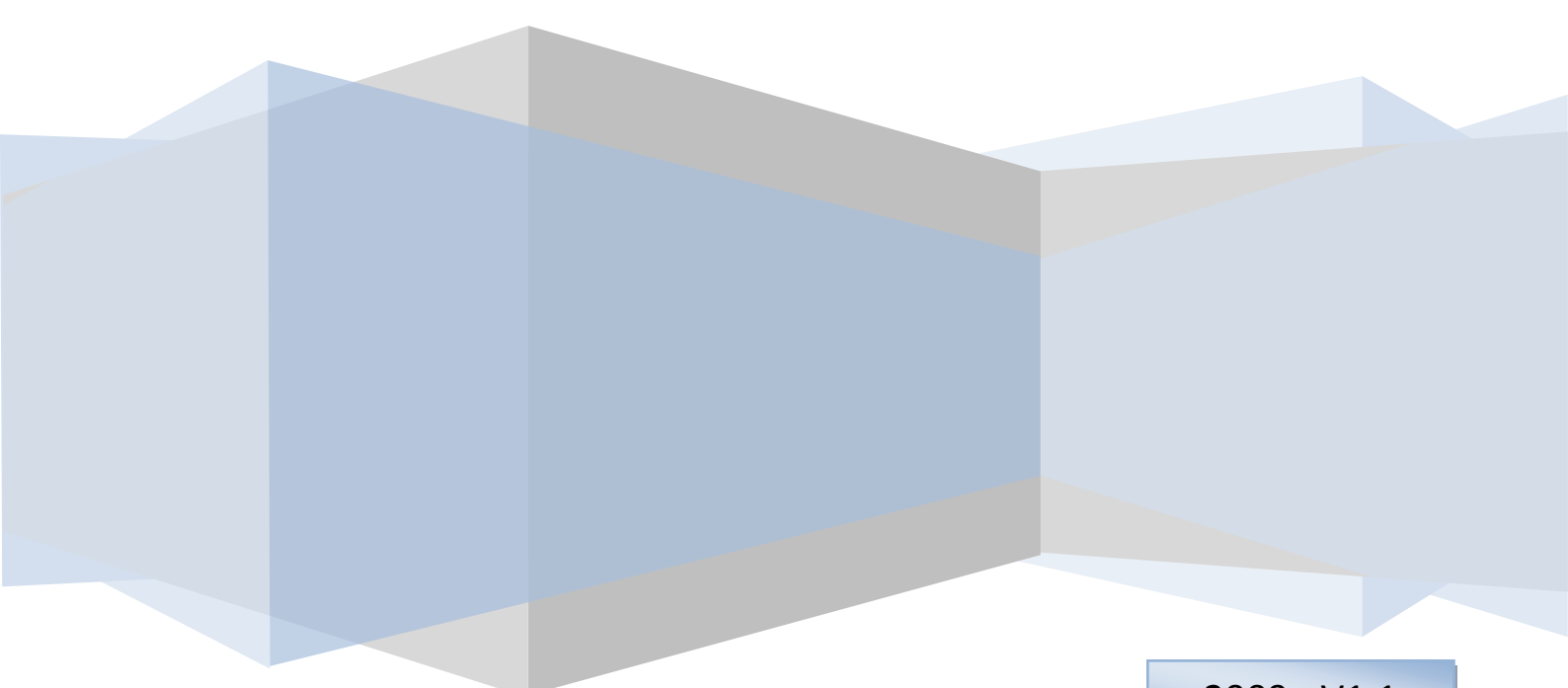


OVER DONE ICE

MINING GUIDE

Triffon's



2009 - V1.1

Over Done Guide's Presents

Triffon's OVER DONE ICE MINING GUIDE

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Introduction

Hi I am Triffon, I am an experienced miner with a lot of time mining and I am going to help the people who are looking to delve into ice mining. I have read Halada's Guide on mining it helped me become a good miner and how I could make the most out of mining. But now I have moved to ice mining and I do see that there are some things left out of that section in Halada's guide. So I'm going to bring all of you, The over Done Ice Mining Guide.

Have you ever started thinking about ice mining? I know most have but never really get any think out of it or don't see the point in it. But I say there is more to ice mining then first looks may show. Well I hope I can change some people's minds and get them more into ice mining. Ice mining takes a long time to do and can get boring fast but after you read this you will understand more on why I think you should start ice mining.

This guide will take you from basic Ice mining to some advanced Ice mining tips. We will have ship setups and skill lists you can follow easy. There's going to be AFK ice mining and Fleet ice mining also solo and POS ice mining. There's going to be tables and time sheets helping you to work out what you getting form you ice mining. Most of all this will all be put into a very easy to read guide.

