Exploration - A Guide

Version - 0.2

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Purpose : To provide a concise guide to exploration

What do I need – A break down.

Probing Skills

- **Astrometrics** - Adds one scan group per level. Is the primary skill that determines what probes you can use. Level 4 is needed to use all the exploration scanning probes
- **Astrometric Pinpointing** – Reduces maximum scan deviation by 10% per level.
  Means that you can use a weaker probe and still get a result that lands you in the same grid as the target.
- **Astrometric Triangulation** – 5% scan strength bonus per level of skill.
  Higher scan strength means easier to find the target and more accurate results.
- **Signal Acquisition** - 10% faster scanning with scan probes per level.

Exploration Skills (not needed to actually find exploration sites)

- **Hacking –**
- **Archaeology -**
- **Salvaging -**

Probes

Type	Range	Primary Sensor points	Other secondary points	Scan Deviation	Flight Time (sec)
Quest	4 au	250	50	2.088 au	4000
Pursuit	2 au	500	100	6250000 km	2000
Comb	1 au	1000	200	125000 km	1000
Sift	0.5 au	2000	400	2500km	500
Multispectral	999 au	1,000,000	1,000,000	n/a	600

The four types available are Gravimetric, Magnetometric, RADAR and LADAR. A Gravimetric Quest Probe will have 250 points of gravimetric sensor strength and 50 points each of Magnetometric, RADAR and LADAR.

The Multispectral frequency probe has 1000000 points sensor strength for all types and simple returns results to inform you there is something in the system being scanned.

Ships

Any ship can be used however there are certain frigates that give a bonus to astrometric modules with regards to duration/activation times. This includes covert op frigates.

Covert ops frigates also have the additional advantage of being able to cloak and warp cloaked if using a Covert Ops Cloaking Device II.

Name	Type	Race	Bonus per level
Heron	Frigate	Caldari	5% reduction
Imicus	Frigate	Gallente	5% reduction
Probe	Frigate	Minmatar	5% reduction
Anathema	Covert Ops Frigate	Amarr	10% reduction
Buzzard	Covert Ops Frigate	Caldari	10% reduction
Helios	Covert Ops Frigate	Gallente	10% reduction
Cheetah	Covert Ops Frigate	Minmatar	10% reduction

Probe Launchers

- **Scan Probe Launcher I** – 600 sec base cycle time,10m3 capacity. 15 sec rate of fire. Intended to be used for moon surveys and exploration.

I Have what I need – Now what?

So you are setup and good to go, ship is ready, modules fitted and your are feeling lucky.
Grab some probes, of all types and race types. This is important otherwise you will be limited to what you took with you and may have to travel some distance to get the correct type of probe needed.

- *Tip – I generally carry more quests than any other type as they get used up a lot trying to pinpoint the exploration site*

Undock and head off to the system you plan on scanning.

Is there something there ?

1. Upon entering system – load up the multispectral frequency probe and launch one.
2. Open the scanner and select the scanning tab
3. Select "Comic Signature" from the list of available scan options
4. Select "Multispectral Frequency Probe" in the probes list – see picture below.
5. Hit "Analyse" button
6. Cloak (if you can)

