



Tallulah's Guide to Ganking

Tallulah Telluride

Ganking defined

In this document, I'll be discussing high-sec *suicide ganking* exclusively.

Gankers apply overwhelming DPS to a neutral character's ship. This provokes a response from CONCORD, which subsequently destroys the ganker's ship.

Ganking, as I use the word, doesn't include aggression against war targets, or against flashing yellow suspects or flashing red criminals.

When you attempt to suicide-gank a victim, you become a criminal. Soon after, you lose your ship. Then, as you're floating in your naked pod, amidst the wreckage of your attack ship, you will be flashing red for anyone to legally kill. But if you did your job properly, your victim will also be in his or her pod. It's like a headbutt contest: it hurts you, but hopefully you've hurt your opponent too.

Why gank?

EVE Online is a *pvp* game. The game designers build Eve with this end in mind. Most facets of the game have the potential to generate conflict between players. It's a losing proposition to think you can log in, do your own thing, and never come into conflict with other players.

Why don't all Eve players simply set up shop in the system of Perimeter? Because, of course, it's crowded full of competitors who drive up the system activity index, and take all the resources.

Instead, Eve players spread out across the high-sec map. Many even leave high-sec altogether and move to Low or Null.

But this geographic separation brings with it many challenges. It's tough living 15 jumps from the closest trade hub.

Logistics is what distinguishes the successful players from the ones who quit.

Successful players learn to easily and efficiently move materials, equipment, and even their clones, from one place to another. The quitters, on the other hand, never take the time to learn how to make a courier contract. They don't skill for,

and properly fit, a tanky transport ship. And they can't resist the temptation to autopilot their expensive implants in a squishy shuttle. In short: they're lazy.

Gankers prey on these lazy players.

And in doing so, gankers make the game better for the majority of players who know that you can't get something for nothing.

Someone once said that the true currency of *Eve Online* isn't *isk*. Rather, it's playing time.

Gankers force other players to invest their time into the activities that create value in high-sec.

Think about it: if you spend your hard-earned isk on a professional hauler to move your loot to Jita, how do you feel when another player packs a billion into his *Iteron* and autopilots there while he switches to another screen and farms cosmic anomalies or has fun doing frigate pvp in lowsec? If you're doing missions in a T2 battleship, how do you feel when another player completes the same mission in half the time with his officer-fit marauder? If you spend skill points and isk on an athanor and a fleet of Orca-boosted skiffs, how do you feel when your neighbor moves his NPC-corp covetors into "your" belt and starts mining out all your dreams?

Gankers are the great equalizers. They level the playing field.



Eve is PVP

"...EVE is a game about testing yourself against others.

Can you outsmart them?

Can you optimize better?

Can you come up with the best setup?

And can you make the better decision in a tight spot?

You're playing with and against others in this world where your actions impact the experience for other players."

---CCP Seagull at the fanfest 2018 keynote speech

Most ships are not gankable. They're either actively piloted in a way that keeps them safe, or they're just not valuable enough to bother with.

On the other hand, ships which are potential targets are often disproportionately valuable compared to the ship(s) needed to suicide gank them. Day after day, I see lazy or inexperienced players flying billion-isk haulers that fall easy prey to cruisers worth around 25 million.

Do your part to keep the fruits of your efforts valuable: gank a lazy pilot.

Types of ganking

Gate ganking

Similar to a gate camp in *null-sec* or *low-sec*, high-sec gate ganking occurs after the victim jumps through a stargate and decloaks on the other side.

Warp disruption and dps

In the alignment period before dropping his gate cloak and entering warp, the victim is vulnerable to a warp disruptor.

If you lock him and activate your warp disruptor, he will be unable to enter warp. Then, you can try to kill him before CONCORD shuts you down.

This is typically how Vexor gankers operate, since the typical suicide gank Vexor fits three warp disruptors. By way of comparison, the Thorax is an excellent gate-ganking ship, but only fits a single warp disruptor. It's often enough to get the job done, but it may fail against a tanky target with a *warp core stabilizer* fitted.

Alpha strike

Some gate gankers use ships that do high alpha damage, but modest DPS. The best ship examples are Tornados or Thrashers.

These ships do not necessarily need to fit a warp disruptor, since they usually die to gate guns after one (or a few) volleys, hopefully after the victim has exploded.

Combination disruption and alpha

Other gate-ganking tactics exist. These tactics are useful against targets who employ the *cloak/microwarpdrive* trick, or against slippery *blockade runners*. For

example, a tanky decloaker or tackle ship in a fleet with long-range alpha ships like tornados or stealth bombers. I have very little personal experience with these other gate-ganking tactics so I won't try to go into detail other than to say that it is very useful to learn how to de-cloak other ships.

Killing autopiloters

Autopiloters try to get something for nothing. And in doing so, they make themselves extremely vulnerable to gankers.

Unlike the sort of gate-ganking explained above, when you kill an autopiloter, you do so after they land short of, then *slowboat* towards, the out gate. Their predictable path gives you the opportunity to use high-damage, close-range weapons.

You can use an inexpensive attack ship against an autopiloter. You need a more expensive ship against the same pilot when she's manually warping gate to gate.

For example, you can easily kill an autopiloting untanked *Bestower* using your T1-fit catalyst. Your modest, close-range T1 destroyer – worth perhaps 4 million *isk* at the most – will easily destroy an autopiloting target that would otherwise require you to use a 20 million+ *isk* longer-range cruiser or two 4 million *isk* thrashers on the other side of the gate.

Even shuttles and interceptors – which are normally untouchable in high-sec (except by smart-bombers) – are easy pickings once they fall prey to the short-sighted temptation of using that autopilot button.

Off-gate ganks

Stations

Alpha-strike gankers regularly kill unprepared haulers who inadvertently land outside a station's docking radius, or those who undock then take time to align before entering warp. Most of those tornados you see hanging 20km off the Jita or Amarr undock are waiting for these sorts of victims.

