you'll have a decent chance of survival.

AUTOMATIC

The problem with bookmarks is that whilst they make travelling quicker, they certainly don't make it any more interesting. After a while, every burger bar at every gate seems to look the same and all you want to do is sit back, turn up the jukebox, relax and let the navigation systems do all the work.



Covert Ops ships are fine for sneaking around, useless for anything else

In terms of cost vs risk, shuttles are the best way of getting around




Organise your Overview settings if you want to get the best out of it



Miners would be well advised to set up bookmarks around their favorite rocks

E-ON exclusively brings you the finest fiction from EVE's most pre-eminent authors...

CHRONICLE #1

 *New Caer Fen proved in time to be a world that none of us would leave, and a world on which none of us could live. The catastrophe made the former a certainty; the High Garden made sure of the latter.*
— *The Lilnad Fragments, Sang Do Collection, FKN 1106*

Derek region, Mamouna constellation, Lilnad, planet III, moon I YC108.04.05.

Jaimon Usoto trudged up the path that led from Site Four toward Base Camp, muttering under his breath, and straining under the finds pack Professor Ayakmond had him bring from the site before striding out ahead. The Professor was, of course, carrying his own slim case containing the choicest finds. Jaimon reflected on his decision to gain experience in remote field-work before settling down to linguistic archaeology in the comfortable world of university facilities and established sites in the core systems. Shaking his head, he hefted the pack around his shoulders again and carried on walking.

Up ahead, the Professor was nearing the rise before the path dropped down to the shallow hill valley where the expedition was camped. The way up the hillside cut through some rough terrain, covered with the large, woody and curiously lichen-like plants that seemed to be the dominant lifeform of the moon. The path had been burned straight, however, and Jaimon could see all the way to the top, despite the dense foliage around him. There was the Professor, just getting to the top; no doubt the old bastard would turn and beckon for him to hurry as he always did. Jaimon kept moving and watched as the older man got to the top, paused — a long pause — then abruptly turned. Here we go, thought Jaimon, before stopping as the Professor broke into a run back down the trail, waving his arms, the case flapping crazily.

Jaimon stared as two figures appeared on the rise, each took aim with some kind of rifle and opened fire on the Professor. A startling noise rent the air and the Professor threw out his arms, his case spinning away, and fell forward, to lie in the path, his back a torn and bloody mess. Jaimon stared a second, then threw himself sideways into the foliage; it was tough and dense but fear drove him on and deeper in. Realizing he was blundering in a straight line, he cut back down towards the line of the path and ended up at the edge again, just able to see into the path, flat on his stomach and shaking with terror. Had they seen him? Surely they must have, unless... unless they had been intent on killing the Professor.

Remaining prone, Jaimon raised his head and peered out. He could hear the others crunching down the path but he couldn't see them. They stopped, made no sounds. Then one came into view and bent down to retrieve something: the Professor's case.

This one straightened up, seemed to notice something on Jaimon's side of the trail and pointed. He couldn't see the other but shortly he heard an explosion behind him and the ensuing crackle of flames. Jaimon looked back the way he had come through the vegetation and saw the fire. Another crump and burst of flame erupted further in. Then another a little further up, perhaps closer to the edge. Jaimon realised they knew someone was in the growth and were trying to burn him out. Or simply to death. He smiled slightly, they didn't know this vegetation. It wouldn't burn easily and the fires were unlikely to spread to where he lay.

The man Jaimon could see appeared to nod in satisfaction and waved to his partner. This one joined the other, indicated the case and pointed down the trail, tilting his head as if asking something. The other nodded, picked up the case and they both began to move down towards Site Four. Jaimon realised they would come close to him and remained very still. He watched as they came past. Both wore closed-face helmets, not strictly necessary on this moon though the air was thin and he himself wore a supplementary breather outside. No doubt the helmets were as much for combat protection and comms as anything else. He could see their outfits clearly now, not entirely uniform but similar in design to one another and adorned with various symbols and small items of no clear utility. Jaimon knew who they were: Thukker, and members of one of the more unscrupulous clans at that, the Sekyal. More of a crime family than a real clan and, while not outcasts, those Thukker who preferred to present a civilised face to other peoples tended to disdain them.

Jaimon waited, as they moved past, and listened as the fire crackled a little longer, then began to die out. He continued to wait, knowing they would return, perhaps at any moment. Sure enough, he soon heard them re-approach from the direction of the site. They passed, the one carrying the Professor's case leading, the other hefting a finds pack similar to his own. Jaimon puzzled over that and finally concluded that they'd probably swept anything remotely valuable-looking into that spare pack to carry off. He waited for long minutes further. They might wait on the ridge in case he emerged. There again, they probably wouldn't bother. They had seemed somewhat negligent and blasé. Perhaps he was projecting the stereotype onto them though.

He waited a little longer, then Jaimon decided to creep forward through the brush. Reaching the edge, he peered up the trail. Nothing. He got up onto his knees and pushed forward, sticking his head out and still saw nothing all the way up to the ridge. He pushed out and stood up, patting himself down and sweeping foliage off his torn clothes. He looked up and down the trail, weighing his choices. He could creep up to the ridge and look over to the base camp or he could make for Site Four and hide there a while. Suddenly a roaring sound could be heard from the direction of the camp. A ship taking off. Jaimon hesitated then retreated down the trail, casting looks behind him as he went.

The ship, a great black and brown hulk, some kind of cruiser by its dimensions, rose on its take-off thrusters, looking grotesquely like a great rat balancing on pencils of flame. Then it hovered, at Jaimon stared, mesmerised though he knew he should keep moving. A flare of light and a flash of movement as the ship belched forth some agent of destruction. An explosion followed swiftly after and the ship fired again, again and finally again. Explosions followed and Jaimon knew the base camp would be laid waste, and probably covered in radioactive debris from the rocket-propelled shells that he reckoned had been used. Nothing for him back there.

He turned and ran, now fearful lest the ship sweep over and bombard this area on the word of those two who had been here. ☹

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NEW FICTION BY NIXON BARDSLEY

THE HIGH GARDEN

Illustrations: Michi Kech

CHRONICLE: THE HIGH GARDEN
E-ON ISSUE #013

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E-ON / AUTUMN 08 27

From gameplay previews, to philosophical treatises on the nature of the universe, E-ON's features cover them all...

MODULAR SHIPS

THE SHAPE OF SHIPS TO COME



TEXT: ZAPATERO

E-ON's eternal editor was actually an amalgam of many different magazine-creating parts, minus the one that pays attention to deadlines.

→ EVE currently houses hundreds of ships, so many that if you were to ask these different CCP developers how many were in the game today, you would likely get three different answers – all of them a vague stab in the dark somewhere between ‘haven’t got a clue’ and ‘loads’. The exact number will depend on whether you include ships that exist in the database but not in the game *per se* (such as the Wraith), or those that exist but are so rare as to be inaccessible to all but those who can afford to hoard them (the OpuX Luxury Yacht). Take out ships that are only flown by NPCs or ISD operatives and the number is even lower.

An easier question would be to ask how many new ships have been introduced to EVE in the last year: in the Empyrean Age there were just five. In Quantum Rise only the lonely Orca arrived to cheer up EVE's ship builders. In the next as-yet unnamed expansion, EVE's tenth, the number of *actual* ships might be even less – but there will be the potential for thousands to spring into existence: 12,500 to be precise.

The mechanic that will allow this quantum increase of EVE ships is Tech III. Unlike Tech II – essentially just better than Tech I at a cost in the requirement of more complex materials and processes to create – Tech III is less about a

NEW SHIPS ARE COMING, AND NOT JUST A FEW EITHER. POTENTIALLY THOUSANDS THANKS TO MODULAR TECHNOLOGY AND TECH III. WE PIECE TOGETHER THE FACTS ABOUT EVE'S NEW SNAP-TOGETHER TOYS

COVER FEATURE: MODULAR SHIPS
 >> E-ON ISSUE #014

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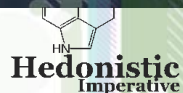
Each issue of E-ON gives you the inside story of New Eden's most prominent Alliances...

