NOMAN's TRADE LOG - ANALYSIS

Check out or [NOMAN's Trading Guide](/guide/) for more generalized guidelines for trading in the 'Verse.
For better comprehension, we recommand to study the guide. We use specific language throughout.
In the guide, we also listed a variaty of things to consider, as well as tips & tricks, which you don't keep redundant.

This is a simulation of the [#trade run](/tags/traderun) Shepard's TradeRun from Bloom, Pyro to Stanton.
We start at [Orbituary](/tags/orbituary) with the RSI Constellation Taurus / Anvil Asgard.
- The Taurus has a 168 SCU gridded cargo capacity on the cargo bay and is considered to be a medium ship.
- The Asgard has a 180 SCU gridded cargo capacity on the cargo bay and is considered to be a medium ship.
- The Starlifter M2 has a 522 SCU gridded cargo capacity on the cargo bay and is considered to be a large ship.
- The Starlifter C2 has a 696 SCU gridded cargo capacity on the cargo bay and is considered to be a large ship.

The Mass TradeRun

This particular [#TradeRun](/tags/traderun) is layed out as "Mass Trading". We'll invest in a lot of [#Commodities](/tags/commodity) in order to bank big later on.
Our primary focus is to sell 1 complete batch per commodity and location by reaching the limits of inventory's capacity [~1000 SCU / player / location].
Distinguish between Shop Quantity on buying location (Max Inventory - batch buying), Shop Quantity on selling location (Out Of Stock - batch selling).
That eventually contradicts at locations like Seraphim, where we deliver 2 commodities, each batch is 600 SCU but every player only has 1000 SCU capacity in the inventory. You'll see,
Team up, crew up to extend the limits of inventory per location.
- Buy all SCU's per commodity when inventory status is Max Inventory is "1 batch on buying"
- Sell all SCU's per commodity when inventory status is Out of Stock is "1 batch on selling",
– but keep in mind, after you sold, there is no SCU to sell no more because Max Inventory
– just click on sell, when Out of Stock is not considered to be a batch

Requirements

We asume, you have basic knowledge of economics and logistics.
- Reputation [Citizen for Prosperity](https://robertsspaceindustries.com/galactapedia/article/RegEXoEDnw-citizens-for-pyro) (neutral or higher)
- <= Crimestat 2
- [Multi-Tool](https://finder.cstone.space/FPSTools1/396ccb0d-c251-484d-998e-cc3616a37ee5) with [TruHold Tractor Beam Attachment](https://finder.cstone.space/FPSToolAttachments1/03b3db91-0063-4da2-99f7-16b20ede4209)
- [MaxLift Tractor Beam](https://finder.cstone.space/FPSTools1/27adea05-f94d-4439-872d-b043a631c34f)
- Undersuit with helmet
- Knowledge of your ships grid and off-grid cargo capability
- Knowledge of your ships fuel tanks capability. We utilize RSI Constellation Taurus/Anvil Asgard, the Starlifters M2 and C2 respectevily to show case
- In order to transport all the boxes from Orbituary/Starlight/Rats/Checkmate, we utilize the Starlifters M2 and C2 (loan/rent/buy)
- 10 million aUEC of investment to start with (enough funds to keep you liquid), but 13,5 million to buy 1 batch each commodity once

Goals Of Mass Trading

- Where 1 commodity per location, sell multiple batches
- Where multiple commodites per location, sell each commodity at least as 1 batch
- Utilize maximum inventory capacity (1000 SCU) per location and player

Strategies To Consider

- Practice is king! Especially Multi-Tool, MaxLift and Ships Tractor Beam as well as ATLS.
- Never fly empty!
- Store the boxes at different space station, each station offers 1000 SCU (per player).
- Store the boxes at space station, according the selling location (even in a crew).
- Deliver the boxes according the selling location.
- For big quanities or box sizes, utilize bigger cargo ships (Starlifters, Caterpillar).
- **Loan before buy, rent before buy, and eventually buy the ship** - in that order, you don't want to fill up the Starlifter with 7x 4SCU boxes
- Calculate the inventory cycles.
- Respect the Patch Drop cycles - commodites not sold, will be lost.

