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STAR WARS: THE OLD REPUBLIC GUIDE

BUILDING WEALTH IN SWTOR 101:

How to Make a Ton of Credits Playing Star Wars: The Old Republic



By

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## PREFACE:

Hello everyone, I go by the handle **SWTOR\_VEGA** though most players know me in game as **Vega**. I've been playing SWTOR since BETA but I was never really interested in all aspects of the game, in particular making credits. It wasn't until around June of 2016, that I really wanted to start selling all the items that I had accumulated on many of my characters throughout the years. I quickly went from a few million credits spread across a few characters to over 100 million credits.

I organized an enterprise by establishing my own guild, buying several guild bank tabs, a Flagship and a Stronghold (Prestige), and went to work making my fortune. I was involved in a couple markets but at the peak of 4.0, I was in 16 markets with 20 toons, selling daily. I spent 60-90 minutes each day on a schedule of checking for deals, listing items and picking up successful sales and returned items in between PVP / GSF queues and running heroics.

I kept track of new tips and tricks on different social media sites and noticed that there was a huge interest in making credits. I also looked at a number of videos on YouTube by various players; **SWTOR TV**, **SWTOR CENTRAL**, **SWTORISTA** and others for information on how to make credits. You can make a decent amount of credits each week just by playing the game but I set a goal for myself of reaching the credit cap of 4.2 billion. Eventually, I'll get there but for now, I wanted to consolidate 3 guides I wrote to help other players achieve the success that I did in 4.0 with an updated "all in one" guide for 5.0... For those interested, here are the links to the guides I wrote in 4.0...

- Building wealth 101 <https://redd.it/4vz4sg>
- Building wealth 102 <https://redd.it/4w5p91>
- Building wealth 103 <https://redd.it/5745y1>

I'd also like to thank **/u/SW\_DocSpock**, **/u/Talyesn**, and **/u/Xtrata** on reddit for our discussions on making credits and sharing strategies and tips. As of this guide, I'm sitting on nearly 500 million credits, an additional 900 million in inventory and roughly 30 hypercrates that I purchased for around 450 million credits.

I would ask that if you find this guide helpful, I would greatly appreciate a thank you by utilizing my referral link: <http://www.swtor.com/r/gbbbWv>. I truly hope that you get something out of this guide. You get free stuff and I get free stuff... Thank you and enjoy...

~ VEGA

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## **I. Facts and Assumptions**

### 1) Facts:

- a) This guide isn't the end all be all; There are plenty of other methods to build wealth in SWTOR
- b) GTN prices can vary tremendously on different servers
- c) Strategies that work on one server may not work on another due to populations (i.e. Competition or lack of demand)
- d) Free to Play players are capped at 200k
- e) Preferred players are capped at 350k
- f) Not everyone enjoys playing the GTN. Some may find it boring or uninteresting. However, to maximize profits and wealth you must be willing to utilize the GTN.
- g) The goal of this guide is to help you develop strategies that work to increase your wealth and reach your personal credit goals and objectives

### 2) Assumptions:

- a) You aren't purchasing cartel coins (real money) to supplement your income with maximum purchases of Cartel Hypercrates, packs and other direct sale cartel items (I fully expect you to use your free monthly cartel coins (cc) for subscribing (500c) as well as for the security code (100cc)
- b) You aren't using Credit selling services (ToS violation) to expedite increasing your wealth
- c) You intend to save money and not spend it needlessly

## II. Goals – Have a plan, adapt to change, and sustain your plan until you achieve your objectives

### 1) Comprehensive Approach to achieving your personal objectives:

- a) Goal - First you have to decide what is your goal? 100 million credits, 500 million credits, billions of credits
- b) Time – Time is critical because you have to decide how much time you are going to invest in game to reach your goals. Are you willing to devote 30 minutes a day, an hour a day, a couple hours a week? This is critical step because it will define how long it will likely take you to reach your goal. You must be realistic. Rome wasn't built over night and nor will your fortune be; However, given time, dedication, and some luck, you can achieve your goal



