EVE

CYNARA'S GUIDE TO THE GALAXY .....

THE ULTIMATE 0.0 FIELD MANUAL

DON'T PANIC

Anything that happens, happens.
Anything that, in happening, causes
something else to happen, causes
something else to happen.
Anything that, in happening, causes
itself to happen again, happens again
It doesn't necessarily do it in
chronological order, though.

WELCOME TO CYNARA'S GUIDE TO THE GALAXY

This is our story.

It is also the story of a book, a book called Cynara's Guide To The Galaxy— not an Earth book, never published on Earth, and until the terrible catastrophe occurred, never seen or heard of by any Earthman.

Nevertheless, a wholly remarkable book.

In fact it was probably the most remarkable book ever to come out of the great publishing corporations of Jita 4-4 — of which no Earthman had ever heard either.

Not only is it a wholly remarkable book, it is also a highly successful one — more popular than the Celestial Home Care Omnibus, better selling than Fifty More Things to do in Zero Gravity, and more controversial than Oolon Colluphid's trilogy of philosophical blockbusters Where God Went Wrong, Some More of God's Greatest Mistakes and Who is this God Person Anyway?

In many of the more relaxed civilizations on the Outer Ring of the Galaxy, Cynara's Guide has already supplanted the great Encyclopedia Galactica as the standard repository of all knowledge and wisdom, for though it has many omissions and contains much that is apocryphal, or at least wildly inaccurate, it scores over the older, more pedestrian work in two important respects.

First, it is slightly cheaper; and secondly it has the words Don't Panic inscribed in large friendly letters on its cover.

But the story of this terrible, stupid Thursday, the story of its extraordinary consequences, and the story of how these consequences are inextricably intertwined with this remarkable book begins very simply.

Anything that happens, happens.
Anything that, in happening, causes something else to happen, causes something else to happen.
Anything that, in happening, causes itself to happen again, happens again.
It doesn't necessarily do it in chronological order, though.

It begins with Chapter 1: Welcome to 0.0 Space

(Yes, lets get down to serious space pixel stuff!)

SUMMARY

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CHAPTER 1: WELCOME TO 0.0 SPACE!

By reading this manual you properly trying to get a refreshment course or you might be new to 0.0 Space. I can already tell you that 0.0 is way different then Empire space and/or lower security space. You will find that allot of things learned in Empire are not applicable in 0.0 Space. Hence we start with a list of ''golden rules''

- ❖➤ Never, Ever fly a Ship you can't afford to lose!
- ❖➤ Always insure your ship!
- ❖➤ Always update your clone before undocking!
- ❖➤ Always have Intel channels & Local chat open!
- ❖➤ Always join Home Defense Fleets or CTA's!
- ❖➤ Research how to fit a ship, Prevent Fail fittings, ASK!
- ❖➤ Keep fleet {voice} comms clear!
- ❖➤ Have comms downloaded/prepared to join fleets!
- ❖➤ When Isk making in space + red showing up. DONT WAIT, Get to safety!
- ❖➤ Know your space, get bookmarks and know where the jump bridges are!
- ❖➤ During Combat, Align your ship to a point of safety, unless told otherwise!
- ❖➤ Learn how to use Directional Scan!
- ❖➤ Be on comms always when in PvP, Fill leadership positions in Fleet for bonus!

Now, even by following these simple lines, Will most likely mean you will be losing lesser ships. This again will result in you having more spare iskies to buy more / fancy ships. Which in turn will result in more isk making and even less dieing. Safety First!
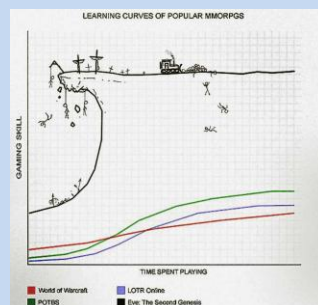
Eve is harsh place, Trust us in that fact

CHAPTER 2: OVERVIEW & SCREEN SETUP

"Space," it says, "is big. Really big. You just won't believe how vastly, hugely, mindbogglingly big it is. I mean, you may think it's a long way down the road to the chemist's, but that's just peanuts to space, listen..." (hence set up your screen proper)

So, you know the basic rules, now how do you set up your screen so that you don't see unwanted information. This part will discuss what you could do to set up you screen proper.

OVERVIEW SETTINGS

it is important to know how to set up your overview in space, not just to make it easier for you to kill targets, but also to minimize lag and to minimize friendly fire. Think of it like this: forever single item you have on your overview, the game is running range, speed, name, ship type, and w/e else you have. Each one of these requires resources to run. So it makes sense that the less of this you have in giant fleets, the faster your grid will load and also the less confusing everything will be. This will just be for fleet fights, once you know how to set up for fleet fights; you can mess with the settings for each of your different situations.

Step one:

fix the types of things you will see in space. For example, if you're in a big fleet fight...do you really want to see asteroids or rats or large collidable objects? Not really. This is all just confusing stuff that makes it hard for you to find targets that are called, toss it. How do you do this? Easy, open up overview settings by clicking on the little white triangle in upper left corner of overview, go to the filter tab which should be default open. Ok, now go to "types" tab inside the filters, turn off all the fluff. Things you need will be all the ship types. I recommend not having shuttles, and those annoying special ships that have no weapons, and not having pods on it. If you have 300 people getting ships popped and switching into pods and having all these "new ships" (pods) showing up on overview, makes more lag.

Also remove wrecks. Just clutters you up. Unless you're a salvager, in which case get out of the fleets please! So basically, keep stations, star gates, ships, and I recommend keeping jump bridges on as well. Also if you know you are going on a POS bash, put control towers on your overview. Think "get rid of fluff" and you will be fine.

Step Two:

get the right people on your overview. Think of this, when you land out of warp, and you're looking for the primary/secondary targets, will you want to have to look through all your friends as well? I know I don't. So, how do you fix this? It's easy! Remember the "types" tab? Well next to that is the "state" tab. It's a list of check boxes. Now, simply turn everything off except for: pilot has bad/terrible standing, and pilot has neutral standing, and pilot is at war with you. This will make it so that only reds, neuts, oranges, and war targets show up on your overview

Step Three:
Ok, now we get to the pretty colors. Just always think that the less you have going on, the more you can do in a big fleet. Less colors, less shiny things, less tags...these all equal less lag! So, I will break this into a couple diff groups. So you guys don't get lost.

1) Color tags. If you're in a fleet, same settings as your "state" tab really. Bad standing, terrible standing, neutral, war dec. POW you're done. And always turn off the low sec status and outlaw. For everything. You're in 0.0 now that stuff doesn't matter. You can also adjust priority. Because each ship gets one tag and that's all. So, obviously friends are most important ya? all friendly things go up at top. next, you want to know who to shoot ya? so, all the people you shoot at go next. reds, oranges, neuts, war targets. Turn off and put all sec status options at bottom!

2)ok now for Background colors, i say turn them all off. you have the color tag...why do you want shiny color fluff in the background blinking about and giving you seizures? but if you feel you have to, apply same rules as color tags. And really!.... turn of low sec status and outlaw!

3) ok, now for the EWAR icons. these i think we all agree are pretty important to see. i say turn them all on. but, if you have some prejudice against knowing who's doing what to you, feel free to turn them off.

4) hate to say it again, but make sure that all overview setting involving low sec status, and outlaw status, are turned OFF! we are in 0.0 now. friends can have low sec status and are not "reds". cant tell you how many times people mess this up and end up shooting friendly pilots.

ok, now that the super complicated stuff is over, one final thing, click to "use small tags" checkbox. really helps not clutter stuff up on your screen.

Step Four:
the columns! yes those things that have the data in your actual overview window. icon is important, so you can see what your warping to. distance is good ,obviously so you know how far away they are and if you can hit them. type is good, so you know what you're looking at by name. velocity is pretty good as well, so you know if they can outrun you and approx how much time you got before you get tackled or what-not.

Step Five:

the tab called "ship". simple, its what you will see if you mouse-over a ship in space. so, pilot name is good, ship type is good, and if you want, alliance ticker can be ok. pretty easy.

So now you know how to setup your overview into a proper way. There are many other forms of doing it, Though this one shall be applicable in day to day life in 0.0 Space.

On the following page you will find a screenshot on how you can setup your screen for day to day life in 0.0. Depending on what part of space you are, you will also need to open the needed Intel channels. I'd place them near your overview on the right.

On the left we got the local window blackened. Here you can see who is in local. On the right you will see your overview. Below got your ship panel for your modules & tank and above it your drone panel. Note that your ship should have drones on board to get it visible. The only thing missing here are the needed Intel channels & in case your in a fleet the watchlist if ordered to use it. This is just a way on how you could set up your windows. As long as you fly comfortable with it, the its ok.

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CHAPTER 3: FLEET SETUP & POSITIONS & COMMS

Now, a lot of the time you will be flying in fleets together with your fellow pilots. Hence you should know how a fleet make up is, how it could/is being used and as well how big it can become.

First Fleet layout by game mechanics:
→ Fleet commander
→ 5 Wings, 1 Wing Commander each
→ Per wing, 5 Squads
→ Per Squad, 1 Squad Commanders & 9 capsuleers {10 Total}

This is what a max fleet can consist off. 256 pilots max due to game mechanics.

The most important factor of a fleet would properly be fleet bonus. In eve you can train Leadership Skills. When your put as a Squad/wing or even fleet commander your bonus skills will flow out to all members below you. The higher your skills are the more bonus you can give and the more people you can give the bonus to. These bonus can be for example more tank, more speed or improvements on any other field of the ships you fly. Check ingame leadership skills for what effect they have.

Now, the above is how game mechanics work, get people into squads, they form a wing and a few wings forms a large fleet. And to say it rough fleet/wing/squad commanders give bonus to their lower ranked members. If they have the skill that is. If you are not aware of this, just join as a member, there are enough pilots to take over the role that do know.

In a fleet you will find a few persons that will lead or provide information for & about the fleet. The main person in any fleet is the Fleet Commander or short FC. When talking to this person saying ''Fc. {talk} etc'' will be enough. You would not need to know the player name. This person is in charge of what your fleet is going to do, and he communicates with other fleet commanders of different fleets. It is important to listen clearly, Since in a combat

situation he will not care about your personal problems. He has to do his best to get the job done without losing to many people.

Note, Allot of fc's forget to call for a back-up fc before a fight, If you have the feeling that there is no back-up fc in case the main gets killed/dc. Feel free to report this. So that the Fc is aware of this.

Then, the second most important persons would be his scouts, they form his eyes & ears of the fleet. The Fc will rely on their information and what they can tell about his surroundings. These people should be knowing how to scout and how to relay information to the fc. Depending on the Fc he will ask for certain information. However if you type down the following you should be near good always. {System, that you are present in} & [Hostiles/ neuts, check local window and estimate} & [Hostile & neut ship types, Probes or directional Scanner will help here}

Note, Advised ships to scout in
→ T3 cruiser with interdictor nullifier & Covert ops cloak
→ Any ship besides black ops that can use a Covert ops cloak
→ Fast ships like interceptors
basically a ship that can survive even when hitting a gate camp, or can keep eyes on hostiles while not getting into danger. It is useful this ship is also fitted with combat probes and able to tackle players that it scouts down.

So, now we know how big a fleet can be, Who would be in charge and who reports to who. Depending on the Fc you will bring the ship he has called for. Then you simply follow orders.

Which brings us to the last point of this chapter. Fleet Comms or better known as Combat Comms. An Fc is likely to talk on several channels at once. For example. Me Cynara, Got the following channels open during a PvP Roam

→Ingame Channel Fc Channel
→Ingame channel Fleet window
→Ventrilo/Ts Talk channel

→Ventrilo/Ts CC channel {sort of a tactical channel for fc's}

→Prolly about a dozen other intel/chat/convo/logi/scout/nc/hc channels.

This are the 4-8 basic channels Where i have to tend to during any combat ops that I Fc. As you see I will have to listen to two different comms, so I hear my scouts and other fc talking at the same time and also have to read a minimum of 2 channels. The point of this example is. What do you think will happen if 2-5 or more people start talking as well. Making questions like where we are, or comments ''omg i am dieing''? Yes, the Fc might lose information and so do the other members.

Summary Fleet comms = DO NOT TALK EVER, Unless your the Fc or a designated person that is allowed to talk. This is solo for the reason that the Fc can hear what's going on. And that Fleet members can hear whats going on and what to do. Really nobody cares that you are in armor or structure or got killed. Die in silence. If you start talking more will follow in your footsteps. Trust the Fc, a good fc knows what's going on.

Nobody is interested in you getting killed in a large fleet. Nobody will even cry or have pity. It sounds harsh, but at the point we start doing taking notice, we will lose many more ships.

So, Point is, keep comms clear during fights. Know who the scouts & fc's are, And listen to the Fc.

A subsection of this is naturally fleet standard phrase's. What to do at what command you hear. Here is a list of commands you could hear in a fight/roam/hd/cta.

→ Hold Position = Simple, Don't freaking move or warp anywhere

→> Align To X = X being object like planet/gate. Right click on object in space or overview and select align. NOT WARP!

→ Warp To X = X being object like planet/gate. Warp to this at 0 meter

→ Warp To X at optimal or Z Range = X being object like planet/gate and Z being your optimal shooting range or stated range by FC

→ Bubble Green = Launch interdictor bubble's

→ Bubble Red = Deactivate interdictor bubble's

→ Primary Target = Current target to shoot at

→ Secondary Target = Next target to shoot at, once primary is dead

The picture here on the left is here just to give you a little idea on how many ships and variations there are in eve. The picture itself is relatively old, So the newer ships are missing. The largest ones you see are called Titans, Each race has its own they vary around 14-15km long where the smallest ships in eve are shuttles & Frigates who barely break 100m

From top to bottom we have the Caldari, Amarr, Minmatar & Gallente ship types.

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CHAPTER 4: FLEET FINDER

In eve there are many fleets you could join, one more important then the other. You already now that you should be on voice comms and you now also know how to behave on the comms. Now the section on how to join a certain fleet.

In a lot of cases you will see links of fleets in alliance/corp which you can simply press on and press yes to enter it. Join comms ask where they are and join up. However sometimes you want to create your own fleet or join one that is not linked in before mentioned channels. Hence we have Fleet Finder or just short FF.

When you press get fleets you will see all the fleets you are able to join. Right click on them and press join.

If you go to my advert you can create your own fleets.

Here you can create the fleet and once you created you can edit your advert or remove it. This will make sure that your fleet appears in the fleet finder so people can join it.

You can also see who is the fleet boss, how old the fleet is so far and member count.

You can edit a fleet based on corp members only, fleet members only and the most important one based on standings. You can also choose to hide the options. Just check it out. A lot is pretty easy to follow.

Oh, and once you do create ur fleet, on the left you see the settings panel. Try it out, its pretty easy as well.

CHAPTER 5: FLEET TACTICS

While your in a fleet you might encounter certain tactics. This chapter will give you an overview of what kind of tactics you may encounter.

ORGANIZATIONAL TACTICS

Blob Tactics

Blob Tactics consist of the direct route. That is simply overwhelming your opponents with numbers in a single wave. Blob tactics often do little else.

Blob tactics are similar to both Swarm Tactics and Zerg Tactics. The Blob does not require the organization of Swarm tactics, and does not emphasize the replacability of Zerg tactics.

Swarm Tactics

Swarm Tactics, is a tactic where numbers are used to overwhelm an enemy. Often times far more organized then simple Blob Tactics, or even better equipped then Zerg tactics.

Swarm tactics are often used against forces whose individual units are more powerful, counting on training and discipline to enhance the force's effectiveness. The greater numbers allow the force to absorb losses with less reduction in ability than would be the case with fewer, more powerful units.

Turtling Tactics

Turtling is the continuous reinforcement of a military until it has reached its full strength, then an attack with the now superior force.

Turtling Tactics should not be confused with Spider Tanking Tactics.

Wolfpack Tactics
Wolfpack Tactics, is a tactic of small gang warfare. A usual Wolfpack numbers between 5 to 15 members, piloting Frigates or Destroyers.

Unlike Blob, Swarm, and Zerg tactics it is intended to utilize a small, highly organized (and inexpensive) pack, tasked with hunting down and destroying lone targets of opportunity.

Often times these targets are far more valuable than each ship in the Wolfpack. Common targets include expensive mining ships and lone Battleships.

Wolfpack Tactics take a good amount of teamwork and planning to become effective. The composition of roles varies according to the abilities of the pilots and the needs of the Wolfpack Leader. Commonly used Wolfpack roles are scouts, drone killers, damage dealers, tacklers, and electronic warfare specialists. Pilots often equip their ships to overlap a number of the above roles, so that the loss of a few ships doesn't cripple the Wolfpack's damage dealing, EW, or tackling ability.

Outrider Tactics
Outrider Tactics, or Outrider harassment Squad Tactics, or a baited Van Guard Tactics.

Outrider tactics are similar to Wolfpack Tactics, but in a more advanced form and come attached to a larger fleet. As well as using more advanced ships, such as fast, nimble with high damage AFs, HACs, Cruisers, etc. The size to the outrider squad will usually be in the 5 to 10 range, numbers are relative to the size of the enemy fleet, however always smaller than the enemy fleet in essence to act as bait. Think of it as an advanced bait tactic or a mobile bait if you will. However the bait in this case has teeth, claws, and armored skin. By using a squad to confuse and seperate the confrontation can be done on your terms thus maximizing force. Most FCs already do this instinctively by using interceptors in packs while they double as scouts.

The Outrider fleet (group a) often works well in conjunction with a larger fleet (group b) using Blob tactics. By luring in an opponent fleet (group c) which may also be using blob tactics yet decide to avoid the main feet (group b).

If a large opponent fleet (group c) refuses to engage your large fleet (group b), because perhaps they perceive your fleet in some way to be superior, outrider tactics might be a good idea to employ.

The outrider fleet (group a) focuses on harassment of the opponent fleet (group c) by attacking their weaker members, who might be separated from the group. There by gaining attention from the opponent FC (group c), who's often response is to attempt to attack and to overwhelm the outrider fleet (group a). The Objective is to overload the enemy FC with calls for help and intel so that he makes a mistake and opens himself up for the main gang to attack.

However in doing so the F.C. of (group c) has now inadvertently changed their stance from attackers (Offensive) to the attacked (Defensive). As now the main fleet (group b) jumps into the system and right on top of and into the fight vs. the opponent fleet (group c) thereby crushing them. The enemy receives a nice and rude surprise.

Zerg Tactics
Zerg Tactics, are the use of many low-cost and weak units to overwhelm an enemy. Losses are considered irrelevant, and where possible, a steady replacements are secured to sustain the offensive.

The emphasis on easily replaceable losses define the primary difference between Zerg Tactics, and Blob or Swarm tactics.

OFFENSIVE TACTICS
Offensive Tactics, where attackers are generally considered to have high degrees of initiative. They can determine when and where forces clash.

Alpha Rush Tactics
Alpha Rush Tactics, is a tactic where your team and you head directly toward the enemy position as quickly as possible. And killing them by pure first hard dps or short alpha strike.

Ambush Tactics

Ambush Tactics, is a long established military tactic in which an ambushing force uses concealment to attack an enemy that passes its position.

An ambush may consist of having a military group 'logged off' and waiting for the call to 'log on' once the enemy has been identified as in the target zone. (The advantage of this over cloaking is the attackers do not appear on local chat and also do not need to use up a high slot, however they do require high team coordination)

Also while a cloaked ship, employing a Cloaking device can ambush another ship, the game is balanced to limit this. The sensor recalibration time limits the speed of the ambush. While Covert Ops and Black Ops ships do not have the sensor recalibration time, they are not very powerful. They can be used to warp scramble the targets until the rest of group can recalibrate their sensors, assuming they can tank long enough.

Camp Busting Tactics
Camp Busting Tactics, is a tactic where the objective is to break an enemy hold on a gate. Through the use of various Counter-Attack tactics.

Feint Tactics
Feint Tactics, are a deception tactic to make you opponent believe you are doing something when in reality your objective is something else.

Turtling Tactics
Another tactic is to turtle all your units together and gather strength. And continue to do so until your group is larger then the enemy fleet, then attack up.

Blob Tactics
Simply to out blob the enemy camp. This tactic is rather straight forward is the most common used and is the most expected.

Distraction Tactics
There are many different types of distractions. The most effective is to hit the enemy where it hurts. If the enemy is camping a gate, and you are aware of a POS nearby that they own, send a small gang there to attack it. The goal isn't to destroy the POS, rather to make the enemy believe you are trying to. So that their gate camping gang moves to defend the POS. Thereby allowing you to take over the gate they where once camping. Once you have taken over the gate, you can call off your distraction gang.

Sniper Tactics
Maneuvering around the blockade entering from a different system, and then positioning yourself out of range of their weapons while placing them in range of your weapons.

Alternate Route
Making the camp vs. you completely wasted as you simply maneuver around the blockade.

Concentrating firepower Tactics
Concentration of firepower tactics, allows a military force to overwhelm and destroy single targets in mere moments. Thus shifting the favor to the attacker, as the target now has 1 less member, meaning a weaker counter-attack ability.

In Eve online, due to the way the targeting works. The ability to 'call out' an individual target, allows a commander to call a single target and concentrate fire. This is often referred to as "Calling a Primary" [target]

Where as in a real war, a commander would not be able to call out a single target based on the targets base name of John Doe. Rather they would have to call out to attack in a certain direction, or target a certain group. Targeting a single target would have to be based on direction, distance, coordinate or type of target it might be.