Mining ships

Although it's generally not cashflow positive to gank mining ships, a single 10 million *isk Catalyst* can reliably kill untanked *retrievers* and *covetors* in systems with relatively low security status. Even *hulks* and *mackinaws* can sometimes be dispatched in this way, by a single highly-skilled *catalyst* pilot. This is one of the ways to combat swarms of miners who stay in NPC corporations.

Pve ships

Many Pve'ers equip their ships with ridiculously expensive modules. Naively, they feel safe sequestered behind their mission gates or hidden within an obscure cosmic signature. If you find a player like this, first use combat probes to scan his location, then warp in a gank ship to destroy him.

The beacons created during special, limited-time events are a great way to farm these sorts of players: unless the victim is on his toes, your gank catalyst will easily destroy his tactical destroyer full of loot and deadspace modules.

What is required of a ganker

Accounts and alts

Yes, you can use your single account to suicide gank someone. But that's of little use to you other than as part of an area-denial strategy. Ganking is only sustainable when you have multiple accounts.

Without multiboxing, I suspect *Eve* would stop making money and disappear, or become so full of onerous micro-transactional garbage that the players would all quit.

Don't be afraid to multi-box: the autopiloters do it and so should you! The following are some characters you'd do well to create and develop.

Gank alt

Of course, you need a character to do the shooting. Ideally, this is a dedicated gank alt in an NPC corporation. But a character affiliated with a player-corp will

work too, especially if the corporation isn't worth *war-deccing* because it holds no citadels.

If you plan to let your character fall to -10 security status, you'll definitely want to have other characters who can travel through high-sec without being chased by the faction police.

Market alt

A market alt is useful for every Eve player, not just gankers. Here are several reasons why:

- Selling loot
 - Why waste money selling your loot to buy orders when you can use a market alt to sell it at competitive prices? Be smart; don't be lazy.
- Buying modules
 - Many good gank fits use some meta T1 modules. Why pay full price when your market alt can put in buy orders and accumulate them over time?
- Buying tags
 - You will probably need *Security Tags*. Use buy orders rather than paying the inflated prices at trade hubs or at the *security offices*.
- Contracts
 - It's always good to have contract slots on a neutral market alt. You may even want to set up some innocent-looking gank courier contracts which pass casual scrutiny. This way, you use your skills and smarts to swing things in your favor, rather than just relying on hope.

Transport

A properly-trained hauler character is invaluable. Here's why:

❖ Looting

- After you gank a hauling ship, you'll need to collect the loot. It's safer to do this with a skilled hauling alt. T2 hauling ships are not easy for opportunistic anti-gankers to pin down in high-sec.

❖ Freighter

- Moving cruisers or battlecruisers is much easier with a freighter. Even with a deep-space transport, you can only move six (or less) gank cruisers at a time. Remember: logistics separates the successful Eve players from the ones who give up.

❖ Bowhead

- Want to use more than one staging area? A bowhead can safely move your entire gank crew in one fell swoop. The gankers and support characters travel in pods, shuttles, or interceptors while their gear rides the bowhead.

❖ Cloaky

- Debatable. A cloaky hauler is useful for moving security tags around low-sec, but it's not really needed. Your scout alt will probably fly a cloaky covert-ops ship, and this will work better. Your looting ship should have a cloak, but there's no need for a covert ops looting ship, just a prototype cloak.

Manufacturing

Ganking is more profitable, and logistics easier too, when you have a good manufacturing alt. Make all your ship hulls and modules (except for the meta modules you buy on the market) and you can shave a good percentage off the price of your gank attempts. There are times of the year when you'll find it difficult to buy gank ships on the market at a reasonable price. Make them and stockpile them.

Ships

Gank frigates

Aside from stealth bombers, frigates are not very useful for ganking.

The *GateAtron* can kill autopiloting pods and some autopiloting shuttles. The tank allows it to survive gate guns for a short while, in case multiple shots are needed. If you time your shot with *finesse*, you'll be able to destroy most shuttles. But you probably won't have time to lock and shoot the pod before the gate guns kill you.

The *Asteroid Atron* can kill untanked ventures in asteroid belts. Why waste a *catalyst* when a frigate will do the job? All gank and no tank.



Frigates make poor suicide-gank ships. They're much more useful for *baiting* an unwary player in a *non-pvp* ship into attacking you.

Gank destroyers

These ships come in two main flavors: close range blaster ships, and longer range ships using artillery or beam lasers.

Catalysts are generally used as close-range blaster attack ships. You want to be within 2K (or closer) to apply your full *dps* to the target.



The T1 gate catalyst is only useful for killing slow autopiloters (or ships that are stationary on a gate, possibly afk). Upgrade to T2 for more *dps*. I like the challenge of using the *catalyst* against autopiloters. Against fast ships like interceptors, I fail more often than I succeed, but it's a sport rather than a money-making activity.

The T2 off-gate catalyst has no tank. It can *keep at range* of a target with the *mwd* turned on, and kill it before CONCORD arrives. If you have a good warp-in, remove the *mwd* and put on another magnetic field stabilizer for max *dps*. This ship works well against *retrievers*, *covetors*, and perhaps *hulks* and *mackinaws*. It also melts tactical destroyers (especially *confessors*) in *pve* sites. The only real

drawback is the slow speed, and the fact that you're restricted to thermal and kinetic damage.

If you have fitting issues, don't be afraid to use some cheap implants. You'll rarely lose them if you do decide to put them in your head.

Thrashers are a favorite of gate gankers. They're much more useful than *catalysts* when facing gate-gun fire.



The *Gate Scan Thrasher* combines a cargo scanner with an alpha strike. It's effective against shuttles and squishy frigates (or some *anti-tanked* frigates). Since it kills with alpha instead of dps, it can be used in any system, regardless of security status. Two of these thrashers can be a formidable threat to autopiloting frigates.

