



# Khanid Kingdom Economy: A Critical Evaluation of The State and Future Direction of

A report commissioned by Khanid Aerospace Group

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Abstract:

A number of factors, a lack of stations within the Kingdom being the foremost of them, are severely hampering the space borne industry and economy with knock-on effects to the rest of the Kingdom, including economic downturn, reduction in competitiveness and reduction in support for pod-pilots loyal to the Kingdom. The net effect is increased internal strife and loss of influence in affecting events beyond the Kingdom's borders.

## Introduction

Figures published by the Royal Court and independent analysts have indicated a recent decline in the Kingdom's economic performance. Following the publication of the Khanid Transport report<sup>1</sup> in October, there has been little movement on the ground and a lack of willingness on the part of the higher authorities to tackle the root causes of the problems, preferring instead to focus on simply re-negotiating old contracts in the hopes of getting a better deal.

As such, Khanid Aerospace Group have commissioned this report to analyse the Kingdom's economic structure and determine the long term causes that have lead to the current state of affairs. The report then makes a series of recommendations on how the problems identified could be tackled.

## The Current State of the Kingdom

The Khanid Kingdom today consists of some 84 star systems connected to each other and the outside world by 196 stargates. There are 34 stations operated by 5 corporations in 24 systems<sup>2</sup>

The Kingdom's social structure consists of a racial caste system largely based on the Amarrian model, with some special provisions for Caldari merchants.

Religion plays an important part in everyday life, in a state where officially, every citizen is required to adhere to the Amarr Religion, though it is less influential in business life than in Amarr.

Caldari and foreign businessmen and traders make up a significant minority of the population, and there is a much more diverse mix of ethnic origins within the slave caste again compared to neighbouring regions, with far less emphasis on Minmatar slaves as the backbone of the slave trade (although they still make up the largest minority of slaves by numbers within the Kingdom).<sup>3</sup>

Unemployment figures are hard to get hold of, with varying reports putting the figures anywhere between 7% and 17% (though the reality is probably somewhere in between). Hardest hit of recent have been the professional classes and slave traders. Where import and export deals have not been favourable, merchants have laid off or delayed hiring new staff and sold slaves cheaply to cut costs. Luxury goods and financial and commercial services sectors have then felt the knock on.

Payments to planet bound family's of those workers in the space industry have fallen off as a result of space based trade slowing, and many companies have reduced or

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<sup>1</sup> <http://myeve.eve-online.com/news.asp?a=single&nid=1326&tid=2&sid=580566310>

<sup>2</sup> [http://www.eve-online.com/peopleandplaces/regions/r\\_10000049.asp](http://www.eve-online.com/peopleandplaces/regions/r_10000049.asp)

<sup>3</sup> <http://myeve.eve-online.com/ingameboard.asp?a=topic&threadID=469703>

even ceased planetary trade in efforts to cut costs, where logistics is significantly more expensive and technically demanding.

The result is a relative decrease in the quality of life for the average Kingdom citizen. (All this is detailed extensively in the Khanid Transport report).

## Methodology

Khanid Aerospace Group [KAG] has a number of highly qualified pod-pilots, who work right across the Khanid region in the military armaments manufacture sector, petrochemicals and industrial chemicals manufacture and ship building. KAG has been in the region for the last 9 months with some employees having been in the area even longer.

Our analysts are experienced in the many day to day business dealings that occur in the Kingdom in a wide range of sectors, as well as being close to both major government and private organisations. Using its extensive list of contacts, we have been able to gain a greater insight than most into the workings of the Kingdom.

Each constellation and system has a life of its own and a significantly different micro-economic situation from those just a few short stargate jumps away. This report intends to look at the small scale by way of **The Finaka Case Study**, taken as an example of a typical constellation in the region (and indeed, typical of large parts of neighbouring Tash-Murkon region) with all the problems associated. The report then puts this case into the wider context of the region as a whole before making recommendations.

