

Spektyr's Complete Jenquai Explorer Guide

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Chapter 1: Getting Started

So you've chosen the Path of the Sha'ha'dem (Jenquai Explorer for the layperson). Not the easiest road by any means, but one that pays off very well in many ways. The JE (Jenquai Explorer) is one of the most independent classes, able to cruise throughout the universe with unparalleled ease and speed. Not as formidable in combat as the other classes, but with the deadly combination of stealth and scan range the JE is able to avoid most confrontations, carefully selecting what battles they fight. As you'll learn in this guide, a JE can actually perform astonishingly well in solo combat as well as contributing valuable skills to a group.

For the first step on your path you'll have to design your character's appearance and ship. Much of this can be changed later through terminals at various stations for a sizeable fee. Luckily, the Explorer is one of the wealthier classes so these fees are nearly as prohibitive for us as they can be for other classes. As far as physical appearance goes there is very little actual game effect. The only thing of note is that height can be an advantage at Trade kiosks and Job terminals. A shorter character at a crowded kiosk or terminal can have difficulty targeting anything but the other players. Even so, personal preference should pay the deciding role here. As for ship design the choices are purely aesthetic. Of particular note is the primary and secondary hull colors. Most Jenquai hulls will look 'striped' after the first hull upgrade if two different colors are used, so keep that in mind as you paint your ship. Also, metallic or gloss paints will pick up a lot of other colors, and since there are many colors of stars in the game, your ship will rarely appear to be the color you intended. Finally, your ship name is separate from your character name, and in general very difficult for another player to see, so keep that in mind when picking your character and ship names.

With your appearance and ship design complete, the last decisions are what server or "galaxy" you wish to play on and whether to start the game with or without a tutorial. As for what server you play on that decision is another one that falls into the 'personal preference' category. If you have friends who are already playing, you'll want to pick the same server since there is no interaction in the game between servers. If there's no outside influence over your server selection, the main deciding factor would be server population. The more people on a server, the more readily available many of the harder to get items will be, but also the more competition there will be for available resources such as ore fields, hunting areas and job terminals. Lower populations have less competition, but there are also fewer people capable of building those rare goodies that everyone likes.

Of course the odds are that if you're reading this guide you already have a JE built and are looking for advice on how to accomplish your goals quicker and with greater efficiency. Keep reading, we'll get to that.

Chapter 2: Explorer Skills

It's all about skill. Not just the hard-coded skills of each class, but your ability to effectively use them, select which skills to specialize in, and which skills to ignore. In this chapter we'll go through each of the skills of the Jenquai Explorer one by one, describe their effects, any bugs surrounding them, and recommend how many points to invest.

It's highly recommended to use a calculator to determine ahead of time what skills you will raise and to what level. There is an unlimited number of points to be earned, but after level 150 it becomes very slow progress to raise a skill. Therefore it is important to be certain you will be able to raise the skills most important to you by the time you reach level 150. There are several calculators online that can perform this task easily for you. If you wish to do it yourself, there are 276 total points available by level 150, and the cost of each level of skill is the new level minus one. Thus the first level of a skill costs no points, and upgrading a skill from 4 to 5 costs 4 points, 5 to 6 costs 5, and so on.

Beam Tech: This is the only weapon skill a JE gets that can be raised to level 9. Nearly every JE will agree that raising this skill to maximum is important. Beam damage can be enhanced by using Combat Cloak (discussed below), and their range can be extended by many popular devices and equipment discussed in the next chapter. In short, unless you are very sure of what you're doing, do not skimp on investing in this skill.

Projectile Tech: This is the 'other' weapon skill that JE's get. It tops out at level 8, and is an ammo-dependant weapon, two major marks against use. On the other hand, projectiles have better range than beams and some types have nice beneficial effects on them. Explorers do not get the ability to build weapons, and thereby ammunition, so an Explorer wishing to use projectile weapons will be spending a considerable amount of effort tracking down builders and buying superior ammunition (which does more damage than standard rounds). The storage of this ammo in both the cargo hold and vault can be prohibitive to many other goals, especially mining. Raising projectile tech even just to level 2 should be done only if you intend to max it, and then only by experienced players who know for certain they have weighed the consequences of the skill point use carefully.

Cloak: The defining ability of the Jenquai race, and arguably the most powerful skill in the whole arsenal. Very few enemies or 'mobs' are able to detect a cloaked ship, allowing a JE to move completely undetected. There are several levels of cloak that provide various effects. The first level allows you to become invisible, but reduces the thrust speed of your ship by half. At the third level you gain Advanced Cloak which uses slightly more power but allows full speed while cloaked. At level 5 you gain Combat Cloak (CC). With CC you can cloak while moving, and for five seconds after dropping cloak your beams do additional damage. Level 6 brings Group Stealth which allows warping while cloaked and reduces the signature of your group mates. At level 7 you get Group Cloak which allows the cloaking of all group members within 2k of your ship. There are a few bugs involving cloak. First off, Combat Cloak does not double beam damage as its skill description says. The additional damage is still worthwhile however. Second, using any cloak while leading a

formation will cause the formation to break. (Group members cannot follow what they can't see.) This is especially problematic for Group Cloak, since that will also cloak whomever is leading. At a minimum, every JE should get Combat Cloak. Higher levels of cloak are up to individual preference. The ability to warp while cloaked can be very handy, but many JE's feel that it isn't worth the additional expenditure of points. Also of note, the higher levels of cloak use more reactor power per second.

Create Wormhole: Perhaps the most class-defining of all Explorer skills, Create Wormhole allows a JE to instantly traverse vast distances. Each of its seven levels adds a new destination which are, in order, Kailaasa, Jupiter, Swooping Eagle, Valkyrie Twins, Asteroid Belt Beta, Carpenter, and Endriago. Additionally, any grouped players within 1k of a JE who initiates a wormhole will get a pop-up window allowing them to choose to enter the wormhole as well. Given the considerable travel time possible to cover large distances even at maximum warp, many people will pay quite well for a ride through a wormhole. Wormhole also cuts the time required to do many of the higher level jobs, a fact that allows the JE to level fast as well as increasing the number of people willing to pay for a wormhole. At a minimum, every JE should get at least level 4 in this skill which allows up to the Valkyrie Twins (VT) wormhole. This not only makes your travel much easier, but provides you with the most in-demand wormholes people pay for. Higher level wormholes can also be very handy, but are less important and thus up to personal preference.

Environmental Shield: This is the ability to project a shield around a ship in order to protect it against various hostile environments such as radiation. Also known as "ES", this skill is wrought with debate about its effectiveness. This is due largely to the various bugs it has, both real and perceived. Some of the stars in the game throw off high quantities of radiation that can drain your shields and even your reactor. ES can prevent the shield loss, but only slows the reactor drain, a point that many younger JE's feel is a bug. However they aren't taking into account the simple fact that it would be unreasonable to expect a simple ES to protect them from everything. No shield can protect against the intense heat and radiation found at the surface of a star, and at some point of proximity the shields will be overwhelmed. Other reports of the damage reflection on the higher level shields not operating correctly are further argument against its effectiveness. However, ES is still worth spending some points in. At level 1 it is generally too weak to be useful, but at level 3 you gain full immunity to *most* environmental effects as well as a highly beneficial +10 to all deflects aside from psionic. That alone is worth having, and raising it to level 5 greatly improves the duration of the level 3 version of the shield, another strong argument for spending the points. The recommendation of this guide is to get at least level 3, and no more than level 5, unless you're confident of what you're doing.

Fold Space: Simultaneously over and under-rated, this is essentially a pure-combat skill. Fold Space (FS) allows a JE to move objects short distances without actually traversing any of the in between space, essentially a short-range teleport. Level 1 allows the teleportation of yourself, level 3 allows you to teleport or 'throw' enemies, and level 5 allows you to move your group mates. As your skill level increases, the distance of the teleport increases as well. A more in-depth discussion of the use of this skill can be found in the chapter on

Combat (chapter 9). The recommendation for this skill is level 3, as teleport friend is of such limited use that it doesn't warrant the additional points.

Jumpstart: This skill is a source of great debate, ranting and gnashing of teeth among most people playing the game. Simply put, it allows the Explorer (Progen Explorers get this too) to restart an incapacitated ship, reducing the experience debt of that player and repairing a portion of their hull points. Since ships don't tend to spontaneously explode, whatever destroyed the stricken craft in the first place is likely to still be around, making the rescue of other ships a highly dangerous proposition. Factor in that the rescuer doesn't get any experience in return, requesting payment for a jumpstart is generally considered taboo, and typically less than 10% of the recipients even bother to say thanks, most characters with Jumpstart are rather embittered. Nearly every JE has at least one horror story of a jumpstart gone wrong that resulted in their own incapacitation. All that being said, it is still an important skill to have. Higher levels of Jumpstart allow greater range of the Jumpstart beam, the jumping of larger ships, and reduce more exp debt. Most JE's have on average level 3 or 4 in this skill. Level 4 is recommended as this is the minimum required to jumpstart even the largest ships. Higher levels can be very beneficial, as the additional exp debt savings can make you highly popular in groups, but many feel that the extra point cost outweighs the benefit.

Shield Leech: This is a new skill, added after release. The first opinion of this skill was rather negative, most JE's felt that the last thing we needed was a skill to improve reactor recharge further. (Since most JE's are anything but reactor power poor.) However, the opinion has changed and this skill now factors very high on the list of skills every JE should maximize. Shield Leech means the difference between being able to fight on your own and being forced to beg for groups. An in-depth discussion of the skill's use can be found in Chapter 9, Combat. It cannot be stressed enough to budget the points to maximize this skill. You will not be disappointed.

Navigate: This is one of the finest skills available to a class with weak shields and hull. At a glance the reduction in warp cost, warp start-up and cool down times and thrust and warp speed might not seem like a life-saver, but anyone that's raised this skill significantly can attest that it is. The specifics of this can be found in Chapter 8, Survival Tactics. The speed boost from this skill is also invaluable as it allows faster travel on lower tech engines, saving you both skill points on that skill as well as credits on more expensive engines. There is currently one bug in this skill. It manifests when two or more players with high level Navigate and a Lazarus device. If two such players are within 2k of each other and one attempts to warp, the engines will cycle up, but not go to warp. Then when shut down they will not ready for warp again. In order to clear this each player must cross a sector gate, dock at a station, wormhole, or log out and then back in. The simple way to avoid this is simply to not group with anyone that has high Navigate skill unless no one has a Lazarus installed. This bug is also being looked into and should be fixed eventually. Regardless of the bug, maximize this skill. It'll save your tail on a regular basis, your wallet when buying engines, and generally make your life easier.

Prospect: Simply put, this gives you the ability to prospect asteroids, hydrocarbons and gas clouds for resources. The higher your skill is, the less energy is required to prospect, the faster the resources will be prospected, and you'll be able to refine higher level ores. If you plan to mine very much at all, you'll benefit from having this maximized. At the very least you'll want this skill to level 5 or 6, but the recommendation is to plan for level 7. Rare is the JE who feels they spent too many points on Prospect. Additionally, Prospect skill is what determines your ability to refine ores, with level 1-5 Prospect allowing the refining of level 1-5 ores respectively, level 6 allowing you to refine level 6 and 7 ores, and level 7 allowing the refining of level 8-9 ores.

Scan: Another highly useful skill in the Explorer arsenal, this skill increases the range of your sensors as well as allowing you to detect cloaked ships. At higher levels those grouped with you will be able to detect cloaked ships that you can see, as well as sharing your scan range at the highest level. Since a great deal of a JE's survival depends on the ability to see problems before they occur, this skill can give a valuable edge to an alert JE. The annoyance of being in a group of blind warriors who are oblivious to the targets you see at the edge of your scan range is a strong argument of maximizing this skill as well. There are also mobs that will attempt to evade or sneak up on you using cloak, further reinforcing the importance of this skill. Recommended level is 7.

Build Devices: This skill, as the name implies, is the ability to build devices. (Gee, doesn't take a brain surgeon to figure that one out.) The first level (which is free) is required to complete the level 30 bonus mission, and that's the highest level the guide recommends. JE's do not get Negotiate skill, which allows Terrans to get better prices at manufacturing terminals and vendors, and Terran Tradesmen also get Build Devices. So pound for pound a TT is a better device builder than a JE. In order to be competitive you will either have to operate at lower profit or find a TT to buy your parts for you. With the general shortage of skill points, there isn't much reason to invest them on a skill you'll be second best at.

Build Reactors: This is where a commerce-minded JE can excel. Only JE's get this skill, so every player flying around with a player made (PM) reactor had their reactor built by a JE. If you're interested in building equipment, this is your skill. There's not much point in raising it unless you plan to maximize it, and building reactors can alternately make you a great deal of money or put you in the poor house if you aren't careful. Levels 1-5 enable the ability to build reactors of tech level 1-5, skill level 6 enables building of level 6-7 reactors, and skill level 7 enables the building of level 8-9 reactors. Preference is the key here, spend nothing or take it all the way, your choice.

Device Tech: This skill dictates the maximum tech level of devices your ship can mount. Most level 5, 6 and 9 devices have a negative effect on them, so most classes say to raise Device Tech to level 4 or all the way. However this guide expands on this a bit more. As a JE you'll reach a maximum of 6 device slots. This means a great many of our capabilities come from those devices. Therefore the smart thing is to raise this skill considerably. Bare minimum recommendation is level 7 tech, level 8 or 9 is better.

Engine Tech: This is one that JE's get to skimp on. Due to the aforementioned Navigate skill and the considerable thrust and warp speed boost it gives at high level, a JE can reach the maximum warp speed of 5000 with a tech 4 engine, good devices, and a warp boost reactor. If you can fly as fast as you'd ever need to on a tech 4 engine, why spend more points on the ability to mount a more expensive engine? The recommendation on this is either level 3 or 4, depending on how important your warp speed is to you.

Reactor Tech: Your reactor is your life blood. It determines how well you prospect, how long you cloak, how far you can free warp, how well you withstand EMP attacks... in general, how well you can respond to threats and perform your desired actions. In general there isn't much you can do with a level 8 or 9 reactor that you can't also do with a level 7, but when the EMP starts flying or you start mounting the bigger beams, that extra oomph will suddenly become extremely important. Keep reactor tech up, and take it to at least level 8 if not level 9.

Shield Tech: If you can't figure out why this skill should be kept at maximum every second you play you might need to procure protective headgear so that you don't injure yourself while playing. Shield Tech level dictates how big a shield you can mount, and shields are the difference between survival and an extremely messy death in the hard vacuum of space. Don't ask, don't argue. Max this one.

Ship Statistics

While not actually a player skill, your base ship statistics (stats) are determined by the race/class combination you chose. They also impact the way that you play the game and choose your equipment, etc. Thus we'll discuss them here rather than give them their own chapter.

Hull Strength: This number represents the number of units of damage your hull can take before your ship becomes incapacitated. Hull damage can be repaired by Terran Traders with the necessary level of the Hull Patch skill, and by docking at a space station. If you become incapacitated, your only options are to be towed back to your station of registry (the last station you docked at or registered with), or to try to find someone to Jumpstart you. As a JE it is often easier to find a JS than other classes, since you are also capable of learning the skill. Most JE's and PE's will travel further out of their way to rescue a fellow explorer due to the chance that the situation may be reversed at a later time. Hull Strength increases as you get hull upgrades with your promotions.

Defense: Currently, this statistic is not actually used for anything, and does not seem to be affected by anything either. Simply ignore it until they actually get around to implementing it.

Missile Defense: Like Defense, this statistic does not seem to actually be used by anything. It seems to be directly linked to the Turn Rate stat and increases and decreases accordingly. This stat is largely inconsequential until such time as they decide to fully implement it.

Speed: This is your standard maximum speed, more commonly called "Thrust Speed". When you press the "A" key to thrust forward, this stat is what determines what maximum speed you'll reach. The higher this is, the faster you can go, which often is beneficial. (It allows

you to catch up to things or run away from things more easily.) However, an object in motion tends to stay in motion, which means that the faster you go the longer it takes to stop. Since you must be stationary to perform many skills (such as prospecting or engaging the lower level cloaks) how quickly you can stop can be important. Also, on planets you'll find that your maximum speed will increase by roughly 500. This is due to the relative large distances and complete lack of warp capability on planets. Engines with higher thrusts or Player built to higher qualities will provide more thrust speed.

Warp Speed: This, as the name so cleverly implies, is your maximum warp speed. Bigger engines typically allow higher base Warp Speed, and several devices can enhance this further such as the RoadRunner Plus, and the Kraken/Unicorn reactor line. Also, the higher levels of the Navigate skill will also improve this number.

Turn Rate: This is determined by your race/class combination and does not change unless affected by certain types of equipment. It determines how quickly your ship will turn. Unfortunately, JE's have the lowest rate of turn of all the classes. This typically isn't very important since mobs don't make much effort to try to hide behind you where your beams can't reach them. In the Arena where PvP is allowed, this can be more of a problem, but reliance on your (hopefully) well-developed evasion skills should alleviate any shortcoming.

Scan Range: This is the base number of how far you can see. Every object in the game has a certain visibility (a gauge of how 'bright' or 'loud' it is to your sensors), and that hidden number plus your Scan Range is the distance at which your sensors will first detect it. Obviously, having a higher Scan Range is preferable as this allows you to see possible threats or valuable resources at greater distances, permitting you to react accordingly. JE's enjoy an incredibly large Scan Range, on average roughly twice as far as any other class. There are also a great many devices and other equipment available to them to improve this further, as well as the Scan skill which provides even more improvement.

Visibility: This is the flip side of Scan Range and is better known as "Signature". Your Visibility added to the scan range of a mob will determine at what distance the mob will detect you. Under nearly every circumstance you will want to have as low a signature as possible, allowing you to move undetected even at very close range while uncloaked. Signature is figured by adding your base ship signature to the signature of your Engine. The base signature for a JE is 0.5k. So if a JE is using a Solar Sail Engine, which has no innate signature, their final signature is 0.5k. It is possible through the use of certain devices and buffs to get it much lower than this, but the benefit of doing so is generally questioned.

It is the combination of extremely low signature and extremely high scan range that is perhaps one of the most defining characteristics of the Jenquai Explorer. This, when combined with the other skills (particularly Cloak), gives the JE unparalleled freedom of choice in where they travel, where and when they fight, and where and when they slip by, completely aware of their surroundings but simultaneously totally undetected by things that might seek to harm them.

Chapter 3: Explorer Equipment

Skill can only take you so far. Even the best architect can't build a bridge without the right tools. By the same token no class can function effectively without the right equipment. Most types of equipment are up to personal preference and subject to the intended use the player has in mind. In this chapter we will discuss the five types of equipment in the game, specific types of that equipment, their function, uses and benefits. All store-bought equipment starts out at 100% quality, whereas player-made (PM) equipment can go as high as 200% quality. Depending on the type of equipment, increases in quality have varying effects, but in general PM gear is always preferred to store-bought. PM gear also usually costs more, but the increased effectiveness is worth the extra cost. Also, at Tech level 4 and higher any equipment that is damaged when incoming fire penetrates your shields has the capacity to lose quality. The only way to repair this quality damage is to have the equipment rebuilt or replaced. The structure of an item can also be damaged, but can always be repaired back to 100% by docking at a station or having it repaired by a character with the skill of "Repair Equipment". Also, most types of equipment are built along a progression, where the next level of tech is built using the previous level and a new component. This process is widely known as 'upgrading'.

Weapons: Since as discussed in the Skills chapter, projectiles are best used by informed experts on the game who likely do not need this guide, we'll focus on beam weapons. There are essentially four basic types of beams: Energy, Plasma, EMP and "Fast recycle Energy". The latter isn't truly a separate type of beam, but the tactics of it's use and reasons for mounting it are different enough to warrant special notice. Energy beams are the most common and widely varied. They typically have delays from 4-6 seconds and do good damage. They are also especially effective when used with Combat Cloak. Plasma beams are extremely popular for their continued residual damage, also called 'damage over time'. Typical delay times for plasma beams range from 4-9 seconds, offsetting their typical higher initial damage. For several seconds after they hit a target, the target will continue to receive damage from the lingering effect. Plasma is also the only way for a JE to damage an energy immune mob with a beam weapon. EMP beams are generally not used by JE's since they are only effective against shielded mechanical objects and cannot do hull damage. Thus EMP cannot on it's own actually kill any target in the game, and the limited number of weapons mounts available to a JE mean that in general they cannot afford to have a non-lethal beam installed. Fast recycle energy beams such as the Sango/Shango/Xango line and the Claw line are what's known as 'drop-only' weapons, meaning they can only be found as loot of certain mobs. A player weapons builder who's managed to successfully analyze such weapons can build them to high quality for sale to other players. Typical delay times for these beams are 1-2 seconds, but they do considerably less damage per hit than other beams. These beams are ideal for interrupting enemy skill use and rapidly dispatching a large number of very weak mobs.

For level 1 just use the 'newbie' laser you start off with. A single skill point will raise your tech level to 2 and allow you to use a more advanced beam. A store-bought beam will serve you reasonably well at this level and save you the trouble of trying to track down a builder to make a beam you'll probably only use for a few days at most. At combat level 12 you'll be eligible to raise Beam tech to level 3. At this point you should begin using PM weapons exclusively. White

Dragons are a good all-around beam at this level, possessing neither positive or negative effects and a good damage per second ratio. For plasma the Bobcat or Dingo line is effective and will provide you with a powerful alternative to energy damage. The fast recycle beams are also a viable option here, and the choice between these three types is largely up to individual preference and play style.

The best information available on the higher level beams would be to politely ask other Jenquai what beams they prefer and for what reason. At level 5-7 the drop-only Lion plasma beam line is especially preferred for its fast firing, solid damage, and maneuverability buff, but builders of these beams are usually few and therefore prices are higher.

Yellow and Blue Dragon beams are the most popular energy beams around that level and become Orange and Purple Dragons at level 7-9, respectively. Yellow/Orange Dragons have a generally worthless cloaking buff on them (it reduces the time to engage cloak only for the lowest level of cloak, which everyone that can use these beams has already upgraded beyond the level the buff is helpful at.) They also have a +10% increase to device activation energy cost, which is generally unimportant to the typically over-reactored JE's.

The Blue/Purple Dragons have an increase to critical hits which improves their damage nicely but also carry an activated effect of increasing damage to the reactor. This effect is activated every time you turn the beams on, and every time you cross a gate, dock or wormhole. The result is rather spammy and annoying. Yellow/Orange Dragons fire faster and do less damage per hit than their slower firing and harder hitting Blue/Purple counterparts. Choosing between the two is primarily personal preference.