The *Alpha Thrasher* can sometimes kill frigates on the *in-gate* instead of just killing autopiloters. Its high scan resolution can lock and kill some weak frigates that have not been set up specifically to *insta-warp*.

The *gate-Thrasher* is used to kill a shuttle or rookie ship, then lock and kill the pod. Since some pods are quite valuable (on the order of several billion *isk*) the pod-killing gamble can sometime pay off with a breathtaking killmail. The *gate thrasher* can get at least three volleys, and sometimes four, before it is destroyed by the gate guns.

But don't restrict yourself to killing only shuttles and pods. The *gate Thrasher* is capable of killing most untanked, autopiloting frigates. Some of these frigates can be quite valuable (especially when they're loaded with cargo).

By way of example, the most famous ganker in the game – Aaaarrgg – uses an inexpensive variant of the *gate Thrasher* almost exclusively. Almost 6 trillion *isk* in kills. You can't argue with results.



Character: [Aaaarrgg](#) +

Corporation: [The Conference Elite](#) [GNK3D] ✓

Alliance: [CODE.](#) <CODE.>

Sec. Status: -10.00

Trophies: 173 / 515

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	Alltime		Recent		Weekly	
	Destroyed	Rank	Lost	Rank	Eff. %	Alltime Rank
Ships	24,588	62	6,927	2	78.0	80 ↑
Points	44,748	581	28,435	25	61.1	Recent Rank
ISK	5.95t	407	39.31b	11,383	99.3	1,827 -
66%		34%	92%			
Dangerous		Snuggly Gangs		2,171 Solo		

Gank cruisers

These are workhorses used by those who gank T1 industrial ships. You'll want a ship which can fit a long point (preferably several warp disruptors), while doing full damage to a range of around 18km. This way, you can lock down and destroy industrials as they drop their gate cloak. Note that 18km may not be enough range if you plan to gank on a regional gate which has a larger diameter than most stargates. In addition, you want enough tank so you survive the gate guns until CONCORD arrives (or survive as long as possible). The longer you survive, the more damage you apply to your target.

The Gate Thorax is a favorite of mine. It combines a relatively high alpha strike with an innocuous look that doesn't immediately scream "*ganker*" to whomever sees it loitering on a gate. Plus it's cheaper than a *vexor*.

A ganker with all *level-V* skills puts out 630 dps with almost perfect application against industrial-sized ships. Two volleys from this ship will easily kill an anti-tanked industrial, before it has time to warp away. I've used this ship to kill industrials with a full rack of *warp core stabilizers*, simply by



burning them down before they could warp away.

And since this fit can last for more than ten seconds under gate gun fire, this is enough to kill most moderately-tanked industrials.

If the target has more than two *medium shield extenders*, or if it has active *adaptive invulnerability fields*, you may need two of these ships to take it down.

If the target is untanked or anti-tanked (or if it only has a single medium shield extender), leave the drones at home, save yourself a couple million *isk*, and just kill it with your railguns.

If you have money to burn, try fitting some *tech-2* guns for additional *dps*. I have never use a *tech-2* fit, but the option is there if you'd like to play around with it.

The screenshot displays the EVE Online Fitting tool interface. On the left, a 3D model of a ship is shown with its modules arranged in a circular layout. The right panel provides detailed statistics for the fitted ship:

- Capacitor:** 1740.0 GJ / 387.75 s, $\Delta -5.5$ GJ/s (-48.8%), Depletes in 00:03:30
- Offense:** 632.3 dps, 632.3 dps (608.6 dps), 1.384 HP
- Defense:** 19,308 ehv
- Targeting:** 63.00 km, 17.40 points, 542 mm, 167 m, 6x
- Navigation:** 300.0 m/s, 11.280.00 t, 0.3308x, 3.00 AU/s, 5.17s
- Drones:** 108.9 dps, 50/50 Mbit/sec, 2 Active, 52.00 km

Additional information at the bottom includes CPU usage (37.9/424.9), Power Grid (21.0/1,025.0), and a total cost of 20.0M ISK. A "Manage Drones" button is visible next to the drone stats.

Gank vexors do extremely high dps. Although the alpha strike isn't as high as the *thorax*, and it's more expensive, the dps is impressive enough to make this ship a must-have in your gank arsenal.

Here is my *gank vexor* fit. It applies 700 dps to a target immediately, and survives gate gun fire in 0.7 systems until CONCORD arrives to shut it down.

It tanks gate guns using shield rigs. I also have a similar fit that uses *transverse bulkhead* rigs. I use whichever version I can buy or manufacture more cheaply. You can follow my lead and let price be your guide, or you can simulate both fits and see which one gives you more overall tank.

This ship sports three warp disruptors. This catches many *stabilizer-tanked* industrials by surprise.

Do you need to do the absolute maximum dps possible in a T1 cruiser-sized gank package? Probably not. Most industrial targets can be killed with a fraction of the damage the *Vexor* is capable of inflicting. And if you are cutting it so close that they escape just before you can close the deal, you probably should be using two attack ships. But if you lie awake at night worrying



that targets are escaping because the gank cruiser you're using isn't pumping out enough damage before CONCORD arrives, the *Vexor* is what you're looking for.

Here's an example showing the numbers a fully-trained ganker can get out of a gank *Vexor*. Remember that you always have the option of trying to fit T2 guns and improving the gun *dps* by around 10%. You'll probably have fitting issues, but experiment and see what you can do. And if you want to *YOLO* it, improve the *dps* even more with implants. You may need a cheap fitting implant to make this fit work.



Other gank cruisers exist, and some gankers use them quite successfully. One ganker makes a science out of using the *Maller* with its potent EM damage and cheap price. *Ruptures* used to be popular (though their adherents seem to have

graduated now to *Tornados*). Caracals – with their selectable damage – are sometimes used. Frankly, for most industrial ships piloted by members of the lazy class, any cruiser in the game with some average *dps*, 15+ km optimal range, and a couple warp disruptors will undoubtedly serve you well. There's no need to *min/max* things to an absurd degree until you're at the point where you're looking for skills to train.

