Jedi Mind Tricks: A Gas Huffing Guide

I. Introduction

What is this guide?

This is a guide for mining gas in C5 and C6 Wormhole space using a strategy called 'Jedi Mining' or 'Jedi Huffing'. The basic idea is using a Prospect/Venture with an afterburner and a shield tank to speed/range tank the sleepers that spawn to allow you to mine the gas safely.

This differs from standard 'Ninja Mining' setups where Ventures, Prospects and Gnosis (for links) mine as much gas as possible BEFORE the sleepers spawn and then warp out and leave the site.

Why would I bother?

This strategy allows you to earn some decent money IF you have access to C5/C6 wormholes. So, people who wormhole dive looking for gas, anyone with a static connection to C5/C6 wormholes or anyone living in these classes of space.

In addition, this form of mining is considerably safer than its alternatives since it takes a reasonable amount of effort to kill your mining ship because of the presence of sleepers. Many people have lost their ships to sleepers trying to kill me. It's like having your own personal mining guard.

II. The Guide

a. Ship, Equipment and Skills

There are 2 ships you can use to jedi mine: The **Venture** and the **Prospect**. The Prospect is better in pretty much every way but the Venture can be used for lower skilled characters or if you think the situation is risky and do not want to risk the more expensive Prospect.

Venture Fit:

		– 3 High Slots–					
✓		Gas Cloud Harvester II	5	70	-0.5	1.5km	1.33 m3/s	3.3M
✓		Core Probe Launcher I	1	15			60	17.2k
✓		Gas Cloud Harvester II	5	70	-0.5	1.5km	1.33 m3/s	3.3M
		– 3 Med Slots–					
✓		1MN Afterburner II	11	15	-0.733			2.2M
✓		Multispectrum Shield Hardener II	1	44	-3.2			2.25M
○		Medium Shield Extender II	22.5	35				813k
		– 1 Low Slot–					
○		Damage Control II	1	30				426k
		– 3 Rig Slots–					
○		Small Core Defense Field Extender I						335k
○		Small Polycarbon Engine Housing I						94.6k
○		Small Polycarbon Engine Housing I						94.6k

[Venture, Jedi Huff Buffer]

Damage Control II

1MN Afterburner II
Multispectrum Shield Hardener II
Medium Shield Extender II

Gas Cloud Harvester II
Core Probe Launcher I, Core Scanner Probe I
Gas Cloud Harvester II

Small Core Defense Field Extender I
Small Polycarbon Engine Housing I
Small Polycarbon Engine Housing I

Hornet EC-300 x2

Fit notes: Unfortunately, you can't fit a mobile depot + fittings in the Venture because it only has 50m3 cargo so a mobile depot takes up its entire cargo bay. A cloak would be nice as it helps to set up the orbit for the jedi mine (more details in 'The Set Up'). Also, the Venture has much less EHP and thus has a smaller margin for error, you can get instantly killed by the sleepers if you turn at the wrong time.

<u>Prospect Fit:</u>

		– 3 High Slots–						
✓		Gas Cloud Harvester II	5	70	-0.5	1.5km	1.33 m3/s	3.3M
○		Covert Ops Cloaking Device II	1				5s	6.01M
✓		Gas Cloud Harvester II	5	70	-0.5	1.5km	1.33 m3/s	3.3M
		– 3 Med Slots–						
✓		1MN Afterburner II	11	15	-0.733			2.2M
○		Medium Shield Extender II	22.5	35				813k
○		Medium Shield Extender II	22.5	35				813k
		– 4 Low Slots–						
○		Micro Auxiliary Power Core II		18				1.03M
○		Warp Core Stabilizer II	1	35			+1	766k
○		Warp Core Stabilizer II	1	35			+1	766k
○		Damage Control II	1	30				426k
		– 2 Rig Slots–						
○		Small Polycarbon Engine Housing II						2.3M
○		Small Polycarbon Engine Housing II						2.3M

[Prospect, Jedi Gas Huff V2]