- c) Intermediate Outcome Objectives – Intermediate outcome objectives are those interim results that provide a sense of progress toward reaching your long-term goals. You should make some Intermediate objectives along the way to ensure you are on course to reach your goal. Perhaps, you want to make 120 million credits in a year. Intermediate objectives would be to make 10 million per month (10 million per month x 12 months) so you can reach your goal of 120 million credits by the end of the year. Is this plausible with how much time you have dedicated to reaching your goal? If not, you need to adjust it accordingly.
- d) Risk – Risk factors into the equation once you start getting into the basic and advanced strategies which will require utilizing the GTN to maximize profits and build your wealth. Playing the market is all about risk. The strategy you decide on will be based on the amount of risk you are willing to take. The more risk you take, the more you can be rewarded.

### III. Principles, Terminology and Definitions:

- 1) Supply and Demand: the amount of a commodity, product, or service available and the desire of buyers for it, considered as factors regulating its price. Defiant vented Lightsaber is a prime example. Low supply of the item due to its rarity and a high demand for the item create prices in the 200-300 million range.
- 2) Buy low, sell high – Buy items that you find at low prices and then resell them at a higher price for a profit. It seems very simple but there is a lot more to it. You have to know what an item's normal sell price is and that takes time to gain an understanding of the market.
- 3) Leverage and purchase power – the more credits you have, the easier it is for you to buy up items from the market to either hold or relist and resell at a higher price. It also enables you to be able to make those quick deals on things you find cheap on the GTN (Buy low, sell high). Having credits allows you to enact some strategies such as buying up all of a particular item and then reselling them for a high price (A strategy we will go into detail later)
- 4) Selling power – depending on how much time you dedicate, you will use a minimum of one character or a maximum of 52 characters (server max) to sell your items on the GTN. Each character has a base allowance to sell 50 items on the GTN at a time. You can utilize cartel unlocks to increase this number by 10 for a character or for your entire account. It costs 100 cartel coins to unlock an additional 10 GTN slots per character or 280 cartel coins to unlock an additional 10 GTN slots for your account. The latter means that every toon you ever make will always be able to sell an additional 10 items on the GTN. Each character can sell a maximum of 100 items on the GTN at a time. I recommend maxing this for your account as you get more involved in the GTN. If you can't list the items, you can't sell them and they do not build any wealth in your inventory, cargo hold, or legacy storage. (Granted, sometimes you want to hold on to items for a few months while waiting for the supply to run low on the items and maximize your profit. Another strategy we will talk about later.)
- 5) Opportunity Cost – refers to a benefit that a person could have received, but gave up, to take another course of action. Every action, choice, or decision has an associated opportunity cost. For example, if you purchase one item for 5 million credits on the GTN, you no longer have that 5 million credits to purchase other items on the GTN.
- 6) 6% GTN fee – The GTN charges a flat 6% fee to all transactions on the GTN. This is important to know, especially when pricing your items as well as for strategies that involve buying up other items to resell at a higher price.
- 7) Flipping -- is a term used to describe purchasing a revenue-generating asset and quickly reselling (or "flipping") it for profit. You should already have a good knowledge base of an area or several areas of the GTN. This basically comes down to finding items on the GTN that are undervalued (cheap), buying them quickly and reselling them at a higher price. You can buy these and hold, which you will see usually when items are very active and an undercutting (see definition #10) war has begun, making the items undervalued because the inexperienced GTN player will just want to sell the item. Those that play the market know the real value and can buy up the cheap items to resell at a later date once the undercutting

has stopped or all the undervalued items are no longer available. There are some more advanced strategies that involve undercutting on purpose in order to take control of that portion of the market. The long term flipper is one that uses some risk and speculation. This usually occurs when a new Cartel pack is being release. During the first week, many of the items are undercut so heavily that you can purchase them and hold them for several months and then resell them for a huge profit once the market normalizes again. Another advanced flipping strategy is the following:

*“Buy the gold/platinum items (armor sets/pieces and mounts are the best) you can find for relatively cheap (usually the best time to buy is around when the next pack is about to go live). And then you hoard and wait. In 3-6 months the items will generally double in price, though these days it doesn't quite go that way thanks to the grand chance cubes.”*

