ATTO-INDUSTRIALS

Atto-Industrials-Ledger (LINK TO SPREADSHEET CONTAINING PROJECT DETAILS)

https://discord.gg/t7C2vP4d (LINK TO DISCORD)

SUMMARY

- This is an industry focused corporation with some secondary ad-hoc PvE activities.

- Weekly mass manufacturing project for item/ship of the week with good profit margins.

- Preferably looking for enthusiastic players new and old, alpha and omega who play for at least 7 hours a week.

- You are encouraged to sign up on https://eve-hr.com/ for a more user-friendly update on the latest and greatest.

- We have a functioning stock market, so grind and vest for those corporation shares.

- We are living in a rented NPC station for now to avoid wardecs and fuel block management, being a new corp and all.

- We are still in early recruitment, meaning while we are set in terms of structure, we are semi-operational until we have at least five members.

- You can sign up for any of these departments as your primary and then have a secondary department as well if needed:

    - Suppliers: Ore and ice mining, planetary industry, supplying moon materials, salvage, and gas harvesting

    - Logistics: Haul, haul and haul

    - Science and Engineering: BPO ME & TE research, BPC generation and T2/T3 BP inventions, Running reactions, Manufacturing intermediate and final components from materials supplied by the suppliers.

    - Intelligence and Research: Exploring Wormholes for ice, ore, gas, data and relic sites, hacking those sites, supplying data cores and T3 relics

○ Security (This is only a secondary voluntary department and its free for all): Fight rats, sleepers, run PvE encounters, and protect miners and haulers from ganks and griefers.

MISSION

To become the power players in the supply-and-demand economical enclave of New-Eden. We want to be the people you come to when you need something to prop up your stations, sway the war tide in your favor, wholesale supply and re-sell, etc.

HERE'S THE CATCH

- We are primarily here for industry, PvE and exploration and we do not take sides in any war or alliances. We are purely capitalistic therefore we supply the highest bidder/buy order.

- We are not necessarily fighters hence we won't be directly engaging in any corp war. That being said, we will invest/manufacture combat ships and defensive structures to ensure we can hold our own against pesky pirates, sleepers and wormhole menaces.

- To reinforce the previous point, this is NOT a PVP corp, no friendly fire allowed, and fighting is only to protect your miners, haulers and explorers from external threats.

- As a result of this we will be primarily operating in high sec space, (with the exception of wormhole exploration and mining lowsec ore).

- We plan to be a high turnover, mass production corporation who would rather deliver lots of good with small profits than wait for ages for a market shift to maximize profit on a few goods. As a result, we will mostly be fulfilling buy-orders directly as opposed to putting out sell-orders that may never be fulfilled.

TYPE OF CAPSULEERS WANTED

- Preferably new or experienced enthusiastic players who still have a strong passion for the game.

- People with curious, creative but patient mindsets.

- People who prioritize making ISK over everything else (including fighting).

- No dictators. Let everyone learn at their pace and their level of comfort.
- Omega/Alpha welcome

GENERAL MINIMUM REQUIREMENTS

- Have a department in mind that you want to be part of.
- At least 7 hours of gameplay per week.
- You can sign up for eve-hr (https://eve-hr.com/), as updates will be made both in the spreadsheet link above and eve hr as well.
- Most of all, the excitement to be part of this startup and see where it could lead to.
- Security status > -1.0.

CORP ACTIVITIES

- Manufacturing items/ships to sell and make ISK.
- Mining/salvaging or cooking all the raw materials and intermediate components needed for the final products.
- Running encounters against pirate strongholds and looting the hell out of them.
- Gas harvesting/data and relic sites in highsec and wormholes. Too much traffic in low and nullsec that the risk outweighs the rewards.

DEPARTMENTS

These are subject to change as the company grows.

EXECUTIVE

RESPONSIBILITIES

- Setting corporation policies, structure, and objectives
- Promotion and termination of personnel.
- Distribution of shares across corporation members.
- Brokering deals with other corporations.
- Market research.
- Commissioning expansion projects.
- Creating production contracts for the engineering team

REQUIREMENTS

- Accounting Skill Points to reduce sales tax.
- Some basic mathematical skills such as statistics are encouraged.
- Any ship is fine, even a corvette.

EXCEPTIONS

- For now, I'll be the sole member of this department until we have enough capsuleers in other departments.

GETTING PAID

- Currently, this is exclusive to the corp owner and I can only get paid through cashing out my shares.

SECURITY

RESPONSIBILITIES

- Escorting and protecting miners, explorers and haulers in low-sec/null-sec and wormhole spaces.

- Rules of engagement for pirates/sleepers, shoot first ask questions never. However, for other capsuleers you can wait for someone to do something threatening before taking action.

- Recommending ship fits and purchase orders for ship equipment, modules, and drones as needed.

REQUIREMENTS

- A T1 or higher combat/logi/E-war ship from any faction.

- Basic understanding of damage types and resistances (this can be briefed to you if needed).

