

Intro

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Eve Frontier Starter/Player Guide

By Joe Law

Founder Access 0.3.12

Welcome to Eve Frontier. This guide is designed to help new players get started. If you read this Guide step by step, you should have an easier time starting and knowing what to do. This guide will cover all aspects of the game, from getting started to advanced techniques and tips.

Want To Contribute

If you would like to contribute to the development of this document, request access, and let me know what and how you will contribute.

Eve Vault Wallet Setup

Ensure that you set up your wallet, as you may encounter structural issues with buildings. Check out how to set it up:

<https://docs.evefrontier.com/EveVault/walletSetup>

Important Game Tips

Inventory volume capacity:

When using the Printer's or Refinery's, be careful not to print more than you need, as exceeding the ship's inventory volume capacity may prevent you from delivering the product. The printer will not stop you from overproducing. If you do produce more than intended, you will need to repack the structure and redeploy it, which will deliver everything to a Cargo Container.

Base Building:

Base building is a crucial part of the game. Industry systems have been removed from all stations. You can only build your bases in L-Points, which need to be claimed with a Network Node to use non-portable structures. Printers and refineries do not have storage.

Connected System Base:

When setting up a base in a non-starter system, be aware of whether NPCs drop Fossilized Exotronics and if there are sites where you can gather them. Some connected systems either have none or very few, which will take a while to gather.

Manufacturing Ships and Items:

You can build everything you need at your base, except Lens 3x, which can only be purchased at the Relay.

Stay Updated:

Regularly check the patch notes on Discord for the latest updates.

Fuel Management:

Keep an eye on your ship's fuel levels, as running out of fuel will leave you stranded in space. Read the info tab on your ship's engine to see what fuel type it uses and does not use.

Bookmarking

You can also keep track of where you set up base by opening the in-game Notepad by pressing [N]. Another option is to create your own Chat Channel and restrict access so no one can enter without permission, then place Locations in the MOTD. In the upper left, you should see your location. Drag it to Notepad or your Private Chat Channel.

Tracking Locations:

To save the location of your base or any location you would like to remember, right-click on the L-Point, Planet, or Moon in System mode [F3] and select *Show Info*, then drag the picture to the in-game notepad or MOTD in your chat room for easy reference. You can warp to the location when you are within that system. You can also use the personal assets menu by pressing [H] to right-click to set your destination or warp to within X of your base.

Ship Archetypes:

Most ships have been modified to suit specific archetypes (mining, cargo, combat). Make sure you simulate the ship build to see what modules can be equipped. Transport Ships do not have high slots

Ship Progression:

Follow this ship progression: Wend → Corvette → Frigate → Destroyer, or choose your path.

Also, don't write off the Wend once you have progressed to other ships. It's easily replaceable, so it's kind of a low-risk ship. When you get blown up, you will respawn in a Wend "free of charge", which makes it ideal for mining or exploring in unknown or player-infested territory. And despite it not being jump-capable, a Wend can travel through stargates. So in summary, it's an expendable explorer or "storage miner" along connected systems.

Players Guide

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Players Guide

Check out the Eve Frontier Tutorial Video under [Helpful Links](#) if you have not done so yet. In-game tutorial may break; it is an Alpha Game. Continue playing, and it may fix itself.

If you don't have Metal-Rich Ore, Common Ore, or Carbonaceous Ore, right-click to use Self Destruct. You will respawn in a new system. Repeat this process as needed until you have all three to build a Reflex and fill it up with fuel to jump toward a Gated System or desired location. Leave the starter area ASAP to progress.

Starter Regions

- MHL-KY-D
- V33-Y-G4
- CC2-VY-V

System Identifiers

- Starter systems:
 - XXX-XXX (e.g., I65-HGC). This is mostly starter systems, but can be a Non-starter.
- Non-starter systems:
 - X:XXXX (e.g., F:3EV9)
 - X.XXX.XXX (e.g., O.KQ7.6FD)
 - XXX|XXX (e.g., Y11|0KI)
 - Named Systems (e.g., Glago)

Starter Base Setup

1. Reference [Tables and charts](#) for Material breakdowns.
2. If you have completed the in-game tutorial and feel comfortable relocating to a Gated system. Follow [Exiting the Starter System](#), then come back when you are ready to build your Base.
3. Start by searching the system in System mode by pressing [F3] for Asteroids, L-Points, and other sites to see what is in your system.
 - a. To make searching easier when in System mode, you can right-click on a group of objects, and it will display all objects at that location.
 - b. You may have to zoom in closer to locate hidden objects.
 - c. Check all L-Points to see if any are available. If not, you can self-destruct and be moved to a different system, or just build at a Planet or a Moon since it will be a temporary base.
 - d. Make sure you have Common, Metal-rich, and Carbonaceous Ore sites in the system. If not, you can self-destruct and be moved to a different system. Resources may respawn 30+ minutes, but not guaranteed.
4. You are looking for Common Ore, so you can build:
 - a. Portable refinery
 - b. Portable storage

5. Pick an L-Point, Planet or Moon, where you would like to set up your Base, deploy a Portable Refinery, and a Storage unit there.
6. Then you will need to gather Carbonaceous Ore so you can:
 - a. Produce a D1 fuel from Water Ice
 - b. Build a Portable printer
 - i. This will enable you to craft the materials needed to build other items and structures.
7. Gather resources needed to build additional structures and store the ore, as structures will use a combination of raw and processed materials for construction.
8. Next, gather Metal-Rich Ore to build
 - a. Refuge
 - i. For ship storage and fitting.
 - ii. Respawn Point
9. Now that you have a refuge, you can gather the materials needed to build a Reflex so you can make your way toward a Gate system closer to markets. Follow the [Exiting Starter System](#) Section.

Establish Base:

1. You should start by building a **Network node**. Gather the necessary materials to build a Network Node
 - i. This is needed to fuel all non-portable structures at L-Point.
 - ii. You can fuel the Network Node with D1 fuel. Don't activate the Network Node until you are ready to use non-portable structures.
2. To determine what Structures manufacture Parts and Items, use either of the Blueprint tools:
 - i. EVE Frontier Bill of Materials: <https://www.efbom.com/>
 - ii. EVE:Frontier Blueprint Browser: <https://frontier-blueprint-browser.surge.sh/>
3. After the Network Node is built, continue building your base with:
 - i. Smart Storage Unit S
 - SSU does not connect directly to other Smart Assemblies. You need to use Portable storage as Transfer containers and the SSUs as long-term storage
 - ii. Refinery M
 - iii. Printer S
 - iv. Assembler
 - v. Refuge or Hanger M(Spawn Point)
 - vi. Relay (Sell Feral Data and Buy Lens 3X)
4. I recommend establishing a second base outside the system you started in, which is within a few jumps of your base.
5. Follow step 1 above to establish Base. Then build
 - i. Hanger M (Respawn Point)
 - ii. Shipyard S
 - iii. and so on.
6. You may have to explore around to find other systems that have the materials you need to build. You should build as many bases as you need. Set up Fuel depot locations and expand out.

Space Asset Management

Rename your built assets in space, best according to their function or the type of material stored therein. This comes in handy when you deploy Portable storage units in different locations - ore belts mainly - within the same star system. For example, you could name one storage 'common ore' and another 'heavy metals'. This will make it easier to warp to the right asset.