Yet, if the target happens to be a truck, and there happens to be dozens of trucks at said coordinates, this might be difficult to pick a specific one. Eve online solves this issue by allowing you to target something not based on the type of target it is, but rather by the pod pilots name, which could be sorted alphabetically and called out fire at 'John Doe'

This effect lacks realism and has the secondary effect of creating battles of focused fire where it is the main oftentimes only method used in battle, thus placing eve fleet battles in favor of this style of war fair.

Fighter Bombing Tactics
Fighter Bombing Tactics, is considered an Offensive tactic where a Carrier assigns 1 to 5 fighter drones to a friendly ship.

This tactic uses carriers that remain at a safe location, usually a POS. They deploy and assign fighter to light, fast ships usually frigate class, these ships dive into enemy fleet targeting and attacking and then take range while fighter drones engage target fleet.

The amount of fighter drones that can be assigned to a friendly ship is based on that friendly pilot's drones skill. The Carrier is never in danger and damage is applied fast due to low lock times, assuming the carrier is in a safe location. Another limitation to this tactic is the carrier must be online and in the same system.

This can be used against pos modules as well to great effect, without risking the carrier directly.

Targeting range of the small ships is biggest hurdle.

Gate Camping Tactics (Offensive)
Gate Camping Tactics is the act of holding a stargate entrance to system and denying the enemy the ability to safely enter.

In EVE Online, all star gates act as artificial pinch points.

Camping a gate most often associated with pirate activities in low security space, as they attempt to catch players entering low security from high security space, utterly crushing them and taking their expensive loot. The downside to a pirates life is, the more effective they are at wiping out their targets the less often good targets appear.

Camping a gate can also be to keep an enemy from leaving a closed constellation, or blockading them from receiving new supplies, or from exporting / selling mined materials.

Your forces could, if strong enough, be split into two groups: one to camp the exit gate in a closed system, and another force to go inside and flush the enemy out. The enemy would then be either lured or herded into the first force's position.

Another downside to camping a gate is the hours of utter boredom for only a few moment of action. There is often little to no actual challenge in the fight.

Guerrilla Warfare Tactics

Guerrilla Warfare Tactics, is the unconventional warfare and combat with which a small group of combatants use mobile tactics (ambushes, raids, etc.) to combat a larger and less mobile formal navy. The guerrillas use ambush's and mobility (advantage and surprise) in attacking vulnerable targets.

Guerrilla warfare is similar to hit and run tactics but more focus is on staying power and camouflage. Instead of leaving an area the group engaging in Guerrilla Warfare blends in, perhaps using cloaking or staying behind a POS shield or simply being logged off in the area, and on with their neutral alt searching for easy prey for them. All while being just out of reach of the enemy's defenses.

Hit and Run Tactics

Hit and Run tactics, where the purpose of the combat involved is not to seize control of territory, but to inflict damage on a target and immediately exit the area to avoid the enemy's defense and/or retaliation.

Hit and Run tactics are most effective versus weak targets, such as small to medium ships, including ships engaged in industrial operations such as mining ships. They are also strong in areas where the defenders are slow to react, or where morale is broken.

These tactics are focused on speed and surprise. Their weakness is staying power, unable to hold against heavy attackers.

They focus on search and destroy of small to medium targets and use evasive tactics versus experienced pilots and heavy defenders.

This tactic is a great first step before sending in a full fleet to attack an area of enemy space. This also gives a good impression of enemy reaction times, defensive size and active time zones they use. Allowing you to make a better judgment of how effective your full fleet would be if they assaulted.

Hot Dropping Tactics

Hot Dropping Tactics are offensive tactics. It is the act of dropping a Cynosural field into an enemy fleet, where upon your Capital ship fleet cyno jumps on top of. If timed and positioned properly it can decimate an enemy fleet in mere moments.

They have shifted from being something done to decide the fate of a war to becoming a blood sport that major alliances play with each other, with dozens of capital wrecks littering the battlefield after such engagements. Factional Warfare even sees regular use of Carriers and Dreadnaughts.

With the current number of active capital ships on Tranquility, they can no longer be looked upon as tools of the elite. This evolution of warfare has made it apparent that capital engagements are not some random occurrence anymore but simply another level of combat in EVE.

Ibis wave attack Tactics

Ibis wave attack Tactics, is a tactic where Ibis's are used to attack in cheap continuous waves, most notably used as Tacklers. Often fitted with Stasis Webifier's or Warp jammer's. Some of the advantages of this tactic are the small or short skill training time to acquire, allowing massive numbers of noob players to participate in wars under a specific yet very important role.

While this can be considered a variant on Zerg tactics, the emphasis is on including participants who would otherwise be excluded due to low character skill.

Kiting Tactics

Kiting Tactics, is a tactic where you string out your opponents like a kite string. Mainly used for missing running, it can be used in PVP although will mostly NOT succeed. Kiting tactic is where, you move away from your targets rather than toward them. It works best with long range weapons like missles and a fast ship. However, even with a slow ship, it has advantages. By moving in one direction your opponents tend to follow in a straight line and are easier to hit. You pick a target like a warp gate or a station that is very far away and move towards it. Once you have killed everything, you turn around and your salvage targets are lined up in a chain.

Log off Tactics, (Offensive)

Log off Tactics, although these tactics are commonly associated with cowardice, they can be used in the opposite method with the goal and objective of a surprise offensive or ambush.

Offensive Spread Tactics

It is where you and your fleet approach a target in a spread formation in order to avoid area of effect weapons, such as bombs, ECM bursts, smart bombs, Etc. While still working as a single group, toward the target objective.

Pressure Tactics

Pressure Tactics Pressure tactics are in actuality a strategy, or known as Pressure strategy.

Probing Tactics
Probing Tactics or probing is an offensive tactic that uses a Scan Probe Launcher and scan probes. The goal of using Probing is to hunt down an enemy target that is inside the same solar system.

Pros:

It can be a great surprise attack tool.

This type of attack is most effective vs. weakly tanked units such as snipers. As using the probing tactic will allow you to warp in on top of your target whom most often will have a weak tank. It will also allow you to warp in at your own optimal range, of your choosing. If you are able to get a cloaked scout to warp in first while still under the protective cloaking effect. You can basicly get the advantage of knowning the type of weapons your enemy has and reacting accordingly.

Cons:

You can waste time probing for AFK cloaked targets.

You can warp in on top of an oppnet that is ready for you, or has a superior setup than you expect.

You can warp into what you believe is to your advantage only to find out it was an ambush or that Ambush Tactis used against you.

Raiding Tactics
Raiding Tactics, or Raid tactics, are typically small fast moving groups of players that wreak havoc on an enemies supplies and cause confusion, paranoia, and general disruption. Raids have two very good uses, one they're a good way to train corp members in a relatively safe way. And two, they really screw with an enemies' head

Sniper Tactic
A firefight between snipers at 200km+ ranges

Sniper Tactics, are offensive Tactics.

Sniper Tactics is the act of focusing on attacking an enemy from as far away as possible. As the farther away you are from an enemy the less likely they can return fire, allowing you free reign to continue attacking.

DEFENSIVE TACTICS

Defensive Tactics, a defensive tactic is usually reactive. It tries to anticipate the offensive agent's intentions and respond in a manner that denies him success. A defensive strategy however might still entail "attacking" or "counter-attacking."

The downside to being the defender
Your enemy is often the one whom chooses the time and the place for the battle.
You are attempting to anticipate an attacker whom you often know little to noting about.
Your enemy will have the advantage of being able to bring in all necessary equipment ahead of time.
You might not have the necessary manpower or equipment to defend yourself.
Failure from the defender potentially means loss of territory.
Failure from the attacker means they can simply try again.

Counter-Attack Tactics
Counter-Attack Tactics, is a military tactic used by defending forces when under attack by an enemy force. During their assault, the attackers may have become vulnerable through exhaustion, complacency, or placing themselves in unfavorable conditions. At the right moment, the defenders aggressively charge out of their fortifications, meeting and stunning their attackers directly, and gain the initiative. This can break a siege or change the tide of a battle. However, if the wrong moment is chosen, or a counterattack is poorly executed, a military disaster could result for the defending side, since the defenders are no longer protected by their fortifications.

Counter Strike Tactics
Counter Strike tactics, is the various tactics used by small, out numbered armies to retake lost ground and defeat the enemy.

Defensive Spread Tactics
Defensive spread Tactics, is a tactic that while assaulting it moves in a defensive formation. There are many types of potential Defensive formations. For example say you have 2 snipers, instead of moving in on the target together as a single unit. They come in from 2 different separate directions. Any attack upon 1 is NOT an attack upon both.

Elastic Defense Tactic
Elastic Defense tactic, is a military tactic seeks to delay rather than prevent the advance of an attacker, buying time and causing additional casualties by yielding space. Rather than defeating an attacker with a single, strong defensive line, defense in depth relies on the tendency of an attack to lose momentum over a period of time or as it covers a larger area. A defender can thus yield lightly-defended territory in an effort to stress an attacker's logistics or spread out a numerically superior attacking force. Once an attacker has lost momentum or is forced to spread out to pacify a large area, aggressive counter-attacks can be mounted on the attacker's weak points, causing attrition and hopefully driving the attacker back.

Evasive Tactics
Evasive Tactics, involves refusing to allow the enemy to attack you. Such practices can be beneficial to the defender, in that they are not unnecessarily exposing assets to an enemy force. While still allowing the defender to operate in hostile territory.

This has several effects. Frustrating the enemy into acting without thinking, seeking a quick victory at the expense of heavy losses. They may become frustrated to the point of resorting to name calling or trash talking. In a vain attempt to get the defender to change tactics or slip up.

Evasive tactics during a battle maybe as simple as warping out as soon as the you are fired upon. Forcing the enemy to choose to either pursue you or pick another target. The frustration may come from you repeating returning to the battle.

This is similar to guerrilla warfare tactics.

Gate Camping Tactics (Defensive)
A common overwhelming gate camp, entrance from high sec into low sec

Gate Camping Tactics is the act of holding a stargate entrance to system and denying the enemy the ability to safely enter.

In eve online, all star gates act as artificial pinch points.

From a defensive standpoint, camping star gates as pinch points to protect claimed space is a good way to keep your industry protected from raiders. This is also an easy way to protect vast constellations of space by protecting the only pinch point or jump gate entering said space. Allowing your corporation, alliance or gang to roam freely inside reaping the rewards within unhindered.

Log off Tactics (Defensive)
Log off Tactics, these tactics are commonly associated with cowardice. As the goal of this tactic in a defensive point of view is to simply deny your enemy the gratification of a kill, preservation of equipment, or survival. Via "logging-off" the moment the target realizes they are about to be overwhelmed by sheer numbers or firepower. In such a manner as to do it before they are hit at all by the enemy thus evading the PvP log off delay timer.

Note: Many attackers are upset over this ability, as their target has escaped. However there is no concrete way to tell if a player has intentionally pulled the plug or if they where simply disconnected or lost connection to the game at that particular moment. The internet is inherently not 100% reliable. However this will not stop an attacker from automatically assuming the target has intentionally logged off.

Maintaining reconnaissance Tactics

Maintaining reconnaissance Tactics, is a tactic where you keep an eye on your enemy. To see where they are amassing fleets, how large? what units? etc This will increase your chances at being able to effectively counter en enemies assault.

Mass Defense Tactics

Mass Defense tactics, is a tactic where all available resources are used toward the defense of assets, such as territory.

Stalling Tactics

Stalling Tactics, are tactics in terms of defense in which a defender's objective is not to defeat the enemy but rather to keep them busy as long as possible. The defender may intentionally take controlled losses in order to meet this objective.

Stalling, refers to obstructing the flow of play, in the hopes of maintaining or controlling the flow of play to the advantage of the defender.

Stalling cannot generally be pursued in games without a time limit. This time limit in eve could be how long it will take before reinforcements arrive or until less replaceable assets can be moved out of harms way.

Stay Home Tactics

Stay Home Tactics, is a tactic where the military is not actively seeking the enemy on any level, not offensively, nor defensively.

Doing nothing is an action.

This may seem like a silly tactic but it is a real tactic, some situations call for action, sometimes that action is nothing at all, and is the best course of action in relation to whats going on.

Scorched earth Tactics

Scorched earth Tactics, is a military tactic which involves destroying anything that might be useful to the enemy while advancing through or withdrawing from an area.

DON'T PANIC

CYNARA'S GUIDE TO THE GALAXY

CHAPTER 6: INTRODUCTION TO PROBING

So, now you know the real basics. Time to earn some Iskies to get that shiny gunboat you want!

"Probing" is the method by which a player finds hidden cosmic bodies containing immeasurable riches, including complexes, anomalies, and other players in space. There are three types of probing, ranked in order of difficulty: Anomaly, Signature, and Combat.

ANOMALIES

Anomalies contain NPC pirates ranging from exceedingly weak, to exceedingly powerful. You need only find an anomaly in space and warp to it and you will begin fighting wave upon wave of treacherous pirate scum! The bounties and salvage add up to a considerable bounty, greater than that of a level 4 mission by as much as 100% in the most considerable anomalies. I have ranked the anomaly types by difficulty below:

→Sanctum (Hardest → $$)
→Haven
→Hub
→Port
→Rally Point
→Yard
→Den
→Refuge
→Hideaway
→Burrow (Weakest → try some level 4 missions)

ID	Scan Group	Group	Type
XZS-502	Cosmic Anomaly	Unknown	Guristas Yard
YKM-070	Cosmic Anomaly	Unknown	Guristas Yard
MID-171	Cosmic Anomaly	Unknown	Guristas Sanctum
BWY-270	Cosmic Anomaly	Unknown	Guristas Sanctum
FON-021	Cosmic Anomaly	Unknown	Guristas Rally Point
KFM-137	Cosmic Anomaly	Unknown	Guristas Port
RPN-559	Cosmic Anomaly	Unknown	Guristas Hub
KUN-261	Cosmic Anomaly	Unknown	Guristas Hidden Rally Point
TEF-474	Cosmic Anomaly	Unknown	Guristas Haven
CIQ-124	Cosmic Anomaly	Unknown	Guristas Forlorn Rally Point

Anomaly probing is the easiest, and can be done without any modules or skills. You need simply activate your directional scanner and select the "system scanner" function, then merely select "analyze". This will reveal the anomalies within 4AU of the celestial body you are presently located at. What that means however is that if you want to find anomalies with the directional scanner you will need to be located at a planet or other celestial, and that you will need to go to every planet in the system to get an accurate picture of what anomalies a system contains. Thanks to the "DOMINION" changes, anomalies will respawn within a few moments of being completed, meaning you can continually do the same anomaly over and over. Thus, if you have a well optimized ship you can potentially do Sanctums over and over and make quite a lot of money, assuming you can find the next sanctum quickly. (Tip: You can find anomalies in a single analyze cycle with probes at any range increment, so if you get full coverage of a system with probes and hit analyze you will see all anomalies at once)

SIGNATURES

Cosmic Signatures contain a wide array of possible contents, and are far more demanding than anomalies. For starters, you need specialized equipment and skills to attempt to find them in the first place; namely a probe launcher and the "astrometrics" skill suite (Astrometrics, Astrometric Acquisition, Astrometric Pinpointing, and Astrometric Rangefinding). The a signature is found is the mathematical formula governing the relationship between the "strength" of your probes, and the size of the signature. The smaller a signature the harder it is to probe, and the more valuable it's contents.

To begin searching for a Cosmic Signature you will need a Core Probe Launcher or an Expanded Probe Launcher fitted to your ship, and Core probes loaded. The first step towards finding a signature is launching probes and getting full system coverage with your probes. The way you do this is by opening your map (F10) and choosing "system map", opening your directional scanner, going to the system scanner, and launching several probes, and setting them to it's maximum range (in the case of core probes, 32AU). Then you drag the probes using the arrow indicators until they have successfully covered the system entirely.

Once you have full coverage the fun begins, on your system scanner create a scan result filter that contains only cosmic signatures, then hit "analyze". You should see several red dots and/or circles/spheres filling your screen, these red marks indicate the locations of cosmic signatures. If you analyze your probes, with full system coverage, and detect no red indicators then that means the system is empty and you need to move on to the next location to continue your search. When you do find something the process for getting the signature to "100%" and thus warpable is as follows:

0: Find a system that has signature(s) by doing a full probe cover analysis

1: Choose a signature

2: Place four probes in a + formation around the signature, at 16AU, making sure that your probes are all level on the same plane as the signature.

3: Analyze, and after each analysis reduce your probe range by one increment (ie 16AU -> 8AU -> 4AU etc), at the same time move your probes closer each time (you want the outer edge of each probes circle to overlap the signature. Eventually the site will turn green and you can warp to it and enjoy your signature!

3A: Sometimes you will wind up either being unable to get beyond a certain percentage (Ie. 99.9% with your four probes on the tightest pattern and right next to the site) or wind up with a red circle/sphere. When you encounter either of these eventualities you will need to go UP one range increment (1AU -> 2AU) and place the two additional probes directly above and below the site then continue analyzing. Be sure you are fully enveloping the red sphere/circle, or the red mark indicating the site with all your probes before each analyzation.

Now that you know how to find the signatures, let's examine what each type contains. There are five types of signatures, and I will provide a brief overview below.

Lada - This is a gas harvesting site, which contains a cloud of gas that can be mined and turned into drugs at a POS or sold raw on the market. It requires special gas harvester modules and the applicable skills.

Radar - This is a hacking site which contains several NPC pirates and a series of locked containers that contain valubles. you must unlock them with the code breaker module.

Gravimetric - This is a hidden mining location, loaded with valuable asteroids. You will need a ship fit with mining lasers to recover the ore as it is just like an asteroid belt. Arkonor, Bistot, and Crokite are the most valuble of the asteroid types.

Magnemetric - This site contains either wrecks for you to salvage, or artifacts for you to analyze. You will have to warp in and find out, and then either fit with salvagers for wrecks or an analyzer module for the archaeological artifacts.

Unknown - This is the best kind of site, and it will turn out to either be an unstable wormhole, or a tremendously valuable combat complex. The combat complexes are rated on a DED difficulty scale of 1/10. 10/10 is very difficult and requires a team working together. 6/10 is the hardest that can be comfortably done solo.

If you find a DED site, a message like this can appear
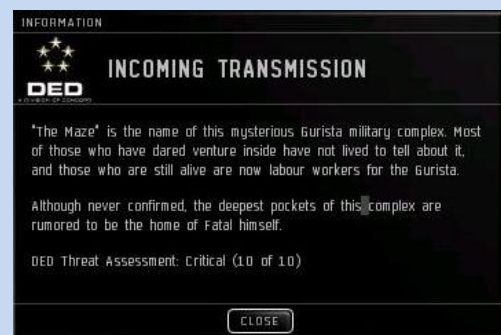
CHAPTER 7: WORMHOLES

Wormholes – Voyaging into the Unknown.

→Introduction
→Types of Wormholes
→Local Chat
→Sleepers
→Special Effects of Wormhole Systems
→What does this mean for you?
→What does this mean for the Sleepers?
→Wormhole detailed information

Gate of new Eden, The First WH

INTRODUCTION

For those of you that don't know me, I'm Tinak Genry. I've been a member of RAGE Alliance and its predecessor alliances on and off since I started exploring the universe. While many other Pod pilots have written self-help guides to wormholes, a lot of times these can be far too long and filled with far too much pomposity to really be useful…oh, I'm doing that too? Ok, I'll start with the basics then.

TYPES OF WORMHOLES

There are four types of wormholes that you will come across in any portion of the EVE Cluster. These all appear as Unknown Wormholes in your scanner once you have them locked down, so don't panic if you think your only finding one type. Warp to the wormhole and get some info about it, you'll quickly figure out what I'm about to tell you.

High Security Wormholes. These are wormholes that lead to high security space. This means there is CONCORD consequences to be had. So if you want to jump through this wormhole make sure your security status is good enough to handle possibly coming out in a 1.0 rated solar system. These wormholes are also **very** useful to your alliance mates. They can be used to get material back to Empire quickly and efficiently without having to use a Jump Freighter or a Carrier. Tell RAGE about what 0.0 system you found it in and what High Sec system it goes to.

**Tip from Tinak, the Combat Carebear: If RAGE is at war with another corporation or alliance, don't automatically assume that you will be safe in high sec, because just like any other war, you aren't. If you are on your own and want to get material back to Empire through one of these wormholes, keep your ship small and agile. And even then just drop the stuff off at the closest station and take care of it there. No need to play your hand that there is a wormhole out to our space, is there?

Low Security Wormholes. These are wormholes that lead to the pirate infested wastelands that we refer to low-security space. These wormholes are almost as useful to RAGE members as the high sec ones. Please inform everyone the same information as above. But be careful, its lawless in those low sec areas, and sometimes there are hostile ships waiting on the other side for an unsuspecting 0.0 pilot to go through. Keep your eyes open and if you are going to use it to transport good through, get a scout to help you.

**Tip from Tinak, the Combat Carebear: I used to live in low-sec space when I was in a mercenary corporation. I loved sitting on wormholes and waiting for an unsuspecting pilot to come through. Keep your ship small and fit some warp stabilization modules on it so even if you get warp scrambled you can get away to dock up, drop your loot and get back to 0.0 space for some Quafe and a good book.

Security Wormholes. These are wormholes that lead to a section of 0.0 space most likely far from RAGE held space. Make sure Fleet Commanders and your CEOs know immediately when you find one of these. These wormholes could lead to space held by a hostile alliance and we either need to guard them, destroy the wormholes by jumping through them repeatedly, or we will form up a fleet to go and attack our opponents.

