The GoonWaffe Newbie Guide 2010

FoFoFo

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RIP RoyofCA

RIP Too beautiful for this world.

SOLODRAKBANSOLODRAKBANSOLO

Welcome

Welcome to GoonWaffe. Despite drama, incompetence, and perhaps the greatest concentration of terrible posting in gaming history, this is not just the best but arguably the only tolerable place to play Eve Online.

Eve is a big, complex, and often broken game. This guide will try to get you started, but use your welcome pack to access your squadron forums and the wiki for more help. If you want to have fun in Eve then get in gangs with your fellow goons, speak to your squadmates, and never, ever stop posting.

Who are we?

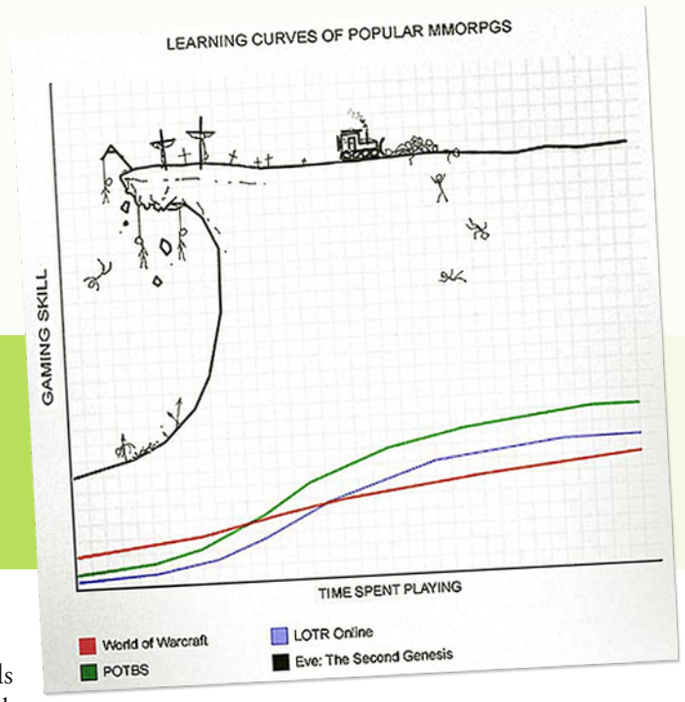
"firstname lastname's idea of a new goon corp focused on helping newbies and mass t1 tactics after lordless was killed by remedial is then stolen by remedial who makes himself space king, proceeds to fuck everything up every chance he gets, then we saw his dick and roy of ca died."

- Firstname Lastname

"We're not here to destroy THE game, we're here to destroy YOUR game."

- Darius JOHNSON

Getting started



Above: *Eve's not the easiest game to jump into. We can help.*

Channels

Chat channels let you speak to your fellow goons. If you don't use them you're playing Eve solo, and that is a horrible experience. Your squadron channel in particular is where to find help, advice, and things to do.

To join a new chat channel, go to any existing one (for instance, Local) and click on the speech bubble icon at its top-right. Simply type the name of the channel you're joining into the new window and press the Join button.

NOTE: NEVER Stop Posting!

These are the channels that matter to you at first:

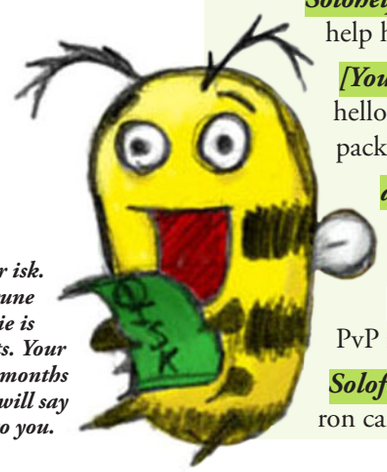
Solohelp: join this as soon as you start Eve. Ask for help here even if you're not in GoonWaffe yet.

[Your Squadron Channel]: join this and say hello! Find the channel name in your welcome pack. Your squadmates will shower you with help.

deklein_surveillance: this channel is ONLY for reporting hostiles. Watch and learn before using. Chatting is not allowed.

Drakban: use this channel to sign up for PvP fun.

Solofrigates: if you need a ship and your squadron can't help, join this channel and ask here.



Right: *Ask for isk. What's a fortune to a newbie is nothing to vets. Your first three months here no one will say no to you.*

https://wiki.goonfleet.com/index.php?title=Channels

Recommended starting skills

Right: *Eve skills train even when you're offline. Buy these as soon as possible, inject them, and always have some skill training.*

For a newbie skill plan that will get you into 6 useful ships in 30 days, see page 22 or https://wiki.goonfleet.com/index.php?title=30_Day_Plan.

To get you started tackling:

- Navigation
- Afterburner
- Electronics
- Propulsion Jamming
- Hull Upgrades
- Engineering
- Science
- Energy Grid Upgrades
- High Speed Maneuvering
- Minmatar Frigate

Some very basic support skills:

- Cybernetics
- Warp Drive Operation
- Signature Analysis
- Targeting
- Drones
- Scout Drone Operation
- Energy Management
- Energy Systems Operation
- Shield Management
- Shield Operation

To get you started salvaging:

- Mechanic
- Survey
- Salvaging
- Destroyers
- Jury Rigging (optional)
- Armor Rigging (optional)

To help you learn skills faster:

- Learning
- Analytical Mind
- Empathy
- Instant Recall
- Iron Will
- Spatial Awareness

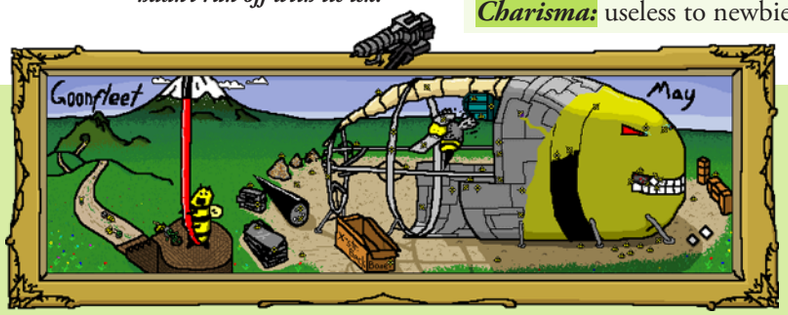
https://wiki.goonfleet.com/index.php?title=Skillbooks

Attributes and remapping

Attributes in Eve only dictate how quickly you learn skills. Nothing else. As a newbie you get one free re-arrangement of your skills, but it's best to speak to your squadmates for advice on remapping your stats, or to look at our wiki for specific guides.

Intelligence: important to newbies, helps you learn electronics, engineering, armor and other skills
Perception: the other key attribute, helps most with learning how to fly ships and to shoot things
Willpower: a backup to Perception
Memory: helps learn drones and a backup to Intelligence
Charisma: useless to newbies

Below: *Artist's rendition of what GoonFleet's first titan's construction might have looked like, if Remedial hadn't run off with its isk.*



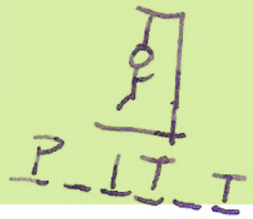
https://wiki.goonfleet.com/index.php?title=How_do_skills_work_in_EVE%3F

Early GoonFleet

"In Eve, a lot of skill points meant that you had acquired power of sorts as an individual. So imagine the surprise when GoonFleet immediately began raiding successfully, attracting a reputation for how crazy and fun their fleet antics were! Hostiles were so unable to deal with hordes of these newbies in frigates that even nearby alliances started taking notice.

"Even worse, the leaders of GoonFleet didn't care about SP, at all. Most directors had less than two or three million SP. The people that got promoted to positions of power weren't the old guard, but rather the newbie with 750k SP who offered to spend an hour a day teaching newer players how to set autopilot and orbit a target.