- 8) Cornering the market - In finance, to corner the market is to get sufficient control of a particular stock, commodity, or other asset to allow the price to be manipulated. If you have leverage (credits) your ability to do this is increased. You will have to research the various areas of the market to find one that you wish to employ this tactic on. It's not always easy as every area potentially has a multitude of competitors who will undercut you to make a sale for themselves. Here is a great example from a recent post on the topic:

*“For example: let's say there are five unstable arbiter lightsabers on the market for 5mil each, just buy them all and relist for 7.5mil per, or some such. This works best with somewhat rare items, but you can also do it with augments/augmentation kits/adrenals on smaller servers. Another potential target would be companion gifts...”*

- 9) Buying out – the act of buying all or part of a competitors items in an effort to control a segment of the market. In SWTOR, sometimes other players will undercut you so badly, that you can use your leverage and buying power to buy out all of their items and re-list at the normal price.
- 10) Undercutting - offering items at a lower price than (a competitor). Some players can take this to the extreme to the point that everyone loses money. You will see this a lot on hot items. It works well if you are the one looking to purchase an item but for sellers, it can be a pain in the arse. Understand that you will get undercut and there are some advanced strategies on how to deal with the challenge.
- 11) Price Maker - A price maker is a player that can dictate or control the price of an item or market on the GTN because he either controls it in a monopolistic way or he has enough leverage and buying power to facilitate setting prices.
- 12) Credit Conversion – Cartel coins to credits by item is how many players determine the value of an item and what it should be listed for on the GTN in order to determine whether an item is selling below cost, at cost or above expectations. Check out this link:  
<http://www.mmobux.com>

#### IV. Common Mistakes and How to Avoid Them

- 1) **Knowledge and Research** – Knowledge is power. Pick an area of the GTN (i.e. color crystals, armor sets, or dyes) and start learning what sells, what is rare, and how much they are usually listed for. Some bronze items have more value than some silver items. Demand is not set by bronze, silver, gold or platinum, its set by the community of players that show interest in the item. I have bronze items that have sold for far more than gold or platinum rarity items just because the demand was there and there wasn't a supply of the item at the time. As you do more research and your understanding of the market increases, you'll also begin to notice when someone lists an item way under its normal market value and you will have the resources to buy it quickly and re-sell it.
- 2) **Know your market...** Don't cut out the preferred and free to play player-base. What I mean by this is that you have to understand that the credit cap for subscribers (premium players if we are going to use new BW terminology) is unlimited. The credit cap for Preferred is 350k and F2P players is 200k. Way too often, I see players listing multiple groups of items on the GTN for millions of credits. (25 of Item A for 2.5 million credits which is 100k each item) Well, Preferred and F2P can't buy that item so you have effectively cut out a large portion of potential sales. If you listed them individually, you have more potential customers because the preferred and F2P can buy them too. You can't do this with every item, as the value of items can be worth millions but cutting down stacks to make them affordable to Preferred and F2P will generate a lot more sales from my experience.
- 3) **Don't show your hand...** Another mistake I see people do is they list their entire inventory of an item, hoping to sell them all. If you list say 7 of a particular item that costs say 650k, you have basically increased supply without knowing whether there is an increase in demand. Higher supply means prices are likely to go down. Higher demand means prices are likely to go up. Using the supply and demand principles of economics, as a GTN seller, you want to create demand. You can do this buy only listing 1-3 of an item that you have. Now you cannot control what other people are doing and it's smart to check to see how many other same items are listed. If there are too many, it's often better to wait. Or if you know the value of the item because you sell a lot, you can buy out the others and only list 1 -3 of yours creating a false shortage.

**NOTE:** When buying out items, you have to know the break-even point, remember, the GTN fee is 6% so if you buy up items you can actually lose money. I tend to only buy items that are listed for 50% or less of my normal selling price that way I maximize profits.

- 4) **Always check what the competition is selling an item for... SHIFT – LEFT CLICK is your friend.** The default price that the GTN lists your item for may be way below what the item is actually worth. I tend to buy up most items that are listed at default prices because I know that in time, I can sell them for a lot more later on. This usually occurs a lot with new players that are not familiar with the GTN or those that play late at night on the weekends, when sleep deprivation and/or other influences have created a false sense of "good" judgment.

