

# Cpt Bunny's Trading Guide.

## Foreword

This guide is aimed at new traders looking for a structured and specific formula that will aid them in making Isk efficiently. There are many "Business models" of trading in eve and in this guide I will focus on: **Jita to Remote Hub reseller.**

In its simplest form, you will be purchasing a variety of T2 and some T1 Modules in Bulk, to transport to a far off system on the verge of 0.0 space. Your Goal is to have as little Isk in your wallet at all times to maximise your potential sales.

## First Things First: Pre-Requisites.

### The Buyer

This is a character that will sit in Jita, His primary job will be making purchases from the Jita market. He does not need any trade skills as such. His secondary job will be moving stock to your remote system and will need skills in spaceship command (but not haulers)

### The Seller

This character will remain docked in the remote system. He will need some trading skills, firstly those that increase the number of sell orders you can place on the market, then over time adding skills that reduce the tax you pay per sale, will not need to fly anything.

### Your Sales Board

Microsoft Excel, Google Docs, Open office, any of these will work, it can be as simple or complex as you want to make it, but you must have a log of what you're doing. You really don't want to be selling items for less than what you paid for them.

### Optional but highly recommended

A second PC screen, the easier you have access to information, the faster the process will be.

A dedicated Courier pilot lets you keep "The buyer" docked in Jita and allows you more flexibility (Not a T1 Hauler pilot)

## Stage 1 Finding somewhere to sell your stock

Finding the right system is the most important part of setting up a successful trade route. I am not going to give you any specific system names but I will show you how to find them. More importantly you need to learn how to find out this type of information.

### The 0.0 Drop off point

Deep space (0.0) Pilots usually do not like to fly to Jita every time they need something that is not in their deep space local market, they are almost always prepared to pay well over

market rates to get what they need as they are usually among the richest pilots in eve. As a result, “mini trade hubs” are to be found all around the outer rim of safer “Empire Space” These are usually the last station system in empire space on the way to 0.0 Access to 0.0 space is via bottleneck systems, there are few routes to these places this is partially the reason that edge of empire space mini trade hubs exist.

*Exercise: From Jita or Amarr, or anywhere in central empire space, open up your map, click the star map button then on the tab Star Map then Stars select the bottom sun menu titled statistics and select pilots active in the last 30 minutes. Now plot a course to the following systems and take a note of the last empire systems with a high population. (Remember to do this at peak time) possibly check at different times of day too, to ensure a passing fleet has not altered your results.*

*Systems; Tpar-G , YZ-LQL, X47L-Q, EOA-ZC, B-VIP9, D-GTMI or any other systems in deep 0.0*

*Once you find a high population system 30-50+ pilots, chances are that it's also a station system, but you need to check that via the map too, then last of all but most importantly, make sure it's a **High Sec System!***

If you think you have a suitable system, travel there and have a look around. You now need to understand why it is busy, as this will decide the type of stock you should sell there. In the above example, it should mostly be 0.0 pilots, Pirates or possibly a Deployed Fleet staging point.

#### **Level 4 mission systems**

Such as Motsu, Umokka, Rens, Frann, Emolgranlan, Gulfonodi, Alentene, Aramachi, Auvergne, Cistuvaert, Dodixie and Ordion. Ammo, Drones, and other consumables are good in these areas. But are often well supplied by traders and your competition may be high.

#### **Incursion systems**

A fairly new addition to eve, these systems are dynamic and move around frequently, although most are in the Amarr and Kador regions. You can find these systems easily via your journal which lists active incursion systems. As for stock, these are similar to mission runner hubs, drones and ammo work well here.

#### **Capital Ship Jump off Points**

These are naturally low sec systems, but usually next to a high sec station system. You probably will not see a high population there, maybe a larger than normal docked population. You can find these via the map with a little patience, select active “Cynsaural Fields” from the map filters. Vehan and Chamemi are both Capital ship jump off points that you can profile and help you find other similar systems. As for Stock, Fighter and Bomber Drones, Jump Fuel are among the better options. If you are new, stay out of the low sec system and offer your stock one jump over in the High sec system. In Vehan's case, this would be the system called “Nare”

## War zones

These can be found all over eve, use the map, look at ships and pods destroyed in 24 hours filter, then locate the closest busy, High sec system. Best items to sell? Everything.