Enjoy

Triffon

Attributes, Implants and Learning Skills

Ok so your just starting out or maybe your been playing for 5 or so years. No matter how old you are this, I'm sure will help you to train faster in the skills you will be doing most of. One thing is all my upcoming guides will have a section like this in them. I also know that if you have read **Halada's Mining Guide** you can skip this part and move on to the next section.

So first off you will need the Attributes for the skills involved in Industry. So the main ones you need are **Intelligence** and **Memory**. But remember don't let the Perception and Willpower attributes go down too far. These are used for Spaceship skills and you will need them too.

- ✚ Intelligence
- ✚ Memory
- ✚ Perception
- ✚ Willpower
- ✚ Charisma

Implants

OK so to go with your attributes you will also need implants and these are used to raise attributes higher. You can get implants from the market or storyline missions.

To get good industrial attributes you will need at least a set of +4 implants and set your attributes in the right order using the attributes remapping. I will take a bit of advice from Halada's guide he said Intelligence and Memory should be around 25 Perception and Willpower around 20 then Charisma as low as possible.

- ✚ **Ocular Filter** - Perception
- ✚ **Memory Augmentation** - Memory
- ✚ **Neural Boost** - Willpower
- ✚ **Cybernetic Subprocessor** - Intelligence
- ✚ **Social Adaptation** - Charisma

Skills needed for Implants

- **Cybernetics, level 1** - for up to +3 Implants
- **Cybernetics, level 4** - for up to +4 Implants
- **Cybernetics, level 5** - for up to +5 Implants

Learning Skills

Learning skills are the most important set of skills you need to train in eve. These skills I try to make sure all new and old players have them to a high level. There are two types of learning skills, Basic and Advanced learning skills. Basic learning skills, there the first ones you will need to get there cheap and easy to train up - Rank 1s. Advanced learning skills, there the higher ranked skills that will cost more and take a bit longer to train up - Rank 3s. Learning skills add to you attributes permanently. You can get them from the market under skills - learning skills

The Basics of Ice Mining

Ok first off, to ice mine you will need a mining barge or exhumer. These types of ships are the only ones in eve that can support the Ice harvesters. Once you're in one of the ships and all set up you will need to find an ice belt to start mining in. There just like asteroid belts in systems you just right click and warp to the belt. There bigger too, some can be about 300km long and no one can mine out an ice field.

Why should I ice mine?

After refining ice you get Ozone, Heavy water, Strontium Clathrates and Isotopes these are called ice product. All of the Ice products are used to fuel a POS (personal operating station). Capital ships also use Isotopes, to use their jump drives. So there's a lot of POS's and Capital ships out there the cost of these fuels are high on demand.

Ice mining is not like Asteroid mining. In asteroid mining you need to look at how much yield you getting in and try to improve that and make it as high as you can get it. But in ice mining you need to look at you cycle time and try to get it lower. At first you will have a very high cycle time that will be around 600 sec. In the end you will have achieved the lowest you can get in cycle time 274.83 sec. You will learn more on the cycle times later on in the guide.

There are different types of ice in eve and all give a different amount or type of Product. First off each faction has their own type of ice and for each faction their got their own POS that will use only the isotopes from the ice found in that faction.

So let's say you live in Minmatar and you're looking to get a POS up. For this I would recommend a Minmatar Control tower (POS). The reason why I am recommending that type of POS is because it will use the isotopes found in the ice that gets mined in Minmatar. There for it has less distance to travel and will cost less than other isotopes that had to be mined in other factions.

Factions	Isotopes
Caldari	Nitrogen
Gallente	Oxygen
Amarr	Helium
Minmatar	Hydrogen

Ok so you now know there are different types of ice for each faction. But there is a lot of ice in low sec (0.4 – 0.1) and null sec (0.0) as well so I am going to place a table with the ice types and most common places you can find them.

Ice Type	Heavy Water	Liquid Ozone	Strontium	Oxygen	Nitrogen	Helium	Hydrogen	Sec level
Blue Ice	50	25	1	300				0.8 - 0.1
White Glaze	50	25	1		300			0.8 - 0.1
Clear Icicle	50	25	1			300		0.8 - 0.1
Glacial Mass	50	25	1				300	0.8 - 0.1
Thick Blue Ice	75	40	1	350				0.0
Pristine White Glaze	75	40	1		350			0.0
Enriched Clear Icicle	75	40	1			350		0.0
Smooth Glacial Mass	75	40	1				350	0.0
Glare Crust	1000	500	25					0.0
Krystallos	100	250	100					0.0
Gelidus	250	500	75					0.0
Dark Glitter	500	1000	50					0.0

Looking at the Ship

Mackinaws

The ship you need to get to know most of all for ice mining is the Mackinaw. This ship is made for ice mining it's the only job it's good at, with its 100% bonus to ice yields per harvester it means you now get 4 ice out of each cycle. When you look at the ice harvesters you will see their got a 1,000 M³ yield and each unit of ice has a mass of 1,000 M³ so you only getting one ice per cycle per harvester with any other barge or exhumer apart from the Mackinaw.

