

Chapter 1 : Exploration » EVE Online Guides

EVE Online Exploration Guide: Billions and Billions (of - From the minute I started playing EVE Online, I wanted to get away with something. It didn't have to be an elaborate plan for backstabbing, or a huge pyramid scheme.

The general information should be sufficient to create a proper class topic for scheduling on the Eve University forums. Additional information relevant to the teacher is listed under Notes for the teacher. Any High-Sec system is recommended. Trainees should be safely docked in station throughout the lecture, and are encouraged to dock out and attempt finding and scanning a Cosmic Signature after Practical part of the Class. What is in it? What is in it for me? How do I start? Probe Scanner is your Friend! E-Uni chat channel Recommended for Practical part: Exploration frigate fitted with a probe launcher and probes Notes for the teacher Required materials: E-Uni channel Nearby system with 1 or more signatures for the students to scan down OR ability to stream your own Scanning and Hacking attempts for trainees to follow Slides [http:](http://) Make sure to read it thoroughly, use its structure as a guide for the structure of your class, but also make sure to be aware of some finer details of beginner exploration. If you plan on teaching this class repeatedly, please make a note of the frequently asked questions and add them, including the answer, to the end of this document. Class contents What is it? Slide 4 Exploration and exploration are two sides of similar coin. When entering a system you will be able to see the number of available Cosmic Anomalies and Cosmic Signatures in system. Cosmic Anomalies give you ability to Jump to them straight away, where scanning is needed to reveal more information about the Cosmic Signature sites. Slide 5 Cosmic Anomalies: Combat sites - are usually filled with NPC enemies, with difficulty depending on system Security Status. They may contain major loot or Faction items. Ore sites - contain Ores and sometimes Ice not usually found in the Asteroid Belts native to the region of space you are in. Regardless of success in hacking with 2 min from warping to the site timer is hidden NPC gang will show up, immediately blow up remaining containers and engage player. Faction Warfare locations " need a description here. Slide 6 There are six types of Cosmic Signature: Combat sites " similar to Anomalies but harder and more rewarding. Gas Sites - contain clouds of Harvestable Gas that can be gathered in an appropriately outfitted ship. In a Wormhole, do not warp to the site unless you are immediately prepared to collect the gas, since warping to the site starts a 15 minute timer after which Sleepers will arrive to defend the site. Ghost sites - similar to Anomalies. In a wormhole, a site with "Unsecured" or "Forgotten" in the name will have Sleepers waiting for you at warp in - be prepared in an appropriate combat ship. Wormholes - are not covered in this class, but remind the class to bookmark the exit if they ever enter one! Wormholes come in many different types and have many different characteristics, suggest Class to read up wiki page on Wormholes. Beware gankers, as sometimes ships and fittings needed for a given site can be expensive fittings. Ore sites can be profitable but depending a lot on the Ores you find, where Gases and specially Wormhole ones are very profitable. As always beware of gankers. Hacker - Explorer Beware gankers, beware gankers, beware gankers. You are paper thin in your hull. With all that dangers in mind even in HighSec the loot value can vary between 10k to 20m range. There are many explorers active in high traffic systems so it can be hard to find a good stretch of systems containing sites. How to I start? Slide 8 Ship Each of the factions has its own Tier1 Exploration ship. Probes enable you to scan down Cosmic Signatures which is the essence of Exploration. Requirements are automatically met by newly created character " all of the skill levels are enough to equip both. All skills are met by newly created character. Each additional skill level in Archeology, a skill directly connected to Relic hacking, increase your Hack Virus coherence. More on that later. Each additional skill level in Hacking, a skill directly connected to Data hacking, increase your Hack Virus coherence. Again more on that later. Can be replaced by Afterburner but MWD gives a bigger speed boost. They directly improve your scan strength, we are very close to explain what is it: Newly created character will need to skill up Astrometric Ranging II which takes little above 5h. Slide 11 Exploration itself is a fairly skill-light profession, only Astrometrics absolutely necessary but this will only allow the scanning of very basic sites, but hey this is where we all started. Astrometrics " key skill in Exploration. It improves all three key attributes important to exploration. Scan Strength " how strong is your probes signal

to pinpoint location of signature. Max Deviation – this parameter governs the deviation of the signal you see on your solar system map from where actually the signature is positioned. If you have this skill higher the smaller size of probe scanning sphere can be used when pinpointing red dots, will explain this during practical. Astrometric Rangefinding – increase scan strength, as mentioned on previous slide it is worth to get it at least to II Astrometric Acquisition – further decrease analyze time Astrometric Pinpointing – further decreasing max deviation – Omega Clone only skill. Slide 12 Beyond finding the exact locations of the signatures you will come across Data and Relic site which as an Explorer you want to exploit by hacking the containers inside. To do so you need equipment mentioned earlier, but with some skills you can improve your chances at success. Archaeology - Allows you to access Relic loot containers, each skill level increase Virus coherency for Relic hacks. Hacking – Allows you to access Data loot containers, each skill level increase Virus coherency for Data Hacks. Your virus is used for hacking, which I will explain a bit in a moment, but to improve your virus status you need to: As you see in the example Buy baskets is not a lot. Once you get some experience and be able to successfully escape few gankers – this will be a good point to add rigs to your setup. Slide 14 What you as a player need to know to start your Exploration journey. You need to be able to quite efficiently navigate your ship to understand where you are on the map, where do you want to go, which Gate to take etc.