As an example, the *Moa* offers most of the advantages of the *Thorax*, except it doesn't have the drone bandwidth to use *sentry drones* (which means the drone damage isn't applied immediately as it is with the *Thorax* or the *Vexor* fits I shared earlier). But for many poorly-fit industrial ships, this is all you need.



Gank battlecruisers

The *Gnosis* – as I fit it – won't do quite as much dps as the *Vexor*.

However, it sports five warp disruptors.

This means you can use it to hold down those pesky, stabilizer-tanked *Epithals* that always seem to giggle and warp off when you try to kill them with your gank cruiser. It's less expensive than a *Tornado*.

The *Gnosis* has a lot of tank – around 35K *ehp* in this incarnation – so you can use it to tackle and hold down a target while you shrug off gate-gun fire. Meanwhile, your untanked *tornados* or *stealth bombers* apply maximum *dps* at their leisure.



Tornados

These are often used to gank T1 industrials before they have a chance to dock. They can also be used in groups for ganking T2 deep space transports.

Tornados can simply *delete* an industrial from space. One second the industrial is there, aligning to warp, the next it's a wreck full of loot. A *Ganknado* – as they're sometimes called – has an *alpha strike* of over 10000 raw damage. That's a lot.

Your goal is to reduce *transversal* as much as possible. If you're shooting an autopiloter, make sure he's heading directly towards, or directly away from your gank ship. Try to keep a moving target around your *optimal range*: too close and you may not apply damage very well.

To gank most industrials, meta guns like the ones shown in the fit are more than adequate. Once your skills are up to par, you can fit T2 guns to boost damage. Damage rigs and implants can help too. Try to take advantage of a *remote sensor booster* if you can.

One *Tornado* is nice; a pair is even better. Use the same tactics as with a pair of thrashers. Fire one, then immediately switch to the second. If the first '*nado* kills the target, the second one won't be needed and you can concentrate on warping it to safety while the gate guns are killing your spent *Tornado*.



Here's an interesting *Tornado* fit. It reduces the scan resolution, but allows you to do away with the scanning alt. The target painter helps you grab smaller targets (remember to do all you can to reduce *transversal*).

Many of the *Tornados* you see around *Jita* or other trade hubs are set up this way. One of these, along with a loot ship, can earn you quite a bit of *isk per hour* if you park on a busy gate or station.



Smartbombers

Cruiser-sized *smartbomers* can kill autopiloting pods or shuttles full of small, expensive cargo.

I've never done this sort of ganking, but it certainly is responsible for some impressive killmails from time to time.



Scout ships

On-gate scouts

Scout ships sit on a gate, scanning other ships for their fits and the contents of their cargo. If you sit on an out gate, you're scanning autopiloters. Sitting on the in gate means you're scanning industrials (and other ships) which take a while to align before warping off to the out gate. You'll have to wait for them to drop their gate cloak before you can scan them.

A typical fit for on-gate scanning includes a *sensor booster* and *signal amplifier*. You want your scan resolution as high as it can possibly be.

A *passive targeter* is always a good idea if you can fit one. With this module, it is more difficult for your target to notice that you are actively targeting his ship. Otherwise, he will probably see you *yellow-box* him in his overview.

While this won't dissuade the lazy industrialists, it will give the many good ones the chance they need to postpone their delivery or to tank their haulers.

If you feel you're in danger of being suicide-ganked by anti-gankers (yes, this does happen regularly), replace some of the scan resolution modules with tank modules.

Don't forget to orbit the gate to make it more difficult for them to get good hits on your ship. Keep your fit cheap and disposable. If you're ganked, you'll at least win the *isk* war against your anti-ganking nemesis.

Get your *signature analysis* skill to level V. Also, think about getting some implants to help scan resolution. They're not necessary but some are quite inexpensive so you might as well take the plunge.

Use a ship with high scan resolution and a minimum of three mid-slots.



Here is a typical readout from cargo and ship scanners. Note that the ship scanner does not usually show everything fit to the ship. This ship was an *Iteron Mark V* – a very easy target, especially when fit with cargohold rigs and expanders. The cargo is worth approximately 50 million *isk*, and he is therefore not a candidate for ganking unless he is autopiloting (which he was not).



You have your choice of scanning modules. Tech-1 versions are perfectly fine and possibly superior in some ways. The closer you are to your target, the more effective your *ship scanner* will be.

Cargo Scanner: Information		Ship Scanner: Information	
Cargo Scanner II		Ship Scanner II	
Description	Attributes	Description	Attributes
Volume	5 m3	Volume	5 m3
Activation Cost	4.0 GJ	Activation Cost	5.0 GJ
Tech Level	Level 2	Tech Level	Level 2
Structure Hitpoints	40 HP	Structure Hitpoints	40 HP
Cargoscan range	70.00 km	Ship Scan Falloff	36.00 km
Cannot Auto Repeat	True	Cannot Auto Repeat	True
Activation time / duration	3.00 s	Activation time / duration	1.50 s
Meta Level	Level 5	Meta Level	Level 5
View Market Details		View Market Details	

Scanning rigs are useful. They reduce your lock time and increase the rate at which you can repeatedly scan your target. While it's not necessary to use the cargo scanner more than once, you often need to scan the ship fitting several times before you get an accurate picture of how your target is fit.

Rig Targeting: Information		Rig Scanning: Information	
Small Targeting System Subcontroller I		Small Signal Focusing Kit I	
Description	Attributes	Description	Attributes
Structure Hitpoints	40 HP	Structure Hitpoints	40 HP
Volume	5 m3	Volume	5 m3
Tech Level	Level 1	Tech Level	Level 1
Drawback	-6 %	Drawback	-6 %
Scan Resolution Bonus	20 %	Scan Speed Bonus	-15 %
View Market Details		View Market Details	

Off-gate scouts

Ganking miners or mission-runners requires a different sort of scout ship than you'd use to support on-gate ganking. For this, you want a *covert-ops frigate* or maybe an *Astero*. Ideally, you want to be able to warp cloaked and to use an expanded probe launcher with combat probes. For scouting multiple systems, fast warp speed is essential. This rules out a *recon* or a *Stratios*. Slowboat speed is also useful to reduce the time it takes to position yourself to serve as a *warp-in* for the gank fleet. Sometimes you'll have to slowboat around 100 km to get a good cloaky *warp-in* for a *fleet-warp*.