- 5) **Always check your numbers before you sell** – I can't say it enough and I'm sure others will say it too. Count how many zeros you've added before you sell. There are always people looking at the hottest items, and if you miss out a zero and sell something worth 50 million credits for 5 million credits, it's not their fault, it is yours for not paying attention and being careful.

## V. The Basics – Things you must do to maximize wealth building of credits

- 1) Vendor (sell to vendor) all gray and white trash items. You can also have your companion do this for you.
- 2) Vendor blue/green items that you aren't going to use. Some players sell them on the GTN but I have found that we level so quickly that's its faster and easier just to vendor the items. The opportunity cost of listing them on the GTN in hopes of a sale as compared to vendoring them leans heavily towards vendoring. Additionally, Heroics giving you (best in level) blue gear so, it's easier to just vendor all the blue/green BoE (Bind on Equip) gear
- 3) Sell all purple Bind on Equip (BoE) gear on the GTN. Make sure to check prices first. Don't sell blind. Most of the lower level BoE gear sells for the standard price, sometimes you can raise it a bit more. The higher level purple BoE (228) can sell for a lot more than the standard list price the GTN gives you. Always check prices.
- 4) Cut down on your own expenditures – Yes, use credits to enjoy the game and buy the gear you want but also remember you can reduce costs by utilizing gear from in game or even better from heroics while leveling so that you don't spend a fortune on armorings, hilts, mods, and enhancements. The best gear isn't really necessary when leveling and you can get by with gear that is a few levels lower than you are. Your class story quests give credits as well as gear.
- 5) Use your free monthly free cartel coins (cc) effectively – If you haven't signed up for a security key on your phone, you are missing out on 100 free cc each month. If you are a sub, you get an additional 500 cc each month for being a subscriber. What are you using it for? Look for direct sale items from the cartel market or save up for some of the more expensive stuff. Currently (as of update 5.1.2), two of the best credit conversions in game are the Command Boosts which can be purchased for 1200cc and sell for 10-15 million credits or 1.5 to 2 million credits per boost (breaking up the 5 pack) on the GTN. The other is the Grand Dye pack which goes for 150cc. currently, they are selling for around 1 million credits to 1.5 million credits on the GTN. If you decide to open them outright, it's a bit more risky because depending on what you get, you can either lose miserably or make more than the listed price of the unopened Dye Pack. Most of the purple border dyes of bronze and silver sell for 200k to 1 mil credits per dye and gold rarity dyes go for 2-7 million. If you get a platinum you can expect anywhere from 10 million to 40 million credits (40 million for the Black/Black dyes).

1. “Grand Packs” from time to time, Bioware will release Grand packs, such as Gold Armor packs etc.... These are quite rare and can be extremely valuable whether or not you open them or if you sell them outright on the GTN depending on the credit conversion ratios at the time. In the future, expect to see a Grand Companions Pack (has been data mined) and other packs that may give you fair amount of credits for cc.
2. As stated previously, If you are going to get into the GTN markets heavily, I suggest the following: Unlocks for 10 additional GTN slots (max 280 x 5 = 1400 cartel coins to have account wide access to each character of 100 GTN sales.) The reason for this is the more you can list, the more potential profits you have to make. This was one of the first things I did with extra cc.
3. Buy cartel packs – individual packs cost 300cc, 5 packs cost 1500cc and a hypercrate costs 7200cc. Sometimes Bioware has sales and they are cheaper. Though some may want gear now, it’s always best in terms of credit conversion to wait until the packs go on sale for typically 40-50% off. Personally, this is the only way that I will buy hypercrates or packs is when they are on sale. As a strategy, you can buy and hold until later when the items from that pack increase in value, open them and sell the items or sell the individual packs on the GTN. Always be cognizant of the going prices on the GTN before making a decision and use the strategy that will accumulate you the most wealth for your investment.



4. Finally, I save 400cc a month for an advanced strategy I use which is called Server hopping. More on that in the advanced strategies section.