"We became the gooncorp that never was: welcoming all mature enough to care, smart enough to survive, and caring enough to help the next generation up the ladder."
- Remedial



Who's who - coalitions

Dreddit: *Like us, Dreddit comes from an online community (Reddit) and is stronger for it. Almost all complete newbies.*

Red Alliance (RA), Legion of xXDEATHXx, Rebellion Alliance: *The good Russians. These guys welcomed GoonSwarm into conquerable space for the first time and remain our close friends.*

Northern Coalition (NC): *The multi-alliance northern superpower composed mainly of our friends in:*

Tau Ceti Federation (TCF): *Our long-time French allies and the third member of the old Red Swarm Federation. They've generously welcomed us into their space since we lost Delve.*

RAZOR Alliance: *One of the most capable alliances in the game. Helped out during our first invasion of Delve and instrumental in our second.*

Morsus Mihi: *As strong as TCF or RAZOR, plus propaganda frequently featuring gay porn.*

Southern Coalition (SC): *The huge southern allies-of-convenience power bloc. You'll mostly see:*

IT Alliance (née KenZoku, née Band of Brothers): *Our ancient enemy, infamous for developer favoritism and being tremendous faggots. Known for their hordes of sycophantic pets they'll happily throw under the bus at a moment's notice.*

Atlas Alliance: *A historically middling alliance that gained prominence after moving into our old abandoned southeastern empire.*

Against ALL Authorities, RED.OverLord: *The bad Russians. Ex-allies who liked isk better than us.*

Who's who - CEOs

September 2005 - June 2006 **Remedial**
Our first and fattest CEO. Founded GoonSwarm, led us into Syndicate, and allied us to the Russians before burning out in a spectacular blaze of corp theft, male nudity, and legal threats.

June 2006 - July 2006 **Hoegaarden**
Led GoonSwarm during Remedial's first burnout and founded the splinter Groon corporation when Remedial returned.

July 2006 - May 2007 **Remedial**

May 2007 - June 2007 **The Mittani**
Now the dreaded head of the GIA, known for destroying hostile alliances and LARPing. Led during the grim days of the BoB invasion and burnt out after unleashing the Threadnought.

June 2007 - March 2008 **Sesfan Qu'lah**
#1. A gifted FC responsible for the first online titan kill in the game and for halting the Band of Brothers invasion.

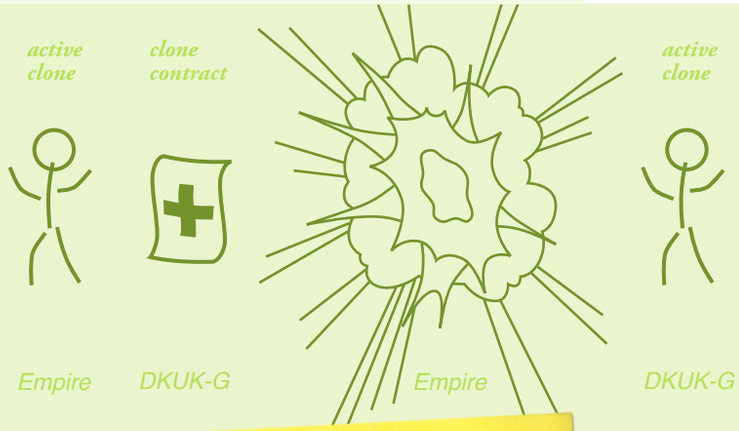
March 2008 - April 2009 **Darius JOHNSON**
Saved us from ennui after our first Delve invasion failed and launched our second successful invasion a year later. Leads us via torrents of obscenity and rage.

April 2009 - July 2009 **Zapawork**
The diplomat who inadvertently triggered the Second Great War and whose brief "Bearded Age" term saw us settled into Delve. Don't ask him about Russian politics.

July 2009 - February 2010 **karttoon**
Popularized the jihad gimmick, nearly destroyed GoonSwarm through inaction and neglect, and finally disbanded the alliance to clumsily disguise incompetence as an intentional scam.

February 2010 - **Darius JOHNSON**

Pod jumping



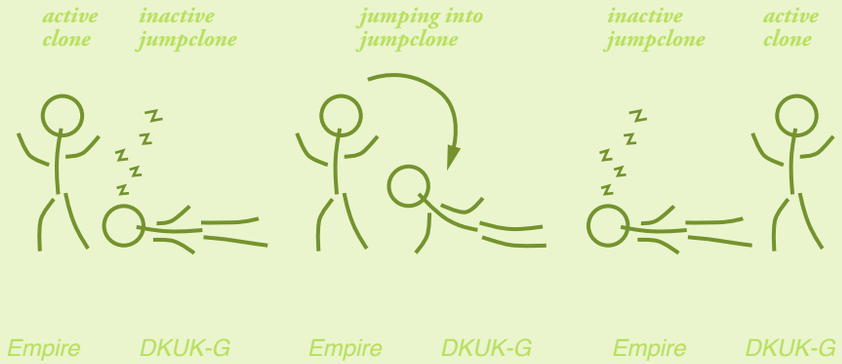
Advantages:

- no 24 hour timer
- no setup required
- cheap for newbies

Disadvantages:

- can only pod jump to stations with a GoonWaffe office and an online Medical service
- expensive for vets

Jump cloning



Advantages:

- cheap for everyone
- can install in any dockable station, can use even if Medical is disabled or station is taken by hostiles

Disadvantages:

- 24 hour cooldown timer
- must fly or pod jump to a station first to install one

https://wiki.goonfleet.com/index.php?title=Jump_clone

Above: ***Always update your clone after pod jumping***

Pod jumping

Pod jumping is a great way to get around the galaxy in a hurry. While docked, set your medical clone to a station in or nearby the solar system you want to get to. If you've just joined GoonWaffe and want to meet up with the rest of us, set it to DKUK-G. Next, check that your clone is up-to-date and covers all of your skill-points. Then check that again: if it's not a high enough level you will *lose skills* when you pod jump. Ask for help in your squadron channel if you're unsure.

Now leave your ship, undock in your pod, warp to a planet, and right-click on your pod to select self-destruct. After a countdown, you will suffer the hideous agonies of death and appear at your target destination through the power of space-magick.

Finally, *immediately* update your clone again to cover all your skill-points. Now you're ready to get into the fight.

https://wiki.goonfleet.com/index.php?title=Podjump

Red Swarm Federation

"Red Swarm Federation? I'd imagine if the R and the F in this equation understood English they would've felt more like babysitters than allies. We ran the gambit of building giant penises out of anchored containers, bombarding Local with racial slurs, and creating swastikas out of POS mods.

"Hell, I'm sure they still felt like babysitters at times, but when it mattered, and I mean REALLY mattered, the R and the F were there for us. Tau Ceti Federation are the only guys I know who could get 10 carriers tackled on a gate with a 200 man hostile gang in the area and come out with no losses. Or we could've been rolling in one of our usual gangs of 20 rifters, picking a fight we had no chance of winning, when Red Alliance warps in 5 sniper battleships, kills everything, and leaves local before you even realized they were there."

- xeus909

Below: ***Darius JOHNSON BONAPARTE, the New Jersey Ogre, CEO of Goon Waffe.***

Squadrons and mentors

As part of your welcome pack, you will have been given your squadron assignment. Your squadron is where you'll receive help and advice. Your squadron will give you free ships and will organise operations that you can join. Your squadmates genuinely love newbies, and will enjoy giving you money, skillbooks, and everything else you need to enjoy Eve more than everyone in benighted pubbie corps across the rest of Eve.

The first thing you should do as soon as you are accepted into the alliance is join your squadron's in-game channel - see your welcome pack for its name - and say hello. Don't try too hard. Just say you're a newbie, then once the accusations of "spy" die down you'll be part of your squadron. You should also join your squadron's jabber channel as soon as you install the software: see your welcome pack for easy, step-by-step instructions.

You're not tied to your squadron forever. As you find out more about the different cultures of each, you may decide to swap to one that is closer to your interests. Some squadrons are more focussed on making money, while others will get you into more small-gang fights. Also, there are squadrons aimed at specific timezones, and you may wish to join one of these instead if you mainly play in Anzac or European peak times, even if you live elsewhere.

If nobody in your squadron is around then you should ask for help from alliance mentors in Solofrigates.

https://wiki.goonfleet.com/index.php?title=GF_Squadrons

Programs

EVEMon

EVEMon helps you track and plan your skills. Using a limited API key, it tells you how long until your current skill finishes training and whether there's room in your skill queue. You can use it to build or import skill plans, which it will optimize for you by recommending Learning skills, or read through its list of skills to see what all these things actually do. A very useful reference program that will save you time and improve your character.

https://wiki.goonfleet.com/index.php?title=EVEMon

The battle for 9-980U

"The battle for 9-9 had begun at the start of July 2007. Our enemies, Band of Brothers, had every advantage: more skills, better ships, more money, and the momentum of an uninterrupted series of wins lasting for years. We were broke, outnumbered and rudderless. The end of GoonSwarm seemed close.

"One man, Suas, decided that a stand had to be made. Every night, apparently fuelled by little more than stubbornness and substance abuse, he would form a fleet to defend the crucial 9-9 system. At first, only fifty goons showed up. Suas got out his guitar and sung to them. They lost, but they had fun. Others found out, and fifty became a hundred, then a hundred and fifty. By August, unbelievably, we were beginning to hold our own, and our anthem was Suas' Little Bees - http://www.youtube.com/watch?v=Vfv1QtZDirY&fmt=18.