ALLIANCE PROFILE #2

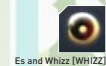
HEDONISTIC IMPERATIVE [RELAX]

FORMED:
AREA OF OPERATION:
MAIN ACTIVITIES:
PRINCIPLE DIRECTORS:
MOTTO:
URL:

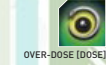
January 14th, 109
Almost everywhere, with concentrations in Derelik, Curse, Great Wildlands, Molden Heath
Booster Production, Promotion and Logistics
Masu'di (Chief Exec), DamienUPB, Yokan Daifuku (Diplomatic Contacts)
"No Cameras Please"
relax.novitraq.com



MEMBER CORPS



Es and Whizz (WHIZZ)



OVER-DOSE (DOSE)



Haven Industries (HVID)



Utopian Research I.E.L. (URIEL)



The Flaming Sideburn's (ARRGH)



Capital Investments Limited (ALCAP)



Bene Gesserit ChapterHouse (B.G.)



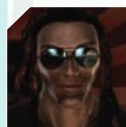
Frustrated Incorporated (MRSV)



Globaltech Industries (GBTEC)



PDF Industries (PDFI)



SOME ALLIANCES ARE TERRITORIAL, SOME ARE MERCENARY (MOST ARE BOTH), YET FEW PROCLAIM TO COMMAND THE CHEMICAL ENTERTAINMENT INDUSTRY

WITH QUITE AS MUCH VIGOUR AS RELAX, ITS EXECUTOR CORP CEO AND LEADER, MASU'DI, EXPLAINS WHY

How did your alliance come into being and where did your founder corps come from?

Es and Whizz originally founded the alliance as an aid to diplomacy with other alliances, but also as a matter of prestige and raising our profile. Before this we had been running narcotics across all the corners of the frontier to customers who needed them for acquiring pirate implants. We were also involved in assisting a group of corporations and alliances in the Great Wildlands in mutual desire to keep that area of space clear of organisations that try and dominate and control affairs there. This group traces its history back to the very early days of the Frontier opening, when the Great Wildlands fell under the control of the original Curse Alliance and was duly resisted by some of the residents there.

Es and Whizz had had a number of invites to join some of the alliances we knew and worked with, but we felt that none of them shared our interests and dedication to narcotics and boosters to the same extent that we did. In some ways, forming an alliance put a ring on our wedding finger, so we could turn down these kind of propositions.

The alliance only became an alliance in the true sense when some of our member's friendships towards corporations inhabiting the Mamouna constellation in Derelik eventually led them to sign up. Although we have never openly recruited, we are interested in corporations that either already have experience in booster production, or who have strong combat operations, and who want to expand their goals and opportunities away from the usual territorial motives.

What makes yours different to other alliances in New Eden?

Hedonistic Imperative is an alliance of corporations that either produce, sell and distribute combat boosters, or are working towards that goal. This makes us a unique entity in New Eden, as there are few organisations as large and as openly dedicated to this business as we are.

What is your own personal role within the alliance and how does your alliance operate internally (divisions, etc)?

My main role as CEO of the executor corporation is to provide leadership and direction, keeping things focused on our booster empire. Amongst a long list of roles, some of these include diplomacy and intelligence gathering, training and assisting new dealers within the alliance, and troubleshooting and 'janitor' work, when there are some messes to clean up. I also tend to handle any of the larger booster deals that are being arranged for a whole alliance or corporation, rather than for just private use.

I lead the alliance by consensus and try to strike a balance between individual freedom but at the same time ensure that Hedonistic Imperative stays true to the cause. Ultimately I have the final say on matters, but this is kept in check by the members of the alliance, as people will always vote with their feet if they do not like the way things are being done.

In what economic sphere does your alliance operate?

Booster production is our main economic activity. Some members lean towards the production side, and some towards the dealing. We have a system setup where the dealers buy the boosters internally off the alliance, and then resell to customers. The internal price pays the producers for their work, and the dealer gets his cut by charging transportation or handling fees. There is always room for improvement, but overall I feel we do very well, and are at the forefront of this business.

How would you say you are rated against your main competitors?

There are few entities in the booster business on the same scale. Until their recent withdrawal, the only other alliance officially involved in this field was Corelum Syndicate. The founding corps of both alliances warred in their early history, when Corell Corp, frustrated with their ineptitude of Gallente Customs in their ability

to stop illegal trafficking of narcotics into their space, took matters into their own hands. At the time I accused them of using it as a cover for their own narcotics and boosters ambitions, which they did later go on to pursue. Whether this was true or just co-incidence, only their CEO knows. Since then, for the most part, relations between our respective alliances have been amiable and co-operative when needed.

What are your political affiliations with the frontier alliances?

The alliance operates nearly exclusively on the fringes of Empire and in the frontier. Many of our members have connections with the Thukker Tribe and Angel Cartel, leading us to have interests in both The Great Wildlands and Curse. In the Great Wildlands we have given our support towards Foundation in its resistance to occupation of the area by Veritas Immortalis, and via this shared hostility, amicable ties towards Red Alliance and Gooswarm.

The way we conduct our diplomacy ties in with how we sell our drugs. An alliance that provides us access to docking facilities or space, we will sell at 30 per cent discount. At the dealer's discretion, alliances and corporations marked as competitors may find themselves paying a few extra 'handling fees' on the bills that a neutral would not. Those that make our black-list and are marked as an enemy do not get to do business with us. To be black-listed, usually an organisation has to either destroy one of our starbases, a non-combat capital ship, or give us a unilateral standings reset. An organisation can be removed from the black-list, in special circumstances. Usually this involves paying some amount of blood-money.

In what region(s) of space are you based and what is life like there?

Like the Thukker Tribe that we associate with, we are nomadic in our operations. Our pilots will fly to wherever our clients need their drugs. There are very few constellations in New Eden that have not been visited by our pilots at least once. The majority of our corps have strong presence in Derelik, chiefly The Flaming Sideburn's and Bene Gesserit ChapterHouse, where they fiercely defend the Mamouna constellation from outsiders. Es and Whizz from our pre-alliance times still has a presence

PRINCIPAL CONFLICTS

With no territory to defend, RELAX would rather protect what is in cargo holds than fight for honour or glory:

"We have had a number of minor military operations in the Mamouna constellation with some organisations causing trouble in our territory there. In all cases they were either driven off, with starbases dismantled by either us or them, or the situation resolved diplomatically.

On the whole our combat operations are usually small skirmishes and gang warfare, rather than large fleets. The odd act of industrial sabotage using covert ops and stealth bombers, sometimes with co-ordination of an 'inside' agent, is something else we enjoy.

For nearly a year we have maintained a base of operations in the '760-9C' constellation of Wicked Creek, which came to fall under the umbrella of 'Tau Ceti' Federation. This base was used to perfect our gas cloud harvesting and combat booster production techniques when the technology was first released. The area has been very quiet for us and has been a successful area to train our pilots up. However, we recently have moved on from there, casting our eyes over New Eden in search of more profitable constellations, and leading us to be more involved in the frontier areas of the Great War.

How would you rate your collective combat abilities?

We are not a military organisation, but we do regularly participate in combat, either in assistance to our friends and allies, or towards anyone that has crossed us. We leave those alone that leave us alone, but we do not hold back punches if we feel we have been wronged.

Upon which members and member corps would you say your alliance most depends, and why?

There are so many members that play, or have played, an important role of some kind in the alliance past and present, whether being excellent drug dealers, looking after starbases, providing leading combat operations or networking logistics and industrial support that it would not be possible to give specific names without producing a rather long list. Were I to do so, I fear I would also be in danger of missing someone out unjustly.



Below: DamienUPB and Yokan Daifuku, two of the three principal brains behind Hedonistic's drugs operation



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ALLIANCE PROFILE: HEDONISTIC IMPERATIVE >> E-ON ISSUE #010

PAGE 1

Despite their shy and retiring personalities, each issue of E-ON puts the big-wigs of CCP under the microscope...

IN CROWD #2

HILMAR V. PÉTURSSON

CCP STARTDATE: March 2000
 POSITION: Chief Executive Officer
 AKA: 'Hilmarr'

WE SIT DOWN WITH CCP'S MANDARIN-SPEAKING FISH-LOVING GUY NOR; THE BIG CHEESE, THE CHIEF, THE BOSS MAN, GAFFER, HEAD HONCHO, ARCHLORD, BIG KAHUNA, SUPREMO CROWD CONTROLLER... THE HILMARNATOR



Portrait: Thorsten Henn; www.image.is

AND WHEN YOU'RE NOT WORKING..?