Micro Auxiliary Power Core II
Warp Core Stabilizer II

Warp Core Stabilizer II
Damage Control II

1MN Afterburner II
Medium Shield Extender II
Medium Shield Extender II

Gas Cloud Harvester II
Covert Ops Cloaking Device II
Gas Cloud Harvester II

Small Polycarbon Engine Housing II
Small Polycarbon Engine Housing II

Sisters Core Scanner Probe x16
Mobile Depot x1
Core Probe Launcher II x1

Fit Notes: Core Probe Launcher, Probes and Mobile Depot in the cargo for refitting. When roaming around looking for holes you can put the Gas Harvesters in your cargo and refit when you find a gas site. This fit relies on buffer and shield recharge to tank the sleepers, I have seen active shield booster fits that are popular but in my opinion this fit is superior because you can still tank sleepers and the buffer allows you to survive stray shots that hit you/gank attempts better. Stabs can help you get away from gankers but also to warp away from sleepers if you position incorrectly and get pointed by them.

Skills

All these fits and set ups were tested with high-skilled characters. Skills related to speed are especially important as you are only 200-300m/s faster than the Sleepers. If you are thinking of training into doing the jedi-mine I would focus on speed skills first, then shield skills, and finally mining yield skills. It is okay if it takes longer for you to mine the site but it is not okay if you get instantly killed because you are too slow.

b. Viable Gas Site & Gas Type

The only viable and worthwhile gas site that jedi mining can be performed on is the **Instrumental Core Reservoir** (which is found in C5 and C6 space only). Other sites that are worth good money such as the Vital Core Reservoir, cannot be jedi-mined because of the presence of frigate rats that can catch up to you.

A helpful tip to finding these sites is when you are scanning in a C5/C6 wormhole, once you have discovered a gas site, you can mouse over it to see the 'Scanning Difficulty' and anything less than 'Scanning Difficulty III' will not be an Instrumental Core Reservoir and can be ignored.

Within the Instrumental Core Reservoir, there are 2 gas clouds, C320 and C540. **Only the C320 gas can be jedi mined** because the cloud must be large enough that your orbit will not cause you to crash into sleepers and the C540 cloud is too small.

c. The Set Up

The most important part of the jedi-mining is setting up the orbit on the cloud. The basic idea is as follows:

1. After scanning down the Instrumental, warp to it at 100km and bookmark the C320 cloud (this will also trigger a timer and sleepers will spawn after 10 – 20 minutes)
2. Mine gas in peace for the first 10 – 20 minutes but keep an eye out for sleepers!
3. Warp out as soon as the sleepers spawn. Sleepers will spawn in 2 waves containing 2 Sleepless Sentinels in each wave
4. Once both waves have spawned, warp back to the cloud at 70km (cloaked if you are in a Prospect)
5. Orbit the C320 cloud at 500m (or 5000m while cloaked in a Prospect)
6. Ensure that your orbit does not cause you to run directly into the sleepers, if it does, warp out and reposition (or if you are cloaked in a Prospect, wait till you orbit past the sleepers before decloaking and orbiting at 500m to start huffing).

You must NEVER get within 30km of the Sleepers as they web at that range, I've found that they usually don't point/neut until you are closer than 30km so if you realise you are getting webbed you have some time to warp out.

I understand that this is hard to explain in words, so I have created a basic video showing the process here: https://youtu.be/kLEQNXaZOWs

Video Notes: This video was done in a Venture, in a Prospect I would always warp to the cloud at 70km cloaked and orbit at 5000m so that I can check that my orbit direction is not taking me directly into the sleepers. Once I am sure I am flying away from them, I uncloak, turn on my afterburner and change my orbit to 500m and start huffing. In a Venture, warping out and repositioning may be required.

d. Potential Issues

1. The cloud is too small. If someone has partially mined out a C320 cloud and then downtime hits, the cloud will reduce in size. If the cloud is too small (less than 60km from the edge of your 500m orbit to the centre of the cloud) it will be impossible to jedi mine the cloud. Note that if you mine a cloud, warp off and return, the cloud will not reduce in size, it only happens at downtime.

2. The cloud expires. When the cloud expires, it disappears and your orbit will automatically turn off so you need to be ready to warp out since your ship will just travel in a straight line and sleepers will kill you.

3. Random wrecking shots. Now this is exceedingly rare, I have spent many hours doing this and it has only happened to me once in a Venture. I set up the mine and was doing fine but suddenly 10 minutes in I died to a wrecking shot. Overall, this is not a huge issue and it rarely happens.

END

I hope you find this guide useful and if you would like to donate to show your appreciation my in-game name is Dato Koppla