## VI. Chance Cubes: Risky but the possibilities...

In 4.0, chance cubes were the perfect items to make a fortune. They were relatively cheap (200-300k) and the potential for opening them and receiving items that were worth 10-30 times that value was well worth buying them up as soon as they were listed. In 5.0 there is still a market for chance cubes though the prices have gone up to 500-800k (server dependent). The rate at which they drop from hypercrates has also been tweaked, so less of them tend to drop than previously. Selling them outright is an easy way to recoup million credits or if you are up for the risk, you can open them and hope that the item is of greater value than what you paid. In large amounts of chance cubes, 30-40 at a time, this seems to pay off however, if you are only going to open a few or even several, you are likely to lose credits. The choice is always yours to make. Also, remember that with each additional pack that is added to the game, that's a larger field of potential items both that are valuable and those that are somewhat worthless.

## VII. Crafting for credits

In 5.0, crafting has made a comeback due to the grind of CXP and Galactic Command. Crafting for profits takes more effort, energy and time but you can make a steady income of 10 to 20 million each week in crafted sales or even more depending on what route you go and how much attention you put into selling your wares..

- 1) Schematics – Schematics you get for Tier 3 and soon Tier 4 gear will net you millions on the GTN. Those players that got ahead of the power curve and power leveled their Galactic Command to Tier 3 (180-300) were able to get the Tier 3 crafting schematics from PVP and Ops. Being ahead of the market, they were able to list the 240 iLevel hilts, barrels, relics, armorings, mods, and enhancements for a few to several million credits each. I know of 2 players that are billionaires in the first weeks of 5.0 by utilizing this method.
- 2) Augments and Augment Kits – The Top ranking Augments and augment kits sell for a stable price on the various GTNs. Though you can be undercut, players tend to need a lot of augments and augment kits as their gear level increases (especially if they are not utilizing legacy sets to transfer gear between alts).

*"I never 'played the GTN' with these crafted items either, that would take too much time. I just watched the GTN for about a week, looking at the market prices and the item listings for the things I would craft, then decide upon a price. I would list no more than 2 of a given item at a time. I spread the listings out over 3 or 4 toons and kept a supply of the listed items in that toon's inventory so I could quickly replenish if they had sold. I revisited my pricing scheme every 3 months or so. ~ u/hearshm on reddit"*

- 3) Crafted Dyes - Reputation restricted schematic dyes (see XI. Rep Vendors) are a big seller. This is because many of the crafted dyes are heavily undercut making them not worth the time and energy to make.

- 4) Crafting Components / Prefabs / Decos - Sometimes the components sell for a lot less than the finished item. This is also true for prefabs. If this is the case, then these types of sellers will look for cheap components and/or materials to make cheap components that they can make or purchase to acquire the finished product and sell for a larger profit. For example, a universal MK1 item costs 40k on the GTN, however if you use it to purchase a finished item, the finished items sells for say 100k on the GTN. You've just made an instant 60k profit for minimal work. There are a ton more examples but do your research and find your niche.

*"I was making millions buying prefabs that people would list for 100k each which I would then buy a deco from the prefab vendor for 3 prefabs (300k) and sell the deco for 700-900k on the GTN."*

## VIII. Farming Mats for Credits

Farming crafting mats for credits can be a lucrative business for some players.

- 1) Farmers tend to run around in patterns on various planets for crafting materials. They can either sell the crafting materials outright or wait\* until the repeatable crafting weeks in Conquest occur which is once per month.

**\*NOTE:** The reason to wait is that during Conquest weeks that have repeatable crafting conquest objectives, the price for crafting materials on the GTN tends to triple/quadruple the normal market value for the item. This is because certain ranks of crafting materials can be combined together to make components which in turn are used to make war supplies.



- 2) Farmers can also turn these materials into the components and sell those for higher than normal prices as well.
- 3) These type of players have an understanding of the market for the crafting materials that are involved in making War Supplies, especially the crafting materials and will buy up the market when it's cheapest to sell at its highest demand levels.
- 4) Take crew skills such as Slicing, Scavenging, Archaeology, and Bioanalysis to farm nodes while you level. You can sell these crafting materials on the GTN. Prices vary based on grade and rarity of the materials. You can check prices on the GTN and sell accordingly.
- 5) For Grade 8 Mats, Yavin IV has the most nodes. Additionally, you want to send your companions out on crews kill missions to maximize your efforts and get the most crafting materials you can.
- 6) For Grade 9/10 Mats, Zakuul swamp, Zakuul Break town and Darvanis (Chp 13 KOTFE) have plenty of nodes.
- 7) If you are going to farm, I recommend going to PVP status as the areas in question tend to be less crowded. Additionally, you will likely run into "Bots" and have the possibility of killing them for some achievements.

