

# Durzo's Guide to Looting & Flipping

The purpose of this guide is to share some of my experiences, tips/tricks and general advice on this form of combat (yes some may call it grieving but ssshhh). It won't be a long guide, no one wants to read pages of text about a game (well I don't).

This kind of activity in Eve requires these attributes (in my opinion)

- (i) Patience - it can take time to find someone willing to shoot at you
- (ii) Imagination - there is more than one way to get a target (without talking smack in local)
- (iii) Stupidity - I've attacked an AF once in my Rifter before purely because he went "red" to me after looting one of my wrecks (but no I didn't die).

## Finding a target:

You can either warp around systems looking for targets in the belts but you can also use dotlan maps to look for systems with high number of NPC killings (miners and mission runner land).

## Picking your ship

To be honest this is common sense, no one is going to aggress you (no matter how much you annoy them) if you are flying a battleship or battlecruiser. The best ship in my opinion is a frigate, take your pick, fly whatever you can fit well and don't mind losing.

## White, Yellow, Blue

No this isn't some weird colour scheme in my house, it is in fact the different colour wrecks/cans that you might find while hunting for targets. Each colour has a different meaning so I will take a few minutes to explain them (include screenshots)



IC	DISTANCE	NAME	TYPE
◆	15 km	Cargo Con	Cargo Containe
◆	22 km	TY For ke	Cargo Containe
◆	22 km	Cargo Con	Cargo Containe

**White** - These wrecks/cans either belong to you or someone else in your corp. This means that you can loot/flip to your hearts desire and you won't get any aggression from anyone.

**Blue** - These are wrecks/cans that belonged to someone else but they have abandoned them, meaning it's a free for all and anyone can help themselves to the contents.

**Yellow** - Yellow wrecks/cans are the ones you want, these belong to someone else and if you take something from either you will get aggression (i.e. turn red) to them. Now the important thing to remember is that in some cases it's not just the owner you go "red" to, if the owner is in a Corp you will go "red" to them as well for 15 minutes.

## Picking your target

So you have warped into an asteroid belt and there are several yellow wrecks lying around, what next?? First thing to do is click on the wreck, and then click the information button to find out who owns it. This will show the owner's information and will allow you to check the players corp (if he's not in an NPC corp), the players age and all that other good stuff.

Second thing is to check (only if the owner is still in the belt) what ship they are flying, I always check to see what the ship is (I'm getting better at remembering) and what it's shield and armour reists are like, and if it's a drone boat etc.

Now you can do a couple of additional steps here if you intend to commit to this act.

- (i) check Battleclinic's killboard to see if this is a real carebear or a killer.
- (ii) Set the owner's corp/alliance to red (add them as a contact with bad standing) to see who else is around in local.

So you've found something to loot or flip, you've done some research, your ship is primed and you are committed to this no matter the outcome.

**Wrecks** - The only way to loot a wreck is to fly up to it, open it and steal the contents. Sometimes this is enough to start a fight sometimes you need to be a bit more creative. For example, you land in a belt and someone is ratting, they are slowly killing the rats, what do you do? do you wait for them to finish?

No my friends what you do is go and help.. launch yourself towards a rat, lock it up and give yourself a tight orbit, as long as your target does more damage to the rat even if you "kill" it, it will still be yellow, because you are close (probably closer than the target), loot the wreck, lock your target up and see what happens.

If the answer is nothing start following the person around, keep repeating the same thing and turn it into a game to see who can get to the wrecks first (they just won't know it's a game).

If you can't find anyone ratting, but find rats, kill them but leave the wrecks (don't take the loot), sometimes people will loot a wreck without realising what will happen to them or because they don't understand the game mechanics. If you are flying around the same belts in the same system you might catch someone looting your wrecks and then they go "red" to you (that's a good thing).

**Cans** - Containers (cans) are by far some of the best objects to "play" with. A lot of miners, once their holds are full will jettison the ore into space, thus ending up in a can (hence the phrase jet(tison)can mining). It has always been my opinion that this is just silly, and people who jetcan mine deserve to have they ore stolen.

So you've entered a belt and there is a can next to someone mining, here's what you do (it takes a bit of time to get this going well).

- (i) Bookmark the can
- (ii) Warp off (makes it look less obvious you are up to no good)
- (iii) In your ships cargo hold find something to jettison
- (iv) Warp to bookmarked can at 0km
- (v) On arrival, jettison your "thing", open their can and then open your can
- (vi) Move the contents of their can into yours

All make sense? Good, you have now stolen all of their ore into your can. You are now officially "red" to them. Lock them up and see what they do. A lot of the time they warp off and wait the 15 minutes until you are no longer "red" to them, but this isn't a bad thing..

So you've flipped someone's can but they have warped off, what do you do.. 15 minutes is a long time to wait around, I tend to hang around for a bit to see if they come back in a combat ship or in some cases a hauler to steal back the loot. Combat ships (if you have done your research right and picked a good target) will mean a fight, which you will hopefully win.

Now if you are sitting next to the can and the miner comes back he's not likely to try and take back his ore with you there now is he.. So here are a couple of options:

(i) Cloaky ships are cool, especially if you are cloaked in the belt 20km away from the can. Now I say 20km because it's within warp distriputor range and gives you enough distance to escape if necessary. You need to make sure that you are out of line of any major transit routes (so you don't get uncloaked). If your target comes back in a hauler and steals "your" ore you can uncloak, lock, point and fire torps of doom at him.

(ii) So you have a bookmark for the can, change the name of the can to something random (I tend to use time but a couple of hours in the past so people think you've left it), warp to the nearest planet, once there align to your bookmark and use your d-scan on a narrow setting (5 degree's) to keep an eye on "your" can. Hopefully what will happen is your miner will come back to get his ore, see you not around and then take it back. Once you see a hauler on scan and your can disappear (or give the hauler a minute or two) warp to your bookmark ready to blow something up.

## Conclusions

Looting wrecks and flipping cans isn't everyone's idea of fun, but for some it's a good way to get into PVP and if you are creative it can be a lot of fun.