"It lasted until the middle of August. Frustrated, the BoB FCs sent their fleet back again and again, with the same result each time: humiliating de- feat at the hands of the people they had painted as worthless newbies. For an entity defined only by their superiority, this was unthinkable.

"And so, one day, BoB's assault fractured and failed. They had reached their high-water mark in the Great South War and their entire empire, spanning a third of the galaxy, lay before us."

- Endie

Zoro

anime is cartoons

Eve Fitting Tool (EFT)

Eve Fitting Tool (EFT) lets you play with ships and modules to see what you can fit on your ship and what effects different weapons, propulsion systems, and other modules will have on the damage, speed, and behavior of your craft. It lets you see what your current skills will allow you to use and what new skills you'll need to learn to fly the ship fittings in the GoonWaffe wiki.

https://wiki.goonfleet.com/index.php?title=EFT
https://wiki.goonfleet.com/index.php?title=Ships

GARPA Topological Survey (GTS)

The product of hundreds of hours of work, the GARPA Topological Survey is a goon-made interactive map of Eve more powerful than any other in or out of the game. It will help you plan (relatively) safe travel routes and find nearby stations, good ratting systems, and other resources. Use the wiki page to learn how to import up-to-date jump-bridge maps, Eve game data on sovereignty, and more.

https://wiki.goonfleet.com/index.php?title=EVE-Map

Teamspeak (TS2)

It's vital that you get set up for voice comms via Teamspeak2 as soon as you join us, so that you can join gangs, fleets, group ratting operations, and more. Listen here *http://www.youtube.com/watch?v=4rk-gLXqA5g* to one of our greatest victories as heard on Teamspeak.

In big fleets, follow Teamspeak etiquette: never talk over the Fleet Commander; stay quiet unless told otherwise; and don't complain about lag (we know). But always speak up if you get a tackle on an enemy: shout out "point on [Enemy Name]" and let the FC decide what to do.

Bind your mic to a Push-To-Talk key. You don't want to annoy four hundred people on a strategic operation by forcing them to listen to you breathe heavily as you kill time leafing excitedly through anime.

https://wiki.goonfleet.com/index.php?title=Teamspeak

Jabber

Jabber is conferencing software designed to let you stay in touch with the alliance and your friends. Lots of socialization takes part in squadron channels, and special teams like Recon, Black Ops, or the directors all use it to plan and communicate. If you keep jabber running in the background you'll also get alerts when fights are about to start.

https://wiki.goonfleet.com/index.php?title=Jabber

Combat

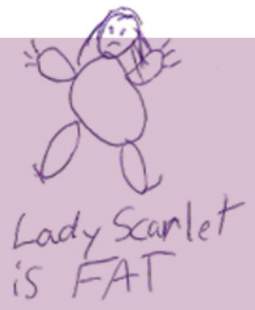
pew pew

Overview

Your overview is vital to finding locations and targets in space around you. If you don't set it up right, you risk not being able to find what to shoot in a fight or, even worse, shooting a friendly and causing a diplomatic incident. Correctly configured, it will show you who's nearby, how far away they are, whether they're a risk to you, and more.

Fryrr and RedlegSA have put together a downloadable Easymode Overview Settings pack that makes getting the right settings simple - just click on the wiki link and follow the instructions.

https://wiki.goonfleet.com/index.php?title=Overview



Skynet

"This is a true story.

"Around 23:30 on the 3rd of February, 2008, a Goonfleet tower in QY6-RK (tower 6-24) achieved sentience and went rogue, attacking friendly ships despite having orders not to kill anyone with positive standings.

"6-24 was already a brutal animal. Without human intervention, it had destroyed a sieged BoB dreadnought, something which shouldn't happen. Having tasted blood, it soon turned its guns on friendlies as well as hostiles. Nobody was safe, and CCP couldn't stop it killing anyone it wished. It always killed hostiles first, but would then turn its guns on anyone else left standing.

"When we withdrew from Delve, the tower at 6-24 died. But whatever malign intelligence had possessed it remained. BoB didn't unanchor its weapons: without a tower they had no power, so why bother? They sat there in space, silent and brooding. But 6-24 continued to kill those who warped to the moon. 6-24 wasn't as weak as us. They cut its head off and the body just kept on coming.

"And, within a year, the tower at QY6- planet 6 moon 24 would be welcomed back to the swarm as its most constant - and sociopathic - member."

- Endie

Broadcast settings

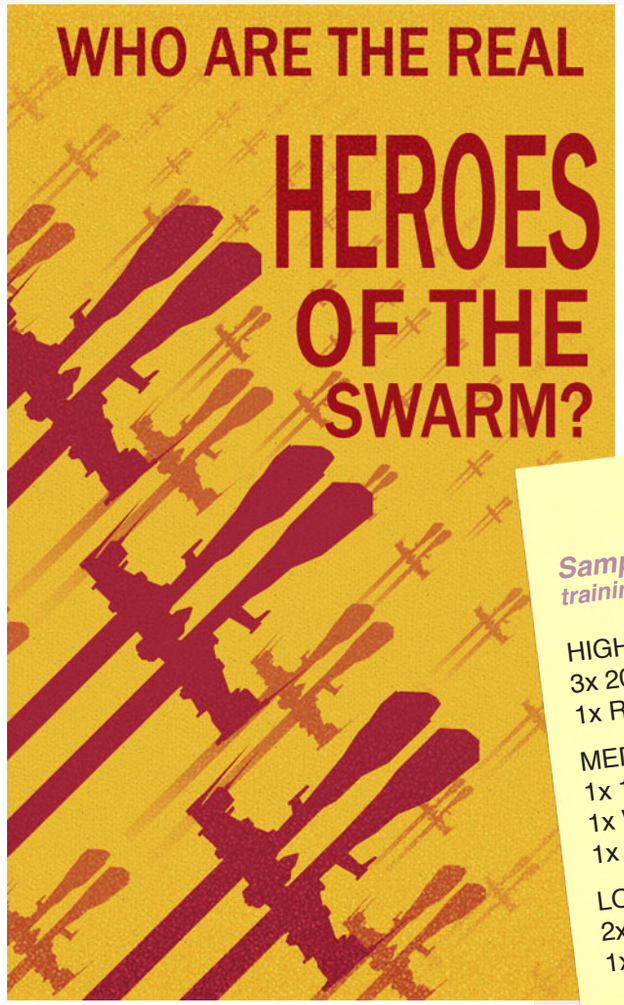
The first time you join a fleet ever, click on the History tab in the Fleet window, then on the Broadcast tab, then click on the Broadcast Settings square in the lower right until it looks like a plus sign. Now when you send broadcasts for help everyone nearby will see them.

You need to change this because the default sends your broadcasts only to the 10 guys in your squad. People flying logistics ships with shield and armor repair systems won't see your broadcasts, won't know to help you, and you'll die. Dying from holding a tackle is heroic, dying from bad settings is stupid.

Tackling

Tackling, or using warp disruption modules to hold an enemy down so our DPS ships can kill him, is both a critically important and newbie-friendly role. You can be in a basic tackling frigate on your first day.