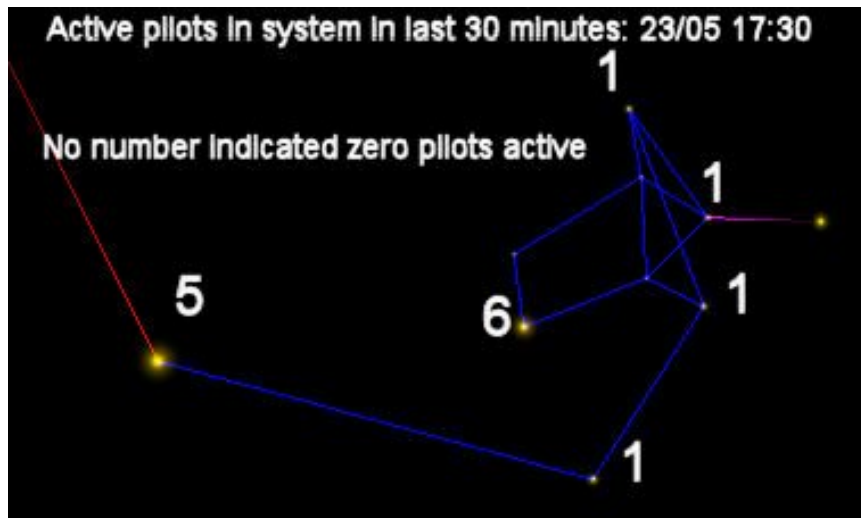
## Finaka Case Study

The Finaka constellation consists of a tight network of 7 systems, with 2 outlying systems reaching in a long arm to connect to the home system's constellation (Nohshayess). It also connects with the Kor-Azor region of the Amarr Empire.

From its geographical location between the major trade hub of Agil and the administrative heart of the Kingdom, and the heart of the Amarr Empire (being just a few jumps from Amarr system, Kor-Azor Prime and the Kador region), one would expect that it would have a thriving economy.

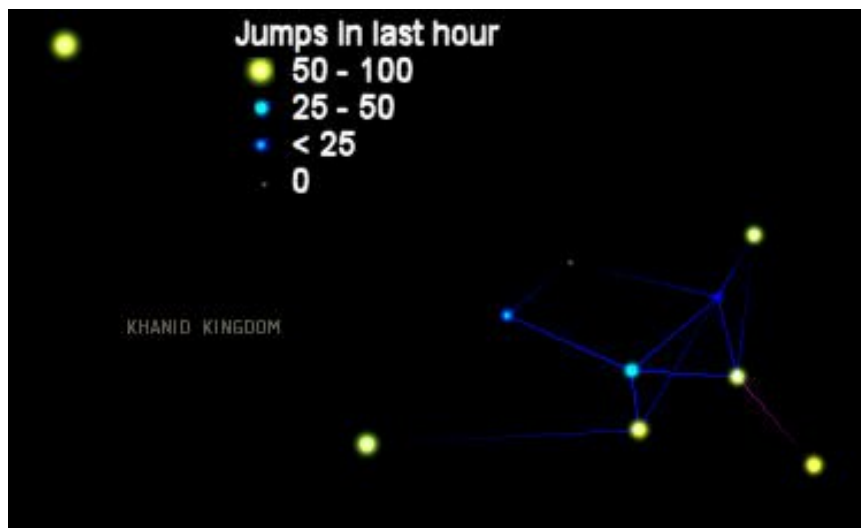
Add to that the constellation's rich natural resources, consisting of a string of high density Scordite and Kernite belts.

However, when we look at the population density (the number of ships operating in a system or systems for a consistent length of time), we find that there is little activity going on (see Figure 1).



*Finaka has a low average number of pilots in system*

This is because most pilots are in actual fact just passing through and not stopping or actively involved in the area. This is supported by Figure 2, which shows a large number of jumps along the path from Kor-Azor (on the right in pink) to Agil (on the left in red)



*The four systems not on the main Kor-Azor / Agil route are all but untouched*

To try to understand why the constellation was so underpopulated, we commissioned a survey, asking locals and those travelling in the system various set questions as well as just talking to them to get a feel of the general mood and atmosphere in the area. (The full results can be found in the Appendix A and B).

Our main question was “Why do people come to Finaka” or why not as the case may be.

## Mining

Given its location near the production and trade hub of Agil, and its rich natural resources, one of the main reasons for coming to Finaka one would expect to have to be mining:

*Spoon Thumb > Firstly, what is the purpose of your visit to this system today?*  
*Interviewee 1 > This is my new corps' headquarters, I intend to set this station up as our ore deposit for a while.*

*Spoon Thumb > I take it then that you visit the system often? How long typically would you say you spend on average of your time online/in pod here a week?*  
*Interviewee 1 > This system? Well, that depends on what I'm doing maybe 10-20 percent of my time on average. Less when running missions, more when mining. But I'm in the constalation or one constalation over almost 100% of the time.*

Another respondent from the offices usage survey:

*Corp 19:*  
*How many of your members regularly (at least once a week) use the office in Kahah?*  
*1) currently none of my corp members use the Kahah Office.*

*Why did you choose to locate an office in Kahah?*  
*2) Kahah was central to Mining Opperations for a few months*

So it would appear that mining is a popular activity in Finaka. Why then are there not more miners out in space? To find these missing miners, we would have to do some analysis of the mining opportunities around Finaka. We asked some expert miners their opinions on Finaka. This is what they came back with

Average number of belts per system	10
Typical relative belt size	Large
Typical ore value	High
<b>Average jumps from belt to station</b>	<b>2</b>