## IX. Galactic Conquest: Join a guild, earn credits...

Did you know that you can make over 2 million credits a week just by playing the game? If not, read on. What is conquest you ask? Check out these guides and video:

DULFY's GUIDE: <http://dulfy.net/2014/08/07/swtor-planetary-conquests-guide/>

TORCOMMUNITY GUIDE: <http://tor-guide.com/conquest/>

SWTORISTA video: <https://www.youtube.com/watch?v=I4YBwyCA3QA>

If you achieve your personal goal in conquest you will immediately receive your personal rewards. They include:



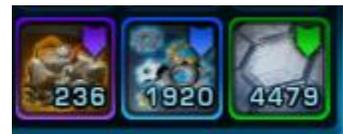
Now, that you've reached your personal goal, if your Guild places in the Top 10 on the leaderboard, every character that achieved their personal goal will also receive guild rewards for the week too. That's a lot of credits at your disposal for just playing the game. I've done the totals below so you can see how much you will make.

Note: The graphic is older and you actually get more rewards in 5.0 see below:

For playing the game and helping your guild you will get the following:

- 63,990 credits right off the bat
- 75k (25k then a 50k certificate) in credit certificates
- 6 utility decos – (20-50k each on the GTN) min 120k once sold on GTN
- 15 green jawa junk - \*75k min once sold on GTN
- 10 blue jawa scraps - \*500k min once sold on GTN
- 10 purple jawa scraps - \*1.5 mil min once sold on GTN
- 4 Strategic Resource Matrix - 600-800k once sold on the GTN

\* Note: I use Jawa scraps to purchase the maintenance and delicacies gifts from the jawa vendors in the Cartel Bazaar of fleet.



GRAND TOTAL: 2,858,990 credits... And trust me, this stuff sells fast on the GTN. I've made a fortune and you can too! And just so you remember, that is 2.8 million for EACH character you participate in CONQUEST with... Over a 52 week period, that is over 145 million credits for playing the game. So my advice, join a guild and help them help you achieve your credit goals.

## **X. Heroics – A simple way to make credits either solo or in a group**

In SWTOR, there are over 70 heroics that can be done throughout the week. How many you can do varies by level but as you are leveling always try and complete the planet heroics before moving on to the next planet.

- 1) You maximize making credits once you hit level 70 but you can still group up at any level with 3 other players to do heroics and the bonus missions.
- 2) SOLO - Doing all 74 heroics takes just a bit over 4 hours or so (Stealth classes can do them faster ) and nets you ~1.6 million credits not including all the vendor trash items (gray, white, green and blue) that can be sold. Expect to make another 200-400k in vendor trash. Additionally, there are ~45 bonus quests that can be completed for the heroics which nets ~650k. Also, if you are between levels 60-65, you will get 2 alliance crates per heroic for a total of 148 crates. Each Alliance crate gives ~3-5k credits, a legacy piece of gear (~4k if vendored) and a companion gift (1k green, 5k blue, 10k purple and if gold 100-200k) Your totals for doing heroics quickly add up.

**NOTE: A quick heroic strategy if solo is to also queue for PVP and GSF as well as remember to have your companions running crew skills. If you get a PVP match, once it's over, you teleport right back to where you left off in the heroic. Now, take into account how much you make SOLO and then read why grouping is an even better deal.**