- **Warning** – Do not warp off while it is analysing, otherwise the scanning result will be lost and you will have to start again. So its best to scan from a safe spot (ss) or cloaked.
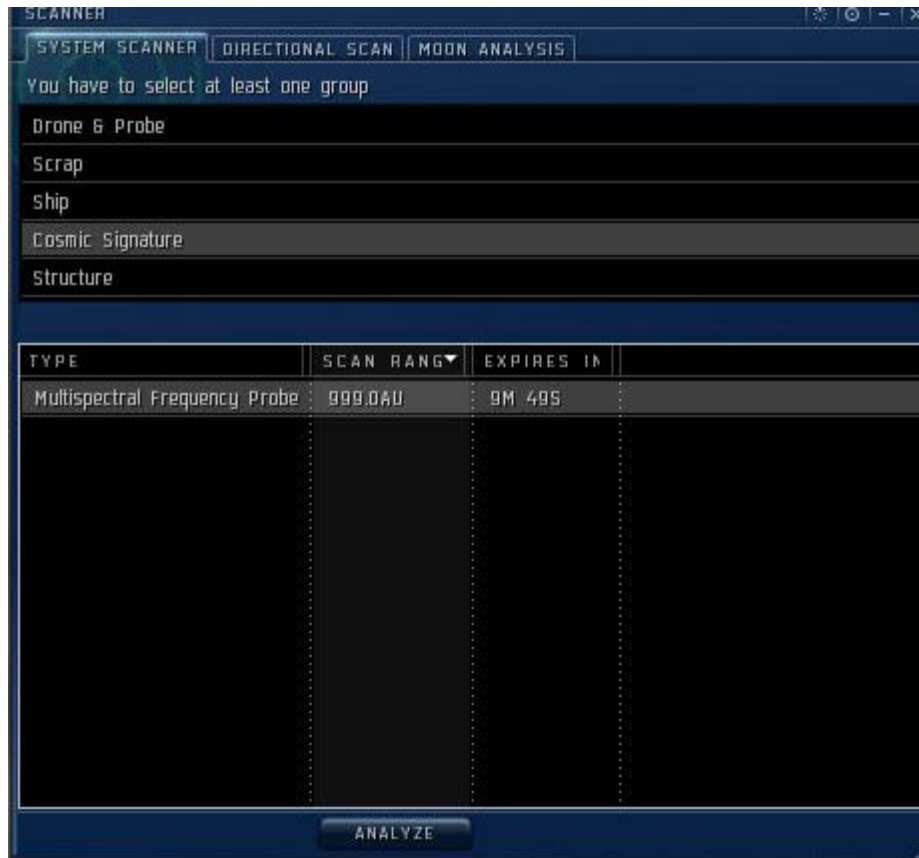
7. Ok so the analysing completed and it said "Nothing found" – move to the next system
8. Ok so it didn't say "Nothing Found", instead it had a result of "Ladar, Radar, Magnometric, Gravimetric, Unknown". This means there is something in the system. See picture below.
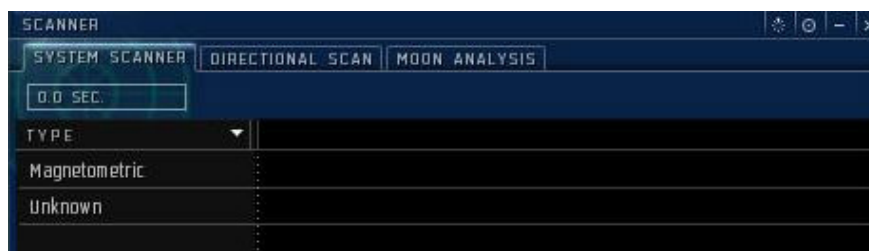
9. Destroy your probe by right clicking on the probe and clicking "destroy probe"

- **Note** – You can have multiple results, ie ladar and gravimetric.
- **Note** – Unknown means any type of probe can be used to locate the signature
- **Note** – The probe only returns one racial type, irrespective if there are more. ie will only say "Radar" once even if there are 6 sites in the system.

Finding the site

Ok so you got a result back. Its Time to locate the actual site (deadspace signature) so that you can warp to it. Lets assume we got a gravimetric signal back from the multispectral frequency probe.

1. Ok load up your quests (gravimetric in this case), and switch to the system map to get a layout of the land.
2. Start warping to the plants/celestial objects and dropping the quest probes at each location, so that all planets/celestial objects in the map are covered by the probes

   Tip – clicking the probe in the scanner window will display a bubble around it, this bubble is the area the probe will scan within.

3. Make sure all planets are covered, and remember that you cannot place another probe within the same area of effect as another, however you can overlap probes to achieve better results. (we will discuss this later on)
4. See the picture below to see an example of probe placement.

5. Once you are set open the scanner – select "Cosmic Signature", then ctrl + click all your probes in the probes window (select them all) and hit the "analyse" button
6. Sit back and wait, do not warp off. Depending on skills, ship type, etc the scan time may vary.
7. Ok so it came back with "nothing found", hit "new scan" make sure all the probes are selected and hit the analyse button again, rinse and repeat until it has a result.
8. Ok you got a result "deadspace signature" with some other values next to it in your probe window. (signature strength, distance, accuracy)
9. Signature strength denotes how strong the signal you got back was. 0.1-0.5 is a good strength anything lower than 0.1 means it could be hard to track down. Distance is the present distance you are at in comparison to the "deadspace signature" result, accuracy is how close to the actual site you can warp in at, ie accuracy of 0km says you will land ontop of it, where as 1.5 au you will still be someway off.
   - see screenshot, below.