By pressing [H], a window will open showing your assets in space (and later in stations). However, those assets will be displayed as their "type", i.e., portable storage, even if you renamed them previously. If you right-click on a personal asset and choose 'Show Info', a window will open and give you the name of your asset in the header.

You can leave the asset window open at all times, maybe in the bottom left corner, giving you a 'quick menu' with objects you can warp to.



Exiting Starter System

1. Starter systems and even the few adjacent systems will get crowded over time. So prepare for a journey across several systems without stargates.
2. To leave the Starting System, you need to build a Reflex. Be aware that your ship may overheat if you jump more than 60 light-years (ly). I recommend setting your map view to "Jump Range," which will show both Jump Distance, Fuel Cost, and System Temperatures.
3. I recommend using a Route Planner. I would set the jump range to 60 ly max; however, it is best to start from the shortest jump distance that you can get a route with. System jumps are based on the temperature of the system and the ship's mass. Check out the [System Jumping](#) section for more details.
 - a. Looking to avoid systems that you are most likely to be killed in, check <https://alpha-strike.space/> for recent Kills.
 - b. Use Route Planner tools:
 - i. Find nearby systems: <https://evedataco.re/calculate/nearby-systems>
 - ii. Route Planner:
 1. EF-Map: <https://ef-map.com/>
 2. Eve Datacore Route Planner: <https://evedataco.re/calculate/route-planner>
 3. Atlas Star Map: <https://frontier-atlas.com/>
 - iii. You can look at the in-game map and plan a route to a connected system, or any location you desire.
4. After planning your routes,
 - a. You should copy the Route Plan into your in game notebook
 - b. Then, check each system you are considering jumping to, right-click on the system, and select "Show Info." Pay special attention to the Orbital Bodies section to determine if jumping to that system is advisable. If the conditions are unfavorable, adjust your route to avoid systems with excessively high temperatures. Aim to target systems with temperatures lower than 250 K on the planets or moons from which you plan to jump.
5. Equip Reflex with
 - a. 1x Small Cutting Laser
 - b. Cargo grid II
 - c. 50x Common Ore (Portable Refinery)
 - d. Jettison Cargo to empty storage while mining.
 - e. Cargo Full of D1 fuel. (Carbonaceous Ore is not found in every system, so mine it when you encounter one and fill up your fuel.)

- f. 1x Synthetic mining lens
6. When making jumps out of systems, it's best to start from the edge of the system. You need effective engines to execute jumps successfully. Jumping from one point to another within a system can help cool down your engines, but be prepared to jump immediately if you encounter difficulties leaving the system. You may also need to jettison cargo to reduce mass or to find a shorter jump. It requires a lot of trial and error.
7. You will likely need the 100 ore to build 1 small storage and 1 portable refinery along the way to mine and refine carbon into water and then fuel. This is the somewhat risky part of the trip, because if you don't find a carbon source in your destination, you may be tempted to jump further. This works 2-3 times with your fuel reservoir, but eventually you will need to refine and refill. This will take time and be a bit tedious, but better safe than sorry. Refill your fuel and make your way to your nearest system with stargates. From there, you can set your destination to the desired system.

Ratting

1. Now that you have built a base, you can build and equip your ships with engines, shields, armor, and anything else needed for your ship.
2. Once your Ship is equipped, you can now go Ratting.
 - a. The Feral Data you collect can be sold at the Relay to get LUX
3. Kill all NPCs in your starter system. They are quite easy to destroy with even a base autocannon or in tandem with a cutting laser. The reason is that they drop [Feral Data](#) items that you will later sell at a Relay to purchase Lens 3X, with which you will mine Rifts for higher-tier fuel. Later NPCs are more difficult to kill, so don't let this opportunity slip by.

Exploring

1. To efficiently explore Non-combat Sites, you should build and equip a Reflex. Refer to the Sites and Ship Jump Range sections in the [Tables & Charts](#). Additionally, look for other Asteroid Fields not present in your System and keep an eye out for Rifts. When you discover a Rift, note its location so that when you have enough LUX to purchase Lens 3X, priced at \$100,000 each, you can return to mine it.
2. Once you have gathered enough Feral data to acquire the Lens 3X, you can then mine the Rift for Fuel. There are two types of Rifts: Young and Old Crude Rifts. For more information, check the Mining Section in the [Tables & Charts](#).
3. Set Map View, Press [M] to open the map. In the top left, under the Layout Icon, set it to Group Star by Region and Selection's Region Line.



4. You find Rifts by pressing [F3] in each system. Right-click on each group of objects to see a list of things at that location. Rifts are named **RIFT ####**. **The best way to find a rift is in the starter region by looking in areas that are less frequently traveled. Which could**

be on the other end of the region, but check every system and take your time. Make a travel plan. You need a Crude mining laser and Lens 3x to mine Crude Rifts.

5. Now that you have collected Crude Fuel now you can build your next Set of ships.

Rare Mining

1. To Mine Aestassium and Hermetite, you need a Medium Mining Laser equipped with Radiantium or Lumialis Mining Lens or a Large Mining Laser equipped with Eclipse or Gravionite Mining Lens. The crystals can be gathered at Non-Combat Sites or Rattling (**Look at Sites on [Tables & Charts](#)**)
2. When you are ready to go, look for the Murky Outer Field or the Enhanced Extraction Zone.
 - a. Equip the Ship with
 - i. 1x Medium Cutting Laser
 - ii. 1x Small Cutting Laser
 - iii. Heat Exchanger Xs (Optional)
 - iv. 50x Common Ore (Portable Refinery)
 - v. Jettison Cargo to empty storage while mining
 - vi. Cargo Full of D1 fuel. Carbonaceous Ore is not found in every system, so mine it when you encounter one and fill up your fuel.
 - vii. Synthetic mining lens, Radiantium, and/or Lumialis Mining Lens
 - b. Plan your travel to see which disconnected system you can jump to by System Distance. With a full cargo load, you may only be able to jump up to 60 Ly (adjust up or down in small increments), possibly less, so look for shorter jump points.
<https://evedataco.re/calculate/various-calculators>
 - c. When you find the system that you want to start mining in, build another Base.
 - d. Plan to establish Your Own Smart Gate network so you can transport bigger ships. Follow [Starter Base Setup](#) and [Establish Base](#) again.

System Jumping

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System Jumping

Factors of Jumping

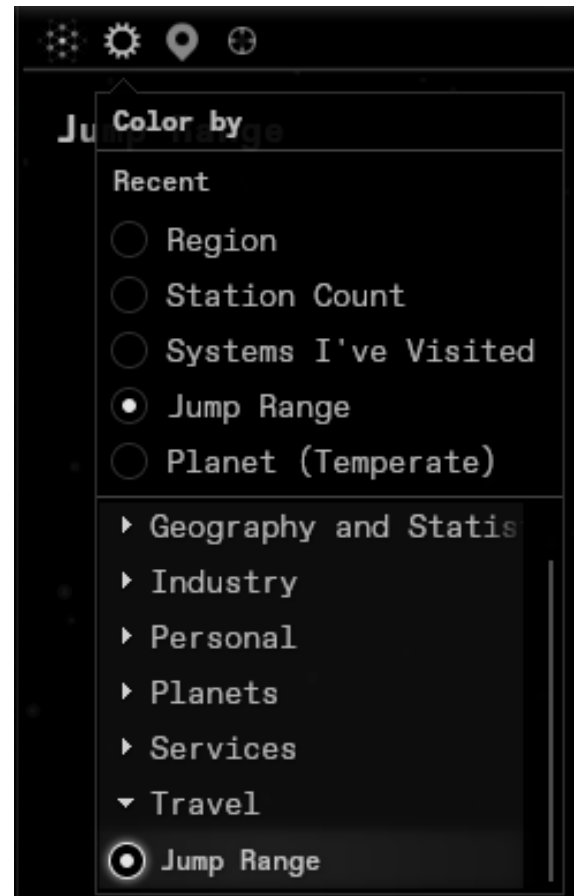
- The factors that affect jumping systems are:
 - The ship you are using to jump. Some ships have better jump range than others. (Ship Jump Range in [Table & Charts](#))
 - The mass of your ship and the modules attached.
 - The mass (kg) of Cargo Inventory
 - The distance of the system you are jumping to.
 - The type of fuel being used to jump
 - The quantity of fuel a ship can hold.