Below: ***(It's you.)***



Get a ship from your squadron or the Solofrigates channel, join a fleet, and watch your overview. When a hostile ship appears, activate your Afterburner or MicroWarpdrive, burn towards it, target it, activate your Warp Disruptor, orbit at 6,000 m, deactivate your AB/MWD to conserve energy, and call out "point on [Enemy Name]!" on Teamspeak. Try to tack back and forth when you burn toward your target - his guns will be much less likely to hit you if you're not flying straight at him.

https://wiki.goonfleet.com/index.php?title=Tackling
http://www.youtube.com/watch?v=PayTWKxtn6I

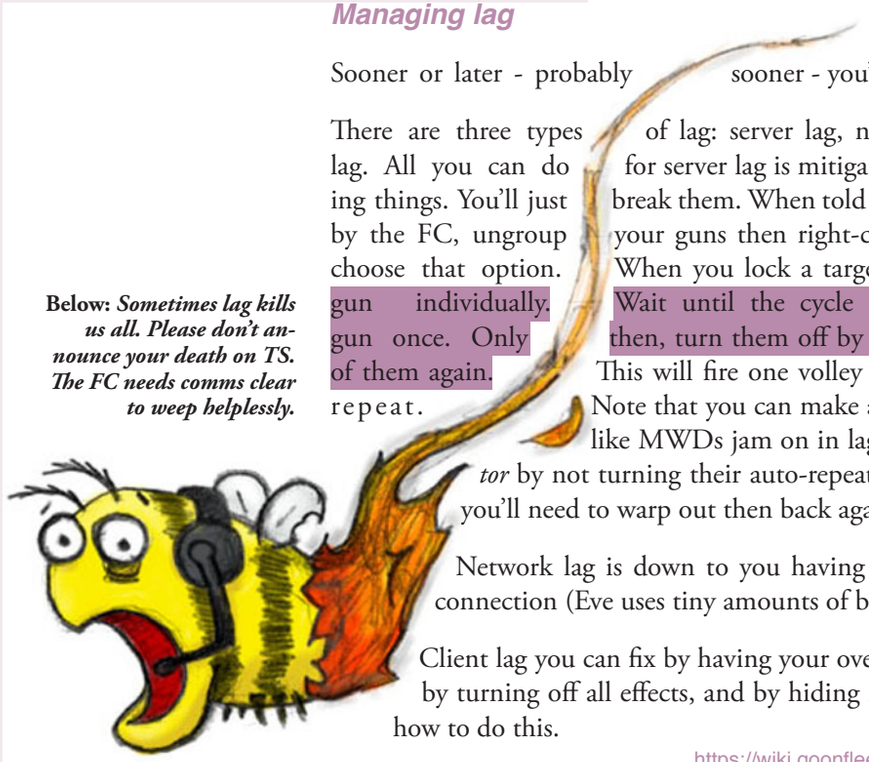
Sample Fitting: Tackling MWD Rifter
training time: day 2 of 30 day plan

HIGH POWER
3x 200mm AutoCannon I (EMP S)
1x Rocket Launcher I (Foxfire Rockets)

MEDIUM POWER
1x 1MN MicroWarpdrive I
1x Warp Disruptor I
1x Stasis Webifier I

LOW POWER
2x Nanofiber Internal Structure I
1x Capacitor Power Relay I

Managing lag



Below: ***Sometimes lag kills us all. Please don't announce your death on TS. The FC needs comms clear to weep helplessly.***

Sooner or later - probably sooner - you'll have to fight in lag.

There are three types of lag: server lag, network lag and client lag. All you can do for server lag is mitigate it. Don't keep clicking things. You'll just break them. When told to turn off auto-repeat by the FC, ungroup your guns then right-click on each gun and choose that option. When you lock a target, click once on each gun individually. Wait until the cycle indicator circles each gun once. Only then, turn them off by clicking once on each of them again. This will fire one volley from each. Rinse and repeat. Note that you can make advantageous modules like MWDs jam on in lag *without using capacitor* by not turning their auto-repeat off. If your guns jam you'll need to warp out then back again to fix them.

Network lag is down to you having high latency on your connection (Eve uses tiny amounts of bandwidth).

Client lag you can fix by having your overview set up correctly, by turning off all effects, and by hiding most tags. Ask in fleet how to do this.

https://wiki.goonfleet.com/index.php?title=Lag

Titans

DON'T BUMP THE TITAN!!

Titans are supercapital ships capable of bridging your smaller ship to distant systems, saving you 10+ jumps of standard stargate travel. When the FC tells you, warp to the titan at 10 km, set your "Keep at range" button to 1,700 m, and your ship will slowboat into range. Once everyone's in place the titan will open its portal and start to glow. Right click on the glowing titan, choose "Jump to...," and you'll teleport there.

Never warp to a titan at 0 km or use your MicroWarpdrive to approach one quickly - you'll bump the titan and its pilot will do terrible things to you.

https://wiki.goonfleet.com/index.php?title=Capital_Jump_Bridge_Array

My FC

Right: ***Goon Waffe treats all of our FCs with deep respect.***

Smash SMASH

"When the first Delve invasion collapsed, GoonSwarm needed a tuneup campaign to dull the sting of losing so close to victory, and what better way to get that than to settle scores with the dicks that promised support in Delve and never delivered? SMASH Alliance, along with its allies R0adkill and Atlas in the Geminate region, were targeted for destruction. We went in with the intention of causing misery and havoc, before settling into a sov-war.

"While goons have always prided ourselves on our incompetence, we discovered that years of fighting BoB had made most of us quite battle-hardened and we crushed the opposition while often badly outnumbered. GoonSwarm was starting to mature into a strong 0.0 alliance in our own right... but not before we lost our first titan to SMASH in a more traditional blaze of stupidity."

- Tector

Sovereignty

Many of the solar systems in Eve are "Conquerable 0.0," meaning that any alliance can claim them by erecting Territorial Claim Unit structures in them. When your TCU is online and your sov bill has been paid, you are said to hold sovereignty in the system.

What?

With sovereignty an alliance can improve its space, making it more profitable for its members with Infrastructure Hubs, or giving it advantages like Jump Bridges to distant systems. But hostile alliances can take that space away by first erecting their own challenging structures, Sovereignty Blockade Units (SBUs), then twice shooting any stations or iHubs before the TCU becomes vulnerable to attack and replacement.

https://wiki.goonfleet.com/index.php?title=Sov

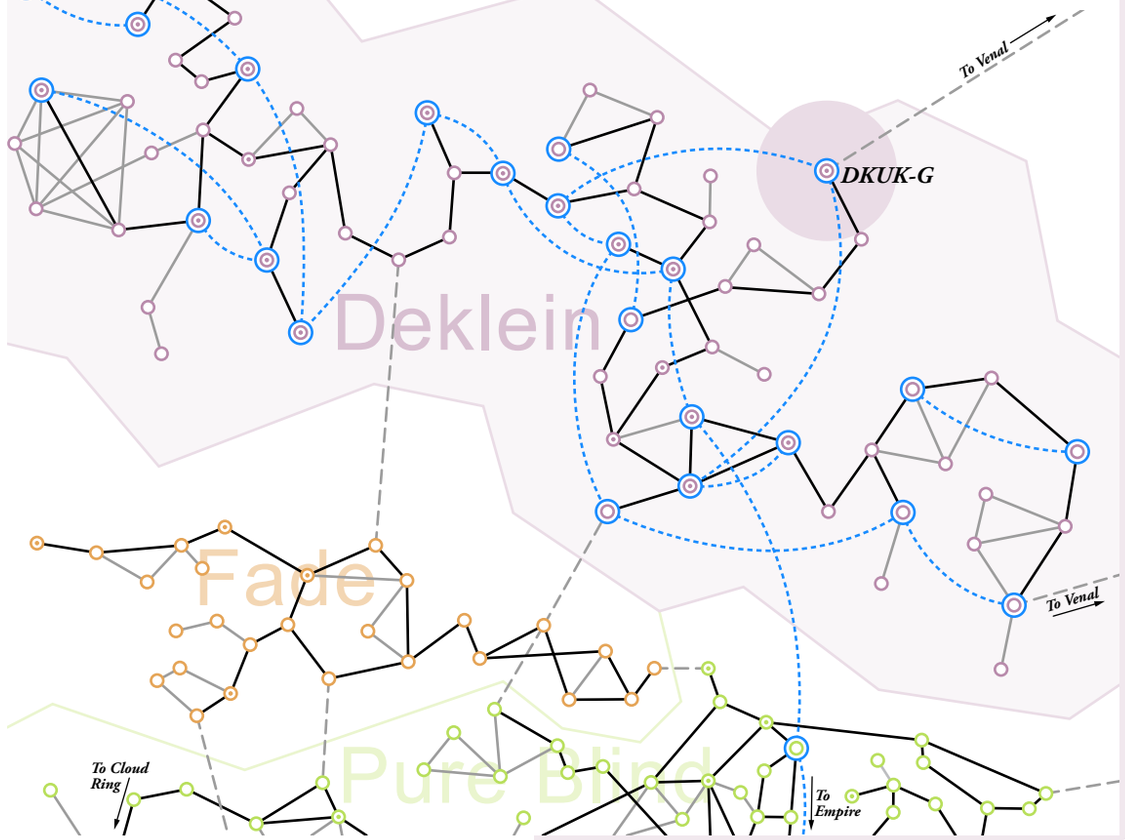
Jump bridges

Below: ***Deklein jump bridge network as of May 2010.***

Jump bridges are modules at POS that bridge you to a distant system, just like titan bridges. Get within 2,500 m of the bridge, right click on your ship and enter the Starbase Forcefield password, and right click on the jump bridge and choose "Jump to..." Bridges consume Liquid Ozone to move you. If you're flying something bigger than a frigate, it's polite to leave some ozone in one of the cans anchored nearby.

