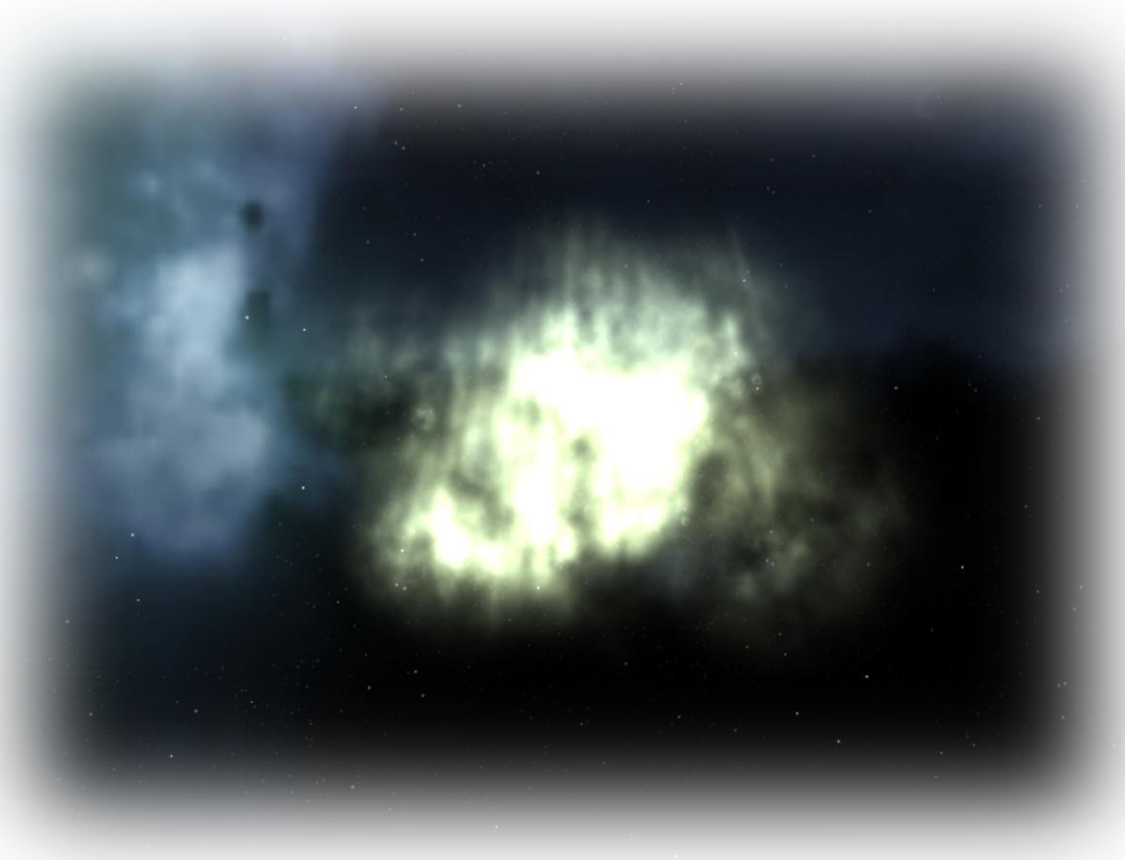


Ataraxia Pharmacies Guide to Booster Production





Introduction

Greetings capsuleer.

Pharmaceutical products have multiple facets. For one, they can be used to cause relief and recovery for people who have fallen victim to sickness or injury, but it takes only slight changes in the chemical compounds to change the drug into a physical or mental enhancement for people in general. The discovery of various types of gas clouds, all with strong potential medical effects, gave rise to a new kind of drugs aimed at enhancing capsuleer performances: Boosters.

This document is aimed at people who share our interest in providing medical care for those struck by illness, and describes in detail how to produce boosters from the early steps of acquiring the needed skills, raw materials, reactions and blueprints to how to setup a Starbase for booster refining and production. None of these tasks are trivial and most of them involve a good deal of risk for you to lose your goods, ship and perhaps even life. While a single capsuleer is more than capable of doing booster production by himself, the task requires a good understanding of the dangers that lurk in space and money for the initial investments. As such, it cannot be recommended to pursue a career in booster production immediately after graduating from the academy.

The medical possibilities in the interstellar gas clouds in regard to drugs for the non-capsuleer communities are still widely unexplored. As such, we believe it will be for the betterment of all mankind to share our knowledge in the field of booster production with fellow capsuleers, as only they have the unrestricted means it takes to produce and distribute the drugs. New Eden is a wonderful place, but also a place with unrest, suffering and disorder. Ataraxia Pharmacies will do its part to fight against human misery and encourages anybody with similar interest to get into contact with us. We are well aware that revealing the knowledge contained in this document will hurt our own sale of booster products resulting in less funds available for humanitarian efforts. We can only ask that if you find the information in the guide valuable please send a monetary compensation our way. It will be brought to good use.

While we cannot guarantee that every piece of information in the guide is correct, we hope there is sufficient material to get you started. Further, our own efforts have mostly been located in high and low security empire controlled space. As such, our knowledge on booster related sites outside of this space is limited but still substantial.

Best regards

-Myyona (CEO)



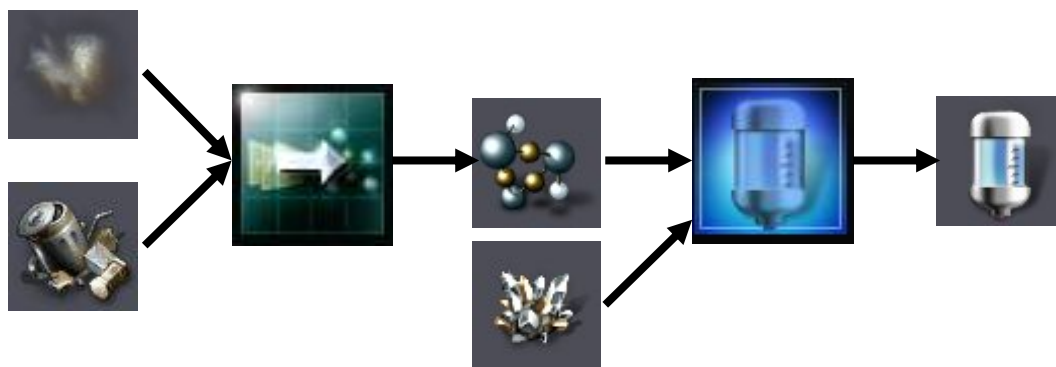
About Ataraxia Pharmacies

Ataraxia Pharmacies is a healthcare company and provides a wide range of pharmaceutical and biomedical products for both pod pilots and the common population all over the New Eden star cluster. A significant amount of the company efforts are put into providing safe and high quality products while still keeping prices low and easy assessable to all of its customers. Production sites are located planetside as well as in space and include a wide range of neural stimulating drugs as well as vaccines, disease control devices and life support systems.



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A Brief Guide to Booster Manufacturing (provided by ISD)

Boosters are made by processing chemicals extracted from special gas clouds that can be found in certain deadspace areas in many regions. Some constellations, such as E-8CSQ, 09-4XW, 9HXQ-G, OK-FEM, Pegasus, Assilot, I-3ODK, and 760-9C, however, are rumored to have massive clouds of a scale not seen anywhere else. Finding these clouds requires the ability to conduct long-range scanning, for example via scan probes. Finding them is not always an easy task, though; it sometimes requires quite a bit of exploration.

The downside of searching for these clouds is the fact that they are generally located in dangerous pirate-infested space. Few if any of these clouds exist in civilized space, having been depleted long ago by the mega-corporations. Hence, searching for them can be quite risky and is not recommended for any but the most experienced combat pilots.