These are just a few examples of good systems for selling in. there are a few more types and you have the tools to find them and remember to investigate why a system is busy, don't be afraid to ask the locals what brings them to xxx system, just say you're performing market research.

**End Of Stage 1 Action: Move "The Seller" to your chosen system**

## Stage 2 Selecting your Stock

As this guide is targeted at the less experienced trader, I will assume you have a starting Capital of around 50-100m. But bear in mind, this guide works equally well if you have 5 Billion Isk + to start with. A higher budget just means you can afford to make less trips and hold more stock of each item. For the new trader, you will be holding 5 or so items of each type in order to cover as many sales opportunities as possible. You probably have a rough idea what type of items your going to be selling by now, but its time to pick specific items. And get your sales board ready! At the very end of this guide, I have included a list of 144 items that sell well enough for me to include in my own spread sheets. However, we will be starting with a list of 20 items that that can be called "The Failsafe List". ( it takes just a few days to get a character to the point where they can have 45+ open market orders)

**Open up your spread sheet and copy the following items into it.**

| Stock Item                          | Purchased in Jita @ | Sold in XXXXXX system @ |  |  |  |
|-------------------------------------|---------------------|-------------------------|--|--|--|
| Ballistic Control System II         |                     |                         |  |  |  |
| Cap Recharger II                    |                     |                         |  |  |  |
| Co-Processor II                     |                     |                         |  |  |  |
| Expanded Cargohold II               |                     |                         |  |  |  |
| Damage Control II                   |                     |                         |  |  |  |
| Energized Adaptive Nano Membrane II |                     |                         |  |  |  |
| Covert Ops Cloaking Device II       |                     |                         |  |  |  |
| Gyrostabilizer II                   |                     |                         |  |  |  |
| Hammerhead II                       |                     |                         |  |  |  |
| Hobgoblin II                        |                     |                         |  |  |  |
| Heat Sink II                        |                     |                         |  |  |  |

|  |  |  |  |  |  |
|--|--|--|--|--|--|
| Heavy Missile Launcher II                  |  |  |  |  |  |
| Inulnerability Field II                    |  |  |  |  |  |
| Large Shield Extender II                   |  |  |  |  |  |
| 1600mm Reinforced Rolled Tungsten Plates I |  |  |  |  |  |
| Scan Resolution                            |  |  |  |  |  |
| Sensor Booster II                          |  |  |  |  |  |
| Warp Disruptor II                          |  |  |  |  |  |
| Stasis Webifier II                         |  |  |  |  |  |
| Nanite Repair Paste                        |  |  |  |  |  |

At this point in time, we are just looking to see where the potential money makers are,

**Stage 2 Action Point:** Update the column “**Sold in XXXXXX system @**” with the cheapest sell price in the top window of the market browser.

You will want to sort you're in game market view to show the cheapest at the top and most expensive at the bottom This is the price you need to match for people to buy your product. You might be looking at an item and notice that there are some 1 or 2 jumps next door at a lesser price. IGNORE THEM. Put yourself in the shoes of a pilot who has 5 billion Isk in his wallet and wants to buy a single Heat sink 2. Do you really think he will go next door and waste 5 minutes of his time to save 200k Isk ?

It is worth spending the time looking through your selling system with random selections from the 144 list and substitute anything that really stands out into the starter 20 list. A Good example: “**Medium Core Defence Field Extender I**” “No one is selling them on the market, but in the history tab you see that 10+ are selling each day. It just so happens they are sold out. This means you can set the price Very High. Don't hesitate in charging double what you paid for it.

Never underestimate how much Isk your buyer may have. Over time as your Isk increases and your maximum number of open orders increases you will want to make sure you use every single order up. An empty sell order is a massive waste, even if it means you need to hold less stock of another item.