Why should I use a Mackinaw over a Hulk?

Well with the Hulk you do have 3 harvesters and the Mackinaw only has 2 but this is where the 100% bonus comes into play. With the Hulk you're only getting 3 ice per cycle and the Mackinaw you getting 4 ice per cycle. So total amount per hour is higher with the Mackinaw and you make more isk.

Cycle Times

Cycle times are the most important thing in ice mining. There got to be as low as you can get them and in this section I will show you how to get to that magical 274.83 sec time. Also what ice per hour and isk per hour you're going to be making.

What Isk per hour and ice per hour do you get from the 274.83sec cycle time? I will show you in a table what is said in other guides you get from a Mackinaw and then compare it to this guide. Remember this guide is using the full amount of skills you can get for ice mining and the lowest time you can get in a Mackinaw.

Cycle Time (sec)	Ice Units /hour	Cycle /hour	Isk /hour (0.8 - 0.1)	Isk /hour (0.0)
317.28	44	11.34	5,192,000.00	22,880,000.00
274.83	52	13.09	6,136,000.00	27,040,000.00

Now for easy mining like this I think there good figures. But to get the 274.83 you need good skills and a good ship setup but luckily I put together my own setup and now going to show you how it can be done.

The setup and skills are on the next page down >

Mackinaw

- ❖ *High slots: 2xIce Harvester II*
- ❖ *Mid slots: Nothing!*
- ❖ *Low Slots: 2xIHU II*

Skills Needed for 274.83sec

- **Exhumer, level 5**
- **Ice Harvesting, level 5**

Fleet Boost Needed for 274.83sec

- ❖ **1x Mining foreman Link – Laser Optimization**

Ice Harvesters

You're got two types of harvesters in eve, so let's have a look at both and we will get started. There are **Ice Harvester I** and **Ice Harvester II**.

Harvesters	Cycle Time	Costs
Ice Harvester I	600.00s	2Mil - Market
Ice Harvester II	500.00s	4.5Mil - Market

So all you really need to mine ice is Ice harvester I and a Retriever. But we are going to get you in to that great ice miner you're looking for and for that you going to need skills and fleet Boosters. Cycle time will change to the condition you're trying to mine in. There are 4 ways to mine ice Fleet, POS, AFK and solo, we will look Solo ice mining first.

Solo Ice Mining

It's a great way to get isk for you and can be done with one or two accounts. I would suggest using two accounts for this as you may be targeted by can flippers (a type of pirate). So first off you need a Miner and a hauler get them into fleet and head out to find a good spot in the ice belt. Once out there place a jet can down but right clicking on some think in you cargo bay and pressing jettison. This Jet can is able to hold up to 27 units of ice at one time. But remember to change the can every 1 hour 30 mins or you have the chance of popping the can and losing all you ice.

For this mining style set you ship up to max out your cycle time by playing two IHU's (Ice Harvest Upgrades) in the low slots. Make sure you have drones in you drone bay because you will not have a tank on with the two IHUs in.

Mackinaw

- ❖ *High slots: 2xIce Harvester II*
- ❖ *Mid slots: Nothing!*
- ❖ *Low Slots: 2xIHU II*
- ❖ *Drones: 5xMid Scout Drones T1 or T2*

With your hauler make sure he is out at the belt and pulling from the can all the time. Then when he is full head back to the station and unload. Make sure you have got an ok tank on you hauler so the rats don't blow him up.

AFK Ice Mining

This Style of mining is great for the people who are doing home work or working on their work stuff on another PC or maybe you just playing another game. Any way the point about this style is easy it's to try and make it less needy as in you don't need to be all over eve and not get a break. The way you achieve such a style of mining is to get you cargo capacity as high as it can go.

So I had help from a mate who told me of this great AFK ice mining setup so I took it on and tried it out and it works so good I'm using this style right now as I am writing the guide here. Some people have said to me why are you mining like that you can make so much more mining in fleet or with IHUs in. My answer to all of them was, Well I'm playing another game or working on some house work and I am making more isk doing the afk mining then I would if I was not mining at all, because I don't have the time to sit there and keep unloading my cargo into the can every 4 mins.

This setup is a great but it cost a bit at first to get the rigs so till you have the isk for the rigs you will have room for 8 units of ice not 12. Yes with the full setup you can get a full 3 cycles before having to unload.

