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 Starlilfter M2 has a 522 SCU gridded cargo capacity on the cargo bay and is considered to be a large ship.
- The Starlilfter 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].
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 "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 respecitvely 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 commodites 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

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

'We Sell' commodities at following locations:

14 Commodity Terminal(s)		Location	Owner

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	

'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	

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

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)	
	TOTAL	8650	8126	960	18'975,236	