To extract the chemicals from the gas clouds, you need a gas cloud harvester module. You also need to find the correct type of gas cloud. Not all clouds have chemicals that the gas cloud harvester can extract, and therefore you might have to go through some trial and error at first before you get the hang of gas cloud harvesting.

Today, most boosters are very much illegal in civilized space, due to the horrible side-effects experienced by users during the Great Booster Craze many decades ago. Manufacturing them must therefore be done in lawless space, outside the spheres of power of the major civilized factions. Similarly, anyone caught smuggling illegal boosters into civilized space can face very steep penalties.

Manufacturing boosters can be broken into a few phases. Phase 1 involves extracting the material from the gas cloud. Phase 2 requires a starbase with the appropriate structure to process the chemicals and create reactions. Phase 3 also requires a station that allows booster manufacturing; stations known as outposts are sufficient to process the reaction and create the booster. This simple 3-step process will result in the creation of a fairly common booster. With additional work, the right blueprint, and a combination of several low-quality boosters, one can create higher-quality versions in an outpost or starbase laboratory.

About Gas Clouds

Originally thought to be little more than a picturesque deviation from the monotonous emptiness of space, scientists and unscrupulous entrepreneurs alike have begun to appreciate the various gas cloud formations that have been discovered in recent years. Initial research into the properties of the gaseous phenomena revealed that when it came to facilitating the growth of certain types of crystal, they were one of the most conducive environments in the entire cluster.

At first the crystal byproducts were viewed as a potential military innovation, offering slightly improved cost efficiency in electronics and weapons manufacture. When their massive potential for use in booster production was discovered however, viewpoints shifted dramatically, and nowadays they are coveted as a fundamental resource driving the burgeoning booster industry.



Boosters

Performance boosters are small items that a capsuleer can consume to achieve a temporary (30 minutes at base) boost to a certain ship or module attribute. There exist boosters for providing eight different attribute increases in four different strengths giving a total of 32 different boosters to manufacture (a few extra odd booster varieties appear now and then, but none of these can be manufactured by capsuleers). The higher strength boosters come with the drawback of having a higher chance to provide one to four side effects (ship/module attribute penalties) while active. That means you might get one and maximum four and in lucky cases you might not experience any side effects at all.



Blue Pill booster

Booster strength	Synth	Standard	Improved	Strong
Ship attribute effected: Shield Boosting	+3%	+20%	+25%	+30
Base chance of side effect	None	20%	30%	40%
Possible side effect 1: Shield capacity	-	-20%	-25%	-30%
Possible side effect 2: Turret optimal range	-	-20%	-25%	-30%
Possible side effect 3: Missile explosion velocity	-	-20%	-25%	-30%
Possible side effect 4: Capacitor capacity	-	-20%	-25%	-30%



Crash booster

Booster strength	Synth	Standard	Improved	Strong
Ship attribute effected: Missile explosion radius	-3%	-20%	-25%	-30
Base chance of side effect	None	20%	30%	40%
Possible side effect 1: Shield Boosting	-	-20%	-25%	-30%
Possible side effect 2: Armor hitpoint	-	-20%	-25%	-30%
Possible side effect 3: Missile velocity	-	-20%	-25%	-30%
Possible side effect 4: Ship velocity	-	-20%	-25%	-30%



Drop booster

Booster strength	Synth	Standard	Improved	Strong
Ship attribute effected: Turret tracking speed	+3%	+25%	+31.25%	+37.5%
Base chance of side effect	None	20%	30%	40%



Possible side effect 1: Armor repair amount	-	-20%	-25%	-30%
Possible side effect 2: Shield capacity	-	-20%	-25%	-30%
Possible side effect 3: Turret falloff range	-	-20%	-25%	-30%
Possible side effect 4: Ship velocity	-	-20%	-25%	-30%



Exile booster

Booster strength	Synth	Standard	Improved	Strong
Ship attribute effected: Armor repair	+3%	+25%	+25%	+30%
Base chance of side effect	None	20%	30%	40%
Possible side effect 1: Armor hitpoint	-	-20%	-25%	-30%
Possible side effect 2: Turret tracking	-	-20%	-25%	-30%
Possible side effect 3: Missile explosion radius	-	-20%	-25%	-30%
Possible side effect 4: Capacitor capacity	-	-20%	-25%	-30%



Frentix booster

Booster strength	Synth	Standard	Improved	Strong
Ship attribute effected: Turret optimal range	+3%	+10%	+15%	+20%
Base chance of side effect	None	20%	30%	40%
Possible side effect 1: Shield Boosting	-	-20%	-25%	-30%
Possible side effect 2: Armor hitpoint	-	-20%	-25%	-30%
Possible side effect 3: Turret tracking	-	-20%	-25%	-30%
Possible side effect 4: Ship velocity	-	-20%	-25%	-30%



Mindflood booster

Booster strength	Synth	Standard	Improved	Strong
Ship attribute effected: Capacitor capacity	+3%	+10%	+15%	+20%
Base chance of side effect	None	20%	30%	40%
Possible side effect 1: Shield Boosting	-	-20%	-25%	-30%



Possible side effect 2: Armor repair	-	-20%	-25%	-30%
Possible side effect 3: Missile explosion radius	-	-20%	-25%	-30%
Possible side effect 4: Turret optimal range	-	-20%	-25%	-30%



Sooth Sayer booster

Booster strength	Synth	Standard	Improved	Strong
Ship attribute effected: Turret falloff range	+3%	+10%	+15%	+20%
Base chance of side effect	None	20%	30%	40%
Possible side effect 1: Shield Boosting	-	-20%	-25%	-30%
Possible side effect 2: Armor repair	-	-20%	-25%	-30%
Possible side effect 3: Turret optimal range	-	-20%	-25%	-30%
Possible side effect 4: Ship velocity	-	-20%	-25%	-30%



X-instinct booster

Booster strength	Synth	Standard	Improved	Strong
Ship attribute effected: Ship signature radius	-2.25%	-7.5%	-11.25%	-15%
Base chance of side effect	None	20%	30%	40%
Possible side effect 1: Armor hitpoint	-	-20%	-25%	-30%
Possible side effect 2: Shield capacity	-	-20%	-25%	-30%
Possible side effect 3: Turret falloff range	-	-20%	-25%	-30%
Possible side effect 4: Missile velocity	-	-20%	-25%	-30%

There are three “booster slots” available on your character, and each booster is limited to a certain slot. If a booster already is active in that slot another cannot be applied before the first have expired. The boosters are divided accordingly:

Booster slot 1: Blue Pill, Exile, Mindflood and X-Instinct

Booster slot 2: Drop, Frentix and Sooth Sayer

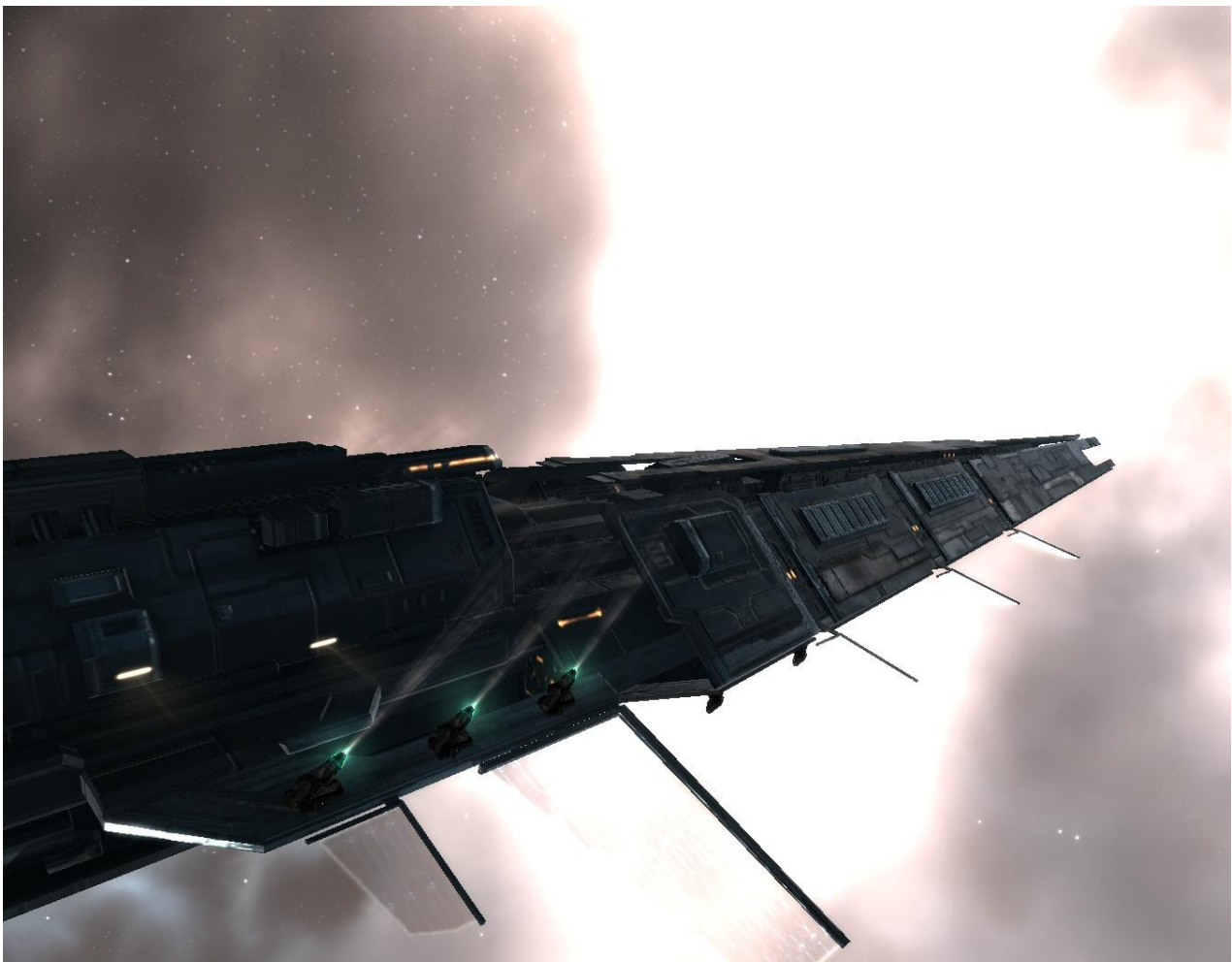
Booster slot 3: Crash

To be able to use boosters it is necessary to have the Biology skill trained, which at the same time increase the booster duration with 20% per level. Other skills related to booster usage are Nanite Control, which



reduces the strength of possible booster side effects, and Neurotoxin Recovery, which reduces the chance of having side effects at all. Both of the last two skills mentioned are not sold by schools or other educational institutes anywhere in the star cluster and as such are expensive to buy/good to sell. Luckily you will have good chances of stumbling upon these skills during your travels finding the equipment needed for booster production.

Remember, all final booster products besides synth variants are considered contraband inside high security system and the custom officers patrolling the star gates will try to confiscate your goods if they spot you. If you know how to smuggle, this is not a problem, but if you do not know it is best advised not to try your luck as it will severely damage your standing with the empire faction involved. No other tools or materials connected with booster production are labeled as contraband.





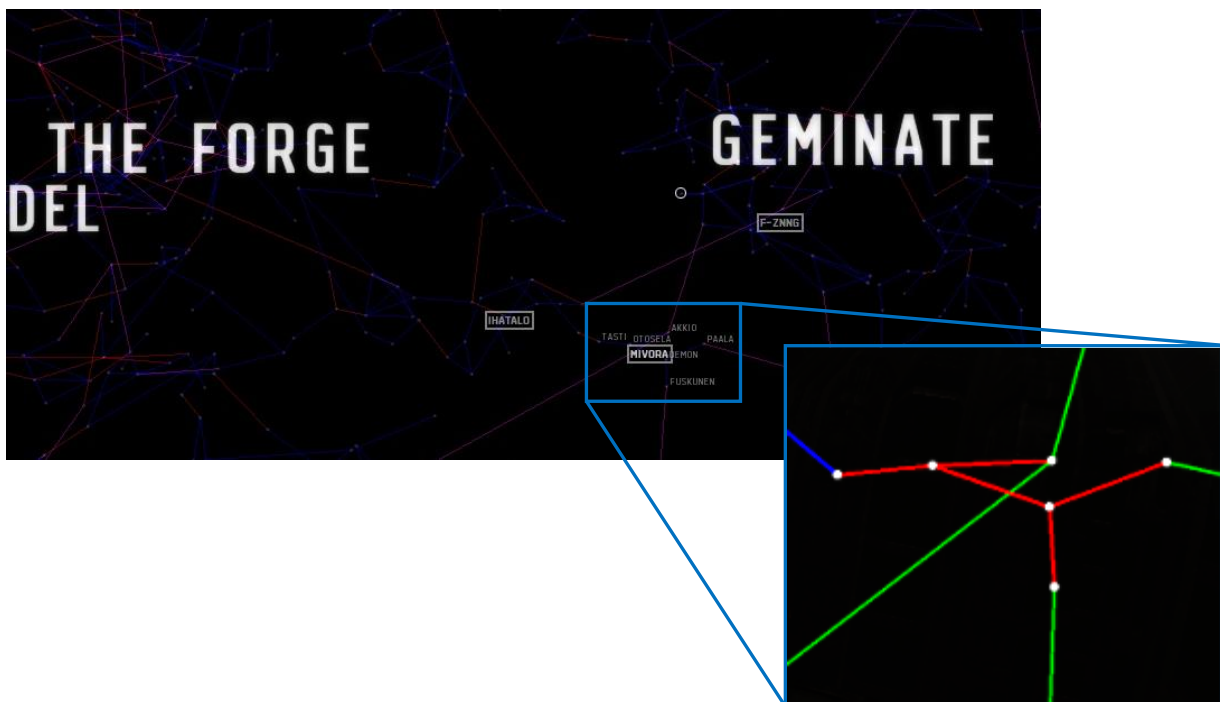
The Hot-spot Constellations

Cosmic signatures of the Gas site designated type are they key sites of finding the raw materials (the harvestable gas clouds) and other equipment needed for booster production. Gas sites are very restricted in what regions they appear and what type of site you will find and ties in with the type of booster that is “native” for that region.

Booster type (gas prefix)	Empire space region (hot-spot constellation)	No security space region (hot-spot constellation)
Blue Pill (Amber)	The Forge (Mivora)	Vale of the Silent (E-8CSQ)
Crash (Golden)	Lonetrek (Umamon)	Tenal (09-4XW)
Drop (Viridian)	Placid (Amevync)	Cloud Ring (Assilot)
Exile (Celadon)	Solitude (Elerelle)	Fountain (Pegasus)
Frentix (Lime)	Derelik (Joas)	Catch (9HXQ-G)
Mindflood (Malachite)	Aridia (Fabai)	Delve (OK-FEM)
Sooth Sayer (Azure)	Molden Heath (Tartatven)	Wicked Creek (760-9C)
X-instinct (Vermillion)	Heimatar (Hed)	Feythabolis (I-3ODK)

While there is a chance of a Gas site to be found in any system within these regions, the hot-spot constellations are of particular interest as these are guaranteed to have Gas sites at any time. Regions not on the list have no chance of having Gas sites appearing at all.