*“Compared to your typical belt in the Caldari State, Finaka roids are both significantly larger, and found at much higher frequencies at those sizes than their counterparts in Lonetrek or The Citadel. Even compared to many areas in the Amarr Empire, which has its own rich and varied fields, these fields make it into the upper tier of desirability considering their relatively secure locations. Add to that the more valuable Scordite and Kernite ores and the relative abundance of their richer variants and you have an area just waiting to be exploited...”*

Local Prospector

*“The average number of jumps from each belt to the nearest reprocessing centre is enormous. From a time/efficiency point of view, the decreased miner:hauler ratio is an added burden and cost, and the amount of ore that can successfully be brought from asteroid to useable mineral per hour is drastically reduced”*

Regional Expert Miner

The conclusion is that mining is less attractive in Finaka than might first seem, as the higher yield is offset by inefficiency of extra hauling.

## **Security**

Although Concord provides security and safety to millions of space travellers, off the beaten track, it is easy to find yourself hunted and beset upon by criminal elements and pirates who later merge into the background. Thus there is a lot of work for private security firms and individuals to pick up where Concord trail off. Many pod-pilots act as freelance security contractors, offering their services to large corporations.

The Khanid Transport station in Kahah, provides a so called “missions” outlet with two agents. We talked to them about some of the work available and some of the challenges in the area:

<agent name>

<insert some mission description here>

<agent name>

<insert some mission description here>

The reward schemes on offer are good for a rookie pilot, netting enough income in a single mission to purchase a new frigate or make a significant contribution toward a low end cruiser.

However, these rewards are not enough to keep most aspiring pilots from seeking better pay and conditions, as interviews with a number of those who were working with the agency suggested:

*Spoon Thumb > Firstly, what is the purpose of your visit to this system today?*

*Interviewee 2 > im running lvl 1's from here*

*Interviewee 2 > ah ok well im moving on tonight as should have standings for next agent*

*Spoon Thumb > ah, ok. yeah the agents here don't look that great tbh*

*Interviewee 2 > was next step*

*Interviewee 2 > and have to run afk while my main in 0.0*

*Spoon Thumb > ah*

*Spoon Thumb > makes sense*

*Interviewee 2 > additional income and standings*

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*Spoon Thumb > Firstly, what is the purpose of your visit to this system today?*

*Interviewee 5 > mission*

*Spoon Thumb > which system is your mission from / where is your agent and what type of mission?*

*Interviewee 5 > is this system the lvl 1 agent here, a kill mission ( i am 2 day out of academy)*

*Spoon Thumb > Would you say there was much of a community around Kahah and the Finaka constellation generally?*

*Interviewee 5 > heh i cant really answer that having been here a day :) doesnt seem any different to anywhere else tho cept less systems with stations*

...

*Interviewee 5 > need more khanid agents :)*

So it would appear that most of the freelance pod-pilots stay only for a short time, building up their reputation with Khanid Transport before moving on.

## Conclusion

Finaka has potential, but it is left untapped due to a lack of infrastructure to support the space industry. It is hardly surprising that markets are left empty as pilots rapidly seek to move on, using Finaka as a mere stepping stone and temporary place of residency.

## **Problems**

KAG has highlighted the following problems with the Kingdom's Space Based Economy, and the impact each is having, both on a local level and as a contribution to the overall state of the Kingdom's economic health.

### **Lack of Stations**

This is one of the key findings of the Finaka case study, with the lack of stations meant less opportunities for freelance pilots to provide security. This in turn discourages mining activities as safety of mining crews is not guaranteed. A lack of a domestic or local market to sell replacement parts and ships to so called "mission runners" means that there are no significant manufacturing operations in the area, and thus no market for miners to sell their ore and minerals to.

This is a vicious cycle that leaves whole systems and constellations empty and abandoned.

### **Poor Agent Distribution**

Another finding of the Finaka case study was the lack of agents providing suitable rewards was meaning the system and the area was losing out to other places. Whilst many of those captains will take their ships and services to other parts of the Kingdom, some will not, and choose corporations able to offer more wide and varied choice of work and location to base out of.

Again, a lack of stations means a lack of choice. Many multidisciplinary corporations (those who's employees are involved in security, mining and production) may choose not to locate in an area like Finaka if they cannot find work for one or more of their divisions. And that includes having the best agents able to offer the richest rewards.

### **Khanid Innovations & High Tech Sector**

KAG has increasingly found that a large proportion of its income steams stem from the "invention" and manufacture of so called "Tech 2" (T2) products and ships. As the name implies, T2 represents the height of technological achievement and the latest cutting edge techniques and methods in science, engineering and manufacture.

