

How-To: Start a Farm Hole

A guide to the setup and operation of ISK generating wormholes

Class Rules

- Please set your microphone to “push-to-talk” or mute (if you have **Teacher** role on Discord)
- Feel free to ask questions in:



Text

Preface your questions with “Q”
e.g.: “Q: What are bookmarks?”



Voice

Whenever there are open comms
(usually at the end of class during Q&A session).

- Recording the class is only permitted if all participants are informed about it and have agreed to being recorded.

Class Overview

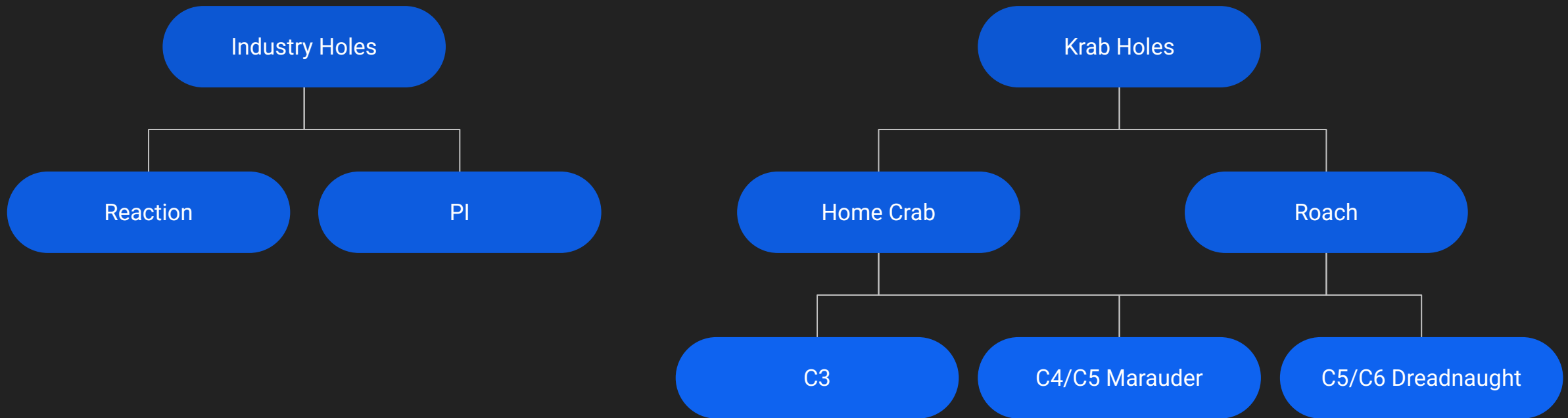
- What is a farm hole?
- What are the player and pilot skill requirements?
- What are typical investment assets required?
- Setup and operation:
 - External resources
 - Picking a system
 - Anchoring and timers
 - Risk management and mitigation
- References for farm hole content
- Q&A

What is a farm hole?

- A wormhole focused solely on generating ISK
- Many configurations exist, dependant on the intent of the farm
- Consider not only the system itself, but also any system effects and statics

C1 Reaction	C1 - C3 PI	C3 Home/Roach Krab	C4 - C5 Home/Roach Krab
HS Static Prefered	HS Static Prefered	C3 Static prefered	Statics to preference
Low Risk	Low Risk	Med Risk	High Risk

Picking a System



Player and Skill Requirements

- Players should be familiar with both PvE and PvP content in wormholes
- A farm hole can support 3 players at a maximum, with 1 or 2 being preferred
- Alts accross multiple accounts are a strict requirement, with a minimum of 4 for a sinlge player or 6 for two players
- Training plans should be tailored for the designated role of each toon, as described in the chart to the right

Solo Player

- Account 1
 - Toon 1
 - Roller
 - Marauder
 - Does **not** live in hole
 - Toon 2
 - Roller
 - Director/CEO of holding corporation
 - Lives in hole
 - Runs PI (optional)
- Account 2
 - Toon 3
 - Roller
 - Scanner
 - Lives in hole
 - Runs PI (optional)
- Account 3
 - Toon 4
 - Roller
 - Scanner
 - Lives in hole
 - Runs PI (optional)
- Account 4
 - Toon 5
 - Roller
 - Lives in hole
 - Runs PI (optional)