Chapter 2 : Exploration - EVE Pro Guides

Exploration in EVE involves using scanning probes to locate Cosmic Signatures in space which may contain hackable containers with items inside, resources like gas clouds or ore, wormholes to distant star systems, or collections of NPCs which may drop rare items.

Since exploration is something everyone in the game can do, it attracts many beginners as a source of easy money. However, exploration is so much more than just finding cosmic signatures and hacking them. Before venturing into space, make sure that you have all the necessary equipment for your journey. Follow our comprehensive guide for all the most important tips and tricks for exploration in EVE Online. Heron has all the necessary basic modules to pull off exploration in EVE Online with the smallest possible budget. What makes it good is the cloaking device that lets it cloak while probing in space. This will protect the ship from enemies. But since the Covert Ops cloaking device is not available for Heron, you will not be able to warp while cloaked. It is equipped with a relic and data analyzer, necessary for cosmic signature probing. It also has two slots for additional modules, such as Scan Ranging and Pinpointing Arrays. This means that you will be able to warp while being cloaked without any speed penalties. This ship can also use the Covert Cynosural Field Generator module, which generates an undetectable energy field that only Black Ops jump drives can lock on to. The Tengu can not only be configured to fit a Covert Ops cloak, but it also allows you to warp in at extreme ranges and warp out before it can be caught. But this is still not the most optimal fitting. If you have enough money, you should always opt for the next best ship for exploration in EVE Online. It is quite expensive and will not be available to new players. It has everything you need in an exploration frigate, including Covert Ops Cloak and the largest drone bay available. It shifts the resistance percentage in accordance with the type of damage you receive. In effect, this will make your armor practically undefeated. However, the dual repairer fit is very practical when it comes to exploration. Small Electrochemical Capacitor Booster I Capacitor booster is required to inject additional power into your capacitor in case you need to stabilize. Warp Scrambler II Now, this module is far more exciting. Of course, you could use Warp Disruptor instead, but Scrambler has better warp disruption strength in case your enemy is using stabilizers and consumes less capacitor as well. The thrust that boosts the ship is limited by the mass of the ship, and since Astero is a relatively light ship, your speed boost will be quite significant. Data Analyzer I An absolutely necessary module for hacking containers found on data sites while exploring. Without it you will not be able to start the hacking mini-game. Covert Ops Cloaking Device II Cloaking is just as important for exploration, and this module will allow you to warp and stay cloaked at the same time. Picking the Best Destination When you have the right ship and the fitting for exploration, you can start exploring the vast space of EVE Online. But before venturing out into the unknown, you need to check a few things. First, you need to know where to go, and the best space to explore is the one with low activity and low-security zones. In order to find such spaces, you need to open your map and set it to show the ships destroyed within the last hour. You will see a list of signatures at your scanner. Most of them will be anomalies, as indicated by the green color. Use the "Filter" option in the same menu, and select Cosmic Signatures only. If your system has one or more of those, then you can start the process of probing and hacking. Probing and Hacking Containers After a successful scanning, you can now launch your probes and start probing the signatures. Choose a signature indicated by red color in your probe scanner window and the system map will reveal all the relevant information for further probing. Moving and Resizing Probes You will see a red dot in space that indicates the location of a cosmic signature. Double-click on it to center it on your screen, and move your probe cube to the location of the signature. Set the size of your probes to 8au at the bottom of the probe scanner window. That is the most optimal size for probing in the beginning. However, most signatures are located within 4au of the given zone. This means that you need to move your probes and resize them to fit the 4au size. Four Possible Outcomes If your probing is going well, you should be able to identify one of the four possible signatures: If the sphere appears on your screen after probing, then you will know that the signature is inside that sphere. Keep resizing your probes to fit the sphere and press Analyze button on your probe scanner window to refresh the results

until you reach the highest possible percentage. In the case of a circle move your probes to the rim of the circle and move and resize your probes to cover the entire circle. Then, keep pressing Analyze. Rinse and repeat until you identify the exact location of the signature. If a line appeared that connects two dots, then move your probes to the center of the line and resize in order to cover the entire length of the line. Spot 4 or more signatures. In the case of a spot, you need to act in the same way as with Sphere. Center your probe cube on it and resize until you get the results. The signature could be a simple gas site. As the title indicates, these are PvE or PvP combat sites. You want to avoid these as much as you can. You are here to explore and not to get into random fights. Relic and data site. You will find containers that can be hacked for relic or data extraction -- the actual reason for exploring. Also could be useful, but are recommended for experienced players only. Then, activate your Data Analyzer and start the hacking mini-game. This game is very similar to Minesweeper, a game where you need to guess which spots are safe by clicking. But instead of mines you will encounter enemies, various defensive subsystems, where your main goal is the Core. If you manage to reveal the Core on the given grid, and beat it by simply clicking on it a few times and checking if you have enough health, then you will successfully hack the container. Wormhole Exploration in EVE Online In case you still decided to explore wormholes, you should always only do this with a ship that has Covert Ops cloak. Staying undetected is of utmost importance, since you never know what expects you on the other end of a wormhole. Probing Wormholes If you see no apparent threats, then you can deploy your probes and start scanning the space around your ship. The process of probing is the same as before:

Chapter 3 : Exploration ship progression? (and a short story) : Eve

Exploration in EVE Online is an essential part of gameplay, basically allowing you to make money by finding loot in space. Since exploration is something everyone in the game can do, it attracts many beginners as a source of easy money.