Khanid Innovations is one of the leading corporations in the New Eden cluster, with a strong and well funded research and development division that continues to pump out brand new and innovative technologies to keep the Kingdom ahead of the competition, including the much prized T2 line of products



Many high tech corporations are founded in the Kingdom to take advantage of the technological spinoffs produced at Khanid Innovations, avoiding the slow and laborious patents system of the Amarr empire and the cutthroat competition seen in the Caldari State. Khanid Innovations' and derived products sell for vast amounts of money and the company is a huge success, money spinner and has increased the quality of life for the majority of the Kingdom's citizens.

However, KAG and many others have been increasingly frustrated that the pod-pilot contacts and agents through which the space industry interact with Khanid Innovations are at such a basic level and so restricted in what information they will share. Even for those most loyal of pilots, there is still a lingering attitude of elitism and of keeping all research very much purely within the Kingdom that investment and opportunity that would otherwise be forthcoming is being discouraged and interested parties left out in the cold to seek other places to go.

The space industry is one of the leading in the whole high tech sector and a huge economic force that is not being helped by Innovations' policies.

## **Pod-Pilot Population**

In the age of pod-pilots', many a lazy analyst might seek to judge the relative strength of a state by the numbers of pod pilots that graduate from its academies and defend its cause every year. Although naive and simplistic, there is some credence in using this as a measure of the influence a state can project both at home and abroad.

Today, the Kingdom has a hard core of loyal supporters as well as many who would seek to aid the Kingdom from time to time amongst the wider pod pilot community. However, there are a series of factors that would discourage or otherwise prevent fostering of ever stronger pod-pilot forces within the Kingdom. This then in turn means that the Kingdom on an economic and security level is unable to take full advantage of the "pod-pilot revolution" that has been so potent in other parts of the cluster.

Aside from the more general problems as already mentioned, which apply to pod-pilots as much as any other, there is one specific and glaring problem:

### **Lack of Educational Support for Pod-Pilots.**

This comes in two forms. Firstly, a lack of any authority for the issuing of skillbooks as is so vital for pod-pilots of all ages and experience levels, means that pilots are encouraged to seek other regions for their educational needs or risk being ripped off in the currently unregulated skillbook market in the Kingdom.

Secondly, the lack of an academy for new pod-pilots in the Kingdom, instead relying on old Amarr Empire institutions with different methods and in some cases, quite different attitudes to work and business that don't tie in well with the Kingdom's, means that pod-pilots from within the Kingdom are being forced to go outside the

Kingdom for their final pod-pilot licence to be gained and to complete their studies, with many never making it back.

## **East/West/South Divide**

The Kingdom is currently split into 3 distinct areas. The rich and densely populated East, centered around Khitalled, Agil and Badivefi mission running and trade hub zones and their good connections to 0.0 and Amarr. The relatively poor and isolated West, from Molea to Edani, a narrow strip that straddles Kor-Azor and is closer to Amarr Prime than Khanid Prime. And the low security south, stretching off to the edges of “Empire” space, where resources are abundant, but so are dangers of pirates and criminals.

The poor west is created by the lack of security in the so called Rilera-Tegheon “pipe”, a series of stargates and systems that link Col in the East to Edani in the west. The low security route is twice as quick as the longer route that takes you skirting around the edges of Amarr, but has constant risks that discourage trade and free movement of goods and people.

The South, for all its riches, also has an access problem, with the connections to the rest of the Kingdom coming in the form of a sole “pipe” from Arzanni to Baratar, leaving some systems up to 15 or 20 jumps from the capital. Again, this massively limits the free flow of ships, people and goods where a single pirate encampment can effectively cut off the route.

## **Shortfall in Trade Goods Output**

With recent reduction in trade from other parts of the cluster and the Kingdom’s neighbours, domestic production of trade goods becomes ever increasingly important. The lack of stations at which to manufacture and sell these goods is a problem, as well as the distinct lack of certain key goods that are required for a vibrant and healthy space industry. Amongst those identified as being in high demand and low supply are:

- Oxygen
- Coolant
- Mechanical Parts

as well as most agricultural products and consumer goods.

## **Recommendations**

A new program of public works projects should be established to create additional infrastructure. This would come in two parts.

### **New Stations Program**

Khanid Works currently has 1 single station and is vulnerable in the event of any invasion. The addition of a second station would provide added security as well as acting as a commercial opportunity and outpost for trade and industry. The creation of the station could provide new income streams from services used such as repair shops and refineries for Khanid Works and be a new base or platform from where agents could send out “mission runners” to help plug the current shortage of opportunities for pod pilots and freelancers

Khanid Innovations currently also has only 1 station, again making the operations of such an organisation, as would be vitally needed in the event of a conflict, far more vulnerable. The creation of new Khanid Innovations stations could easily be profitable from renting out just a small number of its labs (as there is currently an acute shortage of laboratories for the space industry), with additional benefits of providing a platform for new high tech industries as well as creating additional “tech shops” from which those industries can purchase from KI and work together / with them.