**IMPORTANT NOTE; All these items you are selling, you are creating new sell orders for. You are NOT selling to pre-existing buy orders.**

**Many rookies make the mistake in thinking they should only sell an item where someone has a buy order up for it. I.E. Sell in the top window, not in the bottom window.**

**Your spread sheet should now look something like this.**

| Stock Item                  | Purchased in Jita @ | Sold in XXXXXX system @ | Profit per Unit |  |  |
|-----------------------------|---------------------|-------------------------|-----------------|--|--|
| Ballistic Control System II |                     | 800,000                 |                 |  |  |

|  |  |           |  |  |  |
|--|--|-----------|--|--|--|
| Cap Recharger II                           |  | 750,000   |  |  |  |
| Co-Processor II                            |  | 950,000   |  |  |  |
| Expanded Cargohold II                      |  | 925,000   |  |  |  |
| Damage Control II                          |  | 950,000   |  |  |  |
| Energized Adaptive Nano Membrane II        |  | 750,000   |  |  |  |
| Covert Ops Cloaking Device II              |  | 7,500,000 |  |  |  |
| Gyrostabilizer II                          |  | 800,000   |  |  |  |
| Hammerhead II                              |  | 850,000   |  |  |  |
| Hobgoblin II                               |  | 600,000   |  |  |  |
| Heat Sink II                               |  | 800,000   |  |  |  |
| Heavy Missile Launcher II                  |  | 850,000   |  |  |  |
| Invulnerability Field II                   |  | 1,250,000 |  |  |  |
| Large Shield Extender II                   |  | 1,250,000 |  |  |  |
| 1600mm Reinforced Rolled Tungsten Plates I |  | 1,200,000 |  |  |  |
| Scan Resolution                            |  | 30,000    |  |  |  |
| Sensor Booster II                          |  | 800,000   |  |  |  |
| Warp Disruptor II                          |  | 1,000,000 |  |  |  |
| Stasis Webifier II                         |  | 1,000,000 |  |  |  |
| Nanite Repair Paste                        |  | 22,000    |  |  |  |

You now know how much you can sell your chosen stock for in your targets sales system. Next step is simply updating the "Purchased in Jita @" Column with the cheapest sell prices. I.e. the lowest price you can buy those items for. You will quickly see how much if any profit there is per module. You can use an automatic calculation in the profit column and save yourself some time and effort.

**The spread sheet should now look list this. (Note: these prices were pulled out of thin air and do not represent any specific market)**

| <b>Stock Item</b>           | <b>Purchased in Jita @</b> | <b>Sold in XXXXXX system @</b> | <b>Profit per Unit</b> | <b>Stock to Hold</b> |  |
|-----------------------------|----------------------------|--------------------------------|------------------------|----------------------|--|
| Ballistic Control System II | 600,000                    | 800,000                        | 200,000                |                      |  |
| Cap Recharger II            | 400,000                    | 750,000                        | 350,000                |                      |  |
| Co-Processor II             | 500,000                    | 950,000                        | 450,000                |                      |  |
| Expanded Cargohold II       | 450,000                    | 925,000                        | 475,000                |                      |  |
| Damage Control II           | 600,000                    | 950,000                        | 350,000                |                      |  |

|  |           |           |          |  |  |
|--|-----------|-----------|----------|--|--|
| Energized Adaptive Nano Membrane II        | 500,000   | 750,000   | 250,000  |  |  |
| Covert Ops Cloaking Device II              | 4,600,000 | 4,500,000 | -100,000 |  |  |
| Gyrostabilizer II                          | 400,000   | 800,000   | 400,000  |  |  |
| Hammerhead II                              | 450,000   | 850,000   | 400,000  |  |  |
| Hobgoblin II                               | 350,000   | 600,000   | 250,000  |  |  |
| Heat Sink II                               | 550,000   | 800,000   | 250,000  |  |  |
| Heavy Missile Launcher II                  | 830,000   | 850,000   | 20,000   |  |  |
| Invulnerability Field II                   | 900,000   | 1,250,000 | 350,000  |  |  |
| Large Shield Extender II                   | 750,000   | 1,250,000 | 500,000  |  |  |
| 1600mm Reinforced Rolled Tungsten Plates I | 900,000   | 1,200,000 | 300,000  |  |  |
| Scan Resolution                            | 9,000     | 30,000    | 21,000   |  |  |
| Sensor Booster II                          | 400,000   | 800,000   | 400,000  |  |  |
| Warp Disruptor II                          | 500,000   | 1,000,000 | 500,000  |  |  |
| Stasis Webifier II                         | 600,000   | 1,000,000 | 400,000  |  |  |
| Nanite Repair Paste                        | 12,000    | 13,000    | -1,000   |  |  |

As you can see in the above example, not all product lines are profitable. 2 products will make a loss and 1 product has less than 10% Margin

To start with, ignore any products that have less than 10% margin as your Taxes and Broker fee's will reduce that 10% to almost nothing. Once you have trained up "The Seller" to handle 40-50 Open market orders, you will want to focus on Tax and fee reduction.