What music do you listen to?
 It's kind of funny... even though I have my own office, I'm always wearing headphones. This is a leftover habit from older times when I had to concentrate in very noisy spaces. I imagine it to be quite funny seeing me there alone at my desk, in an empty room with headphones on, random music that I have stayed on my playlist longer than others. Kender and the Punk-Guns, Guns N'Roses, Metallica. The list is endless really, I am not that picky.

Favourite books?

I would say *The Slightly Green* by Richard Dawkins. I haven't actually read it yet, but I get endless enjoyment from arguing with his opinion about his contents. It's probably a good indication that you are spending way too much time with someone if you can read books like that without being in the style of 'weight reduction' books like *One Hundred Years of Solitude* by Marquez or *Children of Nature* by Lantieri. Then I am constantly on my way to read *The World Is Flat: A Brief History of the Twenty-first Century* by Thomas Friedman.

What movies do you enjoy?

The movie that I've watched the most often is *The Shawshank Redemption* which I've had on my DVD shelf for ages. I don't think I had thought I was going to see a totally different kind of movie. I had a similar office when watching *Saturday Night Live*, *Twelve Monkeys*, and *The Fifth Element*. Lately I've been watching a lot of Chinese movies to advance my Mandarin. I have *Kung Fu Hustle*, *Fern*, and *Agony* watching them along with *Crouching Tiger, Hidden Dragon*.

Do you support any sports teams?

Nope, I have absolutely no interest in sports.

What games have impressed you most throughout the years?

SaurCraft hands down the best game I have ever played. Then I spent way, way too much time on the Discworld MUD back at university...

How did you arrive to become CCP's CEO?

Probably due to the Peter Principle :-). Well, it's a long story actually. I was initially hired by CCP to run the programming department. After Matti and I established the initial technology foundation for the game, I started dabbling in 3D programming, only because we had no one else to do it. After discovering it wasn't all that complicated, I started to write Trinity, CCP's 3D engine. By the time I was finished, CCP had grown so much that just running the programming department by itself had become a full-time job. Through that I became heavily involved in game design, since the barrier that separates it from technology in a game like EVE is very thin.

All this close collaboration with programming, art and game design departments gave me unique insights into the entire team's interdisciplinary dynamics and needs. By the end of 2003, CCP had reacquired the publishing rights to EVE Online, and it was time to focus the company on making EVE the success we truly believed was possible. I was asked to become the CEO and reluctantly accepted. I recently read this comment from Eric Schmidt of Google "...don't become a CEO because you think it's a good thing; do it because it's a necessary thing". It elegantly describes the situation.

What sort of boss are you?

I hope I am regarded as an honest one - I certainly try very hard to be. I also strive to lead by example. Being the CEO of a company composed of brilliant, talented individuals is much more of a service than a dictatorship, actually. So if I had to classify myself, I would be a servant of the employees of CCP, our customers, and our shareholders.

You've held many positions at CCP; which has been the most enjoyable and which the most stressful?

In general, I'm so adaptive to my surroundings that I tend to find something enjoyable in anything I'm doing, although I must admit that I miss the days of programming. 3D engine programming, in particular, is a very feedback-oriented process - you always have a good indication of whether you are doing good or bad things immediately. It also involves a lot of communication with artists, and when art and engineering come together, you get magical results. Kjartan and I had some great times designing the market system in EVE. That was one tough nut to crack. It took us months to refine the core system to what you see in the game today. The final product is really simple and elegant, so much so that it doesn't really seem to be an idea or something that was designed all, which is always the hallmark of good design. Another enjoyable time was when we were laying down the final foundations for the EVE server in early 2003. We spent many sleepless nights monitoring the servers, sporting bugs and architectural problems and then fixing them. My stint as producer was also nice - community relations in the early days were quite biblical at times (Old Testament style), complete with role-played bugs and manual intervention - does anyone remember the Jovian deep space stasis web experiment gone wrong? After I took the reins as CEO, I found enjoyment in growing the company, both in terms of the financials and in finding great people that I could convince to join CCP.

Not that we're suggesting your time is soon to end, but have there been rumblings of a successor... has a trusted aide asked you to step outside in your Navy Apoc?

Rumblings? Oh, you mean like 'Why is a programmer running the company?' Sure we've had such rumblings; however, they have a tendency to quickly die out when people hear of the time when I beat all of CCP in an arm wrestling match (something I will never be able to repeat - how I managed to take down Friggi is still beyond me). A trusted aide asking me to step outside? Et tu, Brute?

If, before EVE had launched, you had somehow known it would have taken three long years to secure 100k subscribers, would you have continued?

Absolutely. I actually signed on in March 2000, when it was widely believed that making EVE was just not possible. It was like the engineers at NASA: they initially didn't believe that going to the moon was possible, but they went ahead and did it anyway. Or take the example of a bumble bee: you can mathematically prove that it can't fly, and yet still somehow it can.

The mere creation of EVE Online - let alone reaching 100,000 subscribers - were never final destinations by themselves. They were just milestones on our trek towards world domination. The journey thus far has been an amazing one, and I see many more milestones on the road ahead that I look forward to reaching, no matter how long it takes.

What has been the highlight of your time at CCP?

There have been many great times at CCP, so it's difficult to select any one over the others. Watching Trinity run for the first time with actual art department-made content was a huge thrill. Turning on the servers in May 2003 and not having them fall apart was nice (especially after having watched the Beta Tests Armageddon event resulting in a complete melt down). EVE's one-year birthday party was a great moment. Turning CCP profitable in 2004 was a real Champagne opener. Last month's Thorbrátt was just awesome, and a true testament to how far CCP has come.

Your old office had a lot of Elite memorabilia about the place... you were a fan?

I want to be, but I really can't say that I am. I played Elite for the first time on a PC - not cool. I remember playing some good space games on my Sinclair Spectrum though.

So what does the CEO of CCP do on a day-to-day basis? Play EVE? Drink coffee? Poke Nathan with sharp sticks?

Nobody plays with sharp sticks around Nathan, at the risk of puncturing his inflatable doll! There is no typical day for the CEO of CCP. I do everything from cleaning our reef aquarium to communicating with our Chinese partners or the Icelandic government. My main goal for the past two years has been to find people to take over as many of my jobs as possible. My ultimate goal is to delegate everything so that I have time to build a new coral reef aquarium here in our new offices.

Do you think it risky that CCP has all its eggs in one basket? Shouldn't you be working on EVE 2, or some generic fantasy MMO by now? Isn't it slightly insane, the resources you pour back into EVE?

I would say it makes perfect sense. I would actually use the word 'insane' to describe someone that didn't stick with their product through tough times, who failed to do everything humanly possible to make it reach the success it deserves (I am using the phrase 'humanly possible' loosely here, btw).

If 2006 is China, new graphics and Kali, what's on the cards for 2007?

It will be the year that the number of EVE subscribers will exceed the population of Iceland. That will probably be a world first: a software company creating a service that is subscribed to by more people than the total number of inhabitants in its home country. Big fish in a little bowl we will have become by then. In 2007 we will also launch the Windows Vista version of EVE Online, which will be quite a milestone in the EVE experience. We also estimate that by 2007, CCP will have increased enough in strength to make the really big strides in development that we've always intended to do. Who knows? We might even have time to create atmospheric flight or walking in stations in 2007. ☺

IN CROWD: HILMAR V. PÉTURSSON
 >> E-ON ISSUE #003

PAGE 1

The latest breaking news gets an in-depth treatment at E-ON, going behind the headlines to explore the real issues...

E-ON UPFRONT

DOWNTIME

Games for that free half hour



FS2-Open (WIN/PC/LINUX/MAC)

Dev: Wolfon/VSCP URL: scp.indiegames.com FREE

For space-gaming fans, FreeSpace 2 remains one of the very best releases in the genre, yet despite being universally praised, it didn't sell particularly well on launch.

Fortunately, it's still available, thanks partly to the developer making the game freeware, but also due to a diligent community of coders who have re-engineered it as the FreeSpace 2 Source Code Project.