New Academy. This would fill the much needed shortage in pod-pilots in the region as well as becoming a place of learning where pilots residing in the Kingdom can purchase the learning materials key to their work and jobs. This will thus benefit the economy by increasing the space industry workforce by volume as well as making it a better educated one.

The funding would come from part private sector, part public/government funds, with those corporations who already have a stake in Khanid government run corporations being primary targets for finding investors.

### **New Stargate Program**

To make best use of the current stations and resources available within the Kingdom, there must be fast and efficient network of stargates to connect the constituent systems.

To help spread the wealth across the region and encourage new growth, two new stargate routes are proposed:

### **Kahah – Gidali**

This will provide an alternative corridor to the Rilera-Tegheon pipe, allowing much faster movement of goods from East to West, as well as providing extra boost to the Finaka constellation.

### **Balanaz – Neda**

This will provide an additional access route to the low security South of the Kingdom, with both strategic importance in reaching the furthest corners of the Kingdom, and in stimulating economic growth on both sides of the gate.

## **Re-distribution of Agents**

The higher level agents are found by and large in low security space. This is good as it encourages pilots to visit those areas and help make them more secure. However, the lack of agents beyond lvl 3 in high security space means many are dismayed and turn to easier options with other corporations in other regions.

Placing more importance on the Palas system after the new stargates program, combined with a new agent training scheme should help to increase the concord standard quality mark of the agents in said system, particularly at the highest level (4<sup>th</sup>), where they should be able to at least achieve average or above quality ratings.

At the 3<sup>rd</sup> grade agent level, there should also be some effort to have at least 1 agent of significant quality rating in a high security system. Placing that agent in one of the new stations (plans of which are outlined in this document) would help further encourage captains and pod-pilots alike to populate and use the new stations before eventually moving onto the low security South.

## **Loyalty Encouragement**

Pod pilots are said to be a fickle bunch, and their loyalty can't always be bought with straight ISK or implants. The Khanid navy possesses some of the cluster's most powerful (factional) warships and specialised modules, and the use of them as special rewards would encourage more pod-pilots to come to the Royal Navy and stay working for the Royal Navy long term. This is already common practice amongst most major Navies in the cluster and will become an increasingly valuable draw over time as the pod-pilot community grows in size and power.

## **Conclusion**

The Kingdom today faces a crisis, but it is not an insurmountable one. The Kingdom has a long history of adapting with and encouraging the space industry and now more than ever as the pod-pilot revolution sweeps through the cluster, does it need to re-evaluate its policies and position to keep its place as one of the most successful economies of recent times.

Unlike the problems of other states, the Kingdom's are not political nor cultural but are economic. The solutions proposed do not fundamentally re-shape or change the system, but rather re-configure it for the current era and its economics.

## Appendix A

Interviews with locals in Kahah system, Finaka constellation:

1.

Michaelus Innocenti > hey, what's up?

Spoon Thumb > Greetings. I'm conducting a survey of people in this system

Spoon Thumb > /emote looks around the otherwise empty system

Michaelus Innocenti > Oh, I see

Michaelus Innocenti > Well, I guess that would be me.

Spoon Thumb > would you mind answering a couple quick questions?

Michaelus Innocenti > though, there are usually a few people here.

Michaelus Innocenti > Sure, go ahead.

Spoon Thumb > Firstly, what is the purpose of your visit to this system today?

Michaelus Innocenti > This is my new corps' headquarters, I intend to set this station up as our ore deposit for a while.

Spoon Thumb > I take it then that you visit the system often? How long typically would you say you spend on average of your time online/in pod here a week?

Michaelus Innocenti > This system? Well, that depends on what I'm doing maybe 10-20 percent of my time on average. Less when running missions, more when mining. But I'm in the constalation or one constalation over almost 100% of the time.

Spoon Thumb > hmm, ok

Spoon Thumb > Finally, you mentionned other people who reside here. How well do you get along with them? Would you say there is much of a sense of community in this system amongst Pod pilots?

Michaelus Innocenti > I don't know. I don't think so though, since I've neither been involved in, or noticed any kind of communication, at least as far as local chat.

Spoon Thumb > ok, thanks for your time. I'm hoping to get this all typed up and into a report on "the State of The Kingdom's Economy" or somesuch (( for my corp's roleplay related you see))

Michaelus Innocenti > So, your corp is Khanid Kingodm related?