The next step involves dividing your Isk among those open orders and making sure you have a fairly even spread across all product lines that you want to trade in.

### **Optional Stage:**

Performing a What Volume sold check in the sales system means logging "the Seller" back in and looking at the market history page for each product. Although the Failsafe 20 list should have a high sales volume, you might notice hidden Gems in there, for example, Warp Disruptor 2's may be selling 10X better than the next best module. It will be worth holding a little extra stock of this item.

### **Optional Stage:**

you may want to add a couple more columns into the Excel Spread sheet, adding in "total product cost" will let you easily see how much you need to spend per product line. This helps with budgeting your shopping list. You might also want to add total sales price, as this will give you an indicator how much income you can get from the current selection, other useful calculations to add in here, are: Profit margin, "Current stock level" At the End of the Guide there will be a link to one of my master Trade Spread sheets, however these are a little more complicated and might not be a good idea to look at , at this early stage.

**End of Stage 2 Action: Update the “stock to Hold” column with a suitable number depending on your Isk levels, sales history volume**

### **Stage 3            Buying and moving your product.**

Log in “The Buyer” in Jita and purchase the planned amount of each module as per your spread sheet. For such a small order, space will not be an issue, but here is a tip for those bigger orders. While in Jita, select all your stock items and right click to create a courier contract. You’re not actually going to contract them, this is just an easy way to see how much m3 your stock will take up. This may be worth doing half way through a larger order to ensure you have plenty of space to make the rest of the purchase.

#### **Hauling**

This part is going to take a little time to explain, but is critical you understand all of it.

In Eve we have a “Sport” or “pastime” called **suicide ganking**, this is where 1 or more pilots will attempt to insta-kill any ship that looks to be carrying 100m+ of cargo. This is almost always done for financial gain and the expense of the Pilots security status. The penalties for performing such an act in “safe” empire space are very little, sure concord will kill their ship but this has already been calculated in their decision, insurance will still pay-out too!

Here are some example kill mails of High sec Suicide Ganking.

[http://kb.romanian-legion.com/?a=kill\\_detail&kll\\_id=27113](http://kb.romanian-legion.com/?a=kill_detail&kll_id=27113)

[http://kb.romanian-legion.com/?a=kill\\_detail&kll\\_id=27055](http://kb.romanian-legion.com/?a=kill_detail&kll_id=27055)

[http://ad0pt.evekb.co.uk/?a=kill\\_detail&kll\\_id=1539031](http://ad0pt.evekb.co.uk/?a=kill_detail&kll_id=1539031)

This is the best one I have seen so far, would you put 22Billion Isk of plex in a frigate and undock in Jita? Yep that did really happen.

Although these examples are all frigates, the same principle applies to T1 Haulers, they cannot tank anything.

These kills took less than 800 points of damage to destroy. The pilots are nothing short of Idiots. This happens more than you can imagine, it would be realistic to say there are 50+ suicide ganks in and around Jita each day.

My point here is that Haulers I.E. Tech 1 Bestowers, Iteron 5’s etc. are probably the worst possible ship you can use for trading. **Empire space is not safe**. First of all, they have very little tank ability and can be insta-popped with 1 volley from a Battleship. At this point in your trading career you cannot sustain such a loss. Do not ever fly a Tech 1 Hauler with more than 70-100m in cargo. In addition, the fact that it is a hauler just screams to people, “ **Look at me ! I am moving cargo in a very flimsy ship**”, you’re asking for trouble. Just don’t use them.