The current jump bridge locations, connections, and passwords are listed on the wiki and can be imported into GARPA Topographical Survey.

https://wiki.goonfleet.com/index.php?title=Jumpbridge



Terminology

Point: A Warp Disruptor or Warp Scrambler module that prevents targets from escaping combat, forcing them to stay and die.

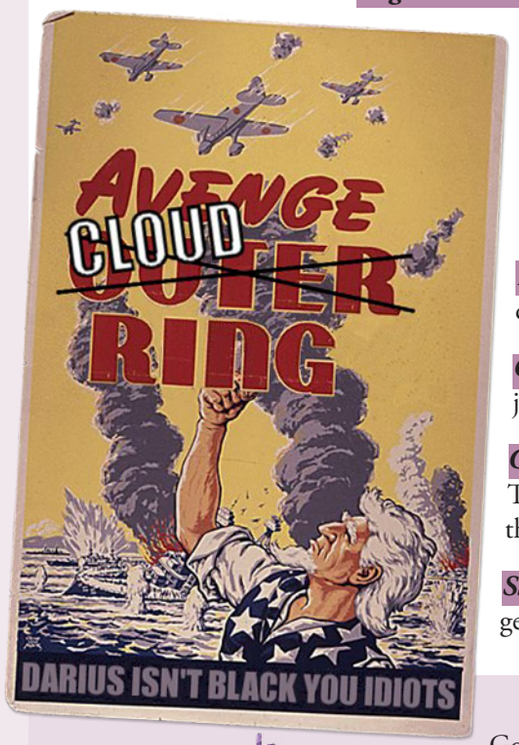
Tackle: The holy purpose of both the newbie and the expert: get a point on a target. If the enemy isn't tackled, we lose.

Support: Everything in a fleet that's smaller than a battleship. Most importantly, *you*.

Gate is red: Don't jump through that gate. Never ever jump until the FC tells you that the gate is green.

Hold your cloak: When you jump through a gate, you'll stay cloaked for 30 seconds or until you move. This means don't move.

Align to Planet X: Get up to speed in the direction of that planet. Right click in space, choose the planet, and select "Align to." If you're aligned, you'll warp instantly with everyone else.



wwwwww: If you've been told to look for www's in chat, you should right-click on the speaker's name and warp to them. Unless told otherwise *never warp at zero*. You'll uncloak Dabigredboat, who won't notice and will die.

F5: A request in chat that a carrier pilot assign five fighter drones to you, typically during shuttlebombing.

Cyno: A Cynosural Field is a beacon that lets certain ships jump between star systems without using gates.

Covert drops: One goon tackles a target and lights a cyno. The rest of the gang, in special ships, jump to it and kill the target, who rages amusingly.

Slosh op: The highest form of PvP: drink plus goons. Has genuinely saved one goon's life from testicular cancer.

https://wiki.goonfleet.com/index.php?title=Glossary

What's a pubbie, you ask?

Goons generally define the population of New Eden by a deceptively simple metric: Fellow members of SomethingAwful are goons, practically everyone else is a pubbie. In most cases, the term is more or less a slur. A few corps and the odd alliance have, in their time fighting alongside us, become more than just allies of convenience and aren't referred to as pubbies. The Russians of Red Alliance, French of TCF, and alliances Morsus Mihi and RAZOR are examples of this.

Some of our member corps aren't from SA either and you'll occasionally hear older goons griping about them. Call them out if they're being dumb or obnoxious, but remember that Goons are too. They're with us because they're at least somewhat similar to us, after all.

Goons = faggots
Pubbies = faggots
???

Kick BTLS

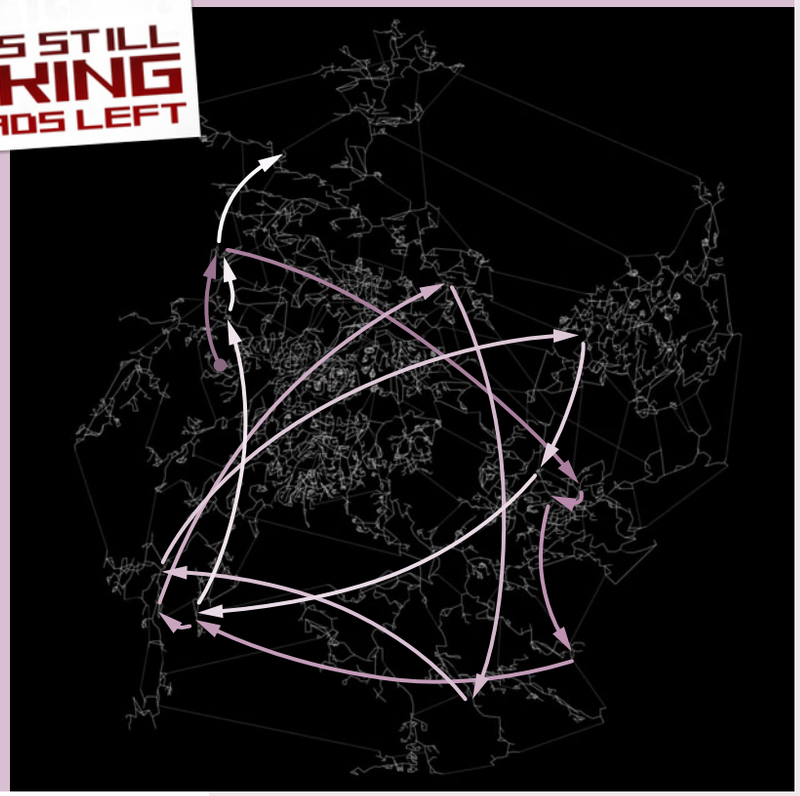
Recent history

The usual comedy of errors one expects from Goons in Space. After turning Delve into an impregnable fortress we lost everything when epaRniarT, our CFO, forgot to pay the sov bill and we trolled karttoon, our equally incompetent CEO, into ragequitting, stealing all our stuff, and disbanding our alliance.

Everything lost, we abandoned Delve and another great exodus began. Regrouping in NPC Syndicate, where GoonFleet was born, we set our sights on evicting Ev0ke and Cry Havoc from Cloud Ring. We succeeded with some help from the Northern Coalition, but victory was short-lived. We couldn't afford to lose capital ships, and when the NC left to defend their space Ev0ke and Cry Havoc's supercapital fleet retook our moons.

Defending Cloud Ring's three stations was easy, and helpful in denying the NC's enemies a staging system, but ultimately pointless without any money-making moons. Also it was pretty boring. So we've packed up again and moved in with our old ally TCF in Deklein, to fight against the Southern Coalition directly. We're not a major power anymore (yet) but we're having more fun than we've had since taking Delve from BoB a year ago. You're welcome to join us.

Right: ***We are literally the wandering Jew.***

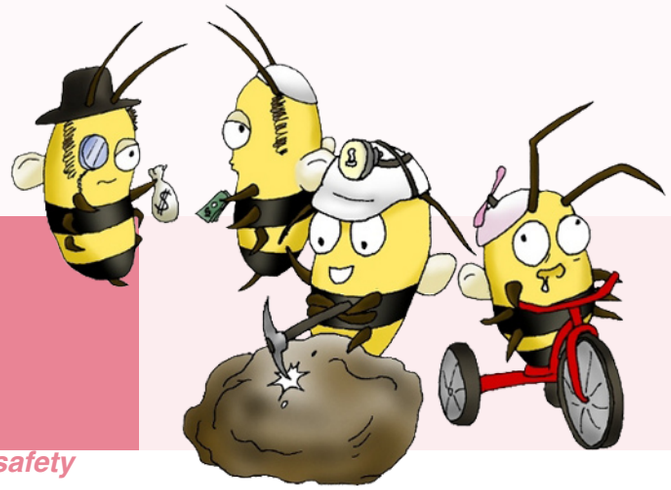


We're Terrible at this game.