Spoon Thumb > we're roleplayers for the Khanid Kingdom, and we've been involved in a couple of stories related to the kingdom and Amarr empire also, but we're not anything official

Spoon Thumb > kinda like paramilitaries

Michaelus Innocenti > Ahh, well, now that I'm here in the kingdom myself, I've been interested in getting somewhat involved in it's culture and buisness. Perhaps if there's anything Kingdom related going, you might let me know about about? Or maybe point me in the direction

Michaelus Innocenti > or some kingdom related community resources?

Spoon Thumb > we have our own public channel, khanidpublic<br>also <http://myeve.eve-online.com/ingameboard.asp?a=topic&threadID=469703> (oog) is the main unofficial guide to all things khanid

Michaelus Innocenti > Ahh, Well, thanks. I'm glad I ran into your then. I appreciate the info.

Spoon Thumb > np, thanks for helping me out too :)

Spoon Thumb > oh yeah, I should also mention that my corp buys a lot of minerals (we're hopefully going into cap ship production soon) so if you're looking for someone to sell your minerals...

Michaelus Innocenti > Interesting. (i'm reading the Khanid page you gave me now, so I'm a bit distracted)

Spoon Thumb > np

Michaelus Innocenti > I too aim for capital ship production, but obviously, am nowhere near that at this point. Let me know what kind of prices you offer for minerals and I'll seriously consider it.

Michaelus Innocenti > Would defenitely be a better situaion for all to work with the neighbours and build relations, rather than shipping minerals out to who knows where. So long as the profit margin is still there for us.

Spoon Thumb > sure, I'll send you a price list in a bit

2:

EVE System > Channel changed to Kahah Local Channel

Spoon Thumb > Heya Killer ASH, I'm doing some research into Kahah system and the Finaka constellation. Mind if I ask you a few questions?

Killer ASH > ok

Spoon Thumb > thanks,

Spoon Thumb > Firstly, what is the purpose of your visit to this system today?

Killer ASH > im running lvl 1's from here

Spoon Thumb > I take it then that you visit the system often? How long typically would you say you spend on average of your time online/in pod here a week?

Killer ASH > well i guess about 60hours

Killer ASH > some of which is afk

Spoon Thumb > Would you say there was much of a community around Kahah and the Finaka constellation generally?

Killer ASH > not really noticed i run courier missions afk

Spoon Thumb > do they ever take you out of region (the courier missions) ? or is it always to Agil or around that way?

Killer ASH > within about 7 jumps

Spoon Thumb > ok, well thanks for partaking in the survey. Trying to get a feel for why people come to this part of the Kingdom. ((Hoping to write it all up in a report "the State of the Kingdom's Economy" or somesuch for my corporation's Roleplaying efforts))

Killer ASH > ah ok well im moving on tonight as should have standings for next agent

Spoon Thumb > ah, ok. yeah the agents here don't look that great tbh

Killer ASH > was next step

Killer ASH > and have to run afk while my main in 0.0

Spoon Thumb > ah

Spoon Thumb > makes sense

Killer ASH > additional income and standings

Spoon Thumb > you should get R&D agents if you can. it's free money, though khanid sucks for R&D agents (all really low quality and best agent is only lvl 2)

Killer ASH > nah training this alt for small ship pvp

Killer ASH > combat only skills

Spoon Thumb > hence the hauling :P

Killer ASH > yep lvl 1 industrial

Killer ASH > can do in a frig for now

Spoon Thumb > oh yeah :P forgot about that

3.

Spoon Thumb > heya

Brother Nuddels > hi there

Spoon Thumb > I'm conducting a survey about the economic conditions in Finaka. Would you mind answering a few quick questions?

Spoon Thumb > also need to ask you about a certain POS

Brother Nuddels > errrm sorry short adk

Spoon Thumb > mp

Brother Nuddels > questions about economic? i'm a poor miner ^^ i have no skills in economic ;-)

Spoon Thumb > I got some pre-prepared questions actually

Brother Nuddels > ah ok but i my english isnt so well please dont hurry

Spoon Thumb > ok cool. If you don't understand the question just say and I'll try to re-word it

Spoon Thumb > Firstly, what is the purpose of your visit to this system today?

Brother Nuddels > look after my min stats on station

Spoon Thumb > I take it then that you visit the system often? How long typically would you say you spend on average of your time online/in pod here a week?

Brother Nuddels > oh not for a long time, stay here for one week but i think in near time i spend 1/4 of my time here an around

Spoon Thumb > From the time you have spent here, would you say there was much of a community around Kahah and the Finaka constellation generally?