At level 8-9 the only option for plasma is the Pitbull line, which drops exclusively from the Ti at the malfunctioning Tada-O gate in Cooper. These mobs are extremely deadly and virtually un-killable by JE's and Jenquai in general. Your main option is to wait until enough of these weapons have been looted by Terrans and/or Progen that they are being manufactured.

The fast recycle beams become somewhat mythical in the level 7-9 range. Currently there are conflicting reports as to whether or not they actually exist.

For beam weapons, higher quality increases the damage and beneficial effects on a beam. Thus having very high quality is very important.

Shields: As soon as possible you should spend a point to raise shield tech to level 2 and buy a level 2 shield to mount. The best shield available at that level is the Not Weak Shield designed by Tada-O. This line continues through level 3-4 as the More Not Weak and Most Not Weak, and are currently the best options for Jenquai. At level 5 you'll probably want to use the Silver Scale shield and upgrade it to the Gold Scale at level 6. At level 7 you'll want an Ivory Scale, which will then upgrade to the Platinum Scale shield at level 8. Eight is the highest a Jenquai can take their shield tech to, and that Platinum Scale is the best shield available to a Jenquai. Some people prefer the multiple deflects found on the lower capacity Jenquai designed shields, but by and large the opinion is that higher capacity is preferable to high deflects. Additionally, the many device slots of a JE can easily be used to provide the necessary deflects. Jenquai shield deflects are made further unnecessary by the Scale line, which carries powerful deflects at higher levels as well as a beam range extension.

For shields, higher quality increases the recharge rate and beneficial effects of a shield. While recharge rate is not supremely important since most mobs will not fire slow enough to allow any recharge, it does help tremendously with warp kiting or fold-space kiting (explained in Chapter 9.)

Reactors: Reactors are the specialty of the Jenquai race, and one of the most important pieces of equipment aboard a JE ship. The capacity of your reactor combined with your Prospect skill and any mining device you might have determines what tech level of ore you're able to mine. It also determines how long you can maintain your cloaking skill since the reactor cannot recharge while you're cloaked. For tech levels 1-4, capacity will be the most important factor in choosing a reactor, and for levels 5 and up a combination of recharge and capacity will be the deciding point. With a level 4 reactor and appropriate Prospect skill and Sculptor you will have enough energy to prospect a level 9 ore, so for level 5 and up you'll find that the recharge or 'bounce back' of your reactor will help you more than simply having a massive capacity. That being said, you'll still want the highest capacity you can find without sacrificing recharge simply for the ability to use cloak without having to concern yourself unduly with power levels. Also, higher capacity translates into greater range in free-warp, which as you'll learn in the mining chapter is important.

You'll receive a nice level 2 reactor called the Tempest Heart as a reward for successfully completing the mission that teaches you the cloaking skill. At level 3 you'll want to either get a Callipus M3 or a Gallina MGC-3. The Gallina is preferable but it's harder to find someone able to build them. For level 4 either upgrade your M3 to a Callipus M4, or buy a level 4 Draco which is the bigger brother to the Gallina. At level 5 you'll want a Petit Dhambier if Draco's are not available, or upgrade your Draco to level 5 if they are available. For level 6 upgrade whichever reactor you have. Level 7 is the final step in the Dhambier line and the beginning of the Cygnus line, the biggest brother to the Gallina's and Draco's. If Cygnus' are not available at level 8 you'll probably want a Pleiades LGS 8. It has the drawback of reducing your shield recharge rate by 10%, which is annoying but not crippling.

The Gallina/Draco/Cygnus line is not on the current loot tables, all current builders obtained their schematics by purchasing and analyzing reactors given as Christmas gifts during the holiday events. Due to this there are a limited number of people able to build these reactors and any new servers may take awhile before anyone is able to build them at all. This line is vastly superior to every other reactor available at the same level, and are Jenquai-only. Whenever possible, you'll be happier using one of these reactors.

Also extremely valuable are the Kraken/Unicorn line. These reactors have an activateable warp boost of 750. These reactors have low cap and healthy recharge, making them undesirable for most tasks, and unparalleled for going fast. Most JE's have two reactors, one for speed and one for power. The Kraken line extends from level 3-5, and the Unicorn line goes from level 5-7. There are no warp boost reactors for levels 1-2 or 8-9.

For reactors, increased quality increases the recharge rate and beneficial effects on the reactor, making a high quality reactor very important.

Engines: This is a pretty simple set of choices. For straight-out speed you'll want to use a Terran designed Breton engine. For stealth you'll want to use a Solar Sail. Both come in levels 2-4, and a JE shouldn't need anything higher tech level than this. If you insist on using higher level engines you'll probably prefer the Halley DDO line, although I strongly recommend against spending the skill points on Engine Tech above level 4.

Breton engines have incredibly high signature and the highest warp for their level. They're preferable only when you're doing tasks that require no stealth and high speed, such as trade runs and jobs. Using a Breton for fighting or mining is virtually suicide, as you will be detected by hostiles at a much larger range.

Solar Sails are perhaps the only useful piece of technology to come from the redneck-like Bogerils. They carry no signature at all, allowing a JE to start with a 0.5k signature before taking any other equipment effects into account. They have strong thrust and solid warp speeds and are perhaps the best all-around engine for JE's to use. With a combination of signature reducing equipment and a Solar Sail it is possible to get your signature so low that you can actually thrust into beam range of a target uncloaked before it detects you.

For engines, increased quality increases the thrust speed and beneficial effects of the engine. While helpful this is not nearly as vital to have high quality as other gear.

Devices: Entire guides could be written dealing with nothing more than the devices available and useful to a Jenquai Explorer. For the purpose of this guide we'll quickly go through a list of the must-have and highly-useful devices available. As stated in the Skills chapter, many of the level 5, 6, and 9 devices have a negative side effect on them that can limit their usefulness. In many cases it's preferable to skip those levels, waiting until you reach tech level 7 to upgrade your level 4 devices.

All devices give one or both of two different types of effects. One is activated, the other is equipped. Activated effects occur only when the device is activated by dragging it's equipment slot to your hotkey circles at the bottom of the screen, and then activating that key slot. Equipped effects are in effect as long as the device is installed.

Must Have:

- **Sculptor:** This device greatly improves your ability to prospect, as well as reducing the cost of refining resources at the terminal. Higher level versions also improve scan range.
- **Lazarus / RoadRunner Plus (RR+):** The RR+ increases your maximum warp speed, an important thing when running trade routes or jobs. The Lazarus decreases warp start-up and cool-down times, much like the Navigate skill. Furthermore its effects are cumulative with Navigate, allowing incredibly fast jumps to warp. At level 5+ the Lazarus (commonly called a "Laz") also carries a comparable warp speed boost to the RR+, making having both installed unnecessary.
- **Cat's Paw / Harpy:** The Cat's Paw device increases your maximum thrust speed, allowing movement in combat and from resource to resource while mining much easier. Higher thrust speed can also sometimes save you if you're unable to warp and in over your head in a fight. Harpy's devices increase the speed of your tractor beam, allowing you to pull in loot faster. This is invaluable for mining as it allows you to get valuables onboard much quicker, readying you to flee from danger or mine the next ore sooner. At higher levels the Harpy also gains a thrust speed boost like the Cat's Paw, allowing you to eliminate the Paw from your loadout.
- **Novice Ward / Sai'li's Circle:** The Novice Ward is a reward for the level 30 bonus mission, and increases shield recharge rate and reduces hull damage. This device is extremely useful all the way until level 101 when you become eligible for the mission given out by Sai'li in Prasad Station, Xipe Totec. That mission rewards you with Sai'li's Circle, a more powerful version of the Novice Ward that also bestows 28 Psionic Deflect.
- **"Reactor Boosters":** There will be times when even the great Jenquai reactor tech won't supply you with everything you need. At those times you'll want just a bit more oomph

and these devices will deliver it. The Monoceros give an equipped boost of a flat number to reactor recharge, and the Fornax line gives an activated boost. There are two types, the Fornax Australis and Borealis, giving a fixed number and a straight 30% boost to reactor recharge, respectively. Typically the 30% boost is preferable. The activated boosts are also highly useful when grouping to help other players alleviate their usual power shortages.

Highly Useful:

- **Hidden Eye:** This is a strange little item purchasable from the Veil Trader in Kitara's Veil. If possible, get one that's been player made to high quality. This handy little toy comes only in a level 6 version, and gives a sizeable boost to scan range and a hefty reduction in signature. Nothing like being able to see better while being harder to see.
- **"Resist Equips":** There's a whole line of devices that give boosts to your resists while equipped. Many are Terran design, and one is a nice little drop from the Zenshai. The Zenshai Force Device gives a strong boost to both Plasma and Chemical deflect. The Terran devices and their effects are as follows: Heater – Energy, Tower – Impact, Buckler – Plasma, Pavis – Explosive, Targe – Chemical, Kite – EMP. At higher levels these devices also carry an additional deflect, but not all devices are present. However, the maximum equipped deflect effect is +30, and can be achieved with relatively low level devices. Additionally, many other types of equipment likely to be used at that level will carry deflects on them, making the number of equipable deflect devices you need much lower.
- **"Resists Buffs":** This is one of the places a JE can really shine in a group – by giving valuable buffs to the ships taking the most damage. By using a device to increase another player's deflects to the appropriate type of damage he's taking, and tossing an Environmental Shield on top of that you can significantly reduce the amount of damage he or she is taking. Add in a few reactor buffs and you can make yourself very well liked. Most of the buff devices are also of Terran design, with the exception of the Psionic deflect buffer, which is Jenquai (the Corona Australis). The Terran devices are: Armadillo Plate – EMP, Chameleon Skin – Energy, Elephant Hide – Chemical, Leopard Spots – Plasma, Rhinoceros Horn – Impact, Turtle Shell – Explosive. The primary limiting factor in the use of these items is the considerable vault space needed to store them all, and the need to know ahead of time what types of damage need to be countered before embarking on a hunting trip.
- **"Debuffers":** There aren't many of these that are useful to a JE, the most notable of which is the Rada line, found on the Chavez Pirates. The Rada has an activatable effect of "Weaken Plasma" which will reduce the target's resistance to plasma weapons allowing you to do more damage. When used in conjunction with plasma beams, this device can significantly improve your odds of winning. Other debuffers do exist, but they are few and of limited usefulness.
- **Phoenix:** The Phoenix line is an instant transfer of reactor energy device. This device is highly useful both for yourself and others. It costs energy to activate, but instantly bestows a larger amount of energy on the target. If you have several of these installed, you can fully recharge even massive reactors in a matter of seconds, even your own reactor.

Chapter 4: Getting Your First Hull Upgrade

So you've designed your ship, selected your personal appearance, picked a name and server, waded through a dozen pages of information on skills and equipment and hopefully planned out what skills you're going to raise and to what level. Now you just need to start playing. Luckily there's little help required for you to achieve your first hull upgrade. The game itself has a well-developed system of minor missions that serve the purpose of gaining you skills and levels, and along the way you will become eligible for your first upgrade.

Most likely you'll be starting with the tutorial enabled. This will give you verbal and written instructions to follow in the starting sector, and primarily end when you enter the gate to the actual game sectors. This starting sector is a one-time only location that you cannot return to. Don't worry about this, you won't miss out on anything as long as you follow the instructions. Megan, the digital assistant will have a lot of advice to give you during this time (probably a great deal more than you're interested in.)

These newbie missions will keep you busy for awhile, especially if you make a point of talking to every NPC (non-player character) you find. NPC's are found primarily inside stations and are differentiated by the yellow color of their name. Be cautious however, that you don't roam too far or you might start picking up missions you're not yet able to complete.

During this period of your development, concentrate primarily on completing the missions given to you and gaining the skills available. To determine what is required to gain a skill, press 'Y' to open your character development window and scroll through the skill list. When you see a skill that is darkened, that represents a skill you have not yet learned. By clicking on a skill you will open another window that displays information on what is required to obtain it. This will tell you who you need to speak to, where they are, and a level requirement (if any). You can also gain information on the benefits gained by each skill level by hovering your mouse over the individual bubbles on the skill for a moment until a 'tool-tip' pops up. (In fact, these tool tips can be found on most things in the game.)

If you simply follow the progression of missions given you'll find that at approximately level 2 you will run out of missions to complete. This will be due to the fact that you need level 8 to gain the cloaking skill, which is required for the next mission. There's any number of ways to accomplish this. You can fight the various drones and critters in Io for combat experience, you can prospect for ores that will gain you explore experience and trade experience when you sell them, or you can begin exploring the galaxy. The latter is by far the quickest way to gain experience, and should you choose this Jupiter should be your first stop.

If you head to Jupiter be sure to talk to Master Sevti on the station of Jove's Fury, who will ask you if you wish to take the Pilgrimage. Say that you will and then launch to combine that mission with your exploration of the sector. The mission is simple, requiring you to talk to the caretakers of four different shrines in Jovian (Jupiter) space, and combines beautifully with the task of mapping out the sector for explore experience. Other points of interest in Jupiter include a small Red Dragon Pirate base about 2/3rds of the way up along the right-hand side (few people know of this) and a meditation shrine next to Jove's Fury that if you meditate at with a group will award you with a reasonably nice reactor.

In order to reach level 8 overall by primarily exploring, you'll need to explore Jupiter, Kailaasa, Saturn, and at least one or two more sectors, depending on what other things you've done.

The aforementioned three sectors are all relatively safe, but even should you be incapacitated (killed) at this level, there is no penalty in the form of experience debt or equipment degradation. For the other sectors to explore, the Asteroid Belts are more dangerous, but not terribly so if you stay on the main paths and do not stop to sightsee along the way. (Simply warp from gate to gate and leave the extra nav points for later exploration.) Glenn is the best place, as there are virtually no dangers there, and a good amount of explore points to be earned. However you choose to go about it, the goal is simply to achieve level 8 overall so that you can continue your training.

Once you've reached level 8 you'll be eligible to begin the mission series given by Kalas ben Joseph, during which you gain your cloaking ability. It will require you to approach the Tempest under cloak and target a small object underneath it. This object is not target-able until you are very close to the Tempest, but can be seen as a faint blue halo underneath the jellyfish-like Tempest from a great distance. In order to successfully complete the mission you need to approach the nav point called "Tempest Fringe" and then engage your cloaking device. Immediately begin thrusting towards the Tempest as quickly as you can. Once you're close enough, you'll see the object you're required to target. When you target it you'll hear a small chime indicating the completion of a mission objective. Immediately turn around and head back to the nav point. Don't use warp or drop your cloak until you are well away from the Tempest or it will perforate your hull quite effectively. The beginning reactor and engines are more than sufficient enough for you to complete this mission with power to spare, so long as you don't waste any time. And remember, even if you mess up, there's no penalty for doing so and you can try again.

This is also an excellent time to experiment with your stealth and scanning range. Once you reach overall level 10, you will begin to accrue experience debt whenever you become incapacitated. Before this there is absolutely no penalty for becoming incapacitated, making it the ideal time to practice and learn exactly how well your stealth works for you. Test out how close you can get to various times of mobs before they 'aggro' on you. (Only 'red' mobs will aggro on you without provocation, denoted by their icon flashing yellow and red and the start of the 'fight' music.) After a little practice you should gain some confidence in flying evasively to avoid detection. While it's not vitally important to stop leveling for a little bit here while you take time to practice this, it can pay off later when incapacitation results in experience debt.

Experience debt is based on your overall level, the higher you are the more debt you will accrue per incapacitation (also called 'death', though this is an inaccurate term). All experience earned while in debt will be divided in half, with half being put into the appropriate experience bar, and the other half being subtracted from your debt. Debt also 'wears off' at the rate of approximately 15% per hour that you are not logged into that character. (You can play an alternate character and still have debt forgiven.) Also known as "Sleeping off" a debt, this is by far the most preferable method of getting rid of large amounts of debt. (Typically quantities over 20-40k.) Note that the rate of debt forgiveness is not constant, meaning that the second hour forgives 15% of the *remaining* debt, not 15% of the debt you started with. This continues until there is less than 1k debt remaining, which is then forgiven at the end of the next hour. Particularly large debts can take up to approximately 24 hours to completely wear off. (Roughly 80k+ range)

Chapter 5: Initiate to Novice

So, you survived the Tempest and have become a Sha'ha'dem. Congratulations! You should now have essentially three missions in your journal, one to see Ravenlock, one to see Merjan, and another cryptically telling you something about exploring your home sectors until you're ready for advancement again. Ignore the last one, that's what this chapter is for.

First thing, head out to Capella and go see Merjan in Paren Station, Kailaasa sector. (This mission has a tendency to get 'stuck' meaning that you won't be able to clear it without Forfeiting it.) Listen to Merjan's soporific monologue and volunteer to enter the Mazzaroth Maelstrom. Don't worry, you don't have to do it just yet. This will clear the "Talk to Merjan" mission. Then you're clear to talk to Ravenlock without freezing up the other one.

There's a bunch of missions you're likely to come across during the completion of this chapter, many of which will be run by Ravenlock. For the sake of brevity and not boring the pants off everyone, we'll do the Cliff's Notes version of the most common problems:

- If you're asked to Scan something by Ravenlock, you'll need her device installed, the object you're supposed to scan targeted, and then be within roughly 1k distance from it.
- Always make sure you've got an open cargo spot or two in your ship when you're talking to a mission-giving NPC. Most of the inventory full bugs have been fixed, but better safe than sorry.
- Always make sure that your Ravenlock Device is **not** installed and **not** in your vault when you speak to Ravenlock. She cannot take it back unless it's in your cargo bay, and you can't destroy it. You don't want to end up stuck with it.
- Tazon crystals can be found in great quantities around the Tazon Asteroid in Kitara's Veil (KV). While they can be sometimes found in other places, if you're looking for Tazon (often called "Taz"), go to KV. The Tazon Asteroid is impossible to miss, it's straight out from the gate. There are six kinds of Taz: red, white, blue, black, yellow and green. While you're mining get some extras, you'll need at minimum 15 each of red, white, blue and black, and one each of yellow and green.
- Entry into the Maelstroms is accomplished through the use of keys. You build these yourself after completing certain missions for Ravenlock (she'll then teach you how.) Mazzaroth keys are built from a blue hexagon and white circle (each made from 3 refined Tazon of the appropriate color, Ravenlock will make them for you.) Mondara keys are built from red hexagon and a black circle.
- In order to use a key you must get within 2k of the appropriate Maelstrom shear, and have the appropriate key equipped in a device slot. You'll then need to activate the key and wait approximately 45 seconds for it to transport you inside the Maelstrom. In the case of Mazzaroth, there will most likely be a rather large number of Maelstrom hounds nearby that can make the wait painful if not lethal. It may be necessary to bribe some bodyguards to protect you if your shields aren't strong enough to survive the attack. It is also possible to cloak immediately after activating the key so that you're invisible for the long period it takes the key to work.

- There is a mission series involving the Freespace. Your decisions along this route are largely moot at this point, there seems to be little long-term effect. A “middle of the road” approach would probably be wisest if you want to hedge your bets.

Now during this time you might hear a lot of people talking about keeping your levels balanced. What they’re talking about is also known as your level spread, expressed by the individual level types. Combat Level (CL), Exploration Level (EL) and Trade Level (TL), and usually written CL/EL/TL. So if you have combat level 5, explore level 8 and trade level 7, that would be written 5/8/7. What keeping them balanced means is keeping your three level types approximately equal to one another. However, for the JE it is often considered wise to intentionally let his combat level fall behind for several reasons. First, the amount of experience you get for killing a mob is based on your current combat level, thus the lower it is the more experience you earn for a given mob. Second, your ability to use shields, reactors, devices and engines are all based off your overall level (the sum of the three level types). Thus if your CL is especially low you’re likely to have bigger shields and such, making each fight a bit easier. Additionally, the level of a “Jack-a-roid” (mobs that explode out of some asteroids when you prospect) is influenced by your CL. So while it’s highly advantageous raise your EL and TL as much as possible, it’s less helpful to raise your CL. More on this in the chapters on mining and combat.

So we’ve set some guidelines as to what levels we want to raise, now let’s get to work on how to raise them. Exploration at this level is still easy, and is accomplished exactly as the name implies: by exploring. It is possible to raise your EL to roughly 25 or so simply by visiting all the nav points in the universe, although it does take quite awhile to do this and there are some especially dangerous places out there. The safest way to accomplish this is to take a ‘tour’ guided by an experienced player who will group with you and lead you around the galaxy in formation. The leader will receive exploration experience or guiding you, so there are people interested in performing this service. However, do not be tricked into paying for this as there are people who will do it for free. With the recent changes in the Job Terminal system, tours are less vital for gaining experience, so it is more difficult to find a tour guide than it used to be. A JE can do all their own exploration relatively easy using techniques outlined in Chapter 8, Survival Tactics. Also it is vitally important never to explore new places while you have experience debt. You will only receive 50% of the experience you earn while the other half will go to pay off your debt. The experience you earn for exploring is only available one time, and you will then have to earn much more experience in the long run. If you should find yourself wanting to explore new places while you have experience debt, either work off your debt through combat, trade runs, or by logging off for several hours to allow the debt to work itself off.

Trade experience is also relatively easy to earn at this level, but is far from interesting. There are two main ways to earn Trade experience, the first is by selling looted items such as ores from prospecting or loot from combat, and the second is by doing Trade Runs. Trade runs are much faster at this level and are usually the preferred method. Trade Runs however are not very exciting as it usually entails flying back and forth between two stations endlessly. The first thing you’ll want to do is visit the main Earth and Beyond website at www.earthandbeyond.ea.com. On the left-hand side of the page there is a navigation bar. Select “Game Info” and then click on the bottom of the list, “Printable Map”. Print out one of the galaxy maps from that page, it will prove invaluable not only for Trade Runs and exploration, but countless other things.

Now that you've got a map you're armed with the knowledge needed to start doing trade runs. If you still have some trouble finding the places you need to go, ask on the Explore channel to see if someone would be willing to help guide you to the stations you need to find. (The Explore channel can be activated by clicking on the upper left hand button of your chat window and selecting "Set Channels". Put a checkmark in the box next to "Explorers" and then click on "Okay".) A quick side note here: When asking for something on any channel, your requests for help will typically be better received if you take care to be polite and use standard English. Requests using "l33t" and/or abbreviations for simple words like "u" for "you", "r" for "are", and "ne one" for "anyone" are often ignored, ridiculed or given smart-alec answers. It might not be nice, but that is the way that many people are – they like to be shown the respect of being spoken to in clear, easy to read text.

