

UNIVERSALIS IMPERIUM



Corporation
Guide and
Policies

Member of the TNT
Alliance



Greetings Recruit,



Welcome to UVIM, within this document you will find everything you need to become a fully functioning member of the UVIM Corporation and the greater TNT Alliance. We look forward to your participation in our growing fleet.



Introduction

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Chapter 1: UVIM's Leaders



Name: Akima Jarka
Position: CEO
Duties: Everything
About: Akima founded UVIM back in 2004 (with a different main,

Squall Derringer). Has been playing Eve since September 2003, but have taken breaks from the game every once in a while (totaling 1.5 years off in the past 8 years)



Name: Squall D'Lyes
Position: Director
Duties: Recruitment
About: Squall is... founded UVIM back in

Squall Derringer). Has been playing Eve since September 2003, but have taken breaks from the game every once in a while (totaling 1.5 years off in the past 8 years)

Name: Mdar
Position: Director
Duties: Lead Diplomat, Corp FC
About: Mdar has been bla bla bla stuff

Name: John Alper
Position: Director
Duties: Akima's B***h
About: John has been bla bla bla stuff



about Mdar goes here. And more stuff. Look he has sooo much space to write about himself. Can one be so arrogant?



about John goes here. And more stuff. Look he has sooo much space to write about himself. Can one be so arrogant?

Chapter: 1 Leadership

Chapter: 2

Useful Programs



The following programs are invaluable in maximizing both your Eve and UVIM experience. Please download and install these programs prior to anything else. They will be explained in detail in the next few pages

- Eve Mon
- TeamSpeak 3 (**REQUIRED**)
- Jabber (**REQUIRED**)
- Mumble (**REQUIRED**)
- GARPA Topographical Survey
- Eve Online Skill Watch
- Eve Meep
- EFT
- Teamspeak 2

Note: Your limited API will be needed for almost all of the above programs. Get it here: <http://www.eveonline.com/api/default.asp>

Chapter: 2

Programs

EveMon



EVEMon is a lightweight, easy-to-use Stand alone Windows application designed to assist you in keeping track of your EVE Online character progression. You can view your current skills and attributes, what you're currently training, and your ISK balance. EVEMon can track multiple characters across multiple accounts, so all your alts can be monitored through the same, simple interface.



You can also plan your future character progression, by setting up a skill training plan; or even just play "what if" with detailed listings of all skills and training times. Put Learning skills into your training plans and the times adjust automatically. EVEMon will even look over your plans for you and suggest Learning skills to reduce your overall training time!

EVEMon can save your character information in XML format, or as a text file. Your skill plans can be saved as EMP (EVEMon Plan File), XML, or text formats; and can easily be shared with other EVEMon users for easy skill build suggestions and sharing. EVEMon automatically adds or removes skills from the plan when a plan file is loaded by another user as appropriate to fulfill skill prerequisites, or to remove skills the user already knows.

When your character's currently training skill completes, EVEMon can notify you with your choice of a desktop tray balloon, a sound effect, or even an email sent automatically. Your skill plans will automatically update to account for the newly completed skill, as well!

<http://evemon.static.battleclinic.com/builds/installers/EVEMon-install-1.3.4.2523.exe>

Chapter: 2 Programs

Required Programs: Com's



Team Speak 3

REQUIRED - TeamSpeak 3 continues the legacy of the original TeamSpeak communication system previously offered in TeamSpeak Classic (1.5) and TeamSpeak 2. TeamSpeak 3 is not merely an extension of its predecessors but rather a complete rewrite in C++ of its proprietary protocol and core technology.



Teamspeak is the preferred comms of the TNT alliance, they recently upgraded to Teamspeak 3, and we have a channel within their server for our corporation.

<http://www.teamspeak.com/?page=teamspeak3>

Jabber

REQUIRED - **Jabber** is like AOL/MSN/ICQ etc. It's a way to be involved in eve without being in eve. We use jabber to broadcast when fleets are leaving; titans are being killed and important stuff that is happening. You can connect with an old pc/laptop/phone and just hang around on Jabber. Once stuff happens you get a pop up. (You can then decide if you want to/are able to log in and join the fun.) See the [Jabber](#) page for more info and what to download. Most UVIM members use SPARK. There is also a UVIM channel that we use for out of game communication within the corp.