EXCEPTIONS

- This is a fluid department. Anybody can participate to whatever extent they want and assume command.

- It is also a secondary volunteer department which means you still need to be part of a primary department in addition to this.

GETTING PAID

- Split the loot evenly from any sleepers/rats, and encounters. However, if you run into a faction blueprint or T3 relic, you could decide to give it to the corp and we will pay you 20% of the final product output

SUPPLIERS

RESPONSIBILITIES

- Acquisition and supply of raw ore materials, gases, salvage, moon ore, planetary materials and ice needed for manufacturing either through mining or buying them.

- Avoid mass-mining (i.e: using barges and exhumers) in low sec or wormholes without a security escort.

REQUIREMENTS

- A mining frigate or better. If you have none, a venture can be given to you as part of your welcome pack.

GETTING PAID

- Option 1: Contracts will be assigned to you with a resulting payout equivalent to 90% Jita buy estimated value. Some shares are also relinquished in this option.

- Option 2: Acquiring more shares which can be sold anytime back to the corp or to another capsuleer.

- The full details/formula for shares acquisition and relinquishment will be explained in the finances section.

- You get shares by supplying corp with raw materials for free.

- You lose shares by selling raw materials to corp for buy back.

LOGISTICS

RESPONSIBILITIES

- The teamsters of the corporation responsible for hauling mined ores to the stations.

- Hauling corp goods across stations as needed (i.e: from the lowsec reaction station back to HQ)

- Hauling manufactured goods to their sell station and contracting them back to the executives.

- Always be escorted by a security personnel while hauling in low-sec or wormholes.

- Do not rely on autopilot for hauling even in highsec.

REQUIREMENTS

- At least one faction hauler level 1 skill point.

- A hauler ship or better.

GETTING PAID

- Through shares that can be sold at anytime for ISK.
- The full details/formula for shares acquisition and relinquishment will be explained in the finances section.
- You get shares by hauling final products to their final destinations.
- You lose shares by delivering to wrong destinations or losing goods in transit.

SCIENCE & ENGINEERING

RESPONSIBILITIES

- Fulfilling manufacturing contracts assigned from the executive departments.
- Blueprint ME, TE, copying and inventions.
- Engineers create contracts for reaction materials needed from scientists.
- Scientists create contracts for moon materials needed from suppliers.
- Engineers/Scientists also creates contracts for planetary and ore minerals needed from suppliers
- Running reactions for intermediate components.
- Requisition of required blueprints from the executive department.

REQUIREMENTS

- Any ship is fine.
- Industry skill point level 1, advanced industry also preferred.

EXCEPTION

- There is a nearby lowsec station where we can run reactions since this is not allowed in highsec.

GETTING PAID

- Through shares that can be sold at anytime for ISK.
- The full details/formula for shares acquisition and relinquishment will be explained in the finances section.
- Shares can be acquired by completing projects.
- Shares can be lost by manufacturing the wrong things, losing supplied materials, not meeting contract deadline.

INTELLIGENCE AND R&D

RESPONSIBILITIES

- Hacking data and relic sites both in known-space and wormholes with a security escort team for protection if needed.
- Scouting and providing locations of ice belts, rare-ores and gas-sites in K/J systems for the supplier department.
- Supplying data cores needed for T2 inventions.
- Rooting out spies and thieves within the corporation.

REQUIREMENTS

- Knowledge of using probe scanners.
- Any T1 frigate or better especially ones with hacking bonuses.
- Hacking knowledge.

GETTING PAID

- Through shares that can be sold at anytime for ISK.
- Data cores/relics can be bought for buyback Jita 80% at the expense of relinquishing some shares.

- Faction BPs can be kept or be sold to corp for 20% of the estimated final product price.

- The full details/formula for shares acquisition and relinquishment will be explained in the finances section.

- You acquire shares by handing over the data cors/relics for free.

- You relinquish shares by selling them to the corp through buy-back.

!!!IMPORTANT!!! CONTRACTS GUIDE

- Utilization of contracts is REQUIRED when requesting raw/intermediate materials across departments.

- Contracts should always be assigned to corporation and not to an individual.

- Contracts should be created on behalf of the corporation so we can keep track and update shares and buybacks accordingly.

- The name of the department needed to fulfill the contract must be part of the description.

- Corporation contracts without department name should be ignored.

- Anyone can accept a contract provided they are in the department specified in the contract description.

- Contracts should be created with a specific material class. Example: you do not want to mix up moon materials and Planetary Industry items in a single contract. If you need multiple material classes, create one contract for each of them. N.B: - Only applies to resource acquisition contracts, not hauling contracts.

- Always specify an expiration date for the contract to be fulfilled such that it gives you enough time to fulfill your own outstanding contracts.

GENERAL POLICIES (SUBJECT TO CHANGE)

- No expression of hatred, discrimination, misogyny, misandry, homophobia, etc of any kind.