Mackinaw

- ❖ *High Slots: 2xIce Harvester II*
- ❖ *Mid Slots: 2xCap recharger II, 1xSmall Shield Booster II, 1xResistance Amp II*
- ❖ *Low Slots: 2xExpanded Cargohold II*
- ❖ *Drones: 5xMid Scout Drones T1 or T2*
- ❖ *Rigs: 2xCargohold Optimization I*

Total M³: 12,899.3

Fleet Ice Mining

Now unlike both of the top styles of mining Fleet is the most involved. When Fleet Ice mining you should go all out with your corp. As in set up you Mackinaw the same as for solo mining and in fleet there should be an Orca or Battle cruiser out in the belt with Mining foreman Link – Laser Optimization. In this style of mining is where you will get the magical cycle time of 274.83 sec.

I'm not going to get all into fleet here so set up a fleet like you would for asteroid mining. Don't forget you can mine the same ice asteroid with the full fleet there so big.....

Mackinaw

- ❖ *High slots: 2xIce Harvester II*
- ❖ *Mid slots: Nothing!*
- ❖ *Low Slots: 2xIHU II*
- ❖ *Drones: 5xMid Scout Drones T1 or T2*

With fleet mining you also have a better time hanging out with mates having a talk and you really don't need to worry much about the game. Is so good to just jump on and fleet up with mates and forget about all the hassles you're had at work and relax.

POS Ice Mining

So you have a POS now and you're not going to pay the price of isotopes on the market, you ever started thinking about ice mining for your fuels? Well use can use your POS for Storing that Ice while you mine it. This style of mining is based on all the other one and needs the other ones to achieve it. What you are doing with a POS is hauling from the belt to the corporation hanger you have sitting there. This cuts the time of docking and you can get right back out there to haul some more.

This works best for afk ice mining so you just fly your Mackinaw back to the Corporation hanger and unload and if you placed your POS at the moon closest to the ice belt then it will save time and add to your isk per hour rate.

When hauling back to the station you have to wait for you ships to warp there and then fly there if your 2000m out. Once inside you need to unload and then undock. After undocking you need to warp to the belt again and this could waste a lot of time that can be saved if you use the POS for storing ice till you done mining.

Updates:

June 10th 2009 – V1.0

- First release of Guide.

June 10th 2009 – V1.1

- Typo on page 7, fixed
- Extra Information added to page 7 – Cycle Times
- Mackinaw section titled on page 7
- Extra Information added to Fleet Ice Mining, page 9
- Ship Setups section added – page 11

Ship Setups

Mackinaw – AFK

- ❖ **High Slots:** 2xIce Harvester II
- ❖ **Mid Slots:** 2xCap recharger II, 1xSmall Shield Booster II, 1xResistance Amp II
- ❖ **Low Slots:** 2xExpanded Cargohold II
- ❖ **Drones:** 5xMid Scout Drones T1 or T2
- ❖ **Rigs:** 2xCargohold Optimization I

Mackinaw – Solo and Fleet

- ❖ **High slots:** 2xIce Harvester II
- ❖ **Mid slots:** Nothing!
- ❖ **Low Slots:** 2xIHU II
- ❖ **Drones:** 5xMid Scout Drones T1 or T2

Iteron Mark V – Max hauler

- ❖ **High Slots:** 1xSmall Tractor Beam I, 1xSalvager I
- ❖ **Mid Slots:** 1xSmall Shield Booster II, 1xResistance Amp II, 3x Cap Recharger II
- ❖ **Low Slots:** 5xExpanded Cargohold II
- ❖ **Rigs:** 3xCargohold Optimization I

Orca – Booster

- ❖ **High Slots:** 1xMining Foreman Link – Mining Laser Field Enhancement, 1xMining Foreman Link – Laser Optimization, 1x Small Tractor Beam I
- ❖ **Mid Slots:** 1x Small Shield Booster II, 1xCap Recharger II, 2xInvulnerability Field II
- ❖ **Low slots:** 2x Expanded Cargohold II
- ❖ **Rigs:** 3xCargohold Optimization I

Resources

This was fun to do this guide and I will update it as often as I can. I know there are some missing things in here but I will work on this guide all the time to get it to the True Over Done Guide standards.

My Thanks.

First off I will like to say thanks to Halada for this mining guide, The Complete Miners Guide, his work inspired me to work on this guide and I am going to make more Over Done Guides for all to work off.

Links to V3.0 The Complete Miners Guide

[Eve forum Post](#)

[Download PDF \(22.4MB\)](#)

I would also like to thank www.fluidorbit.co.uk, for there great ore maps

A thanks go's to Microsoft Word 2007 for helping me do this guild with good spelling and gramma

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