Equip Reflex

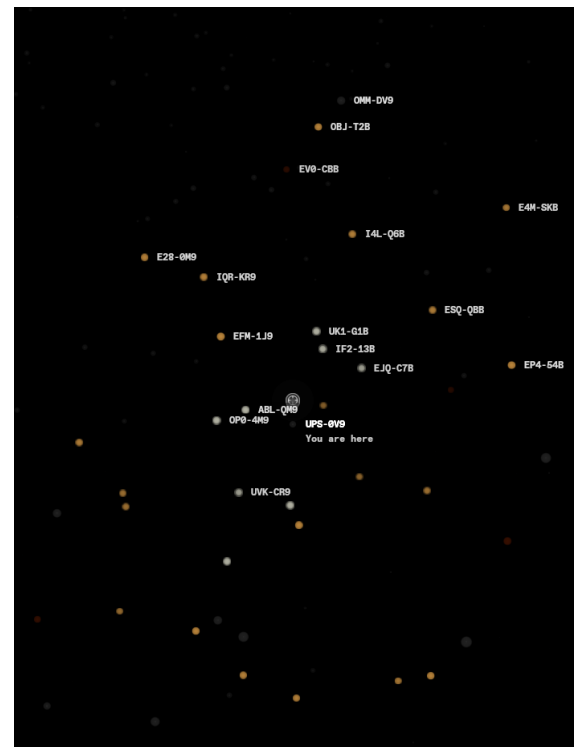
- 1x Small Cutting Laser
- Cargo grid II (optional, but you need to build the Assembler to craft it.)
- 50x Common Ore (Portable Refinery)
- Jettison Cargo to empty storage while mining.
- Cargo Full of D1 fuel. (Carbonaceous Ore is not found in every system, so mine it when you encounter one and fill up your fuel.)
- 1x Synthetic mining lens

Using the In-Game Map for Jumping

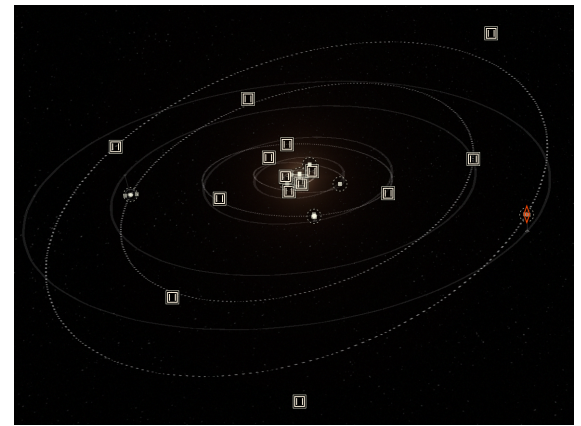
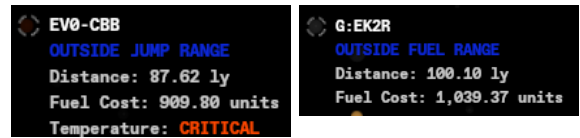
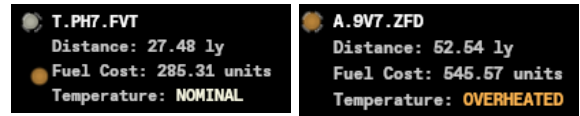
1. Open up the Map by Pressing [M]
2. Then go to the Color by Icon in the top left and select Under Travel 'Jump Range'



3. The Map will look similar to the one on the right.



4. When you move over each system, it will display:
 - a. The **System Name**
 - b. The Jump **Distance** to System
 - c. The **Fuel Cost** to Jump to the System
 - d. The **Temperature** of your Ship after you jump to that system.
5. The Status of the ship is indicated in 3 stages:
 - a. **Nominal**- Allows Jump.
 - b. **Overheated**- Allows Jump.
 - c. **Critical**- This will not allow you to jump.
6. If your system is overheating, it is best to jump to the outermost point in the system to cool down, allowing you to jump.
7. If you are having difficulties jumping out of the system,
 - a. You will either have to find a shorter jump or route to take.
 - b. Lighten your Mass
 - c. Quickly jump to outer points in the system to help cool ship down, allowing for a quick exit.



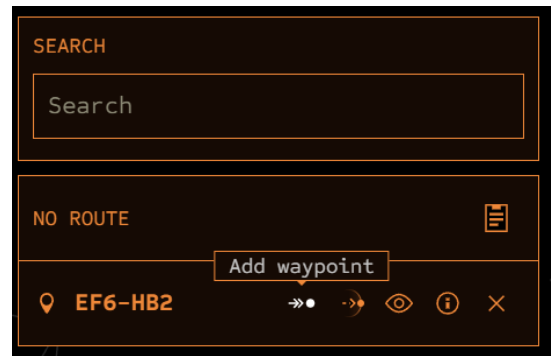
Planning Jumps

- When jumping systems, it is best to use a route planner like [Atlas](#), which I go through down below, or [EF Map](#), which is more user-friendly.
- Atlas Star Map enables route planning by entering mass and fuel quality.
- Looking to avoid systems that you are most likely to be killed in, check <https://alpha-strike.space/> for recent Kills.

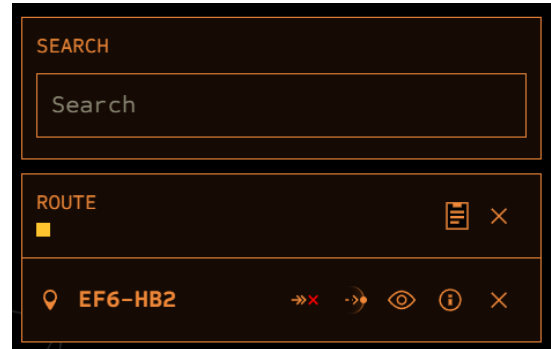
How to use Atlas to plan a route

Can also be used with EF Maps as a reference

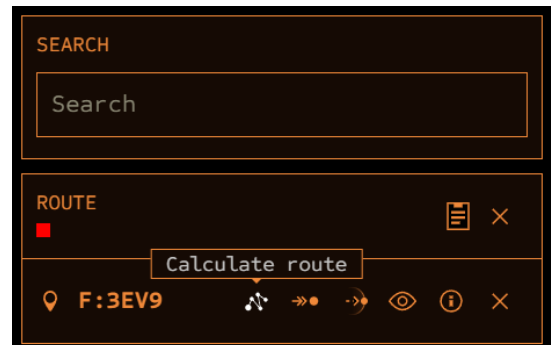
1. Search for the system from which you are starting.
2. Then add it as a waypoint



3. When a waypoint is added, it starts your route.



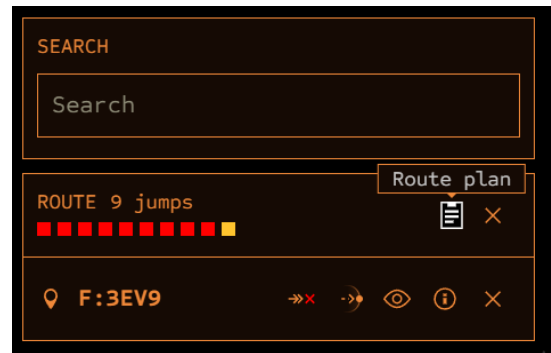
4. Then search for the system you want to travel to.
5. Then click calculate route.



