



[SPLU]

Wormhole
Guide v1.0



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ABOUT THIS GUIDE

I wrote this guide to answer a lot of the questions that SPLU nooblets might have about wormhole space, to manage their expectations, and improve their performance on arrival here. This will preserve the sanity of the experienced members and make the Eve universe a better place for us all.

I used a lot of jargon, there is a glossary at the end.

If you're a member of SPLU you can leave feedback on this guide [in this thread](#).

I hope you all find it useful.

Derus

CHANGE LOG

Version 1.0 – Initial Release.

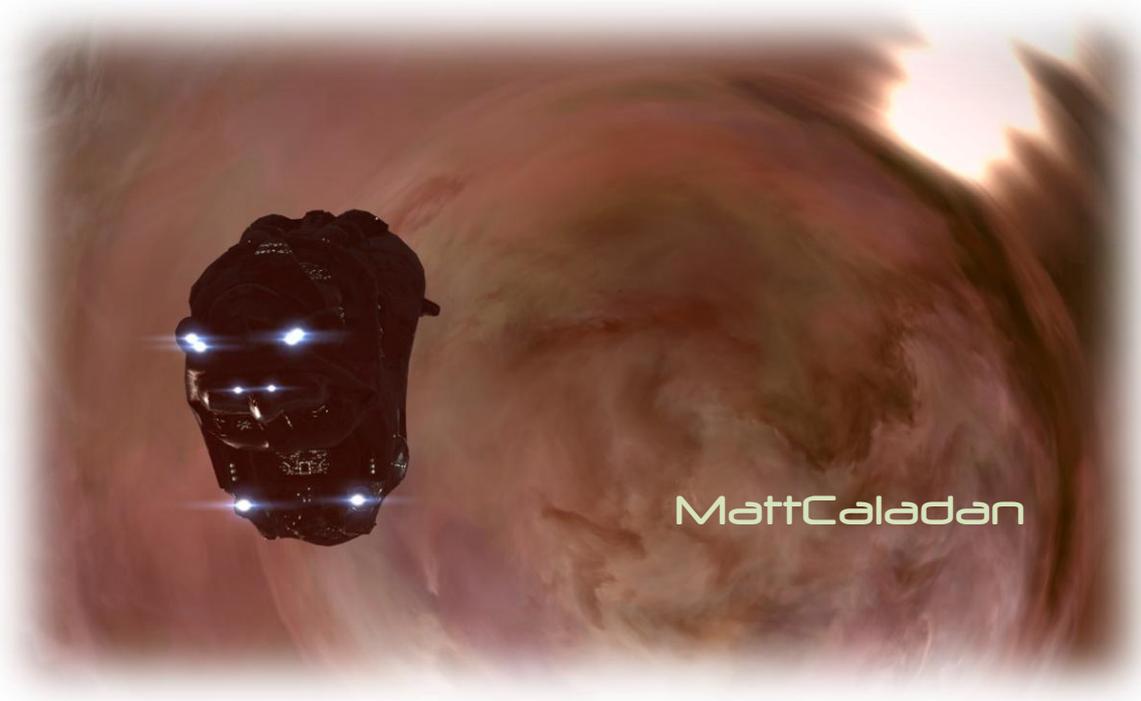
SO, TELL ME ABOUT WORMHOLES

Wormholes were introduced into Eve in the March 2009 Apocrypha expansion, along with T3 cruisers and some shiny new effects. SPLU were at the forefront of exploring these new wormholes, and continue to be so.

There are some 2,500 wormhole systems in addition to the 5,000+ you see on the map. SPLU has had a POS up in one of these systems since 28th March 2009.

Wormhole space is full of the stuff needed to make tech 3 ships. This stuff is guarded by the wormhole NPCs, which are called Sleepers. The Sleepers have advanced AI and are mean sonsabitches. Wspace itself has a 0.0 security status, no Concord to save you here!

Add to this the fact that wormholes themselves are unstable. You can only fly so much mass through them before they collapse. Additionally, they only last a certain amount of time before they collapse. The logistics are challenging but the rewards are great.