To track down a cosmic signature you need a Scan Probe Launcher and Core Scanning Probes. How to use probes to track down a site is out of scope for this guide, but plenty of other guides can be found with this information like the one on the [EVElopedia](#).





Getting the Skills and Equipment Needed

Skills

First up is getting the skills needed. This is a list of the most essential skills for booster production:



- **Anchoring** – This skill is needed to anchor the Starbase structures used for the processing of gas and manufacturing of final products.
- **Astrometrics** – The ability to use Core Scanner Probes are essential to finding the Gas cosmic signature sites where gas, components and skills for the booster production process can be obtained.
- **Drug Manufacturing** – You need this skill to produce the final booster products in the Drug Lab Starbase structures. The skill can be purchased from non-capsuleer entities (NCEs) out in the no security regions, such as Curse, Delve and Syndicate (normal price: 20,000,000 ISK) or found at the certain [NCE booster production sites](#). Resellers often have these for sale at higher prices inside empire space. The different type of booster require increasing level of skill to produce, with synth and standard booster types only requiring level 1 and strong type of boosters requiring level 5.
- **Gas Cloud Harvesting** – Skill needed to operate the Gas Harvester modules needed to collect the raw gas. Each level allows for mounting an additional Gas Harvester module (up to a total of five) and it can be recommended to train the skill to level 5 to be able to field five tech 2 Gas Harvesters. Like Drug Manufacturing, this skill can be purchased from NCEs in the no security regions (normal price: 21,600,000 ISK) or found at the [NCE booster production sites](#).
- **Hacking** – The structures with reactions, blueprint copies, skill books and more at the [NCE booster production sites](#) require a Data Analyzer module and the Hacking skill to access.

Next is a list of supplementary skills that might come in handy:

- **Astrometric Acquisition/Astrometric Pinpointing/Astrometric Rangefinding** – These three skills will make it much easier to find the Gas cosmic signature sites using the Core Probes.
- **Cloaking** – Essential skill for surviving in low or no security space. Train it rather sooner than later.
- **Corporation Management** – You need to be member of a capsuleer owned corporation to be able to setup a Starbase. You might need to make your own corporation if you cannot find one out there that suits you.
- **Mass Production** – Increasing the number of possible manufacturing jobs gives the ability to queue jobs after each other, increasing overall production numbers.
- **Production Efficiency** – Lowers the cost of pure booster material for the final booster manufacturing. You only need to train the skill to level 4 to eliminate any waste.
- **Supply Chain Management** – If you put up your booster production Starbase structures in a system with an assessable station, you can setup your booster manufacturing remotely with the blueprint copies safely stored inside the station.

Besides the skills listed it will be strongly recommended to be able to fly a covert ops frigate, which will make it easier to scan down cosmic sites and for scouting purposes in dangerous space. Further, being well skilled in a battlecruiser, assault ship or better will be needed to handle the pirate NCE opponents at the [NCE booster production sites](#) to get reactions and blueprint copies for booster production.



Reactions and Blueprint Copies

Besides getting ships and modules (like Gas Harvesters, Core Scan Probes and Codebreakers), which you can easily buy of the market, you need reactions and blueprint copies for your booster production. There are different ways to obtain blueprint copies (sorry, no originals are available anywhere) besides buying them of your fellow capsuleers who have used one of these ways to obtain the copy for themselves. For synth booster blueprint copies there are two options:

1. Each of the five pirate factions is selling 1,000 runs blueprint copies for specific kinds of synth boosters through their Loyalty Point Stores. Each copy cost 250 Loyalty Points and 750,000 ISK and has no Material Level. Type of copy is restricted to all corporations within one of the factions:

- Angel Cartel: Synth Sooth Sayer and Synth X-instinct
- Blood Raider Covenant: Synth Mindflood
- Guristas Pirates: Synth Blue Pill and Synth Crash
- Sansha's Nation: Synth Frentix
- Serpentis: Synth Exile and Synth Drop

2. Blueprint copies with 500 runs can be obtained from the [Distribution Base](#) type of NCE booster production sites and these too have no Material Levels. More info on these sites can be found in a following [chapter](#).

For standard, improved and strong type of boosters blueprint copies can either be obtained from the [Distribution Base](#) type of NCE booster production sites, from the [Production Facility](#) type of NCE booster production sites within the hot-spot constellations in the no security regions or from special agents within those constellations. These copies come in 10 run variations with some Material Levels to reduce material waste or in 50 run variations with no Material Level.

Reactions for synth booster variations are found at the [Chemical Lab](#) and [Gas Processing Site](#) in low security space while standard (and rarely improved) versions can be found at the [Distribution Base](#) type of NCE booster production sites. These along with the strong type reactions can also be found at the [Production Facility](#) type of NCE booster production sites in no security space.





Finding Harvestable Gas

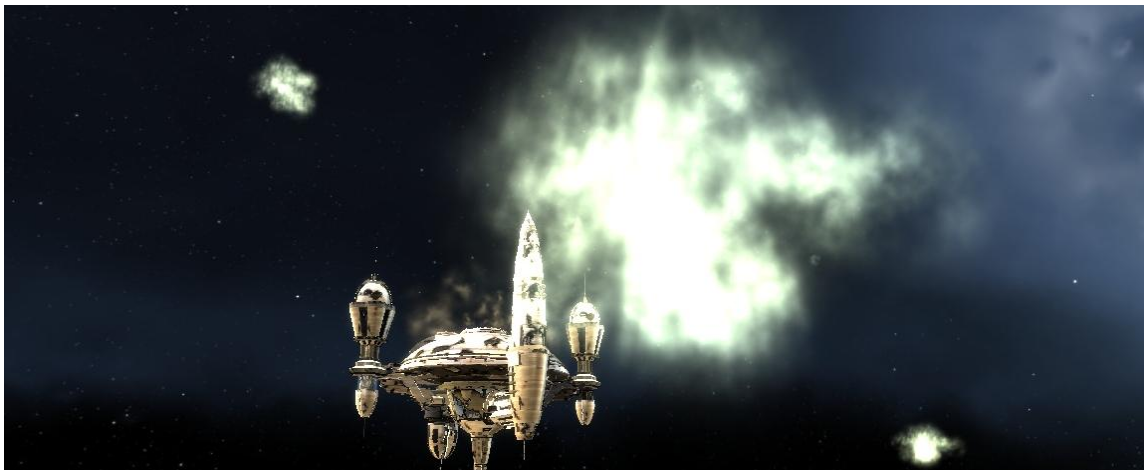
There are 16 types of harvestable gas clouds for booster production; the prefix refers to the booster types (Amber: Blue Pill, Azure: Sooth Sayer, Celadon: Exile, Lime: Frentix, Malachite: Mindflood, Vermillion: X-instinct, Viridian: Drop) and the suffix refers to booster strength (mykoserocin for synth boosters and cytoserocin for standard, improved and strong booster types). These types of harvestable gas can only be found in “known space” and not in wormhole space. Contrary, the harvestable gas found in wormhole space cannot be found harvestable anywhere in known space. Like most things related to booster production, are harvestable gas only found a Gas type of cosmic signatures. You might see gas clouds outside of Gas sites, like in during missions and such, but none of them are harvestable.