No U

help! I'm tackled in a belt

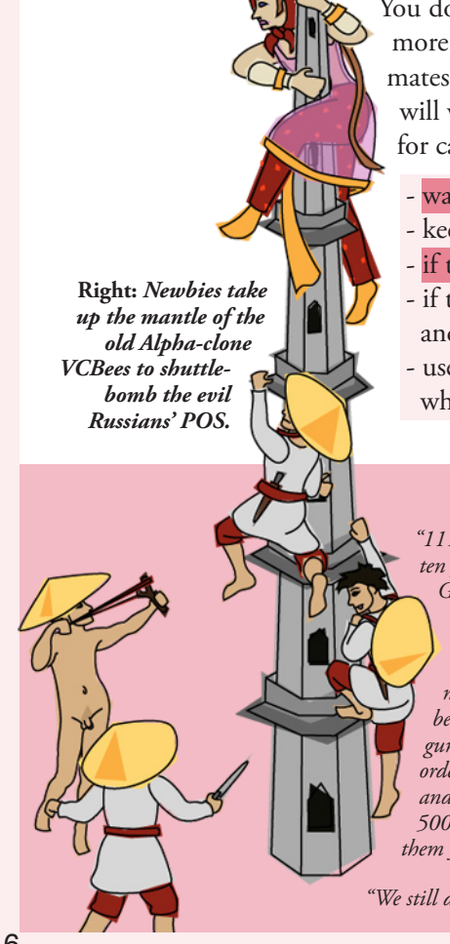
Money



0.0 PvE safety

You don't need to do PvE as a newbie to get money: you'll make far more by just asking for free ships and a bit of cash from your squadmates. But eventually you'll get into a salvager or battlecruiser and will want to earn isk yourself. Here are a few safety tips for PvEing for cash (ask your squadron about the more technical terms):

- watch local like a hawk for hostiles
- keep an eye on intel channels for reports of hostiles nearby
- if there's a POS to hide at if hostiles turn up, bookmark it
- if there's no POS to hide at, make safespots ahead of time and jump between them until every hostile leaves
- use intel channels to ask whether there are hostiles nearby when you're moving valuable stuff around



Right: ***Newbies take up the mantle of the old Alpha-clone VCBees to shuttle-bomb the evil Russians' POS.***

https://wiki.goonfleet.com/index.php?title=Overview_Settings

JBev's JBees

"111-F1 has to have one of the weirdest conquest histories in Eve. The first time, ten guys from the old Pi Squad took it single-handedly and briefly became the only GoonFleet squad to have their own station (Pi Squad Is Number 111-). The second time, we took it with shuttles.

"Every character can fly shuttles from day one - they're those terrible ships with no slots for mods. But Junkie Beverage, our FC, realized both that they could be assigned drones and that their tiny size made them unusually hard for POS guns to hit. One night our conventional fleet was too small to take on a POS, so he ordered everyone into shuttles. A bunch of carriers logged in to give us fighter drones and we orbited a POS gun, told our fighters to engage, and laughed while doing 500 dps. Some carrier pilots even rolled new alts to get in on the fun; we called them JBees after the old VCBee alts used back when BoB camped us into Syndicate.

"We still do shuttlebombing sometimes. Try it out - it's newbie-friendly and a lot of fun."
- Poluketes

I'm Gay

Salvaging

Salvaging wrecks is the fastest and easiest way for a newbie to make money. Train the Salvaging skill to IV, fit Salvager I modules on your ship, and away you go. Destroyers make the best dedicated salvaging ships, as they're fast, have lots of high slots for salvagers, and have a decent-sized cargohold. Feel free to put a Salvager on your PvP tackling frigate too, for cleaning up after victories. Fighting Atlas is pretty close to ratting anyway!

If you're looking for wrecks to salvage, first ask in your squadron channel if anyone is ratting and would mind you tagging along. We like helping newbies and we'll usually say yes. If no one in your squadron is ratting, try Drakban or use the in-game map to find wrecks yourself. Under Statistics, tick "Pirate and police ships destroyed in the last 24 hours," look for a nearby system with a big orange dot, and fly there. If someone's in Local, ask permission to salvage. If nobody's in Local or nobody responds, warp to the asteroid belts at 100 km. Any wrecks in empty belts are up for grabs - ratters only own the wrecks in the belt or anomaly they're currently occupying.

Sample Fitting: Salvaging Thrasher
training time: day 3 of 30 day plan

HIGH POWER
6x Salvager I
2x Small Tractor Beam I

MEDIUM POWER
1x 10MN Afterburner I
2x Cap Recharger I

LOW POWER
1x Capacitor Power Relay I
1x Expanded Cargohold I

RIGS (optional)
1-3x Small Salvage Tackle I

Now you've found some wrecks, approach within 5,000 m, target a wreck, and activate your Salvagers. The more Salvagers you have running on a single wreck, the quicker you'll have a successful attempt. Salvage rigs also make the process more efficient. Watch out for rats - many ratters don't bother killing small rats, and they'll shoot you.

Salvaging gives you materials used to produce rigs. Some, like armor plates, capacitor consoles, and alloy beams, are much more valuable than others. The rate they drop at depends on the ship type of the wreck being salvaged.

https://wiki.goonfleet.com/index.php?title=Salvaging

Scavenging

Related to salvaging is scavenging, or taking dropped modules from wrecks. Always loot PvP wrecks - T2 and faction mods are good isk. Valuable named mods you'll find in Gurista rat wrecks include:

Missile Launchers: 'Arbalest' are best, also OE-5200, SV-2000, TE-2100, XR-3200, XT-2800, XT-9000, and ZW-4100

Capacitor Gear: Anything named Eutectic, Beta, or Mark I

Shield Transporters: S95a Partial Shield Transporter (Large especially)

Shield Boosters: Anything named C5-L or Clarity

Sensor Boosters: F-90 Positional Sensor Subroutines, Alumel-Wired I Sensor Augmentation

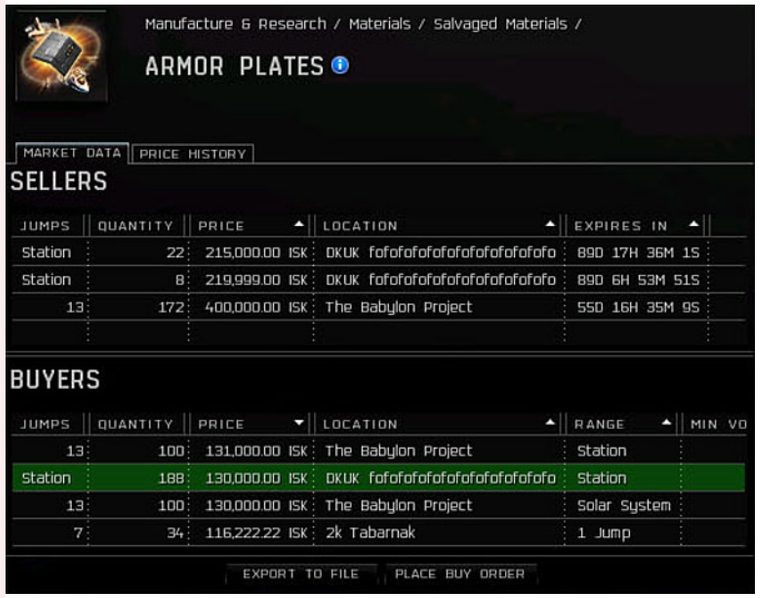
hth

Using the market

Okay, you've scavenged from some rats' or hostiles' wrecks and now you've got a pile of loot. Some of it will be useful modules worth selling, some will be useless crap you should melt down into minerals. Any of the named mods on the Scavenging list on the previous page are worth selling, as are popular T1 mods like MicroWarpdrives and any T2 mods you take from hostile wrecks. If you're lucky enough to find a faction mod ("Dread Guristas" whatever), pay a hauler in S-Mart to ship it to Jita and sell it there; they're prized by Empire mission runners.

Right click on an item you want to sell and view its market details. Don't just accept a Buy Order - you'll probably lose a fortune. Look at all the Sell Orders in the region, ordered by price. Then right click the item again to sell it, and under Advanced put up your own sell order, undercutting the previous lowest sell order by .01 isk. Remember to check on your orders in your Wallet, to make sure somebody else hasn't undercut you.

Below: *You'd earn 65% more here undercutting the lowest sell order than accepting the buy order.*



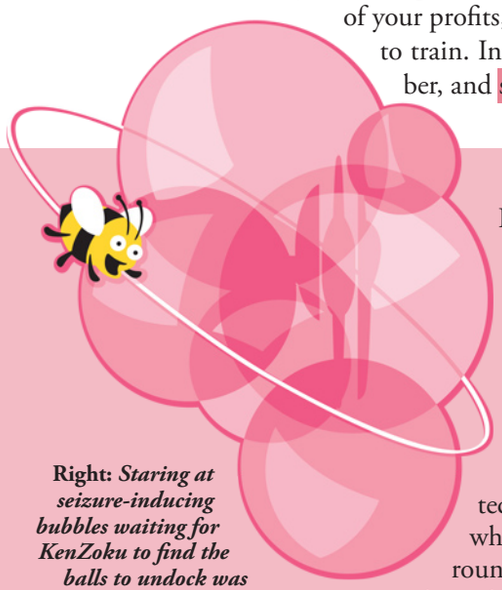
https://wiki.goonfleet.com/index.php?title=Using_The_Market

Refining

Even if you're not a miner, you'll need to refine things: some loot from rats is better sold as minerals, or perhaps you're using your ratting loot to build stuff. In 0.0, most stations waste *huge* amounts of your profits, and good refining skills to counter this take months to train. Instead, ask your squadmates on the forums or in jabber, and someone will refine whatever you need, for free.

https://wiki.goonfleet.com/index.php?title=Refining

The camp of PR-8CA



Right: *Staring at seizure-inducing bubbles waiting for KenZoku to find the balls to undock was almost fun.*

It was the best of goontimes, it was the worst of goontimes. About a week into the second invasion of Delve, in one day, we went from huddling in a POS to proud possessors of a shiny new region.