Anyway, to the issue of trade runs. The amount of experience you earn for doing a trade run is based off your current TL and the amount of profit you earn for doing the run. The Wormhole skill (WH) can cut the travel time of a trade run significantly, but taking trade goods through a wormhole will reduce their quality by 50%, which means that you will not be able to sell them for a significant profit, if any. Thus your warp speed will be of paramount importance on trade runs, allowing you to accomplish each leg of the run more quickly. Several types of equipment are available to improve warp speed such as faster engines, RoadRunner Plus devices, and the Kraken reactor line. Many JE's maintain a separate set of equipment for trade runs that maximizes their speed. As a quick side note to the damage done to trade goods moved through a wormhole, only those goods classified as 'trade goods' will be affected. No equipment, ores or other types of loot are damaged in this way, although it isn't uncommon to loot trade goods off a destroyed enemy or Ruined Hulk. Trade goods picked up from Job Terminal missions will also be damaged by a wormhole, but the quality of the goods is not important for those missions. Thus wormholes are only detrimental when used during Trade Runs.

Once you've set yourself up for the best speed you can you're ready to start your trade run. As your trade levels increase you'll need to start hauling more and more profitable items over longer distances to still earn the maximum 250 experience per item. Luckily when you're starting out there's several short runs that give good experience and money. The quickest starting run is taking Net-7 News Updates from the Net-7 Station (aka N7) in Saturn (Sol System) to Friendship 7 (aka F7) in Glenn (Beta Hydri System) and returning to Net-7 with Beta Hydri News Updates. A slightly higher version of this is taking Net-7 News Updates from the Net-7 Station in Saturn (Sol System) to Trader's Fort in Ragnarok (Aragoth System), and returning to Net-7 with Aragoth News Updates. Another good starting run is taking Weapons Crates from Somerled Station (aka SS, Somerlag, or "Somer") in New Edinburg (Tau Ceti System) to Kinshasa-Mbali in Aganju (61 Cygni System) and returning to Somerled with Weapons-Grade Material. While these trade routes do quickly begin to not give 250 exp per item, the very short distances involved allow very good total experience per hour. These routes are listed in their order of profit, and thus the amount of experience they give, and will level you fastest when done in that order, moving to the next as the current run drops below 200 exp per item.

When those runs are no longer earning you the experience you'd like to see, it's time to graduate to the ever-popular Somerled/Prasad run. For this trade route you'll be hauling Grain from Somerled to Prasad Station in Xipe Totec (Sirius System) and returning to Somerled with Jenquai Technology. Usually around TL 15 you'll need to abandon the shorter runs for this medium distance high-pay trade route. Somer/Prasad is also very good for quickly earning some extra credits for purchasing a piece of equipment you have your eye on.

The highest profit run currently available is the (in)famous Somerled/Fenris run. This involves hauling Communication Arrays from Somerled all the way to Fenris Observatory in Fenris (Aragoth System) and returning with Nanobots to Somerled. This trip can make you a lot of money and provides good experience for a long time, but the distance between the two stations is considerable. Until the Somerled/Prasad run stops giving 250 experience each way you should not bother with this time-consuming trade route.

As for the mechanics of purchasing and selling these trade goods, you'll want to find the NPC merchant flanked by yellow banners bearing the ancient symbol for the scales, currently used to represent Pawn Shops in modern America. These are known as "Trade Vendors" and they buy and sell the trade items you'll be hauling. Do not ever sell a trade good to any other vendor or you will lose money and gain no experience. You can also talk to these trade vendors to learn about other trade runs, or look them up online at various websites. There are many dozens of different trade runs in the game, the ones listed here are just some of the best.

Also during this you'll become eligible for several skills. At level 15 you will become eligible for Navigate and Wormhole. The skill of Wormhole cannot be learned directly, it is given during the mission that teaches you Navigate. That mission is actually rather dangerous and funny, involving first a scientist mistaking his lunch for a sample he wishes you to deliver. When you return to pick up the correct sample, you find upon entering space that it is highly unstable and about to explode. A rather lengthy conversation from another scientist on Paren station will result in your ship exploding if you actually take the time to read it all. The only way to survive is to rapidly click through the text until the scientist gives you the Wormhole skill. (Make sure you have an open hotkey slot, it will immediately appear there.) Quickly activate the new skill and you will wormhole to Paren Station. In order to dock quickly once you arrive, press "W" to target the nearest nav point, which will be the station and then click the "Dock" icon. Don't worry if you run out of time, you still get all the skills, you just end up with a little experience debt to work off.

The next skill you'll become eligible for is Jumpstart at level 20, the ability to restart an incapacitated ship (but not your own). This skill is taught by Relk Goodspeed in Asteroid Belt Alpha near the Saturn Gate. He will require three crates of Romance Novels which can be purchased at Earth Station in Earth (Sol System). He's a bit of an odd duck, apparently victim to having spent too much time alone in space.

The final skill you become eligible for is Projectile Tech at level 25. While not necessarily an important skill to get, there is a little experience to be gained from completing the mission and therefore is worth doing. Masaaki Rosanjin on Jove's Fury in Jupiter will teach this skill to you, and the mission is pretty straight-forward. Having some Mordanite in your cargo hold while you talk to him opens up some interesting new talk-trees as well. Mordanite can be prospected from certain asteroid around the moon of Hau in the Dahin sector in Capella. However it is not storable, so you'll have to carry it in your hold at all times if you want to keep it.

Using a combination of exploring the galaxy and doing some trade runs, you should easily be able to gain the levels needed to reach level 30 overall. Even if your spread works out to 0/15/15 or something similar, don't worry. The main goal is to reach 30. Combat experience is one of the easiest to earn, and it gets easier as your EL and TL get higher than your CL.

Once you've reached level 30 it's time to go to Jove's Fury in Jupiter and see the Councilor Uja'da. She'll "observe a change" in you and promote you to the rank of Novice, as well as authorizing you to receive a hull upgrade at the Paren Shipyards in Kailaasa. There is a fee of

10,000 credits for this hull upgrade which you should easily be able to afford from your trade run earnings.

One final important detail: when Councilor Uja'da gives you your promotion to Novice, she will also offer you a mission. You'll want to accept this mission. We'll cover how to complete it with the least amount of headache in the next chapter.

Chapter 6: The Level 30 Bonus Mission

Ah, the level 30 bonus mission... a type of love-hate relationship among most Jenquai. At least you were smart enough to play a JE and not a Jenquai Defender. That wormhole skill you have is going to save you a lot of time on this one. Essentially the task is to search out and assemble all the lost fragments of the Inspiration of Elias ben Joseph that have been lost for many years. Simple, right?

The reward for this mission is a very nice level 3 device and level 4 reactor, so despite the rather sizeable amount of time you'll be spending flying all over known space it's worth completing the mission. Plus, it gives some pretty decent experience. You'll want to set aside approximately 5 hours of time to take part in this seemingly endless game of 'fetch the data cubes'. It can be done in as many gaming sessions as you want (there's no penalty for stopping partway through) but most people find themselves deciding to get just one more step done... then one more... then one more...

There's also two different parts that require killing some decently tough mobs, so you might want to hire some firepower. This actually isn't as tough to do as it would seem, since the Jenquai Defenders get this same quest and it takes them much longer to complete since they can't bounce all over the galaxy with wormhole. A partnership between a JE and JW will work out nicely, they bring the guns and you bring the bus pass. If you want to shop for JW's trying to do the quest, turn on the Defender channel and ask around.

Now to the quest. If you want to figure it all out yourself, stop reading now. On the other hand, if you wanted to figure it all out yourself, you probably wouldn't have gotten this guide in the first place.

First Councilor Uja'da sends you to Fenris Observatory in Fenris (Aragoth System) to pick up a document that will let you smooth things over with Loremaster Daiki-ya, who is more than a little paranoid. The document is loaded automatically into your cargo hold when you dock at Fenris, provided you have room. If you do not have the Valkyrie Twins (VT) wormhole (requires EL 15 and level 4 skill), you may want to swing by Somerled station and pick up a load of Communication Arrays before you head to Fenris. If you've got to make that long trip at warp speed, you might as well pick up some extra credits and trade experience along the way. Keep in mind that if you dock at Fenris with a full cargo hold you won't be able to pick up the documents, but if you sell the trade goods, launch and immediately re-dock, you'll then be able to have the documents loaded. (In fact this works with most any "load on docking" mission or job.)

So now you've got the Aragoth documents tucked away in your hold, time to head to Dahin. Fire up your wormhole to Kailaasa and then fly to Dahin planet. In the lounge of Tokai Saikutsu you'll find an elderly Jenquai woman named Loremaster Daiki-ya. She is more than a little bit off her rocker despite being a brilliant scientist. In fact, nothing you say at this point is going to convince her that you're actually not there to kill her. A little reverse psychology is all it takes to get her to accept the documents you picked up (behave as though you're just going to leave since she isn't interested in them.) She warms up a bit, which is to say she decides that you're probably going to assassinate her later instead of right away. She offers you the chance to prove your loyalty by finding the First Inspiration of Elias ben Joseph. It's only been missing since the Gate War, how hard could that be?

First Inspiration:

- Wormhole to Jupiter, approach Jove's City and target the various wrecks around here. This can be done quickly by pressing "X" and then "D" and "C" to cycle through the targets. There are approximately 10 different wrecks in the area, and not all of them can be seen at once so you'll have to fly around a bit. It may be necessary to search them a few times.
- When you find the correct wreck the Mission Objective Complete sound will chime and you'll have the First Inspiration automatically placed in your cargo hold. This automatic deposit is common in this quest series and the source of a great deal of confusion. It's common for people to be frustrated and asking for help finding an Inspiration when it's already in their cargo hold because they didn't realize they'd succeeded.
- While you're here, find yourself a Jove City Looter and light it up with your beams till it explodes. Grab a set of Spare Parts off it's hulk. Save these, you'll need them later.
- When using wormhole with Trade Goods in your hold (such as the Spare Parts you now have) you'll receive a warning message each time you activate it, informing you that you're going to lose quality on your trade goods. For the purpose of this mission this is unimportant, it doesn't matter how good the quality on your Spare Parts is.
- With the First Inspiration and Spare Parts obtained, wormhole back to Kailaasa and fly to Dahin to report your success to Daiki-ya. She'll then inform you that Curator Whitley at Mercury Station in Glory's Orbit (Beta Hydri System) might know something about where the Dog Soldiers ended up, who are suspected of knowing where the remaining Inspirations are.

Second Inspiration:

- Wormhole to Swooping Eagle and proceed to Glory's Orbit via Glenn and Slayton. Dock at Mercury Station and speak with Curator Whitley, a rather sexually pent-up lady. (Aren't any of the NPC's in this game even remotely normal?) Her dialogue is rather humorous and varies by your character's gender. She will hit on the men in a shameless and rather pathetic manner, and straight-out ask the women to leave as she doesn't need any more competition for attention. Either way she'll inform you that the Dog Soldiers most likely went to Ragnarok in the Aragoth System, and then either invite you to come back (if you're male) or ask you not to hurry back (if you're female).
- *Side Note: If you haven't explored Glory's Orbit already, do so now. There are a lot of 'invisible' nav points in this sector (navs that don't show up on the map but you can see in space when you're close enough.) The Path of Shared Memory, Path of the Jenquai, Terran, and Progen all have several Memorial markers around them that will all give exploration experience. There's also an RD training base in the southeast corner and two nav points in the vast empty area at the bottom of the map. All three of those should be treated as dangerous nav points. (Freewarp through them as described in Chapter 8, Survival Tactics.)*
- Unfortunately there's no convenient wormhole to Ragnarok, so Jupiter will have to suffice. (Hint on Jupiter wormhole, pressing "P" will target the Saturn gate automatically, pressing it again will target Jove's Fury.) Travel through Saturn, Akeron's Gate and Freya to Ragnarok and dock at the station called Trader's Fort. There in the back of the main room you'll find the station boss, Tarnish McHollis. He's a bit rough around the edges and he'll need a favor before he helps you. (Don't they all?) He wants you to kill 6 rogues before he'll tell you what he knows.
- The Rogues he's talking about can be found at the Herlinson Camp just to the west of the station. (Yes, I know there's no north, south, east, etc in space. Just pretend the sector map is a

regular land map and read the directions accordingly.) That camp has Rogues ranging from CL10-13, which are probably a bit more than the average Novice can handle. You can either group with some people who are killing them (there usually seems to be someone there hunting) or you can fly all the way to Gallina and hunt the smaller Rogues there. (For some reason the Rogue Progen in Lagarto also count for this mission, though that may change in a later patch.) The easiest and fastest way is simply to get into a group hunting the Rogues at the camp long enough to see 6 of them killed or to have brought your own Defender as suggested earlier.

- Once you've vaporized (or watched someone in your group vaporize) six Rogues, head back and talk to Tarnish McHollis again. He'll tell you a touching story about how a Dog Soldier saved his life and give you a data cube that it gave him. Surprise, surprise, out of all the weird things one of those animals might collect over a lifetime, it gave him the Second Inspiration. You lucky dog, you. Erm... no pun intended. He'll also tell you about another Dog Soldier that was captured by the Red Dragons and suggest that they might have more of the Inspirations. Gee, he sure is knowledgeable for a guy who went from miner to station commander.

Third Inspiration:

- Well even though McHollis didn't narrow down your search very much, low and behold your Mission Journal somehow knows that the Red Dragon Research Vessel in Asteroid Belt Beta (aka ABB) is what you're looking for! How's that for some high tech Jenquai gear? Off to the Belts. Jupiter will be your closest wormhole again, ABB being right off Saturn.
- Once you've arrived in ABB, you'll want to make your way to the Lower Saturn 3 nav point. There's a pair of Accelerator Spheres that will allow you to 'jump' across the large critter-infested gravity well found between the Saturn gate and your destination. (Gravity wells prevent warp use although the maximum level of Navigate circumvents this.)
- From Lower Saturn 3 turn towards the southeast and proceed slowly. The Red Dragon Research ship is quite large and non-hostile, but there's plenty of his smaller brothers flying about and they'd probably prefer to see your ship on fire. At the first sign of Red Dragons (RD's) stop and activate your cloak. Then approach within 5k of the Research Vessel and activate your comms.
- The RD's will want 10,000 credits (aka 10k) for the 3rd Inspiration, and there isn't anyway to get around that, so just pay 'em. If you're worried about 10k, go back and re-read the section on Trade Routes. Once you've got it on board, simply sneak away.
- Now that you have the 2nd and 3rd Inspirations on board, WH back to Kailaasa and fly to Dahin to talk to Daiki-ya again.

Fourth Inspiration Part 1:

- Now you're thinking, "Just one more Inspiration... hey, what do you mean 'Part 1'?" Come on, you didn't think it was going to be that easy, did you? No, this quest is supposed to be a major pain in the gluts, and it is. The last Inspiration has been broken, and it's now in four pieces. Not only will you have to recover all four, but you're going to have to put them back together. Don't worry, you don't have to do everything yourself. Loremaster Daiki-ya is more than happy to tell you where to go.
- She'll send you to go see Monty duChampe on Friendship 7 Recreation Port in Glenn (Beta Hydri System). Monty is a Terran Trader extraordinaire, and a particularly annoying one at

that. He's going to want 20k for his piece. Unfortunately combat aboard stations isn't possible or he'd already be dead. If you haggle with him you can get the price down to 7k though he then says he's already been paid. It's unclear whether he still takes your money, so you'll want to be safe and have at least that much on hand.

- Once you've reaffirmed why it is that the Jenquai aren't particularly fond of dealing with Terran businessmen and have the first part of the 4th Inspiration, it's time to head back to Dahin again. If you actually need instructions on how to get there again, seek professional help.

Fourth Inspiration Part 2:

- Well old Loremaster Daiki-ya is certainly happy to see your success, but she's completely unhelpful in the department of knowing where to look for the rest. However in her paranoid attempt to keep her job she's made a particularly odd translation of the First Inspiration especially for Master Jhola, and would like you to deliver it for her.
- Master Jhola can be found in Yasuragi on the Planet of Swooping Eagle. Swooping Eagle, also known simply as "Swoop" or SE is one of the more beautiful planets in the game, and is relatively safe so long as you don't stray too far from the populated areas. Master Jhola is full of praise over your personal recovery and delivery of the First Inspiration, and in his usual poetically cryptic manner suggests that you go meditate at the nearby shrine of Shigehiro Yasuragi. This is the gigantic statue you probably saw to the right of the city as you flew in.
- At the statue your target will be the glowing blue ball in it's upstretched hand. Once you're close enough you'll be able to target the ball, and then when you fly within 1k you'll automatically receive the second part in your hold. Because obviously, it makes sense that a fragment of an ancient text stolen by Progen Dog Soldiers would eventually find it's way into a gigantic glowing blue light on top of a Jenquai statue. No really. It makes perfect sense. **Not.**

Fourth Inspiration Part 3:

- Well at least this time when you return to Daiki-ya she has a lead for you to follow up. "Somewhere on Planet Zweihander" Needle in a haystack time right? No, you've got this guide to tell you where it is, duh!
- Unfortunately Zweihander is about as far from a WH as you can get in the game, just act like you're flying back to Ragnarok, but turn right in Freya and go to Alpha Centauri instead. Fly through Witberg to Zweihander, and then proceed to the planet. Once on the planet follow the navs to the city of Jagerstadt and then dive towards the water. Don't worry, your ship is waterproof.
- Under the water underneath the city you'll see a small cleaning robot named Sam. Sam is not working very well right now, and he needs some Spare Parts to fix himself. You did follow my advice and pick those up, right? Well old Sam just so happens to have picked up a little something in one of the offices in Jagerstadt that he'll trade you for those Spare Parts. Nothing like a kleptomaniac cleaning bot, eh? And wouldn't you know it, that little trinket Sam stole is none other than the third part of the 4th Inspiration. What are the odds?

Fourth Inspiration Part 4:

- Upon arrival back on Dahin Planet you'll be greeted by a melodramatic speech by the Cenovar Firedancer. Never heard of them before? Don't worry, no one else has. Apparently they're some sort of fanatical group that's important only to themselves. Essentially they'll tell you that you're doomed to failure since they have the fourth part and will only give it to you if you

defeat their Gladiator. Don't worry, this is far from being the impossible task they claim it to be.

- Daiki-ya will give you a brief dissertation about who the Cenovars are and then send you out to go defeat the Gladiator. The Gladiator is CL 13 and moderately tough, and as a solo JE with what is most likely a rather low CL you probably won't be able to defeat it solo. Ignore all the big talk about how your shot must be the killing blow, that's all it is: talk. All you need is to be in a group that does more than 50% of the damage (the same thing required for the credit on any kill). If you brought your own Defender with you this part should be pretty easy with their Psi Shield, and if you don't have a pet warrior at this point you can probably find someone to help you on the Explorer channel. (Many higher level JE's enjoy showing off their firepower by helping out Novices with this battle.)
- If you're fighting with a U'nai (the lvl 30 title for Jenquai Defenders) let them know they'll need to pause a few times during the fight to re-apply their Psi Shield. I've personally tested this and as a CL9 U'nai with level 2 beams I was able to easily defeat a Gladiator completely on my own by stopping 3 times during the fight to target myself and refresh my Psi Shield.
- The Gladiators can be found to the west of Tokai Saikutsu being babysat by a CL66 Cenovar. Do not attack the CL66 unless you want to be annihilated in an embarrassingly fast manner. Simply engage cloak at Tokai and fly to the west until you see the Gladiators and then find a nice out of the way corner to have your fight. If you have a young Defender with you, have them summon a Gladiator close by once you both have a fresh Psi Shield and full reactor power and then lay into him with everything you have. If you have a big bodyguard, just sit back cloaked and let them do the work. Every Jenquai in the group who needs to kill a Gladiator will receive the fourth fragment in their cargo hold when the Gladiator is killed. You will also receive a Novice's Ward, a very nice level 3 device that gives +22% shield recharge and +20% hull damage control when equipped. You'll want to have this installed anytime you expect you might find yourself in a fight.

Fourth Inspiration, Putting it all Together:

- You've got all four fragments now so you're done, right? Not quite. You still have to put them all together. Loremaster Daiki-ya gave you the schematics for building the Datacube Restoration Device and for using it to assemble the fragments. Of course it would be too much to ask for her to do this herself. Additionally, it would be far too easy if there was a manufacturing terminal in Tokai Saikutsu, so you're going to have to head back to Paren Station.
- First you need to build the Datacube Restoration Device. Stop by at the Manufacturing Terminal and click on the Device's name in the display. To the right it will bring up the components required to construct it. Write down or memorize those components, then head into the Bazaar and purchase them from the component vendor. Component vendors can be identified by the brown banners at their kiosk displaying a set of gears. Each vendor sells a single level of component, so you may have to visit a few before you find the correct vendor. (You need level 3 components to build this device.) Also, clicking on "Name Sort" can make it easier to find the components you need in the long list they have.
- Once you have all four required components, head back to the Manufacturing terminal and click on the device name again. This time the "Manufacture" button should light up. Press the button and if all goes well you should be rewarded with your very own Datacube Restoration Device.

- Once you have that, select the “Fourth Inspiration” and press Manufacture again. After you sit back down from doing your happy dance, leave the terminal and head back to see Daiki-ya for (thankfully) the last time.
- When you give the Fourth Inspiration to Daiki-ya you’ll be awarded with the knowledge that she’s finally decided that you are most likely not an assassin sent to kill her, and the Inspiration reactor. This reactor is tech level 4, has extremely good capacity and recharge as well as giving an additional 3.6 recharge when equipped and 38% reduction to signature. It also has the effect of “Improved Cloaking” which is supposed to reduce the time required to cloak and make you harder to detect while cloaked, but both of these effects are highly debatable in usefulness. (The cloak time reduction works only if you haven’t raised your cloaking skill, and most things that can see cloaked ships will see you sooner or later regardless of improvements to your cloak.)

Well, that’s all there is to it, you’ve now successfully completed the level 30 bonus mission and received a pair of very nice toys. You’re also now qualified to render expert advice to all those poor Jenquai who haven’t yet acquired this guide or if you so wish, to sit back smugly with your knowledge and let them discover the answers for themselves.

The Inspiration reactor will serve you well, but you’ll want to be careful with it. Since it’s Tech 4 if you take hull damage the reactor’s quality can be damaged as well, and this reactor cannot be rebuilt or replaced by a player. Many players purchase another Tech 4 reactor to use in dangerous situations, the Callipus M4 and Draco UGC 4 being the two most popular choices. They reserve the Inspiration for use as an exploration tool when the extra stealth is most valuable and damage is least likely.