6. When calculating routes, try different jump ranges using jump ranges less than 60 LY if possible. The lower the jump range, the better, as this will prevent overheating of the ship's engines. Start calculations at 25-30 LYs and increase by increments of 5 to find a good route.



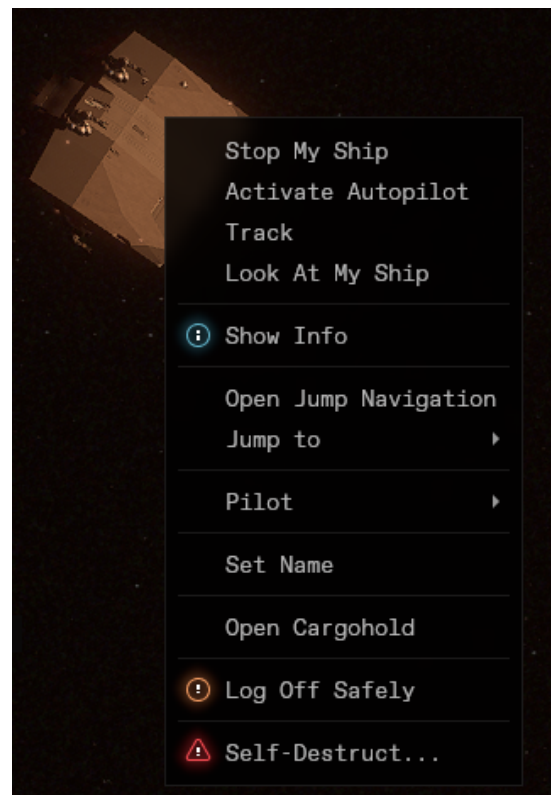
- When your route is calculated, click on Route Plan



- When the Route Plan is open, it lists the systems that you will be jumping to, either Ship 'Jump' or 'Gate Jump'.
- It also gives you several input sections to the right
 - Ship Mass (KG)
 - Ship Inventory (KG)
 - Fuel Quantity
 - Fuel Quality %
- Now you want to go back in-game to get your ship and inventory mass.



- Right-click on your ship and select 'Show Info'



12. It will list your ship information.

- a. You want to check out the 'Mass'
- b. This calculates the total mass of all attached modules and charges to ship.



Empty Ship Inventory

- c. A ship filled with cargo, with updated mass including cargo capacity



Full Ship Inventory (Mass will differ based on what you have in your inventory)

13. Input the mass and fuel quality

- a. You can input the ship Mass and Inventory separately, or you can just input the Total under Ship Mass. I see no difference in separating them.

The screenshot shows the 'ROUTE PLAN' window. On the left, a scrollable list of route points is visible, including 'EF6-HB2', '07K-K82', 'R.TQ8.SX8', 'G.SJ8.WXH', 'M:23R0', 'Q:4709', 'Q:2R95', and 'F:3E2L'. Each point has a 'Jump' button. At the top, it says '9 jumps' and '3148 (10% q/t)'. Below the list are 'LOAD', 'COPY', and 'TO NOTE' buttons. On the right side, there are three input fields: 'SHIP MASS (KG)' with the value '10315000', 'SHIP INVENTORY (KG)' with the value '2475000', and 'FUEL QUANTITY' with the value '0'. Below these is a 'FUEL QUALITY %' field with the value '10'. A 'CLOSE' button is at the bottom right.

Ship Mass and Ship Inventory Mass separated

14. After the mass and fuel quality are entered on the left side of the screen:

- a. It now calculates the total jump fuel needed at the top under the Route Plan. (e.g. 3148)
- b. Breaks the fuel used between each system jump.

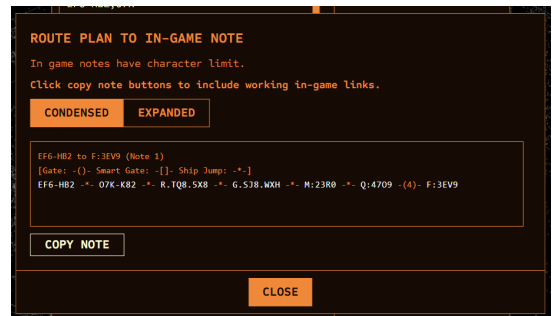
This screenshot is identical to the previous one, but the 'SHIP MASS (KG)' field now contains the value '12790000'. The 'SHIP INVENTORY (KG)' field remains at '0' and 'FUEL QUANTITY' at '0'. The 'FUEL QUALITY %' field remains at '10'. The 'CLOSE' button is still at the bottom right.

Ship Mass and Ship Inventory Mass Combined

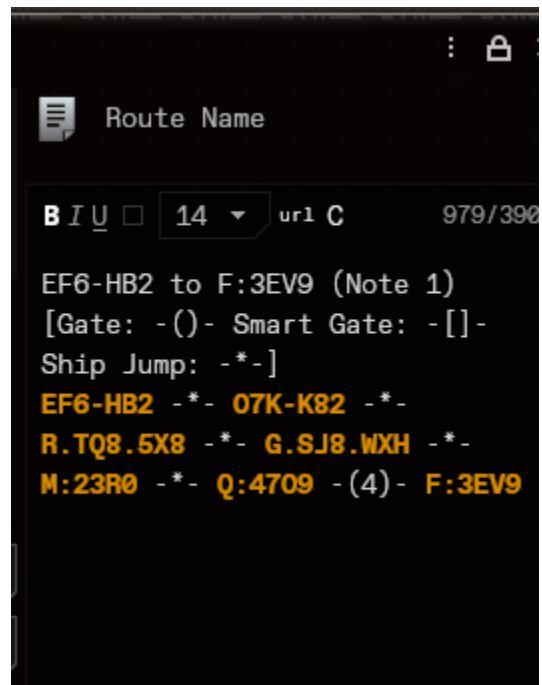
15. Now you want to copy this route to your in-game 'Notepad', click on 'To Note'

This screenshot is identical to the previous ones, showing the 'ROUTE PLAN' window with the same route points and input fields. The 'TO NOTE' button is highlighted with a red box, indicating it should be clicked to copy the route to the in-game 'Notepad'.