You just need to fit your chosen racial frigate with those modules and off you go for some high sec exploration. The first step, scanning down a cosmic anomaly. What are Cosmic Signatures? Cosmic signatures can be found in every corner of Eve Online. The easiest way to see if a system has scannable cosmic signatures is to open the probe scanner, found near the bottom middle of your screen, and see there. Below you can see what pops up when you press the probe scanner button. As you can see, at that moment, Hisoufad had 2 cosmic signatures and 5 cosmic anomalies. You can warp directly to the cosmic anomalies in every system you find them, but the cosmic signatures must be pinpointed with core scanner probes. There are a few types of cosmic signatures, such as combat sites, wormholes, data and relic sites, gas sites and more.

Combat Sites These sites are the location of hostile ships that will attack you as you enter the site, there is a wide variety of combat sites and going over them all is outside the scope of this guide.

Wormholes Wormholes are cosmic signatures that lead you to a wormhole which opens up into W-space a common name for the systems inside wormholes or a different part of known space. Wormholes deserve an entire guide on their own as using a wormhole or living inside it is an adventure on its own.

Data Sites and Relic Sites These sites are the location of leftover data or relic containers. As you enter these sites you should find a few containers which you either need to hack with a data analyzer or a relic analyzer. To be able to hack the containers open you need to get close to the container and activate your data or relic analyzer and win the hacking minigame that starts. Once you have successfully hacked a container you can open it for the sweet loot that is inside it. Hacking is explained a bit below.

Gas sites are the location of harvestable gases. They can only be found in specific regions and in wormhole space. You can read about gas harvesting in my gas harvesting guide. Before you can scan for any signatures you need to buy and be able to use a core probe launcher with core probes. The process of scanning for cosmic signatures is rather straightforward. Check if there are any unfound cosmic signatures, launch your probes if there are, set them up around the signature you wish to pinpoint and start analyzing the signal. The video below shows you how to do this. Once you have found a cosmic signature you can warp to it and reap the rewards offered.

Skills That Improve Your Scanning Ability the following skills will make it easier for you to scan down cosmic signatures. Oddly enough astrometric acquisition is a rather useless skill compared to the skill point requirement for it.

Ships and Modules That Improve Your Scanning Ability The most useful item to increase your scanning ability is to use sisters core scanner probes. They have twice the scan strength as regular probes and half the maximum deviation, but they are somewhat pricey. Also, the exploration frigates have a bonus to scan strength, with a greater bonus coming from the tech 2 versions.

Hacking with Data and Relic Analyzers. The hacking minigame is in principle a simple game where you need to thread a virus through a system by pressing the buttons that are shown on the screen. While it is simple in principle, it still requires some player skill as well as character skill at the higher levels. Each system falls into three categories, green, yellow, and red. Each system also has a few defensive subsystems shown in the table below.

This is a firewall node. It blocks your ability to go forward in that direction. Often ok to ignore until you must destroy it. This is an anti virus node. The act teh same as a firewall, but hit back much harder. Again, often ok to ignore. This is a virus suppressor. It reduces you virus strength while active. Important to kill on contact. This is a restoration node. It increases the coherence of defense systems. Must kill on sight. This is the system core. Defeat it and you have hacked the system

The parameters shown in the images are called coherence and strength. The upper one is coherence and is the defensive subsystems hit point if you will and the lower number is the defensive subsystems strength, which is its ability to reduce your viruses coherence. The virus you use to hack a system also has coherence and strength. In this case, the coherence is your viruses ability to withstand attacks from defensive subsystems and virus strength is you viruses ability to reduce the coherence of defense subsystems. As you move through the system you can also find some useful subsystems

called utility subsystems which can help you during the hacking minigame. The Self Repair utility increases your viruses coherence. It has three charges which go off after each consecutive move. You should almost always use a self repair as you find it, unless it will take you over the maximum coherence. When used, the secondary vector damages a defense subsystem by 20 coherence each round for three rounds. It shines when you need to get rid of high strength anti-virus subsystems. The polymorphic shield prevents your virus from taking damage. This applies for two attacks. Again excellent to fight off high strength anti-virus subsystems. You can also watch the video below to see how to run through a couple of simple hacks. Skills, Modules, and Implants That Help You Hack Containers These are only two skills that will increase your ability to hack data and relic containers. The modules that will help your hacking endeavors are the following. Data and Relic Analyzers. Becoming a Skilled Explorer. As your skills grow and you find it easier and easier to scan down cosmic signatures in high sec you might want to start exploring in low sec and even null sec. You can technically go explore in those areas of space at any time, but I recommend waiting until you can use a covert ops frigate and a covert ops cloaking device. This requires some serious investment in skills with a typical fit might look like this: Covert Ops Frigate High-slot: The salvager is mostly for kicks if I run into an abandoned battlefield. Now you just need to practice running through gate-camps with the covert ops device and the entirety of New Eden is yours to explore. Now if you found this guide useful then please share it with your friends and allies in Eve Online. You can also find more of my Eve Online Guides [here](#).

Chapter 4 : Exploration Guide [Brave Collective]

Here's my long time coming tutorial to exploration, from beginner player all the way to t2 covert ops frigates. I try to cover as much as I can, including hacking, scanning and staying alive.