10. Note down these values (may be important later) and right click on the result and warp to it at 0km
11. Bookmark your current location.
12. Right, now begins the second part – narrowing down your first result so that you can get closer to it.
13. Destroy your probes and switch to closer range probes, dependant on the accuracy. If accuracy is 1 au to 2 au then use pursuits, if it is less than 1 au then use comb's. If it is 0.5 or less use a sift.
14. Select your probe and analyse again, until your get a closer result, warp to it and rinse and repeat until you get a accuracy of 0km.
15. Bookmark your location
16. Warp to your result
    Warning – sometimes there may be NPC rats waiting there so it can be dangerous to warp in with your ship, since if they are there you will have to make a bookmark very quickly
    Warning – leaving your ship within a certain distance 10,000km or so from the deadspace signature may prevent you from getting back to it until the exploration site has disappeared
    Tip – I warp to a previous safe spot leaving my scanner window open and I leave my ship at that location, if my scan results disappear, I just click "new scan" and "view results" and then I warp to the result in my pod.

17. Once there bookmark the location
18. Switch to the system map to get the complex name/type
19. Start exploring the site/complex.

Advanced Probe Placement

Ok sometimes it can be hard to get a set of planets covered perfectly, you may have one planet covered completely and yes the second planet will be in the coverage area of your probe but it will be on the outlying edge, ideally you want to have maximum coverage on all planets and sometimes you may have to drop bookmarks close to planets etc so that you can drop probes at those locations.
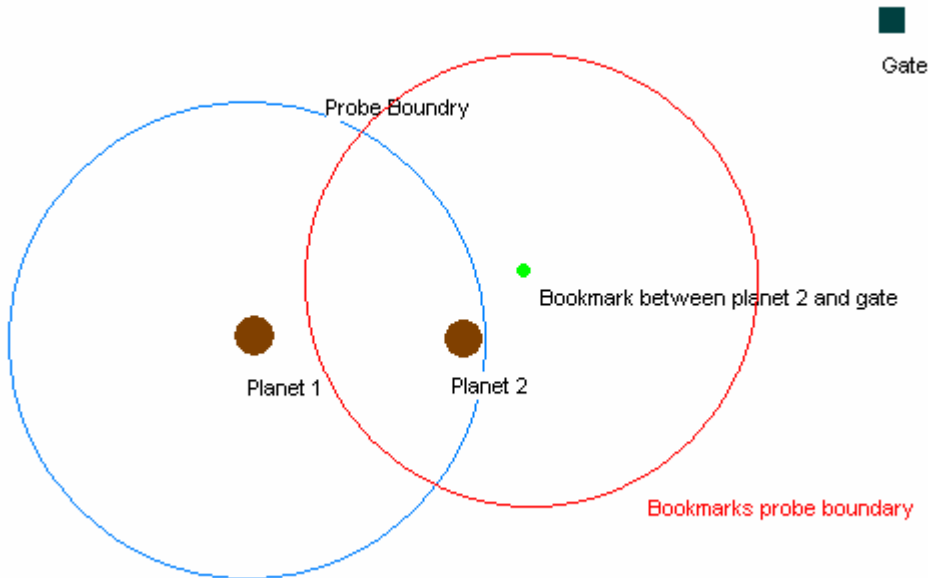
In the scenario above, planet 2 will have minimal probe coverage from the probe dropped at planet 1, so a bookmark is created by warping between the planets and the gate till the bookmark is outside the first probes (blue circle) area of coverage at planet 1 (remember you cannot drop another probe within another's area), then a probe is dropped at this bookmark (red circle) which covers more of planet 2. As an added bonus your probes area of effect intersect so that you have increased scanning due to this.

So I found a site – What should I expect?

To be honest, expect the unexpected. The sites can have triggers that cause certain events to take place, such as reinforcements being called in and a mass of NPC's spawning with the intent of destroying you.

Exploration sites can be profession sites, hidden asteroid belts, complex's and who now's what else.

However there are some things to note before you go wandering. The first thing is too find out the name of the complex/exploration site before you attempt it. The name is found by switching to the system map and it can be seen there. Some have simple names such as Gurista's Fortress, Radiance etc. Others have slightly different names, ie "Profession – ArcSal – Base 2 – Deep Space - Serpentis"

The names can be important or irrelevant. For example "Profession – ArcSal – Base 2 – Deep Space - Serpentis" does have some significations.