The different types of gas clouds can be found in the [previous listed](#) regions and nowhere else outside of these regions will you find that particular type of gas clouds. Further, the hot-spot constellations will be certain to always contain a number of Gas sites with mykoserocin type of harvestable gas clouds within them. These Gas sites will always reappear inside the constellation once depleted, while Gas sites depleted outside of the constellations might reappear both inside and outside the constellation.

For empire space regions, mykoserocin type of clouds (for synth booster production) might appear at two different types of Gas sites; one with two clouds each containing 500 units of gas (total 1,000 units) and another type with three clouds each containing 1,000 units of gas (total 3,000 units). These sites can be found in both high (>0.4) and low (<0.5) security systems within the designated empire space regions, but with a higher prevalence in low security systems. A site containing two clouds of cytoserocin type of gas, one with 300 units and another with 200 units (total 500 units), can also be found in low security systems (only) within the designated empire space region (not necessarily in the hot-spot constellation). Sometimes this site contains one gas cloud that needs a bit of harvesting before it splits into the two normally found. None of the clouds found inside empire space will emit damage to your ship.

For the no security space regions, greater amounts of cytoserocin type of gas is found at the Gas sites, but further investigation is needed to reveal the actual numbers and the abundance of Gas sites in these parts of space. The gas clouds found in no security space has a small chance of periodically damaging any nearby ship when being harvested. Further, some of the sites will be guarded by hostile non-capsuleer entities which should be dispatched before harvesting begin.

Generally note that you will not be ambushed by non-capsuleer pirates at gas cloud sites. On the contrary, you should be very aware of capsuleers with hostile attentions; keep a lookout on the Directional Scanner for unknown Scanner Probes at all times.





Cosmic Signature Combat Sites

Not all Gas type of cosmic signatures contains harvestable gas; some have hostile non-capsuleer pirate opponents appropriate for the region where you find the site that have established their own booster production sites referred to in this document as NCE booster production sites. Defeating these opponents will enable you to hack a number of data canisters at the site using a Data Analyzer module. Note; like in normal operation with the Data Analyzer, one has to crack the data defense network and uncover the system core, before the content of the data canister will eject its content. The canisters have a chance of containing skill books relevant for booster usage or production, Gas Harvester I modules, implants for enhancing booster usage, “fluff items” and finally reactions and blueprint copies for booster production. The reactions and blueprints will always be connected with the type of booster it is possible to find harvestable gas for in that particular region. The fluff items generally have oddly names and descriptions regarding booster manufacturing and usage, but they have no practical application for anything whatsoever.

There are three types of these combat sites located inside empire space and are all labeled as Gas type of cosmic signatures. They are designated, from easiest to hardest difficulty, Chemical Lab, Gas Processing Site, Distribution Base and Production Facility. They will also have a prefix name telling what pirate faction that owns the site. The Chemical Lab and Gas Processing Site types of NCE booster production sites always spawn one instance inside the hot-spot constellation but also have a second instance appearing in any low security system within the region. This includes the hot-spot constellation meaning there could potentially be two sites in that constellation instead of the minimum one. If a region has Chemical Labs it will not also have Gas Processing Sites and vice versa. The Distribution Base type will spawn a single instance in any low security system within the region regardless if the region spawns Chemical Lab and Gas Processing Site types too. Once any canister within a site has been successfully hacked, the site will disappear the moment all capsuleers leave it, regardless if any pirates are present or any canisters yet have to be hacked. It will then reappear shortly after at another location within the boundaries previously explained.

In no security space, a single Gas type of signature for NCE booster production sites exists; the Production Facility. These have a chance to be found in any system within the gas cloud regions. Further, older sites, designated with the prefix ‘Digital’, can be found within the no security hot-spot constellations. Contrary to all the other sites it is designated as a Data type of cosmic signature. It has multiple stages and require people to have trained the Hacking skill (level 1 is enough) in order to use the acceleration gates deeper within the complex. It is not known if this site can appear outside of the hot-spot constellation but it seems unlikely.

As previously stated, the sites look pretty much the same from region to region with only differences in name and type of hostile pirates. The general site layouts are described in the following sections.

Chemical Lab - Low Security Easy Difficulty

Initial hostile pirates:

- 3-4 battlecruisers
- 3-4 elite cruisers
- 4 heavy missile batteries
- 4 light missile batteries

Reinforcement wave:



3-4 battlecruisers

3-4 frigates

Notes: Destroying all hostile ships from the initial group will trigger the arrival of the reinforcement wave.

There are always four data canisters at these types of sites, and besides implants, skill books and Gas Harvester I modules you can find synth booster reactions within them and but no blueprint copies or reactions for the other types of boosters. Failure to hack a canister might trigger the arrival of 2-3 hostile frigates.



Gas Processing Site - Low Security Medium Difficulty

Initial hostile pirates:

3-4 battlecruisers

3-4 elite cruisers

6 cruise missile batteries

6 heavy missile batteries

Reinforcement wave:

3-4 battlecruisers

3-4 elite cruisers

Notes: Destroying all hostile ships from the initial group will trigger the arrival of the reinforcement wave.

This site is very similar to the easy type, but with significant more firepower wielded at you. This site can be found in regions like Molden Heath and Aridia were you will not find the easy type of site.

Like for the easy type, there are always four data canisters at these types of sites, and besides implants, skill books and Gas Harvester I modules you can find synth booster reactions within them and nothing more. Failure to hack a canister might trigger the arrival of 2-3 hostile frigates.



Distribution Base - Low Security Hard Difficulty

Initial hostile pirates:

3-4 battleships
3-4 elite cruisers
3-4 elite frigates (might web and warp scramble)
2 transports

Reinforcement wave:

3-4 battleships
3-4 elite cruisers
3-4 elite frigates (might web and warp scramble)

Notes: The reinforcement wave is triggered upon destruction of all initial hostiles besides the transports. This site contains a random number between 3 to 8 data canisters. Besides fluff items, you can find implants and skill books, reactions and blueprint copies for standard and improved types of boosters and blueprint copies for synth booster types in these.

Production Facility – No Security Hard Difficulty

Initial hostile pirates:

3-4 battleships
3-4 elite cruisers
3-4 elite frigates (might web and warp scramble)
2 transports

Reinforcement wave:

3-4 battleships
3-4 elite cruisers
3-4 elite frigates (might web and warp scramble)

Notes: Very similar to the previously described low security site, the reinforcement wave is triggered upon destruction of all initial hostiles besides the transports. This site contains a random number between 3 to 8 data canisters. Besides fluff items, you can find implants and skill books, reactions and blueprint copies for standard, improved and, occasionally, strong types of boosters and blueprint copies for synth booster types in these.

Digital “Site” - No Security Very Hard Difficulty

These sites (designated ‘Complex’, ‘Tessellation’, ‘Plexus’, etc.) are among the first where booster production equipment ever where spotted. There are no hostiles at the entrance point of these deadspace pockets. An acceleration gate, which can be used by anybody leads to the entrance stage of the complex.

Stage 1. “Entrance”

Initial hostile pirates:



2-3 battleships
7-8 battlecruisers
2-3 elite cruisers
8-9 cruisers
6-7 destroyers
8-9 elite frigates (might web and warp scramble)

Notes: The pirates will be divided into three groups and will out of range to attack you when you enter the stage. Two acceleration gates leads away from the stage, both require you to have trained the Hacking skill to minimum level 1 to be able to operate. One gate leads to the educational stage while the other goes to the production stage.

Stage 2A. "Educational"

Initial hostile pirates:

3-4 battleships
4-5 battlecruisers
3-4 elite cruisers
2-3 cruisers
2-3 elite frigates (might web and warp scramble)

Notes: There are six data canisters (designated Training Cube) at this site. These have a chance of containing a skill book related to booster production. A single acceleration gate leads to the production stage of the complex.