#### **Trader ship choices**

This depends on the skill of “the Buyer” but a Drake is a very good option, it has a large buffer tank that does not need to be “activated” every time you jump through a gate, and is obviously less conspicuous. Add a few cargo expanders, and inertia stab or 2 and its good to go, you can even add cargo expanding rigs. If you’re Amarr, then the Harbinger is a good option. If you cannot fly a Battle cruiser yet, you could go with a cruiser, but it needs to be

buffer tanked i.e. armour plates or shield extenders to get your effective HP up. 1 option might be the Maller as it has plenty of low slots. I would not use anything smaller, no frigates or destroyers. If you cannot fly these ships yet you need to start training towards them, go for the drake. In the meantime use whatever you have available, but do not autopilot, and don't have more than 50m in your cargo bay. No not loiter around gates, do not go afk, especially within 5 jumps of Jita, or the route from Jita to Amarr.

**End of stage 3 Action: Move all of your Stock to the Selling system and create a personal contract to give the stock to "The Seller" and get "The Buyer" back up to Jita.**

## **Stage 4                      Selling your Stock**

Switch to "the Seller" and accept that contract from your Alt, you are now ready to start creating Sell Orders.

- 1) Open your market window and ensure that in the top "Sell order" window the products are all listed with the cheapest at the very top.
- 2) Right Click the first item you wish to sell, and click the sell button, a window will pop up, "now click the button titled "Click for detailed market information" then in the same window, click the advanced button.
- 3) You now need to undercut the top item in that list, undercutting by .01 Isk will help to keep the price high. There is no point in undercutting by anything more than that. Now enter the desired sell price in the top box called "ask Price" set the duration to 3 months and click the remember settings button.
- 4) Press sell
- 5) Your first order is now up, repeat this process till all your stock is on the market.

## **Stage 5                      The Price check**

In order to keep your stock on the top of the list, you need to perform frequent undercut checks. The speed at which you sell your stock is directly proportionate to the number of undercut checks you can perform each day. You may find that an "undercut check done first thing in the morning and last thing at night is enough, but usually you will want to check more often.

**Stage 5 Action: open your wallet, click on orders and drag the window down to the bottom of your screen, right click on each of your orders to "show market details" now you can compare your order in your wallet with the top order in the market window. If the sales volume does not match, your order is not at the top and you need to right click your order in the wallet and click the "modify order" button.**

As you have seen, 80% of the work involved in setting up your first trade route is the planning and locating a good system. Now that all of the hard work is done you just need to maintain your position in keeping your orders at the top. And researching and adding new product lines.



## **Cpy Bunny's random thoughts on trading.**

### **The Golden Rule of Retail**

**80% of your sales will come from 20% of your products.**

Finding that 20% is key and I have given you some hints as to what some of them maybe.

### **Courier contracts work**

If you need to move more product than what you can carry, use a courier contract, the higher the reward you offer the faster it will be done. The only downside is the time it takes the contractor to move. Make sure you fully understand courier contracts before getting into them.

### **The Ultimate Trade Hub**

In my experience, 0.0 hubs offer the best potential for profit, there may not be anyone stocking the market, the margins are much higher but so are the risks. This is where I currently focus my efforts.

### **T1 Haulers**

I've said this before, but its critical, don't use them, of all the ships in eve that you can use for hauling. T1 Haulers are the least fit for purpose.

### **Pricing Strategy**

some people just aim for a 20% mark-up on their products, regardless of how much the next cheapest order is selling at, it's a wasted opportunity in my opinion; do not be adverse to selling your stock for as much as you can get away with. When you start getting to +200% - 300% markup you should then think carefully about that order. With some product lines you can get away with a 1000% mark-up, but these tend to be the very low cost, sometimes T1 modules. Some of these are in my 144 List.

### **Buy orders in Jita**

At a later stage, you may want to further increase your profit margin, one method for this is to create Buy orders for common items in Jita, keep your order on top as the highest buy order and you may be able to get a decent stock of items at 10-20% less than a purchase from a direct sell order. But this does require skills and will use up one of your limited order slots.

### **Margins**

Due to broker fee's and sales tax, I usually don't bother with an item unless the margin is at least 10%. Realistically, my average margin is around 50%.