Getting started Why Exploration? It is primarily a solo activity although players with tightly coordinated schedules would also do well. You have to like scanning. You will do a lot of it, and if you hate scanning, then exploration is probably not for you. You have to be ok with randomness both in activity and in rewards. You may complete a very long, difficult complex and get very little reward. Then you may spend 2 minutes hacking a container hit the jackpot. In addition to the randomness, it scales with time spent. It is not a passive activity. You can definitely PLEX an account or two, but if you are looking for the really big money you should go into Trading. Here are some of the reasons that I like it: If you already live there or have to live there, this may be a plus for you. These are the phases of Exploration if you are starting from scratch. If you already have a moderately skilled character, you can skip the early phases. I will spend more time talking about each phase in upcoming posts, but it is worthwhile to think about what kind of explorer you want to be. This means a lot of time spent playing the Hacking Mini-Game. The phases that I outline below reflect the different types. If you do intend to do combat sites, you should try to decide which ship you plan to use in the later phases and use ships and weapon systems that put you on that path. The Tengu is better, but at least there is a choice. The Proteus does ok, but struggles with projecting damage. Both the Legion and the Proteus and the Stratos suffer from the fact that Shield Boosting scales up better than Armor Repairing when deadspace modules are used as well as the fact that the low slots needed for damage mods must be used for tank. T1 exploration Frigate Major Skills: Approximately M per hour Phase 1b: Approximately M per hour; higher if also ninja looting Phase 2a: Approximately M per hour Phase 2b: Varies a lot depending on ships used. Low; slightly higher if doing lowsec escalations Reward: Approximately 30M per hour Phase 3a: Approximately M per hour Phase 3b: Varies a lot depending on ships used and which sites you want to focus on. Approximately M per hour Phase 4: All of the above Modules: Approximately M per hour Phase 5: The high end sites generally require multiple ships friends, dualboxing, boosting or an exceptional combination of pilot skill and expensive fittings. I have little experience here, but it is a planned project. I will elaborate as I get more experience. Varies a lot depending on how quickly you can complete sites. Comparable to Lowsec at approximately M per hour. They are pretty broad because they assume that like most players you will try lots of different skills like industry and weapons and PI, and social skills, etc. The actual training times for the minimum requirements are significantly shorter should you choose a very dedicated training path. The training time speaks more to general game experience time of a casual to moderate player than it does to the actual training days required.

Chapter 5 : EVE beginner's guide: How to get into EVE Online, gaming's most savage and rewarding MMO

Don't miss out! This is just one chapter of our full EVE Online Exploration guide.. If you ask the average bittervet what ship to use for exploration, you'll probably get an answer like "T3 is the best, using anything else is a waste of time" or "T1 frig is good enough, anything else is a waste of ISK."

Related Activities Introduction Exploration is a great way to make money especially for new players. It can be skilled into very easily and scales up well if you invest time and SP into it. Many systems in New Eden have hidden sites called Cosmic Signatures. An explorer will scan the system for certain types of sites and hack the cans at the site for the loot they contain. There are several types of sites that an explorer would be interested in: Relic, Data, Covert and Sleeper. Hacking is done via a minefield-like minigame. This minigame follows the same rules and procedures at all sites, but varies in difficulty and requires different modules to initiate. The contents of the cans are salvage, BPCs, commodities and various items used for building or inventing advanced ships or modules. There are quite a few topics that are beneficial, even vital to know. We have also put a lot of work into making this guide clear and easy to use. And, as always, if you have a question - never not ask. Standing Orders It is vital to know that there are certain systems that are off-limits for members of Brave to explore in. If you are in Brave, please read our standing orders page before heading out to explore! TL;DR Make sure you have the minimum recommended skills. Fly the most effective ship you can afford to lose taking ISK you expect to make and the chance of getting killed into account. Research effective locations and times and the security intel involved. Join standing fleet and comms. Head out during times of minimal activity and focus on less-frequented areas, preferably in null sec. Always be aware of local and dscan. Scan from a safe, cloaked if you can. Launch probes in the pinpoint formation, center in 3 dimensions and scan. Re-center, lower radius and re-scan. Focus on getting to the opposite side of the hacking window. Store loot every so often in player-owned structures. Sell in market hubs or contract to a buyback. The slot layout on the heron makes it the most recommended T1 explo frigate. Being able to fit two rangefinding arrays will make life easier for scanning with low sp characters. Alpha characters who are unable to fit a cloak can just remove it. The ship remains quite cost effective especially considering dojo hands them out for free. They offer the huge advantage of a Covops Cloak. This cloak is an upgrade over the normal cloaks used with the T1 ships and allows you to warp while cloaked, making it very hard to catch you Big gatecamps with bubbles are still a danger to avoid. These fits are meant to work for the majority of players who are flying CovOps for exploration. It is certainly one of the purposes for which CCP created it. You can swap one of the mids cargo scanner or a rangefinder array with a data analyzer if you would like. If you specialise in one type of exploration relic or data , then you can use rigs and modules to focus on that and mitigate the lack of a hull bonus a bit. Fits again depend on your skills especially for the align time , so you will have to find out on your own what works for you. Interceptors that can be fit to insta-warp are the Ares, the Raptor, the Stiletto and the Crusader. T3 T3s are the most versatile ships in the game and it is this versatility that allows them to participate in exploration. Due to their subsystems they can be fit to ignore bubbles, use a covops cloak and maintain a reasonable tank and align time as well as carry refits with them. The ship, no matter which you pick, will be the most expensive of all the exploration ships. The hull itself costs less than the Stratios, but with the subsystems and fits, you will have to spend more than half a billion ISK. The advantages are significant: If you are new to exploration, try to work your way up in difficulty, so you have some funds to replace your ship when you lose it. When you are a bit more experienced, try out new things and find your sweet spot where risk, reward and the sites you are doing all are to your liking. Optimal Time The best time to explore is generally at times of low activity in a given region or system. Use your launcher to get a quick peek of how many people are logged in to Eve at the moment. There are also a few high sec systems that are close to null sec entries to give you easy access to better space. The advantages here, though, are that you are close to high sec to get your loot to safety and no bubbles are allowed. However, you must still be vigilant and check intel. Stain is more dangerous as an NPC null sec area but the rewards can be great. However, you also have some risk bubbles, people hunting explorers and you are more limited to a specific area, unless you take