FS2_Open isn't just a Trinitised version of FreeSpace 2, it's the basis for a whole host of fan-made expansions and award-winning mods, ranging from a Babylon 5 total conversion, to Beyond the Red Line, a very promising standalone game set in the Battlear Galaxy universe.

Even without these developments, FS2_Open is still worth trying out. Rare though space combat games are, it's rarer still to find one that just focuses on space combat. FreeSpace features no trading or mining, and aside from moments when you are allowed to swap out weapons and missiles, it's pretty much a series of dogfights from beginning to end.

Of course, the passing of time has taken away some of the impact. The battleships that 10 years ago seemed imposing and majestic seem less so after a five-year dedication to EVE, yet the graphics are wonderfully vivid and the user interface is probably the best any space game has offered. Not that anyone should have much right to complain. FreeSpace 2 was an exceptional game and thanks to the Source Code Project it still is. You'd be doing yourself a disservice if you didn't see how space games used to be made. You can download the installer at www.fs2installer.com.



NEW EDITION FOR MAPBOOK

NEVER GET LOST IN NEW EDEN AGAIN... AGAIN

The second edition of the Empryan Age EVE Strategic Maps book is just out, fully updated to include Outposts that have been built since the first publication went on sale, as well as including several fixes and tweaks to make the maps more easily readable, the new edition features a full system index at the back and a more obvious grid across



All it's missing now is an in-game SatNav mounted to your cockpit

each page (a PDF version of the index is available from www.eve-maps.com for owners of the first edition who'd rather not upgrade just yet).

A neat tool created by Serenity Steele, the book's creator, is a free 2D MiniMap that can be accessed via EVE's in-game browser. If you visit minimap.eve-maps.com, the map page of the region you are in will be displayed, with the grid square highlighted with your current location. This changes as you fly from system to system, so you can track your journey both in-game and via the map book. There is of course a built-in search function, and the tool is also useful when minimised, showing you the map grid reference so you can free up precious overview space. Steele plans to keep evolving the 'GPS' MiniMap tool, perhaps with a zoom feature.

Along with the updated information, the second edition book also comes with a massive A1-sized map poster (also available separately) showing all the low-sec regions of New Eden - complete with jumps, complexes, station services, resources and trade hubs. Both are available now in the EVE Store.



BEN'S BUSINESS

MAKE WAR NOT LOVE (AND MONEY, MAKE PLENTY OF THAT TOO)

My kind - the industrialists - are often referred to as 'Care Bears'. Apparently, if you aren't prepared to PvP every day, you are, for some reason, less of a man (or woman). But reader, I am no care bear, for I and many others like me can turn a price war into a real war quite often. So, leave your care bear remarks at the door (or send them towards the mission runners in Jita!) as I take you on a journey through the dark side of industrialism!

My corp and alliance, we are hardcore industrialists. We have regular mining ops that we use to build huge projects to sell across New Eden. One aspect of our industrial capability is the use of POSes for research, Tech II and capital production. However, in such large corps as my own, getting standings for a high-sec POS is a difficult task, so we have our structures in low-security space. The main problem with low-sec is that it is not safe!

There is a risk, and to combat this many groups band together for mutual defence and protection. In one such area where I live, the moons are crowded. Of the 40 moons in one system, there are 40 control towers currently up which, you can imagine, causes issues. First we went on the offence, taking out a POS that did not belong to our little group of blues. [The idea of travelling more than three jumps to make ISK was enough to bring out the combat ships.] Then a few weeks later, perhaps as a retaliatory action, some rather experienced mercenaries were paid to take out one of our POSes. [Some people will do or pay anything to

expand their ISK making.] And here comes the lesson of this story: if you want to be a big shot industrialist, you need defence. Either a combat wing within your corp, a dedicated combat corp as your friends, or even the ability to fight yourself. Either (or all) of which will help you no end in your industrial endeavours. In the end the POS was saved, but we now have a war to fight against the mercs. Our objective? Well, to make it cost their client even more ISK than it takes us to make our stand! War, after all, is the continuation of economics by other means. Someone famous said that. I think.

P.S. The news of the secondary market's death has been greatly exaggerated! However, by the time I tell you the latest happenings it is already long out of date. So, check out the Market Discussions Forum on EVE-O for the latest IPOs, Bonds and other offers.



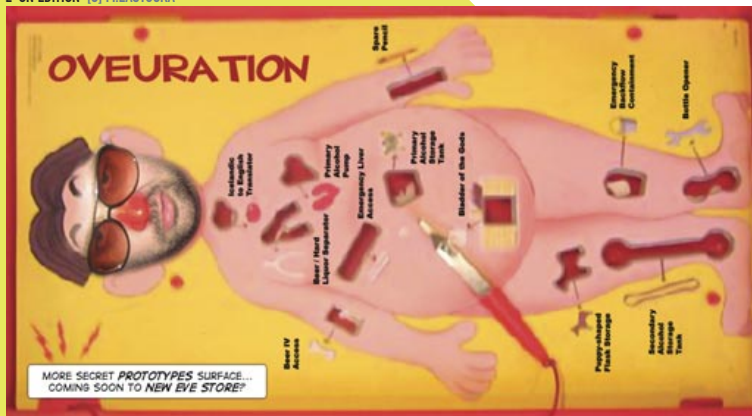
The dark side of industrialism apparently features lots of guns, missiles and combat drones. Not that great a surprise, really

EN FORCE TO FANFEST V

It's looking like another record-breaking year for Fanfest attendees, with thousands of visitors set to make the pilgrimage to Reykjavik in November, which will again be hosted at the impressive, cavernous Laugardalshöll. Increasingly, CCP likes to keep a few surprises from us about what will be on show, but the big draw will certainly be the 'hands-on' demonstration

of Walking in Stations (shouldn't that be... never mind - Ed). There will, of course, be the usual round of presentations and discussions, and with no more Trinity to talk about and most of EVE's development covered, it should be a revealing year for EVE news. Expect to hear much about future novels, games, store items, a full reveal of the next expansion and many, many hangovers. E-ON will be there, of course. If you're going, drop by for chat.

WARP DRIVE ACTIVE E-ON EDITION [C] M.LASTUCKA



SHORTS

PODDED AGAIN

Although the release of new episodes from EVE's holy trinity of podcasts - WDA, The Drone Bay and WDA: Industry - has slowed (as often happens subsequent to a mention in E-ON!), two new podcasts have stepped up to fill the void: Titan Weekly and Fly Reckless.

Titan Weekly (www.titanweekly.com), hosted by Malnor Zerchan, clocks in between 15 and 30 minutes per episode, making it the best choice for those strapped for time. It features alliance and community news, which if it keeps to its regular weekly schedule will stand it in good stead. Fly Reckless (www.flyreckless.com) is similarly weekly, with host Silicon Buddha getting much of his news and feature content from EVE Tribune. Clocking in at 60 minutes, Buddha's voice is also remarkably soothing, so maybe saving this one for cookies and milk before bed would be more fitting.

NAMED AND SHAMED

As is often the case, today's quirky research projects turn out to be tomorrow's must-have gadgets, so we were intrigued to read about an in-house tool CCP has for naming characters, planets and constellations. According to CCP's Grayscale, you pick a faction, and by the magic of computer chips and software, a list of fitting names is spewed out. Whether such a feature will ever be implemented we have no idea, but a standalone application would have its uses, not least for the multitude of fiction writers who continue to create new characters and stories and have problems naming them.

CCP says it currently has no plans to release this nifty tool, certainly not in its current state (it's probably built in to some super-secret software for generating troll posts).

E-ON UPFRONT: NEWS >> E-ON ISSUE #013

PAGE 1

EON

THE OFFICIAL EVE-ONLINE MAGAZINE ISSUE #001.1 US\$14.95

SPECIAL
RE-ISSUE


KALI AND BEYOND...

SUPER SIZE EVE

TESTFLIGHT
HEAVY ASSAULT CRUISERS GO HEAD-TO-HEAD

INSIDER GUIDES
HOW TO GET RICH BY TRADING
AND STAY SAFE WHILST DOING IT

NEW EVE CHRONICLES
EXCHANGE RATE • BEDTIME STORY
LEGIIONNAIRE • ARE YOU CLONESOME TONIGHT?