Things To Consider

- Buy & Load at Pyro's outpost to reduce loss through piracy and bugs.
- Store at Pyro's space stations, before you deliver mass quantities to selling locations.
- Batch Sales in Pyro for keep you liquid.
- Batch Sales in Stanton for maximum satisfaction.
- Bigger boxes means less tractor beaming work.
- Loading a bigger ship takes a lot of effort, do that in safe & secure space stations.
- Bring a partner - for tractor beaming help, cover your back and reviving, remote turrets or as a second pilot (escort), or just a second inventory.
- Expect piracy - while loading and unloading the ship is your most vulnerble step in this process.
- Consider Mass Trading as a "long term" investment with no instant gratification.
- Your driving force is greed no more but focus, consistency, efficiency, strategy and logistics.

The Shepard's Mass TradeRun

- This specific [#TradeRun](/tags/traderun) takes place within one Patch Drop Cycle - consider it as a "long term investment" - and hard work.
- We utilize the closest space stations to store the boxes, before we deliver batches to the selling location.
- We utilize Orbituary for the most valuables, Starlight for the biggest boxes and Checkmate for other boxes, the latter might be not necessary.
- Rumors say, that Shepard's Rest is kinda infamous for griefers, and we stombled over some.
- Rumors say, that Shepard's Rest is kinda infamous for Contract works, so not every player that shows up is necessarily hostile to you.
- Goal is: you click on 'Sell' not before Max Inventory / Shop Quantity can be sold at once because Inventory (Status) Out of Stock.
- Identifying Batch indifferences like Sunset Berries (1 batch on selling at Deltana is 2 batches on buying at Shepard's Rest.

Trading Protocol - Accounting

This is the accounting we aiming for batch selling in Stanton. We focus on the 4 main commodities we can buy at Shepard's Rest and go as it works.
Per commodity, we want to have at least one batch selling. Please consider, the buying locations nor the selling locations offers the best prices - pure quantity!
In order to have at least 1 batch sell at ARC-L5 / CRU-L4 and Seraphim Stations, we need 30 batch buys to have at least 1 batch sell (30:1)
CSIL / ATLA / BEXA / COBA are commodities we also buy and sell in batches, but those runs, keep us in liquidity during this #traderun.
We list all the invest, the revenue and the profit per commodity in a best case scenario and ignore bugs, pirates and other interruptions.

Name	Code	Cass	SCU / batch buy	Invest	SCU / batch selling	Revenue	batch buy : batch sell	Profit
	TOTAL			**421'147'931**		**58'645'370**	30	**13'879'620**
Shepard's Mass Trade Run	**PITA**	primary	20	7'163'200	400	**9'040'400**	20:1	1'877'200
Shepard's Mass Trade Run	**DEGR**	primary	20	10'359'600	600	**13'403'400**	30:1	3'043'800
Shepard's Mass Trade Run	**GOLM**	primary	20	10'578'600	600	**13'185'000**	30:1	2'606'400
Shepard's Mass Trade Run	**SUNB**	primary	10	2'010'500	50	**2'872'150**	5:1	'861'650
Shepard's Mass Trade Run	**FFOO**	secondary	90	2'529'000	180	**3'966'120**	2:1	1'437'120
Shepard's Mass Trade Run	**DIAL**	primary	10	'750'460	10	**'850'500**	1:1	'100'040
Shepard's Mass Trade Run	**PRTL**	primary	30	4'669'230	30	**6'729'780**	1:1	2'060'550
Shepard's Mass Trade Run	**CSIL**	secondary	180	'880'080	120	**1'099'920**	1:1	'219'840
Shepard's Mass Trade Run	**ATLA**	primary	10	'648'940	10	**'849'800**	1:1	'200'860
Shepard's Mass Trade Run	**BEXA**	secondary	180	'966'060	180	**1'291'860**	1:1	'325'800
Shepard's Mass Trade Run	**COBA**	secondary	180	1'271'880	180	**1'772'640**	1:1	'500'760
Shepard's Mass Trade Run	**DIAM**	primary	80	2'938'200	600	**3'583'800**	8:1	'645'600