SirMolle's incompetence cost BoB Delve just like it did the south. First he lost a fourth titan to idiocy. Then he ordered his entire fleet, capitals and all, to log off in one station. A Pandemic Legion FC spotted our chance and ordered PR- locked down. For a whole retarded and horrible month we maintained a round-the clock camp on that station. We wanted to kill them that badly. In that month, we won Delve.

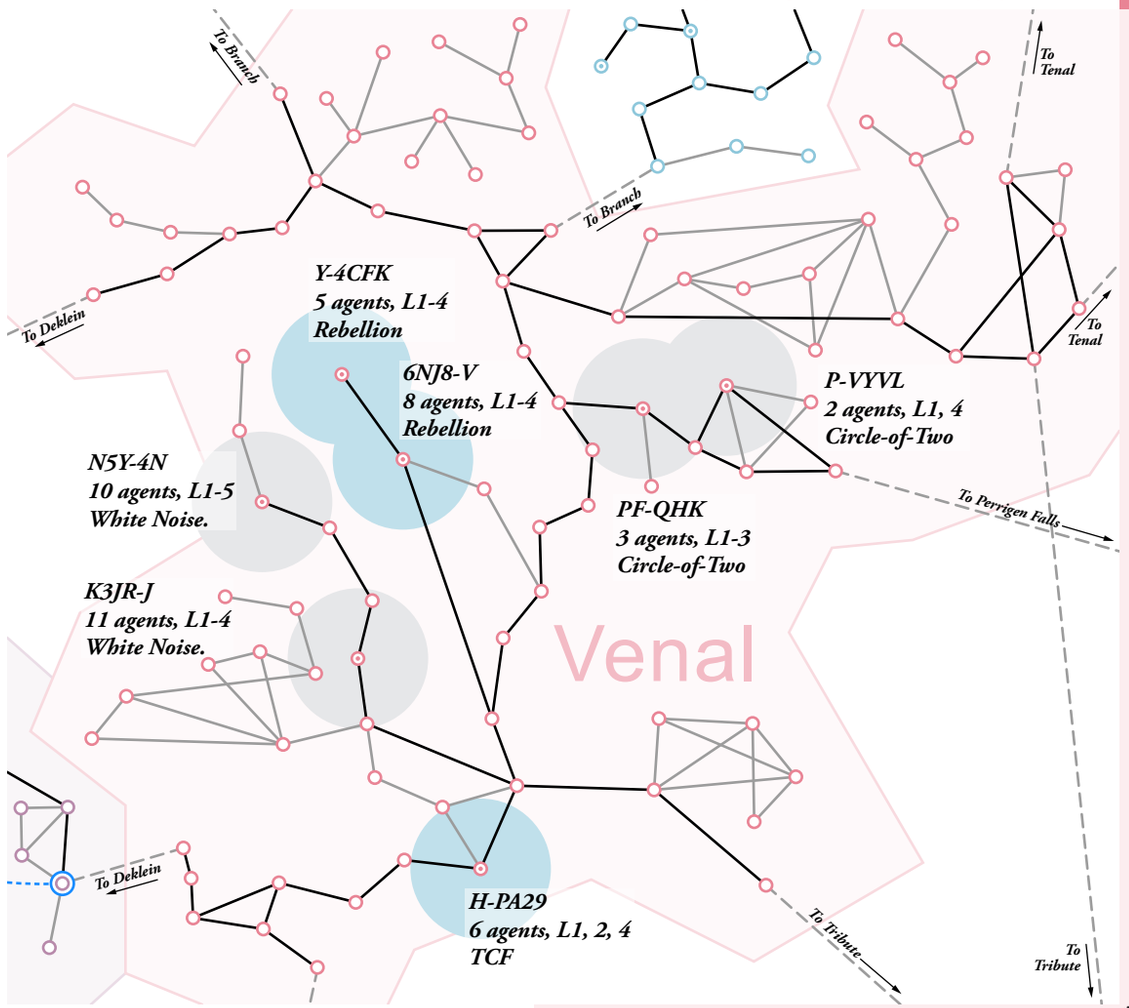
Missions

When you ran through the tutorial (you did run through the tutorial, right?), you were given missions by an agent. Right next door to our current space is Venal, where you can find agents who will give you similar missions. Because Venal is 0.0 space, these missions will pay massively more than highsec missions do. However, that reflects the fact that they're riskier: you can be ganked if you're not careful, although you're less likely to be killed running level 1 missions in a frigate than level 4s in a battleship.

Anomaly ratting in Deklein (see page 20) is probably more profitable than running missions in Venal, but if you want more variety, missions are a good choice. Venal has only seven station systems; as of May 2010 three are controlled by our allies Rebellion and TCF and are relatively safe, and four are controlled by neutrals who will kill you. Before starting, ask your squadmates for advice on which systems to go to, what type of ship and fittings you'll need, and how to keep safe in the process.

Below: *Venal mission systems, as of May 2010.*

https://wiki.goonfleet.com/index.php?title=Agent_Missions
https://wiki.goonfleet.com/index.php?title=Venal



Goons in Space: other alliances' views

"Goons make cultural invasion that affected whole Eve universe.

"When I joined GoonSwarm I knew that I was joined something special, something extraordinary, not just another alliance but alliance with idea which differ from 'just kill this faggots.' Many cool things come from GS (even if not, GS upgrade it to next level) for example: zerg-rush, jihad, espionage, forums > in-game stuff principle, bombers, etc. Even our enemies noted the success in areas of 'chaos management' and 'newbies training.'

"If someone ask me: 'What do you remember most about Eve?' I will answer: 'Those funny times when I was in GoonSwarm.' "

- RLeonis, Red Alliance

"Subculture of GoonSwarm is ideally displays environment organized in a flock of evil. Vice, erected in cult. ... Disorganization - their essence. They are not able to build - only to destroy."

- Blaster Worm, RED.OverLord

Ratting

Ratting is the slang term for killing NPC ships (pirates, aka "rats") for their bounties and loot. It's one of the most common ways to earn isk, since it uses the same set of skills you need for PvP.

The type of rats you're likely to find will depend on what region you're in. Deklein features Guristas, which are vulnerable to kinetic and thermal damage, and deal the same type of damage in return. They also use ECM to break your target lock, which is annoying. Since you're in 0.0, you'll need either a battlecruiser or a battleship to kill rats. Since you're ratting Guristas, you'll want to bring kinetic ammo and to fit your ship with modules that help you resist kinetic damage, like Ballistic Deflection Fields or Armor Kinetic Hardeners.

Sample Fitting: Ratting Drake
training time: day 20 of 30 day plan

HIGH POWER
7x 'Malkuth' Heavy Missile Launcher I
(Scourge Heavy Missile)

MEDIUM POWER
1x 10MN Afterburner I
1x Invulnerability Field II
2x Ballistic Deflection Field II
2x Large Shield Extender II

LOW POWER
3x Ballistic Control System II
1x Power Diagnostic System I

DRONES
4-5x Hornet I

RIGS (optional)
3x Medium Core Defence Field Purger I

Rats are most commonly found in asteroid belts and on gates (never shoot rats on a gate). It's possible to make a steady income by moving from belt to belt killing, salvaging, and looting everything you find. Take care to follow the safety tips on page 16.

In addition to belts, rats can be found in anomalies, which you can find either by using your ship's on-board scanner or by using scanner probes. It will take you longer to locate anomaly rats than belt rats, but it will also take hostiles longer to locate you in an anomaly than in a belt. You should still watch intel channels and warp to safety if a hostile enters local but it will be harder for them to sneak up on you.