[Jabber\(Client List\)](#)

http://wiki.tnt-alliance.net/index.php/TNT_jabber

Mumble

REQUIRED - Mumble is a free, open-source, cross-platform voice over IP application. It's primarily designed for use by gamers, and it is similar to programs such as TeamSpeak and Ventrilo. It uses a client-server architecture where users who want to talk connect to the same server. Mumble has a very simple administrative interface and most of the engineering effort is put into sound quality and low latency. All communication is encrypted to ensure user privacy.

Mumble is a voice comm used by Goons, you will need to download mumble in order to participate in Goon ops.

<http://mumble.sourceforge.net/>



Chapter: 2 Programs

Useful Programs:

Maps, Fitting, and Skill Watchers



GARPA – Topographical Survey

The product of hundreds of hours of work, the GARPA Topological Survey is a goon-made interactive map of Eve more powerful than any other in or out of the game. It will help you plan (relatively) safe travel routes and find nearby stations, good ridding systems, and other resources. Use the wiki page to learn how to import up-to-date jump-bridge maps, Eve game data on sovereignty, and more.

http://dl.eve-files.com/media/corp/Catari/GTS_1.1.535.zip

Eve Online Skill Watch (Windows Gadget)

Monitor your Eve-Online character's currently training skill and ISK balance. Has a skill timer and custom links and extra details on a fly out. By running multiple instances you can monitor multiple characters on multiple accounts.

<http://gallery.live.com/livItemDetail.aspx?li=9a2b3ee7-dc95-49d9-b952-87abfc3b3d90>

Eve Meep

Eve-MEEP is a tool for industrialists in Eve-Online that brings together the full potential of the Eve API with calculators and metrics to provide the greatest advantage possible. Track your in-game transactions and finances, know your assets to a greater degree than the actual game can provide, plan your future investments, and more all from the same application. Want to see how your market orders are doing throughout the day? Eve-MEEP collects data from Eve-Metrics and Eve-Central to show you all the currently open orders and where you are in relation to them, along with historical price trends.

<https://sites.google.com/site/evemeep/>

EFT (EVE Fitting Tool)

EFT is an out of game tool that allows a pilot to plan their "ship fit", ie which ship they fly, which weapons and modules they can fit, and what would be the relative performance for their character of various fits.

<http://www.eveonline.com/ingameboard.asp?a=topic&threadid=548883>

Chapter: 2

Programs

Chapter 3: Registration



TNT Access:

TNT uses a central authentication system. You enter your API details and you get a password for teamspeak, jabber and the TNT wiki.

- 1) Go to the TNT TeamSpeak 3 [Registration Page \(http://ts3.tnt-alliance.net/\)](http://ts3.tnt-alliance.net/)
- 2) Follow the steps on that page. (If you have more than one character on your account the next step will ask you to select your main. Leave the password field blank to have the page generate a password for you.)
- 3) At the final step the page gives you the login details.
- 4) Your username looks like: tnt-corpticker-character_name
- 5) The password is some random letters and numbers. Write it down as you need it to view more pages on the wiki or to log on into your jabber client.
- 6) At the conclusion of the registration, a link will appear for you to log into Teamspeak3, once logged in, bookmark it.
- 7) TNT WIKI - http://wiki.tnt-alliance.net/index.php/Main_Page (log in with your TS account info)
- 8) TNT Forum - <http://forums.tnt-alliance.net/index.php> - TNT uses a forum that is not yet integrated with the teamspeak/jabber/wiki authentication system. To get registered go to the forum :
 - Click register and follow the steps.
 - After you have verified your email address you are able to log in.

Goonswarm Federation Access:

Goonswarm uses a completely different authentication system, follow the steps below, be sure to be out of game when it says Out Of Game!

- 1) Go to <http://auth.goonfleet.com/> to begin the process.
- 2) Once you enter the data, you will receive a validation email (it takes a few minutes). Click on the validation link (or copy it into your browser). Out Of Game!
- 3) Log on into the <http://goonfleet.com> forum. Out Of Game!
- 4) Go to <https://goonfleet.com/esa/> and reset your ESA password. (**REQUIRED STEP**). Out Of Game!
- 5) Goon MUMBLE is mumble.goonfleet.com Port: 64738.

Chapter: 3 Registration

Chapter 4: Intel Channels



Please add the following channels to your overview in game:

Channel : Description (Only type in the words before the : !!)