A thorough understanding of *D-scan* lets you find targets quickly, before they notice a stranger in the system. This is important even if you rely on combat probes to find your victims, because it can reduce the number of probe scans you use to pinpoint a target.

Looting ships

A *deep space transport* (DST) works best for this. It has two built-in warp core stabilizers, and lots of tank so it can take some damage from do-gooders before warping off (or before fleeing through the gate). It can also sit cloaked in a tactical near a gate, ready to uncloak and warp down to a wreck to loot it. The *micro jump drive* helps get away from pve-fit ships that try to bump you and kill you while you're flashing yellow. Finally, it can do the *cloak/mwd trick* so you can travel more safely if you are flashing yellow after looting a wreck.

Transport ships

Logistics is the key to ganking in a sustainable way. You need to be able to move gank ships (and other equipment) around. If you gank using cruisers, you'll only be able to fit six (or less) in a *DST*, so a *freighter* is almost a must-have. Obviously, it's best to have a separate transport character that's immune to *wardecs* and large bounties.

Bookmarks

You need lots of bookmarks all over your area of operation. I'll list the most important types for you.

Station bookmarks

Getting into and out of a station without being killed by do-gooders means having a bookmark inside the docking radius, and an instant undock bookmark in line with the undock. Make no mistake about it: the lazy types full of self-righteous indignation will try to camp you in a station *after* you kill their hauler.

Gate bookmarks

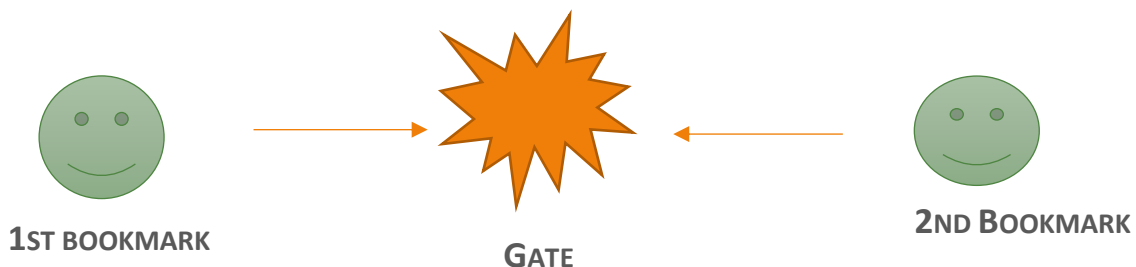
There are several sorts of near-gate bookmarks you will need, depending on what sort of ganking you plan to do.

Off-grid bookmarks

It's good to have some safe spots, especially for your looter character. But your gankers need off-grid bookmarks too.

When ganking autopiloters, it's nice to have an off-grid bookmark in line between the in-gate and the out-gate. This way, you can first warp to this bookmark, then warp to the out-gate at a range of 10km. Your gank ship will be positioned in the path of the autopiloter.

When using a thrasher with -10 security status, it's good to have a bookmark on either side of a gate, so you can align and warp back and forth, avoiding the *police* until it's time to warp down to the gate.



Overviews

For scouting

It's easiest to display only those ships which you consider valid targets. You may want to add destroyers to your overview, since do-gooders are eager to gank your scout ship, and if you see them before they kill you, you can jump through the gate and escape.

For ganking

This depends on the sort of ganking you do. An overview setting which only displays ships can help you quickly identify your target when you're warping into an asteroid belt.

Citadels

Some systems *would be* great for ganking, *except for* the absence of NPC stations. If you anchor your own citadel near a gate, you have a safe place from which to operate, and you can deny access to whomever you wish. Of course, you open yourself up to wardecs and counterintelligence efforts. Anchoring your own structure means you don't face the possibility that another owner will lock you out of their citadel and then open fire on you while you're flashing red.

Another way to use citadels is to stage a lot of shuttles in one, then use them to pull CONCORD while you have a criminal timer. This is useful as a way to get CONCORD off a gate. If more than one NPC station exists in the system, it's easier to just get a free *rookie ship* at an NPC station. Stage your gank ships in one station, and use the other station to get your free, CONCORD-pulling rookie ships.

Where to gank

To gank industrials, you need to find a good place on the map. Find a system that provides you with the following characteristics:

- On a trade route
- Close to a trade hub
- Low system security level
- Pipe system
- NPC station(s) in the system

Trade Routes

For killing industrials, trade routes are the best place to set up shop. This usually means you'll be on the path between trade hubs. However, trade routes can terminate not just in trade hubs, but in *ice-belt* systems, or in collections of the *0.5 security* systems favored by high-sec moon miners, or systems with valuable *NPC mission agents*. The more traffic the better, since the vast majority of your time will be spent cargo scanning for gankable targets. While it's a good bet that decent targets can be found in all areas of the map, you'll burn out from boredom if you are not in a system with at least a few thousand jumps per 24 hours.

The closer you are to a trade hub, the better. This way you see the pilots who regularly travel between hubs, but you also catch those who only infrequently visit the markets (like wormholers, for example). And it can't be stressed enough that you should make your own logistical nightmare as easy as possible.

The next important consideration is the *system security level*. While it's possible to gank in systems with 0.8 to 1.0 security (using *tornados* or alpha *thrashers*), you'll be much more profitable if you can operate in 0.7 or below.

Ideally, you want a *pipe system*: only one way in and one way out. This sort of arrangement makes it much easier to scan for targets. In a pipe, there's very little mystery as to your target's destination. Of course, it's not strictly necessary to be in a pipe, as long as the majority of the traffic travels a predictable path. It's

frustrating to find a juicy target with your scanner, only to have it warp off in a direction you didn't expect.