BIG SHIPS, BIGGER CHANGES
WAR WILL NEVER BE THE SAME AGAIN

EVE ONLINE

PLUS: FANFEST 2005 PREVIEW • CCP'S FAR EAST ADVENTURE
THE EVE-I STORY • IN CHARACTER: TRIGGER, CYVOK AND FREEWHEELING

E-ON ISSUE #001

COVER FEATURE: SUPER SIZE EVE

The titans are coming, but they'll be more than just big ships with big guns; fleet battles are evolving and the changes CCP has planned will go far beyond the reach of 'Kali', EVE's second major expansion.

TESTFLIGHT

DigitalCommunist hops aboard each of the eight heavy assault cruisers to bring you his verdict on the strengths and weaknesses of this most versatile of combat craft.

NEW CHRONICLES

Three new stories, each one illustrated by CCP's immensely talented in-house artist.

INSIDER'S GUIDES

Two guides this issue; one on how to stay alive whilst traversing EVE space, the other the first part of an extensive guide to trading.

IN CHARACTER

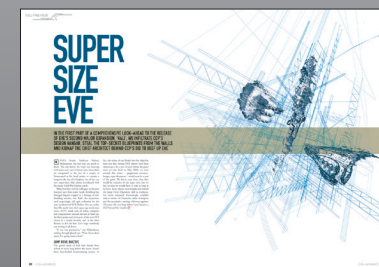
We meet up with three of EVE's most celebrated and notorious players; Cyvok, Trigger and Freewheeling, who tell us of their histories, achievements and long-term plans.

EVE-I

Dancer and Kreischweide have been the driving force behind the development and success of the EVE-I website since it started prior to EVE's release. They sit down to tell us their story; the highs, lows, past, present and future.

PLUS

- Interviews with CCP's Kjartan Pierre Emilsson and B. Börkur Eiriksson
- A look at Fanfest 2005
- A full report on CCP's visit to China



EVE ONLINE IS NOT JUST A GAME ABOUT LIFE AND DEATH IN THE FAR REACHES OF SPACE. IT'S MUCH MORE IMPORTANT THAN THAT

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WHO WILL YOU FIGHT FOR?

EMPIRES STRIKE BACK

WAR IS COMING AND EVERYONE'S INVITED

FANFEST 2005
FULL REPORT ON THE SECOND
ANNUAL PLAYER GATHERING

PAPER PLAY
CCP'S NEW CARD GAME
COMES UP TRUMPS



EVE
ONLINE

PLUS: NEW CHRONICLES BY HERKO KERGHANS, WINTERBLINK AND ISTVAAN SHOGAATSU • GUIDES TO TRADING, RECRUITMENT AND TANKING



E-ON ISSUE #002

COVER FEATURE: 'EMPIRES STRIKE BACK'

Will you return to your roots and fight for your kin, or remain astride the frontier regions picking up trade as the military build-up increases. Read what CCP has in store for when Factional Warfare breaks out.

IN CHARACTER

Zeebo, Hinik and Pulgor tell us of their histories, achievements and long-term plans.

TESTFLIGHT

DigitalCommunist returns, this time creeping across the heavens aboard the eight Empire battleships. Far from being redundant, these ships will remain the mainstay of fleet battles for some time to come.

NEW CHRONICLES

Stories that will make you laugh for joy and weep bitter tears of sadness. Or maybe they won't: 'The Eighth Plague' by Istvaan Shogaatsu, 'Anima Oscura' by Winterblink and 'Counting Stones' by Herko Kerghans.

INSIDER'S GUIDES

Part 2 of Kaaii's guide to trading, an exhaustive

guide to tanking, courtesy of Nyphur, plus a look at the tricky subject of corp recruitment.

HIT THE DECKS

We've been playing the EVE card game so you don't have to... at least not yet.

PLUS

- Interviews with Community Manager, Kieron, and Game Designer, Rúnar Thorarinnsson
- More Postcards From The Edge
- A look back at Fanfest 2005
- News of the EVE Player Awards... and then some!



BATTLESHIPS



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E-ON ISSUE #003

COVER FEATURE: 'REBUILDING EVE'

The Trinity engine is in the process of being overhauled, with dazzling effects and new ship textures that will help ensure EVE stays ahead of the competition for years to come. That's the plan, at least. But how will these updates affect the gameplay?

TESTFLIGHT

DigitalCommunist returns from last month's look at the ironclad steamers to the Red Moon era and jumps inside the must-have ships this season - the four Force Recon cruisers - to see what they're capable of and what you should be using them for. Or not.

INSIDER'S GUIDES

We have a massive guide to electronic warfare (which should be helpful for newcomer and veteran alike), plus the first part of a look inside ISD.

IN CHARACTER

Seleene talks business, Hardin talks self-flagellation and Count TaSessine is searching for a nice spot for a new outpost.

GEMINI HISTORY

Most of us missed the party and those of us that were there have shaky memories (clone tech has come on leaps and bounds since), so for the benefit of all, Reiisha takes us back to beta, EVE's literal big bang, where the roots of today's alliances began and where legends such as Ragnar, Hellgremlin and TAOSP were forged.

PLUS

- Interviews with Hellmar and Fuhry
- More Postcards From The Edge
- The story of EVE Radio
- Three great new Chronicles
- EVE China update and plenty more besides



EON

THE OFFICIAL EVE-ONLINE MAGAZINE ISSUE #004 US\$14.95

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FANFEST 2006



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MASSIVE 8-PAGE GUIDE
TO BEING EVIL

CAREERING
EVE'S NEW MINI-PROFESSIONS
— INQUIRE WITHIN

HOLY TRINITY

MORE SCENES FROM THE RENOVATION

EVE
ONLINE

PLUS: ON THE PATH TO KALI • CHRIBBA - LORD OF THE FILES • E3 REPORT
GUIDE TO SKILLS • JADE CONSTANTINE, MAGGOT & SHAMIS ORZOS PROFILED



E-ON ISSUE #004

COVER FEATURE: 'HOLY TRINITY'

CCP can talk the talk, but can it walk the walk? After last issue's wordy coverage of CCP's long-term plan to fluff up EVE, it's time to let the pictures do the talking. Inside this issue are new ships, old ships, stations, planets and shimmering stars.

CAREERING

Pirate, industry mogul, spy, haulier, miner, serial corpse abuser – these are well-established paths to fame and fortune, open to all, new or old. Soon, however, there will be even more to put on your resume; how about explorer, hobo – sorry, 'salvage expert' – or, maybe, just maybe, bounty hunter?

TESTFLIGHT: INTERDICTORS

Tools for territorial control or a Dev's tribute to the lazy ganker? Somewhere in between, says E-ON's chief testpilot, DigitalCommunist, as he straps himself in to the Flycatcher, Sabre, Heretic and Eris.

INSIDER'S GUIDES TO SKILLS AND PIRACY

With the number of skills ever increasing and the time required to excel in them now counted in decades rather than years, it's time to think about planning which skills to train to be more effective. Also, the dark art of piracy is laid bare in a monster, eight-page guide by all-round bad egg and cad of the highest water, Verone.

PLUS

- Interviews with CCP's Hammer and Kari
- New shots from the Evolution movie, Darwin's Contraption
- Profiles of Jade Constantine, Maggot and Shamis Orzoz
- EVE History Part 2
- Exclusive Chronicles