Trading Spots

This is the list of trading spots for this run:

Trading Spots - Commodity Terminals

'We Buy' commodities at following locations:

6 Commodity Terminal(s)	Location	Owner
Shepherd's Rest - Commodity Terminal	Bloom	CitPro
Canard View - Commodity Terminal	Terminus	CitPro
Sacren's Plot - Commodity Terminal	Pyro IV	CitPro
Chawla's Beach - Commodity Terminal	Pyro IV	CitPro
Bueno Ravine - Commodity Terminal	Bloom	CitPro
Terra Mills Hydrofarm	Cellin	Terra Mills

'We Sell' commodities at following locations:

14 Commodity Terminal(s)	Location	Owner
Seraphim - Admin	Orison	Rest & Relax
HDMS-Stanhope	Hurston	Hurston Dynamics
Sacren's Plot - Commodity Terminal	Pyro IV	CitPro
Gaslight - Admin	Gaslight	R&R
Bueno Ravine - Commodity Terminal	Bloom	CitPro
Canard View - Commodity Terminal	Terminus	CitPro
Rat's Nest - Admin	Rat's Nest	
HDMS-Hadley	Hurston	Hurston Dynamics
ARC-L5 - Admin	ARC-L5	Rest & Relax
HDMS-Pinewood	Hurston	Hurston Dynamics
CRU-L4 - Locker Room	CRU-L4	Rest & Relax
CRU-L4 - Admin	CRU-L4	Rest & Relax
HDMS-Thedus	Hurston	Hurston Dynamics
Jackson's Swap - Commodity Terminal		

Commodities - Location

We Buy' following commodities at listed locations:
Each listed entry is Max, that equals 'One Batch'.

Location	Code	Inventory (Status)	# Inventory (Max) (#BatchBuying)	# med. kUEC/SCU	# med. Inveset/batch
	TOTAL				13'415,345
Shepherd's Rest - Commodity Terminal	PITA	Max Inventory	20	'17,908	'358,160
Shepherd's Rest - Commodity Terminal	DEGR	Max Inventory	20	'17,266	'345,320
Shepherd's Rest - Commodity Terminal	GOLM	Max Inventory	20	'17,631	'352,620
Shepherd's Rest - Commodity Terminal	SUNB	Max Inventory	10	'40,215	'402,145
Shepherd's Rest - Commodity Terminal	FFOO	Max Inventory	90	'15,430	1'388,700
Canard View - Commodity Terminal	DIAL	Max Inventory	10	'75,046	'750,460
Sacren's Plot - Commodity Terminal	PRTL	Max Inventory	30	'180,496	5'414,880
Sacren's Plot - Commodity Terminal	CSIL	Max Inventory	180	'7,334	1'320,120
Chawla's Beach - Commodity Terminal	ATLA	Max Inventory	10	'64,894	'648,940
Bueno Ravine - Commodity Terminal	BEXA	Max Inventory	180	'5,368	'966,240
Bueno Ravine - Commodity Terminal	COBA	Max Inventory	180	'7,066	1'271,880
Bueno Ravine - Commodity Terminal	DIAM	Max Inventory	40	'4,897	'195,880
Terra Mills Hydrofarm	FFOO	Max Inventory	180	'15,430	

'We Sell' following commodities at listed locations: \
Each listed entry is Max, that equals 'One Batch'.