wormholes. In C1, C2 and C3 wormholes you can find faction sites that are relatively safe for frigates to hack. These have the same names as the sites in normal space, with a faction name Sansha, Guristas, etc. in their name. While sites in wormholes can give you a good payout they are the same as Null Sec sites you have to be very careful in Wormholes see our section on wormholes below. Maybe get some experience before you give it a try. Staging A recommended system to base your operations out of depends on a few things. You may want to consider staging close to where you prefer explore. This way you never need to travel far to get there. Having a safe or convenient route from your staging system to a trading hub is a great advantage. Corporation staging Get into explo ship right away Available for primary activities May be far from optimal explo route May be far from optimal trading hub Stage close to your explo area Get into explo ship right away May be far from primary activities Close to optimal explo route May be far from optimal trading hub Stage close to a market hub May need to travel to get into explo ship May be far from primary activities May be far from optimal explo route Close to optimal trading hub WORMHOLE TRAVEL Another option would be to stage from wherever you want and look for wormholes that will take you to a region type of your choice. This gives you far greater range and flexibility. In Fountain it would be Serpentis, etc. The Sites themselves are run more or less the same. In Wormhole Systems, you will find an entirely different type of sites sometimes in addition to standard sites. Those have rats in them and require more than a T1 frigate to run. The Data Sites have loot that is completely different from all other space. Planning a Route When it comes to looking for all those sites, planning where you want to go is key to successful exploration. Choosing relatively empty systems gives you another advantage: In general, You should find a route with: No or almost no active people No recent kills A great tool for intel in this regard is Dotlan <http://> Do the same for the next system in the list. Now you need some great people on comms to talk to, a good playlist or both. General Safety You should go through these safety measures before you undock. However, this will increase your chances of standing responding as they are less likely to come to a confrontation with the unknown. Comms Just like joining standing fleet, joining the appropriate standing comms in Mumble can enable you to call for help and provide intel. Intel Chat Channels Sign in to the intel chat channel for the region. Look around the channel to see if a system is trouble. You can report neut and hostile sightings Drag the name from local Drag the system from the system name on the top left of your clie Drag the ship type from D-scan. If your D-scan does not pick up the ship, put NV for No Visual If a lot of neuts or hostiles show up, select all in D-scan or local chat, paste in the form on the site <https://> Remember to include the system. Zkill provides intel about combat activity in the system and by players. A recently active system or a player that you know is in the system who has a lot of kills especially explorers can mean that the system is still dangerous. Dotlan Aside from finding out how many players have been through the system, Dotlan can also tell you how many kills there have been recently. A high number of recent kills may mean there are hunters in the system. Enter the systems you will fly through, or at least the systems that will outline your path as you did when planning your route.

Chapter 6 : Eve Exploration Guide: Equipment and Skills

Exploration is a great way to make money especially for new players. It can be skilled into very easily and scales up well if you invest time and SP into it.

Astero is a "pirate" Sisters of Eve faction frigate. Why Astero over T2 Empire Faction frigates? Ofcourse if you want you can swap Relic Analyzer for Data Analyzer at any given time, or use multi-purpose but those are pretty expensive. If you still want to use your faction frigates here are some basic fits: This is the apex exploration predator but with high efficiency comes high You are not going Tier 3 to be cost-effective, you are going Tier 3 to flex and, apart from occasional hacking, prey on Exploration Frigates that can have no hope of defending themselves against your power. You will be spending lots of Eve ISK on that so be sure you are not spending your entire wealth on that ship, flying a tactical cruiser around paints a target on your back as having this expensive ship on your killmail earn the killer some bragging rights. The relatively small cargo hold is the only downside when flying a T3 but once you are flying this beast you can afford to be pickish on what you carry with you, keeping the treasure and jettisoning the trash. All that ISK is not only for flexing, Tech 3 cruiser with proper skills trained and good fit is nearly utacklable and capable of resisting damage of Superior Sleeper Caches which are heavily guarded data and relic sites, not to mention other EVE exploration ships will very likely just evacuate the site if they see T3 entering the stage. Possible Region Types during EVE Exploration Altho site name will tell you everything you need to know about the signature, the types of signatures you will find depends strictly on the kind of space you are flying. High-Security sites, apart from yielding cheap loot, are also highly contested but they are a good take-off point for your exploration adventure. Complete few sites to, at least, familiarize yourself with probe-scanning and hacking minesweeper before you venture into more dangerous parts of cosmos. Since low-sec systems are more populated than null and yield less valuable items you are basically risking more for less. There are more dangers down here since players can now use interdiction bubbles to stop you and if you are not smart about your travels you can end up extra-crispy and no amount of eve isk will save you. Due to some permanent blockades on the outer rim of major alliance territories, your manoeuvrability might be limited unless you take the wormhole route. That is why it is good to plan your route ahead. You will be most likely be lucky with signatures in systems that are not visited very often. Look for systems with no or almost no people, no recent kills and low recent jumps. In the pop-up window, double-click the correct system, in another pop-up drag the picture of the solar system into the notepad and repeat the same for all the "crossroad" systems on your route. Scanning Always scan from a safe spot. That way you will create yourself a safe location "somewhere in space". Remember to cloak after setting out probes and stay cloaked, not only enemy wont be able to see you but you will also disappear from any d-scan and combat probe results. Be sure to monitor local chat, if you are in null-sec NEVER explore in a system with neutral or hostile players unless you are ready to fight. If all the preemptive measures in place lets get down to scanning: There are three tiers of containers that you will find on the site. Lesser value does not mean worse loot, just lower chance for good one, still you might hit a jackpot by doing lowest tier of the container. The hacking game Hacking minigame is basically minesweeper with few tweaks. Your goal is to reach a core node and break it. On your way there you will encounter helpful "utility subsystems" and hostile nodes that have various unfavourable effects and locking neighbouring nodes blocking passage and you have to either destroy them or find another route: You can risk leaving them unless you are forced to go through. Pop your Kernal Rot or Self Repair to mitigate the damage. If you have Secondary Vector utility now its the time to use it. Utility Subsystems randomly appear and you can stash them in one of three slots to use them whenever you see fit. Basically heals you for every move you make, you can go over your max health with this to prepare for incoming damage or pop it when attacking hostile nodes to mitigate damage. Secondary Vector Utility once you activate it on a hostile node it will apply 60 damage over 3 turns. Kernel Rot using this on a node will take away half of its health. Polymorphic Shield utility prevents any damage from nodes for next 2 clicks Each "can" allows gives you to attempts of hacking with exception of ghost sites. Failing twice will cause the container to explode which deals no damage unless you are in a ghost site where