**When you have limited numbers of market orders, focus them on the products with a combination of high margin and high volume.**

### **Isk in the Wallet**

Is bad. If your total net worth is around 200m and you have 100m in your wallet, you are not trading efficiently. Isk in your wallet is not going to make you any more Isk. Make as many hauler trips as you can, the first few days of trading will make a massive difference to your

net worth. If you do as many hauler trips as possible, you can easily go from 100m to 2 Billion in a week or two.

### **Buying Opportunities**

At least once a week I come across the following scenario: while performing a price check I notice that a competitor has undercut me by a large amount. The inexperienced trader may try to undercut him again, or may give up trying to compete in that area. What you can do however is just buy up all his stock and put it back on the market at a much higher price, while remaining the cheapest order on the market. This works well when the competitor has undercut you to the point where his stock is now around the Jita sell price. Saves you a hauling trip, but beware, you don't want to get stuck with large amounts of stock that you cannot sell at a profit. And the competitor may just go and buy some more.

### **Sunday's**

Sunday is Trading day, Eve's population is always highest on a Sunday and there are often large fleet fights to be had. Almost always, my largest sales come in on a Sunday. Make sure you are prepared and well stocked by downtime Sunday. And be prepared to do a couple of top up runs.

### **Ramping it up**

This guide works well up till the point where you're sitting on around 4-5B in Isk and assets. At this point the 80-20 rule kicks in, **80% of your sales will come from 20% of your products**. You will already be covering that best 20% of products and any additional Isk you invest onto that market will have ever diminishing returns. It will now become slower to increase your Isk beyond that 5Billion mark, Other issues will also start to arise. Such as maximum potential sales of that system and volume of product needing to be moved. At this point you may want to consider opening up a second market with a second selling character.

### **Other forms of Trading**

This guide was written to help the rookie get into the markets, and only covers the very specific model of "Remote Hub Reseller". There are many other models that can work just as well, mission runner hub reprocessing, Single Major Hub reseller, Single product Multi region specialisation, Mineral speculation etc. but no other method is as friendly and easy to start up in terms of skills and required market knowledge.

### **Ships and Ammo**

Are both good areas for trading, but have been omitted from my guide due to the Isk and the Haulage capacity required to even start at the low end.

And this reaches the end of my basic guide to trading. I hope you have found this beneficial and you are now on your way to riches. Several years ago after a character theft incident, I used this method to go from 100m Isk to 6.5 Billion Isk trading non stop where I could get to the point of being able to buy a new combat character. This was my goal and I stuck to it. Find your own goal and use it to motivate you to do those extra undercut checks and Hauler runs. If you want to discuss any aspect of this guide, feel free to mail me in game.

**Best Regards**

**Cpt Bunny**

| <b>The 144 List</b>                        |
|--|
| 10MN Afterburner II                        |
| 10MN MicroWarpdrive II                     |
| 1400mm Howitzer Artillery II               |
| 1600mm Reinforced Rolled Tungsten Plates I |
| 1MN MicroWarpdrive II                      |
| 200mm Reinforced Rolled Tungsten Plates I  |
| 220mm Vulcan AutoCannon II                 |
| 425mm AutoCannon II                        |
| 650mm Artillery Cannon II                  |

**The 144 List**

|   |
|---|
| 720mm Howitzer Artillery II               |
| 800mm Reinforced Rolled Tungsten Plates I |
| 800mm Repeating Artillery II              |
| Adaptive Nano Plating II                  |
| Armor EM Hardener II                      |
| Armor Explosive Hardener II               |
| Armor Kinetic Hardener II                 |
| Armor Thermic Hardener II                 |
| Ballistic Control System II               |
| Bomb Launcher I                           |
| Caldari Navy Scourge Heavy Missile        |
| Caldari Navy Thunderbolt Heavy Missile    |
| Cap Recharger II                          |
| Capacitor Power Relay II                  |
| Catalyzed Cold-Gas I Arcjet Thrusters     |
| Cold-Gas I Arcjet Thrusters               |
| Co-Processor II                           |
| Covert Ops Cloaking Device II             |
| Cruise Missile Launcher II                |
| Curator I                                 |
| Curator II                                |
| Cybernetic Subprocessor - Basic           |
| Cybernetic Subprocessor - Standard        |
| Damage Control II                         |
| EMP L                                     |
| EMP M                                     |
| Energized Adaptive Nano Membrane II       |
| Expanded Cargohold II                     |
| Focused Warp Disruption                   |
| Garde I                                   |
| Garde II                                  |
| Giant Secure Container                    |
| Gyrostabilizer II                         |
| Hammerhead II                             |
| Hardwiring - Zainou 'Gnome' KTA100        |
| Heat Dissipation Amplifier II             |
| Heat Dissipation Field II                 |
| Heat Sink II                              |
| Heavy Assault Missile Launcher II         |
| Heavy Capacitor Booster II                |
| Heavy Missile Launcher I                  |