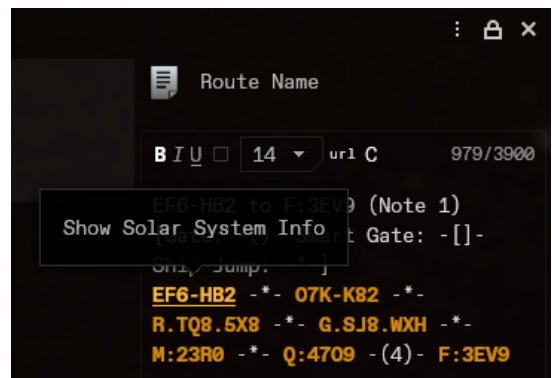
16. You can use Condensed or Expanded. Recommend using Condensed dueuu to Notepad Limitations.
17. Click on 'Copy Note'



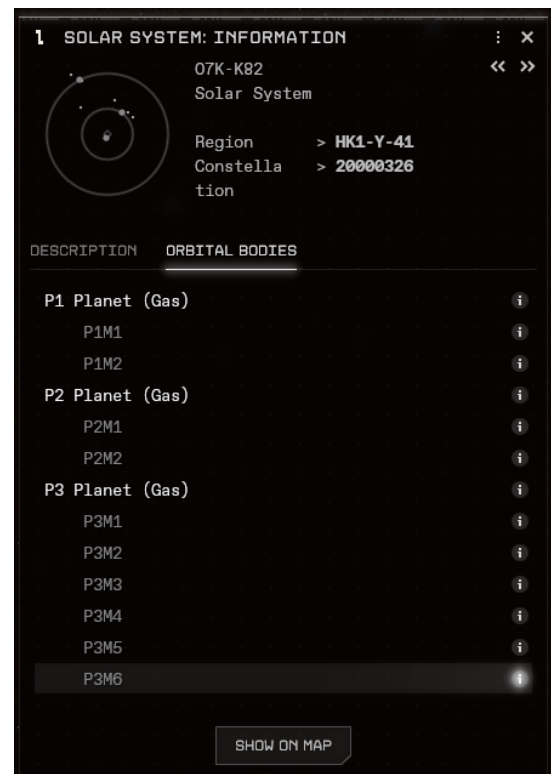
18. Go to the in-game 'Notepad'
19. Create 'New Note'
20. I usually name a Note by the 'Start system to End system'
21. Right-click and select paste.



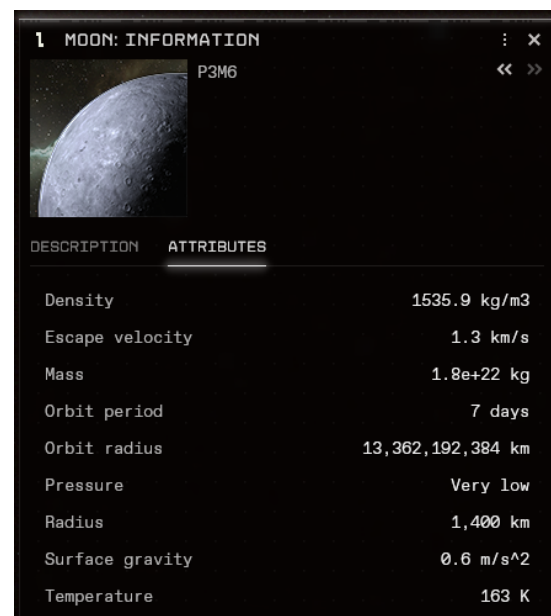
22. Now that you have your route, click on each system along the route and check out the system info



23. Under Orbital Bodies, you are looking at planets and moons in a system to make sure that you will not be jumping into a system that will trap you.
24. I select the last or outermost Moon or Planet to check the Info.



25. When looking at Moon or Planet information, I look for systems with temperatures under 250 K to give me a safe jump point out of the system.
26. If you find a system that you are not comfortable with or that is dangerous, try to adjust your Route by looking at planets near the system you want to avoid. Recalculate a route starting from the last safe system you checked, going to a system you feel is safe to jump to, avoiding the dangerous System.



Smart Gates

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Smart Gate

Smart Gates Jump Distance

- Smart Gates: 110LY
- Small Gates: 55LY

Building Smart Gate Network

1. In building your Smart Gate network, each gate has to be within the Jump Distance of each other for the Gate you deploy, and they need to be powered on and linked. Smart Gate is powered by Salt, which you get from Rifts.
2. Plan your Smart Gate Path <https://frontier-atlas.com/>, <https://evedataco.re/calculate/route-planner>, and <https://evedataco.re/calculate/various-calculators>. You may want to pick a system that you can build a Smart Gate off the Route Planner path.
3. Build a Smart gate in the region or system you are in, we will call it Smart Gate A.
4. Equip the ship with
 - a. Small Cutting Laser
 - b. 100x Common Ore (Portable Refinery and Storage)
 - c. Cargo Full of D1 fuel. Carbonaceous Ore is not found in every system, so mine it when you encounter one and fill up your fuel.
 - d. 2x Synthetic mining lens
5. Then jump with the ship out to a disconnected system to a system within the Jump Distance of Smart Gate A, which you are building.
6. Build a base so you can mine enough in your ship to build your Smart Gate B.
7. When you have built the Smart Gate B that you will connect to, jump back to the Smart Gate A in your Ship, put Salt into Smart Gate A, and turn it on.
8. Now, head back to the System where you built the Smart Gate B, so you can continue mining in your Ship to build another Smart Gate, which we will call Smart Gate C.
9. Once Smart Gate B finishes being built and you have built Smart Gate C, fuel Smart Gate B with Salt and Power on, then link it to Smart Gate A and Jump Back to Smart Gate A from Smart Gate B, Then Back.
10. You will restart Steps 3-9 again so you can connect to Smart Gate C and so on.

Smart Gate Management

beauCode from Eve DataCore created a Smartgate dApp:

GM Riders, I've built a dApp to manage smart gate access w/o any programming knowledge. For now, it's a little bit painful to manage gates and rules one by one, but I think it's a good version 1 to be tested.

Usage is very easy:

- Set one of your gate dAppURLs to <https://evedataco.re/dapps/gates>
- Open the gate dApp in-game
- Select a gate and configure it using the "Setup" button

- Define your rules!

Watch the demo video [here](#)

At this point, you should have a pretty good idea of what you need to do. This is only to help get you started, not plan out your path. Feel free to ask questions in chat and on Discord; someone will be able to help answer them.

Tables & Charts

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TABLES & CHARTS

MINING

ASTEROID FIELDS	Carbonaceous Ore	Deep-Core Carbon Ore	Common Ore	Metal-Rich Ore	Deep-Core Metallic Ore	(Adaptive) (Agile) (Solidifying) (Hardened) Core Aestassium*	(Crystallizing) (Fluid) (Sediment) (Stale) Core Hermetite*
Asteroid Cluster			x				
Asteroid Debris Field					x		
Carbon Field	x						
Carbon Rock Debris Field	x						
Enhanced Extraction Zone							x
Ferrous Cluster				x			
Heavy Metal Harvest Field				x	x		
Metal-Rich Cluster / Metal-Rich Asteroid				x			
Murky Outer Field					x	x	
Natural Asteroid Cluster			x				
Outer-Belt Asteroid Field		x					
Rocky Asteroid Fields					x		
Unremarkable Asteroid		x	x				

REFINING

Check out the Industry websites under [Helpful Links](#)

FUEL TYPES

Type Name	▲ Meta Group	Volume	Mass	Fuel Quality
 D1 Fuel		0.28 m3	20 kg	10 %
 D2 Fuel		0.28 m3	30 kg	15 %
 EU-40 Fuel		0.28 m3	25 kg	40 %
 EU-90 Fuel		0.28 m3	30 kg	90 %
 Salt		0.1 m3	200 kg	N/A
 SOF-40 Fuel		0.28 m3	25 kg	40 %
 SOF-80 Fuel		0.28 m3	30 kg	80 %