Finding gank systems

Why re-invent the wheel? The best way to find areas to gank is to go where other successful gankers are. Use online data-gathering tools to find these prime ganking systems.

Dotlan

Fire up Dotlan (or perhaps the in-game map) and search by number of jumps per 24 hours. Then when you find a busy route, look for systems which meet the other requirements (particularly system security level).

Zkillboard

Fire up Zkillboard and filter by high-sec, then look for industrials. Check out the killmail and make sure the kill wasn't the result of a wardec. If it appears to have been a gank, you may have found yourself a good gank system. You can do the same to find good systems for ganking miners or mission runners.

Game Mechanics

Loot Drops

A good rule of thumb is that each item in your victim's cargo has a 50% chance to drop as loot. Over time, you'll collect approximately half of the cargo in the ships you gank, ships' modules included.

Kill Rights

Every player whom you attempt to gank earns a *kill right* on you (even if you fail the gank). They can use this *kill right* to hunt you down and, you guessed it. Although they often threaten to hunt you down, few actually do. Many will attempt to sell the *kill right* for outrageous amounts, making them worthless. Others put a reasonable price on the *kill right*. If you sit around in a *Tornado* on a gate or station, you can get an alt or a friend to clear it for you. If you only leave the station to fly to a gate and gank, you can do as I do and ignore them.

Anti-tanking

Some industrial ships are a lot weaker than you'd think. This is because unwary haulers fit modules which reduce the armor or hull hit points. If you scan a ship and see *nanofibers*, *expanded cargoholds*, or *cargohold rigs*, you just found a weak, *anti-tanked* hauler. Blow up these haulers and take their cargo.

Security status

Every time you commit a "criminal act" against another player in high-sec or low-sec, your security status drops. When you kill a pod, it drops precipitously. When your security status drops low enough, the *police* will chase you around the system and try to kill you.

Generally if you're in a *destroyer* or smaller ship, you can avoid these police drones by warping away after they warp in on you. If you're in a *cruiser* or larger, you'd better be *travel fit* to avoid being tackled and killed.

Improving your sec status

Rats

You can improve your security status by killing NPC pirate rats (red NPCs). The more dangerous the rat, the larger the increase. You get this security increase from the first pirate NPC you kill in a given system. Subsequent in-system NPC kills do not affect your security status. Therefore, to raise sec status by killing rats, you'll want to move from system to system, killing the biggest rat you can find in each system. This is a painfully slow way to raise your *sec status*.

Tags

A faster way to raise *sec status* is to turn in clone soldier tags at a DED Security Office.

Buy these tags at any trade hub, or acquire them yourself by killing the (dangerous) *clone soldier rats* found in low-sec asteroid belts. You'll have to travel to a security office (also found in low-sec) and pay a fee while turning in your tags. You can apply a filter to the in-game map to find security offices. This can raise your security back to 0.0, no matter how low it has fallen. The higher you need to raise your security status, the more you'll pay.

-10.0

You may want to let your security status drop all the way to -10. This is a very liberating thing to do, since once you're permanent criminal status, you no longer have to do a quick cost/benefit analysis before every gank. You can gank anything you like and the only cost is the value of your attack ship. Of course, you won't be able to sit around on a gate any more. Being permanent flashy red means you have to always keep moving. It's an intense but exciting way to play the game.

Safety settings

You have three safety settings: green, yellow, and red. You'll want to keep your scouts on the green setting. Your looter will be on the yellow setting. Your gank attack ships will have to be set red.

One of the most frustrating (and comical) mistakes gankers make is to forget to set their gank ships to red safety. "*Why is my ship not shooting?*"

Timers

You'll get a 15-minute *criminal timer* after you attack someone illegally. This means that any ship you board and undock in will be tackled and killed by CONCORD. You'll be unable to warp away in a ship as soon as you acquire a criminal status. All you can do is sit in a station, or fly around in your pod. You'll be a flashy red valid target for anyone to aggress.

When your looter takes things from a yellow wreck, you'll get a *suspect timer*. You'll be flashing yellow for anyone to attack. CONCORD, on the other hand, will ignore you.

You'll also get a limited engagement timer when you attack someone (or when someone – perhaps an *anti-ganker* – attacks you). Generally this can be ignored, although if someone attacks your gank ship, you may be able to quickly reship into a *pvp ship* and kill them.

Gate guns

Though most people think of CONCORD as the bane of gankers, the real problem you face is the gate guns (or station guns).

These guns do a lot of *dps*, and you'll need to tank your gank ships to survive as long as possible under this blistering gate-gun fire. According to PYFA, gate guns do (averaged out over time) 18% EM, 32% Thermal, 32% Kinetic, and 18% Explosive damage. Damage type seems to be selected at random, but trends towards thermal and kinetic.

Gate guns will attack the first ship to commit a criminal act. Additional criminal ships will be able to operate for a time without taking gate-gun fire. Guns will switch targets at an undetermined rate.

CONCORD

As soon as you initiate a criminal act, your ship will lose the ability to warp away. Then, a period of time after this, CONCORD will appear and shut you down, then kill you. The lower the security level of the system, the longer you have before CONCORD kills you. You won't be podded unless a player does it.

If CONCORD already exists somewhere in the system, it will take longer for them to arrive and shut you down. Therefore, it's in your best interest to find out if CONCORD exists, and if not, to "*spawn*" them yourself.

If CONCORD is within 150 km of your location when you initiate a criminal act, their reaction will be very close to instant. Don't try to gank someone next to CONCORD unless you have a big *alpha strike*.

Spawning CONCORD

Undock in a rookie ship while you have a criminal timer. CONCORD will arrive or appear and destroy your rookie ship. You can then dock up and wait out your timer.