HOW TO FIND A WORMHOLE

Wormholes are commonplace and can be found in roughly every other system, regardless of sec status. You need to use specialised equipment to find them, namely a *Core Probe Launcher I*, which launches *Core Scanner Probe I*. This will allow you to scan out wormholes and other exploration sites such as hacking, archaeology, combat, mining and gas mining sites. More information on these sites can be found [here](#).

There is also the Expanded *Probe Launcher I*, which uses *Combat Scanner Probe I*. In addition to the stuff already mentioned, these can also scan out ships (PvP, yay!), drones and structures.

You can find a guide to scanning at the dev blog: <http://www.eveonline.com/devblog.asp?a=blog&bid=642>

If you prefer Youtube, there is a good guide here: <http://www.youtube.com/watch?v=rwBqnXruZuo>

A word of warning, **always bookmark every wormhole that you come across**, on both sides! If you forget then you'll have to spend time scanning your way back, and if you do this in anything other than a covops, you're quite likely to get exploded.

WSPACE CLASSIFICATION

Wormhole systems are classified according to their difficulty:

“Perimeter” systems	class 1&2	easiest	generally link to hisec
“Frontier” systems	class 3&4	moderate	generally link to lowsec
“Core” systems	class 5&6	hardest	generally link to 0.0 or other W-space systems

To find out what class a wormhole system is, type the system name e.g. “J160650” into this website <http://igb.bluesuntrust.com/wormhole.cfm>

Wormhole systems all have a permanent but unstable exit to either hisec, lowsec, 0.0 or another class of wormhole system. For example, assume you live in a class 2 system with a permanent exit to hisec. One particular day you could have an exit to Jita, oh the joys. This exit will only last

- (a) until enough mass passes through to collapse it, and failing that
- (b) once the ‘timer’ runs out.

Once the wormhole collapses however, you are guaranteed another exit to another random hisec system, you just have to scan it out again and find it. In addition to the ‘permanent’ exit there may or may not be an additional exit leading to hisec, lowsec, 0.0 or more Wspace.

All Wspace systems always have at least one ‘exit’ wormhole.

RISK AND REWARD

The easiest systems are not worth doing for an experienced corp like SPLU. We get much better rewards in the harder systems.

For example, if we kill a Sleeper cruiser in a class 2 system, we get loot worth 400,000 isk.

Sleepers cruisers in class 3 systems, though tougher, drop 2 million isk worth of loot.

WHERE WE LIVE – “WHOME”

Our wormhole system is called J115554. We call it ‘Whome’. It is a class 4 Frontier system, medium difficulty. I say medium difficulty, it is actually quite tough at times 😊

WHOME LOGISTICS

The first challenge is getting into and out of Whome. Our permanent exit is to a class 3 Wspace system – this means that if we need to get back to empire space we have to go Whome -> Class 3 -> Empire. Obviously there is extra scanning, complexity and bookmarks involved. The upside of having a class 3 is that there are greater opportunities for PvP (we can kill what we find in the class 3) and more stuff to do generally (our own system, the class 4, is often barren of cosmic signatures and anomalies).

THE RUSTY RIFTER

We have a well armed Minmatar Medium POS called The Rusty Rifler. It gets great bonuses to the defences and has kept us safe for a long time. The three main structures you will interact with are as follows:

Ship Maintenance Array – This is where we store our ships. It has a capacity of 20,000,000m3. It allows us to change our fittings, switch drones and online modules. Essential kit.

Corporate Hangar Array – This is our main storage depot. We store our ammo, spare modules, salvage and loot here.

Medium Intensive Refining Array – This has a capacity of 25,000m3. We dump in a load of ore and right click -> run refining process. When we refine here we lose 25% of the minerals, possibly more depending on skills. The logistics of Wspace make it impractical to haul the ore out to a proper refining facility, so we are stuck with this array.

WHAT SHIPS SHOULD I BRING?

The most important ships to fly are **scan ships** and **combat ships**, the latter get their very own section later in this guide.

The first rule is **do not fly anything that you cannot afford to lose**. Losses will not be reimbursed.

Having said that, this is not faction warfare, we do not lose ships every day **looks at Matt** and we do not expect to. You will probably find it's worth spending an extra 50 mil on a faction tank that will make your life a whole lot easier.