The Novice Ward on the other hand is impermeable to permanent damage and is very useful for a long time. Most Jenquai find it a valuable device in their arsenal all the way to level 101 when they become eligible to take the mission from Sai’li in Prasad Station, Xipe Totec (Sirius Sector). The reward from that mission is Sai’li’s Circle, a device that is essentially a big brother to the Novice Ward, upgrading its effectiveness as well as adding 28 deflect to psionic. Unfortunately this device is Tech 7 so it is both subject to possible permanent damage, and it is also very difficult to replace. (The best way to replace it is to convince a Progen who has high Defender faction to complete the quest and then sell you the device, since the device cannot be used by Progen.)



Chapter 7: How to Level Quickly

So you've now made some progress through the rank of Novice, completed the quest for the Inspirations of Elias ben Joseph, and managed not to drive your head through your monitor (or replaced the monitor if you did.) Now you want to know how to gain fame, fortune and power. Not only that, you want to know how to do it quickly, right? Well there's some good news and some bad news. The bad news first you say? Sure thing.

The bad news is that you're in for some more grinding to claw your way up the ranks. It's not easy to gain levels at record pace during this time unless you find someone to 'powerlevel' your combat levels. While this will advance you quickly, most people charge for this and in the long run having a very high combat level can actually work against you.

So what's the good news? The good news is that if you hang in there and fight your way up you'll soon reach the point where the JE will suddenly leap ahead of their peers. Using current methods, no class can out-level a JE past level 60 overall, unless they have a JE assisting them. How's this possible you ask? Simple: wormhole.

First, let's discuss how to most easily reach this magical number of 60 overall levels. At this point you're probably in the neighborhood of overall 35, something like 5/18/12. Since we're shooting for a total of 60, we'll say hypothetically that our goal is 10/25/25. Five combat levels are pretty easy, we'll discuss them last. To gain explore experience do a combination of exploration and mining. You should be able to reach EL25 simply by exploring all the sectors in the game. Also, if you EL is still low enough you can repeat the "Explore Mazzaroth" mission given by Merjan over and over until it stops being worthwhile.

You can supplement this by doing some mining, a technique called "Mass Gas". Gas clouds hold the highest quantities of resources, thus give the most experience. The object of Mass Gas mining is to find lower level resource fields containing large quantities of gas clouds and mine them as quickly as possible. If the mining seems slow, you're probably concentrating on gasses of too high a level. This technique also has the advantage of producing a decent amount of trade experience from the sale of the gasses. Additional trade experience can be earned by refining the gasses before you sell them, but this reduces the amount of money you earn (you still make money, just not as much) and it also takes a considerable amount of time.

Prime locations for Mass Gas mining are Io, Asteroid Belt Beta and Gamma (ABB and ABG), Antares and finally Ragnarok. Io is the easiest, it has a large resource field south of the station and convenient selling at Nishido Research Facility. The field has level 1-2 gas and is guarded by various mobs ranging from CL2-5 with the vast majority being CL3. ABB has good mining at Mining Markers 1, 2 and 3 with 3 being the best. The nearest station is Net-7 which makes this less convenient. The fields have level 2-3 gas and are guarded by Red Dragons ranging from CL5-12, and Denshou ranging from CL11-15. ABG has a large field of level 1-2 gas located north of the main path near the middle. It's guarded by a very large number of low level Spores, and generally is only worthwhile if everywhere else is overcrowded.

Antares is worthy of special note. It has an abundance of many types of resources and scattered gas clouds. One gas cloud in particular is spawned every 10 seconds by an electrical discharge between two rocks very close to the station. The gas is approximately level 2-4 and you have to be very quick to mine it before it despawns for the next electrical discharge. This is not a 'safe' place to mine as the exact same location of the gas cloud also spawns CL mid 20's mobs on a

regular basis. These mobs are in range of the defense turrets on the station, but if you can't withstand a few rounds of damage from these mobs you may find yourself incapacitated rather often. Antares station also does not have any vendors, so if your cargo hold fills up you'll have to pack resources into your vault until you're ready to head back to Dahin or Paren. This spot is somewhat well-known so it's possible to find it highly contested by other miners claiming ownership. (The concept of ownership is an illusion, but it's usually not worth fighting with someone over resources. You never know when you might need a Jumpstart and they'll be the only one nearby.) The explore experience in this spot remains good all the way to your mid to high 30's of EL.

Ragnarok is another rather well-known gas location, with two fields of level 6-8 gas. One is due east of the Jotunheim gate, and the other is a short distance south of Trader's Fort. Both are patrolled by high level Manes (CL 36-45ish) and the field near the gate also is patrolled sometimes by Freespace who will attack the Manes. Due to the relative wide-spread knowledge of these two locations, competition for the resources is common, but if you can catch them during off-peak times you can make a great deal of experience here. However, since this gas is relatively high level the Explore experience is not that good due to much lower quantities per cloud. On the other hand, a great deal of Trade experience can be earned by selling these gasses at either Arx Ymir or Trader's Fort, both of which are relatively nearby.

This brings us to the other type of levels we need to focus on: Trade. The easiest (and most boring) way to earn trade experience is still going to be doing Trade runs. As mentioned above a lot of trade experience can be earned by selling higher level resources (and the same goes for combat-earned loot), but that method is more hazardous and therefore not as 'easy'. Up to TL 15 it is recommended to do the News runs from Net-7 to Trader's Fort or the Somerled/Cygni run. (These are discussed previously.) Around TL 15 you'll need to switch to Somerled/Prasad and run that for a rather long time until you hit the low-mid 20's on TL. At that point the only viable option is Somerled/Fenris, but by that time a JE should be getting close to 60 overall. Trade routes also have the advantage of making a good amount of credits for paying for the various equipment upgrades you'll need.

As for Combat experience, the longer you wait the easier it is to earn. For example, at level 50 overall you're eligible to advance Shield Tech to level 4. Now if your CL is still in the single digits, you'll find it quite easy to defeat the smaller mobs while wrapped in those bigger shields. (For tactics that make combat easier and safer, see Chapter 9, Combat Tactics.) Another way to easily gain CL's is to offer your services to a warrior as an Explore experience earner. Those who cannot prospect find it virtually impossible to raise their EL over 25ish without doing Jobs from the Job Terminals. If you're grouped with someone while you mine, they will also receive Explore experience for all the mining you do. Likewise you'll receive Combat experience for all the fighting they do. Many areas have good concentrations of mobs and resources, such as Valkyrie Twins in Aragoth. A good place to look for such a group is to Broadcast in a sector that has good locations like this, or to ask around on the various warrior channels (Defender, Warrior, and Enforcer). Being in a guild is also a good way to find groups.

The final option for gaining EL and TL is to start doing jobs earlier. You're only eligible to take jobs that are equal to your overall level + 15. Thus if you're level 45 the highest job available to you would be level 60. (Jobs that are available at the terminal over this level will not even

display for you.) As a general rule, jobs under level 75 are rather low pay in both experience and credits, but you may find them a preferable method for earning experience. However since most people prefer doing more interesting tasks and most of these lower level jobs don't make effective use of wormhole, they are generally unknown. The exp/hr is roughly the same, and the object of this chapter is to earn it fast. Ultimately the final choice is yours to make, it is a game after all. Do what you find is fun.

Using these methods you should easily find yourself at level 60 and finally able to take level 75 jobs from the Job Terminals. Job Terminals are found in the Lounges of most stations, and each station varies as to what types, levels and destinations of jobs are on it's terminal. Each station's jobs are offered by a particular faction, usually the faction that the station belongs to. Doing those jobs will improve you standing with that faction. The higher your faction is, the better prices you'll get buying and selling with the vendors of the stations on that faction. Having higher faction will also make certain missions available that otherwise would not be given by the various NPCs of that faction.

There are three basic types of jobs: Combat, Explore and Trade. Combat jobs are largely unnecessary as Combat experience can be earned easily through fighting. Combat jobs also give a small amount of Explore experience, but the amount isn't sufficient to justify the time it takes to complete the jobs. You can take two jobs every 6 minutes. Each job takes up one slot in your Mission log, thus if you have no extra missions you can have a maximum of 5. Usually it's most time effective to take two jobs, wait 6 minutes and then take two more before setting out to complete them. For efficiency you should strive to take jobs that have the same or similar destination.

Explore jobs give only explore experience usually, and sometimes also give Combat experience (in the case of Scan jobs). The best types of Explore jobs to do are Deploy Satellite jobs and Waste Disposal jobs. These jobs give only explore experience, but do so at a good rate. For level 75, the best jobs of these type are available at Friendship 7 in Glenn. Jobs taking satellites or waste to Grissom are the highest experience, the destination being two of the moons there, either Liberty Bell or Apollo. Waste disposal jobs are the most reliable, but require more cargo space. They also have the slightly annoying and humorous side-effect of making your ship emit green mist whenever you're holding still until you've dumped the garbage and then subsequently docked. Satellite missions require less cargo space since the two different types of satellites will stack, but they are delicate and can easily be damaged causing the job to fail and award no experience. The only way to avoid this failure is to completely avoid taking damage or engaging in combat. If you fire your weapons, are fired upon, or take any form of damage you are likely to fail some or all of your current satellite missions. For the Friendship 7 missions, fly to Grissom without taking any detours and then wormhole back to Swooping Eagle to return to F7. This will allow you to complete the jobs in time to get another set of jobs.

Trade jobs are typically the best jobs to take. They award both Trade and Explore experience, with slightly more Trade experience given. The total amount of experience awarded for Trade jobs is higher than any other job type of the same level. Thus doing Trade jobs will usually provide the best results for leveling quickly. The highest paying level 75 Trade jobs can be found at Net-7, Aragoth Station in Valkyrie Twins, Fenris Observatory in Fenris, and Chernevog Station in Aragoth Prime. The jobs you're most interested in as a JE are those transferring things from Saturn area to VT area as they pay the most and make good use of wormhole. There's many kinds of Trade job, but all involve either picking something up at your current location, delivering

it to another location and then returning for your reward, or picking something up from another location and delivering it to the original station for your reward. The latter is usually the higher paying. The farther you must go also increases the reward. The most common trade jobs from Net-7 require you to pick up something at Fenris and deliver it back at Net-7, the common jobs at Fenris are the opposite, and Aragoth Station usually involves pickup at Net-7 and delivery to either Aragoth Station or Fenris. This is not 100% concrete due to the rather high degree of variation in the jobs. Also, the higher the credit payoff for the job, the higher the experience pay off is compared to other jobs of the same type (combat, trade, explore) at that same terminal. Because of this, jobs going from and to the same location will have the same credit payoff, making it easy to identify the jobs you're looking for.

Perhaps more important than explaining where to find jobs, what to look for in a job, and how to best complete a job, is how to *get* a job. Due to the rather limited methods for earning Trade and Explore experience at high levels, Job terminals are usually very crowded (aka "camped"). When you first open the Job terminal interface, you'll be greeted by the Combat Job listing. Generally, you won't be interested in this, and by pressing either the Trade or Explore tab on the left you'll bring up the appropriate list. Then you'll want to click the column heading of "Level" twice. The first click sorts the listing in ascending order of level (lowest jobs at the top) and the second click sorts it in descending order (highest levels at the top). In general you'll want to do the highest level jobs you can. Then you'll be looking at the far right-hand column which shows the credit reward for completing the job. Once you've become familiar with the various jobs available at a terminal, you'll quickly be able to determine what exact credit reward is given for the types of jobs you want to take.

Competition for the good jobs is fierce, meaning that you'll need quick reflexes on the mouse to select and accept the jobs you want. You can take two jobs every 6 minutes, and the job terminal refreshes every six minutes. At heavily camped terminals it's often preferable to wait until a refresh to take jobs so that your second set of jobs are synchronized with the next refresh (this improves your odds of being able to get two jobs when you're next able to.) Beyond simply being fast on the mouse, being able to predict a refresh is a valuable advantage. By pressing CTRL-I you will bring up a small "Lag-meter" in the upper left hand corner of your screen. If you click on that meter another small window will open showing various numbers that are of little use to the average player. What is important is that every time a refresh occurs a respectable amount of processing power has to be done and then transmitted by the server (aka galaxy). This generates lag, which is expressed by the numbers suddenly jumping upward and usually turning red (indicating bad lag). This happens just a moment before the refresh actually occurs, so if you're watching carefully you'll know that the refresh is about to happen before it actually does. Another method is to have a timer that tracks the refresh time for you by counting down 6 minutes and automatically restarting when it reaches zero.

By doing jobs that make good use of wormhole, you'll be able to make levels at a highly accelerated pace, rapidly growing larger than someone else who doesn't have access to a friendly JE with nothing better to do. In fact, wormholes are in such demand for this reason that many players are more than willing to pay 10k each way for a wormhole to/from Jupiter and VT. Finding a few people like this who are doing jobs the same time as you will not only let you make good experience, but a lot of money. A group of 5 people paying you 20k each every 12 minutes translates into more than 200k per hour.

Once you reach level 85 overall (which should happen almost sickeningly fast) you'll be able to start taking level 100 jobs, which are essentially identical to the level 75 jobs except that they pay much more in credits and experience. Most JE's find that at this point it is quite easy to maximize both Explore and Trade levels to 50, leaving only CL left to work on. Since 50% of the experience you earn in a maximized level is moved into the remaining experience bars, once EL and TL are maxxed, good progress can be made on your CL simply by continuing to do Trade jobs.

In fact, if it weren't for the amazing experience gained from Job terminals, no one would use them since it's a generally boring way to spend an evening. If you want to gain experience fast, that's the way to do it. If you want excitement, do something else. Leveling quickly is rarely interesting, but the fun of having all your friends gaping in disbelief of your massive new level is usually reward enough for the lack of excitement at the Job terminal. Like everything else in the game, it comes down to what you want to do. This chapter is here to explain how to gain the levels with the least amount of effort and frustration, and like all things there's a tradeoff to be made for it. Plus the stretch of boredom slaving away at the Job terminal pays off later by making your other endeavors easier.

Chapter 8: Survival Tactics

Okay, so now we've laid the framework for your rise through the ranks at record pace. But exactly how is a player of the class affectionately known as the "Jenquai Exploder" supposed to survive the trip? Notorious for lacking effective offensive capability, paper thin shields and hull plates seemingly made of TNT, the early days of the JE seem to be spent with more time being towed back to base for repairs than making any headway in your career. Well sit back and relax because you're about to learn the tricks of the trade.

JE Skills and Survival

Cloaking

Obviously being invisible tends to make you harder to kill. Unfortunately we can't just run around cloaked all the time, especially not at lower levels. Cloaking uses power continuously, and anytime reactor power is being used your reactor cannot recharge. This gives you a limited duration of cloak depending on how big your reactor is and what level of cloak you have engaged. (Higher levels of cloak use more energy to maintain.) The "trick", if you can call it that, to using cloak to survive is to use the lowest level feasible and engaging it before a mob can spot you. This involves becoming familiar with the detection range of various types of mobs, how much your signature affects this, and how close you can cut it before you aren't able to raise your cloak in time. This skill also comes in handy when combined with other skills as we'll discuss later.

The simple rule is to always cloak when you have any doubt. Play paranoid. As you gain confidence and experience you can cut the corners a bit (and like all of us, you'll cut them too close from time to time.) Remember that no one and no guide can guarantee perfect safety at all times, the idea is to hedge your bets. As far as cloak goes, it will not be able to protect you against certain mobs, most notably many of the mobs on Planet Grissom (where you should not go until you have at least level 6 shields), some of the higher level Oni's, or if your reactor is drained by environmental effects such as proximity to stars or being hacked by the Hidden One in Xipe.

Defensive Wormhole

Not a preferable method of escape in most cases, wormhole can get you *completely* out of harms way if you survive long enough to complete the skill. The disadvantages to this are the relatively long completion time, the good chance of being interrupted, and the likelihood that the wormhole will take you significantly away from where you'd like to be. This method gains viability if you're in a group. If all group members are in range of your WH and you're about to be wiped out a well-timed WH can remove all people from the danger quickly. It will also transport incapacitated members. However, typically it's expected that you would raise your cloak and wait for an opportunity to jumpstart the unfortunate group mates. At higher levels though there's a good chance that your friends would rather have a long trip back to the hunting area than the 40k or so experience debt they would earn from being blown up.

Environmental Shield

Not really so much of a survival tactic here as common sense. ES raises your deflects, making it so that you take less damage. This obviously increases your odds of survival. It can be annoying at first to continually re-apply ES, but eventually it becomes second nature. Also, if you take ES up to level 5 or higher there's an additional technique. Use your highest ES for combat, as

the damage reflection will help you out there. However since the deflects never get higher than the level 3 shield, use that one defensively for the greater duration. When you're in situations where you do not wish to fight for whatever reason, the reflected damage is a moot point since you'll be fleeing from any confrontation, what you primarily need is the environmental protection and deflects and the added duration is advantageous. (Your highest ES will have a much shorter duration than the lower level ones since their duration is boosted by your having a higher skill level.)

Fold Space

This skill has many uses, some which are offensive, some defensive, and some purely escape based. The first and most obvious use is Teleport Self to escape from a fight. It's important to note that anything fired at you before you teleport will hit you regardless of how far you go. This is because the calculation of hit or miss is determined at the time the round was fired, not when it actually hits. Thus it's not unheard of to Teleport and then die by being shot at a distance greater than the enemy's weapon actually has. Despite this it's still a viable method to get yourself out of a sticky situation. Another use for the skill is using its level 3 ability, Fold Enemy. Using this you can 'toss' an enemy ship directly in front of you at your Fold Space range. This can be used to pull an enemy mob out of a crowded area and place it wherever you're pointed, as well as getting a hostile mob out of your face long enough for you to deal with something nearby, like another mob or asteroid.

However, it's most common use is in conjunction with cloak to escape hostile mobs. By folding yourself away from the situation and then raising your cloak, you have a reasonably good chance to survive an unexpected attack, provided the attackers are not too much bigger than you. Commonly called "Fold/Cloak", this technique is hotly contested with "Free warp" as being the best way to escape hostile mobs.

Navigate

Arguably the single best defensive skill next to cloak, Navigate's primary function is the reduction in warp engine start-up and cool-down time. When combined with the same effect on the Lazarus device, it is possible to get your start-up/cool-down time down to roughly 0.6 seconds, allowing you to get into warp faster than your tail can start closing. If you can successfully engage your warp drive you will usually be able to get out of danger with a higher degree of reliability than the Fold/Cloak technique. The primary drawback to using warp defensively is the necessity of either having no target, or a target at appropriate distance from danger. In the case of the "Jack-a-roid" (exploding asteroids that spawn typically very foul-tempered monsters) you will automatically have no target, facilitating an easy transition to "free warp" (warping without a target). Free warping is useful for things other than survival, such as bypassing the often foolish courses plotted by the navigational computer, but it's important to note that in addition to the initial power cost of starting your warp drives, there is a continual power use during a non-targeted free warp, limiting your range depending on your reactor power and engine's energy requirements.

An alternate method for using warp defensively is commonly called WDQ, after the key presses required to activate it. The "W" key will target the nearest navigational point, "D" will target the next nearest of the current target type, and "Q" of course engages/disengages warp. So W, D, Q will result in engaging your warp drive with the second closest nav point targeted. In nearly every instance, this provides you with more than sufficient distance to fully escape the immediate danger. In circumstances where the nearby nav points might be equally dangerous, you

can either opt to use this technique and drop out of warp before reaching anything, or using the more awkward technique of manually de-selecting your target by right clicking inside the target window. (The easiest way to do that is to draw your mouse down and right far enough to cover the entire screen, then slightly up and left while right-clicking several times. Not elegant, but effective.)

All in all, a decent Navigate skill and good Lazarus will provide more reliable escapes from danger than Fold/Cloak, but ultimately whichever technique you're most familiar with will likely serve you best.

Scan

Obviously the better you can see, the better you can predict problems. Plus, there are a few types of mobs that can cloak themselves, and scan is the best thing that will let you see them. This skill really falls under the guideline of the most important survival tactic: alertness. Being alert, being aware of your surroundings, and being able to accurately predict and react to threats is the single most successful technique for avoiding danger. Scan improves your ability to see and detect possible problems.

Prospect

Not really a skill than in itself is going to save your hide, Prospect still can factor heavily towards improving your odds. The more quickly you can pull an ore and the less power you use doing so, the better able you are to use your other techniques for staying alive. This means that if you plan to do even a moderate amount of prospecting, you are going to want to keep your Prospect skill maximized, as well as having a good Sculptor device. Remember though, that the level 5, 6, and 9 Sculptors increase your signature, so their usefulness is debatable.

Jumpstart

This is the JE skill most likely to get you killed. As such, it's important to learn how to use Jumpstart (JS) without getting killed. There's several guidelines to jumpstarting people that are invaluable for being able to lend a hand without ending up needing help yourself.

- Never, ever warp all the way to a beacon. Even if they say it's clear, stop 15-20k away from where they are.
- Don't be afraid to ignore the beacon if the person won't respond to your private comm request for information about what hostiles are nearby. If they can't do you the courtesy of providing a threat assessment, they can't expect you to extend the courtesy of risking your hull to save theirs.
- When you're cloaked nearby and waiting for mobs to move far enough away so that you can safely JS, keep in mind that non-Jenquai typically have large signatures. This not only means that they can easily be attacked at long distance, but in the process of dying they can attract mobs to kill you as well.
- When you execute a JS in a hostile environment, either immediately warp (be sure to not still have the victim targeted) or immediately cloak. This doesn't guarantee safety, but don't sit around and wait to see if the victim survives. You can always JS again, but not if you're blown to smithereens.
- This last point is to help ensure that the person you're JSing survives: Check with them before you activate the skill and make sure they're ready to warp or cloak *and* have the

power to do so. Most people don't check their reactor levels when they get incapacitated.

Surviving Exploration

Free Warp

Also known as "Never ever warp to an unknown nav point in a dangerous sector", but "free warp" is a lot easier to say. Basically this means you target the nav point, begin warping towards it, but then about 20k away from it you drop out of warp, clear your target and wait for your reactor to reach full charge. You then free warp going *past* the nav point and stopping where there are no hostile mobs. Most of the time when you do this you'll warp past a nav point with no dangers, but those few times you go whipping past a huge cloud of stuff that could perforate your hull with an angry look you'll be thankful that you didn't just point and click.