**Tip from Tinak, the Combat Carebear: These are wormholes I love. Why you may ask? Well, it's the best of both worlds. Fit up a ship you don't mind loosing with a tank that can handle the local rats, a combat prober and a tackle. Start exploring. See if you can find any hostile pilots in the system you come out in, as long as you aren't outnumbered. If there aren't any…well, camp a stargate, see if you can catch someone unawares. And if not, then just carebear the anom's and the asteroid belts and bring back loot to RAGE that we normally wouldn't get!

Unknown Space Wormholes. There are three subgroups of these, Unknown, Dangerous Unknown and Deadly Unknown. These are the wormholes that contain Sleepers, an ancient race in the EVE Cluster that dates back thousands of years. More information on these beings and the star systems they inhabit will follow.

**Tip from Tinak, the Combat Carebear: When people say that Sleepers are deadly. They aren't joking. Listen to people's advice on how to fit your ship if you are invited to go into a wormhole or you want to go in yourself.

**Tip from Tinak, the Combat Carebear: When you find a wormhole that you want to jump into…for the love of all that is holy, bookmark the entrance and the other side of the wormhole. Otherwise you'll warp away and not be able to find it again quickly when you need to get the hell out. Have I, the intrepid explorer, made this mistake? Yes. Has it cost me a ship? Also yes. Learn from our mistakes.

LOCAL CHAT

One of the major differences when dealing with Unknown Wormholes is Local Chat. When you enter a system through a wormhole that has an Unknown, Dangerous Unknown or Deadly Unknown destination there is no space traffic control to see that you are actually there. What this means for you is that unless someone sees you in space, on their scanners, or most importantly, open your mouth and talk in local…no one will know you are there. But keep in mind, this means you don't know if anyone is around either.

**Tip from Tinak, the Combat Carebear: When I was in Empire space I often would look around for wormholes, jump into them and scan around for pods. If all I found was a pod then I'd yell out in local, "Anyone need an exit wormhole? I have one, willing to take donations." I made millions. Mind you, out in 0.0…doing that is a waste of time. Don't say a thing when you find a wormhole linking to RAGE space. Assume that even if you only find a pod that someone is going to jump you if they know you are there. In other words "Don't talk in local!"

SLEEPERS

Now that you're in an unknown wormhole system you may want to look around for something to do. Well, you will notice there aren't any asteroid belts. No ratting per-say. So what is there to do? Scan around with your probe launcher, see what you can find.

**Tip from Tinak, the Combat Carebear: When entering an unknown wormhole system…always fit a probe launcher if you can. If you can't, don't go in unless you have someone with you that does. The wormhole may collapse behind you and then you are screwed because you won't be able to find another way out. Then not only have you lost your ship, you've lost your pod as well because you'll need to kill yourself to get back to wherever your clone was. Enjoy your afterlife!

Just like any other solar system there are anomalies and signatures. Go to one. See those flashy red marks your ship is putting around those strange looking ships? Yep, those are sleepers. Now if you're not prepared get the hell out otherwise someone will find your wreck at some point later and laugh at your misfortune.

Sleepers use old technology, but advanced technology from before the dark ages after the collapse of the EVE gate. You'll notice a few things about them.
They have no shields. Much like the legendary Chuck Norris, the Sleepers are tough enough to be able to tank without using shields.

They do all types of damage. Let me say this again, they do **all** types of damage. So when and if you decide to jump in and attack the Sleepers you need to fit an omni-tank on whatever ship you decide to try your luck in.

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They switch targets, Sleepers seemingly have advanced targeting systems and adaptive fire controls that allow them to switch targets after they have locked something else. What this means for you is that if you are using drones to help you kill Sleepers, they may start targeting and killing your drones. Be aware!

**Tip from Tinak, the Combat Carebear: Sleepers hate me. Why you may ask? I often fly an Ishtar. Ishtars use tons of drones that do a lot of damage. So when I warp into a site and try to do the drone thing they target me quickly and try to pop my poor Ishtar. Either that or my pet Sentry drones take it up the tail pipe. So just be aware of the Sleepers switching targets.

Alpha Strike! The alpha from a group of Sleepers is impressive to say the least. They may not have the rate of fire of frigates, but it's often like being hit by a bomb every few seconds. Make sure that over everything else you do, fit a decent buffer and bring a logistics ship to help you out.

Warp Scrambling Frigates (a.k.a. Holy Fuck those little pieces of shit just got my ship killed!) Starting at Class 3 unknown systems (we'll get to that later) some of the smaller Sleeper frigates will warp scramble you. If this happens there are only two things to do:
Squeal like a pig as your ship is blown away because you can't warp out.
Hope that you/your drones/your fleet mates can kill those little bastards before your tank breaks.

Energy Neut/Nos Sleepers. Yep, some Sleepers will do this too. Even if your ship is cap stable, keep an eye on your cap and get the hell out if your running low on juice. Wait for your cap to charge back up and then jump back into the fray to get revenge on your lost electrons.

TYPES OF WORMHOLE SYSTEMS

There are a few different types of wormhole systems that you can encounter. Unlike all of the solar systems in the EVE Cluster that you have encountered thus far, these systems are generally hostile to humanoid life. What follows is a list of solar system types and their effects on your poor ships.

Normal System. These are just like any other solar system in the EVE Cluster. Enjoy Quafe responsibly.

Pulsar. For those of you that aren't astrophysicist like myself, you may think that a Pulsar is some sort of strange sexual pleasure device. Actually a Pulsar is a rapidly spinning stellar remnant that is emitting a lighthouse like spotlight of intense energy. These have some serious effects on local space such as producing highly ionized gas and allowing your crew to cook an entire cow on the outside of your ship in less than a microsecond. What this does to your ship is slightly different.

What this means negatively for you:
→All Armor resistances are lowered.
→Your Capacitor will charge slower.
→Your signature of your ship is increased making you easier to scan out and hit.
→What this means positively for you
→Your Shield capacity is increased
→Your targeting range is also increased.
→What this means for the Sleepers
→Since they have no shields they are not given extra capacity.
Since they use armor, they are easier to damage due to the lowered resistances.

Black Hole. This is also not a sexual pleasure device. Get with the program. This is the remains of a collapsed large mass star. This is generally not that good to be near since you and your ship and crew can end up being torn apart by tidal forces. Well, no one said that capsuleers had much sense did they?
What this means negatively for you.
→Your drone control range is reduced.
→The falloff of your weapons is also reduced.
→The velocity of your missiles is reduced, thus making them shorter ranged.
→Your Inertia is increased, making your ship turn and align slower. You thought your
→Megathron was a truck before…just you wait!
What this means positively for you.
→Your maximum velocity is increased by quite a bit.

What this means for the Sleepers.
→They are faster, and thus harder for you to hit. What, you thought that all solar systems would give you an edge over the Sleepers? Dream on.

Cataclysmic Variable. These are stars that increase and decrease in brightness quite a bit over time. This is often due to a small companion white dwarf or neutron star pulling material away from a larger star and then the hydrogen will fuse on the surface of the small companion producing what Terran astronomers used to call a nova. I call it a good fireworks show.

What this means negatively for you.
→Repairing your shields or armor is a lot harder. The amount of repairs your modules actually do is reduced.

What this means positively for you.
→Remote Repair effects are greatly increased. This will make the spider tankers in your fleet very happy.
→Your capacitors, well, capacity is increased. Also, your capacitors recharge rate is increased.

What this means for the Sleepers.
→Not a lot really. Just be aware that if you're not spider tanking with your fleet and only have a local tank then you will be far easier to kill.

Magnetar. This star is a specialized type of neutron star with a highly charged magnetic field. In pods that are not properly shielded that magnetic field may interfere with your cerebral implants and make you forget your name and think that all those around you are talking bears wearing pink sundresses.

What this means negatively for you.
→Area of effect weapons such as bombs and smart bombs explode more slowly.
→Your targeting range is decreased.
→Your weapons tracking speeds are also decreased.

What this means positively for you.
→All of your weapons will be doing more damage.
→The sensor strength of your ship will be increased.
→Your Remote Sensor Damps will be working more efficiently
→Your Tracking Disrupters will be working more efficiently.
→Your target painters will be working far better.

What this means for the Sleepers.
→Their damage is increased. This means instead of getting WTF pwned, you will now be WTFBBQ pwned. Please take note.

Wolf Rayet. These are massive stars that are being blown apart from their own internal pressures. If you want to have the outside of your ship cleaned by high velocity protons and electrons, this is the system you want to be in.

What this means negatively for you.
→Your shield resistances are lower.

What this means positively for you.
→Your armor resistances are higher.
→Your signature of your ship is lower, making you harder to hit.
→Medium and small weapons have a higher damage output.

What this means for the Sleepers.
→Sleepers don't have shields, only armor. They benefit highly from this as they are even harder to kill.
→Sleeper ships are harder to hit due to smaller sig radius.
→Sleeper Cruisers and smaller do more damage.

Red Giant Stars. These are large stars that used to be Main Sequence stars (*if you don't know what a main sequence star is, please see the lecture by Tinak Genry labeled "So you don't know a thing about the universe around you, your ignorance is overwhelming, I doubt I can help you at this point. Drink Quafe Responsibly.)* and have evolved off the Main Sequence as they have begun burning Helium at their cores.

What this means negatively for you.
→Overheating your modules will cause more damage

What this means positively for you.
→Smartbombs have a greater range and damage output.
→Overloading your modules produces an even greater increase in output.

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WORMHOLE DETAILS

One of the many details about wormholes that you need to keep in mind is that they are much like a pet dog. They have a lifespan that is much shorter than yours and when they die it can cause deep pain to those that were close to it. Also like a pet dog, wormholes can only eat so much before they either explode in a shower of gore or die from a massive heart attack brought on by eating too much Deep-Fried Bacon stuffed Foam Cake Rolls™. So be aware of the following.

Wormholes can last from 16 hours to 48 hours.

Wormholes can only fit certain sized ships through. I.E. they have a mass limit.

Wormholes can only have so much mass pass through them before they close. This ranges from 100k kg to 5b kg.

The following chart was taken from Dotan's map website. Please note that Class 1 and 2 wormholes lead to Unknown Space, Class 3 and 4 lead to Dangerous Unknown Space, Class 5 and 6 lead to Deadly Unknown Space. Class 7 goes to high-sec, 8 goes to low-sec and 9 goes to 0.0.

Wormhole Class 1

Name	Lifetime	maxStableMass	massRegeneration/hour	maxJumpMass
Wormhole H121	16 h	500,000,000 kg	-	20,000,000 kg
Wormhole P060	16 h	500,000,000 kg	-	20,000,000 kg
Wormhole Q317	16 h	500,000,000 kg	-	20,000,000 kg
Wormhole V301	16 h	500,000,000 kg	-	20,000,000 kg
Wormhole Y790	16 h	500,000,000 kg	-	20,000,000 kg
Wormhole Z647	16 h	500,000,000 kg	-	20,000,000 kg
Wormhole Z971	16 h	100,000,000 kg	-	20,000,000 kg

Wormhole Class 2

Name	Lifetime	maxStableMass	massRegeneration/hour	maxJumpMass
Wormhole C125	16 h	1,000,000,000 kg	-	20,000,000 kg
Wormhole D364	16 h	1,000,000,000 kg	-	300,000,000 kg
Wormhole D382	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole G024	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole I182	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole N766	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole R943	16 h	750,000,000 kg	-	300,000,000 kg

Wormhole Class 3

Name	Lifetime	maxStableMass	massRegeneration/hour	maxJumpMass
Wormhole C247	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole L477	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole M267	16 h	1,000,000,000 kg	-	300,000,000 kg
Wormhole N968	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole O477	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole O883	16 h	1,000,000,000 kg	-	20,000,000 kg
Wormhole X702	24 h	1,000,000,000 kg	-	300,000,000 kg

Wormhole Class 4

Name	Lifetime	maxStableMass	massRegeneration/hour	maxJumpMass
Wormhole E175	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole M609	16 h	1,000,000,000 kg	-	20,000,000 kg
Wormhole O128	24 h	1,000,000,000 kg	100,000,000 kg	300,000,000 kg
Wormhole T405	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole X877	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole Y683	16 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole Z457	16 h	2,000,000,000 kg	-	300,000,000 kg

Wormhole Class 5

Name	Lifetime	maxStableMass	massRegeneration/hour	maxJumpMass
Wormhole H296	24 h	3,000,000,000 kg	-	1,350,000,000 kg
Wormhole H900	24 h	3,000,000,000 kg	-	300,000,000 kg
Wormhole L614	24 h	1,000,000,000 kg	-	20,000,000 kg
Wormhole M555	24 h	3,000,000,000 kg	-	1,000,000,000 kg
Wormhole N062	24 h	3,000,000,000 kg	-	300,000,000 kg
Wormhole N432	24 h	3,000,000,000 kg	-	1,350,000,000 kg
Wormhole N770	24 h	3,000,000,000 kg	-	300,000,000 kg
Wormhole V911	24 h	3,000,000,000 kg	-	1,350,000,000 kg

Wormhole Class 6

Name	Lifetime	maxStableMass	massRegeneration/hour	maxJumpMass
Wormhole A982	24 h	3,000,000,000 kg	-	300,000,000 kg
Wormhole B041	48 h	5,000,000,000 kg	500,000,000 kg	300,000,000 kg
Wormhole R474	24 h	3,000,000,000 kg	-	300,000,000 kg
Wormhole S804	24 h	1,000,000,000 kg	-	20,000,000 kg
Wormhole U319	48 h	3,000,000,000 kg	500,000,000 kg	1,350,000,000 kg
Wormhole U574	24 h	3,000,000,000 kg	-	300,000,000 kg
Wormhole V753	24 h	3,000,000,000 kg	-	1,350,000,000 kg
Wormhole W237	24 h	3,000,000,000 kg	-	1,350,000,000 kg

Wormhole Class 7

Name	Lifetime	maxStableMass	massRegeneration/hour	maxJumpMass
Wormhole A641	16 h	2,000,000,000 kg	-	1,000,000,000 kg
Wormhole B274	24 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole B449	16 h	2,000,000,000 kg	-	1,000,000,000 kg
Wormhole B520	24 h	5,000,000,000 kg	500,000,000 kg	300,000,000 kg
Wormhole D792	24 h	3,000,000,000 kg	-	1,000,000,000 kg
Wormhole D845	24 h	5,000,000,000 kg	500,000,000 kg	300,000,000 kg
Wormhole N110	24 h	1,000,000,000 kg	-	20,000,000 kg
Wormhole S047	24 h	3,000,000,000 kg	-	300,000,000 kg

Wormhole Class 8

Name	Lifetime	maxStableMass	massRegeneration/hour	maxJumpMass
Wormhole A239	24 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole C140	24 h	3,000,000,000 kg	-	1,350,000,000 kg
Wormhole C391	24 h	5,000,000,000 kg	500,000,000 kg	1,800,000,000 kg
Wormhole J244	24 h	1,000,000,000 kg	-	20,000,000 kg
Wormhole N290	24 h	3,000,000,000 kg	500,000,000 kg	1,350,000,000 kg
Wormhole N944	24 h	3,000,000,000 kg	-	1,350,000,000 kg
Wormhole R051	16 h	3,000,000,000 kg	-	1,000,000,000 kg
Wormhole U210	24 h	3,000,000,000 kg	-	300,000,000 kg

Wormhole Class 9

Name	Lifetime	maxStableMass	massRegeneration/hour	maxJumpMass
Wormhole C248	24 h	5,000,000,000 kg	500,000,000 kg	1,800,000,000 kg
Wormhole E545	24 h	2,000,000,000 kg	-	300,000,000 kg
Wormhole K329	24 h	5,000,000,000 kg	500,000,000 kg	1,800,000,000 kg
Wormhole K346	24 h	3,000,000,000 kg	-	300,000,000 kg
Wormhole S199	24 h	3,000,000,000 kg	-	1,350,000,000 kg
Wormhole V283	24 h	3,000,000,000 kg	-	1,000,000,000 kg
Wormhole Z060	24 h	1,000,000,000 kg	-	20,000,000 kg
Wormhole Z142	24 h	3,000,000,000 kg	-	1,350,000,000 kg

Hopefully you have enjoyed my presentation. I hope to see you in space!
Tinak Genry, Combat Carebear. (addition from Cynara, You stoned when typing this? :D)

CHAPTER 8: ELECTRONIC WARFARE

This chapter will handle all forms of Electronic warfare. The following subjects will be handles.

Warp Scrambling
Stasis webbing
Target Jamming Ecm
Sensor dampening
Tracking Disruption
Target Painting
Capacitor Draining {Nos/Neut}

WARP SCRAMBLING

Short Description:
Warp scrambling prevents another ship from entering warp. This is the primary EW type used in any kind of pvp, because it allows you to prevent your target from escaping from an unfavorable situation.

Methods of application:
Modules - The modules are called warp scramblers and warp disruptors, and are fitted into midslots. They come in different varieties, with the important parameters being scrambling range and scrambling strength.

Mobile Warp Disruptors - These are often referred to as "bubbles". They are static objects which can be deployed and anchored anywhere in space. They are characterized by their scrambling radius and come in multiple flavors. Small, Medium and Large. Mobile Warp Disruptors can only be used in 0.0 space. Bubbles can also pull ships out of warp in different positions than intended, but more on that later.

Interdictor spheres - Interdictor spheres work the same way as Mobile Warp Disruptors, however they can be deployed on the fly and have a fixed scrambling radius of 20km. As with anchor able bubbles, usage of interdictor spheres is restricted to 0.0 space.

Working Mechanism:
Regarding modules, the best way to describe the workings would be to view every module as having a certain amount of "scramble points" (scramble strength). Let's say each ship starts out with 0 warp points and each scramble point deducts from that number. If the amount of warp points a ship has is negative, it can't enter warp. So if you apply a warp disruptor with strength 1 to a ship with a base amount of 0 warp points, it ends up with -1 warp points, thus it can't warp.

Bubbles (both anchor able and interdictor) work slightly different. First of all, the number of points is irrelevant here. Each bubble has a scrambling radius. If the ship's distance to the disruptor is less than the disruptors scrambling radius, then the ship is considered warp scrambled and cannot warp.

Another specific point about bubbles is that they are able to modify the place where ships exit warp. Ships can warp from object A to object B. Draw an imaginary line AB through object A and object B. If line AB intersects a bubble, which is in the same grid as object B, at the time when the ship starts the warp procedure at object A, then regardless at what range the ship warped to object B, it will end up out of warp where line AB intersects the bubble, on the edge of the bubble which is closest to object A.

Deductions - If the bubble is not in the same grid as object B, then nothing will happen, and if the bubble is not deployed before the target initiates warp at object A, it will not be affected by the bubble. Also note, that object A and B are not the same as celestial objects. Object A is the warp entry point and Object B is whatever object was warped to. This means celestial object, bookmark or gang mate. Running out of cap modifies the exit point.

Skills affecting:
Propulsion Jamming - 5% Reduction to capacitor need of scrambling modules per skill level.
Anchoring - Reduces time to deploy anchor able bubbles.
Interdictors - Increases the ROF of the interdictor sphere launcher by 10% per skill level.

Specialized ships:
Arazu/Lachesis - Recons, get 20% bonus to warp disruptor/scrambler range per recon level.

Interceptors get a 80% reduction to activation cost per level.
The Raptor, Malediction, Stiletto and Ares additionally get an extra 5% disruptor/scrambler range per level.

Interdictors are a ship class dedicated to deploying autonomous Interdiction Spheres, which function just like bubbles, except they have a finite duration.

Heavy Interdictors can activate a bubble, which moves with them. Using the focused warp disruption script, they also can:
a) Scramble super capitals, which are normally immune to EW.
b) Scramble any ship for infinite strength, meaning warp core stabilizers will not negate it's effect

Counters:
Counters to the module versions are Warp Core Stabilizers or WCS. Each WCS adds one warp point to the ship. Meaning that if a ship has one WCS fitted and no natural bonus to Warp Core strength, you will need 2 scrambling points to give it a negative amount of warp points and thus scramble it.

In case of ending up in a bubble or scrambled by a heavy interdictor, there are no direct counters, however, due to bubbles having limited range, a speedy ship configuration is an indirect counter.

STASIS WEBIFYING

Short Description:
Stasis webifiers decrease the speed of a given ship.

Methods of application:
Modules - Stasis webifiers are fitted into midslots and their most important parameters are Range and speed reduction amount.
Drones - Webifying also comes in drone form. However, webifying drones have a fairly weak effect - one good module is better than five drones. They also only come in the large variety, which makes them sluggish and due to their low hit points very vulnerable to takedown.

Working Mechanism:
This is fairly simple. Each stasis webifier has a certain speed reduction amount.
The formula would be:
$V = V0 * (100\% - S)$
Where V0 is the ship's speed, and S the stasis web speed reduction parameter.

There are stacking penalties involved on webifiers.

Also, the slowdown of the ship is not instant. It is gradual and depends on the mass of the ship (or more exactly, it's agility modifier).

Skills affecting:
Propulsion Jamming - 5% Reduction to capacitor need per skill level.

Specialized ships:
Ships with bonuses to stasis webifiers are from the minmatar and the bloodraider races.
Huginn, Rapier - Minmatar recons. Both get a bonus of 60% per recon ship level to stasis webifier range.
Cruor - Blood Raider frigate, 10% bonus to Stasis Webifier range per level.
Ashimmu - Blood Raider cruiser, 10% bonus to Stasis Webifier range per level
Bhaalgorn - Blood Raider battleship, 10% bonus to Stasis Webifier range per level

Examples:
Two 90% Webifiers get applied to a ship moving at 2000 m/s.