Location	Code	Inventory (Status)	# Inventory (Max) (#BatchSelling)	# med. kUEC/SCU	# med. Revenue/batch
	TOTAL				73'806,280
HDMS-Stanhope	FFOO	Out Of Stock	180	'22,034	3'966,120
Sacren's Plot - Commodity Terminal	DIAL	Out Of Stock	10	'85,050	'850,500
Gaslight - Admin	CSIL	Out Of Stock	120	'9,166	1'099,920
Bueno Ravine - Commodity Terminal	ATLA	Out Of Stock	10	'84,669	'846,685
Bueno Ravine - Commodity Terminal	PRTL	Out Of Stock	30	'216,787	6'503,595
Canard View - Commodity Terminal	COBA	Out Of Stock	180	'9,848	1'772,640
Canard View - Commodity Terminal	BEXA	Out Of Stock	180	'7,177	1'291,860
Sacren's Plot - Commodity Terminal	PITA	Out Of Stock	20	'22,601	'452,020
Sacren's Plot - Commodity Terminal	SUNB	Out Of Stock	10	'57,443	'574,430
Sacren's Plot - Commodity Terminal	BEXA	Out Of Stock	180	'7,177	1'291,860
HDMS-Hadley	FFOO	Out Of Stock	180	'22,034	3'966,120
Rat's Nest - Admin	BEXA	Out Of Stock	120	'7,177	'861,240
ARC-L5 - Admin	DIAM	Out Of Stock	600	'5,771	3'462,600
HDMS-Pinewood	FFOO	Out Of Stock	180	'22,034	3'966,120
CRU-L4 - Locker Room	SUNB	Out Of Stock	50	'57,443	2'872,150
CRU-L4 - Admin	DEGR	Out Of Stock	600	'22,329	13'397,400
Seraphim - Admin	GOLM	Out Of Stock	600	'21,975	13'185,000
Seraphim - Admin	PITA	Out Of Stock	400	'22,601	9'040,400
HDMS-Thedus	FFOO	Out Of Stock	180	'22,034	3'966,120
Jackson's Swap - Commodity Terminal	GOLM	Out Of Stock	20	'21,975	'439,500

Trading Log - Accounting

This summary is based on our verification mission during the Resource Drive event. \
The loss through piracy and elevator bugs are not transparent listed. \
In the other way around, hypothetical, every single box we bought, could have been sold.

Total Profit 28,095 million space bucks.

Log	Code	Classification	#	Invest [kaUEC]	#	Revenue [kaUEC]	#	Profit [kaUEC]
	TOTAL			-934'421,116		186'622,938		28'094,822
	PITA	primary		-9'205,424		10'068,256		'862,832
	DEGR	primary		-9'912,512		10'807,236		'894,724
	GOLM	primary		-9'421,112		9'930,540		'509,428
	SUNB	primary		-10'503,590		11'446,640		'943,050
	FFOO	secondary		-30'817,816		35'826,920		5'009,104
	DIAL	primary		-9'005,520		5'103,000		-3'902,520
	PRTL	primary		-43'464,650		61'403,926		17'939,276
	CSIL	secondary		-4'752,432		5'259,096		'506,664
	ATLA	primary		-5'131,682		6'566,010		1'434,328
	BEXA	secondary		-6'956,456		9'317,198		2'360,742
	COBA	secondary		-12'829,696		14'474,784		1'645,088
	DIAM	primary		-6'527,226		6'419,332		-'107,894
	FUEL			-'78,000				
	OTHE			-775'800,000				
	REPA			-'15,000				

Loosing Log - Accounting

It might be, that you made profits but don't track your losses due to piracy, bugs and skill issues. This is a transparent listing, when you buy more SCU than selling.
The **total** represents the **potential additional profit**.

Losses	Code	Buying (SCU)	Selling (SCU)	Loosing (SCU)	Loosing (UEC)
	PITA	512	464	48	'859,584
	DEGR	572	484	88	1'519,408
	GOLM	532	452	80	1'410,480
	SUNB	256	200	56	2'298,016
	FFOO	2028	1648	380	6'007,420
	DIAL	120	60	60	4'502,760
	PRTL	238	284		
	CSIL	648	576	72	'655,056
	ATLA	78	78		
	BEXA	1296	1296		
	COBA	1648	1472	176	1'722,512
	DIAM	722	1112		
	FUEL	0	0		
	OTHE	0	0		
	REPA	0	0		
	TOTAL	8650	8126	960	18'975,236