failing can cause entire site to blow up killing most explorer hulls. Site respawn When you finish a site another is spawned instantly somewhere in the universe. It is hard to tell where it will spawn and what type, the current conclusion is that it is completely random. By finishing we mean - opening and looting every can.

Ghost Sites When scanning down a data site, on a rare occasion it can turn out to be a "covert facility". When you warp to those sites a timer will start. Its good idea to warp in cloaked as the timer will only activate upon your decloaking. The timer is not displayed. If you fail a hacking attempt containers will explode dealing massive damage. If you want to even have a chance of surviving this you will need to fly a T3C or buffer tanked Stratos. Limited, Standard and Superior. In the second room, you begin by hacking remote pressure stabilizer to prevent pocket wide explosion, after that you need to rush to dented storage depot, you will only have 2 minutes to do hack it. Once you get to safety go for Remote Defense Grid Unit, after hacking this one you can access all other cans. Let us know how do you like it and what will you want to read next!

Chapter 7 : Eve Online: Complete Ore Mining Guide | LevelSkip

Welcome in EVE Exploration Guide. EVE Exploration is one of many career choices in EvE Online and with an introduction to Triglavian sites it's currently more profitable than ever.

Scanning The main object of an explorer is to track down hidden areas found in systems across all of the EVE universe. These areas contain valuable items or other points of interest, but cannot be warped to initially. Cocoa and blankets are optional. While you were parking your ship somewhere, your scanner was busy! Head to a different system to explore, but note that you can always come back to this system again later to see if anything juicy has appeared. However, much like Cosmic Anomalies, Cosmic Signatures come in several types. A Good Place to Start When you first begin exploring, you will likely want to stick to high-security space: You will be pretty safe in these systems, but there are some best practices you can start to follow so that they are routine as you move into exploring more dangerous space. In high-sec space, your biggest annoyance as an explorer will be other high-sec explorers: Explore from a safe place While probing for exploration sites, your ship will be motionless for extended periods of time. This is dangerous in many parts of EVE. In high-sec, you will probably be perfectly safe idling some distance from a dockable station, or, say, km out from a planet. You will be even safer if you have a cloak fitted and activate it when you get to your spot. Indeed, you can explore cloaked so long as you remember to launch your probes first before engaging the cloaking device. You can find more info on locating and using Safe Spots in the Bookmarks lesson, and high-sec is a great place to get in the habit of using Safe Spots to explore unhindered! You can safely do this while focusing the majority of your attention on your probing. This is very helpful if you are flying without a cloak: These represent the Anomalies and Signatures currently tracked by your scanner, as well as their general location. Green dots indicate areas that you can warp to, either an Anomaly or a Signature you have scanned down. The bottom left of your scanner window has an icon that looks a bit like an atom. Press it, and your ship will launch its payload of probes and automatically arrange them in a Pinpoint formation. You should now notice that some blue spheres have appeared on your Solar System map. The center probe in this formation is represented by a white box with arrows sticking out of it. You can click and drag those arrows to move the probes around: Now, in order to start tracking down a Signature, you will need to drag your probes so they are centered over one of the red Signature dots or spheres and then press the Analyze button on the middle left of your scanning window. This will scan that area more thoroughly with your probes, and will take a few seconds to complete. This will increase the range of your probes so you can scan the whole red sphere. If all this is done correctly, the scan will complete and increase the Signal Strength of your chosen Signature. This is listed on the far right of your scanning window. As you continue to increase the Signal Strength, you will begin to learn more and more about the Signature: This will decrease the size of your scan. If done correctly, your smaller scan area should still catch the Signature and will end up increasing its Signal Strength. Most Signatures can be probed down by repeating this process: If this happens, there are a couple things you can try before giving up and resolving to raise your probing-related skills. Holding the SHIFT key down will allow you to maneuver individual probes, rather than your entire formation. Shift these four probes around the center probe so that they form a cross, with one probe at each cardinal direction. Activate your scanner again: If not, move the four probes closer to the center probe. Zooming your view in using the mouse wheel will help here. Alternate shifting the cardinal point probes closer and activating your scanner to see if this raises the Signal Strength enough. This can be a bit tedious, however, as the margin for error is so small. Just remember, one day your skills and equipment will be good enough that no Signature will be able escape your grasp! This is because launching probes and reducing their range has removed those Signatures from your scanning region. This is easy enough to remedy, however. In both cases, make sure your probes are covering as large a space as possible: That should find those missing Signatures easily! While scanning, once you have a signature down to a single dot, double-click the signature in the scanner window. This will center your star system map on the signature, and, more importantly, make the camera rotate around it instead of around the sun , which makes moving and aligning your probes much easier. Through the use of bookmarks corp