Speed of the ship after being dual webbed:
$2000 * (1-0.9) * (1-0.9*0.87) = 43.3 m/s$
While this is fairly trivial, pay close attention to where exactly the stacking penalty gets applied.

TARGET JAMMING (ECM)

Short Description:
ECM, when successful causes the target to lose all of their locks and in most cases be unable to re-lock for 20 seconds.

Methods of application:
Modules - There are two types of modules. The more widely used modules are Target Jammers, which upon success cause a lost lock and an inability to lock anything for the duration of their cycle time (currently 20 seconds). Target jammers come in two flavors. Multispectral jammers, which have the same chance to jam any kind of races sensors and racial jammers, which have a higher chance to jam a specific races sensors at the expense of having a lower chance to jam all others.

Here is a small table on racial sensors and jammers:
Race - Sensors - Jammer
Caldari - Gravimetric - Spatial Destabilizer
Gallente - Magnetometric - Ion Field Projector
Minmatar - LADAR - Phase Inverter
Amarr - RADAR - White Noise Generator

The other modules are ECM Bursts, which in case of success cause everything in their area of effect to lose lock, but don't prevent the target from reaquiring the lock during the duration of the cycle. Also only one ECM burst may be active at the same time, meaning that fitting more than one is fairly pointless.

The most important characteristics for modules are Cycle time, Jamming strength, Optimal Range and Falloff Range.

Drones - ECM also comes in drone form. There are light, medium and heavy ECM drones. The difference is most notably their speed and their jamming strength. With the recent changes, drones are the most viable ECM method for non-specialized ships.

Working Mechanism:
Jamming is chance based. Every ship in eve has a characteristic known as sensor strength.
The chance to jam a target with one jammer is illustrated by the following formula:
$C = J/S * 100\%$
Where J is the jamming strength of your jammer, S the sensor strength of the target ship and C the jamming chance in %.

In case of ECM bursts, a separate chance roll is performed for each ship in range.

The chance to jam a target with multiple jammers is a simple deduction of Bernoulli's formula:
$C = (1-(1-J/S)^n)*100\%$

Where J is the jamming strength of your jammer, S the sensor strength of the target ship, n the number of jammers and C the jamming chance in %.
Computing the chance to jam with different jammers with different jamming strength against multiple targets is more for the realm of combinatorics enthusiasts, and is of little value here, so we shall not explore this further.

Jammers also have an optimal and a falloff range, please refer to section 8 on how to calculate the falloff multiplier.
Note that multiplying the strength of the jammer by the falloff multiplier is incorrect, because the checking for falloff and the checking for jamming chance are two separate events - you must multiply the result from the chance calculation by the falloff multiplier to get an accurate answer.

Modules/Rigs affecting:
Modules:
Signal Distortion Amplifier - Lowslot module, 16% increase in jamming strength for T1 version, 20% for T2.
Rigs:
Particle Dispersion Augmentor - 10% increase in jamming strength for T1 version, 15% for T2.
Particle Dispersion Projector - 20% increase to optimal range for T1 version, 25% for T2.

Skills affecting:
Electronic Warfare - 5% Reduction to capacitor need per skill level.
Signal Dispersion - 5% bonus to strength of all ECM jammers per skill level.
Long Distance Jamming - 10% bonus to optimal range per skill level.
Frequency Modulation - 10% bonus to falloff per skill level.

Specialized ships:
ECM is the realm of the caldari.
Griffin - Frigate, gets 10% bonus to Jammer strength and 10% bonus to Jammer capacitor need per level.
Blackbird - Cruiser, gets 10% bonus to Jammer strength and 20% bonus to Jammer optimal range per level.
Scorpion - The only battleship in game truly dedicated to a form of EW, gets 10% bonus to Jammer strength and 20% bonus to Jammer optimal range per level.
Rook - Non-cloaking recon, gets 10% reduction to Jammer capacitor use and 20% bonus to Jammer optimal range per caldari cruiser level and 20% bonus to ECM Target Jammer strength per recon ship level.
Falcon - Cloaking recon, gets 10% reduction to Jammer capacitor use and 20% bonus to Jammer optimal range per caldari cruiser level and 10% bonus to ECM Target Jammer strength per recon ship level.

Counters:
There is a direct counter available - ECCM, which gives a percentual increase to a ship's sensor strength, making it hard to jam it.

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Examples:

A Scorpion with lvl5 caldari BS, lvl4 Signal Dispersion and 5 T2 Multispectral Jammers jamming a megathron.

T2 Multispec base strength: 2.4
With bonuses applied: $2.4*1.5*1.2 = 4.32$
Mega sensor strength: 21

Jamming chance: $1-(1-4.32/21)^5 \sim 68.4\%$

SENSOR DAMPENING

Short Description:
Sensor dampening reduces a ship's locking speed and locking range.

Methods of application:
Modules - Sensor dampeners are midslot modules, the main characteristics of which are Targeting Range multiplier, Scan Resolution multiplier, Optimal, Falloff.

Drones - Sensor dampening drones come in three flavors, from small to heavy, however due to heavy stacking penalties their effects are fairly limited, and they are rarely used.

Working Mechanism:
Each sensor dampener reduces a targets locking speed and range.
To calculate the Optimal range reduction for one dampener used against a target, the following formula is used:
$R = R0*M$
Where R0 is the targeting range of the ship with targeting range bonuses applied, M the targeting range multiplier of the dampening module or drone and R the resulting targeting range.

Calculating the locking speed reduction is slightly different due to the fact that the relation between locking time and scan resolution is not quite linear.
The formula for locking time is:
$T = (40000/(M*X))/(asinh(Y)^2)$
Where X = scan resolution of your ship with positive bonuses applied, Y = sig radius of the target, M the scan resolution reduction multiplier of the dampening module or drone and T the locking time.

Sensor dampeners are subject to stacking penalties and have a falloff range, please refer to sections 8 and 9 to learn how to calculate the falloff chance and the dampening multiplier with more than one module.
Another important thing to note is that if your locking range becomes shorter than your distance to your currently locked target, then you will lose the lock.

Modules/Rigs affecting:
Rigs:
Inverted Signal Field Projector - 10% increase to effectiveness for T1 version, 25% for T2.
Particle Dispersion Projector - 20% increase to optimal range for T1 version, 25% for T2.

Skills affecting:
Sensor Linking - 5% Reduction to capacitor need per skill level.
Signal Suppression - 5% bonus to effectiveness of sensor dampeners per skill level.
Long Distance Jamming - 10% bonus to optimal range per skill level.
Frequency Modulation - 10% bonus to falloff per skill level.

Scripts:
There are two scripts which can be used with dampeners.
Targeting Range Dampening.
Sensor Resolution Dampening.
They boost the according attribute by 100% and reduce the other attribute by 100%.

Specialized ships:
Dampening is the domain of the Gallente.
Maulus - Frigate, 5% bonus to dampening effectiveness per level.
Celestis - Cruiser, 5% bonus to dampening effectiveness per level.
Arazu, Lachesis - Recons, 5% bonus to dampening effectiveness per cruiser level.

Counters:
The direct counter to dampening are sensor boosters and signal amplifiers, which increase your scan resolution and locking range.

Examples:
A huginn with lvl4 signal suppression, two t1 dampening rigs and t2 dampeners dampens a falcon with lvl5 signature analysis and lvl5 long range targeting.

Range and scan resolution reduction from 1 dampener: -48%
1 Rig: 10% bonus to reduction
Signal suppression lvl4: 20% bonus to reduction

Multiplier to range / scan resolution from 1 dampener with 2 rigs and skills applied:
$(1-0.48)*(1-0.2)*(1-0.1)*(1-0.1*0.87) = 0.3418272$
For 3 dampeners:
$0.3418272*(1-(1-0.3418272)*0.87)*(1-(1-0.3418272)*0.57) = 0.0913$

Falcon base locking range: 120km
Falcon base scan resolution: 200mm

Falcon locking range after lvl5 skill: 120km*1.25=150km
Falcon scan resolution after lvl5 skill: 200mm*1.25=250mm

Falcon locking range after dampeners: 150km*0.0913 = 13.7km
Falcon scan resolution after dampeners: 250mm*0.0913 = 22.83mm
Huginn signature radius without penalties: 127m
Falcon locking time on huginn after dampeners: $(40000/(22.83))/(asinh(127)^2) = 57.14$ seconds

TRACKING DISRUPTING

Short Description:
Tracking disruptors severely impair the effectiveness of turrets by heavily reducing their optimal range and tracking speed.

Methods of application:
Modules - Tracking disruptors are mid slot modules. Their most important parameters are optimal range multiplier, tracking speed multiplier, optimal range and falloff range.

Working Mechanism:
Each tracking disruptor reduces the tracking speed and optimal range of turrets.
The effect can be calculated with the following formula for both tracking speed and optimal range:
$R = R0*M$
Where R is the resulting optimal range or tracking speed, R0 the optimal range or tracking speed of the ship with positive modifiers applied and M being the optimal range or tracking speed multiplier of the tracking disruptor.

Tracking Disruptors are stacking penalized and also have a falloff range. Please refer to the stacking penalty and falloff sections for details on how to calculate the multiplier with more than one module and to see how the modules operate within falloff.

Modules/Rigs affecting:
Rigs:
Tracking Diagnostic Subroutines - 10% increase to effectiveness for T1 version, 15% for T2.
Particle Dispersion Projector - 20% increase to optimal range for T1 version, 25% for T2.

Skills affecting:
Weapon Disruption - 5% Reduction to capacitor need per skill level.
Turret Destabilization - 5% bonus to effectiveness of tracking disruptors per skill level.
Long Distance Jamming - 10% bonus to optimal range per skill level.
Frequency Modulation - 10% bonus to falloff per skill level.

Scripts:
There are two scripts which can be used with tracking disruptors.
Optimal Range Disruption
Tracking Speed Disruption
They boost the according attribute by 100% and reduce the other attribute by 100%.

Specialized ships:
The specialized ships for tracking disruptors come from the amarr race.
Crucifier - Frigate, 5% bonus to tracking disruptor effectiveness per level.
Arbitrator - Cruiser, 5% bonus to tracking disruptor effectiveness per level.
Curse/Pilgrim - Recons, 5% bonus to tracking disruptor effectiveness per cruiser level.

Counters:
The direct counter to tracking disruptors are tracking computers and tracking enhancers.

Examples:
This was a really hard one. Calculating numbers here is pointless, unless you are a complete ace with math, the numbers won't tell you anything at all. This is due to the complexity of the workings of turrets.

TARGET PAINTING

Short Description:
Target Painting increases the signature size of the target.

Methods of application:
Modules - Target Painters are midslot modules, the main characteristics of which are signature increase amount, optimal range and falloff.

Working Mechanism:
The working mechanism of target painters is fairly simple.
To calculate the increase that a target painter gives to the signature radius of an object, we use the following formula:
$S = S0 * (100\% + P)$
Where S0 is the objects original signature radius, P the target painters signature increase bonus and S the final signature radius with the painter applied.

Please note that target painters are subject to stacking penalties and have a falloff range, please refer to sections 8 and 9 to see how these affect the effectiveness of multiple painters or when painters are used outside of their optimal range.

Modules/Rigs affecting:
Rigs:
Particle Dispersion Projector - 20% increase to optimal range for T1 version, 25% for T2.

Skills affecting:
Target Painting - 5% Reduction to capacitor need per skill level.
Signature Focusing - 5% bonus to effectiveness of target painters per skill level.
Long Distance Jamming - 10% bonus to optimal range per skill level.
Frequency Modulation - 10% bonus to falloff per skill level.

Specialized ships:
The target painting bonus is part of minmatar ships.
Vigil - Frigate, 5% bonus to target painter effectiveness per level.
Bellicose - Cruiser, 7.5% bonus to target painter effectiveness per level.
Huginn/Rapier - Recons, 7.5% bonus to target painter effectiveness per cruiser level.

Counters:
None

Examples:
Let's try to illustrate why target painting is sometimes useful.
A raven shoots a caracal with a torpedo.

A torpedo has an explosion radius of 400m.
A caracal has a signature radius of 145m.
Due to how missiles work, the torpedo does:
145/400 * 100% = 36.25% of it's normal damage.
If our torpedo would normally do 500 damage, it would now only do 181.25 damage against the caracal.

Now, let's assume the raven is using two t2 target painters without any advanced skills on the caracal.
Signature radius bonus from one T2 target painter: 30%
Signature radius of Caracal with two target painters applied:
145m*(1+0.3)*(1+0.3*0.87) ~ 237.7m
Torpedo damage with two painters:
237.7/400 * 100% = 59.425% of normal damage.
If our torpedo did 500 damage, it would do ~ 297.1 damage after the painters have been applied, which is about 64% more damage than without the painters.

Of course, signature radius affects other things such as locking speed, turret tracking etc.

The Sov Map, at the time the guide was written
R.A.G.E. For all eternity

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CAP DRAINING (NOS/NEUTS)

Short Description:
Cap draining with Nosferatus or Neutralizers reduces your targets cap and in some cases adds it to your own.

Methods of application:
Modules - NOS and Neuts are highslot modules, the main attributes of which are range, cap amount neutralized or drained and cycle time.
Drones - There are neutralizing drones available in various sizes.

Working Mechanism:
The mechanic for these is simple, each of them have a cycle time. Every cycle time seconds the cap amount is drained from the enemy.

There is a major difference between NOS and neuts however:
In case of NOS, the cap drained is added to your own, but only as long as you have less cap (percentually) than the ship you are draining cap from. Meaning that once you have (percentually) more cap than the target ship, no capacitor is drained from it anymore.

In the case of neuts you sacrifice a certain amount of energy but get a much bigger effect on the targets capacitor and it also removes energy from their capacitor when you have more energy than they do.

For efficient capacitor warfare it is smart to combine neutralizers and nosferatus.

Modules/rigs affecting:
None, however one should mention the existence of Talisman pirate implants.
These implants reduce the cycle time of your Nosferatu and Neutralizer modules.
According to Entity's Pirate Implants FAQ{google} a lowgrade set will result in a 26.94% reduction and a highgrade set in a 38.12% reduction of module cycle time.

Skills affecting:
Energy Emission Systems - Decreases cap usage amount by 5% per level.

Specialized ships:
NOS-specialized ships come from the amarr and bloodraider races.
Curse - Amarr recon, Gets 20% bonus to cap amount transferred and 40% bonus to Nosferatu and Neutralizer range per recon skill level.
Pilgrim - Amarr recon, Gets 20% bonus to cap amount transferred per recon skill level.
Cruor - Blood Raider frigate, Gets 10% bonus to cap amount transferred per skill level.
Ashimmu - Blood Raider cruiser, Gets 10% bonus to cap amount transferred per skill level.
Bhaalgorn - Blood Raider battleship, Gets 10% bonus to cap amount transferred per skill level.

Counters:
There are no direct counters to nos, however, an indirect and viable counter is using a cap injector.

Moros, A Gallente Dreadnought Class ship. Capable of massive Destruction

CHAPTER 9: WARP DISRUPTION FIELDS {BUBBLES}

Bubbles are a game mechanic that prevents a ship from initiating warp while within the volume of the bubble. There are three types of bubbles in EVE: a Mobile Warp Disruptor (anchor able equipment that can be deployed from any ship's cargo hold) , a Warp Disrupt Probe (deployed by interdictors only) or a Warp Disruption Field Generator (emitted by Heavy Interdictors only). There are several uses for bubbles in combat and this section will cover a few of the most common applications.

Basic bubble:

These are a bubble(s) that are anchored so that an object/location in space is contained within the warp disruption field(s). Several popular places to anchor bubbles include Stargates, POSes and station undocks. This prevents players from warping away from or directly to the bubbled object/location.

Tactical Combat Bubbles:

These are bubbles that are deployed to prevent a hostile gang/fleet from being able to warp away. This is usually intended restrict the movement of either a fleeing or pursuing hostile gang/fleet. Because of the constant movement of the hostile fleet the use of anchorable bubbles is much less common then those deployed by Interdictors and Heavy Interdictors.

Sling bubbles (aka Drag bubbles):

Keys to remember when setting sling bubbles:

Always check to make sure that the bubble actually works (if you have time) by having you(or a fleet member) warp to the object that the sling bubble is setup on from the selected origin.

Sling bubbles will also catch blues so caution should be used when deploying a sling bubble in a path where blues are likely to be traveling.

A bubble must be on grid with the destination object to work.

The sling bubble must be deployed before the "victim" engages warp to catch them.

If a sling bubble is setup behind the destination object do not place sling bubble more than 150km away, this is because the "victim" can just rotate 180degrees and warp back to the destination object.

Any of the three types of bubbles will work to fulfill this role but there are certain tactical situations that usually make one type the best choice for a specific instance. A sling bubble will only work if the warp origin location, warp destination (typically an object) and sling bubble form a straight line; if the three locations are not aligned correctly then the sling will not work. The following pictures will give you a few examples.

Description
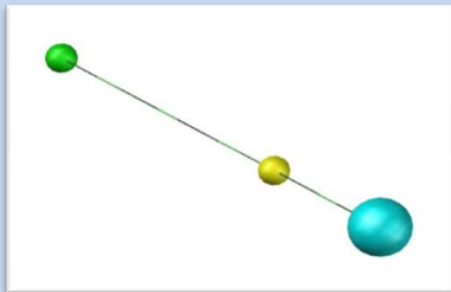
Bubble placed Correct behind target
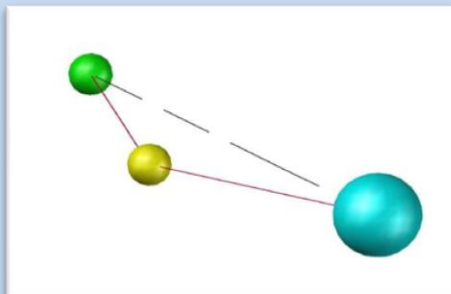
Bubble placed Incorrect behind target
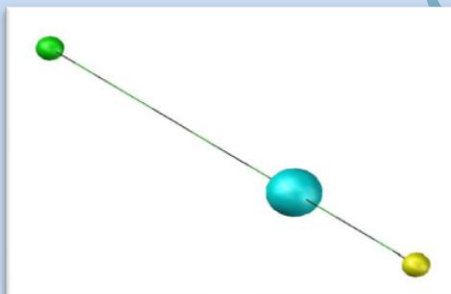
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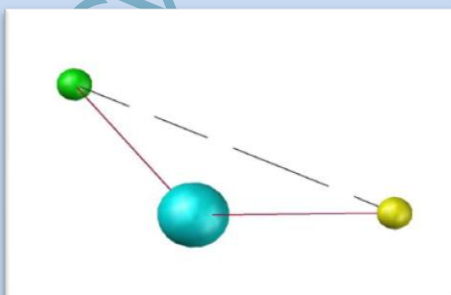
Bubble placed Incorrect in front of target

CHAPTER 10: CYNOSURAL FIELDS

The Cyno, A way of faster transport.

Cynosural field generation requires the user have levels in Cynosural Field Theory. Remote generation of cynosural fields is not currently possible. Thus, capital pilots must rely upon another pilot to generate a cynosural field in the target system. When activated, cynosural fields act as beacons, allowing any pilot in the system to locate and warp to the field.

In order to be able to generate a cynosural field, the ship must be equipped with a Cynosural Field Generator and have enough Liquid Ozone to be able to generate the field.
Jump drives rely upon out-of-band faster-than-light communications in order to calibrate and lock onto a cynosural field. Because of this, both the cynosural field generator and jumping pilot must be in the same fleet to use the cyno. This information is broadcast once when the cynosural beacon is lit, but can be rebroadcast by clicking the white triangle at the top of the fleet window. By relying upon FTL communications, only authorized pilots (those in your fleet) will be able to jump to the

same field, preventing an enemy capital fleet from jumping to a friendly cynosural field.
Cynosural fields can also be generated on a continuous basis by using a Cynosural Generator Array. Such generators require an alliance to have appropriate sovereignty to use. These generators operate on a constant basis, broadcasting the appropriate calibration information out-of-band via the alliance channel, allowing any pilot in that alliance to lock onto the generator's field.

Please note: Cynos can't be generated in hi-sec space or in wormhole space. In order to be able to jump to a cynosural field, the capital pilot must be within the jump range of the cynosural field.

Effects
A cynosural field will usually last for 10 minutes.
Force recon ships have a special skill that will reduce the cynosural field duration to 5 minutes. Also, they have a special bonus that will reduce the amount of liquid ozone required for generating a cynosural field.

Generating a cynosural field is a highly taxing operation. In addition to requiring a certain amount of liquid ozone to create the field, all the ships resources must then be concentrated on maintaining the field. This is at the expense of weapons, navigation, and defensive systems, all of which are disabled while the field is active. This leaves the generator extremely vulnerable to attack. Once the field collapses, the generator regains full control of their ship.

Caution: Upon activation of the cynosural field, the cyno generating ship will be unable to move or warp for the duration of the field. Basically, the cyno generating ship is a sitting duck.

Field Placement

Nearly any pod pilot with a few weeks of training can activate a cynosural field. However, such pilots must understand that they have a great responsibility. Capital ships and jump freighters are slow and clumsy.