THE UNIVERSE FORCES THOSE WHO LIVE IN IT TO UNDERSTAND IT. EVE BELONGS TO THOSE WHO, TO SOME DEGREE, HAVE FIGURED IT OUT

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200 ROUNDS

NEW EVE FICTION BY TOM CZERNIAWSKI

NEW EDENS

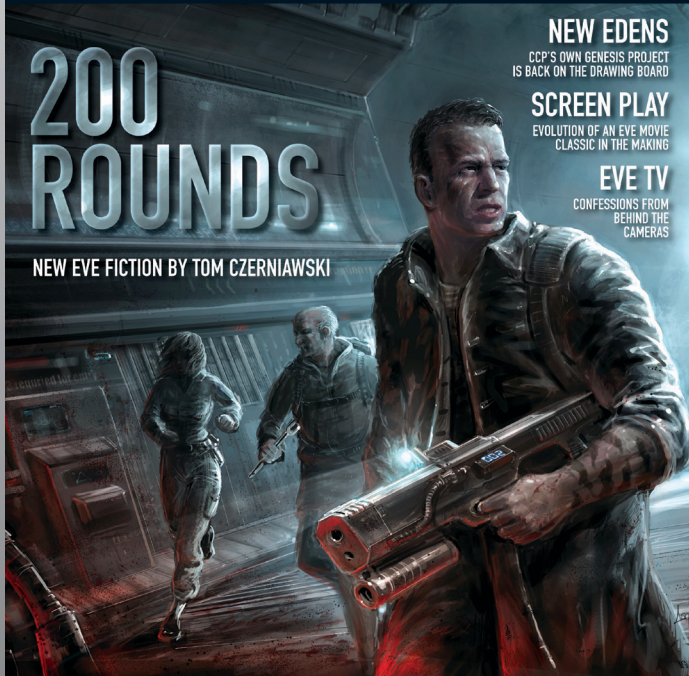
CCP'S OWN GENESIS PROJECT IS BACK ON THE DRAWING BOARD

SCREEN PLAY

EVOLUTION OF AN EVE MOVIE CLASSIC IN THE MAKING

EVE TV

CONFESSIONS FROM BEHIND THE CAMERAS



EVE ONLINE

PLUS: STEALTH BOMBERS TESTED • MAGNUS AND REDUNDANCY INTERVIEWED
GUIDES TO MOON MINING, MISSION RUNNING AND THE SECOND GENESIS CCG



E-ON ISSUE #005

COVER FEATURE: '200 ROUNDS'

Tom Czerniawski – better known to some as scumbag mercenary Istvaan Shogaatsu – pens a tale of three scavengers lured by the legend of treasure aboard a desolate ship, an opulent cruise liner that once ferried the rich and famous across space.

NEW EDENS

Atmospheric flight was first demo'd to a whooping crowd at Fanfest 2004, but since then CCP has diverted all mention of players ever being able to fly across mountains and land at ground bases across EVE's planets. Until now.

MOVIE EPIC

We talk to the talented team behind Darwin's Contraption, the CG movie trilogy that's been more than two years in the making. Plus EveTV's anchorman, SpiraJunkie remembers what it was like preparing for, and broadcasting at, the second Alliance PvP Tournament.

FREE IRON TIDE POSTER

This issue we bring you a fantastic free poster, the acclaimed Iron Tide by Meridius. This poster is huge, virtually a meter wide in fact, of pure EVE pleasure you can hang on your wall.

INSIDER'S GUIDES

First of a four-part series looking at the EVE CCG; in this first installment we look at deck construction. Our other guides are concerned with in-game mechanics, from moon mining to mission running.

PLUS

- Stealth Bombers Testflight
- CCP's Magnus and Redundancy
- Character profiles on Omber Zombie, Raem Civrie and Caytlyn Rose



LIKE BURIED TREASURES, THE OUTPOSTS OF EVE HAVE BECKONED TO ADVENTUROUS SPACE PILOTS SINCE TIME IMMEMORIAL...

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EON

THE OFFICIAL EVE-ONLINE MAGAZINE ISSUE #006 US\$14.95



LIKE BURIED TREASURES, THE
OUTPOSTS OF EVE HAVE BECKONED TO
ADVENTUROUS SPACE PILOTS SINCE
TIME IMMEMORIAL...

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E-ON ISSUE #006

COVER FEATURE: LOOK WHO'S WALKING

CCP's Technical Director, Torfi Frans, talks the talk about walking the walk in EVE Online. Although much is still to be decided about what we'll be able to do with our new appendages, Torfi gives a pretty good idea about what we'll be getting up to.

FANFEST 2006

Winterblink recalls his Fanfest experiences: Viking bear hugs, foyer blobbing and marvelling at the Icelandic landscape in his underpants.

ALLIANCE PROFILES

New to this issue is what will become a regular and exhaustive look at alliances in EVE. First up we have FIX and The Star Fraction. As for the player profiles, Ellisa Annasan talks tackling, Meinir Muireann defends freedom of speech and Darth Solo talks about fathering an army of mini-Darths. Eek!

FREE CCG BOOSTER PACK*

Everyone who buys #006 will get one a nice, shiny, foil pack containing 15 cards from EVE: The Second Genesis CCG worth a titan-busting \$3.20. (*while stocks last)

INSIDER'S GUIDES

To complement the free cards, we have the second part of our guide to playing the CCG – this time weighing up the benefits of the ships in the game. We also take an in-depth look at scanning, and there's the second part of our mission-running guide.

PLUS

- Tier-3 battleships
- Testflight
- Interviews with Oveur and Clover
- Three more exclusive Chronicles



EON

THE OFFICIAL EVE-ONLINE MAGAZINE ISSUE #007 US\$14.95



E-ON ISSUE #007

COVER FEATURE: TURNING UP THE HEAT

“She can’nae take no more!” is a cry many have heard from a certain brusque faux-Scots engineer over the years, and it’s one you may be screaming at your monitor when CCP introduces module overclocking, or rather, Heat.

E-ON AWARDS

It’s time to announce the candidates you nominated to go through to the final round of voting in the inaugural E-ON awards, in recognition of the unending greatness of the EVE player community. We profile all the nominees and pass judgement on their brilliance.

INSIDER’S GUIDES

As well as part 3 of Boda Khan’s guide to The Second Genesis CCG, Nyphur offers an extensive guide to those new-fangled rig thingamajigs that came out with Revelations I. And if that wasn’t enough, the combined literary force of Joerd Toastius and Dnightmare has resulted in a guide to exploration, which serves as a fine continuation of last issue’s Probing Guide.

TESTFLIGHT

With all the hoo-hah happening between the axis and allies in EVE, it’s lucky we managed to find a replacement to take over as E-ON’s chief testpilot. Step forward Farjung, who kicks things off with a thorough appraisal of the Tier-2 battlecruisers.

PLUS

- GM Arkanon talks Internal Affairs
- CFO Ívar talks business
- CCG expansion and an interview with its Producer
- Three new Chronicles
- The return of EVE TV
- Aneu Angellus and Tyrrox Thorrk talk shop
- Bruce Alliance Profile

THE TROUBLE WITH EVE IS THAT THERE ARE FAR TOO MANY WIDE-OPEN SPACES SURROUNDED BY TEETH

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EON

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10 YEARS IN THE MAKING
CCP AND THE ORIGINS OF EVE

E-ON AWARDS
FINAL WINNERS
REVEALED



MASSIVE TESTFLIGHT
**PIRATE
BATTLESHIPS**

PLUS: HOW TO SURVIVE 0.0 SPACE

EVE
ONLINE

ALSO: THREE EXCLUSIVE NEW CHRONICLES • FREGE & INVICTUS PROFILED
GUIDES TO RIGS & CCG EXPANSION • EVE'S LEAD DESIGNER INTERVIEWED



WE TAKE OFF INTO THE COSMOS,
READY FOR ANYTHING — SOLITUDE,
HARDSHIP, EXHAUSTION, DEATH

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E-ON ISSUE #008

COVER FEATURE: PIRATE FACTION BATTLESHIPS

With Faction ships becoming evermore popular, and more affordable, it seemed the right time to get our ship expert, Farjung, to go into the ins and outs of fitting and using each of the five Pirate faction battleships.

E-ON AWARDS WINNERS

We've tallied up the votes (or, rather, a computer did) and we announce who the winners are and who will be receiving a specially designed laser-etched award, of which only a few will ever be made.

Read who you voted for as the Alliance of the Year, who is the best CEO, and ultimately, who has been crowned EVE Idol.

INSIDER'S GUIDES

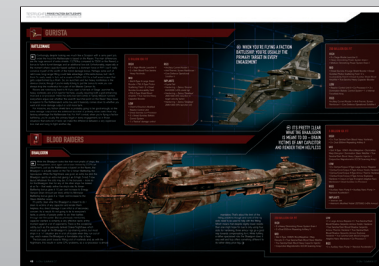
As well as part four of our guide to The Second Genesis CCG, Nyphur follows up his guide to Rigs with an in-depth look at finding the raw materials required to make them. And if that hasn't got you salivating, how about Ifni's guide to living in the evil realms of 0.0, with its relentless pirates, mired politics and deserts of empty space.

HAPPY BIRTHDAY CCP!

Having recently turned 10 years young, we go back to the dawn of EVE to find out how it was during EVE's big bang, the grand ideas, what the development process was like, all the way to the first release in 2003.