members can share signatures, and via various third-party tools players can share additional information. Mapping tools generally focus on wormhole chains to be used by travelers. Additional third-party tools are available for mapping wormhole chains. The organization EVE-Scout and corp Signal Cartel maintains a publicly-available map of Thera connections on their website and 3rd-party tool Tripwire. Site types

Exploration sites are divided to cosmic signatures and cosmic anomalies based on how they are located. Cosmic Anomalies are areas of interest that radiate a strong enough signal that you can jump to them immediately after your ship scanner finds them. Cosmic Signatures are the bread and butter of an explorer. These are hidden areas that cannot be warped to unless tracked down by probes. Because of this extra step, Cosmic Signature exploration areas can be very lucrative, even in high-sec space!

Combat sites Main article: Combat sites Combat sites can be found in many flavors. They all share the common element of killing rats for rewards. Combat sites are generally split into two categories, anomalies and signatures, depending on how they are found. The most commonly found combat sites are combat cosmic anomalies. They are visible in scanner window as soon as you jump into a system and require no specialized scanning equipment. They are always ungated pockets in space with multiple waves of rats. A specific type of cosmic anomalies is besieged covert research facility. These sites are found in low security space only and are harder than the normal anomalies. The rats in these will attempt to shoot into your lowest resist so omni tank is needed. Combat cosmic signatures are harder to find. They need to be scanned with probes and are generally rarer than anomalies. Of course, they are also guarded by large numbers of NPC ships. These combat sites are further divided into unrated and DED rated complexes. The differences between the two are mostly cosmetic.

Relic and Data sites Main article: Relic and data sites Relic and data sites require hacking to gain access to the goods. They are found by scanning with probes. They can be divided to groups based on what challenges they contain. Pirate relic and data sites do not contain any dangers. You just need to scan the site down, hack the containers with and grab the goods. This is usually done in defenseless frigate in lawless space so watch out for other players. Drone data sites are similar but failing the hack spawns hostile drones. The drones are weak and even T1 scanning frigate can handle them. Pirate relic and data sites are found in normal space and class wormholes. In drone regions only drone data sites are found. Ghost Site are more dangerous data sites found in normal space. In them you have limited time to hack and failed hacks will blow up the container and damage your ship. These sites can be identified from "Covert Research Facility" in their name. Sleeper caches are the most complicated data sites. They contain traps and environmental hazards, single mistake can get poorly fit ship killed. They come in three flavors: The limited sleeper cache is for frigates while the other two require more powerful ships.

Gas sites Gas sites contain gas clouds that can be harvested for resources. The resources gathered in normal space are used for boosters while the resources in wormholes are used in T3 production. In certain regions there are also gas site combat sites. These sites contain two waves of rats and containers that need to be hacked to get access to the rewards. They contain drug related commodities, blueprints, implants and skillbooks.

Ore sites Ore sites are cosmic anomalies and do not require probes to be located. These sites are temporary pockets filled with either ice asteroids, which can be mined for fuel components, or regular asteroids of a rarer type not normally found in that system.

Wormholes Wormholes are temporary gates that can take your ship from your current system to almost anywhere else in space. They are cosmic signatures and need to be scanned with probes.

Chapter 8 : EvE Exploration Guide - All what you should know!

Kirk October 11, Core Skills, EVE Online Guide, Exploration, Featured, Free Stuff, ISK Guides, Video Guides 9 Comments A reliable way to generate income in EVE is through the exploration system, which involves finding and running sites.