Another technique for this is to free warp along a path parallel to the actual nav path so that you reveal each point in succession (useful in places where the path isn't originally visible). Once you've revealed all the "?"s and your ship is past the last one, simply retrace your steps letting the navigational computer connect all the dots. Then you can warp back to a known safe location with the nav computer guiding you along the new path, never stopping along the way. Doing this also has the tendency of helping you discover 'hidden' nav points that can't be detected simply by warping along the main highways.

Gravity Wells

The bane of exploration, a gravity well inhabited by some particularly nasty critters can end an otherwise productive exploration trip in a violent explosion and experience debt. There aren't a lot of really effective ways around gravity wells at the level that a young explorer is likely to be mapping the galaxy. The highest level of Navigate does allow the warp drives a 50% chance of starting up in a gravity well (however like the description seems to say it does not allow you to stay in warp when you hit a gravity well. You'll stop, but you can restart your warp.) The best way to explore gravity wells is to travel through them on trust while cloaked. This requires a rather powerful reactor for long distance travel, and a sizeable amount of patience. Luckily there aren't that many problematic gravity wells. The most notable is the gravity well in Aragoth Prime, west of the Varen's Girdle gate. There are regular patrols by very deadly Red Dragon ships here, and more than a few ships have fallen prey to this trap.

The other time that this becomes important is while exploring planets. Luckily the increased thrust speed on planets combined with cloaking ability allows most planets to be explored with relative ease. The exception to this is planet Grissom, where many mobs see invisible and will quickly gang up on you and rip you to shreds.

In general, liberal use of free warping and cloak will allow you to explore virtually every sector safely, but some sectors are best left for later unless you have a skilled tour guide. The most dangerous is Nifleheim Cloud, which is mostly a bad idea to enter without a tour guide until you're experienced in mining in high-threat locations (CL48+ mobs), and Deneb. Deneb has a wide variety of mob levels, from CL 3 to CL 50, some cloaking mobs, and all kinds of other nasty surprises. Generally less dangerous than Nifleheim, Deneb can be carefully explored at lower levels using liberal use of free warp, cloak, and paranoia.

Chapter 9: Combat Tactics

Ask anyone playing the game who the weakest combat class is and unless they're certifiable they'll all answer the same: Jenquai Explorers. We have the fewest weapons, the weakest shielding, the thinnest hulls and the shortest weapon range. Practically everything about our class screams "non-combatant". However, we are anything but incapable of fighting effectively and emerging victorious. The key to successful combat as a JE is to utilize the skills at our disposal and capitalize on our strengths. Cunning, creativity and above all awareness are the hallmarks of a formidable JE. The combination of stealth and almost god-like scan range give the alert JE the ability to pick and choose their fights, waiting until the opportunity to strike with favorable odds presents itself. It is this ability to always be the initiator of a fight, striking the first blow and always fighting on your own terms that will be the deciding factor in victory.

Playing by Your Rules

Your first instinct when assaulted unexpectedly should always be the same: flee. Without exception, this should always be your first impulse. Whether you act on it or not is your decision, but if your early days as a JE didn't teach you to fear attack you're either a slow learner or bottle-fed. You can always reverse your retreat and counter-attack. You might not always be able to escape if you're late to run away. Never let an enemy push you into a fight you haven't prepared for. Never fight on someone or something else's terms. Pick your fights, plan your fights and win your fights.

If you've been paying attention you should already be able to see danger a mile away while simultaneously being virtually undetectable yourself, even without cloak. This is your first advantage. First you have to set the stage for your fight. Know your surroundings, know where you want to fight, and then put your enemy there if necessary. This can be accomplished by using your Fold Enemy skill. The beauty of this skill is that it teleports your foe directly in front of where you're facing at a distance equal to the skill's ability. So if you throw your foes 7k (hypothetically), Fold Enemy will deposit its target 7k directly in front of you. What this lets you do is target an enemy about 5-6k behind you and throw them a good distance in front of you, which moves them very far away from any possible friends.

Depending on your overall level and the CL of your targets, Fold Enemy can fail quite often or quite rarely. If 3 times the CL of your target is greater than your overall level, you can expect it to not work as often as you'd like. This is one of many reasons why having a relatively small CL is beneficial. If you're 20/45/45 and fighting CL 20 mobs, your Fold Enemy is much more likely to succeed than if you were only 20/20/20. (Not to mention you'll have level 7 shields instead of only level 4.) However, simply failing to Fold your target isn't as dangerous as you might think. It will cause them to begin trying to kill you (called 'going aggro'), but this itself isn't bad. Simply begin moving forward to keep it from getting too close and try again. If you fail several times at the very least you'll succeed in having it chase you far enough away from its friends that the same effect is achieved. It's no longer near enough to receive help, and you can fight a one-on-one battle.

In some situations the area may be too crowded to allow you to move a mob from one place to another because everywhere is essentially just as dangerous as any other place. First impulse would be to recommend avoiding hunting in such places. However if the mobs are weak enough

that you can deal with having 2 or maybe 3 of them after you at one time this can still be a viable hunting ground. Your low signature can often allow you to fight with nearby enemies that are unaware that you're blowing one of their friends from space. On the other hand, many mobs will attempt to repair their ally's shields and/or hull, and still others will operate in groups. A grouped mob will instantly aggro all of his group mates when he aggroes on you. Best recourse when you run across this type of mob is to immediately vacate the area. (Red Dragons are well-known for this.) The other concern with crowded areas is that the two highest versions of Shield Leech can (and will) hit several mobs if they are close enough together, distributing damage among all of them and quickly gaining yourself a one-on-many fight. This is not a good technique if you're planning on setting the rules for the fight, unless you want to set rules that mean you can't bring all your offensive talents to bear.

In short, always fight on your terms. Don't push a fight unless you're prepared to lose or at the very least have a quick escape planned.

Stack the Cards

A fair fight is a fight you have a 50% chance of losing. Now I don't know about you but I don't like those odds. Always know ahead of time how you want the fight to go, always initiate, force the enemy to respond. If you're reacting, you're at a disadvantage. And whenever possible make sure you're holding all the aces.

Of course any fool can give that advice, it's universally true. Exactly how does one go about doing this in game? Know your enemy. Know what they're weak against, know what they're strong against. No amount of setting the stage and fighting on your terms is going to win you a battle against a Manes if you're packing energy beams. They're not only immune to energy damage, but the higher level ones are actually healed by it. On the flip side of the coin, know what the enemy is going to be throwing at you and equip yourself against it. There's a wide array of equipment that will provide strong protection against damage, and your ES will give you a nice +10 across the board. With nothing more than a +30 deflect equipped buff and your ES you'll be taking 40% less damage. Add in an activated buff on top of that and you're up to the maximum of 50% damage reduction.

So we've established that you're going to set yourself up to maximize your damage output by picking the right weapons for the mobs and ensuring that they can't do full damage to you in return. You're going to pick the place and time of the fight. You're going to push them around and make them react while you act. Basically, you're going to hit them hard and fast and leave them a smoking ruin before they've even formulated a plan of retaliation. What more could you want? Someone to lay it all out for you?

Okay, I will.

Putting it Together

We'll run through a few basic techniques for stomping the heck out of things and making them run home crying to momma. First off, the Fold Enemy attack we discussed before.

You pick out your patsy, turn to face away from him, and toss his sorry behind several K in front of you. As soon as he appears, start up Combat Cloak and begin closing in on him. Depending on the range of his weapons he may get one or two shots off, but most likely he's done nothing but flash angry red at you. When you get in close, pull around behind him, drop cloak and let him have everything you've got. If your beams are slow enough, immediately restart your cloak and disengage it as soon as it completes. There's a little debate about whether your beams get the

damage bonus if the act of firing is what caused the cloak to drop, so just to be safe always try to disengage it yourself. Just repeat your CC/fire sequence until the mob is dead.

Now there's a few theories as to how to work Shield Leech into this. If you haven't kept Shield Leech maxxed, well you aren't paying attention. It should always be maxxed if you're ever planning to fight. If you know about how much damage SL will do to your target you can wait until there's just a bit more than that left before you activate it. This technique makes it much harder for your enemy to save himself with a well-timed Recharge Shields. On the other hand if you aren't sure how much shields you're going to drain or if your SL will take a majority of it's shields, just fire it first, letting it drop your cloak before you fire. Also if you're fighting a mechanical mob (has shields and hull) it's often best to use SL early so that you don't waste some of it's damage by sucking off all the remaining shields when there's less left than your SL can take. Again, on larger shielded mobs it's often best to wait until there's just barely more shields than your SL will drain to help prevent them from getting a shield recharge off and preventing your beams from hitting hull.

One other thing on SL. Get into the habit of checking nearby mobs *every* time you activate SL. It will pay off later when you have level 6 or 7 SL and it has a spherical effect. The only thing more annoying than not doing full damage to your target is doing damage to a nearby friendly ship twice your combat level.

Most fights just don't get much fancier than this, a simple matter of making certain that you won't be disturbed while you single out and brutally mutilate your target. In fact the most experience-efficient killing often involves almost Progen-like mindlessness, diving headlong into a small group of smaller mobs and blowing them away with superior firepower (yes, a JE can do that with the area-effect SL). The trick is to know when to run, regroup, and restart.

"Advanced" Combat

So what exactly is "Advanced" Combat? Advanced Combat is playing when the field is a little bit more level. This is when you run a risk of losing the fight. First off, you need to be just a little bit stupid or a little bit crazy to try it to begin with. Some of the techniques let you do it with a modicum of safety but keep in mind all it takes is one mistake and you're fishing for a jumpstart. As a JE it's a lot easier to find one than if you weren't able to return the favor later, but all things considered experience debt is best avoided (not to mention expensive equipment damage.)

Kiting

Terrans and to some degree Progen (and even some Jenquai Defenders) do kiting by firing missiles at a target while continually running away, staying out of the enemy's weapon range. This allows them to do damage from afar with little to no fear of reprisal. JE never get missiles, so we are never tempted to engage in such cowardly behavior. There's basically two kinds of kiting for a JE, Warp Kiting and Fold Kiting. Both techniques are used to defeat an opponent that you would not otherwise be able to.

Fold kiting is simply an extension of the Fold Enemy initiated fight. The difference is that after you fire your first shot or first few shots, you stop firing and activate Fold Enemy again. (Firing while trying to fold an enemy can interrupt the skill and cause it to fail.) Once the enemy has been thrown out of range, you play a little keep-away until your shields recharge and then re-engage CC and move in again. If you have high-quality shields you can out-recharge the enemy effectively beating him with recharge. However, this technique does not typically work against

mobs that can recharge their own shields. Additionally, you must remain mindful about where you're throwing the mob each time you start a new Fold kite.

Warp kiting is basically the same principle, except that instead of using the less-reliable skill of Fold Enemy you rely on your Navigate skill and Lazarus device to gain you the needed distance to recuperate your shields. When doing this you have to be ready to clear your target and engage warp, as well as be careful about which direction you're about to go hurtling in. (Wouldn't do you any good to end up lunch for another mob.) It also can take some practice to drop out of warp far enough away you can't be shot at, but not so far away that your foe begins wandering back to his buddies. When your Navigate skill is high enough this technique can prove more reliable than Fold kiting, but is largely a matter of preference. Each take advantage of the same principle, that you will recharge more of your shields during the downtime than your opponent does. Besides, it's just so much fun to sneak in, strike hard and then dash away only to repeat the process again and again. And since you're actually getting shot at it's not nearly as cowardly as shelling your opponent from extreme range.

Shield Leech and Kiting

For the particularly nasty mechanical mobs that can recharge their own shields, there's only one option. Well only one option aside from playing it smart and leaving them the heck alone. That option is sort of an expansion on kiting. The key to this technique is you must be able to do more than the target's shield capacity in damage with your beams and SL combined before it tears down your shields in response. If you can do this, you can (albeit slowly) kill the mob.

First, you initiate the attack under CC, either by just flying up to it or by folding it away from you, whichever works best for the situation. Know the timing of your beams and start your SL so that it will drain all of the remaining shields off the target right before your beams fire. What this does (hopefully) is bring down the shields of the target leaving the hull exposed for your soon-to-follow beams to dig into. Most likely this will be followed by a shield recharge. (If you can interrupt the shield recharges, you can just kill them the normal way.) As soon as your shields are getting low, warp away or Fold enemy. Of course the target will fully recharge his shields very quickly, but you took a bit off its hull. You'll now stay out of range until the 2 minute timer on SL has expired and you can start again with SL ready. Just keep doing that slowly over time and eventually you can wear them down and win.

Plasma is the weapon of choice for a battle like this as once you've got some plasma onto their hull it makes their shield recharges much harder to get off, and can help you to end the fight earlier. (If you interrupt the recharge, they usually start trying again immediately, and they aren't shooting at you while they're trying to recharge.)

Another helpful technique against these rechargers is to stagger your beam fire. Instead of firing all beams at once by pressing "F", set them for auto-fire (if you don't usually) and activate them one-by-one about 1-2 seconds apart depending on your recycle time. This increases the odds of a beam hitting the enemy during his skill use and interrupting it.

Final note: This technique is primarily only necessary at very high Combat levels, as lower CL mobs are relatively easy to interrupt with plasma, and level 8-9 plasma beams are not widely available or cheap on most servers. Generally speaking SL Kiting on these rather high-level mechanicals is so time consuming that it provides no real benefit. While you can win the fight you earn little experience for the time spent and the odds are the loot wasn't worth it either.

Defending Against Self-Destruct

Some mobs possess the Progen Warrior skill of Self-Destruct (SD). This allows them to do tremendous damage just before they die, and unless damaged after the skill finishes they can survive. It's not at all unusual to witness a player's first experience with a Self-Destructing mob in the form of an outraged and confused message on the comms channel about a mob that was nearly dead and then suddenly survived the fight will instantly killing the player. Many player's first experience with this comes at the hand of the CL36 Podmother spore-type mob found in various zones. In order to effectively defend against SD a player must know how to spot the skill activation and how to avoid or prevent the blast.

Self-Destruct requires ten seconds to complete once activated and is accompanied with the graphics effects of several flashlight-like beams of white light shining outward from the mob along with a flashing countdown from 10 to 1. In the heat of battle this can be difficult to spot if you don't know what to look for, and particularly large mobs can make it especially hard to see the graphical effects. Knowing ahead of time that a mob is capable of SD is the best defense against it since every mob capable of using SD will do so when low on life (approximately 15-20% remaining on hull for mechanical mobs or shields for organic mobs).

Once you know a mob is going to Self-Destruct (or suddenly find out as the numbers start counting down) you essentially have three tactics as a JE. You can attempt to warp to safety, fold space to safety, or race the timer (trying to kill the mob before it explodes).

Warping is the least effective means of escape since during a fight you will have the mob targeted, and that's the last thing you want to be warping towards. A bad spot of lag and you can find yourself unable to reach a safe distance before the timer hits zero. The two methods of warp escape are by targeting something else (a nav point, resource or other mob) or by free warping by clearing your target.

Fold space is the most fool-proof method of escape since it takes considerably less time than SD to complete. Keep in mind that you will want to use Fold Self, not Teleport Enemy since if Teleport Enemy is resisted, you're still sitting right next to a ticking time bomb. Fold Self also does not require you to change targets, so you can gain the needed distance while keeping your current target. On the other hand, Fold Self typically gets a less important slot on the hotkeys and may be hidden in the second bank. Some practice on activating Fold Self in the heat of combat will pay off greatly when an actual emergency such as this presents itself. As an added benefit, once a mob activates SD it cannot fire at you, making it very difficult for your Fold Space to be interrupted.

Racing the timer is generally a bad idea unless you have your target seriously out-gunned, or if you knew ahead of time that it was going to SD and planned accordingly. As a JE you have a powerful tool to quickly destroy a SD mob, but only if it is an organic mob: that trusty Shield Leech. Instead of firing it off early in the fight, save it back in preparation for SD. Depending on how much damage your SL will do in comparison to the total life of the mob, you will want to use it to either suddenly bring it to zero life, or make a huge hit right as the timer starts (thus allowing you to kill the creature before the timer hits zero). Against mechanical mobs which only activate their SD once their shields are down and hull is badly damaged, this tactic is not helpful. Fold Self should be used instead.

If you've used an escape tactic to avoid the blast, you'll want to warp back to your target as soon as it's exploded. For several seconds it will be helpless and virtually any damage will finish it off. Simply warp back in range and fire, then collect your loot. Don't forget to laugh at those last few seconds your foe was grumbling in frustration at your survival.

Determining Incoming Damage Type

Having great deflects is all well and good, and of course an excellent idea. But what does a younger JE do before they have the extra-nice high level equipment and half-dozen device slots needed to boost every single deflect up to solid numbers? Well, you have to outfit yourself specifically to the type of damage you expect to be taking. Some mobs make this especially difficult by employing a combination of attack types, but these are typically higher level mobs that you'll only be fighting once you're big enough to have the nice across-the-board deflects anyway. Until you're at those levels, you'll need to know how to determine what type of damage you're taking so that you can go 'test the waters' and then stop by a station to equip yourself for an extended hunting party. This means picking a fight you intend to run from simply to see what type of damage the mob does to you. And here we're going to tell you how to determine that.

- *Plasma Damage:* Plasma can be done by any attack type – beams, projectiles or missiles. This makes it unique in the damage categories. Plasma is persistent damage, also known as “Damage Over Time” (DOT). This means that after the initial hit of damage, the plasma ‘clings’ to your shields or hull doing damage repeatedly for the next several seconds. It can be exceptionally devastating, and for this reason is widely used by JE’s in the form of plasma beam weapons. Plasma damage will show up as purple numbers over your hull/shield bar. Plasma weapons also tend to appear purple in flight and the missiles typically move slower and track straighter than other types.
- *Chemical Damage:* Chemical can be projectile or missile in source, and behaves a lot like plasma in that it does persistent damage. (Chemical does better damage to hulls while Plasma does better damage to shields and organics.) Chemical damage will show up as green numbers over your hull/shield bar and the rounds typically appears greenish in flight.
- *Explosive Damage:* Explosives are missiles only, and do their damage only once per hit. Normally a visible explosion will occur around your ship and the damage numbers will appear over your hull/shield bar in red. Explosive missiles also tend to appear reddish in flight and typically spiral more than other missiles.
- *Impact Damage:* Impact is projectile weapon only, and does its damage only once per hit. Astute listeners may detect a distinctive ‘thudding’ sound as the rounds hit and the damage numbers appear in a darkish-yellow/orange color. The rounds are also this same color while in flight.
- *EMP Damage:* EMP damage is from either beams or missiles and does its damage only once per hit. EMP also drains your reactor and displays white text reading “EMP” over your reactor bar while the damage numbers appear over your hull/shield bar in white. EMP missiles tend to also appear whitish and track much like plasma missiles.
- *Energy Damage:* Energy damage is done only by beam weapons, and does it damage only once per hit. Energy beams typically appear blue in color, but this is not always true. The damage numbers will appear over your hull/shield bar in blue.

Combat Checklist

A quick recap of the things you should check before each fight

- Have you selected both a target and a preferred location to conduct the whupping?
- Have you brought the right tools for the job? (Correct beam type and deflect gear.)
- Have you put on your best Environment Shield?
- Do you have your escape planned should things go badly?
- Have you checked the area for friendly or neutral mobs that you don't want to fight but might be struck by an area effect Shield Leech?
- Are you psyched up and prepared to lay the smack down like the sneaky ninja you are?
- What the heck are you waiting for, go kick some tail!

Tips and Tricks

Just a quick collection of various helpful tidbits that didn't quite fit in anywhere else.

- The CC/Warp Surprise: Sometimes you'll see mobs that you feel comfortable warping right up to, but you don't want to sacrifice the damage bonus of CC to do so. Simple, just engage Combat Cloak and warp to the target as soon as cloak completes. As long as you're less than 5 seconds of warp from the target, you'll arrive with the damage bonus still active. Surprise!
- As much as possible fight Organic mobs and use plasma. Plasma is especially effective against organic mobs with the exception of the inhabitants of Planet Arduinne and some critters in Deneb. Plasma + SL against organics = lots of dead mobs. Plus bio-loot is worth a good amount to vendors (thus good trade experience) and a lot of it stacks, making it easy to carry a lot of it.
- Oni's and Manes are immune to energy beams. Don't bother even looking sideways at one if you don't have your plasma beams mounted.
- Red Dragons are usually resistant to energy and explosive attacks. Therefore plasma beams are most effective against them (especially since it can interrupt their skill use too.)
- Have I mentioned that plasma beams are great to have and useful in more situations than energy beams?
- Shield Leech can be activated in warp. This means that you can actually start the skill before you've arrived at your target. It also means that if you're especially quick on the draw you could activate it on a nearby friendly target, switch to a more distant enemy and warp to them arriving just as it goes off. Although why you'd sweat those extra few seconds is beyond me. It'd probably impress the hell out of other JE's though.

Hunting Grounds

This is just a quick run down of some of the better places to find things worthy of death.

- Level 1-10: Just hunt stuff around your home sectors. You shouldn't have much trouble with this stuff.
- Level 10-20: Starting at around CL 6 or so you can do the combat missions from the Outpost in the center of Yokan Sector. These missions progress upward to CL12 when you'll start hunting Zenshai. Each three Zenshai Fragments you get as loot will give you great experience and decent cash when turned in at the Outpost. You can easily solo up to CL18 with very little offensive power doing this. It's also possible to

purchase these fragments sometimes and then turn them in for the reward. If you like hunting Zenshai, there's some CL16'ish around Fenris Observatory. These run in packs of 3 so be careful.

- Level 20-30: You'll actually be starting with these guys if you play it smart and max EL and TL first. Max Shield Leech will completely strip the shields of a low-30's mob, leaving you a one shot kill and very little return damage taken. There's low 20's on the south side of VT and higher ones to the north side. You'll also find some even higher levels down the Path of Fire, but you'll want to bring ES there so you don't lose all your shields to radiation.
- Level 30-40: Nagifars. Start out along the Nifleheim path in Freya and hunt the CL36's. If those seem easy try a CL40. The CL43 will probably be a little too hard until you've got CL36 and level 7 beams, but patience and skill will probably let you kill them as well. Nagifars will try to hack you, so get used to fighting without reactor recharge, shield recharge (not like they recharge during the fight anyway), and without engines or one or more beams installed. Despite all this, they're still push-overs. You can fight in Nifleheim solo if you're brave, or in a group if you want to.
- Level 40-50: Keep with the Nagifars, move into Nifleheim to solo if you like, maybe start taking on the Einherjar's as well. Pretty soon most everything you're still able to kill will either give very little experience or none at all. The stuff that will give experience will probably hand you your hull. You'll probably end up leeching the last few levels as a portable battery charger for a big warrior, or eking them out of a Job Terminal.

