Smuggling & Cargo Concealment

New skill: Cargo Concealment (Rank 4) (Mechanics)

For each level in this skill allows for an additional +5% protection to the chance of NPC custom officials finding and locating illicit items in a cargo hold. It also is a skill that allows for items to not appear on cargo scans made by players, though the bonus applied under these conditions is +3%. For this to be applied as a chance for each item type however, the total cargo capacity associated with each item type must account for less then 10% of the total cargo capacity.

The concealment chance is intended as an independent level of checking when associated with NPC customs checks and cargo scans designed as a preventative piece of logic to see if it avoids scanning altogether. If any illicit item fails the concealment check therefore it will be treated normally as per existing scanning rules.

Also the results are applied on every scan, so if something is hidden by the process on an initial scan it may of course be discovered on subsequent additional scans. Something to be tactically aware of for both processes by pilots.

Prerequisites: Hull upgrades III, Cloaking I

New mod items:

Secret compartment (low slot)

These mods recognise electronically shielded and cloaked areas of cargo space. As a result of this dedicated space the structure of the ship's hull is compromised as a result.

Secret compartment I: meta 0, cpu 50, pg 5, + 1.5% concealment, -15% hull hp. Concealment level I

Secret compartment II: meta 5, cpu 55, pg 7, +2% concealment, -10% hull hp. Concealment level IV

Cargo scan analyser (mid slot)

An active mod designed to remove concealment effects. It needs to be combined with a cargo scanning module for it to be relevant and modifies scans associated with those mods as per the concealment mechanics.

Cargo scan analyser I: meta 0, cpu 5, pg 3, - 5% concealment to target, act. Cost 2 GJ / 5s. Electronics I

Cargo scan analyser II: meta 5, cpu: 7, pg 4, -7% concealment to target, act. Cost 2 GJ / 5s. Electronics III

New class of ship: Courier Transport

This is a new class of ship that is a smaller industrial type vessel than is tuned more for speed as opposed to cargo usage. It is similar in size to a small cruiser or large destroyer, but is not configured for combat though slightly more agile than current industrials or transports. Prerequisite skills: Racial industrial level II; Concealment level II

Ship bonuses for each level in the race's industrial ship skill offers the following:

+5% velocity (sub warp speed) per level.
+3% warp velocity per level.

Role bonus: +12.5% fixed value to total concealment chances.

Suggested idea for stats but not fixed of course:

	Speed	Cargo	CPU	PG	High	Med	Low	Warp
Amarr	202	1350	455	73	1	1	4	5.5
Caldari	192	1600	475	55	1	3	2	5.5
Galentte	196	1450	385	53	1	2	3	5.5
Minmitar	207	1200	385	58	1	2	3	5.5

The rest of the stats I'll leave to CCP imagination regarding stats as per racial characteristics and other conventions.

Idea is for a Tech 2 version to be a "cloaky" equivalent as per blockade runners with a specific bonus to allow for Covert Ops cloak usage as per transport skill.

Tech 2 additional role bonus would therefore be: -98.5% to -99.25% bonus to cpu need for covert ops cloaks.

Again following a similar strategy as per conversion of the Tech 1 industrial version, reducing cargo slightly for better speed might be also a useful adaption to adopt. Stats may obviously need to be tweaked to afford Tech 2 equivalency etc.

The Tech 2 versions are crucial to afford low and null sec useful options and considering the intended role by these types of courier transports the tech 2 version is vital to help with normal smuggling activities of general economic interest (e.g. boosters). The tech 1 version viewed to be the high sec counterpart to help assist with faster supply needs.

Tech 2 prerequisites would be Racial industrial V, Transports I, Concealment II

(An alternative model to consider may be to apply them as pirate factional craft with mixed racial skill requirements as this might be more applicable tech for those factions, however at least a "cloaky" version would still be required for intended use)

New Canister items

Diplomatic Pouch

A small secure can that acts as a normal canister with all the normal conventions for anchoring facilities etc. but with the following additional changes:

It only has a limited amount of cargo space: $1m^3$

It adds an additional +5% for any items stored within it to concealment values.

Prerequisite skill: Cargo Concealment III

Giant Cloaked Can

A giant secure canister that acts as a normal canister with all of the normal conventions for anchoring facilities etc. but with the following additional behaviour:

It will remain cloaked whilst all vessels are at least 2km away from it. Due to the added running costs for the battery of the canister, the total length of time it can be left in anchored in space is reduced to 7 days. If anchored in relation to a corporation, a covert ops cloak II fitted craft of the same organisation will not break the cloak as a result. Nor will the canister break the cloak of those crafts either.

Actively cloaked cans will however visually register on pilots HUD and overviews for those associated with the can outside of the normal cloaked disturbance ranges. (i.e. drop for self, means it will reveal to the owner. Drop for corporation obviously for the whole corporation.)

(Suggest using a significant timed ticker to check for status to see if should be cloaked or not as opposed to a more continuous checking process to avoid any performance issues. Also allows more time for pilots to be aware of its presence should it be revealed.)

Prerequisite: Cargo Concealment V

New NPC agent distribution missions specifically targeted to help enrich low security space.

Mission: Drug Running

A new mission type will be added to specifically enrich the black market element of game play. These missions will be tied into distribution agents that are present in low sec space. However, only players who have a security status of -3.0 or less will have the opportunity to be presented with one. However, they are not intended to be so common.

The mission will present a high ISK and LP earning distribution mission where the player will have a limited amount of time to delivery some illicit drugs into neighbouring high sector system from out of the low sector area. The target system will be random but the suggestion here is to at least have to penetrate a least a few sectors to give some potential difficulty due to security issues. It may also be plausible based on the player's security status to therefore be offered a mission which will take them into hostile policed space. A suitable awareness message may be helpful for these missions as a result.

The volumes of drugs as Mission items are suggested to be relatively small. Though some variance to volumes associated with mission level difficulty is an obvious link to apply here.

Mission: Insurgent Delivery

This is another low security distribution mission type available to players with a security status of -2.0 or less. Rewards can be as per normal distribution types here with perhaps a slight improvement in ISK rewards. Ideally it probably needs to be a fairly uncommon mission offered to players due to its effects.

The idea is to deliver an insurgent (hacker, terrorist, spy etc.) to a high security station in a system at some distance away (e.g. up to 8 sectors or more) but is not so much an emphasis on haste to achieve bonuses.

Once delivered the insurgent will "temporarily" reduce the effectiveness of that station for a small period of time (minutes) for the following specific features:

1) Escrow charges will be increased by a small percentage to everyone.

2) Station offered refining yields will drop by a small percentage.

You cannot apply multiple effects or compound effects due to multiple insurgents being delivered, but the time will extend to the length as per the last delivered insurgent. Also effects will be more relevant and apparent to lower security systems than the higher ones (i.e. 1.0 security systems will be less affected by this process than equivalent 0.5 security systems).

To offset this feature, other normal distribution missions in high sec will have other normal deliveries occurring in the form of security agents. Such that if a delivery of this type occurs at a station currently affected by an active insurgent it acts to cancel out any active insurgencies. And when this does occur there is a substantial bonus applied to the reputation awards normally afforded for that delivery.

Corrections to current Corporate hanger cargo holds

It is viewed as a need to correct the current ease of applied use of these kind of cargo storage areas (e.g. Orca) to be made accessible to player scanners and be treated in a similar way as regular cargo space (but equally applying this suggestion's features) to allow for a correct interpretation of smuggling possibilities for players.

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