Caution: Upon activation of the cynosural field, the cyno generating ship will be unable to move or warp for the duration of the field. Basically, the cyno generating ship is a sitting duck. When activated, a cynosural field acts as a big *Capital Ships Here!* sign, alerting potential enemies to the location of valuable prey. Also, activating a field too close to a collidable object can result in the jumping ship being bumped off the target location and making the ship vulnerable for a longer time.

This makes the placement of a cynosural field extremely important. Activating a cynosural field in a safespot is not a good decision as the beacon created by the field will alert all pilots in system to the location of the safespot. There are two generally accepted locations that are good for placing a field: friendly starbases (POS) and stations.

At a Starbase
Placing a cynosural field at a friendly POS generally ensures that there will be protection for the field generator and jumping ship. The turrets and other defensive equipment can be used to attack anyone approaching the field, giving the jumping ship enough time to get into the protective force field of the POS or to warp to another protected location. Cynosural fields cannot be activated within the protective force field. Additionally, the incoming jumping ship will not have the appropriate force field password set on jump-in, so placing the field too close to the force field may result in the jumping ship being forcefully ejected from the force field, leaving the ship highly vulnerable. Generally, a well accepted location to activate a field is about halfway between the force field and a grouping of turret/missile batteries.

At a Station
Another viable location for locating a cynosural field is at a station or outpost. The key here is to select a station with a large docking radius, but an area that is generally devoid of the actual station structure. Such locations are often found above or below the station or just off the undock point. When placing the cynosural field, the generator should be far enough into the docking ring such that the jumping pilot can immediately dock after the session timer expires, but far enough from the station structure such that the

Cynosural field at a small POS

Cynosural field at station (oblique)

Cynosural field at station (overhead)

Cynosural field at station (closeup)

jumping pilot's ship won't be forcefully ejected from the station. This can be a vulnerable location for the field generator, however, as there are little or no protections at stations to prevent an immobilized generator from being attacked and destroyed.

Cynosural Jamming

Cynosural fields can be jammed through the use of specialized equipment. The major empires use technology of this sort to prevent the generation of cynosural fields in systems with a security status of 0.5 or greater. Alliances that have sovereignty 3 or greater in a system can deploy a Cynosural System Jammer at one of their starbases in that system. When online, the jammer prevents any cynosural fields from being generated including any friendly one. This allows the sovereign alliance greater control over who may access the system via capital ships.

The Cynosural System Jammer can be temporarily disabled and reactivated to allow friendly cyno's to be activated. Great care must be used when trying such tactics, since reactivating the jammer requires some time during which enemies can also activate their own cynos.
The most effective way to stop enemies for using a cyno is to quickly target and destroy the cyno generating ship before any hostile capital ship has managed to jump to the cyno beacon. With the destruction of the cyno generating ship, the cyno beacon will also disappear.

We also have another version of the cyno which is the covert cyno. This will be handles in a different chapter. Purely since this is used in a different way then the regular cyno.

CHAPTER 11: SHIPS - NAMES AND CLASSIFICATIONS

To get you introduced with them all. With a manegerie of ships flying across the galaxies of EVE, one can get confused easily with the various names that each faction/class/race has for their own vessels(given the fact that each of them own ALOT of vessels at the same time). For better identification, here is a list of names of ship types with their race specific names:

Tech Level 1

Rookie ships
Basically the ship for beginners, with basic weaponry and mining tools, most commonly used for tutorial missions.
Amarr - Impairor
Caldari - Ibis
Gallente - Velator
Minmatar - Reaper

Frigates
Light, fast but fragile. Based on quick combat maneuvers, and highly effective in large numbers. Best used to 'disable' large ship classes by using the correct equipment[i.e. draining, scrambling warp engines and tackling(webbing)].
Amarr - Tormentor, Executioner, Crucifier, Punisher, Inquisitor
Caldari - Bantam, Condor, Griffin, Heron, Merlin, Kestrel
Gallente - Navitas, Atron, Maulus, Imicus, Incursus, Tristan
Minmatar - Burst, Slasher, Vigil, Probe, Rifter, Breacher

Destroyers
Designed specifically for Anti-frigate warfare, the destroyer has high number of turret slots but low rate of fire. With mediocre armor and fire power, destroyers are able to take out frigates easily but are ineffective against larget ship classes.
Amarr - Coercer
Caldari - Comorant
Gallente - Catalyst
Minmatar - Thrasher

Cruisers
Multi-functional vessels, larger and slower, but with a more durable armor. Able to mount more damaging weapons that a destroyer, can be used for combat or even cargo shipping and mining.
Amarr - Arbitrator, Augoror, Maller, Omen
Caldari - Blackbird, Osprey, Moa, Caracal

Gallente - Celestis, Exequror, Thorax, Vexor
Minmatar - Bellicose, Scythe, Rupture, Stabber

Industrial ships
Designed for cargo transport(comparatively large cargo hold). Mostly require armed escorts but the module slot layouts provide for sneaky ambush tactics.
Amarr - Sigil, Bestower
Caldari - Badger, Badger Mark II
Gallente - Iteron, Iteron Mark II, Iteron Mark III, Iteron Mark IV, Iteron Mark V
Minmatar - Wreathe, Hoarder, Mammoth

Battlecruisers
Battlecruisers serve as fleet command in small scale battles, with gang assist modules, boosting the offensive and defensive capabilities of the fleet. With a larger damage output than Cruisers, and defense, they are more favored than the Destroyers. The disadvantage will be the decreased maneuverability.
Amarr - Prophecy, Harbinger
Caldari - Ferox, Drake
Gallente - Brutix. Myrmidon
Minmatar - Cyclone, Hurricane

Battleships
Battleships are staple to every fleet, although slower, they are more durable with the ability to mount impressive firepower with large sized weaponry.
Amarr - Armageddon, Apocalypse, Abaddon
Caldari - Scorpion, Raven, Rokh
Gallente - Dominix, Megathron, Hyperion
Minmatar - Typhoon, Tempest, Maelstrom

Tech Level 2

Tech Level II ships are modified versions of the Tech Level I ships, adopting the original outlook but with improved modules, engines, and colour. With improved capabilities, they are usually modified to fit a specialized role in a team, thus limiting their userbility only to that specific field of use.

Covert Operations
Modified versions of the frigates, with mounted cloaking systems, enables them to vanish when thretenend and warp while being cloaked. Usually equipped with Electric Warfare, they are effective in larger groups as scouts and other tactical use. Stealth bombers are able to mount on battleship class missile launchers, allowing to to surprise the enemy with masssive damage.
Amarr - Anathema(Crucifier - Covert Ops), Purifier(Inquisitor - Steatlh Bomber)
Caldari - Buzzard(Heron - Covert Ops), Manticore(Kestrel - Steath Bomber)
Gallente - Helios(Maulus - Covert Ops), Nemesis(Tristan - Stealth Bomber)
Minmatar - Cheetah(Vigil - Covert Ops), Hound(Breacher - Stealth Bomber)

Assault Ships
Frigates modified with heavy firepower and higher durability, with decreased speed.
Amarr - Retribution(Punisher), Vengeance(Punisher)
Caldari - Harpy(Merlin), Hawk(Merlin)

Gallente - Enyo(Incursus), Ishkur(Incursus)
Minmatar - Wolf(Rifter), Jaguar(Rifter)

Interceptors
Modified frigates designed for high speed dogfights, perfect for swarming larger classes and pinning them down, providing ample time for reinforcements to arrive.
Amarr - Crusader(Executioner - Damage), Malediction(Executioner - Tackling)
Caldari - Crow(Condor - Damage), Raptor(Condor - Tackling)
Gallente - Taranis(Atron - Damage), Ares(Atron - Tackling)
Minmatar - Claw(Slasher - Damage), Stiletto(Slasher - Tackling)

Interdictors
An upgraded Destroyer, with no penalties on rate of fire, and increased speed. Their main purpose is launching a Warp Interdiction sphere, prevent warping in a radius for a time period. A 'staple' for fleet combat, as they fcan pin down entire fleets for extended periods of time.
Amarr - Heretic(Coercer)
Caldari - Flycatcher(Comorant)
Gallente - Eric(Catalyst)
Minmatar - Sabre(Thrasher)

Heavy Assault Ships
A.k.a. Heavy Assault Cruisers(HAC), are the best solo combat ships available. Equiped with heavy fire power, strong defences with vastly increased damage resistances, and add in the element of speed.
Amarr - Sacrilege(Maller), Zealot(Omen)
Caldari - Cerberus(Caracal), Eagle(Moa)
Gallente - Deimos(Thorax), Ishtar(Vexor)
Minmatar - Muninn(Rupture), Vagabond(Stabber)

Logistic Cruisers
Designed exclusively to aid teammates in combat, these cruisers have bonuses to remote repairing and boosting.
Amarr - Guardian(Auguror)
Caldari - Basilisk(Osprey)
Gallente - Oneiros(Exequror)
Minmatar - Scimitar(Scythe)

Reconnaissance Ships
Divided into 2 sub-classes : Combat Recon and Force Recon. Force Recon ships can be equiped with cloaking modules and strong Electronic Warfare bonuses. Combat Recons are more offensive, similiar to the Force recon but with added bonuses for weapon systems.
Amarr - Curse(Arbitartor - Combat), Pilgrim(Arbitrator - Force)
Caldari - Rook(Blackbird - Combat), Falcon(Blackbird - Force)
Gallente - Lachesis(Celestis - Combat), Arazu(Celestis - Force)
Minmatar - Huginn(Bellicose - Combat), Rapier(Bellicose - Force)

Command Ships
Modified versions of the battlecruiser designed to command and assist operations with 2 sub-classes: Field and Fleet Command. Field Command Ships may use one 'gang assistance'

module, and have strong defences and offensive capabilities. Fleet Commands are more limited in offence but have increased defensive capabilities, and are able to use 3 'gang assistance' modules.
Amarr - Absolution(Prophecy - Field), Damnation(Prophecy - Fleet)
Caldari - Nighthawk(Ferox - Field), Vulture(Ferox - Fleet)
Gallente - Astarte(Brutix - Field), Eos(Brutix - Fleet)
Minmatar - Sleipnir(Cyclone - Field), Claymore(Cyclone - Fleet)

Transport Ships
Modifed versions of the Industrial class, designed to haul cargo through low-security systems. With high defenses its increases the survivability of ship. Divided into 2 sub-classes: The Blockade Runner - very fast with resistance to warp disruption; and the Deep Space Transport - slower with enlarged cargo space and high defense.
Amarr - Impel(Bestower - Deep Space), Prorator(Sigil - Blockade)
Caldari - Bustard(Badger Mark II - Deep Space), Crane(Badger - Blockade)
Gallente - Occator(Iteron Mark III - Deep Space), Viator(Iteron Mark I - Blockade)
Minmatar - Mastodon(Mammoth - Deep Space), Prowler(Wreathe - Blockade)

Tech Level 3

Strategic Cruisers
As the name says, Ships with a tactical service. These are the only T3 ships in game so far, These are modular ship. By choosing certain modules your ship can be build for nearly any task any of the other ships can do.
Amarr – Legion
Caldari – Tengu
Gallente – Proteus
Minmatar - Loki

Capital Ships
Designed for major operations and usually found in medium or large player owned corporations due to the expensive price. Best used in fleet operations due to many vulnerabilities.

Freighters
Largest cargo ships available, with 40 times more holding space than the best Industrial classes. This makes them a valuable asset to corporations for large scale transporations as they can even transport packaged ships.
Amarr - Providence
Caldari - Charon
Gallente - Obelisk
Minmatar - Fenrir

Capital Ore Ships

We only know 2 Ore ships in Eve, The rorqual and Orca, both build to aid mining operations. However where the Orca can enter empire and the rorqual can not.

ORE – Rorqual
ORE - Orc

Dreadnoughts

Capable of mounting capital sized weaponry and with high defensive capababilities, Dreadnoughts are designed for extended sieges and static installations, i.e. starbases or space stations. Dreadnoughts require fleet support due to limited capabilities against large number of smaller class ships. They also come with the siege mode ability, sacrificing mobility for 4 times their original offensive and defensive capabilities.

Amarr - Revelation
Caldari - Phoenix
Gallente - Moros
Minmatar - Naglfar

Carriers

Main offensive capabilities revolve around the deployment of super-heavy combat drones called fighters. They also come with bonuses to remote repairing. Carrier are able to operate fighters remotely, allowing them to provide support away from the frontline. Also capable of carrying frigates, and comes with a small corporate hangar.

Amarr - Archon
Caldari - Chimera
Gallente - Thanatos
Minmatar - Nidhoggur

Motherships

Having similiar functions, Motherships are set apart by the increased capacity and as well as complete immunity to Electronic Warfare. Equiped with a items hanger to store combat equipment, they also contain a ship within. Amarr - Aeon

Caldari - Wyvern
Gallente - Nyx
Minmatar - Hel

Titans

Able to perform the same fleet functions and support roles as the Mothership, and being the only capital ship to create jump portals which enables escort and support ships to move from system to system without a stargate. Although they come with weaker offence and defence, the Titan has a capital sized Superweapon capable of killing a carrier or dread in 1 single shot.

Amarr - Avatar
Caldari - Leviathan
Gallente - Erebus
Minmatar – Ragnarok

CHAPTER 12: LOGISTICS SHIPS. REMOTE REPAIR'S

Logistics Tactics

Aright then…the most important ships in any gang/fleet, is the logistics. The more of these ships you have with you, the longer your gang can stay in the fight and the more overall damage output you will have. The main issues people run into in logistics ships, is cap chaining, and broadcasts and we will go over these two areas later. there are also 4 different logistics ships, and 2 subgroups of logis. So, hence we dedicated a special chapter to this type of ship.

Group 1:
this group would consist of your scimitars and oneiros logi ships. these are cap independent, basically solo flyers. they should be able to run their logistics modules without the need of cap transfers from any one else. scimitars are used a lot in nano shield tanked gangs because its fast, solo repper and can keep up with the speed. the oneiros is basically the same concept, just with armor tanked gangs, which are generally not nano gangs. the other plus side to scimitars and oneiros, if utilized, is that they get a bonus to boosting other ships tracking, although from my experience this is very rarely used.

Group 2:
these are the basilisks and guardians. these guys a re the ones that set up cap transfer chains in fleets. the advantage to these ships, is that they don't need to rely on their own cap they literately generate cap from thin air between themselves. this means that they generally have a stronger tank because they can focus all slots on their tanking.

Basic play
in fleets, the basic tactic is to keep the other logistics ships alive, because if they fall, you will too. after this, you will read the broadcasts history for people calling for reps and we will go more in depth later on. generally, the logistics ships should all be orbiting a centrally located ship, in fleets this should be a battleship. orbit at varying ranges, not to exceed 30km, because if you go 40km and the other logistics goes 40km, then at some point you guys could be opposite sides, and be 80km apart, so out of range of reps. makes sense yes? ALWAYS fit ECCM, and ALWAYS fit a speed mod. in big fleets I recommend a afterburner to keep you sig as small as possible and still have good transversal.

GUARDIANS AND BASILISKS:

these are the backbone of a fleet. the more there are, the stronger they get and the more stability as a group they have. every one of these ships should fit 4x large remote reppers, and 2x large cap transfers, a speed mod, ECCM, and then buffer tank buffer tank buffer tank. this means get your effective hit points up to as high as you possibly can.

every one of them that is in a fleet, should be in a chat channel together with only basi and guardians so that they can coordinate their movements as well as their cap transfer chains. the standard operating procedure is what we call "two down". ok, this gets complicated…follow closely J . look over at the chat window you all are in. now, the first guy under you, you will always give him ONE of your large cap transfers…now look at the guy two names under you and give him ONE large cap transfer. if you are at the bottom, go up to the top. done. whew.

ok, emergency OHWTFISHAPPENINGIMLOSTANDCANTFINDMYBUDDY time. every time I am in a fleet as a logi, I get this problem…"the guy I give cap to isn't here what do I do???"…now I will break it down for you. keep going down the list until you are transferring to two people. and then when people higher up in chat list show up, switch to them…can be difficult at first, but you get used to it after 5 seconds.

this is a system designed to be a strong chain. if one link breaks, the rest will still function, if one guy is not there, the rest will compensate and adjust. if one of the people giving you cap gets jammed, well you will still have one other person giving you one cap transfer, so you will only lose 50% of your efficiency instead of being WTFPWNED! and it also serves the purpose of making sure that every single one of you in fleet, will already be targeted by 2 other logistics ship for instant repping gratification helping to ensure your survival even more.

did I mention ALWAYS…ALWAYS…and forever set up your cap chains and ALWAYS stay moving. I don't care if FC says hold or stay at zero, he is not talking to you. you will orbit at 500 if he says stay at zero. and ALWAYS pick ONE person/object in fleet to orbit.

SCIMITARS AND ONEIROS:

ok, basicly, stay out of the cap chain channel, don't ask for cap, and you guys basicly fly around as solo logistics platforms that can race around going to and from and rep people out on the fringes. you are pretty much on your own, just broadcast for reps if any one starts shooting you. not that you aren't loved, just you are solo rep ship, you don't have to stay with the backbone group, you can run off and fly where ever and orbit whatever, and that has a very valuable place in a fleet because sometimes you can go out and reach people that the guardians and basilisks cant, and thus helping save ships.

but FFS don't go 200km away from the rest of the logistics ships ok? you're not Rambo medic.

Logistics overview:

now we get to the overview setup. if you want to know different columns and how to get to each section, please refer to the overview setup section. this is just a brief description. basically turn all ships except for logistics OFF. then, turn off "pilot has bad, horrible, and neutral standings. and that will pretty much do it. this will allow you to see ONLY logistics ships in your fleet or that are blue.

Broadcasts settings:

WOOO HOOO down to the good stuff!! this can be hard to follow. every one SHOULD know what a broadcast is. what most logi pilots for some reason don't know…is they really don't need to know who the primary target is, ya gots no guns! so, open your overview settings, turn on calls for armor and shield, turn off targets. all the rest is still good, like warp to, align to etc etc.

how do you use broadcasts? easy, some one broadcasts, you right click it, lock it, rep it, lock next guy, rep him, lock next guy, rep him. once you cant target any more, unlock the first few guys, and keep moving along the list. try to keep like 2-3 of the most recent calls targeted, keep unlocking as you move along list. since you *should* be orbiting around center of the field, you should only have to worry about locking and repping and you should be able to reach every one. DO NOT chase people down if you are guardian or basilisk, you're job is to maintain the logistics core of the fleet. onieros and scimis can go chase.

********one final note…and this is a key thing to end on, simple, but can cause all kinds of headache if not done. logistics chat channel, whatever it might be…is your PRIMARY channel. that means have that open constantly, and if you see blinky go to other ones. ALWAYS ALWAYS ALWAYS read logi chat like it's a bible.********

CHAPTER 13: DIRECTIONAL SCANNER

The directional scanner is one of the most under-appreciated tools in EVE. It is extremely simple to operate and can be used from any ship without any skill training. However, at first glance it can seem quite hard to extract any useful information from it. This guide covers some of the techniques that can be used with it.

THE UI

→Range is limited to 2,147,483,647 km, or about 14.35 AU.

→Angle is relative to the direction you point the camera, not the direction your ship is facing. If you select 180 degrees, for example, only objects in front of you are included in the scan. Smaller angles are scanned as cones.

→Use Active Overview Settings does exactly what it says. When it is active, only items that would appear on your overview are included in the scan results. It is worth noting that only the "Types" filter is applied to the scan results, while both "Types" and "States" is applied to the Overview.

→The Scan button can be used once per second.

USES OF THE DIRECTIONAL SCANNER

Spotting enemy scan probes

If an enemy is trying to probe you down, you will usually have only a brief opportunity to spot their probes before they get an exact hit on your position and warp to you. If you hit the scan button at least every 5 seconds, you have a good chance of spotting the probes, giving you time to warp away to another safe spot. Scan probes will only appear in the scan results if Use Active Overview Settings option is unchecked.

Finding people at celestial objectsSet the scanner to 360 degrees, maximum range, and warp to a point in range of as many planets/belts as possible (the sun is usually a good starting point). Progressively reduce the range, excluding half the celestials each time, until the target disappears from the results. Then increase range again, eliminating half the remaining celestials each time until the target reappears on the scan results. Keep on doing this until only 1 celestial is left - this is the one nearest the target. This is a form of binary search.

Finding people at safe spots

Most of the time it's quicker just to use scan probes to do this, but sometimes people choose to hide using ECCM, preventing you from warping directly to them.

First, if necessary, use scan probes to get within 14.35 AU of the target, so you can see them on the directional scanner. Scan in different directions on successively smaller angles until you get a hit within a small angle.

You now have a rough idea of the target's direction and a very good idea of their range. The next stage is to find a point directly behind the target and warp past the target to it. While in warp, create bookmarks as close to the target as possible. Go to the one closest to the target and repeat. Once you get within a few million km this gets much more accurate, as you can create bookmarks while your ship is still accelerating to full warp speed. Eventually, you'll end up on the same grid.

CHAPTER 14: TRACKING

All ships are forced to choose long range for slow tracking, or fast tracking for short range. Game mechanics are making the weapons balanced this way. Either u hit far, but unable to hit stuff close, or u hit close, but cant reach out far. In small fleet/gangs, ur more often to face short/mid range than snipers, so depending on ur own fleets tactics, pick the right weapons. In big fleet of +100 pilots, sniper squads are very common, but that is ur FCs descision and that alone should dictate ur weapons, not ur own pref's for high dps or whatever. 10 snipers teamed with 5 short range = half the fleets dps is wasted, no matter what range u end up at. Use the games options of saving ur fits. Make a long/mid range setup, and one for mid/short.. as it will vary on PG/CPU usage, u prolly need 2 slightly diff setups. Then when ur FC asks u to bring snipers, u enter ur ship, select ur sniper setup, and its instantly sorted. this is a great tool, and i use it all the time.