Grouping

There really isn't a whole lot of need for advice on what to do in a combat group. Most non-Jenquai use missiles so we won't be able to contribute much in the way of damage. JE tend to get stuck with the boring job of providing scan range (if you have maxxed Scan skill), various buffs from activated devices, sometimes Group Stealth, and other such uninteresting tasks. In general, most missile groups would rather have another missile boat than a JE.

Which isn't to say that JE's are useful in groups, merely that most groups don't know how to make use of having a JE around. Our shield leech at max level provides as significant boost to reactor power as well as doing an impressive 15k of damage. Many JE's spend a lot of time grouping with Defenders since they are limited to the same weapons range as we are, allowing us to contribute beam damage and resupplying their abused reactors with power from SL. A Defender firing five energy beams runs out of power quite quickly even with a powerful Jenquai reactor under the hood.

In a nutshell a JE in a group usually does one of three things: formation buffing, formation fighting, and free-flight fighting.

Formation buffing has already been discussed. You simply ride around in formation using all your buffs to keep everything running smoothly. If you make a point of always trying to apply your buffs to yourself first, you'll be able to tell when it's time to renew them because they'll start blinking on your display. Thus your group will see you always managing to get the buffs reapplied before they wear off, and will be impressed with how awesome you are. Also, if you're quick on the draw you can target a group member right after your beams fire, activate a buff device on them and then retarget the mob before your beams are ready to fire again, providing combat buffs

without sacrificing damage output (another one that earns some ‘ooo’s and ah’s’ from the astute group member.)

Formation fighting is also pretty simple and previously discussed. You shoot at whatever everyone else is shooting at and SL as much as possible, as long as you don’t get too many mobs angry at you. Obviously being able to fight from formation means that your group leader will have to get you in close enough to use your beams and skills, but we’re assuming that this is true because otherwise you’d be doing formation buffing.

Free-flight fighting is basically like fighting solo, except you’re grouped while doing it. You don’t want to Fold Enemies much, or at least not unexpectedly. (People get annoyed when mobs start bouncing all over the place.) What you do primarily is sneak around all ninja-like and do as much damage as you can. If the other people in the group do more damage and have higher signatures than you (which they should easily do both) the mobs should generally leave you alone. If not, just hide or warp off. As the JS’er it’s your job *not* to die. You should concentrate on providing as much damage as you can while ensuring that you remain safe should things go badly and your group needs jumpstarted.

Whenever you’re grouped with another JE, it’s important to decide who has the highest SL skill and then have only that JE use SL. The 2 minute timer is per mob, so two JE’s cannot SL the same mob within the same 2 minutes. (In other words, each individual mob can only be Shield Leeched once every two minutes, so once you’ve leeched it, no one else can for 120 seconds, including you.) Therefore it’s important to make sure that the strongest available SL is the one that gets used. Unfortunately due to the Navigation bug, it’s not common for multiple high-level JE’s to be found in the same group.

On the rare occasion that you’re leader of a group, you won’t be able to hold a formation and use cloaking at the same time. Whenever you engage cloak, you will vanish from the sensors of your group mates, even if you have high enough scan skill to allow them to detect cloaked objects. You will slowly blink in and out of detection, and each time you vanish you will break formation. The same is true of using the highest cloak, Group Cloak, even if you aren’t the leader since this will cause the leader to cloak as well. For this reason (and the fact that JE’s don’t make the best combat leaders) you won’t find yourself leading a formation into combat very often.

So there you have it, while the JE may not be a supreme dominating force in combat, an intelligent Sha’ha’dem will find that they can not only hold their own in a well-educated group, but they can become a formidable force in solo combat. All that is required is a recognition of your strengths and weaknesses and the patience and wisdom to use those advantages to overcome the shortcomings. Where your weak offenses and defenses hold you back, your cunning and skills will push you forward. At the risk of repeating a cliché, it’s all about balance. Balancing healthy fear with aggression, weakness with strength, and most of all learning to balance your anger with cold-blooded tactics. The Path of the Sha’ha’dem is the never ending search for knowledge. Just as knowledge will serve you in peaceful endeavors, an intimate knowledge of your enemy’s capabilities as well as your own will see you through confrontation intact more often than brute firepower or thicker shields.

Chapter 10: Mining

The Prospect skill is the primary defining ability of the Explorer class. As a Jenquai Explorer you will quickly find that no one can match you in a resource field except another JE. We have the most reactor power at our fingertips, the absolute cutting edge of stealth technology, the best of prospecting devices and the best straight-line speed of the prospecting classes. While there are some JE's that choose to never seriously take up the role of miner, the vast majority embrace the task enthusiastically, almost obsessively pulling every scrap of valuable ore they come across, honing their skills and knowledge to the point where they feel more at home in deep space among rocks and gas clouds than they do at their native stations.

Before we begin the task of sharing the knowledge and secrets of the elite miners, we'll cover some basic etiquette and other social aspects of this highly paranoid world.

First of all, don't ever bother asking advice on where to mine a specific resource or specific level range of resources. If you actually receive an answer to the question, it will only point out the most painfully obvious places, or more likely it will be a sarcastic and/or fictitious. It's not at all uncommon to see a veteran prospector answer the question "Where can I mine low level gas?" with "Io" (painfully obvious), "Taco Bell" (sarcastic), "Uranus" (sarcastic and fictitious), or even "Io Purple" (completely fictitious). As for specific ores, there are no specific places. With the exception of quest-related materials such as Tazeron or Mordanite, there is very little variation in the locations of ores. If a given resource field has ores of that level, and asteroids of the appropriate type, it has as much chance of having the ore you're looking for as anywhere else. The best way to improve your odds of finding a particular ore is to look for a field where the level of ore you're looking for is the most common type. (For instance, a level 4-6 field will have a lot more level 4 ores than level 6 ores, and more level 4's than a field with level 2-4 ores.)

There's several reasons why you won't find many (if any) people willing to share their favorite mining spots with you. First of all is that a single JE of moderate level can mine an entire field faster than it will respawn. Thus if there's another prospector working in that same field, the both get less ore. Getting less experience and less money is a strong motivation for being tight lipped. Now of course simply having 2 or 3 JE's that mine a field semi-regularly won't typically hurt any of the individuals, since they probably won't show up there all at the same time. However if one JE tells another, and then that JE tells another, and then another, pretty soon this secret mining spot is anything but a secret. If a great many JE's mine the same spot it's suddenly no longer a very good place to mine.

Also, mining spawns guards. Guards are the various types of hostile mobs commonly found patrolling a resource field. The most common types of guards are Manes and Bio-Harvesters (Strand Thieves, Corpse Hunters, etc.) Red Dragons are also often found in resource fields. The more you mine, the more you're likely to spawn guards. So having several Prospectors working on the same field not only increases the odds of a guard spawning, it also increases the rate at which they'll spawn (since the field is being harvested more quickly.)

Next point is Resource Field Etiquette. The polite thing to do if you enter a resource field and find another prospector working is to move along and let them have the field. That's the polite thing to do. A few people will get offended if you stay and mine, especially if it's a small field with rich resources and they're able to keep up with the spawn rate. However, there's no rule that says you have to leave. You can stay and mine all you can if you so desire, just be prepared to

possibly annoy the other miner there. (If you do stay and mine, you might want to consider grouping with the other miner unless you're likely to hit the Navigation bug threshold.)

The final point is to avoid bragging. It's great if you found a perfect little hidden field with lots of expensive ores and limited guards. Avoid bragging about it if at all possible. If you absolutely must, at least be smart and set yourself to "Only friends can see my status" in the Friends List window. Otherwise, everyone interested is just going to add you to their friends list long enough to see what sector you're in and then try to track you down. Simply because you've never seen another prospector at that field doesn't mean you're the only one who knows about it, and making it public knowledge will just turn it into one of the many other fields that are now considered too crowded to be worth mining. Respect the other prospectors and their wish to be able to mine in peace by keeping those rare unknown fields to yourself. This also means taking a tow should you be incapacitated in a 'secret' spot. Countless resource fields have been discovered by tracking the blinking orange beacon of an unthinking prospector. Remember, anyone who can jumpstart can also prospect.

So now that we have some of the P's and Q's out of the way, let's get down to the nitty gritty. Exactly how and why a JE becomes the premier miner in the galaxy.

What it Takes to Mine an Ore

There's two things that determine whether you can mine a particular level of ore: your reactor capacity and your modified Prospect skill. Reactor capacity depends on your Tech level and how well you picked your reactor. The absolute best capacity reactors belong to the Gallina-Draco-Cygnus line. Your second best choice on this is the Callipus-Dhambier-Pleiades line. Progen Explorers are forced to deal with much lower capacity reactors such as such as Honors or Hearts, making mining much more difficult for them. Higher level ores require more energy to extract, thus requiring larger reactors.

Modified Prospect skill refers to your actual Prospect skill plus any bonuses you receive from mining devices such as a Sculptor (the best tool available to a JE). The higher your modified Prospect skill is the less energy and time required to extract an ore. This allows you to extract higher levels of ore and greater quantities in the same time and energy expenditure.

You also have to be in range of the resource to mine it. This starts at 1k and moves up 0.25k for each level you gain in Prospect skill. Thus at level 7 (max level) you will be able to prospect from 2.5k away.

The mechanics of mining are pretty simple. Merely close to within your mining range, click on the pick-axe icon above the target window, and then click on the ore(s) you wish to extract. Your ship will then automatically cut it free with your mining beam and tractor it into your hold.

Mining Better (Smarter)

Simply knowing how to mine isn't enough to make you good at it, just as knowing how to fire guns doesn't make you a great fighter. There's many techniques that will allow you to greatly outperform your peers in both the Jenquai and Progen mining communities.

- Don't waste time on Tractor. Get yourself a Harpy's device. The various levels of the device determine the last part of the device name, such as Harpy's Grip, Harpy's Pluck and Harpy's Dire Avarice. The level 5 and 6 versions of this device carry a Cripple Reactor effect that reduces your recharge rate, so you might want to skip those levels. Harpy's devices increase the speed at which your tractor beam hauls in objects, allowing

you to mine much faster, and making a hasty retreat much easier should a Guard mob patrol too close.

- Mine above the ecliptic. One of the better pieces of advice you'll find anywhere, the 'ecliptic' is actually the plane of orbit of the first 8 planets around our sun, Sol. In game terms it refers to the vertical center of the box-shaped sectors. (Designated as 0 on the z axis in the game's coordinate system.) Most asteroids are found at or near 0.0z in most sectors, with $\pm 2.50z$ being the maximum. Most Guard mobs patrol along or below the ecliptic, making a "Mine from Above" approach preferable. At high enough Prospect skill you can mine entire fields from enough altitude that the patrol mobs never get close enough to spot you and you don't even have to worry about going out of your way to avoid them.
- When in doubt, thrust. Warp is for the fearless (or foolish). While warping from resource to resource can let you mine much faster, it can also get you into trouble at an equally accelerated pace. If you can't survive the initial attack from the Guards, don't warp. Also, you have to use a lot of free warp if you're mining above the ecliptic, as warping to a resource will cause you to fly lower than you want to.
- When in heavy competition, warp. Yes, this contradicts the previous statement, but if there's one or more skilled miners in a field, the resources will quickly dry up. You will want to grab all you can as quickly as you can. By using the incredibly quick warp start/cool-down time of a well out-fitted JE you can get to the resources before your competition. (Once you've opened the prospect interface, everyone is 'locked out' of that 'roid until you close it.)
- Bring the right tools. You can't mine with a knife, and you can't fight with a chisel. For mining you'll want to have at the minimum a Sculptor, Lazarus and Harpy's device. Other good devices to have are scan boosters, reactor boosters, deflects and signature reduction devices. For weapons it won't matter much until you're confident fighting the locals, but plasma is usually your best bet versus 'Jack-a-roids' (discussed below). Engines are a simple choice: Solar Sails. Reactor should obviously be the most powerful one you own, and Shields should likewise be the strongest. (An alternate method is to have all your mining gear limited to level 3 as much as possible to reduce equipment damage to more expensive gear if you expect to die a lot.)
- Choose the Right Ores: Based on your mining ability and the attached ore list you should be able to select certain ores that are higher priority than others. Many times while mining you may be faced with the choice of dumping one ore to make room for another. While these decisions are not usually easy, being well-informed will usually smooth the process.
- Cloaked Tractor: You can raise your cloaking device once the prospecting beam has cut the ore loose, but the tractor is still pulling it in. And obviously the less time you're visible, the less time there is for Guards to find you. This will put a lot of demand on smaller reactors, but coupled with a hasty retreat to a safe location to let the reactor recharge it can give you the extra edge needed to mine in those tight, dangerous places. Incidentally, you can also tractor in goodies from 'corpses' while cloaked.

Where To Mine

Nearly every sector in the galaxy has resources in it somewhere waiting to be mined. However, not every resource field is worthy of attention. Additionally, the best mining requires the

ability to extract level 7 to 9 ores. It's at those levels that you will find mining to be the most profitable in terms of money and experience (mostly trade experience.) At approximately Reactor Tech 4, Prospect 4 and with a Tech 4 Sculptor you'll finally be able to prospect level 9 ores.

Prospecting at your maximum ability can seem beneficial at first, but due to the fact that at that point you'll be using very small shields and spending a great deal of time and reactor power pulling the ores, it actually tends to be less profitable and gain less experience than prospecting a couple levels below what you're actually capable of. Because of this it's recommended to concentrate on ores you can obtain quickly and with minimum risk, as experience debt will slow your overall progress considerably.

There are two basic categories of prospecting, aptly named High Level and Low Level by this guide. High Level Prospecting is defined as level 7-9 ores, and of course Low Level is everything else. With certain exceptions that we'll discuss here, gas mining is not really considered in these two categories as it is largely focused on getting levels instead of actually obtaining ores or money.

Low Level Prospecting

The best place to start out is Io. It's recommended you stay there for the majority of your prospecting until you're just too bored with it to stand it for another minute. From there your next goals should be primarily to practice your skills in a more typical field environment (Io fields are spread out quite a bit over the vertical axis, which is not typical of most resource fields.) The three Asteroid Belts (Alpha, Beta and Gamma) are all rich with low level fields of varying types and are excellent places to practice the various techniques of mining.

As you gain confidence and skill, you'll want to start branching out into higher threat areas, and possibly participating in combat/mining groups where a combination of fighters and miners group together for mutual support. The Lagrange points in Carpenter, most of the sector of Valkyrie Twins, several locations in Inverness (nav 6 and 9 particularly), and the mining belt midway along the main path in Shepard are all good locations for this. The Chavez Mining Platform to the northeast side of the main path in Odin Rex has an abundance of both gas clouds and CL16 Chavez miners, but the respawn rate of both of these are low enough that it's often necessary to move to another location once it's exhausted.

For solo mining or pure-mining groups (two or more prospectors grouped to share experience) there's many good locations scattered throughout the galaxy, such as Kitara's Veil (an excellent location), Antares (another great location, but rather dangerous), the resource fields in Swooping Eagle, the large fields on the north and south side of Jotunheim planet in Jotunheim, several fields in Aragoth Prime, the field next to the Fenris Observatory, in fact the list goes on for so long that an entire guide could be written on the subject of good mining locations alone.

The main goals in Low Level Prospecting is to hone the skills that will be vital later on, gaining explore and trade experience, and of course making money. Unfortunately the money you get from mining increases fantastically as you move upwards, but the money is still good enough to warrant spending the time doing it. Plus, the time you spend building your personal skill at mining (the skills you yourself have, not the skills your character has) will pay off in spades when your character's skills allow you to move to the high-threat, high-payoff areas. Far too many JE's concentrate too much on gaining levels and find that the hard knocks of High Level Mining make their learning curve much flatter. It's not easy to play it cool and take it slow, but learning to crawl before you walk will help you out in the long run.

High Level Prospecting

So you've finally "arrived". Or at least you got so sick of picking up mediocre ores that you decided to risk life and ship going after the big credits. Either way, you're about to set out for fame and fortune (and possibly an especially painful explosion.) So the question is, where do you go to find the most delicious mining spots? Well, there's essentially two classifications of high level mining spots, those that are well-known and those that are not. Well-known locations are usually more crowded, meaning more competition for ores, but also meaning there's more potential targets for hostile mobs. And as Murphy's Laws of Combat says, teamwork is essential. It gives the enemy something to shoot at other than yourself. You also stand a much better chance of finding a Jumpstart in well-known areas since there's more miners around, and you also can activate your distress beacon without fear of giving away a secret location. The 'secret' mining spots have less competition so you can make a great deal more money, but any problems you run into are going to have to be handled on your own.

So without further yammering, let's get to the good stuff.

Well-known Fields

- **Glory's Orbit.** Perhaps the best known place for high level mining, you'll find level 5-8 ores here in relative abundance. The occasional level 9 ore can also be found, depending on the particular field you're in. Competition here is often fierce, but JS's are easy to find and combat support is also very common. An excellent training ground for high-end mining, no Explorer should consider themselves well-trained without extensive experience in Glory's Orbit. Practice your above the ecliptic mining here.
 - **Resource Field 1.** Roughly north of Nav Glory's Orbit 1, this is the lower level field in Glory's Orbit. Guard mobs range from the low 30's to low 40's. The western edge of the field is typically higher level ores (and mobs).
 - **Data Satellites.** There's four Data satellites, arranged in a V-shape opening towards the star of Glory's Orbit. The first of each pair can be seen from the western-most nav points (Nav Glory's Orbit 2 & 3), and approaching one satellite will make the further one become visible. The resources around these satellites range from level 6-8 with a possibility of scattered 9's. Mobs will be in the mid-high 30's, including the CL36 Podmothers that are so fond of using Self Destruct when low on life. There's high radiation off the star here, so you'll need ES level 3 or higher to prevent your shields from being sapped.
 - **Schirra.** The moon/planetoid near the star in the lower left corner of the map next to nav Sigma 7 has a very nice field of resources comparable to the Data Satellite fields in terms of ores and mobs. It's common to find people hunting the locals here, so you can often find a combat/mining group here if you want.
 - **Due south of Mercury Station** you'll find another field inhabited by CL40+ Manes. This field is smaller than the others, but extremely high level with level 7-9 ores, most of which are level 8. Many combat classes hunt the Manes here with missiles, making it much safer to mine here than would normally be possible.
- **Shepard.** All along the main path there are high level fields ranging from level 7-9 in ores and guarded by CL40+ Manes and Bio-Harvesters. Just to the northwest of the Grissom gate is another field with these types of ores and guards. This is an excellent line of fields to mine on your way to the next place on our list. Above the ecliptic mining is the preferable method.

- Cooper. Cooper is a hotbed of high level mining and hunting, and excellent place to make a fortune or earn expensive experience debt. Directly north and south of the gate are two mid-level resource fields with mid-30's mobs. Another field like this can be found south of RS 4. The higher level fields are located to the east and west of the Planet, near the eastern edge of the sector across from RS 7, and south east from RS 5/6. The latter two of these are guarded by a considerable Red Dragon presence ranging from low 40's to high 40's mobs. Special care should be taken to avoid the Tada-O gate in this sector (also called the "Tada-Uh-Oh" gate). The mobs at that gate are extremely lethal, but the Ten-Gu are not able to detect cloaked ships. Above the ecliptic mining is especially effective here.
- Xipe Totec. Across the blue energy barrier is a rich series of resource and wreckage fields. You should have no trouble finding resources to mine here. The various unmapped "Wreckage" markers are surrounded by Ruined Hulks, and asteroids are distributed throughout the sector with the highest concentrations and levels found in the rocky areas (the belts of rocks that aren't prospectable asteroids, merely 'eye candy'). Special care should be taken in this area and ES maintained at all times due to the hostile environmental effects that can drain your shields, reactor and even slow your thrust speed. The Hidden One also periodically hacks various equipment making it even more perilous. You will want to have a reactor large enough to maintain cloak for a healthy length of time should you find yourself hacked, drained and slowed and in need of a stealthy retreat. The local dangers are made even more serious by the abundance of Manes, Oni and Fallen Shinwa. The Oni in particular are deserving of special respect as they have been reported as occasionally detecting cloaked ships. As a final note there is a large wreckage field to the north of Prasad station on the "safe" side of the barrier that is much lower-danger and also packed with Ruined Hulks.
- Planet Arduinne. While Arduinne is exclusively a gas field and therefore not technically as high-level as the other locations listed here, it's dangers make it far more lethal than the ore level and guard level would otherwise. The per-ore selling price is also lower for most gasses, but you'll leave with a great many more units than from most other fields. Arduinne is an excellent place to mine for experience and money, as well as participating in combat/mining groups. Local hostiles range from the high 20's to mid-high 30's. They are also completely immune to plasma (it actually heals them.) There is a heavy EarthCorps presence here as well, making the use of area-effect SL more likely to get yourself killed than saved. At bare minimum you'll want to have level 6 shields before coming here without full-time bodyguards, with level 7 preferred. Arduinne also requires a pass to enter without facing the possibility of EC ships firing on you. While some miners have reported it to be easy to mine without such a pass, it's small cost (5k) and the low cargo space demand of gas mining make carrying a pass much too easy to be ignored. Also, the pass is a permanent item that can be stored in your vault if you so desire, making the purchase a one-time cost. Due to this being a planetary mining environment, you won't be able to warp here, a serious consideration to take into account.

Little-Known Fields

- Nifleheim Cloud. While it's no secret that there is high level mining in Nifleheim (Nif or NC), the actual location of many of the resource fields is closely guarded. This is

because many of the best fields are not near any markers either mapped or unmapped. Local denizens of the cloud include Nagifars (immense, vaguely whale-like critters ranging in size from nearly the mass of a station to roughly twice those dimensions, CL 36-43), Einherjar's (mechanical mobs of unknown origin, CL 33-40ish), and Vindi's Drones (apparently automated defense machines that operate in well-organized groups. Very lethal, very effective, and very aggressive. CL 40 and up.) All local mobs are hostile, capable of considerable damage output, and possess scan ranges good enough to warrant special caution. Vindi's are particularly dangerous as they work in groups and use gravity link and EMP for a devastating opening blow.

The fields in Nifleheim are found both at nav points and away from them. Moderate fields worthy of attention exist at each of the planetoids on the western side of Modi, named Modi's Eye, Modi's Blade and Modi's Fist. The best fields are located a short distance northwest of the gate, roughly in the center of the open area southwest of Modi, and southeast of Modi. These fields have the typical guard rules, where if they've been mined there is a chance for guard mobs, and mining them increases the chances of those guards spawning. Guards can be of any of the three mob types in Nifleheim. Above the ecliptic mining is effective in Nifleheim, but since it has a ± 5.00 z axis maximum mining from the top of the sector won't be possible.