PLUS

- Hellmar on EVE TV
- Profiles of FREGE Alliance and INVICTUS
- Stavros talks caps
- Gunhilda Zetter gets excited about mining
- CCP's Gnauton and TomB open up
- Three exclusive new E-ON Chronicles profiling love, money, lies, betrayal and slaving hounds



EON

THE OFFICIAL EVE-ONLINE MAGAZINE ISSUE #009 US\$14.95

BIGGEST
EVER
ISSUE

E-ON ISSUE #009

COVER FEATURE: EVE: ASCENSION

Epic fleet battles, with hundreds of fighters and battleships trading laser fire across deep space. EVE: Ascension will be the result of EVE and Homeworld's coming together; we chat with the project leader behind EVE's biggest fan project.

NEW FICTION

More pages in this issue means we've been able to squeeze in more fiction than ever before – three epic stories on the dangers of terraforming (Green Dreams), gate maintenance (Just Another Traffic Advisory – yes, it's hard work keeping those highways open) and having ideas above your station (The New Damage)

INSIDER'S GUIDES

Two massive guides, one on how to lead your corps and alliances, the other detailing the duties and responsibilities one must have in mind when on fleet operations. So whether you lead from the front, or attack from the rear, there should be something in this issue for you.

TOURNAMENT RECAP

E-ON #009 has unofficially been dubbed 'The Verone Issue', as not only did the Veto leader pen a guide to being an effective CEO, but also helped out with a look back on all the group stages of the recent Alliance Tournament, which if you missed, you can catch up with here.

PLUS

- Mothership Testflight
- Profiles on KIA Alliance & Agony Empire
- Interviews with t0rFiFrans & 'The Mother of CCP'
- Chats with Vegeta and Chribba
- The latest news about EVE and CCP



YOU'RE AN IMPROBABLE
THING, EVE, BUT SO AM I.
WE HAVE THAT IN COMMON

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EON

THE OFFICIAL EVE-ONLINE MAGAZINE ISSUE #010 US\$14.95

POWER TO THE PLAYERS

RE-THINKING
EVE'S POLITICAL
LANDSCAPE

NORTHERN LIGHTS
MEMORIES OF FANFEST IV

STARTING OUT
A NEW PLAYER'S ADVENTURES IN EVE

TESTFLIGHT: CRUISERS
THE AFFORDABLE WAY TO PvP

EVE
ONLINE

PLUS: REYNIIR AND HELGI TALK • E-ON AWARDS 2008 • TRIUMVIRATE
HEDONISTIC IMPERATIVE • INSIDE ISD • MIDNIGHTER • CCP HISTORY PT2



E-ON ISSUE #010

COVER FEATURE: STATE OF EVE

It's taken hundreds of years for democracy to assert itself as the dominant form of governance across Earth, a process that has caused untold misery and boundless opportunity for millions of people. Now it seems democracy is seeping into EVE.

FREE DVD

We track back to November to the broadcast of the last Fanfest to bring you full-quality highlights from the party (and presentations) from the top of the world. Nearly three hours of chat and partying on one silver disc, so you can remember it forever – even if you weren't actually there.

BLINKY'S FANFEST EXTRAVAGANZA

As is now traditional in E-ON, Winterblink brings us his own personal diary of Fanfest, from the early mornings to those late nights, with photos to prove he wasn't lying.

STARTING OUT

Trinity has very much been a new beginning for EVE and with that in mind, this issue is very much attuned to playing through those early days. Whether you're

fresh out of academy or just looking to try out a cheap way to PvP, we have something for you, with a massive starting out guide to EVE and a huge 9-page 'Testflight' looking at the best Tech I cruisers to take into your first PvP sorties.

DID WE MENTION THE FREE DVD?

PLUS

- Two new EVE Chronicles
- Interviews with Solaris & HelgiMar
- Profiles of Hedonistic Imperative and Triumvirate
- Guide to ISD
- CCP History Part 2

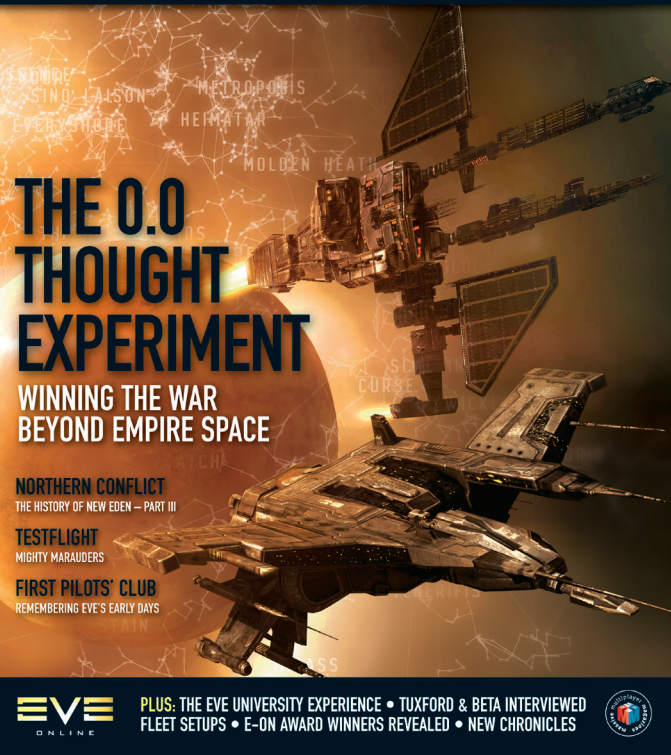


WHEN THEY DISCOVER THE
CENTER OF EVE'S UNIVERSE,
A LOT OF PEOPLE ARE
DISAPPOINTED THEY'RE NOT IT

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EON

THE OFFICIAL EVE-ONLINE MAGAZINE ISSUE #011 US\$14.95



**THE REDUCTION OF THE UNIVERSE
TO A SINGLE BEING, THE EXPANSION
OF A SINGLE BEING EVEN TO GOD;
THIS IS EVE**

>> BUY THIS ISSUE NOW!

E-ON ISSUE #011

COVER FEATURE: ONE ALLIANCE TO RULE THEM ALL?

In order to ponder the ultimate military conundrum of EVE, Terra Nova's Nate Combs has assembled (in his own head, we might add) a stellar cast of some of the greatest thinkers in history and had them play out a bizarre thought experiment.

MARAUDERS

Last issue we brought you a Testflight on the best budget cruisers to take into PvP. This time we try out what are among the most expensive (and apparently the most versatile) sub-capital ships on the market: the much-talked about marauder battleships.

BACK IN THE DAY

With each successive patch and expansion EVE has been evolving to the point where the original game from 2003 is almost unrecognizable. Speaking to a bunch of crusty EVE veterans we catch a glimpse of what EVE was like then, what it's like for them now and ask whether the changes made have been for good or for ill.

HISTORY OF NEW EDEN - PART III

The Great Northern War saw the winding down of pirate corp m0o and the wind up of Band of Brothers, in-between which we saw the rise and fall (and rise again) of many alliances across EVE. Most importantly New Eden's first big bust-up formed the blueprint for every major war that has followed. EVE-History.net's Reiisha looks at how it started and chronicles the slow grind of it's eventual end.

PLUS

- Tony Gonzales on EVE's first novel
- Tuxford on being Tuxford
- A noob joins EVE Uni
- Profiles of voogru, Fantome and Schani Kratnorr



EON

THE OFFICIAL EVE-ONLINE MAGAZINE ISSUE #012 US\$14.95



SKILL IS WHAT YOU'RE CAPABLE OF DOING. ATTITUDE DETERMINES HOW WELL YOU DO IT. EVE DECIDES IF IT COUNTS

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E-ON ISSUE #012

COVER FEATURE: LET'S ROCK

Mining is a profession that has been cruelly overlooked by E-ON, and in-game miners have been looked upon with disdain by a great many. In the face of such wanton ignominy, we give some love back to the grime-faced mineral extraction technicians.

HUGE FREE POSTER OF THE UNIVERSE

This issue we're proud to be able to give away an A1-size (841 x 594mm) EVE universe poster, which includes outposts, security information, jump lines and Faction Warfare regions, system and region jump lines and of course region names. It certainly won't have the same depth as the new EVE Strategic Maps book, but will certainly be complimentary to it, and will look very cool.