Brother Nuddels > no

Brother Nuddels > here you are alone^^  
Brother Nuddels > or near alone  
Spoon Thumb > hmm, ok  
Spoon Thumb > well, thanks for answering the questions. The only other thing I have to ask about is the POS in vezila (the rolled tungsten one). Did you get a killmail for Orion McGee from it recently?  
Brother Nuddels > killmail? errm I have no POS in vezila  
Spoon Thumb > hmm  
Spoon Thumb > I think I must be confusing you with someone else with the same face and a similar name :S  
Spoon Thumb > ok nvm then  
Brother Nuddels > we had a POS in hemouner but this one is debuided  
Spoon Thumb > yeah, we're really going for the POS business atm, since it is quite profitable again due to invention  
Spoon Thumb > (or certainly more profitable)  
Brother Nuddels > cause some BOB member shoot at them and give us 24h to take the POS away  
Spoon Thumb > really? :S  
Spoon Thumb > what were you moon mining if anything?  
Brother Nuddels > yeah we have no capitals to defend so we decided to take away  
Spoon Thumb > yeah. well against BoB, no chance  
Brother Nuddels > we had a complex reaction  
Spoon Thumb > ack, that sucks  
Spoon Thumb > can you put the POS up somewhere else?  
Brother Nuddels > crystalline carbonite  
Spoon Thumb > yeah that one is quite profitable atm I hear  
Brother Nuddels > not really but its ok it was too much traffic to let the POS live (dont know the word)^^  
Brother Nuddels > traffic= logistic  
Brother Nuddels > no i got it  
Spoon Thumb > yeah  
Spoon Thumb > fair enough  
Spoon Thumb > yeah, we'r lucky as we have a couple freighter pilots to haul in the fuel and reaction stuff  
Brother Nuddels > yeah we have only one freighter and 2 pilots and so its very hard to manage 2 L POS in lowsec, and we have not enough fightpilots to help the freighter when someone will destroy them  
Brother Nuddels > so we mine again^^ and build marketitems  
Spoon Thumb > hmm, shame  
Brother Nuddels > so i will go to bed its 12.47 am in germany^^ and i must out in errrrm 5h  
Spoon Thumb > :S  
Spoon Thumb > ok, thanks and see ya later  
Brother Nuddels > so gn8 and fly safe, see you around vez or here again

4. - Would like to be mailed when final report is done

Spoon Thumb > hiya  
Em Gale > hey hey  
Spoon Thumb > I'm conducting a survey ((for Roleplay purposes)) of people in this system and the Finaka constellation  
Spoon Thumb > would you mind answering a few questions?  
Em Gale > sure no problem :)  
Spoon Thumb > cool, thanks:  
Spoon Thumb > Firstly, what is the purpose of your visit to this system today?  
Em Gale > Mostly running transport missions For Khanid transport  
Spoon Thumb > I take it then that you visit the system often? How long typically would you say you spend on average of your time online/in pod here or in constellation around here a week?  
Em Gale > pretty much all of my time is spent here right now.. I've made it my temporary home base of sorts. till I'  
Em Gale > m ready to join my corp out in 0.0



Spoon Thumb > ah, cool  
Spoon Thumb > Would you say there was much of a community around Kahah and the Finaka constellation generally?  
Em Gale > I can't say that I see as many people in my journys out here as I have in the Pimbeca area.. the market out here also doesn't show as much use it seems.  
Spoon Thumb > yeah, I'm kidna getting that impression from the whole 4 people i've encountered in system since I got here a few hours ago :S  
Spoon Thumb > ok, well thanks for helping me out  
Em Gale > no problem :)  
Spoon Thumb > I'm hoping to get all this stuff compiled into a big report or something about the Kingdom's economic state, ((throw it out to the wider RP community and see what I get when all finished))

5.

First Hero > ?  
Spoon Thumb > heya  
Spoon Thumb > I'm doing a survey about the Finaka constellation  
First Hero > oh, ok  
Spoon Thumb > mind if I ask you a few questions?  
First Hero > np  
Spoon Thumb > thanks:  
Spoon Thumb > Firstly, what is the purpose of your visit to this system today?  
First Hero > mission  
Spoon Thumb > which system is your mission from / where is your agent and what type of mission?  
First Hero > is this system the lvl 1 agent here, a kill mission ( i am 2 day old)  
Spoon Thumb > (actually I just realised that is a bit of a silly question. thought I was in another system :P)  
Spoon Thumb > ok, moving on  
Spoon Thumb > I take it then that you visit the system often? How long typically would you say you spend on average of your time online/in pod here a week?  
First Hero > well i am 2 day old, and i have been here bout half that time lol  
Spoon Thumb > heh ok  
First Hero > i like it tho, 3 dark bloods at 1 day old is quite funny  
Spoon Thumb > that's pretty good going  
Spoon Thumb > is that from belts?  
First Hero > third dropped an LG talisman ...  
First Hero > yes  
Spoon Thumb > nice  
First Hero > i dont remember it being this easy first time i was a noob  
Spoon Thumb > well, still pretty good start  
Spoon Thumb > anyway, next question (they're all set questions, but only 3, to keep it short)  
Spoon Thumb > Would you say there was much of a community around Kahah and the Finaka constellation generally?  
First Hero > heh i cant really answer that having been here a day :) doesnt seem any different to anywhere else tho cept less systems with stations  
Spoon Thumb > yeah, interesting you should say that  
Spoon Thumb > one of my biggest problems is lack of stations in Khanid, although it is nice for some things  
First Hero > need more khanid agents :)  
Spoon Thumb > yeah  
Spoon Thumb > All the best ones are in low sec  
First Hero > but lack of stations has possibilities  
First Hero > get faction standing, hi sec pos, stationless systems dont get strip mined, u can do it to pos, then freight ore to stations for repro  
Spoon Thumb > yep, know some guys who are doing that in another part of khanid actually  
First Hero > makes sense :)  
Spoon Thumb > for the low sec mission running, if you get in contact with the ground zeero (two e's) alliance, then they'll most likely be able to give you friendly status or give you the full deal on how low sec works in khanid, once you get that far