To be a successful and useful member of the wormhole team, you should aim to be a jack of all trades. On some days, there may be nothing to do but mining, on other days we will need pilots who can help take down a Radar site or some PvP battleships. Bring what you got!

SCAN SHIP

Being in the WH gang means you are able to use your own initiative. You have to be able to find stuff to do. If there is nothing in Whome (our own system) you should locate the exit and find something in our neighbouring systems to do (exploration sites, other wormholes). **Do not log on and wait to be told what to do. Do not expect someone to scan everything out for you.** We are all equal and must pull our weight. If you lack initiative you will become quickly bored – Wspace is not for you.

You will not be able to demonstrate initiative without a scan ship. Preferably you will have a dedicated scan ship, either an astrometrics frigate or a Covops. Covops are especially useful in PvP. If you do not have a dedicated scan ship (i.e. if you just slap a probe launcher on your BS) you are rather silly and likely to get exploded.

MINING SHIP

As you'll see in the mining section, we get some very high end ores to mine in Wspace. Mining barges are highly desirable for mining this stuff. If you can fly one then great; if not, then bring a mining cruiser (Osprey, Scythe, Maller, Vexor).

GAS MINING SHIP

It is a good idea to train *Gas Cloud Harvesting* to at least 3. This allows you to fit 3 harvesters, probably onto a destroyer hull (there are no dedicated gas mining ships in Eve). Once you train *GCH* to 4 or 5 you will need to use a cruiser or battlecruiser hull, because each harvester uses one turret slot and a LOT of CPU. Training it to level 5 lets you use tech 2 harvesters so you get almost double the yield. And it's only rank 1 so get training.

SALVAGE SHIP

Once we have killed the Sleepers we need to salvage their wrecks, which are often worth a great deal. Sleeper wrecks are not as easy as mission wrecks to salvage, they often require many cycles and so we need people to fly dedicated salvage ships. These will preferably be destroyers as they have little mass and will not collapse wormholes. The more people bring a dedicated salvage ship the quicker we can get back to killing Sleepers.

Sleeper battleship wrecks are especially tough cookies and as well as a lot of cycles they also require the *Salvaging* skill to be trained to level 4. So that's another one for your training list.

PVP SUPPORT SHIPS

As well as killing Sleepers we also get a fair amount of PvP. The targets are usually Drakes, Battleships of all varieties as well as the occasional mining group.

Often it is better to fly a different ship than your Sleeper-killing ship. A Falcon will not last two seconds against Sleepers but it will win a PvP encounter for you. We need tacklers, ECM, stealth bombers, interditors (you can use bubbles in Wspace). Whatever you own, bring it to the party.

YOUR ANTI-SLEEPER COMBAT SHIP

Our main source of income is combat, simple as that. Sleepers drop predictable loot that gets sold to NPCs (in lieu of bounties). We get 500k for a frig, 2mil for a cruiser, 7.5mil -10mil for a BS. We have to kill a shitload of Sleepers in hacking / archaeological sites to get at the good stuff. In mining and gas mining sites the sleepers will show up and try to crash the party.

At the very least you need to be able to fly a battlecruiser. These will be able to solo kill the sleepers that show up at mining / gas mining sites, without too much fuss. BCs can also be useful in the more ubiquitous 'encounter' sites where we kill kill kill, provided you read the following section and fly your ship accordingly.

Just to repeat: that is the bare minimum.

BUFFER AND RESISTS: OR HOW I LEARNED TO STOP DYING AND TANK THE SLEEPERS

Sleepers have a massive tank and do incredible damage at great range with their missiles and blue laser beams. Many of them scam so warping out is not an option. Tanking and killing them requires coordinated behaviour both on the battlefield and on the fitting screen beforehand.

Class 4 Sleeper sites cannot be tanked by any individual ships, even Marauders. We have come to realise that the only way they can be tanked is through a particular form of [spider tanking](#). This requires all gang members to fit their ships in a very specific way in order to be effective.

QUICK FITTING GUIDE

Battleships should fit maximum buffer and resists plus two remote reps and an optional energy transfer array.

Battlecruisers will sit with the battleships and receive remote reps to stay alive. They should fit with maximum buffer and resists plus long-range weaponry to be able to lock and shoot targets up to 65km away.