COUNCIL MEETING

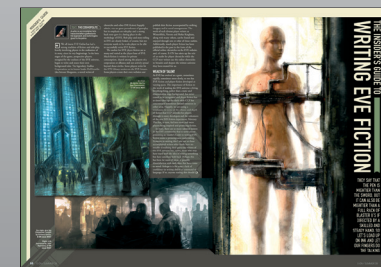
With the freshly-interred members of the Council of Stellar Management having returned from their first meeting with CCP, as well as reporting on what transpired, we ask whether what went on was just a bit of a chat or the beginning of a revolution for virtual worlds.

THREE INSIDER GUIDES

In a slight departure from normal gameplay guides, in this issue we bring you a look behind the EVE forums, an idiot-friendly guide to lag and a massive how-to on writing EVE-themed fiction.

PLUS

- Profiles on Intrepid Crossing, Goonswarm and Ev0ke
- Heavy interdictors Testflight
- Interviews with GM Wyrn & prepH
- Curzon Dax and DHB WildCat? tell us their histories



EON

THE OFFICIAL EVE-ONLINE MAGAZINE ISSUE #013 US\$14.95

INDUSTRIAL ACTION ON THE NEW FRONTLINE IN EVE'S NEXT EXPANSION

PLAYER GUIDES
FACTIONAL WARFARE, NAVIGATION AND THE ECONOMY OF NEW EDEN

THE EVE TRIBUNE STORY
READING BETWEEN THE LINES OF EVE'S HOTTEST WEB PAGES

FACTION CRUISERS
SEVEN-PAGE TESTFLIGHT. GET THEM WHILE THEY'RE HOT

EVE ONLINE PLUS: ALLIANCE REPORT • NEW FICTION • MINDSTAR & LINGORM ON QA
EVE: CONQUESTS REVEALED • MC AND PAXTON FEDERATION PROFILED

GENIUS HAS ITS LIMITS, BUT EVE KNOWS NO SUCH BOUNDARIES

>> BUY THIS ISSUE NOW!

E-ON ISSUE #013

COVER FEATURE: SOLDIERS OF FORTUNE

The theme for this issue of E-ON is the economy. Thing is, not everyone understands how it all works, yet perhaps we all should, beyond the buy low/sell high mantra that some like to wheel out to prove they've got it all figured out.

CHRONICLES ARE BACK

After a short break from fiction last issue, we have two new Chronicles for you to enjoy. Not only that but all subscribers to the magazine will get a free collection of six postcards adorned with classic E-ON Chronicle artwork.

BIASNESS AS USUAL

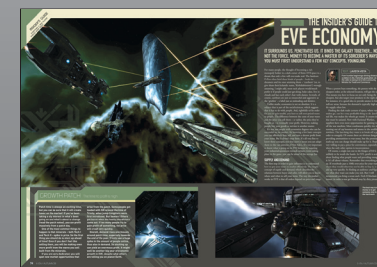
The EVE Tribune has been reporting on what's been going on in and out of EVE almost as long as E-ON has, rummaging through the bins of EVE's rich and famous and upsetting all and sundry with war reports that may or may not be as accurate as some would like. Love 'em or hate 'em, they deserve a lot of respect though, and E-ON duly steps up to tell the tale of Tribune.

A GUIDING HAND

As if a guide to EVE's economy wasn't enough, we have Sivona trying out the best faction cruisers, a meandering and enlightening journey through Factional Warfare and a run through all the methods you can employ to figure out where to go, and how to plan, in EVE should you be in travelling mood.

PLUS

- Details of the EVE: Conquests board game
- The first new Quarterly Alliance Report
- Profiles on Mercenary Coalition, Paxton Federation and Caeruleum Alliance
- CCP's Lingorm and Mindstar talk QA
- Jade Constantine's links (that sounds so wrong)



EON

THE OFFICIAL EVE-ONLINE MAGAZINE ISSUE #014 US\$14.95

WORMHOLE SURFERS
JOURNEYS BEYOND THE FRONTIER

BAND FROM THE GAME
LET'S GET ROXORED!

ALLIANCES PROFILED
BAND OF BROTHERS,
ATLAS AND IVY LEAGUE

SHIP SHAPES

PIECING TOGETHER TECH III

EVE ONLINE PLUS: LOGISTICS CRUISERS TESTFLIGHT • NEW CHRONICLES FANFEST '08 REMEMBERED • BOOSTERS GUIDE • TECH I PRODUCTION

NEVER DOUBT THAT A SMALL COUNCIL OF THOUGHTFUL, COMMITTED PEOPLE CAN CHANGE THE UNIVERSE

>> BUY THIS ISSUE NOW!

E-ON ISSUE #014

COVER FEATURE: THE JOY OF TECHS

This issue we peer into the imminent future at the building blocks of the many thousands of potential Tech III ships that will be appearing via explorable wormholes as part of EVE's tenth expansion.

FIRST-TIME FANFEST

After one of the most spectacular Fanfests so far, CrazyKinux re-lives the experience of what was his first; from the puzzled look from friends and family concerned for his sanity for wanting to travel to Iceland to meet a bunch of spaceship nerds, to the mild hangover after four days of blowing away every preconception they had.

THE ONE AND ONLY

While much of this issue focuses on the future and looking ahead to Tech III, we remember that Tech I still has much to offer: in Testflight, Sivona climbs aboard EVE's unloved logistics cruisers to see if they have a role on the modern battlefield, whilst Karox Lominax escapes the melee and rustles up a guide to manufacturing and production.

PLUS

- The definitive made-up history of dev band RoXoR
- Profiles of Band of Brothers, TornSoul, Atlas Alliance, Archbishop and Ivy League
- Insider's Guide to boosters
- 2009 E-ON Award nominees revealed
- Serenity Steele's Quarterly Alliance Report
- Interviews with CCP's Abraxas and Lúlli Teiknari
- Blogs, Essentials and Resources for pirates
- Two exclusive new Chronicles



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EON PRESENTS

EVE STRATEGIC MAPS

EMPYREAN AGE - EDITION 2

EVE
ONLINE

CREATED AND PRODUCED BY SERENITY STEELE • WWW.EVE-MAPS.COM



EVE STRATEGIC MAPS

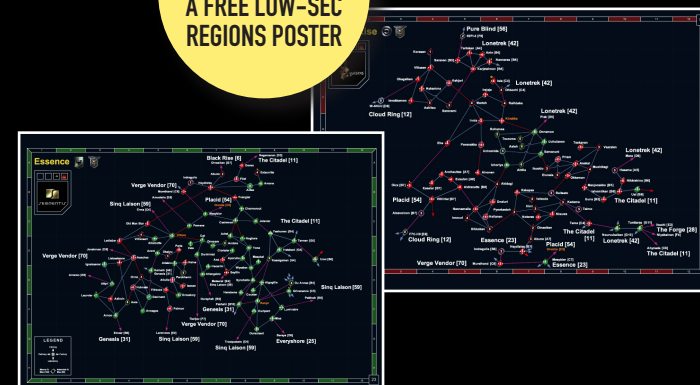
ALSO FROM THE MAKERS OF E-ON comes EVE Strategic Maps, a spiral-bound atlas of the entire universe. Perfect for beginners to the game, it helps you find your way around New Eden.



EVE STRATEGIC MAPS COMES WITH A FREE LOW-SEC REGIONS POSTER

Yes, the whole universe at your fingertips! With easy-to-read 2D maps of every region in New Eden, and spiral-bound for easy lay-flat access, EVE Strategic Maps is the essential navigation tool for any EVE combat pilot, alliance leader, fleet commander, mission-runner, trader, privateer or mining enthusiast, whether new to the game or a combat veteran of many years. At-a-glance data layers, full system index, updatable outpost information, and free reports from www.eve-maps.com make this the essential 88-page companion to EVE.

»» FIND OUT MORE AT WWW.EVE-MAPS.COM





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NOTE:

This is the first iteration of The EVE Careers Guide and we hope to improve and evolve the guide on a regular basis, at least as often as the release of each new EVE expansion. If you feel a career or role that either promotes understanding of EVE Online, or the efforts of its community, should be considered for inclusion in a future edition, please get in contact by emailing: eon@mmmpublishing.com.