EC_INTEL: Intel on the Empire/Nulsec gateway Torrinos <-> EC-P8R

DK_SURVEILLANCE: Deklein Regional Intel Channel

THE CLUSTERFUCK: Deklein Coalition general chat and form-up channel.

CAPRICORN: Branch intel channel

TRIBUTE_COMS: Tribute Regional Intel

NORTH UNITED: Northern Coalition general form-up

VOOT: Vale of the Silent Regional Intel

FPB_X: Fade & Pure Blind form-up

FPB_CHAT: Fade & Pure Blind General Chat

VENAL_SURV: Venal Regional Intel

CRING_DEF: Cloud Ring Regional Intel (used to be: CR_DEFENCE)

FOUNTAINDEF: Fountain Regional Intel



Chapter: 4 Intel Channels

Chapter 5: Jump Bridges



Quick password list of jumpbridges most often used:

- TNT: prom
- CONDI (Goons): 420 or 111
- RAWR orree or doom
- LAWN: gnome
- 42-: i0u (i - zero - u)
- Wl.: tuna
- WTF: dude
- FCON: r3n or hotdog
- RAGE: bff
- FA-: w3e
- RZR-: -_-

Add some Liquid Ozone (LO) to the Jump Bridge (JB) if you use a battlecruiser, battleship or larger (capital) ship. Capitals MUST bring their own LO for peace-time ops.

Jump bridge maps

- NC Jump Bridge Map: north and south, scrollable, zoomable, route planning.

Other Maps

- <http://map.hirr.net/northernjbwhite.jpg> (Passwords are in the legend; maps is updated fairly often)
- http://map.hirr.net/northernjbipg_blackbackground.jpg black background for the same map

Needs Updating now that NC is gone!

Chapter: 5 Jump Bridges

Chapter 6: General Information



Ratting Rights – All of Deklein

Mining Rights – All of Deklein

- Best Damage and Resistance type - kinetic & thermal.
- Please try to share sanctums (team up!). If a sanctum takes you longer than 25-30min, please team up or use a better ship. (CEO EDIT: Always Team up, DO NOT RAT! LOVE!)
- Losing a carrier while ratting is bad - 250 million ISK Fine.
- Abandon your wrecks and cans if you are not going to loot/salvage.
- If you plan on running belts, ask in local what the current chaining policy is.

Contacting a high-level TNT or GSF diplomat about ratting disputes is not advised.
Contact a low-level diplomat instead

TNT VIPs:

- Wibla: Alliance CO-CEO / EU TZ main diplomat
- Aareya: Alliance main director, US TZ diplomat
- Diplomatic Contacts:
 - TNT Main Diplo: Mdar
 - Secondary Diplos:

Needs Updating!

Chapter: 6 General Info

Chapter 7: Fleet Guidelines



The following people are alliance wide FC's: hfo Baronov, Galyrion, Aareya, ArturMota/ EneriMota, Steel Dragon, Titan II. If you have intel dont hesitate to contact them ingame or in jabber. If you want to take a fleet out yourself: follow the FC Checklist. (If you want to enter the FC training program, contact baron.)

Alphafleet Doctrine – Only ships that are Alliance reimbursable

Fleet Forum Up Locations: VFK and K5F (YOA for Caps)

Fleet Tips:

- Behave in the fleet
 - Be quiet on Coms
 - Don't chat in fleet chat unless ok'ed by the FC
 - Wait for orders, don't wander off or get left behind
 - Align = Align to the target given by FC, full speed DO NOT WARP!!
 - Gate is Red = DO NOT JUMP
 - Jump on contact = once out of warp; jump through the gate/jb/etc.
 - FC will likely give a pacing order:
 - HOLD on the in gate: Remain stationary cloaked and await orders
 - ALIGN to a target (Gate, Moon, Planet etc)
 - HOLD on the out gate: Warp to the next gate at 0 and await orders
 - Check check = STOP TALKING or typing; something important is about to be said
 - Spread points = tackle (Warp Disrupt/Scram) what you can
 - Often followed by "Call Points" command:
 - Announce *on voice comms* the Name and Shiptype of the target you tackle
 - Maintain your lock as long as possible or until the target is destroyed
 - Primary = target, point, and kill now the target called by the FC
 - Secondary = target, point, and shoot after primary is down
 - Make sure your overview is correctly set up.
 - If you are in a big fleet (100+): read this guide ← I NEED LINK FOR THIS!!