Logistics should fit maximum buffer and resists, including damage control, and remain highly alert to their own wellbeing ☺

Roaming Battlecruisers: If there is a logistics in the gang then battlecruisers can be remote repped from afar. This is a difficult role but very fun as long as the logistics can keep you alive. Fit speed mods, short range weaponry as well as your buffer / resists and stay in range of the logistics (~40km).

All ships in the gang should aim to fly with maximum buffer and resists. A buffer will increase a ship's survivability. Resists will increase the effectiveness of any remote repping that ship receives.

BATTLESHIPS FTW

Without Battleships, class 4 Sleeper sites cannot be completed. Battleships provide the crucial remote repping capability to keep each other as well as logistics cruisers and battlecruisers alive. Battlecruiser pilots should aim to fly Battleships with remote repping capability at the earliest opportunity. Command ships should not be used where there are less than four battleships in the gang unless the pilot does not have a battleship.

It is important that Battleship pilots sacrifice two or three of their high slots in order to conduct their primary role of keeping the gang alive. Battleships should all fit two remote repper modules, one is not enough to cope with the Sleepers' damage output.

The third and optional high slot should be used to fit an *Energy Transfer Array*, provided the pilot can use the T2 variety. An interesting aspect of Eve is that when two battleships send capacitor energy back and forth, they both end up having more capacitor. This will allow you to run your remote reppers for longer.

SHIELD OR ARMOR?

About 20% of the wormhole gang only fly shield tanking ships, and 20% only fly armor. The remainder are versatile, choosing to fly both, depending on who else they are flying with. The question of shield or armor is a matter of contention – we operate a peculiar system where nobody gives orders, relying on the individual members to maximise their usefulness. If there are three guys flying shield and one who only flies armor, the armor guy is of little use and will have to keep warping or die in a class 4 system. And vice versa.

The best way for any member to maximise their usefulness is to be flexible and have an armor and a shield tanker standing by at the POS. This may seem a wasteful expense at first – and it is – but any new members will be rolling in riches after a few weeks in Wspace, so it's less of an issue over time.

A WORD ON DRONES

Sleepers eat drones for breakfast, dinner and supper. Do not bother bringing heavy drones, they'll be demolished. If you bring sentry drones be prepared to deploy them and retrieve them quicker than a cat on fire. Bring lights or meds with plenty of spares. Don't rely on them too much for damage.

MINING IN WSPACE

Since Apocrypha 1.1, Wspace is home to all of the ores in Eve including high end stuff like Arkanor, Bistot and Crokite (ABC ores), and even Mercxit. Everyone should aim to be a jack of all trades to some extent; everyone should have a ship capable of mining these goodies.

WHAT YOU SHOULD MINE

The following chart shows the value of all of the ores in Eve, based on market prices in June 2009 (available at <http://eve.grismar.net/ore/>) It has been adjusted to take into account the minerals that we lose by refining at a POS.

Mercxit requires specialised skills and equipment to mine so your starting point will normally be the ABC ores (Arkanor, Bistot, Crokite).

<i>Ore</i>	<i>Isk / m³</i>
Mercxit	568
Arkanor	403
Bistot	347
Crokite	298
Gneiss	160
Dark Ochre	149
Spodumain	105
Hedbergite	77
Kernite	67
Hemorphite	60
Scordite	55
Veldspar	53
Plagioclase	53
Omber	52
Pyroxeres	44
Jaspert	42

REFINING ORE AT THE POS

The POS refinery gives a base yield of 50%, with a maximum yield of 75%. The following skills can be trained to increase your refinery yield:

Skill	Per Level	At Level 5
Refining	2%	10%
Refinery Efficiency	4%	20%

At level 5 these skills will combine to give a yield of 80% (50% + 10% +20%). As the array is capped at 75%, Refining 5 and Refinery Efficiency 4 will be enough to give maximum yield. You only need to train the specific Processing skills (e.g. Arkanor Processing) if you're going to be using T2 Strip Miners with crystals.

WHAT HAPPENS TO ALL THE ISK?