SITES

NPC Sites	Drones	Sentries	Frigates	Crusiers	Battleships	Structures
[Tsikada Osa Okryda Termit] Domination Cluster					X	
[Tsikada Osa Okryda Termit] Feral Enclave				X		
[Tsikada Osa Okryda Termit] Surveyors			2			
Abandoned Nexus core	X					
Accelerator Facility						X
Ancient Automated Forge						X
Crumbling Mining Platform		X				
Feralized Synod Outpost		X				
Inculcator Foundation			4-5			
Inculcator Wreckage			4-5			
Minor [Tsikada Osa Okryda Termit] Drone Nest			30-40 Multi-Wave			
Razed Inculcator			4-5			
Ruined Bombardment Cannon			5			
Ruined Inculcator			4-5			

Sarana Hive	X					X
Shipyard Ruins			4-5			

Site Drops	Feral Data	Fossilized Extronics	Crude Matter	Purified Moon Cutting Laser	Mining Crystals	Salvaged Materials	Exclave/Synod Technocore	Ore	Materials	Components
[Tsikada Osa Okryda Termit] Domination Cluster	X								X	X
[Tsikada Osa Okryda Termit] Feral Enclave	X								X	X
[Tsikada Osa Okryda Termit] Surveyors	X								X	X
Abandoned Exclave Processing Plant					X				X	X
Abandoned Nexus core					X					
Communication Module Debris		X			X					
Crumbling Mining Platform										
Destroyed Shipyard							X			
Drifting Tower Ruins		X								
Exclave Accelerator Facility		X			X					
Feralized Synod Outpost	X								X	X
Inculcator Foundation							X			
Inculcator Wreckage							X			
Mangled Convoy		X				X		X	X	
Minor [Tsikada Osa Okryda Termit] Drone Nest	X								X	X
Razed Inculcator							X			
Rift XXXX			X							
Ruined Bombardment Cannon	X								X	X
Ruined Exclave Processing Plant					X				X	

Ruined Inculcator							X			
Ruined Processing Plant								X	X	
Sarana Hive	X								X	X
Shipyards							X			
Shipyards Archive Wreckage							X			
Shipyards Ruins							X			
Unmoored Silo Block				X					X	

COMBAT SITES

- **Ruined Bombardment Cannon** - 5 Osa Frigates; Loot: Fossilized Exotronics
- **[Tsikada|Osa|Okryda|Termit] Domination Cluster** - NPC Battleships
- **[Tsikada|Osa|Okryda|Termit] Feral Enclave** - NPC Cruisers
- **Feralized Synod Outpost** - Aggressive Sentries
- **Minor [Tsikada|Osa|Okryda|Termit] Drone Nest** - NPC Frigates, Multiple Waves, first waves with 2 ships, final waves with 4 ships
- **Sarana Hive** - Aggressive Drones, Destroy Structure to Loot
- **[Tsikada|Osa|Okryda|Termit] Surveyors** - 2 NPC Frigates
- **Razed Inculcator** - 4-5 Bihepophs Frigates; Loot: Luminalis & Radiantium Crystals, regular ore, Exclave/Synod Technocores
- **Ruined Inculcator** - 5 Bihepophs Exclave Technocores
- **Inculcator Wreckage** - 4-5 Bihepophs Frigates, Loot: Luminalis & Radiantium Crystals, regular ore, Exclave/Synod Technocores
- **Shipyards Ruins** - 4-5 Bihepophs Frigates; Loot: Base Autocannons + Ammo, Exclave Technocores
- **Shipyards Archive Wreckage** - Exclave Technocores
- **Destroyed Shipyards** - Exclave Technocores
- **Inculcator Foundation** - 4-5 Bihepophs Frigates, Loot: Luminalis & Radiantium Crystals, regular ore, Exclave/Synod Technocores
- **Shipyards** - Exclave Technocores
- **Crumbling Mining Platform** - Inert drones
- **Ancient Automated Forge** - 5 Sentry Towers
- **Accelerator Facility** - 2 sentry nodes and 3 spherical shields with Wrecked LORHAs and some cargo. Loot: Luminalis & Radiantium Crystals
- **Abandoned Nexus core** - inactive Inert drones, a few can activate when you get close, but 1 at a time. Loot: Luminalis & Radiantium Crystals in cargo containers

NON-COMBAT SITES

- **Ruined Processing Plant**: Ore and Materials
- **Enhanced Extraction Zone** - Mining Site, Rare Materials
- **Murky Outer Fields** - Mining Rare
- **Exclave Accelerator Facility** - Crystals, Salvaged Exotronics, etc.
- **Abandoned Exclave Processing Plant**- Crystals, Rare Materials, etc.

- **Communication Module Debris** - Fossilized Exotronics (~12)
- **Drifting Tower Ruins** - Fossilized Exotronics (~20-35)
- **Mangled Convoy** - Refinable Corpse, Lenses, Fossilized Exotronics, Components
- **Ruined Exclave Processing Plant** - Common Materials, Medium Crystals
- **Unmoored Silo Block** - 1 wreck, 2 passive D-Tier, T2 resources such as carbon weave/reinforced alloys/Thermal Components, and a chance at a Purified Moon Cutting Laser - can have 2 Koyekhzukh NPC
- **Rift XXXX** - Young/Old Crude