Killboards

TNT KB: <http://www.tnt.killmail.org/> (PW for posting kills and losses is: [tntpw.net](http://www.tntpw.net/))

UVIM KB: <http://www.uvim.killmail.org/> (Completely API driven, so you will just have to wait)

Chapter: 1 Leadership

Chapter 8: Deklein Mining Guide



Deklein Mining Guide

Greetings fellow miner! So you are interested in munching some rocks eh? Well this guide is intended to get you up and running as quickly as possible so you can start making some sweet ISK.



Chapter: 8
Mining in Dek

What you will need



If you have never mined in 0.0 before, then you must understand one very important point: out here the rats that spawn in belts can destroy a tech 1 barge before you warp out if you aren't paying close attention. And even if you are paying attention some spawns contain scrambling frigates which will lock you down and then you'll be having a very bad day. Therefore there are three approaches you can take to solve this problem.

Hulk Mining

First and foremost is the mighty Hulk, this mining beast is designed for 0.0 mining, it has the best standard ore yield and can fit a decent tank. Below is the fit that i use in Deklein.

[Hulk, Cruncher]

3x Modulated Strip Miner II
Gistii B-Type Small Shield Booster
2x Ballistic Deflection Field II
Cap Recharger II

Power Diagnostic System II
Mining Laser Upgrade II

2x Medium Core Defence Operational Solidifier I

5x Hornet II
5x Mining Drone II

Yes that is a Gistii B-Type booster and yes it is entirely necessary. Without this module the entire fit falls apart. With it you can perma tank most of the belt spawns without too much trouble. The damage drones are useful for destroying any scrambling frigates that spawn and can also be used to reduce the dps from spawns if necessary. Disadvantages of this approach is that the Hulk is skill intensive and also rather expensive. If you don't have the skills or don't want to use something this expensive in 0.0 you might want to use one of these other approaches.

Chapter: 8 Mining in Dek

What you will need



Battleship Mining

The second viable approach to 0.0 solo mining is using a battleship fit with mining lasers. Yes some might say it is an unholy desecration of a combat hull but it is effective. Notable battleships for mining are the Rokh and the Apocalypse, although most turret based battleships can work. Fit all mining lasers in the highs and all Mining Laser Upgrades in the lows and then tank it as much as possible. This will give you a reasonable yield and a good amount of survivability.

Alt Tanking

The final approach is to use an alt to tank the rats in a combat ship like a drake or something and then use whatever you want to mine, this is the only situation where i would say that using a t1 barge in 0.0 was viable.

Other Ships Required

On top of a mining ship you will of course require a hauler to move the ore. I would suggest one of the t2 transport ships such as the bustard, due to the large capacity and the +2 warp strength which acts as two inbuilt warp core stabs, however any hauler will do really. Also you should have a scanning frigate to scan down those tasty gravimetric sites.



Chapter: 8 Mining in Dek

Where to Mine



Currently the best systems for mining in TnT space are K5F-Z2 and R8S-1K. These systems have their industry index raised and so have permanent gravimetric sites in them. K5 is the best system for mining due to the refining station in system however this also means that it attracts afk cloaklers. **NEVER MINE WITH REDS IN SYSTEM**, mining in gravimetric sites gives you an advantage for avoiding roaming reds as they must scan you down to get a warp in however this only means that you have a slightly longer time to get safe. R8S has a Goon refining outpost next door which we have full access to if you would rather mine there.

Wherever you choose to mine it is important that you have a safe to warp to when reds jump into the system, the best locations for this are friendly POSes of which there are several in K5 and R8S. Keep your local and intel channels open and expanded and **PAY ATTENTION TO INTEL**, most important is the DK_Surveillance channel. This channel is one of the biggest advantages which we have in Deklein, **USE IT**.

Profit

Now that you have lots of ore mined you'll need to refine and sell it. If you do not have good refining skills then the following members of UVIM can refine it for you with minimal waste:

Sephanor

Kris H. (contact Akima Jarka)

Baxxy (contat Gar or Akima Jarka)

Byron

Just contract the ore to one of them and they will contract the minerals back to you. Once you have the minerals the Corp will buy them from you, please refer to the following forum thread for details:

<http://uvim.eve-online.biz/smf/index.php?topic=362.0>

Chapter: 8 Mining in Dek

Title



Chapter: 1 Leadership

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