Plus, you know€ expensive ships are sexy. Heron, Imicus, Magnate, Probe Each race has a starter-level scanning ship with racial frigate bonuses to probing. For a completely new player under 1. If you intend to fly a Manticore or Buzzard later on, you might as well start training Caldari frigates now and pick up a Heron. The Cons On the other end of things, T1 frigates have low skill caps and require longer training for high efficiency. They are also extremely fragile, making them easy targets for pirates and wholly incapable of running combat sites they scan down. These options will offer you more flexibility, faster scanning, and the all-important covert ops cloak. These ships are a natural progression for players who have skilled up from flying their T1 counterparts, or players who have previously flown stealth bombers since they share requirements and trait bonuses. They can easily equip expanded probe launchers and covert cynosural field modules, giving the pilot access to all manner of sneaky space bullshit. The Cons If you want to fly a T2, you will need a lot of annoying skills trained, including racial frigs and electronics upgrades a nearly useless stat outside of covops to V and Cloaking to IV. And if you want to outclass T1 or faction scan bonuses, you will also need your actual Covert Ops skill to at least IV. Sisters of EVE faction ships: The Astero frigate, the Stratos Cruiser, and the Nestor battleship. Each ship can fit a covert ops cloak for stealthy shenanigans, not to mention insane agility to align on a dime. You will need a good bankroll and high confidence in your wits to justify flying them into dangerous space. And while their skill requirements are relatively low, training is split between Gallente and Amarr skills, potentially doubling your mastery time. Since the Stratos is a cruiser, it has more cargo room, fitting slots, and drone projection than the Astero. This means the Stratos is, overall, a more flexible ship, capable of staying out in nullsec longer and engaging a wider variety of content more easily. The Astero is still faster, cheaper, and easier to train than its bulkier sister. Recommendations I would recommend SOE faction ships to three groups of people. Since these ships are modular by design, it should come as no surprise they can be powerful exploration vessels when built with the right subsystems. In essence, they can be pretty much anything you want them to be€ except for perhaps inexpensive. With emergent locus analyzers, they tie covops ships in scan power and virus strength. Covert reconfiguration subsystems will enable € you guessed it € covert ops cloaking devices and a paltry 5-second cloak deactivation timer. On the propulsion side, you can choose a gravitational capacitor for faster warping, or the ridiculously powerful ability to simply shrug off warp bubbles with the interdiction nullifier system. The Cons So, is there any reason not to pick a strategic cruiser for your exploration adventures? Well, the most obvious would be the huge skill requirements both for minimal operation and maximal efficiency. And then you have to fit the goddamn thing. Mind you, something like a Tengu is not easy to catch and kill, but you should be prepared for massive losses if you happen to slip up. Recommendations Strategic cruisers are incredibly powerful, but also represent a huge financial and temporal investment. They should only be used by players who are very experienced in both exploration and general gameplay. Players who are new to either T3 ships or deep space scanning are likely to end up dead. Other ship considerations Outside of the most obvious picks listed above, there exist a few niche hulls you may consider for your exploration career. For purposes like these, you will generally be fitting a probe launcher most like a core probe launcher and possibly not even a cloak. This beautiful battleship is worse at exploring than its frigate counterpart Gnosis: Really good at hacking data sites, but not finding or navigating to them! Your skills both in-game and real life experience are much more important to the actual nuts and bolts of making ISK. With that said and the guidelines provided here, it should be easy to choose your first adventuring vessel. Just admit you picked a Nestor, you greedy bastard.

Chapter 9 : Good exploration ship? : evenewbies

Eve University has an excellent guide about safe spots and how to make them. Map your directional scanner (dscan) refresh button to a hotkey. In wormholes, you should be refreshing dscan at LEAST twice a minute and preferably about every 5 seconds during all the time you are uncloaked.

TMC Archives Finding exploration sites in known space k-space is one of the most frustrating parts of being an explorer in EVE. Individual exploration sites cosmic signatures other than wormholes often pay extremely well, but the time spent between sites drives down the isk earned per hour. Since exploration as a profession must be compared to mining, mission running, and grinding anomalies in terms of payout and risk, finding too few sites can make it not worth doing. While there are numerous guides on how to probe , how to beat the hacking mini-game , plenty of information on how to beat the combat sites , and even some pretty decent guides to how to find sites in general there are no actual explanations of the underlying mechanics of site spawning to help players decide where to explore. Site spawning is driven by the following mechanics: Sites spawn randomly within regions. Please note this is an assumption, but it holds up under the all testing that I have been able to perform since I started exploring in late After spawning a site persists until run or a timer expires. Combat sites may follow different rules, or different sites may even have their own individual timers. Lower end sites in null have been observed to last several days, but the high end sites never seem to go past 24 hours. Of course this may be because they are being run. Regardless, any given site appears to spend at least 24 hours and often longer in the system where it spawns unless a player completes it. A site is run somewhere, it spawns somewhere else, sits until it is run, and the cycle repeats. While that is simple in theory, in practice that means site location is driven by player behavior. Therefore a savvy explorer must understand not just the mechanics of exploration but also the behavior of the residents of the area he is exploring. Five general rules will apply almost anywhere: Difficult to access space will on average pay better. Players are lazy and gate jumps are dangerous. Even in heavily populated regions a system that is a couple gates off the jump bridge network can be packed with sites while most of the region is picked clean. This is as true of highsec as deep null; highsec pockets are specifically mentioned in the CSM notes as having site pools. If an area has a heavy population in only one time zone it will accumulate sites during the periods of low activity even if it is bare during busy hours. If you are brave enough, reds in local are your friend. Nothing scares off PvE like a red in local, and that includes many explorers. Disputed space is often packed with sites. Wars are dangerous, and the bigger the war the scarier it is. When major blocs start fighting you can bet that whatever pre-existing PvE population an area had is gone, so jump into the gap! Remember, if you make enough Isk losing ships once in a while can still be worth it. Making other explorers unwelcome in an area can pay off. Although this is not an option open to many exploring in blue space, hunting down other explorers to discourage them from running sites on your turf can greatly increase payout. You get more sites, and your victims will often be packed to the gills with loot from sites they already ran. Players who are willing to endure some danger can run deadspace sites like others run anomalies, and even for the newest of players a single system with a half dozen hacking or archeology sites pooled will likely pay out tens to hundreds of millions of Isk for less than an hour of effort. Smart scouting, understanding the inhabitants of an area, and some carefully calculated aggression all play a role in maximizing earnings. Exploration in Eve is one of the professions where risk taking is most closely correlated with reward. This article originally appeared on TheMittani. Let your voice be heard! Submit your own article to Imperium News here! Would you like to join the Imperium News staff?