Spawn as many groups of CONCORD as you have gank attack ships. That is, if you're ganking with two vexors, don't just spawn a single group of CONCORD – use both characters simultaneously to spawn two groups.

Pulling CONCORD

If concord happens to be sitting around in a place where you want to gank someone, you have to "*pull*" them to someplace else in the system.

The classic way to pull CONCORD is to shoot a customs office. There are no gate guns protecting customs offices, so you'll live until the group of CONCORD arrives. This means you can use a rookie ship.

De-spawning CONCORD

You can also pull CONCORD by attacking someone on a gate. But you have to be sure that you'll last long enough for them to arrive. If you die to the gate guns before CONCORD arrives, the CONCORD spawn will just disappear from the system – that is, it *de-spawns*.

As a ganker, you never want to *de-spawn* CONCORD. Doing so will mean that your subsequent ganks will suffer from a significantly decreased CONCORD response time.

Finding CONCORD

If CONCORD exists in a system at downtime, to the best of my knowledge, at least one group will be in the system when the server starts accepting connections.

You can search the system to find CONCORD (and to make sure they're in the system). This is an alternative to "*priming*" the system by shooting a customs office. They'll be either on a stargate, or on an NPC station. The only way they'll be elsewhere is if players *pulled* them somewhere else. If you've searched all the gates and stations, and you can't find them, then spawn CONCORD in the usual ways. Searching saves you the 15-minute criminal timer you'd otherwise get from spawning them.

Gate Ganking walk-through

Lets go through a sample gank scenario so you can see the steps involved in *gate ganking*.

Pulling CONCORD

Assuming you want to maximize CONCORD response time, locate CONCORD or pull/spawn them to a place of your choosing. Don't try to gank right in front of CONCORD unless you're in an *alpha thrasher* or *tornado*.

Setting up and scouting

Get your scouts in position around some gates leading to your gank system. You'll scan fits/cargo as soon as your target drops gate cloak, before they warp towards your gank system. Orbit the gate at 500 or 1K. Turn on your sensor boosters, and click your scanners and your passive targeter so they're flashing. This way, you simply click a ship on your overview and the scanners will do the rest. Scan the fit as many times as you can before the target warps away.

Scouting is boring but necessary. Scan every potential target for its fit and its cargo. Use the *Evepraisal* website for a quick estimate of the cargo's value. Just *Control-A/Control-C* the cargo scan, then *Control-P* into *Evepraisal*. When you decide to gank someone, repeat the name to yourself so you don't forget who to kill (or link it in a channel).

Align your looter

Before your gank, while you're waiting for your target to come through the gate, uncloak your loot ship in its tactical off the gate, and align it towards the gate. Make sure it's at least 150km from the destination.

Killing

Warp your gank ship to the gate at whatever range is best – I use zero for *Vexors*, 20 for *Tornados*.

While in warp, ensure that your safety is set to *red* and that everything is overheated and your guns and tackle are pre-clicked and flashing.

As soon as the target appears on your overview, click it to start shooting. Activate your drones if necessary, just to make sure.

Checking for additional targets

If your target dies quickly, you may want to lock any other killable ship within range, and try for a two-for-one. Or, lock and destroy your target's pod (remember the steep security status hit).

Warping out your pod

Don't just sit around after you're killed by gate guns or CONCORD. Get in the habit of immediately saving your capsule. Have a *warpout* setting on your overview and use it. Don't give anti-gankers or do-gooders the satisfaction of podding you. You may want to use implants at some point, so get in the habit of saving your pod.

Looting

Your loot ship should, at this point, be aligned and burning towards the gate where you just ganked your target. Now, select the target's wreck on your loot-ship's overview, and warp to the wreck. You should enter warp immediately.

As soon as you land, open the wreck, *control-A* to select everything in the wreck container, and drag it to your cargo hold (or to your fleet hangar in the case of a DST). If you use the "loot all" button, the loot may not fit in your DST's cargo hold.

If this doesn't work, make sure your safety is set to yellow, then try again.

You may want to protect your loot ship from anti-gankers or opportunistic do-gooders who will shoot it as soon as you get a *suspect timer*. You can do this by having another character in a throwaway (rookie) ship open the wreck and your DST's *fleet hangar* (two separate windows), then transfer the loot to your loot ship.

Warp off to a safe spot and cloak up. Or, just warp to a station and dock.

If you're tackled by a do-gooder, overheat your prop mod, burn to the gate, and jump through. You may be able to escape on the other side, since the do-gooder

will have to wait out a timer for a minute before he can use a stargate or dock up. Try to avoid being tackled. Use *warp core stabilizers*, or activate your *micro jump drive* before your assailant gets into scram range.

Some ships, such as the *Maulus Navy Issue*, can potentially fit enough scrams to hold you down even if you have a lot of warp core stabilizers. So keep your eyes open and use your best judgement as to whether it's safe to loot the wreck, or whether you should use one of your scouts to loot the wreck for you and transfer the loot to your DST's fleet hangar.

Pulling CONCORD (again)

Warp your ganker's flashing-red pod to a station and dock. You'll be issued a free rookie ship (assuming you have no other ships in your ship hangar).

Undock in your rookie ship and let CONCORD arrive and kill you.

Then, warp off to another station where you store your gank ships. Dock and wait out your 15-minute timer.

Salvaging

While you're waiting, bring one of your scouts into the system and clean up the wrecks on the gate. You can get some extra *isk* this way. If it's a *T2* wreck, the salvage has the potential to be quite valuable.

Autopiloter Ganking Walkthrough

Setting up

Have an off-grid bookmark between the in gate and the out gate.

Scouting

Your scout will have to be on the out-gate.

Ganking with a *Catalyst*

Warp your catalyst to the off-grid bookmark. Then, immediately warp it to the gate at 10km. This way, you should end up in the path of the autopiloter as it *slowboats* towards the gate. So even though the blaster *Catalyst* has very little range, you'll be close to your target.