A more simplyfied explenation of tracking would be...

The guns on ur ship will hit a same sized target and bigger. If u want to hit smaller stuff than urself, u need special weapon/ship-setups or fantastic ship bonuses.. in both cases, ull need to make a ship very specialized at killing smaller stuff, wich also means u already learned how to work with tracking as a content. thumb rule remains.. if its smaller than u, he may avoid getting hit. so dont think u can kill that small frig that easily, because ur in a HAC. he may just tear u a new one.. and laughing while doing it.

A more "Scientific" explenation of Tracking would be:
The speed ur turrets move when zooming in on the target. The bigger target u have, and the less movement he makes, the easier it is to hit. moving towards/away from a gun does not help u, u need to force the guns to turn around on their own axis. the close to the gun the target is orbiting, they harder it is to follow it. thats why ceptors will orbit u at 500m, making it impossible for the turrets to keep up, making it impossible for u to hit it... however if his range would increase, it gets easier, and if he runs in a straight line, hes dead.

Using this knowledge of tracking, u know that its no use wasting ammo on a small target close to u, so just switch to a target further away, or bigger. Or use it to ur own advantage and make a ships that moves very fast and can hit stuff close up, and u can attack big ships in a smaller one, without getting killed. But do remember that alot of pilots know this, and they have alternative ways of dealing with it. Light drones or prescision missiles are ur worst nightmare usually.. but most common way is scram+web. They are built to handle shortrange fights and will make u move very slow, enabling the turrets to catch up to u and make ur life hell.

As u know understand how tracking will effect u and ur ship, and ur enemy, use it in combat, adapt ur fitting for it, and remember that ur ship is only a part of a big team.. if u go ur own way, ur usually loosing. DPS is never the key to victory, being a strong team always is.

CHAPTER 15: SIGNATURE RADIUS

This determines the size of ur ship. The bigger ship u have, the more dmg the ship takes from the weapons. This can be compared to throwing a pie at a target. the more pie ur able to put on the target, the more dmg it takes. So a 2000 dmg blast will do 2000 to a BS, but on a frig, this could be scaled down to 500, so basically works as a resist factor to ur ship.

Dont forget that a equally sized ship, most likely have guns that will hit u for 100% of their dmg still, making AFs, destroyers and similar hit u very hard and becoming ur worst nightmare. Ships of ur same size, or smaller, is always ur primary, to keep u safe, as they will pose the biggest threat.

This is to balance the diff ship sizes in PvP, so that u wont apply full dmg from a BS to a frig, and by that, instapop it. In effect, this means, that u can never compare a frigs tank to a cruisers, as even tho the EHP are alot less, it could just take as many hits as the cruiser, even tho it has half the HP. A very small ship, moving at speed in an orbital manner, will be very very had to hit, and when u do hit, u do very low dmg. Assault frigates can be very pesky at this, as they will dodge ur guns, outrun ur missiles and when ur finally lucky enough to hit, u do almost no dmg. Combined with the heavy resists on them, and u got urself a ship that will last just as good as a HAC, IF piloted correctly. MWD and shield extenders (and shield rigs) will increase ur sig radius and make u take more dmg. if ur sitting still to that, or moving in a straight line, ur AF will instapop. Orbitting ur target, havng no shield extenders and keep the MWD turned off (most AFs use AB successfully) will make u very hard to kill, unless u get webbed, scramed or target painted (this is a very deadly EWAR. TP will make life hell for small ships). Try setting a AF up with AB and short range weapons and go into a belt, to get a feel for the effects. I easily can go rat high-end rats in my blaster-harpy, as the NPC frigs instapop and the bigger ships have huge issues dealing dmg. the only restriction here is ur own DPS.

Fitting ur ships with shield extenders always need to be reconsidered, unless ur flying BC or BS (as they are so big anyway, it doesn't really matter). Even if u dont have the ability of an AF, that extra sig radius will increase ur ships dmg taken in combat, thus boosting ur enemies DPS on u. Shield HP is not everything in PvP.. sometimes the less EHP given by a invul hardener, can have a stronger effect, than the bosot u get from the shield extender. If u wanna surgically build a heavy tanked frig/cruiser, make diff settings and just enter a belt/mission and compare the dmg u take from 2 identical NPCs (or use a friend/alt to shoot u) to trim the % of dmg taken down. I will go through ship-testing in a later chapter, u never fly a un-tested ship in PvP.. EFT is only giving u 1 version of the trueth, game mechanics is not visible there, so u cant forsee the effects on ur ship. 1 very common mistake ppl do is using MWD when getting bombed by SB's. the sig radius increase u take (+500%), makes u big enough for the bomb to apply enough dmg to instapop u, while if the MWD had been turned off, the massive 6k dmg would only hit u for about 500-1000, wich would allow ur frig to tank the bomb.

If u look at ur weapons, u can usually see the signature resolution (or explosion radius on missile charges) on it, and compare it to diff ships. Normal value for a cruisers turret is 125m, and a normal AF has less than 50m signature radius. The relation is not a linear curve, but u can estimate that u will take atleast 50% less dmg in the AF, than if u where flying a cruiser with 120m sig radius. In result, a frig with 5k EHP tanks just as good as a cruiser with 10k EHP, if the enemy is shooting medium guns.

CHAPTER 16: EXPLOSION VELOCITY/EXPLOSION RADIUS

These are the unknown factors of missiles that has a huge effect on their performance. Explosion velocity is the speed the shockwave from the missile moves. if u are moving at the same, or less, speed as the exp. vel u will take full dmg, after that its decreasing up to a certain point where u do no dmg at all. this is why u want to always stay moving in PvP, as it will decrease the dmg taken from missiles easily. normal heavy missiles have an exp. vel of 81m/s.. of course there are skills to improve this, it really means that if u are moving at about 100m/s u start taking less dmg, so no need to be a nano-ship to utilize this.

Explosion radius is teh missile version of tracking. the smaller radius on ur blast, the more dmg u do. missiles have huge issues hitting small stuff in general. the default speed combined with the small signture will usually make u take about 0.1 dmg, however.. never think ur safe. Precision missiles are cut and done for killing small stuff. it has smaller radius and faster vel so it will hit.. and it hits hard on a frig.. then ur worst enemies ofcourse would be scramblers, webs and target painters, as they mess up ur ships speed and signature, and the missiles will start doing heave dmg. Using normal heavy missiles, u can boost ur dmg on a frig with 50% by applying 1 web + 1 target painter...

Few pilots actually use T2 missiles, but if they do, frig sized ships are at huge risk of getting wasted fast.

CHAPTER 17: TANKS

Flying ships in PvE and PvP has 1 huge difference. Need for tanks. In PvP, the fights usually last for 1-5 mins. There are of course exceptions like fleet fights and RR-gangs, but in normal small gang fleets, the fight is over before u realize it. Either u died horribly fast, or ur enemies scattered and ran away (or even better died). When u fit up ur ship for PvP, the main priority is to select ur ships role. Is it a tackler, or a EWAR boat? Do u blow bubbles or deal dmg? most of the time, u realize u have to choose to pick one or two things, and that usually also means u have to sacrifice tank or dmg to make it happen. In a normal engagement, active tanking (using shield or armor repairs) is not quick enough to take effect. u will go through 2-3 cycles and then ur dead. That is why most PvP ships fit a so called Buffer tank. It means u get as much effective hitpoints (EHP) as possible. EHP is the amount of dmg u can sponge after all ur resists are applied. if u have 50% resists to all dmg types, and 1000 shields, u have 2000 EHP. the enemy have to deal 2k dmg to burn through ur shields. the bigger the buffer is, the longer u gonna last. of course this also means that u will die sooner or later, if the enemy is allowed to keep pounding u. This is countered by either using logistic ships in ur fleet, or simply kill the enemy faster than he is killing u. Active tanks are viable on 1 on 1 combat, where ur repping actually can keep up, but that is rarely the case. A normal T2 ship will muster maybe 200 uniformed defense (this means the total amount of dmg ur repping can keep up repairing per second) Cap is a huge issue for most active tanks, and that determines how long u can fight. But fighting 1 on 1 is very rare in EVE, so unless ur a solo kinda guy roaming alone looking for targets, this is usually not interesting.

Armor tanks usually go for more HP, than resists. they also take alot of agility and speed penalties, wich means ur gonna be slow and have huge issues running away (or to) a fight. Having alot of HP also makes life for logistic ships hell, as remote repping is always better using high resist over high HP. one example of this, to make it more visual is:
- ur ship takes 200 dps
- the remote rep adds a 80 HP/s
- if ur resist is at 50% u will regain 160 EHP/s - u will take 40 dps even tho getting repped and will slowly die.
- if ur resist is at 75% u will regain 320 EHP/s - u will easily tank the dmg as long as the remote reps aer alive.
conclusion: buffer tanks are not useless, but less significant in a remote repping gang. make sure u know what ur fleet is setup to do, before fitting ur tank. have 2 different fittings setup

for ur ship upfront, so u know what to fit depending on ur fleets setup.
Shield tanks are in general stronger and more effective. They also auto-repair over time, wich is handy. One of the most known shield tanks is the drake, that can be buffer tanked and will regain huge amount of EHP/s using the auto-regen alone. this is called a passive tank. it has no need for Cap or managing, but it usualy means u have to sacrifice everything on ur fitting to make it effective. A good ship to use this kind of tanks are HICs as they are not relying on EWAR, dmg, points, agility, scan resolution or similar to fill their role. They put up the bubble and stay alive. Other ships can have bigger issues as they may need points or dmg mods fitted to actually be worth using. Shields usually have less HP, but is easier to get strong resists on, so perfect for RR-setups. However shield repairing uses more cap than armor (default ratio is 2 shields/sec/cap vs 3 armor/sec/cap) so if ur shy on Cap, armor would be the better option of the two. if u need a short burst of HP, shields are teh way to go, if u want a more longlasting tank, armor is ur choice.

Make sure u know the different bonuses the ship has to its tank. Utilizing the ship bonuses for this makes a huge difference. if u are a minmatar pilot and fly BC's, ur choice stands between the hurricane and the cyclone. the cyclone however have a +7.5% per level on shield boosting amount, wich at level 4 means ur shield booster is increased in strength by 30%. that is alot of extra dmg u can take. Ships like the drake have +5% resist added to its tank per level, wich makes it perfect for building up ur EHP. There is also skills that will increase these stats as well, such as shield management that increases ur HP with 5% per level (more about support skills later on).

Size tanking is what frigs are made to do. Use ur signature radius and speed to cripple ur enemies dmg and tracking so that u cant be killed (read previous chapters regarding sig radius/speed vs weapons effect). This requires agility on ur ship, to keep as high orbital velocity as possible. Ur ship wont orbit as fast as it will move straight, just like a car wont go as fast when turning, as when running straight. Agility improves ur ability to keep as narrow orbit as u can, without loosing speed. most common mods to alter ur aglity is Nanofiber internal structure. Note that this will decrease ur structure HP as well, and never fit it together with a damage control, as they will even out each other, making u use 2 low slots and achieving nothing as a result. Either go all out on armor tanking, or all out on speed tanking, they cant be combined effectively. the Inertia stabilizer is more effective on agility bonus, but will increase ur signature radius as well, so it will make u harder to track, but u take more dmg when getting hit.. not always a good choice.

The most untold story tho, is that Tanks in PvP is a waste of space. If u are in a position where u need to tank dmg, u usally die anyway. This is not by default in anyway, but the events in EVE usually means u will be outnumbering ur enemy, or he outnumbers u. Either way, 1 side will run away. The smaller ur gang is, the more need of tanks u have, but i usually go with the thumb rule, that if u lack RR-abilities in ur fleet, ur better off being good at running, rather than tanking. However, if ur in a RR-gang, u want as much EHP as possible, to give ur logistics time to keep up with reps. and for solo play, active tanks usually are the best choice, as the low total dps makes the fight go on for a bit.

CHAPTER 18: LEADERSHIP SKILLS

The unknown boost ur gang will recieve, often goes unnoticed, but makes massive difference to any gang. I personally advice all PvP pilots to train Leadership V, its a Rank 1 skill and takes maybe a week to complete, but it allows u to do 2 things.
1) help ur fleet inviting ppl to fleet.
2) transfer fleet bonuses to ur squad.
Having the bonuses trained arent important at this stage, and if a higher ranked commander in the fleet have higher skills on the bonuses, they will override urs.

There are 4 different fleet bonuses.
+ Armor HP
+ Shield HP
+ Targeting range
+ Agility

There is also a bunch of sub-bonuses only cmd ships can add by using gang modules
+ Armor/shield repair cost
+ Armor/shield repair amount
+ Armor/shield resists
+ EWAR strength
+ EWAR range
+ Sensor strength
- Signature radius
+ Optimal on webs/disruptors/scrams
+ MWD/AB speed

By itself it doesnt sound impressing, but if fully applied, it can make insane effects. Flying the fleet cmd ship, add the ganglinks and the mindlink (alot of skillpoints, i know) ie a Vulture can increase his squad/wing/fleet with up to +50% shield EHP, and remote shield rep up to +30%. needless to say, this makes a 10 man fleet tank like a 15 man fleet. But to get there, u are required to do alot of skilling, for several months, and thats not the important part for an inexperienced pilot, but rather knowing why the bonuses is so important, and why squadcommanders are needed. It also helps to know, that there is ways to optimize ur own performance, or know what to expect from an enemy fleet that is accompanied by commandships. if ur facing a fast nano-gang boosted by skirmish bonuses, they will be even faster and better at orbiting, so even harder to hit, than normal size/speed tanks. If ur setting up a ship, and feel taht u could use more agility or armor, then keep in mind that most ppl taking wingcommand will have atleast lvl 4 on all bonuses, wich will be applied to ur ship. so even tho it looks like u wont be able to target to ur optimal, u actually may, once in a fleet.

Training for Wing command is something that is more rare, but is a great asset. WC lvl 4 is usually a requirement, as most larger fleets require it. As for bonuses goes, lvl 4 is also minimum. For hardcore players, i sincerely recommend training fleet command skills to 4 and all bonuses to 5.. ppl will worship u.. but yea.. it takes months, no kidding. Having FC skill is very very rare, and usually u find maybe 2-3 ppl in a whole alliance capable running fleet command (this is not to be mistaken for the actual FC. u can be fleet commander position in fleet, while the "FC" keeps control of the fleet, its not linked in any way.) And even tho its a position only 1 person in the entire fleet can fill, the pre-req for FC is wing command 5, wich is also very very rare and usefull for a larger fleet. In a big alliance, using big +200men fleets, these key positions are important to transfer and deal bonuses, and will make a huge difference.

Taking squad command position in a fleet wont put u in charge of anything, so its perfectly safe to stay shy and in the background, while ur picking up invites and transferring bonuses. 1 thing that is important to remember is that if u dont have a ship, u wont apply bonuses, so if u get killed, drop squadcommand and ask to be replaced. ofcourse, dont ever interrupt the FC on coms for something like that, simply state in fleet that squad X needs a new commander.

CHAPTER 19: COMBAT RANGE

When in combat, there is a few unofficially set ranges that fighting occurs. The most known of these are classical fleets where u use Snipers. The default sniper range is 180-150km. The reason for this, is that POS warp disruptrs have a 150km range, so as long as ur fleet is out of their range, u should have 0 losses to an enemy tower. This has generated most sniper fleets to use the 150km range as a default range for any engagement, even when POSs arent involved. Being able to hit at 150km is usually not the goal tho, and many ppl dont understand this. During combat u will be aligned and therefore drift out of ur range pretty fast. Sniper-BSs are recommended to have atelast 180km optimal range. This is to be able to still deal dmg at up to 200km. T2 turrets are a must for any Sniper pilot with selfrespect, even tho its a pain to train.

For close encounters, u will find the 50km be a small ship version of sniper-range. The main purpouse of this range, is to stay away from enemy tackles, and allow ur fleet to take minimum losses. Sniper HACs, and Recons are usually setup to fight at this range. Important to remember is that ships setup to fight at range, usually dont have ability to track at short range, but never, ever, speed in closer on them, as u will have huge signature radius due to the MWD, and moving in a straight line makes u an easy insta-pop target for the snipers. For this u really want to use combat probes to supply warpins and bounce in, rather than go straight in.

Head on fights, most common around stargates, such as gatecamping and normal roams, will take place around 10-20km range. At <10km range u will find the most deadly enemies. Here u have to worry about everything. Scramblers killing ur MWD, webs stopping u, neuts drain u dry, high-dps ships pounding u heavily. unless u know what u are doing and ur ship is setup for close combat, dont ever go within this range, as it will turn u into an easy target. Staying at 20km range still puts disruptors on u, and some of the close range ships will still be able to reach u, however, their optimal/falloff plays them a trick here, and a close combat ship fighting at +15km will have severe dmg reduction and tip the scales over to ur favour. Note that ppl gets way too overconfident in stats and DPS.. having high DPS doesnt always mean u deal the most damage. A combination of good tracking, good optimal and high dmg is the trick, and will more often be successful.

When going into an engagement u should always have ur preferred combat range pre-set on either "keep range" or "orbit" buttons. depending on ur ship and fleet tactics, u may want to choose one over the other. Sometimes orbiting is best, tho the further range ur looking for, the more u benefit from moving in a straight line away from combat, like full speed alignment and so on. Biggest misstake ppl will do is target enemy and hit approach, as this will take u too close and sooner or later get u killed. Use the orbit and keep range options instead to get into ur preferred range and maintain it. Ofcourse u should always accept the fleet tactics (if there is one) and follow that 1st off. Getting seperated usually eans getting killed.

CYNARA'S GUIDE TO THE GALAXY

CHAPTER 20: SUPPORT SKILLS

One of the most boring, but underestimated, skills to train. But these are the SP placed that makes all teh difference. The supportskills can be categorized into 2 groups: Core and Weaponry. Teh overall improvements on ur PvP performance will be immensely increased and this is usually the main factor in who wins a fight. These skills are probably the most important skills to get trained, as soon as u know what u want to fly.

Core
This is the skills that will give u more of everything. More speed, faster alignment, more HP, more Cap, more powergrid and so on. They will make it easier to fit up ur ship, and increase the attributes of ur ships. Even tho its boring to spend 3 weeks skilling for shield management, at level 5, u get 25% more shields... for a armor tank, that doesnt mean crap, but for a heavy shield tanker like a drake, that makes a huge difference. Not only to the amount of HP, but also effects its shield regen, making the overall tank alot stronger.

Weapons
This will turn ur weapons (gunnery/missiles) into mean slick killing machines. Ur range improves, tracking, dmg, rate of fire, weapon cap use, powergrid need, CPU and so on... u can easily increase a ships DPS with more than 100% if u train ur support skills up, not to mention the effectiveness of ur weapons will be heavily increased as well, so u will prolly deal up to 200% effective dmg, not only dps, but hit "harder" as well.

Here u can get a good clue by looking at the Certificates in game. Core, Defense and Gunnery/Missiles certificates gives u good suggestions on what skills u need to train. But of course, asking ppl on what skills to train 1st is my best recommendation, as different races/ships will need different supportskills.

CHAPTER 21: FLEET DISCIPLINE

Learning how to communicate in a fleet large than 5 ppl is pretty obvious, but so often neglected. The importance of using this, can sometimes be ignored, as regular pilots dont see the overall picture. Having clear comms and easy to follow instructions can descide the outcome of a fight.

Intel
If u have intel u think is of importance, or u see an enemy, or gets engaged, never blurt out "help help im being PvP'd". The proper way to report things always by stating a few important details:

- Who are u? - always state ur characters name, and if u will be a warpin for fleet, put characters in fleet (like "xxx"). This helps the FC to identify u, incase he wants to send pilots ur way, or promote u to wing commander. Either way, unless he knows who u are, dont count on any reaction.

- Your location - Always state where u are. It helps as well for the FC to know if ur close by, or helplessly out of range.

- Enemy details - What are u fighting/observing. saying 10 reds wont cut it.

- If time allows, always ask for permission to talk! The FC usually have ppl on comms u cant hear, and u may be interrupting more important intel or orders.

An example of how to report u getting ganked would be:
-(you) FC break
-(FC) Go
-(you) Virak'kara is under attack by 3 HACs at P3E gate. Im putting X's in fleet (Types "xxx" in fleet chat)
-(you) I will go down too fast for getting saved/I can tank for a little while.

Chat
Never use Fleet chat as a chat channel. If u want to make jokes, talk politics or just make penis-like figures, use ur alliance or corp chat. Most often the FC will put vital intel in there, and warp-ins will x up and so on. you may just be interfering with an important tactical maneuver and costing ur fleet 2-3 carriers, just because u had to ask the most common question: "where is fleet?" Corp/alliance members will always respond in other chats if possible to assist u to join up with fleet and similar details. If u don't get response, the fleet may be in a fight, so give it some time. The same thing goes for voice coms. Dont ever start talking about fleet locations and trivial things like that. The perfect fleet, only scouts and FC are allowed to talk, the rest of u, dont really need to.

Taking orders

All so often, ppl go their own way, ignoring commands. Always follow orders at any time. Listen to the FC and apply. If u think u know better than the FC (which isnt impossible, some FCs suck), try to keep ur calm and give him a break. Next fleet, u offer to be FC and show how its done instead. If u are smooth, u could give constructive critic after the fleet, or even ask permission to give tactical suggestions, but always remember the FC is ur boss. And just as IRL, ur boss never have a clue, but u still comply to make him happy.. he could be aware of things u arent, and prove himself right in the end. Always follow the primary targets, as long as ur able, and put all damage on it. Points and EWAR u put on secondary targets and others.