SHIPS

NPC DAMAGE CHART

RAW	OSA	OKRYDA	TSIKADA	TERMITE
No Resist 0 EM, 0 Thermal, 0 Kinetic, 0 Explosive	Damage: 50% EM, 50% Thermal Resist: 55% EM, 0% Therm, 10% Kin, 10% Exp	Damage: 27% EM, 53% Kinetic, 20% Explosive Resist: 50% EM, 10% Therm, 20% Kin, 40% Exp	Damage: 100% Kinetic Resist: 15% EM, 50% Therm, 35% Kin, 20% Exp	Damage: 100% EM Resist: 40% EM, 10% Therm, 10% Kin, 35% Exp
Base Coilgun (S) Coilgun Ammo 1 (S) 27.8	Base Coilgun (S) Coilgun Ammo 1 (S) 25.0	Base Coilgun (S) Coilgun Ammo 1 (S) 22.2	Base Coilgun (S) Coilgun Ammo 1 (S) 18.1	Base Coilgun (S) Coilgun Ammo 1 (S) 25.0
Base Autocannon (S) AC Gyrojet Ammo 1 (S) 37.5 AC Gyrojet Ammo 2 (S) 33.0 AC Gyrojet Ammo 3 (S) 30.0	Base Autocannon (S) AC Gyrojet Ammo 1 (S) 33.8 AC Gyrojet Ammo 3 (S) 22.7 AC Gyrojet Ammo 2 (S) 22.3	Base Autocannon (S) AC Gyrojet Ammo 1 (S) 22.5 AC Gyrojet Ammo 3 (S) 19.0 AC Gyrojet Ammo 2 (S) 18.2	Base Autocannon (S) AC Gyrojet Ammo 1 (S) 30.0 AC Gyrojet Ammo 2 (S) 27.2 AC Gyrojet Ammo 3 (S) 23.0	Base Autocannon (S) AC Gyrojet Ammo 1 (S) 24.4 AC Gyrojet Ammo 3 (S) 21.4 AC Gyrojet Ammo 2 (S) 20.6
Tier 2 Autocannon (S) AC Gyrojet Ammo 1 (S) 45.8 AC Gyrojet Ammo 2 (S) 40.3 AC Gyrojet Ammo 3 (S) 36.7	Tier 2 Autocannon (S) AC Gyrojet Ammo 1 (S) 41.2 AC Gyrojet Ammo 3 (S) 27.8 AC Gyrojet Ammo 2 (S) 27.2	Tier 2 Autocannon (S) AC Gyrojet Ammo 1 (S) 27.5 AC Gyrojet Ammo 3 (S) 23.2 AC Gyrojet Ammo 2 (S) 22.2	Tier 2 Autocannon (S) AC Gyrojet Ammo 1 (S) 36.7 AC Gyrojet Ammo 2 (S) 33.3 AC Gyrojet Ammo 3 (S) 28.2	Tier 2 Autocannon (S) AC Gyrojet Ammo 1 (S) 29.8 AC Gyrojet Ammo 3 (S) 26.2 AC Gyrojet Ammo 2 (S) 25.2
Base Rapid Plasma (S) Rapid Plasma Ammo 2 (S) 16 Rapid Plasma Ammo 1 (S) 15.2	Base Rapid Plasma (S) Rapid Plasma Ammo 1 (S) 13.7 Rapid Plasma Ammo 2 (S) 10.8	Base Rapid Plasma (S) Rapid Plasma Ammo 1 (S) 12.2 Rapid Plasma Ammo 2 (S) 10.4	Base Rapid Plasma (S) Rapid Plasma Ammo 2 (S) 12.0 Rapid Plasma Ammo 1 (S) 9.9	Base Rapid Plasma (S) Rapid Plasma Ammo 1 (S) 13.7 Rapid Plasma Ammo 2 (S) 12.0
Small Cutting Laser Synthetic Mining Lens 33.3	Small Cutting Laser Synthetic Mining Lens 33.3	Small Cutting Laser Synthetic Mining Lens 30.0	Small Cutting Laser Synthetic Mining Lens 16.7	Small Cutting Laser Synthetic Mining Lens 30.0
Base Coilgun (M) Coilgun Ammo 1 (M) 53.8 Coilgun Ammo 2 (M) 48.2 Coilgun Ammo 3 (M) 42.4	Base Coilgun (M) Coilgun Ammo 1 (M) 48.4 Coilgun Ammo 2 (M) 43.4 Coilgun Ammo 3 (M) 39.2	Base Coilgun (M) Coilgun Ammo 1 (M) 43.0 Coilgun Ammo 2 (M) 33.8 Coilgun Ammo 3 (M) 31.8	Base Coilgun (M) Coilgun Ammo 2 (M) 35.0 Coilgun Ammo 1 (M) 34.9 Coilgun Ammo 3 (M) 28.3	Base Coilgun (M) Coilgun Ammo 1 (M) 48.4 Coilgun Ammo 2 (M) 37.4 Coilgun Ammo 3 (M) 34.2
Base Howitzer (M) Howitzer Ammo 1 (M) 52.2	Base Howitzer (M) Howitzer Ammo 1 (M) 47.0	Base Howitzer (M) Howitzer Ammo 1 (M) 31.3	Base Howitzer (M) Howitzer Ammo 1 (M) 41.8	Base Howitzer (M) Howitzer Ammo 1 (M) 33.9
Tier 2 Howitzer (M) Howitzer Ammo 3 (M) 58.8	Tier 2 Howitzer (M) Howitzer Ammo 1 (M) 52.9	Tier 2 Howitzer (M) Howitzer Ammo 1 (M) 35.2	Tier 2 Howitzer (M) Howitzer Ammo 1 (M) 47.0	Tier 2 Howitzer (M) Howitzer Ammo 1 (M) 38.2
Rapid Plasma (M) Rapid Plasma Ammo 1 (M) 81.6	Rapid Plasma (M) Rapid Plasma Ammo 1 (M) 81.6	Rapid Plasma (M) Rapid Plasma Ammo 1 (M) 73.4	Rapid Plasma (M) Rapid Plasma Ammo 1 (M) 40.8	Rapid Plasma (M) Rapid Plasma Ammo 1 (M) 73.4
Medium Cutting Laser Radiantium Mining Lens 50.0 Luminalis Mining Lens 50	Medium Cutting Laser Luminalis Mining Lens 50.0 Radiantium Mining Lens 45.4	Medium Cutting Laser Luminalis Mining Lens 45.0 Radiantium Mining Lens 41.7	Medium Cutting Laser Radiantium Mining Lens 27.9 Luminalis Mining Lens 25.0	Medium Cutting Laser Luminalis Mining Lens 45.0 Radiantium Mining Lens 42.5
Base Railgun (L) Railgun Ammo 1 (L) 85.4 Railgun Ammo 2 (L) 76.8 Railgun Ammo 3 (L) 68.2	Base Railgun (L) Railgun Ammo 1 (L) 76.8 Railgun Ammo 2 (L) 69.1 Railgun Ammo 3 (L) 63.9	Base Railgun (L) Railgun Ammo 1 (L) 68.3 Railgun Ammo 2 (L) 56.3 Railgun Ammo 3 (L) 53.7	Base Railgun (L) Railgun Ammo 1 (L) 55.5 Railgun Ammo 2 (L) 53.8 Railgun Ammo 3 (L) 43.1	Base Railgun (L) Railgun Ammo 1 (L) 76.8 Railgun Ammo 2 (L) 62.7 Railgun Ammo 3 (L) 57.1
Base Howitzer (L) Howitzer Ammo 1 (L) 68.8 Howitzer Ammo 2 (L) 64.6 Howitzer Ammo 3 (L) 57.5	Base Howitzer (L) Howitzer Ammo 1 (L) 61.9 Howitzer Ammo 2 (L) 48.4 Howitzer Ammo 3 (L) 42.0	Base Howitzer (L) Howitzer Ammo 1 (L) 41.2 Howitzer Ammo 2 (L) 36.6 Howitzer Ammo 3 (L) 35.2	Base Howitzer (L) Howitzer Ammo 1 (L) 55.0 Howitzer Ammo 2 (L) 52.7 Howitzer Ammo 3 (L) 44.9	Base Howitzer (L) Howitzer Ammo 1 (L) 44.7 Howitzer Ammo 2 (L) 40.9 Howitzer Ammo 3 (L) 39.9
Tier 2 Howitzer (L) Howitzer Ammo 1 (L) 78.9 Howitzer Ammo 2 (L) 74.1 Howitzer Ammo 3 (L) 66.0	Tier 2 Howitzer (L) Howitzer Ammo 1 (L) 71.0 Howitzer Ammo 2 (L) 55.6 Howitzer Ammo 3 (L) 48.3	Tier 2 Howitzer (L) Howitzer Ammo 1 (L) 47.3 Howitzer Ammo 2 (L) 42.0 Howitzer Ammo 3 (L) 40.4	Tier 2 Howitzer (L) Howitzer Ammo 1 (L) 63.1 Howitzer Ammo 2 (L) 60.5 Howitzer Ammo 3 (L) 51.6	Tier 2 Howitzer (L) Howitzer Ammo 1 (L) 51.3 Howitzer Ammo 2 (L) 47.0 Howitzer Ammo 3 (L) 45.8
Plasma Cannon (L) Plasma Cannon Ammo 1 (L) 93.6 Plasma Cannon Ammo 2 (L) 84.3	Plasma Cannon (L) Plasma Cannon Ammo 1 (L) 93.6 Plasma Cannon Ammo 2 (L) 61.1	Plasma Cannon (L) Plasma Cannon Ammo 1 (L) 84.2 Plasma Cannon Ammo 2 (L) 59.0	Plasma Cannon (L) Plasma Cannon Ammo 2 (L) 56.9 Plasma Cannon Ammo 1 (L) 46.8	Plasma Cannon (L) Plasma Cannon Ammo 1 (L) 84.2 Plasma Cannon Ammo 2 (L) 63.2
Large Cutting Laser Gravionite Mining Lens 66.7 Eclipsite Mining Lens 66.7	Large Cutting Laser Eclipsite Mining Lens 66.7 Gravionite Mining Lens 65.0	Large Cutting Laser Eclipsite Mining Lens 60.0 Gravionite Mining Lens 58.3	Large Cutting Laser Gravionite Mining Lens 35.8 Eclipsite Mining Lens 33.3	Large Cutting Laser Gravionite Mining Lens 60.0 Eclipsite Mining Lens 60.0