When in range, use *keep at range* and blast away until the target explodes. For fast ships you have to align towards the gate and try to minimize the relative speed between you and the victim; of course you have to time it just right. For industrials, you don't even have to move.

Ganking with a *Thrasher*

Killing untanked frigates with a *Thrasher* is easy. Just warp to the gate at zero, then shoot the autopiloter as soon as it enters your optimal range. Minimize trasversal by bookmarking a good spot and using it each time.

Etc.

Warp off your pod after your ship explodes.

Loot the wrecks.

Pull CONCORD.

Repeat 15 minutes later

Miner Ganking Walkthrough

Pulling Concord

Generally, there's little margin of error when it comes to ganking miners. You need every bit of damage you can get, and it's usually a close thing. So you have to make sure CONCORD is in the system, away from your gank target. If you can't find CONCORD, you'll have to spawn it. Alert miners will notice this because your name will start flashing red in local, so cross your fingers and hope that they're afk.

Scouting

It's best to use a fast-warping *covert-ops* frigate for this. Warp cloaked and look for targets.

You'll want to use D-scan to find mining-ship targets. Open up the system map and warp around the system until you've covered every bit of the system with your D-scan. I like to warp at range from planets, so I know I won't get decloaked by some random object. You have to be confident that you've scanned every bit of the system for targets.

Learn how to use D-scan to narrow down the location of your target. Unless your target is in a *safe spot*, a *cosmic signature*, or a *mission pocket*, you should be able to determine the location solely with d-scan. *Combat probes* are a last resort, but may be an acceptable choice when faced with a lot of possible locations and an afk target. Try to probe as quickly as possible, which means narrowing down the location first with d-scan, then only probing that area instead of probing the entire system.

Getting the warp-in

Warp at range to the target location. Use a d-scan setting which shows everything, so you don't get decloaked.

Slowboat under cloak until your target is directly in line between you and the ganker's in-gate (or wherever the ganker will come from, perhaps a station). You want to be able to warp your ganker *at range* to your cloaked scout, and land

right on top of the target. This can take some time, and it helps if your scout ship has an overdrive module or some speed rigs. Getting the perfect warp-in may require you to reduce your speed as you dial in the last kilometer or so, otherwise you'll overshoot your position.

If this is too much trouble, maybe your target is right next to an asteroid. If this is the case, you can *bookmark* the asteroid's location, then trade that bookmark to your ganker while you're both docked in a station. If your scout and ganker share a corporation, you can just use a *corporation bookmark*.

If the target is moving or orbiting something, getting an accurate warp-in will be almost impossible. In this case, you'll have a difficult time using a short-range *catalyst*. Two *thrashers* or *coercers* might be your only option. One of my *catalyst* fits features a *microwarpdrive*, so you may be able to use that fit and actually chase down your target before pulling the trigger. Though, I usually just use that to catch *pve ratters* in tactical destroyers or frigates.

Setting up the looter

If you want to loot the wreck(s), get your looter aligned to the cloaked scout (in the same general direction), then fleet-warp it along with the ganker. Hopefully the looter will land right on top of the action, along with the ganker.

Bumping

Some alert miners may put their *exhumers* or *barges* right into the *Orca*'s ship maintenance bay at the first sign of a ganker landing on grid. You may be able to avoid this by first bumping the *Orca* away from the mining ship. If the mining ship is stationary and not approaching or orbiting the *Orca*, this tactic has merit. Use your looter to bump. A blockade runner makes a decent bump ship; the DST, not so much. If you have a dedicated bump account, all's the better. You may also bump the *Orca* away from its *mobile tractor unit* if you like to use a combat ship to kill MTUs.

Ganking

Overheat and pre-click your tackle and guns while in warp to the target. Make sure your safety is red. Use an overview which shows targets and not the dozens of asteroids that clutter the area and make it difficult to find your victim. As soon as you land, pull the trigger if you're in range. Make certain you haven't bounced off an asteroid. You may want to approach your target, or keep at range. If you land too far out of range, decide whether to abort or to slowboat to the victim. Remember that an alert miner may have enough drone *dps* to kill your gank destroyer before you reach him.

Pulling CONCORD

After the gank, pull CONCORD away from the asteroid belt, unless you're done for the day.

Anti-ganking

What is anti-ganking

There are, of course, plenty of go-gooders who are happy to score opportunistic kills against gankers. But the self-professed *anti-gankers* are loosely organized around the *anti-ganking* in-game channel.

They occasionally save some gank targets, but their efforts are generally futile. They are more valuable to gankers than they are to the victims. This is because gankers can point to them and say, “See, we’re not unopposed. We don’t just kill victims who won’t fight back. Rather, we’re chased around by these white knights.”

Why anti-gank?

They don’t have anything better to do. They take easy, mostly-safe high-sec pvp where they can find it.

How to anti-gank

What anti-gankers don’t seem to understand – at least in my experience – is that waiting around for gankers to do something is unbelievably boring. The burnout factor is real.

While it’s tempting to try to spring a trap for a ganker’s loot ship (the ganker’s DST and loot is a nice prize), this isn’t as easy as it might seem. Gankers are accustomed to operating their loot ships while flashing yellow suspect. They know how to minimize the risks. And they’re resigned to losing ships now and again; it’s the cost of doing business.

This strategy would be, at best, reacting to what others are doing. Instead, anti-gankers should be more proactive.

The best way to anti-gank is to actually bait the gankers with a target. While this probably isn’t realistic when faced with organized freighter-gankers, it would certainly work against someone like me.

Here’s what I’d do if I wanted to anti-gank myself:

- De-spawn CONCORD (I probably won't notice).
- Load 500M into an untanked *Iteron*.
- Get scanned by my ganker scout.
- Warp to a pre-positioned mobile depot, remove loot and tank the *Iteron*.
- Continue on through the gate to the gank system.
- Laugh as I futilely try to destroy the empty, brick-tanked hauler.
- Bonus points for using a *tracking disruptor* or *ecm* to get on the CONCORD killmail.