As always, use common sense. Do my FC need to know there is a single shuttle 13 jumps from fleet? Will the FC risk a 200 man fleet to save a T1 BC? When FC says align, dont warp, its not that hard.

CHAPTER 22: RUNNING AWAY

One of the most underestimated skills in PvP is the "Chicken Factor". EVE is a game based on numbers. Some fleets will have the tactical/ship advantage to fight overwelming numbers, but sooner or later we all experience the infamous "Blob". If u are roaming, doing a fleet OP or just a plain home defense, there is always the possibility of getting blobbed. There is no way to fight a blob, nor any other tactic than to run away! And be sure, the blob will come. The question is, will you survive it?

First step is to know ur location. If you can, have a map at hand over the region u are in. Sure, the FC will handle this mostly, but it never hurts having your own eyes on the fleets location, and possible exits. Also make sure, that in every system where u may get an encounter (systems where u stay in to kill something, or gatecamp, or afk) you turn your camera aroud a few times to see where the diff celestials are located. I prefer to use celestials with many belts/planets ontop of eachother, to make it harder for enemy scouts to predict your movement. At this point u know where u are in teh region/constellation and where u can warp to in system, in case of emergency.

Now the first 1-5 ships come. Blobs usually use the bait tactic, as they know the blob it self will spook the smaller gang. Maybe ur FC have no scouts, or thinks he has the ability to pop the 1st attackers, before the rest of them turn up. However, this is when u start planning ur exit. By now, u should already have learned to use the "orbit" and "keep at range" buttons in combat, so u really dont need to have a close eye on the battlefield it self. Zoom out ur camera, direct it towards ur predetermined celestial, and start fighting. If u are mid/long range u can already start aligning towards it. As the enemy fleet are few, u can easily set ur overview by range. This helps u to predict if anything is coming to tackle u. Unless ur setup to kill ceptors, ur que will be when a ceptor gets within 25km. Here common sense must be applied. Will u die if u get tackled? Can u hold a bit longer before running away? Unless the enemy tackler has u locked (yellow square flashing on his icon on the overview) u have nothing to fear. Once u get locked by enemy ships, and are within tackling range, u desperately need to evaluate the risk u are in, and warp out if needed. **Never wait for shield to drop below 50% and 3 ships have u tackled!** At this point ur already dead. Remember that ur FC can overide this, but only if u have a specific order to do so. Dont let ur trust in the FC determine how safe u are, we all mess up at times, and get outsmarted. Obviously depending on fleet tactic and setup, this has to be applied using common sense. If u are in a RR-armor gang and ur shields drop to 50% u are not in any danger.

As ur fleet engages the bait, look at local! Never trust any1 else to do this. If local starts spiking, u warp instantly, or speed away to clear enemy points on u. Warp to ur celestial, and make a bookmark while in warp. My favorite is to warp to belts, as they will expect u to warp to planets. Once out of warp, u align back to the place u where (if u cant rember where u where, look at ur ship, turn camera 180 degrees, and align at centre of screen. I usually

hold for a few sec's at this position, to await FC orders. Then warp to the bookmark i made. If u forget to make the BM, warp to a new celestial and make one instead. **As u land on ur safespot, always full speed align towards new celestial.** Any cloaking ship will have a 5 sec targeting delay, ships warping in, takes about 5 secs to exit warp, from when they appear on ur overview. u will have plenty of time to warp, as long as ur aligned. sitting still will get u killed tho.

Now is the time to look at ur map (without stop watching ur overview). Never jump into a dead end. Find the most obvious exit, the least obvious exit, and consider the probability of enemy fleet camping more than 1 gate. If ur inside a pipe, u only have 2 exits, and it could be too dangerous to risk jumping any gates. If so, ur FC may call for deaggress and log off. Otherwise, wait for scouts to clear the path, or scout urself. Warp to another celestial within scan range of the gate (<12AU) and get a scan on the gate. Mobile warp disruptors, HICs and dictors is what u dont want to see. If there is ships on the gate, make ur own call if ur ship can evade the ships present on the gate (a ceptor can easily evade a drake). Warp to the gate, jump through, and make a new safespot in the next system. repeat if needed, or await orders from FC.

Doing this procedure, as fast as possible when the FC calls the "run away" command, is very important. Picture urself being part of the blobbing fleet. the 1st 2-3 mins they will be trying (or succeeding) to kill some1 of the targets, and they will start looking for u as soon as possible. However, this usually takes a few mins before they will cover all the gates, so there is a tiny timeframe here u can use to exit the system. You arent abandoning ur fleet, u are making sure u wont be one of the lost ships, thereby following orders. However, this dont mean u runaway untill u have a reason for. Leaving the main system as early as possible also makes it harder for the enemy blob to camp u in. they will get reports of ur fleet scattering into diff systems (again, not applyable in pipes) and that will scatter them as well, unless their FC can hold them back, wich he probably prefers. For every minute u linger in the 1st system, the more lily it is that u wont leave anytime soon. being 1-2 jumps away drasticly increases that option.

If ur fleet assmebles and start running away, with enemy blob persuing, 2 important things:

1) Never engage anything, unless ordered by FC. Aggression will get u stuck in a system for atelast 1 extra minute.. and that may be all the time the enemy fleet needs to trap u.

2) Move with the group. Watch local, Try and get a picture on how many in ur fleet is running in this group. Wait on exit-gates until u have as many as possible gang members on that gate, before jumping. Cepters move way too fast for a normal fleet, BCs and plated ships way to slow. Moving as a group will however keep every1 safe from a random tackler catching up (or intercepting), as ur group can instapop a tackler if needed. Ships moving alone risk getting killed alot more.

You want to keep moving as fast as possible, but never outrun the core of the group, unless ur in a fast ship that acts as a scout. And listen to the FC. He may have a plan u dont understand, but u follow anyway.. always rember that u rather miss a kill, than loose a ship... **ur not being a chicken, ur making a tactical withdraw!**

DON'T PANIC

CYNARA'S GUIDE TO THE GALAXY

CHAPTER 23: GRID FU

Grid-fu: An Introduction
Everything you know about Grids is wrong. Through experimentation and luck we have discerned not only the nature of grids, but a set of techniques to quickly shape them to our advantage. We have dubbed this knowledge Grid-fu. You may have heard people refer to the grid at this or that location as being strange, big or fucked up, but in fact they were nothing of sort as that would imply that grids are of a fixed size or shape. The grid is simply a subset of objects in space that are able to see each other. With knowledge of the underlying code dynamics, it is possible to maintain that relationship regardless of speed or location. Grid-fu makes it possible to quickly create multi 1,000 km warp-ins on grid with the target, grids within other grids, and a variety of shapes useful for hiding forces or confusing and tricking opponents. This knowledge has been used in the past to save POS, provide spots for fleets to load grids without the hindrance of lag and create truly debilitating confusion among the enemy.

LESSON 1 – EXPANDING GRIDS

The "**Natural**" Grid It should be remembered that grids are only defined in space that contains objects (because grids are generated on-the-fly by the server when needed). When you warp to a location, the server checks to see if you're landing on a grid that has already been defined (by other objects in the vicinity). If you are, you load that particular grid and your client attempts to render everything that it contains. If not, the server creates a new grid, and you're all by yourself there (until someone warps to you). Static celestial objects (stargates, planets, moons, asteroid fields, cans, etc) create their own grids by the very nature of their existence - they are an object in space. As such, when a system first loads on the server after downtime, grids are created for each of the static celestial objects present. As such, there is always a grid present for these objects.

When grids are created, they seem to be (for the most part) **centered** on the object that created them. Furthermore, they tend to be about 400 to 500 kilometers across, meaning that you can go roughly 200 to 250 km before "dropping off grid," at which point an entirely new grid is created (though its position and orientation is dictated not by your position, but by its **relation** to the previously-defined grid).

◇ = BASE OBJECT

300 km

450 km   200 km

350 km

The Base Grid
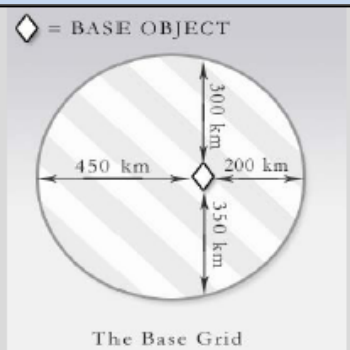
For example, if you warp to a bookmark in empty space, a grid is created at your destination, centered on you. If your gang-mate warps to you, then motors away in a random direction, he'll typically travel about 250 km before he "drops off grid," at which point a new, contiguous grid is created. This boundary between grids is hereafter referred to as the "grid wall," and will be addressed in more depth in Lesson 2. Remember that this second grid is also roughly 500km across, but is not centered on the ship that made it, but rather centered relative to the original grid. Example:

Example: If the second ship stops immediately after crossing the grid wall, and a third ship were to follow it onto the second grid, the third ship would need to travel another 400 to 500 km past the second to drop off grid again and create a third grid.
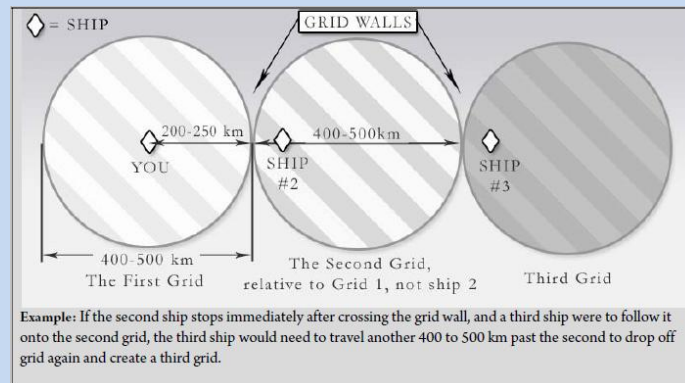
Note that grids are dynamically created and destroyed. If there's no object present to "hold a grid open," it is disposed of as soon as all of the objects within it are gone.

Size Variation (or "That's not six inches!") As indicated previously, the base grid is roughly 500 km across, meaning that traveling 250 km from the center of the grid will trigger the creation of a new grid. However, CCP has correctly theorized that fleet battles are ugly, messy affairs. The more objects are on a grid, the larger the "natural" size of that grid grows (if it can - more on this below). Experience has shown natural grid sizes as large as 1200km present at gates during large fleet battles, as well as at POSes while a fleet is idling there. It is clear that there is some kind of dynamic sizing going on in these cases. However, there is one immutable factor of grids, and that is that once created, they can not be merged. Furthermore, once a gridwall has been created, it cannot be moved. As such, a grid will only expand its volume until it reaches a grid wall. If a gate or a POS had grids created around it such that boundaries already existed, that grid would not be able to expand to accommodate a large, sprawling fleet fight, and targets roughly 250km from the POS or stargate would drop off grid.

Grid Expansion In addition to expanding because of a large number of objects, grids can be expanded manually. This can be done because the grid always tries to keep objects that are within about 250 km of each other on the same grid where at all possible, and because stationary objects can never swap between grids.

Example: You warp to your bookmark deep in space and cause a grid to be created. Your gang-mate warps to you, and motors away at top speed. At 200 km away from you, he drops a jettison can. This can "holds the grid open." Now in order to drop off grid, the second ship would have to go another 250 km away from the *can*, or a total of 450km from you. And if he dropped another can at 200 km from the first can, the grid would be held open again, and he could travel 650 km from you before dropping off grid.

Here's where the fun starts - there doesn't seem to be much of an upper limit on this kind of expansion (so long as your patience holds out and you don't hit and existing grid wall). The Grid-Fu team has successfully created grids that are 10,000 km long. That's right, you can be 10,000 km from another object and it will still appear on your Overview. One obvious application of this is clear - you can create a grid that is large enough to allow ships to arrive safely and load the grid without being in range of POS guns, Doomsdays, or an enemy sniper fleet. Holding a Grid Open So long as two objects are on the same grid, that grid is held open. This occurs regardless of whether things between them come or go.

◇ = SHIP   ◇ MATE #1 has left the grid.

200-250 km   400-500km

YOU   MATE #1   MATE #2

400-500 km

You and MATE #2 are still in the same, expanded, grid!

For example: You have warped to your bookmark and a grid is created. A gangmate warps to you and goes 200 km away. A third gangmate warps to him and goes a further 200km away (400km from you). At this point, the 2nd gangmate leaves. Even though you're 400km away from the nearest object, the grid is "held open" and you will appear on each others' Overviews. So long as neither of you warps away, or drops off grid, the grid is "held open."

It is important to note that any object can be used to hold open a grid. Ships, cans, probes, and even corpses work. Corpses in particular are especially useful. They do not have an icon in space, and since they no longer de-cloak ships, they are filtered out of most peoples' Overview in order to reduce lag. This makes them a virtually invisible method of holding open a grid. If even more subtlety is called for, cloaked ships can hold open a grid. Using this technique, a group of Covert Ops or recon pilots can quickly expand a grid with no outward sign at all. This requires a little bit of time and some good coordination, but it can be used to radically alter the size or shape of a grid without alerting your enemy.

Precise Navigation and Orientation in Space Space is a confusing place, and being able to extend a grid in a specific direction requires you to be able to fly a consistent heading for a long period of time. For many applications, you will be extending the grid between celestial objects. In this case, maintaining your direction is very easy - you just fly towards the appropriate moon, planet, star-gate, etc. Where things become slightly more difficult is where you're trying to extend your grid towards an object that doesn't have an icon in space (or at least not on the grid you happen to be on). For these kinds of applications, the Tactical Overlay actually proves to be a really useful tool. What makes it useful is its consistency - the flat plane of your Tactical Overlay is always parallel to the system's ecliptic plane (on which the sun and virtually all planets and moons lie). Also handy are the fact that there are ranks of numbers illustrating various ranges at the four "cardinal" directions around the overlay. By lining up your overview such that the highlighted disk is "flat" and zooming out, you can rotate your view to line up all of the numbers in a given cardinal direction, and then double-click the numbers. Voila! You're traveling on a heading almost exactly along a cardinal line. Since the "cardinal" directions are the same every time the Tactical Overlay is opened, you can rotate your view to a "top-down" aspect, pick a moderately precise "clock" direction, rotate your view to that direction, drop back down to the ecliptic, and again achieve a fairly precise heading. "Why does this shit matter?" you might find yourself asking. It matters when you're trying to coordinate the movements of several Covert Ops ships on the same grid without de-cloaking each other. Since no one can see anyone else, it becomes very important to have a common frame of reference just to

make sure no one's about to do something boneheaded and blow any potential element of surprise. The Tactical Overlay provides that common frame of reference.

Tag-Team Grid Expansion We've already seen ways in which a solo pilot dropping markers can "hold open" a grid and make it expand to ludicrous dimensions. But there are easier ways, and one of them involves using a wingman.

Example: The two ships take turns when moving, capable of expanding a grid on their own. Also known as "the Wingman technique"
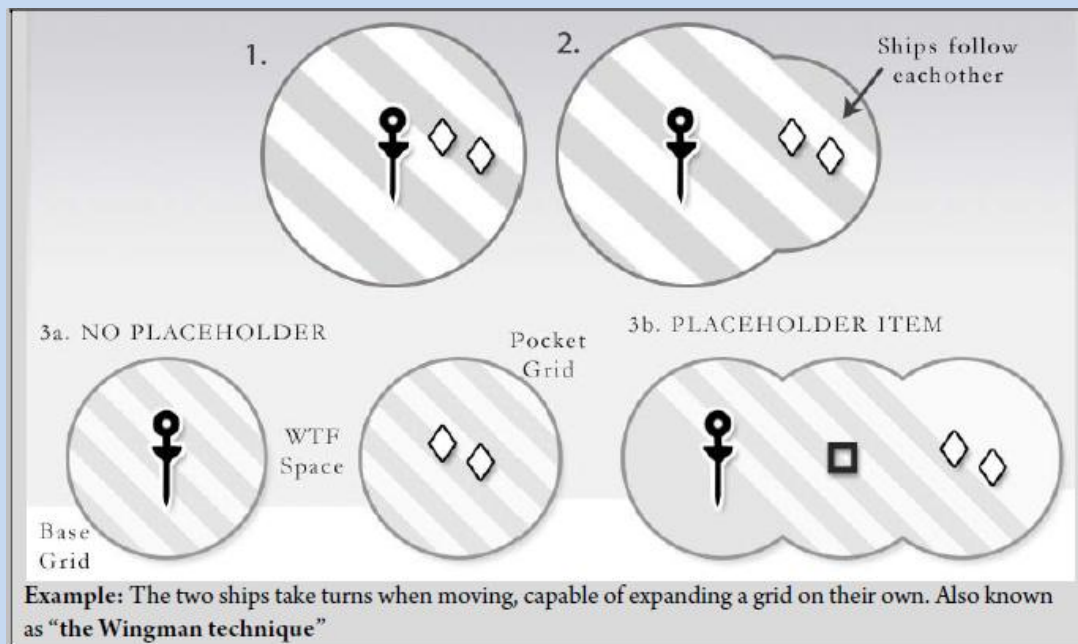
In this application, a pilot begins flying away from the central point in a grid. As the first pilot approaches the magic 250km distance, his wingman warps to him. The wingman effectively then becomes the object that is holding open the grid. Because neither pilot is going far enough to drop off-grid from the nearest object that's holding open that grid, this process can be repeated ad nauseum. In essence, the wingman is a moving jet can. Theoretically, a Rorqual could do this on its own simply by heading in a given direction and tractoring the same can to itself every 200 km or so, though this would be ridiculously slow and therefore mostly pointless. What is less pointless is using an interceptor and a wingman to rapidly expand a grid. When you can travel 5km+ per second, a grid can be expanded very quickly using the tag-team method. You can also hide the wingman by using a Covert Ops or recon ship. From the perspective of any observer on-grid, all they will see is the interceptor getting farther and farther away, but never dropping off the grid. This is but one of the many ways grids can be altered in such a way as to make observers think, "WTF?"

LESSON 2 – ADVANCED GRIDS

Advanced grid shaping and grid structures There are certain fundamental rules to shaping grids. Using these rules in combination allow grids to be shaped into a variety of structures which can give a tactical advantage.
o 250, the pi of eve

250 is the magic number of natural expansion all objects imbue on the base grid in dead space. If a grid is established at a center point with a single can, the edge of that grid will be between 250 and 600km from the can. Each expansion done by dropping placeholders at the edge of the base grid will increase the size of the grid in a bubble with a 250km radius away from the placeholder. This is important to know when using the wingman technique, because 250 is therefore the farthest the wingman can get from the lead ship before the lead ship will fall off grid.
o Separate grids do not merge

Two independent grids will never merge into a single grid, no matter how you shape them. A grid wall is established when placeholders are used to lock the edge of two grids in place. It is only a wall (as opposed to an edge) if it is a hard barrier that does not move regardless of the ships on either side. This is usually done by having two expansion objects at the very edge of each of the two grids such that they may be physically 1km apart, but are invisible to each other.

The "L" shaped grid
The L shaped grid is started in the same fashion as the previously mentioned 1000km long grid, except that rather than continuing in a straight line, at some point the placeholders are placed at an angle to the original line, such that the grid is continuous, but bent. Traveling from the very end of the "L" to the origin point will cause the pilot to drop grid as it leaves the "L" and then pick it up again as he approaches the origin. If the pilot wanted to make it from the end of the "L" to the origin, he would have to travel along the original path of the grid.

The "WTF" Grid
This kind of grid is useful in that for an enemy interceptor to travel from the origin to a fleet that loaded the grid at the end of the "L" they would drop grid and be confused if they traveled in the straight line. That secret grid, trapped between two sides of a known grid is called the "WTF" grid because of the reaction it causes in the pilots that pass into it. The fleet, on the other hand will have loaded the grid at a safe distance, and then be able to travel along the "L" using a series of on grid warps to end up at the enemy fleet, thus allowing engagement after the grid has been fully loaded.