SHIP TOTAL JUMP RANGE PER FUEL TYPE (Not Max Jump Range)

Jump Distance will vary based on what is equipped to ship, the mass of Items in the Cargo hold, and System temperatures.

Ship Type	Ship	Fuel Capacity	Engine Mass in kg	Ship Mass in kg	Total Mass in kg	D1	D2	SOF-40	SOF-80	EU-40	EU-90
Shuttle	WEND	200	150,000	6,800,000	6,950,000	28.78	43.17				
Corvette	RECURVE	970	150,000	10,400,000	10,550,000	91.94	137.91				
	REFLEX	1,750	150,000	9,750,000	9,900,000	176.77	265.15				
	REIVER	1,416	150,000	10,200,000	10,350,000	136.81	205.22				
Frigate	HAF	4,184	300,000	81,883,000	82,183,000			203.64	407.29	203.64	458.20
	LORHA	2,508	300,000	31,369,320	31,669,320			316.77	633.55	316.77	712.74
	MCF	6,548	300,000	52,313,760	52,613,760			497.82	995.63	497.82	1,120.09
	USV	2,420	300,000	30,266,600	30,566,600			316.69	633.37	316.69	712.54
Destroyer	TADES	5,972	300,000	74,655,480	74,955,480			318.70	637.39	318.70	717.07
Crusier	MAUL	24,160	417,280	548,435,920	548,853,200			176.08	352.15	176.08	396.17
Combat BattleCruiser	CHUMAQ	270,585	834,540	1,739,489,520	1,740,324,060			621.92	1,243.84	621.92	1,399.32

SHIP STATS

Type	Name	Meta	Group	Fuel Capacity	Mass	▲ Capacity	Specific Heat	Maximum Velocity	Powergrid Output	Low Slots	Medium Slots	High Slots	CPU Output
	Wend			200 units	6,800,000 kg	520 m3	2 C	144 m/sec	30.0 MW	0	3	1	30.0 tf
	Reflex			1,750 units	9,750,000 kg	520 m3	2 C	280 m/sec	35.0 MW	1	4	2	32.0 tf
	Reiver			1,416 units	10,200,000 kg	520 m3	1 C	320 m/sec	50.0 MW	1	3	2	35.0 tf
	Recurve			970 units	10,400,000 kg	520 m3	1 C	345 m/sec	45.0 MW	1	3	2	35.0 tf
	USV			2,420 units	30,266,600 kg	3,120 m3	1.8 C	295 m/sec	110.0 MW	4	3	2	30.0 tf
	LORHA			2,508 units	31,369,320 kg	6,240 m3	2.5 C	305 m/sec	110.0 MW	4	2	0	32.0 tf
	MCF			6,548 units	52,313,760 kg	2,080 m3	2.5 C	310 m/sec	100.0 MW	3	4	2	60.0 tf
	TADES			5,972 units	74,655,480 kg	3,120 m3	2.5 C	308 m/sec	280.0 MW	3	4	3	125.0 tf
	HAF			4,184 units	81,883,000 kg	3,120 m3	2.5 C	315 m/sec	140.0 MW	3	2	2	45.0 tf
	MAUL			24,160 units	548,435,920 kg	20,800 m3	2.5 C	295 m/sec	2450.0 MW	4	3	3	150.0 tf
	Chumaq			270,585 units	1,739,489,520 kg	312,000 m3	3 C	170 m/sec	2520.0 MW	7	5	0	145.0 tf

Helpful Links

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Helpful Links

Videos

EVE Frontier | First Hour Introductory Tutorial

- https://www.youtube.com/watch?v=WgyB9h_euhw

EVE Frontier | Manual Control Test Tutorial

- <https://www.youtube.com/watch?v=OHhY4GaBlE>

Player Tools

Navigation

Eve Datacore

- <https://evedataco.re/>

Atlas Map

- <https://frontier-atlas.com/>

EF-Map

- <https://ef-map.com/>

MAH-Frontier

- <https://mah-frontier.com/>

Scout Optimizer

- <https://scout-optimizer.netlify.app/>

Industry

EVE Frontier Bill of Materials

- <https://www.efbom.com/>

EVE:Frontier Blueprint Browser

- <https://frontier-blueprint-browser.surge.sh/>

DPS

Siege Calculator

- <https://www.vultur.one/siege-calc>

Tribes

The Tribes of EVE Frontier

- <https://evefrontier.me/>

Killboard

Alpha-Strike Killboard

- <https://alpha-strike.space/>

Github

Data Extractor

EVE Frontier Tools

- <https://github.com/VULTUR-EveFrontier/eve-frontier-tools>

DPS Calculator

PyFrontierLiveDPS

- <https://github.com/paulheu/PyFrontierLiveDPS>

Eve Frontier Links

Wiki

- <https://evefrontier.wiki/>

Discord

- <https://discord.gg/evefrontier>

Builder Doc

- <https://docs.evefrontier.com/>

Whitepaper

- <https://whitepaper.evefrontier.com/>

User Interface

User Interface

All placements are in default settings on start.

- **Location**
 - Top-Left
 - Shows the Ship location info & Route info
- **Terminal (Neocom is Dead)**
 - Bottom-Left, (Unsure if it can be moved).
- **Action Bar**
 - Bottom-Center
- **Armor/Shield Bar**
 - Bottom-Center, Left of Action Bar on top of Speedometer
- **Speedometer**
 - Bottom-Center, Left of Action Bar below Armor/Shield Bar
- **Heat Indicator**
 - Bottom-Center, Right of Action Bar on top of Fuel Tank & Capacitor
- **Fuel Tank**
 - Bottom-Center, Right of Action Bar below the Heat Meter on the left side
- **Capacitor**
 - Bottom-Center, Right of Action Bar below the Heat Meter on the right side
- **Build Button**
 - Top-Center, on the left sideCamera Button
 - Top-Center, on the right side

Build Mode

- Build Mode - Press [B]
- Build Mode Sections
 - Core
 - Industry
 - Storage
 - Gates
 - Defense
 - Hangers
 - Misc.

Camera Mode

- There are 3 camera Modes
 - Standard Mode - Press [F1]

- Tactical Mode - Press [F2]
- System Mode - Press [F3]

Reference

Reference

- **Eve Frontier**
 - <https://evefrontier.com/>
- **Eve DataCore - Gate Management dAPP**
 - <https://discord.com/channels/1333860796840546357/1333862731740221560/1365225894985072651>

Contributors

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