- 3) GROUP: Group up for heroics to maximize credits. How it works? You get credits for completing the heroic quest. You get additional credits for completing the bonus quest. You also get a credit bonus for each additional group member. Each additional member of your party that completes the bonus missions of the heroics adds 20% to your credit total. So for a group of 4 players doing a heroic with bonuses, that is a 60% increase to your credit total. This can be substantial over a period of time.
- 4) For a list of both Imperial and Republic heroics here are three links:
  - a) REDDIT post <https://redd.it/43vv79>
  - b) Google spreadsheet <https://docs.google.com/spreadsheets/d/1conCP8fjqt-NLjUh8NwdH4DOWU9Uhk7dUTPgW6Ucko/edit#gid=1348242760>
  - c) Google spreadsheet #2: <https://docs.google.com/spreadsheets/d/1T-Hj6bFrHBu6dTFZnRe9R-0u9jB56Ud-DplPnmHiVug/edit#gid=0>

## XI. PVP: Credits for killing enemy players

Some players love it and some players hate it but doing the daily and weekly PVP quests has its benefits in terms of earning credits.

- 1) The initial intro to Warzone and Intro to GSF quest give credits and other items that can be sold on the GTN. (They are BoE)
- 2) Each Warzone or GSF match earns you credits for participating in it. You need 7 matches for the GSF weekly and 20 matches for Warzone weekly. Wins count double.
- 3) Daily Warzone quest rewards – Both Daily quests give you \*17,064 credits for completing them. Additionally, the Daily 4 win quests gives you a chance for a Tier 1 Refined Exotic Istotope which is worth ~100-150k on the GTN if sold or it can be used for crafting.
- 4) The weekly Warzone quest reward gives you 17,064 credits, 2 schematics depending on your Galactic Command Tier and also a chance for a Void Matter Crystal (worth 1 to 1.5 million credits on the GTN, or exotic Istotope (see above)
- 5) Daily GSF quest reward gives you \*14,220 credits
- 6) Weekly GSF quest rewards gives you \*22,182 credits

**\*NOTE: All credit numbers are based on a level 70 character.**



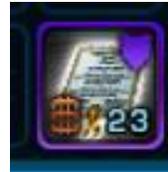
## XII. Rep Vendors – A Hidden Gem of Deals

- 1) For those that have played for a while or even those that haven't but have taken the time to advance rep for various factions, some of these Rep vendors have BoE items that can be sold on the GTN. Though the cost is low for many of the items and since some of these rep vendors can no longer have rep increased for many of the players to obtain these items, these rep sellers can monopolize the market in that area. Something that costs 10k can sell for 100s of thousands of credits specifically because the majority of players cannot obtain the item themselves. Remember, Supply and Demand rule.

### XIII. THE GTN... Mastering the Markets... Tips and Tricks for Success



- 1) Check prices of armor boxes/sets vs the individual pieces. You can often find a supplementary piece for 100k where the helmet from that box sells for 500k. Price matching between armor boxes, sets and individual pieces is an important but most often overlooked way to make credits.
- 2) Cartel Certificates – If you have remaining cartel certificates or decide to take your chances gambling credits for the opportunity, these certificates gain more and more value with certificate only items such as decos.



*“I have been making 3 million from the jawa vendor decorations in recent times though price can fluctuate greatly.”*

- 3) Another tip is to buy new items from the latest hypercrate, 1-2 weeks after release. Usually, prices are their lowest around that time because the market has been flooded. You incur a lot more risk by buying immediately upon risk as some times prices are set too low and other times prices are set to high.
- 4) The best time to buy on the GTN from experience is usually in the mornings and on the weekend. I have found that my best deals have been in the early mornings on Saturdays as well as Monday morning after all the undercutting has gone on throughout the weekend.
- 5) Look for cheap buys in different markets of the area. Usually, cartel items that are sold for under 100k such as mounts, 300k for decos and rare dyes can be flipped for double or triple in profit. Always scan for people listing items at the base GTN price.
- 6) Many players will look for typos and grab up those deals. Way too many people do not follow the principles outlined in this guide and rush to sell items when they are fatigued, heavily intoxicated, and/or rushing to list items before they log for the night. Steals are usually only a quick search away.

*“My best scan I found a Sith Recluse upper armor box for 990 credits. If not you, then someone else will gladly take the item...”*

#### **XIV. Advanced Strategies: When it's time to really get serious...**

Any of the strategies that were discussed throughout this guide can be used by themselves or in conjunction with each other. The more you play the GTN, the more you will likely utilize more than one of these methods or work them into your own advanced strategy. Remember, time and patience will lead to millions of credits. Unless you cheat, or get lucky with that one amazingly rare item, you aren't going to make millions or reach the billionaire mark overnight. There are plenty of other strategies that players use to make credits in SWTOR however, these are just a sampling of the successful ones that I and others have put to use to amass an in game fortune in SWTOR. In this section, I will outline 3 advanced strategies for those that want to make the most of their credit making experience.