- No discussion of politics or social justice warrior kind of conversation, we are here to play/have fun.

- Stealing or espionage of any kind will result in immediate expulsion and blacklisting.

- You are allowed to have a life outside of the corporation. So long as your departmental tasks are complete within the set deadline, do as you wish.

- Absolutely, no friendly fire or ganking.

- No revealing corporation secrets.

- You are allowed to be part of two departments maximum, except security which doesn’t count towards the cap.

- Most importantly, have fun.

FINANCES

- 20% of corporation shares is reserved for the owner.

- Shares will be maintained on a spreadsheet.

- Updates in unit share value will be posted weekly.

- Everyone except the corp owner is eligible for shares acquisition for up to 150 shares total. After that, you can defer to buybacks or cash out some of your shares to keep getting paid.

There are 1000 shares total; 200 permanently reserved for corp owner, with the rest being available for trading.

SHARES ACQUISITION/RELINQUISHMENT FORMULA

s: - A single share

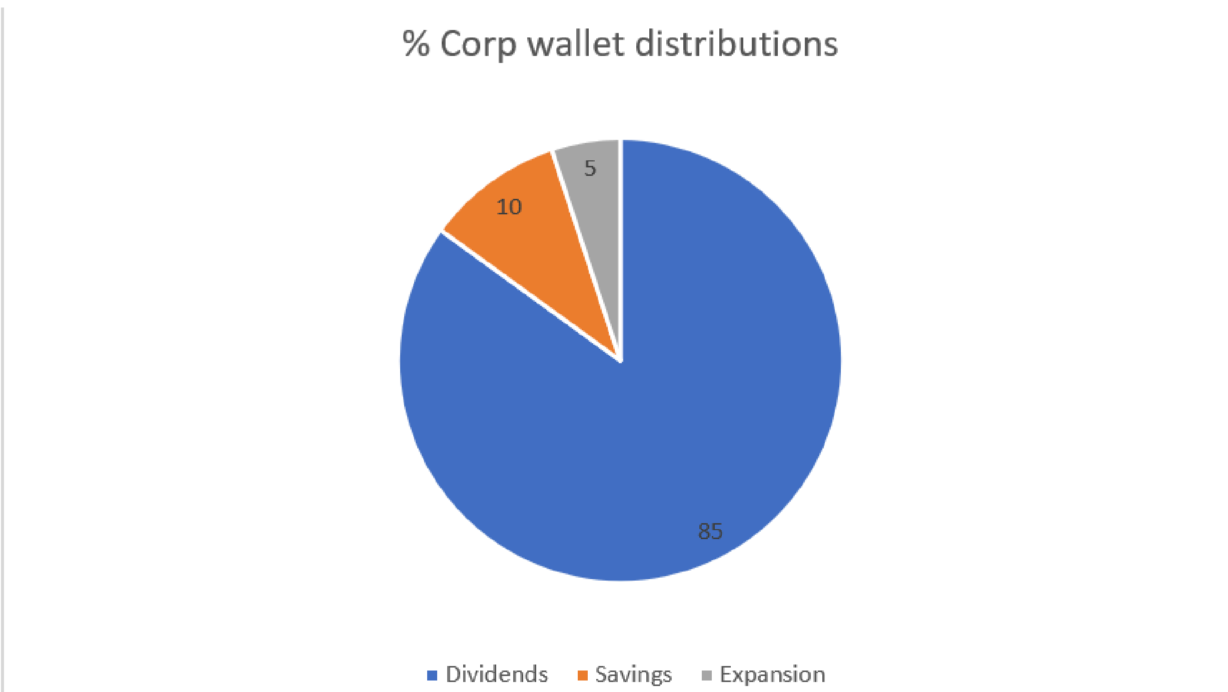
b: - Buy back value

t:- Total dividends

j:- jumps

n:- number of engineers/scientists on projects x:- total project sales

DEPARTMENT	STARTING	ACQUISITION	RELINQUISHMENT
Executive	200s	Buy	Sell
Suppliers	2s	(b/t) * 620s	(b/t) * 500s
Logistics	20s	(0.25jb/t) * 300s	(b/t) * 300s
Science & Engineering (Head)	50s	0.3n *(x/t) * 200s	(b/t) * 1000s
Intelligence/R&D	40s	(b/t) * 900s	(b/t) * 1000s



BUDGET POINTS

- **Dividends:** Is used to determine the unit share value of the corporation which is always equal to a thousandth of the total dividend. The money can be used to prop up the remaining parts of the budget. However, whenever a capsuleer sells their shares back to the company, they are paid out from the dividend budget, and the shares become free for acquisition.

- **Savings:** Liquid ISK to ensure corporation can stay afloat in case of an economic crisis.

- **Expansion:** A dedicated budget for expanding corporation bases and structures.

When sending in an application, just include the following details:

- How long you've been playing.

- Your intended primary department.

- (Optional) A secondary department.

- (Optional) Any specialization within your departments you want to focus on.