Once we get a decent exit we haul our stuff to Hisec and a Hisec alt takes it to Jita to sell. Jita is the hub of T3 production, there is no point trying to sell it anywhere else. The stuff is listed at the best possible price and the transactions all appear in the Wormhole Wallet. It is a central tenet of our operation that all isk is accounted for transparently, so all established members get wallet access and can view these transactions.

Once the wallet hits a certain amount (anywhere from 800 million to 1.5 billion isk) the members of the Wspace gang get paid. Everyone who participates gets an equal amount of base pay, plus bonuses may be paid to those who have undertaken particularly courageous or mammoth tasks. The reasoning behind these bonuses can be viewed [in this thread](#) (new members need to register).

At the time of writing we have been living in Wspace for 9 weeks and have generated about 9 billion isk. Approximately 85% has been paid back to the membership (over a billion isk per person on average). The other 15% has gone on POS fuel and other essential items. We do not hoard isk – it all gets paid out.

APPENDIX A – SLEEPER SHIPS

These are the types of Sleepers that appear in Class 3 and Class 4 (frontier) systems. To learn about the Sleepers in other types of system, consult the full list [here](#) (may not work in IE7/8)

FRIGATES

Awakened Defender

Awakened Upholder (**Remote Reps**)

Awakened Preserver (**Scrams**)

CRUISERS / BC

Awakened Defender

Awakened Upholder (**Nosferatu**)

Awakened Preserver (**Remote Reps**)

BATTLESHIPS

Sleepless Defender

Sleepless Upholder

Sleepless Preserver (**Remote Reps**)

Sleepless Safeguard (**Scrams**)

APPENDIX B – FAQs

SLEEPERS FAQ

WHAT DAMAGE TYPE SHOULD I INFLICT?

We think that Sleepers have equal resists, so choose the ammo that does the most damage at a given range.

WHAT DAMAGE TYPE DO SLEEPERS DO?

Sleepers do all types of damage. Plug any resist holes that you might have.

HOW DO I KNOW WHICH ONES TO SHOOT?

The FC will call targets which appear on your overview. If you don't have the range to hit them, tell your FC.

SPLU OPERATIONS FAQ

WHY DOESN'T THE WORMHOLE WALLET DIVISION PAY FOR STUFF LIKE SALVAGERS AND MINING SHIPS?

Firstly, because someone has to buy them and bring them all in, which is a chore we could do without.

Second, they will die more often as people go AFK and take unnecessary risks.

Third, we do not want to promote the culture that stuff is 'just provided' – it is not.

DO YOU HAVE A SHIP REIMBURSEMENT SCHEME?

No, your ship is your responsibility, nobody else's.

CAN I JUST DO SALVAGING / MINING / OTHER?

Not really, the most important ships are scan ships and combat ships, *then* you can bring the other stuff in.

WHAT HAPPENS WHEN I LOG OFF?

Provided you haven't shot anyone in the last few minutes, you'll disappear without a trace.

HOW CAN I STOP SOMEONE FLYING IN MY SHIP WHEN I'M OFFLINE

Be in that ship when you logoff so it disappears. We generally don't fly each other's ships, except stuff like SalvageThrashers that (a) won't be risked and (b) are cheap as chips to replace.

DO YOU EVER GO ON EXPEDITIONS OUTSIDE WHOME?

Yes, we frequently kill Sleepers in our neighbour Class 3 system. We also undertake longer expeditions with in Orca owned by Tashima. "Tashi Travels" takes us to abundant systems with a small POS Tower and enough fuel to last a week or so, and we always bring home the bacon. It's always quite an adventure.

APPENDIX C – GLOSSARY

Class 1-6 – A difficulty scale of wormhole systems where class 6 is the hardest.

FC – Fleet commander. The guy in charge of your fleet.

Kspace – Known space (hisec / lowsec / alliance 0.0). Opposite of Wspace.

Matt – Steer clear of this one

POS – Player Owned Structure. Really a collection of structures, floating in space, which we call home

SPLU – Selectus Pravus Lupus. It means chosen brave wolves or something.

WH - Wormhole

Whome – Our current ‘home’ system (the one with the POS in it).

Wspace – Wormhole space. Opposite of Kspace.

(And so ends the Wormhole Guide. The Comments / Suggestions thread can be found [here](#).)