First Hero > kk will do, tho ill be sticking to my lvl 1 agent for a while lol  
Spoon Thumb > heh yeah  
Spoon Thumb > actually, one last question:  
Spoon Thumb > qhy did you choose to come to khanid space?  
First Hero > when i started out again i wanted to try something diff and went for a small faction to visit  
First Hero > dont like ammatar so khanid is best bet lol  
Spoon Thumb > cool  
Spoon Thumb > yeah I always kinda liked the Khanid story  
First Hero > i think there should be more smaller factions like them really  
First Hero > and more story/content for them  
Spoon Thumb > yeah certainly  
First Hero > same whan i was in 0.0 i tried to work for the syndicate  
First Hero > but syndicate is an amazing mess lol it didnt last  
Spoon Thumb > for us Khanid RP'ers, we don't really get that much story wise or events wise. It is all Amarr and Ammatar and everyone but us atm :S  
First Hero > heh yeah i can imagine  
Spoon Thumb > yeah syndicate seems like quite the opposite to what it is advertised as "a nice friendly place to start 0.0 life)  
First Hero > lol yeah  
First Hero > its like pirate infested lo sec except they can use dictors  
First Hero > and rats/ore isnt any better than lo sec anyway  
First Hero > well bs rats but crap ones  
Spoon Thumb > yeah dictors are evil. Khanid low sec is fairly tame so long as you're on the right side of ground Zeero and avoid bob etc.  
First Hero > heh i used to live in aridia so i imagine its basically the same  
First Hero > \*used to being my previous char  
Spoon Thumb > yeah, expect so, though haven't visited Aridia much at all  
First Hero > i never even heard of ground zeero lol, tho i havent played for a while  
Spoon Thumb > yeah they're just a random alliance made up from a bunch of corps who had been in low sec khanid for ages (except us RP'ers and a few other corps, but we all get along happy families or something like)  
First Hero > heh ic  
Spoon Thumb > yeah... ㄟ\_ㄟ

6 & 7

Bex Beere - rejected in Kahah

Randay - rejected in Yezara

## Appendix B

Survey of office usage in Kahah Khanid Transport Warehouse  
(Largely unused do to incompleteness from lack of respondents):

Question sent:

*Dear Mr Sir or Madam,*

*My corporation is currently conducting a survey into the state of the economy across the Khanid region. We noticed your corporation has an office located in Kahah system in Finaka constellation. If you would be so kind, I would like to ask a few questions regarding the office and its usage:*

*How many of your members regularly (at least once a week) use the office in Kahah*

*Why did you choose to locate an office in Kahah?*

*Do you run operations regularly in Finaka? If so, how many per week and what is the typical average attendace and duration?*

*I appreciate you probably have a large corporation to run, but any replies would be most welcome. ((This is for my corp's Roleplay stuff. Hoping to weave this all into some kind of "The State of the kingdom's Economy" report or somesuch))*

*Thanks,  
Spoon Thumb  
CEO Khanid Aerospace Group,*

Responses (as marked by corporation ticker):

VNV  
well we never really use that office.

XDKLX  
1) currently none of my corp members use the Kahah Office.  
2) Kahah was central to Mining Opperations for a few months  
3) No we do not run any opps in Finaka.

R.L  
we did use it fore mining and building stuff atm we dont use it much  
so in time we proly abandome it or getting back there cant say much

No reply:

CAR  
SOD  
IEEXT  
PMAS  
.OF.

NEV  
GAINL  
SHRG  
FCG  
ECENT  
B. S.  
FREE  
TCVX  
XC24  
DFND  
COAL  
PZKFW  
DR K  
.B.R.