Two Players

- Player 1
 - Account 1
 - Toon 1
 - Roller
 - Marauder
 - Does **not** live in hole
 - Account 2
 - Toon 2
 - Roller
 - Director/CEO of holding corporation
 - Lives in hole
 - Runs PI (optional)
 - Account 3
 - Toon 3
 - Roller
 - Scanner
 - Lives in hole
 - Runs PI (optional)
- Player 2
 - Account 1
 - Toon 1
 - Roller
 - Marauder
 - Does **not** live in hole
 - Account 2
 - Toon 2
 - Roller
 - Director/CEO of holding corporation
 - Lives in hole
 - Runs PI (optional)
 - Account 3
 - Toon 3
 - Roller
 - Scanner
 - Lives in hole
 - Runs PI (optional)

External Resources - Mapping Tool



EvE-WHMapper

External Resources - Holding Corp

- The holding corporation will own the structure assets in the farm hole
- Docking and control access can be managed through ACLs, however fitting modules to Upwell structures is only possible by the CEO and Directors of the owning corporation
- Use of a holding corporation is a hard requirement for Unistas interested in exploring farm holes
- Several WH groups will offer protection, for a fee, of farm holes owned by their members. These are often tied to requirements around how the holding corporation is managed
- A newly created corporation cannot anchor structures for 7 days

Typical Assets - Ships and Structures

Ship Assets

Ship Assets vary in volume, but they will live there permanently

- Haulers (T2 required) - 600m
- Rolling Battleships - 1.2b
- Rolling Pseudos - 200m
- Rolling HIC - 500m
- Rattling Ship - 600m - 3b

Many of these ships are battleship sized, so getting them into the hole will require some pre-planning depending on connection sizes.

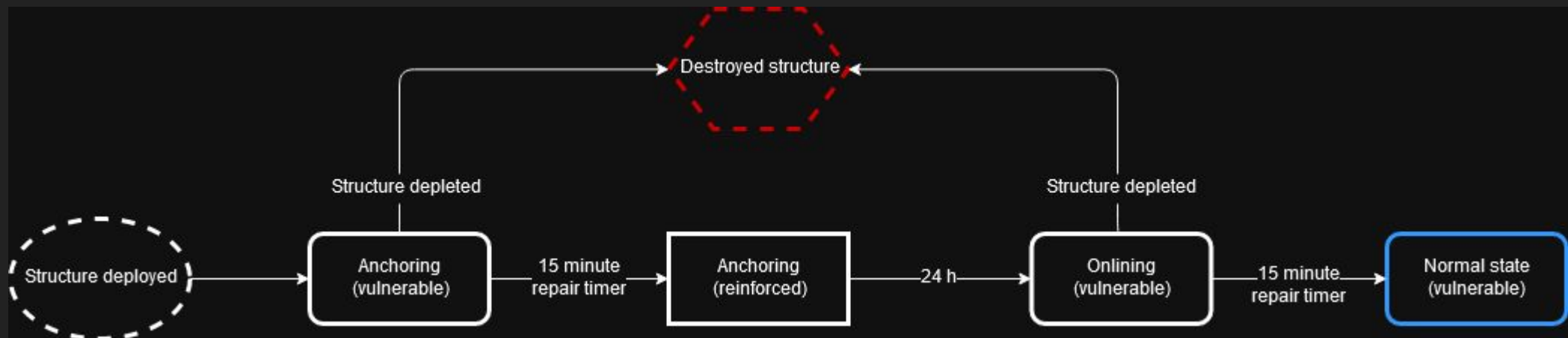
Structure Assets

Structure Assets are used both temporarily or semi-permanently. Most are rather bulk, other than the POS.

- Staging POS - 500m
- Astrahus - 2.8b
- Fortizar - 10b

Deciding between Astrahus and Fortizar is a matter of timers. The Fortizar provides you an additional chance to defend your home from an eviction attempt.

Anchoring and Timers



Risk Management and Mitigation

Risks and Contributors

- Attacks during anchoring
- Ganks during farming
- Asset bloat
- System effects
- Losing seed
- Total loss

How to Mitigate

- Connection Rolling
- Connection rolling
- Regular hauling/flips
- Avoid WR/Magnatar
- Alts, alts, and more alts
- Suitcase(s)

Other References

Eve University Classes

- [Wormhole Mechanics](#)
- [Wormhole PvE](#)
- [Wormhole PvP](#)
- [Wormhole Living](#)

External Resources

- [Grubu's Managed WH Sites](#)
- [Gas Sites ISK/hr](#)
- [Ashy's How 2 Krab](#)

Q&A

Please leave feedback via the [Class Feedback Form](#) linked in chat!