- Deneb. Deneb (aka Roc) is a rather odd sector. There's a great many types of mobs found here, some of which are immune to plasma damage, some of which can use various levels of cloaking, and they range from level 3 to 50. There are over half a dozen marked resource fields, a few of which are quite low level and the majority of which are level 6-8. Of course none of this is news to anyone who's mapped out the sector. What is worthy of mention is that there's roughly twice as many fields in this sector than are mapped, and as is typical the unmapped fields are better. The marked fields are all heavily patrolled, most of them by mobs that can cloak and/or eat a Sha'ha'dem in a single bite. The unmarked fields however are only patrolled by mobs spawned by mining, and are generally easily avoided. The unmarked fields are distributed around the marked navs at a distance of roughly 30-50k from the nav points, typically straight out from a marked field. The best way to catch them all is by free warping a course outlining the nav markers by about 40k distance while watching your scanners for resources. These outlying fields are also typically more spread out than most fields, so special care should be taken not to miss the edges. The marked fields are densely packed with both resources and mobs, and therefore are typically not worth taking the time to mine. The outlying fields have a higher probability of valuable ores all the way up to level 9, as well as high level devices and equipment on the hulks.
- Smuggler's Rift. Aka Blackbeard's Wake. This sector can only be reached by gaining 'green' faction by the Red Dragons. There's four gates connecting Smuggler's Rift to the rest of the galaxy, but only three of them work both ways. The gates in Inverness, Xipe Totec and Grissom all work both ways, but the gate in Muspelheim only works as an exit from Smuggler's Rift. While 'yellow' faction will prevent you from being a constant target for Red Dragon patrols, you have to have 'green' faction before the gates will work for you. Inside Smuggler's Rift you'll find a total of 6 resource fields, two medium-high fields and four high level fields. Quite frankly if you manage to do the work required to gain access and have trouble finding the fields in this incredibly small sector, it might be time to get a lobotomy and start a Progen Warrior. (hehe) The two

lower fields have RD patrols which will pose you no problem, and the four higher fields are patrolled by CL 45+ Manes and CL 43-50 Bio-Harvesters. Above the ecliptic mining should keep you safe from these.

Mining Tips

- Pressing “X” will target the nearest resource (sometimes other targets such as planets or moons are included in this as well). Pressing “D” will then target the next nearest (the closest one that is farther away), and “C” will reverse the targeting selection.
- While you can mine just as effectively at your maximum prospecting range (the time to extract and energy use is the same) you will be able to mine a field faster if you can get closer to the resources since this reduces the time needed to tractor in the ores.
- Every resource field has the capacity for Guards. If no guards are present, the field hasn’t been visited by a prospector in quite awhile. By prospecting a field you’ll trigger a respawn. Respawns occur in a variable amount of time, depending on the field. Each respawn can result in another resource appearing or a guard appearing. Killing guards also triggers these respawns thus having someone hunting guards while you mine can result in the most respawn of resources.
- Leaving one or more ores behind in a rock/hydrocarbon/gas cloud will not cause it to despawn normally. (It will despawn sooner, but not for quite awhile.) This means that the field as a whole will cycle slower and fewer resources will be available for the next prospector (or you if you plan to return.) Whenever possible, it’s best to ‘strip mine’ or remove all resources from a field to improve the quality of it’s respawn. Some prospectors get quite upset when they see someone nit-picking a field, but how you mine is entirely up to you.
- Locking a Rock. In circumstances where you’re in a high competition area and you find a resource that you absolutely do not want to pass up but it has a powerful guard mob nearby, engage your cloak and close to within prospect range. Then open your Prospect interface but don’t mine or do anything to drop cloak. Even though you’re cloaked and not prospecting the rock, you’ve locked anyone else out from being able to prospect those resources. You can then wait until the coast is clear to mine.
- One of the handiest tools to prioritize your mining is the ability to see what a particular resource has in it without having to fly up and open the interface. This can be done by left-clicking on the targeting window. This lets you see the type and quantity of ores contained within a resource you have targeted. As you become more familiar with the ore names you’ll rely less and less on the ore list to help you figure out which ores are the best.
- The color of the resource itself also indicates what level of resource is inside it. Level 1 is blue, 2 is green, 3 is yellow, 4 is orange (often looks the same as 3), 5 is red, 6 is a pinkish purple, 7 is light purple, 8 is dark purple and 9 is a bright blue. Level 1 and 9 look a lot alike, but the 9 is a brighter color and you aren’t likely to find level 1 and 9 resources together. (So if it’s a high level field, a blue asteroid will be level 9). The color coding is not always true, especially if someone nit-picked the field, but it gives a basic idea of which resources are likely to contain the most valuable ores.

“Jack-a-roids”

There’s two basic concerns when it comes to “Jack-a-roids”. (This is the name commonly given to the resources or Ruined Hulks that explode when you try to prospect them. Also called “Jacks”, “Pop-rocks” or “Poppers”.) First of all is how to identify and thereby avoid them, and the other is what to do if you trigger one.

First let’s examine the types of asteroids there are and go through which of each kind are likely to explode on you.

Veined Asteroids: These are your basic rock-looking asteroids with colored veins running all across the surface. These veins are what indicate the level resources are inside according to the color chart above. If you find one with gold-colored veins, it’s going to be a Jack. This color is nearly indistinguishable from the level 3 and 4 yellow/orange, so be careful with these.

Crystal Rocks: Rocks with large crystal formations sticking out of them, these ‘roids are color coded by the color of their crystal formations. There’s no definitive method for determining if these are Jacks, except that if the color code suggests a higher ore level than is actually contained inside.

Crystalline Asteroids: Basically looking like gigantic gem-like Christmas ornaments, these are color coded by the color of their crystal structure. As for determining their likelihood to explode, it must be done the same as the Crystal Rock type. They seem slightly less likely to explode than most other types.

Hydrocarbon Deposits: Big colored sticks. That’s essentially what they look like. Ruddy-red hydrocarbons should always be expected to explode, especially if they are named “Asteroid” instead of “Hydrocarbon Deposit”.

Gas Clouds: Big clouds of colored gas, these are the only 100% safe resource type. Gas Clouds never explode when prospected.

Ruined Hulks: These relics of bygone ships are completely impossible to gauge on explode-ability. Best bet is either to expect a 50% rate of explosion or avoid them altogether. However, most explorers are not able to resist the temptation of a possible high-tech device.

As for how to react to an explosion, we’ll start with the most dangerous type: The Jack-a-roid mob. This is the source of the name for exploding asteroids, derived from “Jack-in-the-box”. When you trigger this type of explosion, a mob of some kind will instantly appear and try to kill you. If the asteroid that exploded had a listed Tech Level equal to or less than your Prospect skill +2, the mob (also called a “Jack” just to add to confusion) will be at or below your Combat level. For example, if you have Prospect skill at level 4, you can prospect up to Tech level 6 asteroids without getting a Jack that is over your CL. If, on the other hand, a Jack is triggered by an asteroid higher than this, the resulting Jack will be significantly over your CL and depending on your defensive capabilities will probably end up killing or severely damaging you.

When starting out it’s probably a good habit to always immediately engage your warp drive or Fold Self when you see an explosion. The asteroid automatically vanishes from your targeting window letting you perform a free warp without the bother of changing your target. If the Jack is something you’re able to kill, you can come back and eliminate it, and if it isn’t you can stay away from it for the roughly 10-15 minutes it takes for it to despawn. If it’s one of the other types of explosions you can cancel your warp and go back to mining.

Asteroids can also just explode and do damage to your shields which is generally just annoying (unless it’s an asteroid significantly higher than you ought to be mining, in which case it

may hurt you or possibly even incapacitate you.) The other types of explosions will actually boost your abilities, raising your thrust speed, reactor recharge or shield recharge.

Once you've reached Prospect level 6 you'll almost never get a Jack-a-roid that you can't handle, but until then it's best to play it safe by using your preferred evasion technique (warp or fold) whenever you have an explosion.

These Jacks are yet another strong argument for keeping your CL much lower than your EL and TL, since as long as you're not mining over your level the resulting Jack is based on your CL (usually your CL -1). Once you've gotten your Prospect skill to 6 or 7, you'll actually find that you don't dislike the 'roids that pop out mobs, since you can easily handle the spawns and they give you extra combat experience. However, once your CL gets into the high 40's it becomes more difficult to deal with these mobs, so you may find yourself evading them again.

Mining Checklist

- Low sig Engine: Solar Sails or at the very least a signature reducing engine of Jenquai design.
- Big Reactor: If you use a Kraken/Unicorn for speed, make sure you haven't forgotten to switch that out for the biggest capacity reactor you have.
- Weapons: Either Tech 3 or lower weapons to avoid permanent damage if you will be in a place where you can't fight the mobs, or your best plasma beams if you can fight.
- Shields: Same as Weapons, but it depends on how afraid you are of damaging the quality versus experience debt. Using a level 3 shield will avoid the chance of permanent quality damage, but a bigger shield can save you from incapacitation.
- Mining tools (devices): Never mine without a Sculptor. Bring along scan boosters, signature reducers, deflects, Harpy's, whatever you find works best for you. But never mine without the right tools, the difference is significant.

Red Dragon Faction

If you want to raise your Red Dragon faction in order to gain access to Smuggler's Rift, you'll have to either kill player faction ships or Chavez pirates. Player faction ships are any ships belonging to a faction that a player can belong to. (InfinitCorp, EarthCorps, Sabine, Centuriata, Sha'ha'dem, or Shinwa) Be forewarned that if your player faction drops too far you will no longer be able to use that faction's stations and may even be shot on sight by their ships. Killing Chavez pirates does not hurt any faction, but is estimated to require at least four times as many kills.

If you choose to kill player faction ships, you'll likely want to keep very close tabs on your faction with that class (keep in mind that it makes a *very* fast drop at approximately 20% faction). To regain your faction with a player faction, do jobs from job terminals at a station owned by that faction. The amount of faction gained by killing a ship or by doing a job is not dependant on the level of the ship or job (higher levels give the same faction as lower levels.)

A sizeable amount of faction can be gained by doing a mission given by Tzu, the leader of the Red Dragons who can be found on Orsini Mining Platform in Carpenter. The RD faction bar is rather jumpy as it goes up, it will jump from 10% negative to 20% negative once as it increases, and again at 20% positive to 10% positive. Once these jumps have occurred, the bar will increase normally. After it reaches the point between the "D" and "r" in "Dragons" you will have green faction with the Red Dragons and be able to use their gates.

While You're Collecting...

Well, since you're going to be mining for fun and profit anyway, you might as well ferret away some choice ores for yourself, right? "But what possible use could a JE have for ores?" you ask. I'm glad that you asked, because I'm going to explain it anyway.

Some ores are just so rare that you'll have a hard time finding TT's building the components needed to construct the gear you really want. Of course these ores are also the ones typically in the highest demand and fetching the highest prices. The learned JE will know ahead of time what ores are needed to assemble those especially desirable pieces of equipment and have them on hand, ready to bribe the builder into rushing to your aide. If the Super Doohickey Mark IV is absolutely required to build the Shield of the Titanium Athletic Cup, and those Doohickeys can only be made from ultra-rare ores, you can certainly get a TT tripping over their own feet if you offer them three times as much ore as is needed to build a shield for you. (Please note that the component and shield in this example are fictional.)

First up on the shopping (aka hoarding) menu is the CE3K X44 relay. Like all CE3K components, this cannot be purchased from vendors and must either be found on hulks or killed enemies, or it must be built by TT's. In order to build an X44 relay, a TT will need the following refined ores: Iridium (from Iridium Ore), Horusium (Horusium Ore), and Black Silicon (Stygian Blacksand). You'll want to have at *least* one of each of these refined when you go shopping for your level 7 shields, which should be the Ivory Scale. (It's hands-down the best level 7 shield a JE can use.) The CE3K X44 is also used in various level 7 devices, so you may want to hoard extra and ask your device builders if providing them with ores will help them build (or even earn a discount – it should.)

Also of great importance is your level 9 beams. Every level 9 beam of worth requires a build/loot only component comprised of Aesirium, Modredium, and Balderium. Of these Aesirium is by far the rarest and will take you quite awhile to save up in sufficient quantity. If you're planning to have a full set of both energy and plasma beams (as you should if you've been paying attention) you'll want a total of 30 of each of these ores, minimum. 5 ores per refined unit, one unit per beam, 3 beams of two types: $5 \times 3 \times 2 = 30$. Once you've gotten 30 of an ore, feel free to sell off any extras you find, but keep those 30 for yourself. It will make upgrading your level 8's to 9's so much easier you'll kick yourself if you don't.

If you're building reactors it's often advisable to retain certain ores for your build/drop only component needs. You'll have to have them built by a TT, but having ores of your own means the difference between a low price and a high price for this service. Ores you may want to retain in order of level: Level 4 – Manganese Ore, Galactic Ore and Meteoric Sand. Used in the BlackBox CoreCage, various reactors. Level 6 – Mirandium Ore, Adamantine Ore, Hafnium Ore. Used in the MX Surge Stitcher, level 6 upgrade for the Dhambier reactor. Level 7 – two Tantalum Ore, one Raw Hadecite. Used in the Cyclo Power Exchanger, level 7 upgrade to the Unicorn reactor. Level 7 – Iridium Ore, Horusium Ore, Stygian Blacksand. Used in the CE3K X44 relay, level 7 Pleiades LGS 7. Note that all the ores listed here are under their unrefined names, but the quantities are for the refined form, which is required for construction. As with all ores, these should be stored in raw form and refined only as needed. You may also want to keep anywhere from 1-20 of each component you use in stock so that you can build reactors on demand without first tracking down a component builder to create the parts you need.

Chapter 11: The Explorer Money Machine

“But wait!” you say, “you haven’t explained how I can make a lot of money mining!” You’re absolutely correct. It just didn’t make sense to put that in a chapter on how to mine when there was a chapter specifically on how to make money. There’s actually more ways to become rich than simply by mining, and we’ll cover them all here. For the sake of organization, we’ll start with the methods that you can do first, and progress from there.

Luck be a Vulture Tonight

Sure, it’s not glamorous, but a Vulture does manage to eat pretty well. Perhaps ‘well’ isn’t the best term, but at least they’re usually the last to starve. Of course there’s a good way and a bad way to be a Vulture. The good way is to make sure you’ve got permission, and the other is sneaking around cloaked without permission. But we’re getting ahead of ourselves.

Basically, being a Vulture is hanging around a high-volume killing area and tractoring in all the scraps you can get your greedy little beam on. The best places for this where you won’t ruffle feathers is the locations where higher level ships hunt for faction. This means Chavez or Player-faction ships such as the Sha’ha’dem Pilgrims and Shinwa ships in Jupiter. These players hunt those ships to raise their Red Dragon faction and are often not concerned about gaining any loot.

The easiest way to do this is to fly around to the various monuments and locations of interest in Jupiter until you find a massive collection of ‘corpses’, then find the ship doing the killing and sending them a private message asking if they mind if you loot. Each corpse you don’t receive credit for killing will have a 3 minute timer on it, during which only those who got credit for the kill can loot it. Once it’s expired you’ll be able to loot it. Just press “X”, and attempt to loot the corpse. Then press “D” and attempt to loot the next. Continue until you’re bored, rich enough for the moment, or your cargo hold is full.

Be cautious about joining a group with someone doing this, as you’ll lose faction with whatever they are killing, and can quickly find yourself unable to dock at stations owned by that faction. If your faction drops too low, you’ll be unable to take jobs from that faction’s job terminals, thereby making it essentially impossible to repair your faction.

You can easily make enough money doing this to afford all your level 2 equipment, and most if not all of your level 3 equipment. Be careful to try to always get permission before doing this, since you can quickly gain a bad reputation for being an unauthorized Vulture.

I Wanna Be a Truck Driver

Ah, Trade routes. You love ‘em, you hate ‘em, but by gosh we pretty much have to do ‘em. Luckily they pay pretty well. I won’t bore you by going into the list of good Trade runs again, but you can easily make your first million getting the Trade levels you need to qualify to start doing Jobs for the big experience gains. Running Trade routes is boring enough to make your teeth numb, but it certainly does pay well considering what you have to do.

Space Taxi 2.0

Less glamorous and exciting than trade runs, but arguably better money. You’ll need at the very least your Jupiter WH to do this, preferably your VT wormhole. If you only have Jupiter, buy yourself a cheap trade item from the Trade vendor and fly out to the Weft in VT. Then start advertising on Broadcast that you’re providing WH’s for money. (The price you should charge

depends on what the standard price for WH's is on your server. Ask around on the Explore channel if you don't know.) Be advised that undercutting the standard price of WH's on your server can make you a lot of enemies in the JE community, so you're probably best off sticking to the standard price. By having a trade good onboard when you initiate a WH, you'll get the warning message each time which allows you to cancel by clicking "No". That allows you to send players grouped with you through a WH without entering it yourself. Thus you can transport players from VT to Jupiter all day without having to fly back to VT. If you have the VT WH, just pick up as many passengers as you can at that weft, transport them to Jupiter, and then pick up as many as you can for the return trip. You may find it easier to find people headed to VT outside Net-7 (the usual destination of people needing WH's to Jupiter). If 10k is the going rate for WH's, you can see how you can quickly rake in some cash by playing Taxi for the people running jobs to/from Net-7 and VT area.

The downside to doing this is that charging money for WH's is somewhat controversial, and some players may become upset at the idea of you wanting money for a skill that doesn't cost you money to use. However most players at least recognize that you could be making as much if not more money mining a high-level ore field instead of playing taxi for a bunch of Job terminal campers. As I said, it's a bit controversial and you may find that some people pick you out to vent their various pent-up hostilities.

Also, some players may get the impression that since you were offering taxi service at one time, that you're available for hire all the time and send you tells requesting WH's at all hours of the day and night. Depending on their maturity, they may or may not realize that you have other aspirations than becoming the galaxy's premier taxi driver and therefore have other things you like to do with your time. Such people may become irate if you aren't willing to drop what you're doing and come fly their hull wherever their hearts desire. Fortunately people this stupid a few, but it only takes one annoying jerk to ruin your mood.

Like I've said a million times before, it's all up to your personal preference. Some players make a lot of money dragging people around the galaxy for money, some find it far too annoying.

Look Out Homer Simpson

Building reactors is another way to make money. However this method costs money up front in the form of buying reactors to analyze to gain the schematics to build them. Once you have the schematics you can build an unlimited number of that type of reactor by buying or looting the parts required to assemble them and paying the manufacturing cost. There's several things that one must take into consideration to ensure that you don't end up losing money instead of making it. We won't discuss building devices here since it operates on the same principles as reactor building, and Terran Traders can usually construct devices at lower cost.

First off, a reactor builder is only as good as his build list and skill. The better both of these are, the more money you'll be able to make. Nothing is more frustrating than turning away a potential buyer because you can't build the reactor they need.

Second, you need to know your build costs for each reactor and what that reactor typically sells for on the market. If you can't make money, don't build.

Third, realize that very few people are interested in buying anything other than a 200% quality reactor. This means that you'll typically have to build reactors below what your skill level allows since operating at or near your skill level has very little chance of producing a 200% reactor.

Finally, some reactors require using components that cannot be purchased from a vendor. This means that in order to fill orders on demand you'll have to purchase those components from a Terran Trader and then keep them in your vault until they're needed.

What Reactors Should I Build?

There's dozens of types of reactors, but for the purposes of this guide we'll deal with the most popular "must have" reactor lines that every builder should strive to obtain. Each of the lines listed here is shown in it's 'build line', meaning that the first in the line is used to build the next, and so on to the highest level in that line.

Callipus M2-4: The Callipus is the best Jenquai design level 2-4 reactor that can be vendor-bought. It is also one of the most difficult to build, with the M4 being notoriously complex. Only at Build skill 6-7 will the M4 come out reliably at 200%. This reactor is extremely popular with Terrans and Jenquai, but like all Jenquai tech it is Progen restricted (meaning they cannot use it.)

Gallina MGC 2-3: A level 4 of this type may exist, but at this time it is not known for sure. This reactor line is Jenquai-only and sports a higher capacity and recharge than any other Jenquai tech reactor. These have the added benefit of having an activatable reactor recharge buff and an equipped beam range extension. Difficulty on building these is unknown, but likely on par with the Callipus. These reactors are loot-only, and information on where to find them is not widely known.

Petit Loa, Petit-Grand Loa, Grand Loa: This is a pirate tech reactor that goes from level 2-4. Not widely popular due to having a low capacity, they have unparalleled recharge. Under level 5 most people need a higher capacity rather than recharge, but the wide availability of this reactor (it drops rather commonly from the Chavez pirates) make it an easy reactor to obtain.

Standard Heart level 1-3: Named the Stout Heart, Bold Heart and Valorous Heart, these are typically the reactors of choice among Progen as they are among the best reactors that JE's can build and are not Progen restricted. Lower capacity and recharge than most reactors, only Progen are likely to need these reactors since better options exist for Terran and Jenquai. When available, Progen prefer to use Honor reactors.

Honor, Gold Honor: Level 3 and 4 Honor reactors, these have better capacity and recharge than Heart reactors, but still don't quite measure up to Jenquai tech. Uncommon drops and hard to come by for most reactor builders, details about higher level Honor reactors are sketchy.

Kraken L3-5: The smaller line of warp boosting reactors, these have quite low capacity and average recharge but have an activatable 750 warp boost. Popular amongst all non-TT's and even some TT's, this reactor is Terran technology and one of the best selling reactor lines available. As with all Terran reactors they are also rather easy to build, yielding 200% relatively often even when building at your skill level. Despite many reports to the contrary, the level 5 Kraken does exist and can be purchased at Chernevog Station. Kraken reactors also have the effect of Equipment Engineering which reduces the time required to install equipment in your ship.

Encke DDO 40-60: Level 4-6 reactor line of Jenquai design, this is a lower priority brand to carry. It has good capacity and recharge, but a -10% shield recharge debuff and a 30% increase to hull damage control. Generally shunned by most players who favor the Dhambier or Draco line. Also, the level 4 Encke requires a level 1 component to build, typically requiring the builder to make a special trip for the part.

Vesta 4P-6P: Level 4-6 reactor line and cousin to the Encke. The Vesta is popular almost exclusively with Terrans who find the negative effect of Worsen Beam Handling unimportant to

them. The bonus effect to Fold Space is generally considered unimportant to Jenquai compared to the effect it has on their beams. The level 4 Vesta requires the use of a BlackBox Corecage which must be looted or built by a Terran Trader.