Stage 2B. "Production"

Initial hostile pirates:

5-6 battleships
2-3 elite cruisers

Reinforcement wave:

2 elite frigates
2-3 frigates

Notes: There are six data canisters (designated Component Bin) at this site. These will have a chance of containing reactions and/or blueprint copies for standard types of boosters. The reinforcement wave will appear as you get close to the canisters and will reappear four or five times. A single acceleration gate leads to the research stage of the complex.

Stage 3. "Research"

Initial hostile pirates:

2-3 battleships
2-3 elite cruisers



2-3 destroyers

2-3 elite frigates (might web and warp scramble)

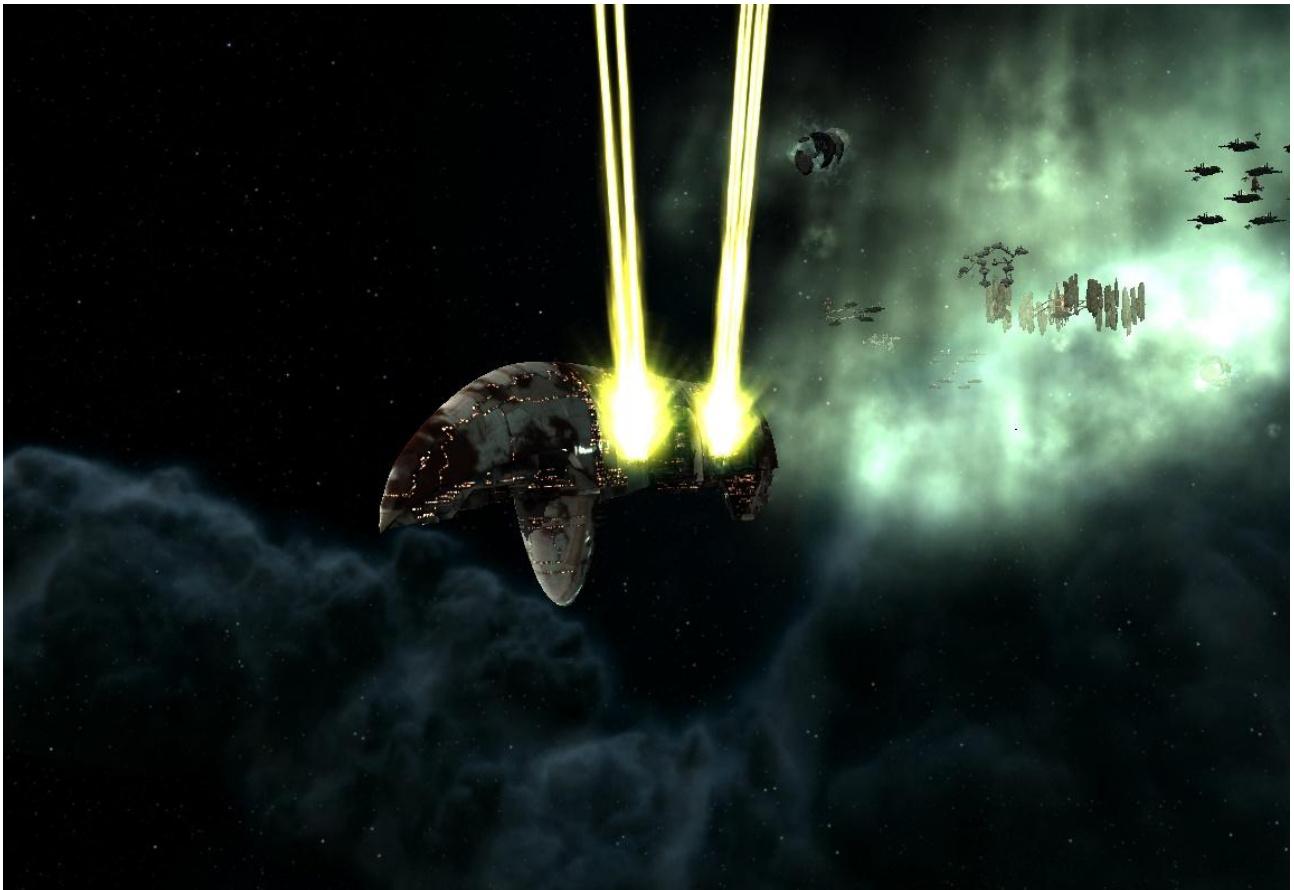
Reinforcement wave:

3-4 battleships

3-4 elite cruisers

6-7 elite frigates (might web and warp scramble)

Notes: There are five data canisters (designated Science Lab) at this site. These will have a chance of containing reactions and/or blueprint copies for improved and strong types of boosters. The reinforcement wave will appear as you get close to the canisters.





Setting Up a Production Line

Having all the materials and skills needed, it is finally time to start the actual production of boosters. First thing to be aware of is that you need to be member of a corporation, which is not directly aligned with any of the major empires, to setup a Starbase with the necessary structures for booster refining and production, and you need appropriate roles within the corporation to access structures and manage manufacturing jobs. Secondly and more importantly, **the Starbase has to be located in system with a security rating of 0.3 or below**. This is because both of the Biochemical Reactor Array structures, used to process gas into pure booster products, cannot be operated in systems with a security rating above 0.3. Further, having the Starbase in a 0.3 system lets you disregard faction standing and Starbase Charters which are required to operate a Starbase in a higher security system.

Besides the gas, you need a few other items for your booster production depending on the type of booster you a planning on producing. Some of these items are trade goods that either can be bought off the market or produced at planetside facilities (not all of them can). You will need the following:

- Megacyte (to produce the final booster products)
- Garbage (if you want to process gas for any type of synth booster)
- Water (if you want to process gas for any type of standard booster)
- Oxygen or Spirits (depending on desired booster type, if you want to further process into improved boosters)
- Hydrochloric Acid (if you want to further process into strong boosters)



Next is getting the structures setup. For a single synth booster production line you need the following structures:

1 General Storage (to store Garbage)

1 Biochemical Silo (to store the gas)

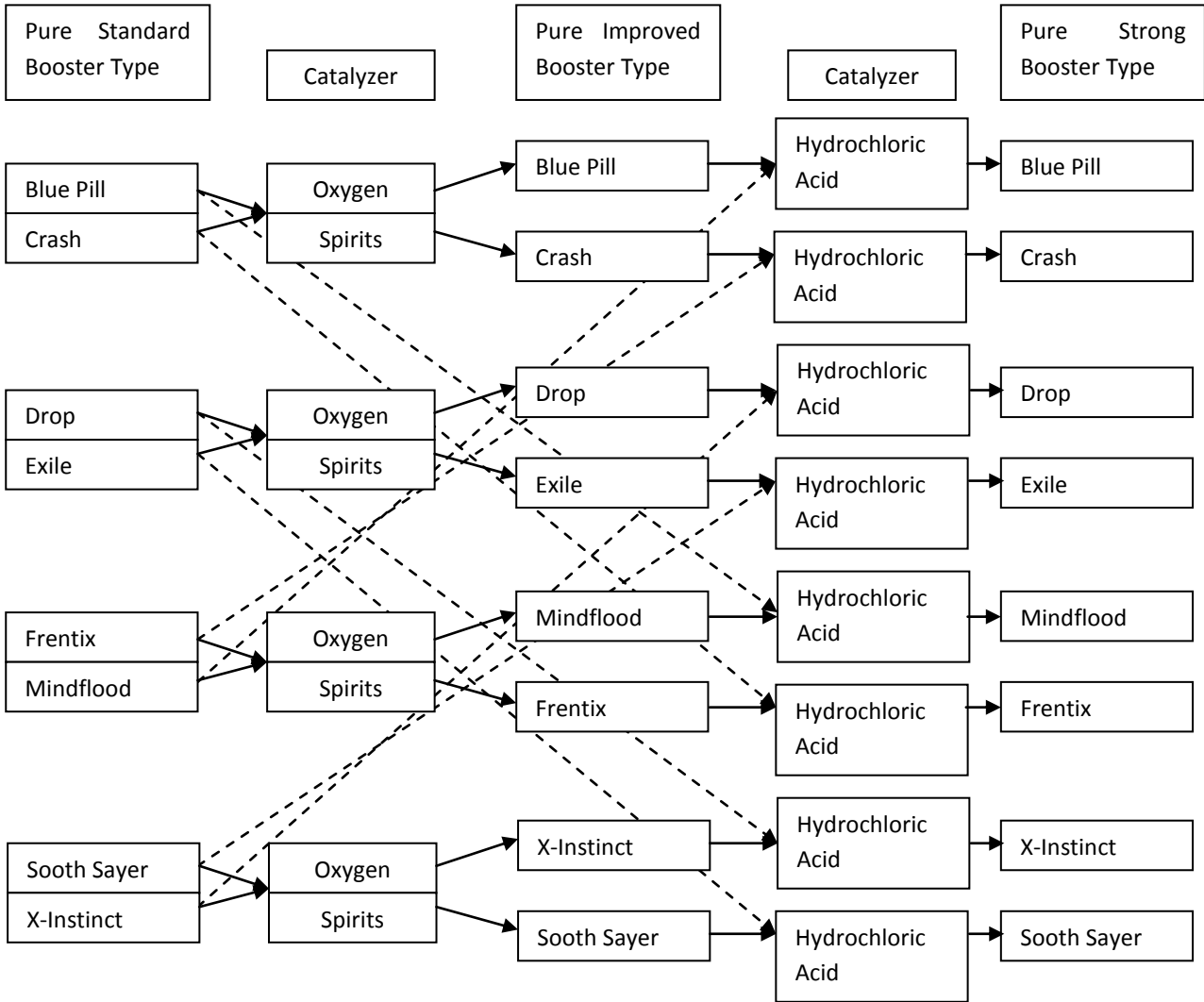
1 Hazardous Chemical Silo (to store the pure booster product)

1 Medium Biochemical Reactor Array (to process the gas and Garbage into the pure booster product)

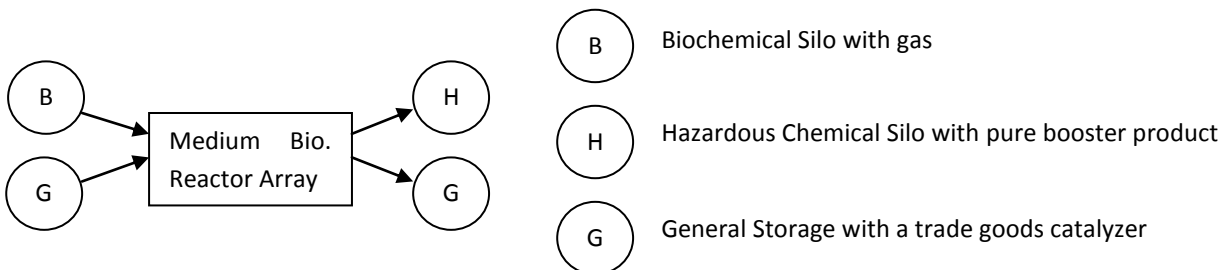
1 Drug Lab (to turn the pure booster product into the final booster product)

Though a Drug Lab only has one slot for manufacturing boosters, it does manufacture a bit quicker than the reactor can produce pure materials, making it is possible to run two reactors with accompanying silos for every one Drug Lab. Note that any silo can only be linked to one other structure on input and another on output, so two reactors cannot feed pure products into the same silo nor can one silo feed two reactors.

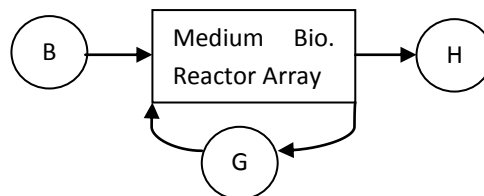
Things become a bit more complicated when wanting to process gas for standard, improved and strong type of boosters. In all cases the pure booster products have to be manufactured into final booster products at a Drug Lab structure, but the processing line of the gas becomes more and more complicated for each step in booster potency. This is mainly due to the reason that pure improved booster products are a mix of two pure standard booster products and a trade goods catalyzer, while pure strong booster products are a mix of one pure improved booster product, one pure standard booster product and a trade goods catalyzer.



Unlike the Garbage trade goods used as catalyzer in the synth booster production chain, the trade goods needed for these types of boosters require both a General Storage for input and another storage for output from the Reactor Array structure. It is important to note that due to timing constraints on how Starbases process materials, it is not allowed to make "timing loops" within your production chain. As example, this is allowed:

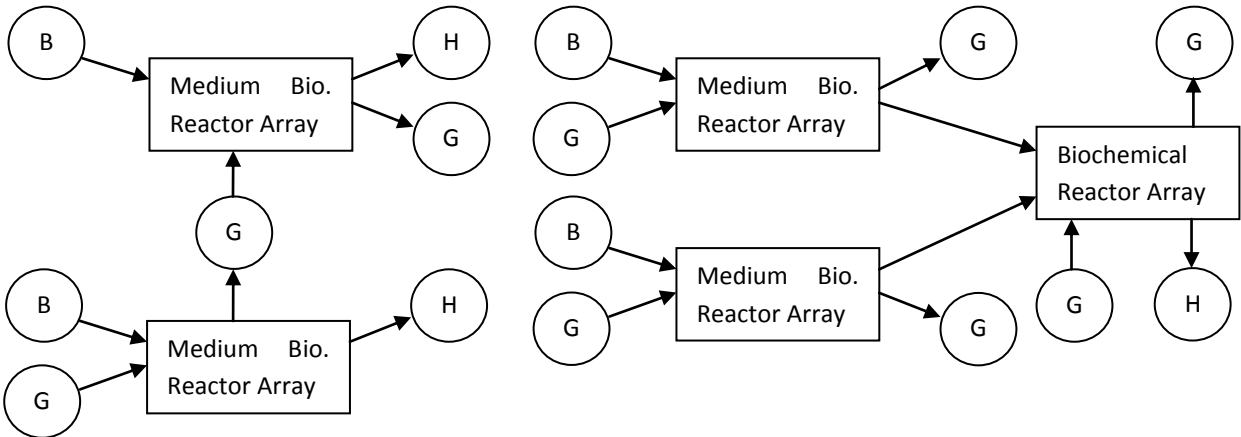


While the following example is not due to the loop:

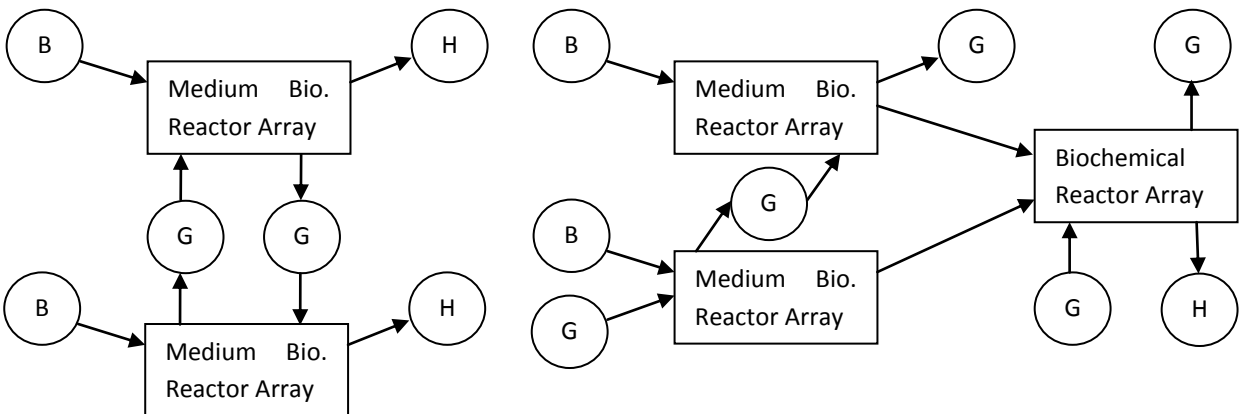




Though, it is possible to use both storage input and output as seems in the following two examples:



While the following two examples are not allowed, again due to timing loops:

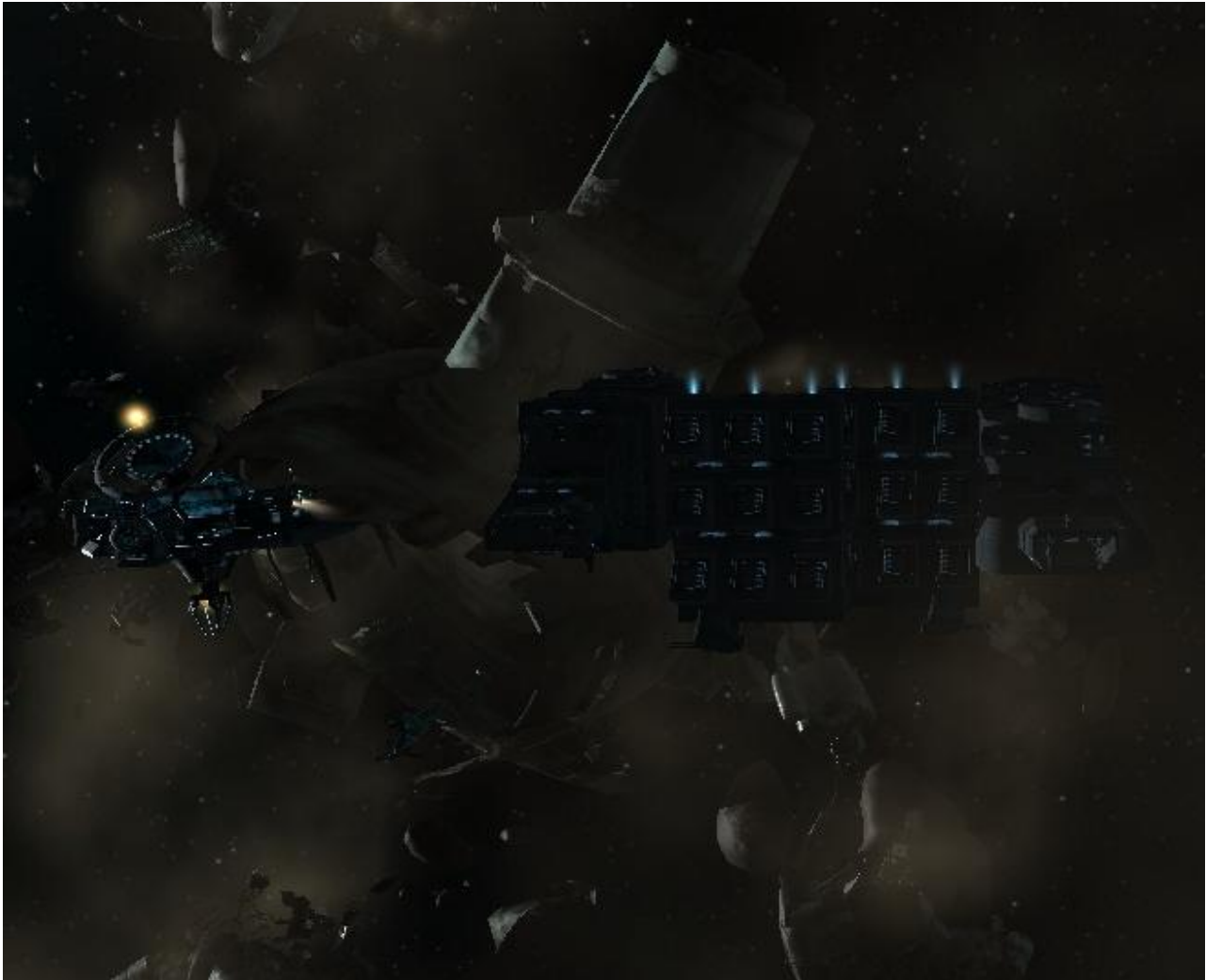


Note that the Medium Biochemical Reactor Array structure is used in processing gas into either pure synth booster or pure standard booster types, while the Biochemical Reactor Array are used for processing into improved and strong pure booster types. All reactors work on a one hour timer no matter what size control tower you anchor them at, despite their description. Further, you need to online all silos and reactor arrays and then connect them using the Starbase management interface before any processing of gas can happen. But you can only add gas or trade goods to the silos or take pure booster products out of them when they are offline. It is possible to offline a silo, take or add to its content and online it again without interfering (losing a cycle) on an already active production chain as long as you do it in the middle of the cycle and not when it ends (and a new one is supposed to start). Timing this correctly can be tricky as there is no indicator anywhere telling you when a cycle is about to finish.



Due to the large size of gas, it can be advantageous to use an Amarr or Gallente type of Starbase Control Tower due to the increased silo storage space such towers provide, meaning that you do not have to refill the Biochemical Silos so often. Like the other structures, the Drug Lab has to be online for you to manufacture boosters inside of it, but contrary to the others, it has to be online to access its contents. Further, it has a large storage capacity 100,000 m³ which can be brought to good use as storage for unprocessed gas. It is advisable to place silos and Drug Labs close (so there is less than 2.5 km between you and any single structure) so you can drag items directly between structures disregarding your own ships' cargo capacity.

When trying to produce the final booster products in the Drug Lab, remember that the manufacturing slots are listed under corporation owned and not publicly available.





Appendix – Gas Cloud Regions

Blue Pill – Amber

- Low security space (hot-spot constellation – region): Mivora – The Forge
- No security space(hot-spot constellation – region): E-8CSQ – Vale of the Silent

Crash – Golden

- Low security space (hot-spot constellation – region): Umamon – Lonetrek
- No security space(hot-spot constellation – region): 09-4XW – Tenal

Drop – Viridian

- Low security space (hot-spot constellation – region): Amevync – Placid
- No security space(hot-spot constellation – region): Assilot – Cloud Ring

Exile – Celadon

- Low security space (hot-spot constellation – region): Elerelle – Solitude
- No security space(hot-spot constellation – region): Pegasus – Fountain

Frentix - Lime

- Low security space (hot-spot constellation – region): Joas – Derelik
- No security space(hot-spot constellation – region): 9HXQ-G – Catch

Mindflood – Malachite

- Low security space (hot-spot constellation – region): Fabai – Aridia
- No security space(hot-spot constellation – region): OK-FEM – Delve

Sooth Sayer – Azure

- Low security space (hot-spot constellation – region): Tartatven – Molden Heath
- No security space(hot-spot constellation – region): 760-9C – Wicked Creek

X-instinct – Vermillion

- Low security space (hot-spot constellation – region): Hed – Heimatar
- No security space(hot-spot constellation – region): I-3ODK – Feythabolis