**The 144 List**

|  |
|--|
| Heavy Missile Launcher II                      |
| Heavy Pulse Laser II                           |
| Hobgoblin II                                   |
| Hornet EC-300                                  |
| Imperial Navy Multifrequency L                 |
| Imperial Navy Multifrequency M                 |
| Imperial Navy Multifrequency S                 |
| Improved Cloaking Device II                    |
| Inertia Stabilizers II                         |
| Interdiction Sphere Launcher I                 |
| Invulnerability Field II                       |
| Large Anti-EMPump I                            |
| Large Anti-EMScreen Reinforcer I               |
| Large Armor Repairer II                        |
| Large Capacitor Control Circuit I              |
| Large Core Defence Field Extender I            |
| Large F-S9 Regolith Shield Induction           |
| Large 'Regard' I Power Projector               |
| Large S95a Partial Shield Transporter          |
| Large Shield Extender II                       |
| Large 'Solace' I Remote Bulwark Reconstruction |
| Large Trimark Armor Pump I                     |
| LiF Fueled I Booster Rockets                   |
| Magnetic Field Stabilizer II                   |
| Magnetic Scattering Amplifier II               |
| Medium Ancillary Current Router I              |
| Medium Anti-EMScreen Reinforcer I              |
| Medium Armor Repairer II                       |
| Medium Capacitor Booster II                    |
| Medium Capacitor Control Circuit I             |
| Medium Cargohold Optimization I                |
| Medium Core Defence Field Extender I           |
| Medium Salvage Tackle I                        |
| Medium Shield Extender II                      |
| Medium Trimark Armor Pump I                    |
| Mega Modulated Energy Beam I                   |
| Mega Modulated Pulse Energy Beam I             |
| Mega Pulse Laser II                            |
| Memory Augmentation - Basic                    |
| Memory Augmentation - Standard                 |
| Micro Auxiliary Power Core I                   |

**The 144 List**

Multifrequency L

Nanite Repair Paste

Nanofiber Internal Structure II

Neural Boost - Basic

Neural Boost - Standard

Ocular Filter - Basic

Ocular Filter - Standard

Ogre I

Ogre II

Optimal Range

Overdrive Injector System II

Phased Weapon Navigation Array Generation Extron

Photon Scattering Field II

Power Diagnostic System II

Prototype Cloaking Device I

Quad LiF Fueled I Booster Rockets

Radio L

Reactor Control Unit II

Republic Fleet EMP L

Republic Fleet EMP M

Republic Fleet EMP S

Scan Resolution

Scorch L

Scorch M

Scorch S

Sensor Booster II

Shield Boost Amplifier II

Shield Power Relay II

Shield Recharger II

Siege Missile Launcher II

Signal Amplifier II

Sisters Combat Scanner Probe

Sisters Core Scanner Probe

Small Armor Repairer II

Small Tractor Beam I

Stalker F.O.F. Heavy Missile I

Standard L

Stasis Webifier II

Tachyon Beam Laser II

Target Painter II

Targeting Range

| The 144 List                                  |
|---|
| Thunderbolt Heavy Missile                     |
| Tracking Computer II                          |
| Tracking Disruptor II                         |
| Tracking Enhancer II                          |
| Tracking Speed                                |
| Warp Disrupt Probe                            |
| Warp Disruption Field Generator I             |
| Warp Disruptor II                             |
| Warp Scrambler II                             |
| Warrior II                                    |
| X5 Prototype I Engine Enevator                |
| Y-T8 Overcharged Hydrocarbon I Microwarpdrive |