Draco UGC 4-6: The bigger brother to the Gallina line, this Jenquai-only reactor carries on the tradition with the same buffs and highest capacity/recharge combination available. Perhaps one of the most difficult reactors to find in the game right now, it is extremely rare to find a builder capable of constructing all 3 Draco reactor levels.

Petit, Petit-Grand, and Grand Dhambier: The Dhambier line of reactors is the step up from the Loa's, and unlike it's smaller version the Dhambier is very popular. While lacking a large capacity, they do have sufficient capacity for most needs and make up for it with the highest recharge rate available in any reactor. Like the Loa, the Dhambier is pirate technology found on Chavez pirates. The level 6 Dhambier requires an MX Surge Stitcher which must be looted or built by a TT.

Standard Heart level 4-7: Named the Courageous, Valiant, Fearless and Heroic Heart, these are the continuation of the level 1-3 Heart line and thus extremely popular among Progen. This segment of the Heart line also gains Reactor Damage control effect ranging from 48%-66% from level 4-7 when built to 200%. Rumors exist of there being a level 8 Heart, but are as yet unconfirmed.

Unicorn: Level 5-7 warp boosting reactor and step up from the Kraken line, the Unicorn line is called the Sleeping Unicorn, Unicorn, and Charging Unicorn. They carry the same 750 warp boost activation as the Kraken and increased Equipment Engineering. Incidentally, the level 5 Unicorn is statistically identical to the level 5 Kraken. Also the Charging Unicorn (level 7) requires a Cyclo Power Exchanger, a build or loot only component. This is also as high as the warp boost reactor line goes.

Pleiades LGS 7-9: The next in the Encke line, this reactor gains a great deal of popularity over it's younger brother in the form of a new activatable buff that reduces a ship's signature. No slouch in the capacity/recharge department, most users will find this reactor rather difficult to drain. The level 8 Pleiades requires a level 5 component in it's construction.

Europa C/7000-9000: This is the upgrade to the Vesta line and retains popularity with the Terran crowd for it's strong capacity and recharge and the fact that few Terrans are hurt by it's Worsen Beam Handling effect. The level 9 Europa requires a Brimstone Alchemist component to build which is drop/build only. However due to it's general unpopularity among Jenquai and the lack of ability for Terrans to use level 9 reactors, it is rare to ever sell a level 9 Europa.

Cygnus NGC 7-9: The absolute top-end reactor line for Jenquai and last step on the Gallina/Draco line, the Cygnus is the reactor of choice for every Jenquai. The existence of the level 9 Cygnus is assumed but at this point unproven. Cygnus reactors are only known to have been given as gifts from Santa, and therefore are likely only to be built by players who obtained them as gifts or bought them from players who did. They do not appear to be dropping as loot currently.

White Dwarf level 7-9: These are Terran design reactors apparently intended for use by TT's due to the boost they give to the Shield Recharge skill. However their demand among Terrans is low. Progen however have demand of the level 8 and 9 reactors since these are currently among the best type available for Progen use at this level. Like all Terran reactors, these are rather easy to build at 200%. As a combat reactor they perform well enough for Progen needs. The lower Dwarf reactors are typically not in demand and therefore aren't listed here. A reactor builder may want to

obtain the schematics for them for those rare TT's that might want them, but in general it isn't worth the money to do so.

How Can I Be Sure to Make Money Building?

The short answer is to always charge more than it costs to build. However it's not entirely this simple. First of all, you should try to only build reactors when you have a buyer lined up and present, ready to buy. Second, never guarantee a quality unless you've built so many of them that you can be reasonably sure of delivering it. If you have a buyer for a reactor that you can't guarantee 200% on, be sure you've made this clear and they understand it. (Many builders group with their buyer before constructing the reactor, so that the buyer can see what percent the reactor came out at. This lets the buyer be sure you aren't pulling a bait-and-switch with another previously built reactor.)

It's important to know what reactors typically sell for on your server. These prices vary from server to server and also over time. Typically, a 200% reactor sells for either 200% of its cost to build and sometimes 200% of its vendor price (though the former is more common.) This is not universally true, but it's a good benchmark. When in doubt, try to check with other reactor builders to see what they charge. Keep in mind that undercutting their prices can annoy or even anger them, as well as reducing your profit margin.

Also, try to always do your component buying and reactor building on stations where you have maximum faction. This lowers your buy and manufacture costs, increasing your profit. Some people also claim that building at a max-faction station increases your odds of getting a high quality, but this is uncertain.

Finally, don't let players bully you on prices. If you've checked with other builders and are sure your price is fair, stick to it. Be willing to let a player walk away from negotiations and buy from someone else. Odds are you'll find another buyer, and quite possibly the buyer that walked away will soon be back agreeing to your price. Reactors are worth what they're worth. Some people may sell them for less than that, but these people are typically newer builders and can't provide reliable quality. If you can, then your reactors are actually worth more since you can not only provide the service, but provide it reliably on demand.

49'ers Have Nothing On Me

Finally, we've gotten to the primary money maker of the high level JE's: Mining. Of course any fool can mine an ore and sell it to a vendor. Here we'll discuss how to do it while making more money with more ores in less time. We'll also cover how to make big bucks selling your ores to players.

Vendor Speed Mining

The object here is to get as much of the most valuable ores you can find as fast as you can, sell them to a vendor and then get right back to mining. The concept itself is simple and certainly doesn't take a rocket scientist to think of. However, a few tricks can make this work even better for you.

First, always sell to max-faction vendors, and always sell to Weapons vendors. The included ore list gives the max-faction prices of every ore. If the Weapons vendor (red banner) offers you this price, you have maximum faction at that station. The Kailaasa WH is useful for this if you don't have a lot of different factions maxxed, as it takes you directly to Paren Station.

Second, if possible, maximize as many factions as you can. This can most easily be done by either taking quests given out by those factions or by doing Jobs for that faction. (The latter is usually quicker overall, and easier to plan for.) This allows you a greater number of stations that will give you the best prices, shortening the distance you must travel from an ore field to a max-faction station.

Third, stick to certain ore types and levels. You'll want to concentrate on ores that are the most common and the most valuable at vendors, thus allowing you to fill more cargo space with more ores and make each trip as profitable as possible. Skip the ultra-rare single ores that you're likely to find only 1-4 of, saving that slot for a more common ore you can find a total of 10 or more of.

Finally, concentrate on denser fields with lower-threat guards. If you have trouble dealing with mid-high 40's mobs, concentrate on slightly lower level fields where you can warp from rock to rock with little concern about enemy fire. Treat mining like a race, the object is to fill your hold as much as possible as quickly as possible.

Arduinne Planet is one of the best places to do this if your shields are strong enough to allow you to ignore enemy fire or if you can get a warrior class to cover you. Fortunes can be made there in a matter of hours if you have the power to mine fast and furious.

When mining for money, completely ignore the refining terminal. Not only does it waste a tremendous amount of time, you actually make less money. The vendor value of five raw ores is higher than the vendor value of a refined ore plus the cost of refining it.

Mining for Traders

Terran Traders can build components out of ores. Usually the ores are needed in refined form, but for some things (ammunition parts in particular) the raw form is needed. Most TT's will happily pay you 3-5 times as much as the vendor will for a particular ore. However, out of 150+ ores in the game, perhaps only 50 are regularly used, and only 20 of them are in great demand. Unfortunately, the ores needed the most are also the ones that are the hardest to find. The trick is to find a balance you can live with between the ores you'd like to stock and the vault space you're willing to sacrifice to store them. (Since you will usually have to wait several hours, days or weeks to sell the ores you've collected.)

If you opt to mine primarily for TT's, you'll need to modify your mining technique slightly. Certain rare ores will always have a priority for hold space, and may require you to 'space' (destroy by dragging out of your hold into an open part of your screen) valuable ores that are not in demand. You'll want to mine as much of the most valuable ores as you can, with certain sacrifices made for the less valuable (in vendor-terms) ores that are in high-demand among TT's. Since the object of your mining trips isn't to rapid fill up and sell off your hold contents, you'll be spending longer periods of time away from stations, sifting through resource fields for the rare ores you're seeking and the remaining common/high-value ores that your hold space allows. Upon returning you'll vault the rares, sell off the rest, and head back out.

Having regular buyers is a benefit for this mining style, as you have certain people to watch for when you want to unload some ores for money, and those people can relay their typically changing ore needs to you to help you prioritize what ores you're looking for. If you don't have any regular buyers, you can get an idea of what ores are in high demand by watching the Market channel, or also by reading on to see the list here.

Never store ores in your vault in refined form. First of all, some TT's may need them raw, and an ore cannot be 'unrefined'. Second, trying to maintain your stock in refined and raw form will require twice as much space, and since you're collecting rare ores you can ill afford to sell off the extra raw ores that weren't enough to refine. Only refine ores when you have a buyer, and only in the quantities they agree to buy. Also, sometimes a TT will offer significantly more for 5 raw ores than you can typically sell the refined form for. It's not common, but it does happen, especially with the ultra-rare level 9's.

Finally, don't bother collecting more than 3 levels of ores, 4 at the most. They take up too much room in the vault, and your cargo hold won't be big enough to carry all the stuff you collect, forcing you to sacrifice certain rares for others, an annoying decision to make.

The ores that you're looking to collect are the ones that are typically the hardest to find and are used in the most components or the component that's used in the most equipment. Also, it's important that you don't waste vault space on ores that despite their rarity don't sell for all that much to TT's. There's only a limited market for level 4 build-only components since the equipment built from them isn't in as high a demand, and that those ores aren't valuable enough to warrant collection by most prospectors. The level 5 component market can be entirely purchased since all the drop/build only types of components are actually sold by the wandering spaceship in Saturn. Only at level 6 and above do ores typically warrant the trouble and vault space required to collect them, and that's where we'll focus our attention.

Should you want to collect level 4's, there's a market for Galactic Ore (Galactic Iron, Galactic Chain Steel), Herculinium Ore (Herculinium), Manganese Ore (Manganese), Silver Ore (Silver, Silver Fulmite), Meteoric Sand (Sperrylite Silicon).

For level 5 the only ore I've seen in any demand (and then not much) is Titanium Ore in its raw form.

Level 6 has several in-demand ores. These are Adamantine Ore (Adamantium), Hafnium Ore (Halfnium), Platinum Ore (Platinum), Raw Flawless Ruby (in raw form only), Discordite (raw form only), Mirandium Ore (Mirandium), and Stygian Blackwater (Solaris Solarshield). The rarest of these are Halfnium, Discordite and to a lesser degree Mirandium and Adamantine. They are also in the highest demand. The Raw Flawless Ruby and Discordite are also used in constructing high-level ammunition.

Level 7 ores in demand: Celestial Ore (Universal Steel), Iridium Ore (Iridium), Tantalum Ore (Tantalum), Raw Eye Stone (raw form), Apollonite (Apollonium), Horusium Ore (Horusium), Demeter's Tears (Haphaestian Heatshield), Raw Hadecite (Hadecite), and Stygian Blacksand (Black Silicon). Iridium, Celestial Ore and Apollonite are by far the rarest of these, and demand is high enough you will likely never be able to supply more than someone needs. Tantalum, Horusium and Black Silicon are also used enough to warrant stocking if you so choose.

Level 8 ores are typically in slightly less demand than either level 7 or 9, but are worth mentioning. Duplium Ore (Duplium), Morganium Ore (Morganium), Vanirum Ore (Vanirium), Persephonite (Persephonium), Abyssian Dust (Abyssian Silicon), Ambrosia Crude (Immortal Flexiglass), and Empyreon (Liquid Empyreon) are all in varying degrees of demand. Duplium, Morganium, Persephonium, Abyssian Silicon, Immortal Flexiglass and Liquid Empyreon sell with moderate reliability, but should probably only be stocked if you have a builder who's looking for them.

Level 9 ores are seemingly either relatively common and in no demand at all, or quite rare and in extremely high demand. Asmodeusium Ore (Asmodeusium), Balderium Ore (Balderium),

Modredium Ore (Modredium), Raw Tiberium Crystal (Tiberium), Grail Water (Arturian Plastic), Raw Erebusite (Erebusite) and Aesirum Ore (Aesirium) are in demand. Aesirium, Tiberium, Modredium, and Balderium are in the highest demand with Aesirium and Tiberium supply so incredibly low that they are nearly priceless. Some people have reported selling Aesirium and Tiberium at over 100k per raw ore. Both are unbelievably rare, and Aesirium is used in nearly every high-demand level 9 component.

As for pricing your ores for sale, there are no hard and fast rules. It varies widely by individual server markets, the rarity of the ore, and the demand for it. The basic rule of thumb for pricing of prospected items (including equipment) is 2-5 times what a maximum faction vendor will pay you for it. Most rare ores will support at least a 5x mark up over what the max-faction vendor will pay you for it, and as rarity increases so does the price. For determining the price of refined ores (if you're able to refine the ore you're selling), add up the price of 5 raw ores and then 1-2 times the cost of refining.

In general it is hard to get pricing suggestions on most channels, but if you find a buyer who believes your prices are too high, you can typically get a good answer by asking the Explorer channel if XXX is a fair price for an ore. Asking them what you should charge for an ore usually won't get an answer as often as if you ask about a specific amount.

As with pricing your reactors, don't let yourself be bullied. If you're selling rare ores, you typically will be able to find a buyer for them before very long. The rarer ores are always in higher demand than miners can supply them, and sooner or later you'll find someone willing to meet your price. If your ores take a great deal of time to sell, then perhaps you are selling them at too high a price. It requires a certain degree of attention to the market to track the slow changes in supply and demand as this does slowly affect the price of goods over time. That is why no attempt is made in this guide to provide concrete prices for any ores. As the market changes over time, it would require nearly constant updating in the guide.

By building a long-term relationship with one or more TT's who buy ore from you on a regular basis you can quickly gain a good feel for what ores are worth, as well as working some great deals in your favor. Every JE will be in need of someone to build weapons, shields, engines, and probably devices. Often times you can work good discounts or even outright trades involving ores for equipment. Plus, by finding out what ores a TT needs to build the necessary components to build your newest toy, you can show up with refined ores in hand, making their job so much easier that they enjoy building for you so much they offer a permanent discount.

Perhaps one of the most overlooked aspects of getting rich is not wasting money, and this is where mining ores for TT's can pay off doubly well. By building a long-term business relationship with a TT builder, you may end up not only making money by selling them ores, but actually saving money when buying equipment from them. Of course it makes sense that if someone is scratching your back that you return the favor by giving them first choice on buying your rare ores, and/or discounting your ores appropriately to the volume of business they do with you.

Whether you choose to earn your money the quick and easy way with as little wheeling and dealing as possible, or you choose to become a major player in the galaxy market, a JE is well equipped to become a financial mogul. The most important thing to remember in any quest for wealth is to find something you enjoy doing. This is a game after all, and if it stops being fun, you'll ultimately stop playing which will by default cause you to fail in the goal to gain wealth.

Chapter 12: Odds and Ends

This chapter is the haphazard collection of all the data that didn't seem to fit in well anywhere else, and will be the primary location for update information in the future (to save long-time customers the trouble of trying to re-read the entire document for new data.) Expect this chapter to grow a lot more as time passes and new patches and content make modifications and updates to this guide necessary.

Special Ores

In the included Comprehensive Ore Table you'll probably notice that some ores do not have pricing information on them. This will be due to one of two different reasons.

The first is Loot-only ores. These ores can be obtained only by looting them off mobs. In some cases enough has been obtained to provide this pricing data, and in others it is rare enough that this information wasn't available.

The second reason would be that the ores aren't loot-only, but don't seem to spawn anymore. It could be that they're just incredibly rare, have been removed from the game, or are loot-only and incredibly rare. We'll go through each ore in the order they appear on the list and explain the details surrounding them.

Raw Jasper and Raw Onyx: Level one gem type ores, these are not sold at the ore vendors and do not seem to spawn on asteroids. Since they're level one and there is effectively no demand for level 1 ores for components, it's nearly pointless to expend any energy tracking down this information.

Chlorine: Level 3 gas, this one seems to have just disappeared. I'm almost certain I collected this in my younger days, but recent expeditions have not turned this up and it's also no longer sold at the ore vendors. There's no demand for it, so this is also something of a moot point.

Raw Fire Opal: Refined Fire Opals are required for building only one known device, the level 4 Radiant Warp Kaza. While this is a handy little device to have (essentially being a souped-up RoadRunner Plus), the only confirmed source of Fire Opals is the disassembly of a looted Radiant Warp Kaza. The mid 30's Crystal mobs in Cooper are rumored to also drop these gems very rarely, but this has not been confirmed yet.

Raw Flawless Garnet: No information exists on this gem at all. It's listed on various websites, but there's no evidence of it in-game on either supply or demand side. It's possible this gem was removed from the game.

Brood Oil / Covenant Flexiclear: This hydrocarbon-type resource is found as loot on the mobs in Arduinne Planet. It's relatively abundant and information on its uses is not yet in. Generally low-demand, it's typically not worth the trouble of collecting, as the planet is crowded with hostile and non-hostile mobs (bad mix for sphere-effect SL) and the mobs that drop it are plasma immune/healed.

Noxium / Liquid Noxium: A nearly mythical level 9 gas, this is rumored to drop off mobs but no confirmed sightings have been reported. It is known to be used in at least one level 9 component, but it seems to be a lower-demand component. If the supply side manages to get into gear the equipment built using Noxium might become feasible enough that demand increases.

Free Warping Tricks

Free warping itself, or the act of engaging warp without a navigational target, is easy enough to do. There are a couple things that can make this task just a little bit easier.

Hitting what you're aiming for: Free warping is quite inaccurate as a means of getting to a particular place, but there's a few tricks that will make it work better for you. The main problem you'll find is that server latency can cause your ship to make a slight turn as your engines engage, setting you significantly off course. The trick to avoiding this is to set your thrust to full (by pressing "J" which locks you at max thrust). Then steer yourself in the direction you want to go. To aid in this you can select your desired destination from the Navigational map, then right or left click on the title bar until you see the "Turn To" appear. It will display a number and a "<" or ">" to indicate which direction to turn. When it reads "<0>" you're heading directly at your target. Simply clear your target and engage warp.

Sometimes you may find that the arrow keys won't provide you with enough fine tuning to get pointed directly where you want to go. You can use the right-click-hold on the mouse to steer yourself over smaller increments, but this is a little trickier to accomplish.

Avoiding trouble: While you typically won't run into any problems in warp, since you're using Free Warp you do have to concern yourself with energy drain and the possibility that you could run out, dropping you from warp in a place that may or may not be safe. One way to minimize this problem is to angle your ship sharply upwards before engaging warp. This will cause you to rapidly fly to the 'ceiling' of the sector and then warp along it. Those few extra K can make a lot of difference should you find yourself suddenly nearby something that would like nothing more than a stuffed Sha'ha'dem head mounted in it's den.

Hitch a Ride on a Distress Beacon: Sometimes you'll see a blinking orange distress beacon far away in the direction you want to go. You can warp directly to this beacon without having the warp drain of free warping or the zig-zag route of your navigational computer. Heck, you can even stop along the way to rescue whatever poor soul you're using for a nav point. Just remember, ships don't spontaneously explode. Something is probably still nearby that ventilated your impromptu nav point.

Don't Be a Statistic

It seems so painfully obvious as to be nearly insulting to point out, and yet if you play very long at all you'll see this happen. Someone sooner or later will broadcast on the Explorer channel "I can't believe it! I just stepped away from the computer for a second and I'm dead!" Don't be this guy. You have a cloaking device, use it. Even a level 3 reactor can hold a cloak for at least 8 minutes. (Assuming you followed this guide and bought a decent one.) Use your lowest level cloak when you need to go away from keyboard (afk) since it has the lowest drain. If you're in a location where some mobs can detect cloaked ships, either fly away or use WH and *then* cloak.

Oh, and when you do something stupid, don't tell everyone unless you're able to laugh at yourself. Some people are brash enough to laugh in your face. We all do stupid things though, so don't kick yourself when it happens.

Not Enough Skill Slots

This is universally true, no one has enough slots for all the skills and item activations they want. However, there's a few tricks to make this easier.

- Set all your weapons to auto-fire, then toggle them with "F" (fire all). This lets you get by with having 1 weapon button on your display (or none at all if you don't want to see when weapons are active and/or ready to fire). This works especially well if all your weapons have the same range and delay.
- Put lesser used skills and items in your second slots. Anything qualified as a 'saves my butt' skill or device should get priority on the first set of skills. Stick things like your warp boost reactor, wormhole, buffing device slots and the like on the second row (which is accessed by pressing ALT or by clicking the small icon between the button banks and the central warp indicator). This way you have room for 6 important skills/devices where you need them the most, and 6 lesser-used skills/devices where they're harder to access, but there when you need them.
- You don't need a separate slot for different levels of skill. By right-clicking on a skill button, you get a scroll-up list the various levels of that skill. You can then select the desired one by left clicking on its entry. That skill is now switched to the action button and can be activated by clicking it or by pressing the appropriate number button (1-6). This is especially valuable for the WH skill, where you never need instant access to more than one destination. (If you're in a particular hurry, you can actually change your WH selection after activating it, making it easier to quickly head to the next destination after you arrive at the current one.)

Pirate Blockades

Occasionally while traveling through Inverness (Tau Ceti System) or Yokan (Capella System) you may find yourself rudely yanked out of warp by the Red Dragon Pirates who are demanding 200 credits to allow you to pass. As a Jenquai you have no need to actually pay them. You can simply raise your cloak and vanish from sight. In order to do this, you need to do so quickly and without responding to their message. Then simply decline to pay politely (asking them where their parrot is will reduce your Red Dragon Faction considerably) and sit still while waiting for them to leave. These encounters are notoriously buggy despite numerous attempts to repair them, and claims that they have been repaired. Here's a list of known bugs.

- Moving after cloaking/paying: Sometimes if you move your ship after you pay or cloak, the RD's will open fire on you. This can be incredibly annoying, so simply avoid it by not moving at all until they have vanished.
- Running into another roadblock: If someone else has hit an RD roadblock and you go flying into their Warp Interdiction Field (same thing as a gravity well), they will typically open fire on you immediately without the chance to pay or cloak. The best way to avoid this is to always fly through these sectors with your navigational map open and watch closely for distress beacons. Be very careful not to fly across any beacons you see as these may be caused by the exact problem you're seeking to avoid. This is far from being a foolproof method, but it can help to reduce the risk.