- Profession – denotes that it is a profession site, so one will need specific skills to explore it completely.
- ArcSal – denotes which types of skills are needed, Archaeology / Salvaging / Hacking, in this case Archaeology and hacking
- Base 2 – there was a theory around this to-do with relevant skill levels, but this theory does not apply. So now all it means is what it says.
- Deep Space – where it was found, ie 0.0
- Serpentis – the NPC faction type of this site

So you will need the relevant skills and modules to be able to successfully find anything from this site, so for hacking a codebreaker module will be need, salvaging a salvager module and for Archaeology an analyser.

Some sites don't require you to-do anything other than destroy the NPC's and structures others require a combination.

Rewards tend to vary from components needed in invention to salvageable parts needed for rig construction to nothing. DataInterfaces needed so that one can invent are only found within exploration sites – however they are very rare to find.

Experiment some and see what happens.

Escalating paths

Exploration sites have a chance based factor of escalating, in other words something will happen that will cause it to escalate. If it does you will be sent to another location (system) to complete another site and hopefully get better rewards.

Apparently one has to reach these escalating sites within 60minutes otherwise they disappear, so if it does escalate – get moving!

Theories

- The signature strength of various exploration sites seem to denote the site's value, so something with a small ratio is supposedly more valuable than something with a bigger signal strength/ratio.

- There is a theory around signal types –
  - a Gravimetric -> Hidden Asteroid Belts
  - Magnetrometric -> Profession Sites, mostly mixed ones Like ArcSal = Archeology & Salvaging for example.

- LADAR -> Complexes
- RADAR -> Profession Sites, mostly only of one single Profession Type
- Unknown: probe type dependant, but not always.

FAQ

Can you analyze when cloaked?
You can't *start* the analysis cloaked, but you can uncloak, click "analyze" and then recloak without any problems

Can you analyze while warping?
No, and if you warp while analyzing it will finish prematurely with no results

What does this "module is in use?" thing mean? Why can't I analyze?
The probe launcher must finish its launch cycle before you start analyzing. Wait for it to stop flashing green and try again

Can I analyze with multiple probes at once?
Yes, just control-click them all. Doing this in system map will also show you what your coverage is like.

Ok so multispectrals frequency probes say "Nothing found" when will it say something was found ?
When there is something there, hehe. Actually it's a good question and I guess no one knows yet but I would also love to know when to come back to that previous system that had nothing. For the time being I come back after downtime. I guess if people knew it would defeat the whole random factor and result in exploration camping * yuck*

Couldn't you probespam with snoops instead?
Hoshi has done the numbers and says it's no longer worth the effort. So, yes in theory, but not recommended at all.

You need a lot of probes for exploration and they're really expensive!
Well... yes, I guess. The cheapest solution is to buy the BPOs and mine your own stront, at which point they become pretty cheap. But... then you have to go ice mining. Your decision.

I heard these sites move ?
Yes they move around a fair amount, they are not static. Don't worry though the site wont disappear once you have found it and warped to it.

You spetlt that word wrong ? fix it please.
Sure if something is wrong, in-accurate or out of date just send me an eve-mail or leave a message on the thread where you found this.

Um my site disappeared, what the heck ?
Ok a) you completed it and left the area or b) someone else found it and completed it for you or c) you attempted some of it but didn't finish it (ie killed all the rats at a profession site and went to get your codebreaker). If you want to attempt a complex another day or in a few hours DO NOT TOUCH IT, warp in take a peek and move on – they are fickle and shooting a rat or structure can cause it to disappear when you leave.

Wow this stuff is hard to find and I have maxed skills, is there anyway to make it easier?
Yes there is, train patience level 9, frustration endurance level 5, frustration management level 10 and you should be fine.

Community Content

Ingame channels : Exploration

Exploration Guide by Joerd Toastius
A Guide to Scan Probing in Revelations by Hoshi

Thanx to the community for a lot of this information, I am proud to be one of the exploration pioneers within eve and I have put this document together as a means to share this information to make it easier for others. Also I hate having to browse 30 odd threads to find what I need so it serves as a concise document with a good amount of accurate information in it (hopefully).