- 1) **Referrals:** Have you ever noticed those somewhat pesky players always offering hundreds of thousands or millions of credits to use their referral link? Besides additional game time, one of the benefits of this system Bioware has invented is that it gives the referring player additional cartel coins each month. Some of the more influential players in SWTOR that run their own streaming channels, podcasts, and YouTube channels have amassed a fortune in cartel coins each month. They then take these free coins and use them to purchase in game items for free.

As someone trying to make a lot of credits in the game, why not do the same thing and start getting referrals to help build up your monthly total of cartel coins without using real money in the process? You cannot post your link in game however, you can whisper it once you have an interested player. What you offer is up to you but its well worth the effort because it can lead to great income of CC which in turn can be converted through the cartel market into in game credits. <https://www.swtor.com/info/friends> for more information. Like I've said previously, if this guide has been a help to you, I would appreciate utilizing my own referral link at: <http://www.swtor.com/r/gbbbWv>

- 2) **Building relationships with buyers and other sellers:** How many of you that do sell on the GTN, simply and quickly just collect all your mail without really checking out how much you got or more importantly, what player bought what from you? The best way to find deals and also sell is start to build your clientele. Why reach out to other players? They may be interested in buying more of your inventory and sometimes in bulk. I reach out to repeat buyers to see if they are interested in working out deals that do not include the 6% GTN fee and that are both advantageous to myself as well as to them. Win/Win solutions are the best. Having repeat customers that contact you directly before checking the market is even better. Sometimes all it takes is contacting them through in game mail.

*"I once sold 87 million in companion gifts in 30 minutes by reaching out to a buyer. He bought all of my rank 6 gifts quickly while I was online. I then re-listed more that I had in my inventory and I noticed the same buyer purchased them all too. I contacted him and asked him if he was interested in buying in bulk at a 25% discount. In the end, he bought in 30 minutes, what I would normally sell in a week of listing companion gifts."*

Additionally, this technique can be expanded upon to include people selling rare items on the GTN. Perhaps you are involved in flipping the contents of hypercrates. Would it not be an

even better deal to buy directly from someone who lists a lot of hypercrates as an exclusive buyer at a preferable discount? Another win / win situation because they sell their items and make a profit without having to worry about being undercut or waiting for it to sell on the GTN and you have a steady supply of items that you can then take the time to list for profit. Each player helping the other meet their goals.

- 3) Server Hopping: The final advanced strategy that I will share is called Server hopping. As we stated early in the guide, prices vary on different servers, sometimes drastically, for the same item. Why not use this type of information to your advantage by buying up low priced items on one server and then selling those items for a higher price on another server. This is the basis for this strategy. How involved you get in this is all a matter of how much time you wish to dedicate. The more time and energy you dedicate, the more potential you have for reaping in the benefits in terms of profits. You can start with perhaps two servers and then as your credits expand, move on to others. I currently have characters on each of the North American servers parked at the GTN. They buy up goods at reduced prices on their servers and then I transfer a character to collect up the goods and sell either on other servers were the credit conversion of a 90cc transfer are worth the monetary gain in credits. Most times, due to my limited time, I simply bring everything back to my main server and sell there. You can really get ingenious with this because you are no longer limited by the GTN market on your server but have become “Global” or “Galactic” if you will by moving to other servers and using the same principles outlined throughout this book on multiple servers.

As a final thought, I will leave you with this. Credits are easy to make. Discipline, patience and a lot of knowledge will help grow your credit empire exponentially. It takes time and diligence. Many players miss out because they want quick credits or they can't be bothered because they want to play the game. To each their own, for those interested in building wealth so you can get any item you want at any time and enjoy the game without worrying about what price something is or perhaps you are collector, I hope this guide has been beneficial and has sparked in you the ambitious to reach the credit cap and beyond.