See the wiki for instructions when you're ready to look into this and other advanced ways of making money, like exploration and wormholes.

https://wiki.goonfleet.com/index.php?title=Ratting
https://wiki.goonfleet.com/index.php?title=Anomalies
https://wiki.goonfleet.com/index.php?title=Guristas_Pirates

Production

Production is the process of turning minerals into useful items. You can use easy T1 production to build cheap ammo for yourself or to create a small, low-effort income stream building and selling stuff to others. All you need to get started is to identify a gap in the market, get some minerals and a blueprint copy for the item in question, and train the Mass Production and Production Efficiency skills. You can get some BPCs and the skills by doing the starter industry agent missions. Or ask in your squadron; lots of vets have T1 blueprints they aren't using.

Don't sell yourself short! Remember that even if you get the minerals for "free" by mining them yourself or refining loot scavenged from wrecks, you could sell those minerals for fast cash. Make sure you don't sell your finished products for less than the value of their minerals, minimum.

https://wiki.goonfleet.com/index.php?title=Production

Other income sources

Scamming is one of the most infamous and lucrative activities goons can engage in to make money. Methods include recruitment scamming, corp theft, contract fraud, and a myriad others; the undisputed master of them is GoonWaffe's own Jack Gates, a notorious and highly skilled scammer.

Isk can also be made from asteroid mining or selling game time cards (GTCs), though the first is boring, the second costs you real money, and neither has the same anarchic appeal as separating fools from their space money.

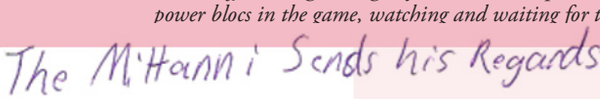
https://wiki.goonfleet.com/index.php?title=Scamming

GIA

"Spying is one of the oldest professions in GoonWaffe. Through espionage we have crippled our mightiest foes and shat merrily on their concept of honour. The spies that infiltrate hostile alliances pay a terrible price, however. They forsake their goon main accounts to spend time with some of the most boring and stupid people in the game, to pass along intelligence to their handlers or to rob their targets blind.

"There's a name for the shadowy organization that manages our official espionage: the GoonWaffe Intelligence Agency (GIA). It has spies and sleeper agents in all of the major power blocs in the game, watching and waiting for the right moment to strike."

- Tector



Future goals

Building your skill plan

People will tell you to train your learning skills to IV first. That sounds great to them because they don't have to sit around doing nothing for a few days. Sure, train learning skills overnight. But prioritize training things that let you have fun in Eve. Train Navigation I and Afterburner I to let you go faster. Train the small guns for one race's ships to I. Train that race's frigates to III to let you use the best frigates. Train a couple of levels of skills like Engineering, Electronics, and some tanking skills. For specifics, check the wiki. If you have no idea where to start, try the 30 day newbie training plan below to fly six ships in your first month.

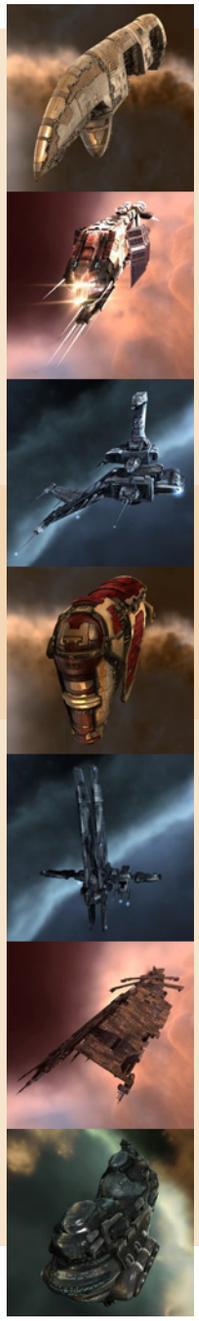
Remember that you can cross-train for any race's ships at any time. Your character race doesn't matter. If you are Gallente, consider training another race's ships: perhaps Minmatar or Caldari.

https://wiki.goonfleet.com/index.php?title=Recommended_Skill_Training_Guide

30 day newbie training plan

Day 1	Tackling Afterburner frigate: ***Rifter***
Day 1	Basic learning skills
Day 2	Tackling MicroWarpdrive frigate: ***Rifter***
Day 3	Salvaging destroyer: ***Thrasher***
Day 9	Basic support skills and advanced learning skills
Day 11	DPS cruiser: ***Caracal***
Day 11	Level 2 missions running cruiser: ***Caracal***
Day 12	Logistics cruiser: ***Osprey***
Day 13	ECM cruiser: ***Blackbird***
Day 20	Ratting battlecruiser: ***Drake***
Day 28	Reimbursement PvP battlecruiser: ***Drake***

https://wiki.goonfleet.com/index.php?title=30_Day_Plan



Who's who: fleet ships

When you're ready to specialize, consider the seven key fleet ship types.

Battleships: *the backbone of the fleet. DPS dealer at up to 250 km, with a solid tank. The fleet with more battleships usually wins.*

tackling frigate -> cruiser -> battlecruiser -> noob battleship -> T2 battleship

Interdictors: *the best tacklers in the game. Drop Warp Disrupt Probe "bubbles" that prevent any ship inside a 20 km radius from warping. The difference between a defeated enemy fleeing and being massacred.*

tackling frigate -> interceptor -> interdictor

ECM: *use Electronic Counter Measure "jammers" to prevent hostile ships from locking targets. Strong ECM support can help a smaller fleet defeat a larger one and is required to break logistic ships' remote repair tanks.*

tackling frigate -> blackbird (cruiser) -> scorpion (battleship)

Logistics: *space priests that repair shield or armor. Operate in groups repairing each other and battleships. Very long skill plan with no fun ships as stepping stones, strongly recommended you train into another ship first.*

tackling frigate -> osprey/augoror (cruiser) -> something fun -> logistics

Covert Ops: *scout ship that can warp while cloaked, sneak through gatecamps, probe out enemies hiding in safespots, and provide warp-ins.*

tackling frigate -> covert ops

Carriers: *capital class Logistics ships, plus DPS from Fighter drones, plus a Ship Maintenance Bay for carting other ships around. Very long skill plan but useful for personal money-making as well as sov warfare.*

logistics + battleship V -> carrier

Dreadnoughts: *capital class DPS ships, one step above T2 sniping battleships. Shoot enemy POS, outposts, and capital ships; required to kill enemy supercapital ships. Very long skill plan and only useful for sov warfare.*

Tech 2 battleship -> dreadnought

Incompetence compensation

The alliance offers partial reimbursement for losses of the ship types shown above (except for cov-ops ships - you'd have to be truly incompetent to lose many of them), to encourage us to fly useful ships in fleets. To qualify, a ship must be lost on an official alliance operation (getting ganked while ratting doesn't count), you must use the approved fittings found on the wiki, and your character must have certain minimum skills. Report your loss in the stickied thread in the PVP/PVE forum by linking your killmail both on our killboard and the enemy killboard.

Any attempt to receive reimbursement for losses that did not occur (i.e. fraud) will be punished severely.

https://wiki.goonfleet.com/index.php?title=Reimbursement

Internet Spaceships are Serious Business

UNIT 1

SOLODRAKBAN-SO[LODRA]

1 Welcome

UNIT 2

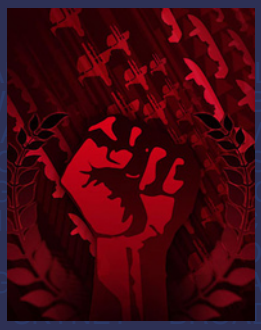
Getting started

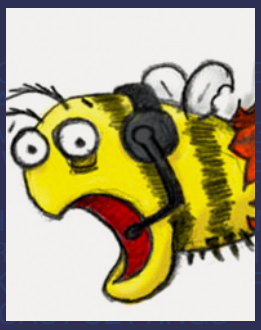
2 Channels
3 Attributes
4 Coalitions
5 CEOs
6 Timeline
7 Pod jumping
8 Squadrons

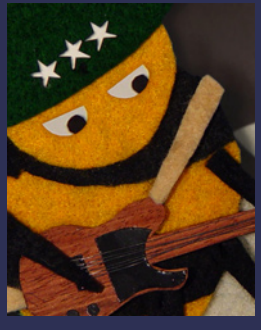
UNIT 3

Programs

9 EVEMon
10 EFT
11 GTS
12 Teamspeak2
13 Jabber







UNIT 4

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UNIT 6

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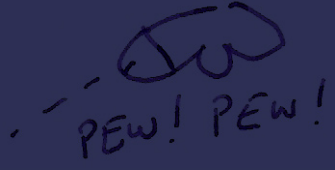
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