Example: The "L"-shaped grid and the "WTF" grid.
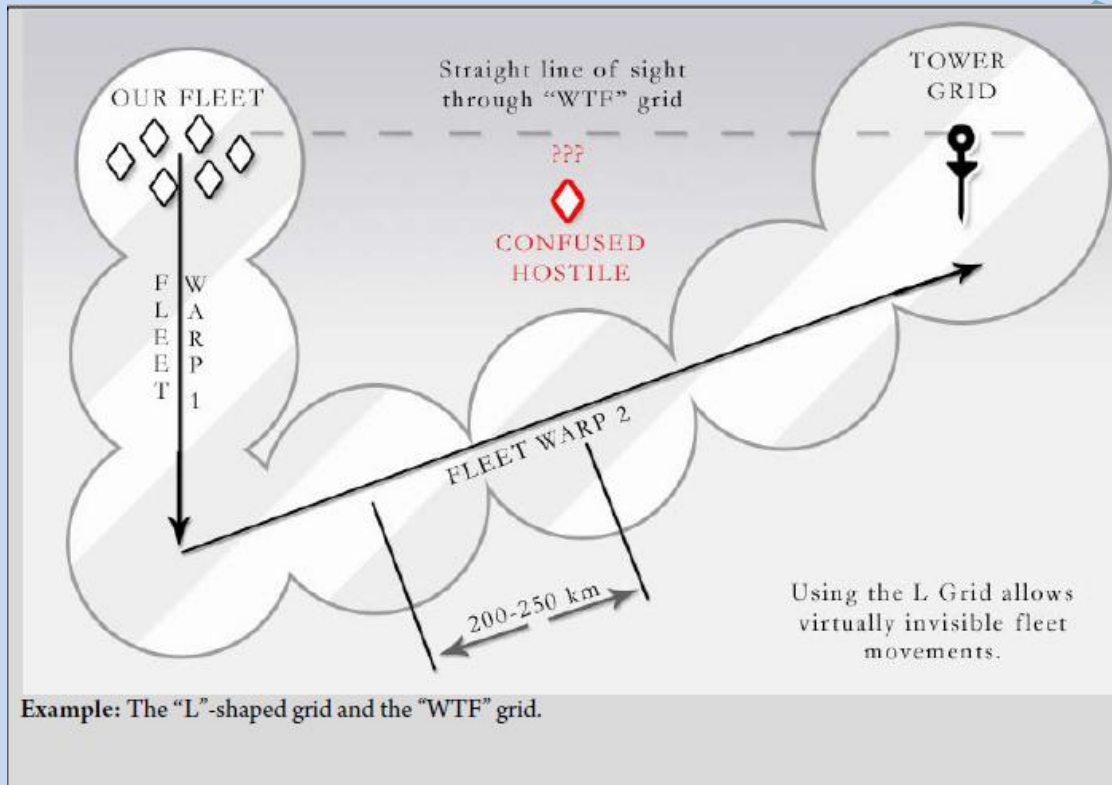
The Pocket Grid

If a grid is expanded long enough (700km+ without placeholders), either using the wingman technique and no placeholders, or using placeholders which are destroyed or removed, the grid will split into two separate pieces that are separated by a WTF grid. There is no upwards limit to the distance that a grid can be split and pockets that are 10,000 km away are not unheard of. This means that you can be on grid with a POS at a distance of 10,000 km, able to see everything on grid using your overview, but if a pilot tries to move between the two pockets they will fall off into the WTF grid.

BASE GRID

Cloaked
Inty Covops

1. Ships burn away from the base grid, staying within 250km of eachother.

2. They continue past the grid wall.

Pocket Grid

"WTF" space

<250km>

BASE GRID

250 km

3. The ships break off a part of the BASE GRID and takes it with them.

A WTF grid appears between base and pocket grid.

Example: Pocket grids – note the "WTF" space that is created by this procedure!

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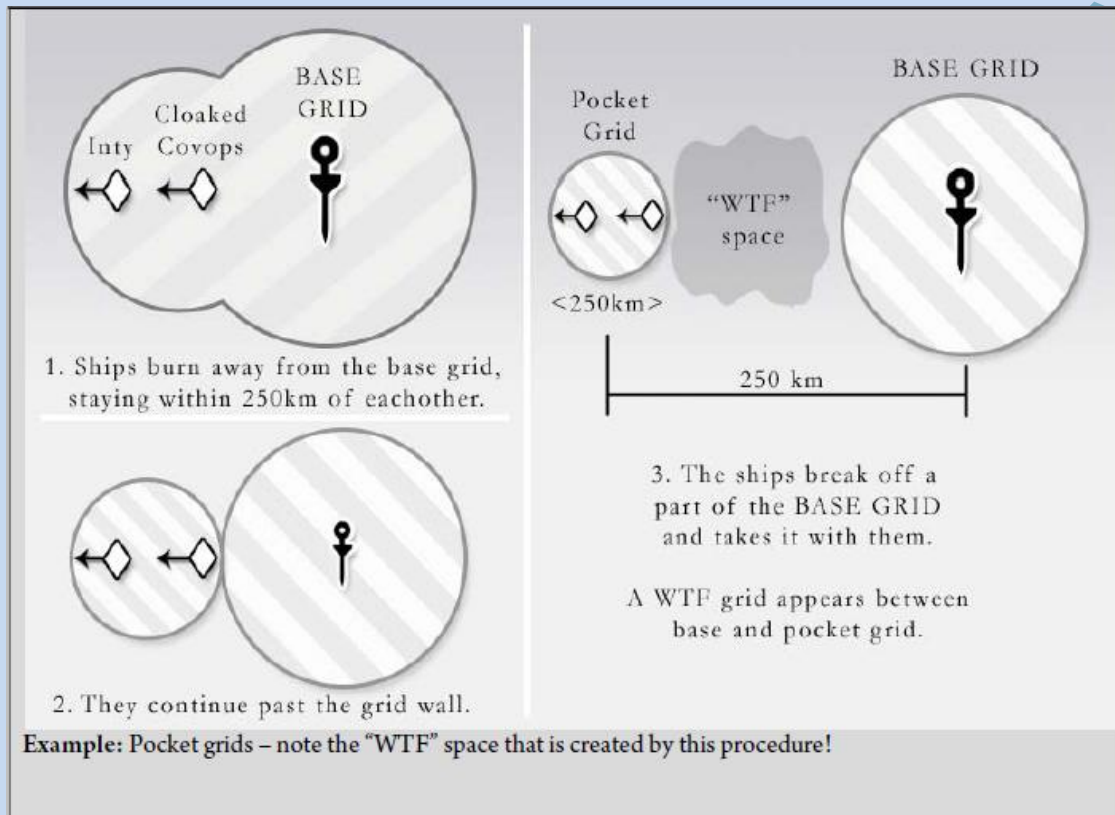
LESSON 3 – GRID SHAPING

With the knowledge that you cannot merge grids and that you can expand grids in various directions. How can this be applied to modify other grids than the one that you are on? The ability to shrink and shape grids to our will is a powerful tool. It has been employed a few times successfully, if somewhat haphazardly and uncoordinated. Hopefully, this document will show you what is possible and how to employ it so that it can be used as a tactic regularly. Imagine we have two grids, called A and B. A is some grid that contains an object such as a Tower that we are trying to defend. B is the other grid that we enter as we fly away from the Tower. In most cases, A is spherical and has a radius of around 350km if it hasn't already been fucked with. This can also be applied to any grid. You can shrink grids at stargates, stations, safespots, etc. Wouldn't it be nice to make A really small? Forcing hostile fleets to get really close to the Tower in order to target it and denying them room to maneuver. By employing one pilot in an interceptor or covert ops this is very easy to accomplish. The general theory is to expand B towards the Tower; thereby, forcing A to get smaller and smaller until it hits a hard size. This is all possible because grids cannot be merged. As you stretch B towards the Tower, A has to shrink in order to accommodate B and the wall between the two grids is moved closer and closer to the Tower.

Example: How shrinking a grid works
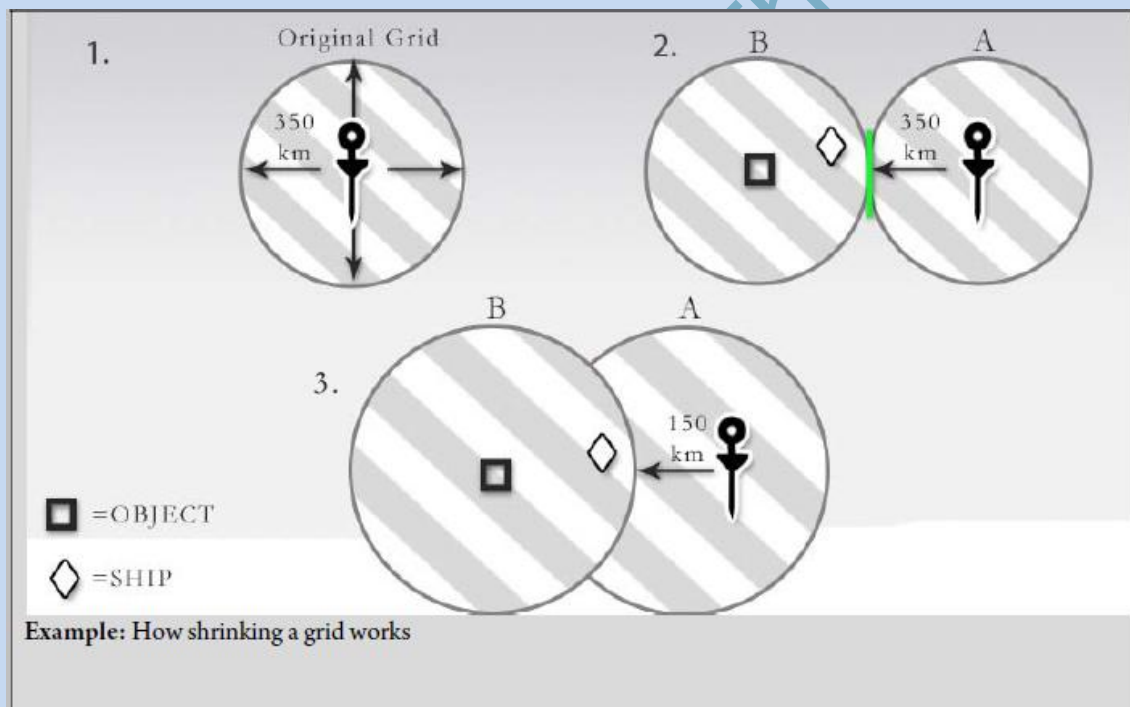
How to Shrink Grids It's very easy to shrink a grid and is something that can be setup before a conflict and bookmarks can be made to quickly re-shrink the grid. General Steps:
1. Pilot starts at the Tower and chooses a direction to fly towards.
2. Start burning away from the Tower.
3. When you fall off-grid. Stop the ship, drop a can/corpse/etc, and make a Bookmark.
1. Name the bookmark something meaningful.
4. Start flying back towards the Tower.
5. When you get back on-grid with the Tower, stop and turn back around.
6. When you fall off-grid again you should see your first can/corpse/etc. Stop the ship, drop a can/corpse/etc, and make a Bookmark.
7. Repeat steps 4-6 until you hit a hard wall.
1. Normally, this will occur when you are about 140km from the Tower.
Example: Shrinking
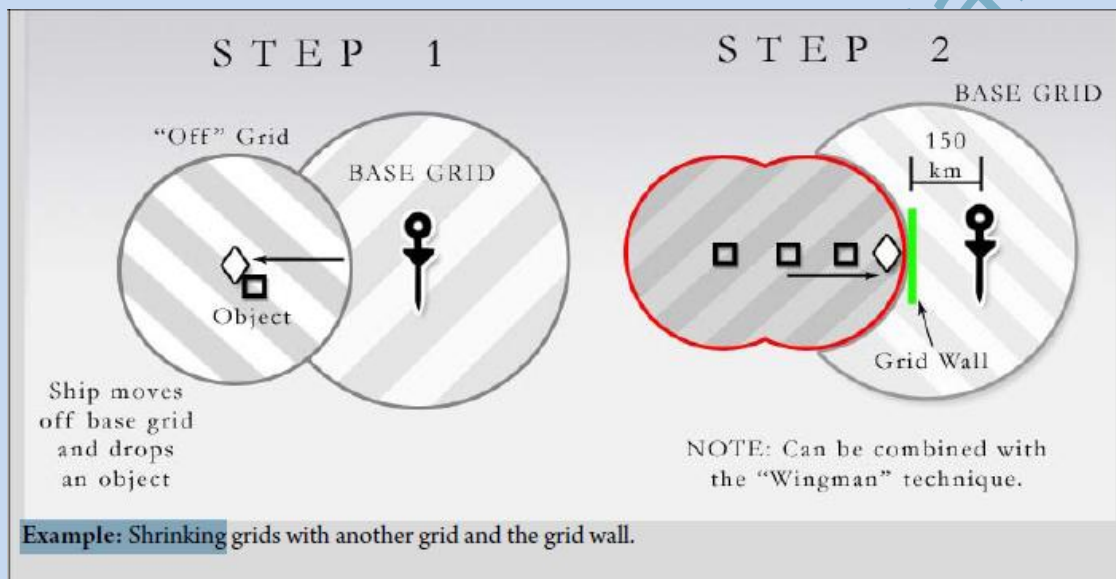
Example: Shrinking grids with another grid and the grid wall.

Caveats to Shrinking Grids
• You can only shrink a grid in 5 directions. The 6th direction will most likely be elongated. It seems that the "volume" of a grid can only be made so small.
• You do not need to fly out in all 5 directions to shrink a grid. In most cases, you only need to fly out in 3 directions and you'll have shrunk the grid sufficiently enough.
• When shrinking a grid, you should determine the likely directions the enemy will come from. Those are the directions you will want to shrink towards. For example, towards entry stargates or even enemy towers.
Example:

(Only 4 sides shown in diagram, imagine two more grids to the side (inwards and outwards))

150 km

150

700 km

150 km

Shrunk on 5 sides, lengthened in one!

Example: If you shrink a grid from five directions, the sixth one will enlarge, not shrink!
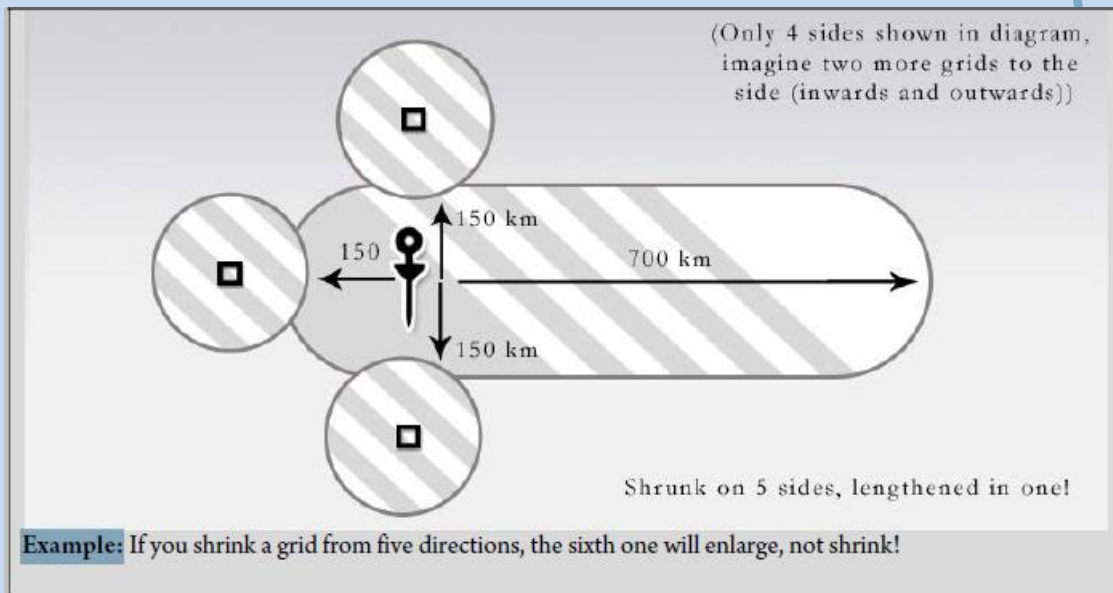
Why Shrink Grids? I really hope you aren't asking yourself this... It's not going to win a fight for you; but, it can help swing the tactical advantage towards you if employed correctly.
Advantages:
• YOU dictate the shape of the battlefield
• YOU force the enemy into a box and lessen the advantage of range
• YOU can setup traps by combining this with WTF grids

Use your imagination and think how you can take advantage of these tactics.

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LESSON 4 – TACTICAL STRUCTURES

Long grid loads Creating long grids for warp-in points for fleets has its advantage, mainly that the fleet can fully load the grid prior to engagement. However, there are disadvantages as well. For one, even using the wingman technique it can take several minutes to create a proper load point. And then once the grid is created, and the fleet warps in the element or surprise is lost, and the enemy now has more time than they would have otherwise to decide whether to engage or warp away. Lastly, you only have about 30 seconds of true safety, before it's possible that an enemy covops has probed you out. Remember that as soon as an object that can be locked by a warp drive, such as cans and wrecks, is dropped near the fleet, all advantage given by distance is lost. Celestial bridges This is when a pocket grid is setup thousands of km away in order to all a fleet to view the contents of a target grid and select their exact destination, long before they end up on the target grid. This can be useful if you want distinct classes of ships to find their ways to specific points in an engagement. They are somewhat safer than a simple long grid due to the distances involved, but also have the disadvantages of the long grid. Additionally, because there is a WTF grid in between, it will not speed up load time at the destination grid.

Off Grid loads A grid wall is established between a base grid, where the enemy resides, and the "off grid" a grid that is separate from the base grid, but directly adjacent to it. The fleet then warps into the "off grid" before slowboating across the grid wall. When that wall is placed as a tactically advantageous range, (say sniper range off a POS), the fleet has an added element of safety because ships that are taking too much damage can cross back onto the off-grid to break locks, and visit the pit crew. This can also sew a lot of confusion into the enemy fleet if they come to engage and everyone crosses back into the off grid.

The Cascade A cascade is where a grid is shaped around an enemy POS to allow a series of inline warps for grid load, engagement and disengagement. Generally it is done as a straight line that runs tangentially across the POS at sniper range.

The Cascade
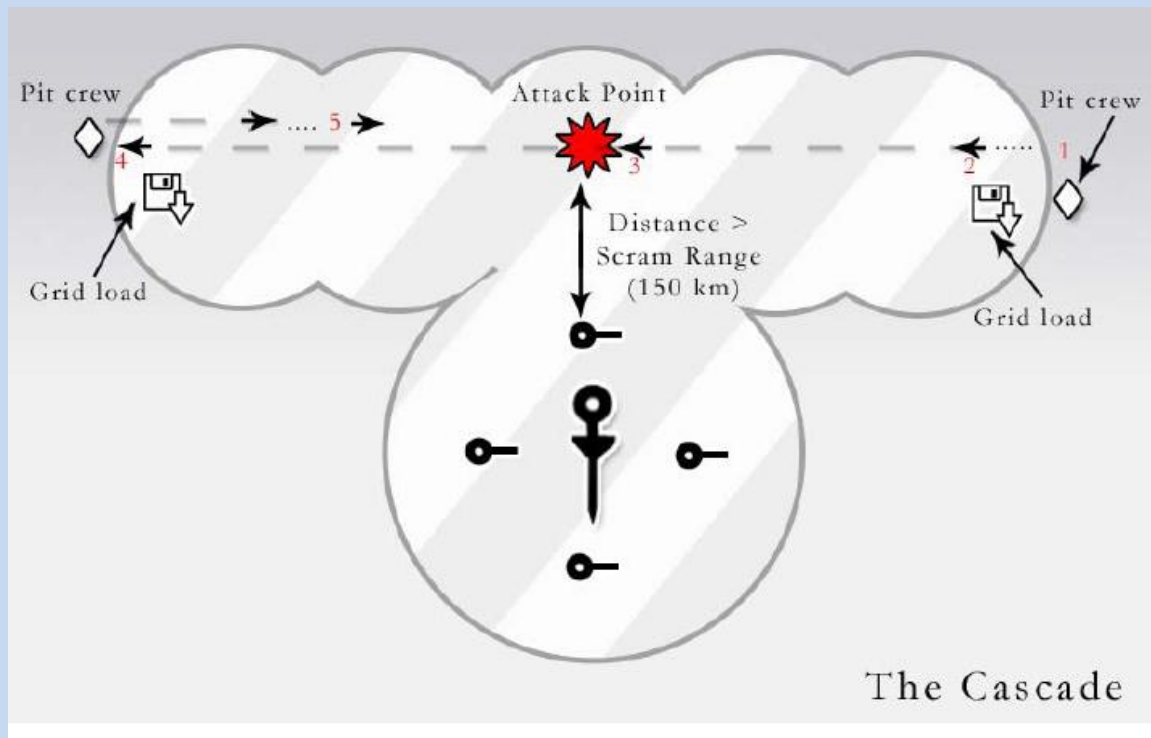
Snipers load grid at a safe distance, warp into position and engage, and while engaging they stay at align speed. Then they warp off to an off-grid safe spot where they can turn around, heal and repeat the process. In essence it is a very tight rapid fire drive by.

Boxing a POS Shortening the grid to a POS in a defensive measure by creating a giant single grid all the way around the POS using cans. Basically: creating a defensive shell around the POS. When doing this, it can be extremely helpful if someone drops a cyno at the pos. Since the cyno shows up on the screen even though it is at the POS grid, it makes it much easier to orient around the POS. Gate Camps If you are trying to use grid-fu at a gate, you can determine whether or not you are on grid with the gate by targeting it. If you can lock the gate, you are on grid with the gate. If you cannot target the gate, you are not on the same grid.

Useful tools of note:
A. Ships:

Covops:	Advantages: • **Warps cloaked**, so following as a wingman can make it harder to tell what you are doing. • **Only** ship that can **manipulate** a grid **close up** to an enemy POS. • Usually carries **probes**. • Can go **relatively fast**. • Best all around grid-fu implementation ship	Disadvantages: • **Speed** it moves when **cloaked** is **frustrating** for an FC if he is waiting on you to get the grid shaped. • **Expensive** if blown up.
Intercecptor:	Advantages: • **Speed**, best lead ship for the wingman technique.	Disadvantages: • **Can't work close** to a hostile POS.
Hauler:	Advantages: • Cargo capacity allows for many empty containers to be held. • Containers deploy faster than ejecting cargo, (which will greatly speed up shaping) and containers can be anchored for more permanent setups.	Disadvantages: • It's a hauler.

B. Corpses: Works as a placeholder, does not decloak a covops, and cannot be warped to.
C. Probes: Hold space, and can be destroyed remotely.
D. Bookmarks: You can create and drop these as you like and never run out. Sometimes this is the only placeholder you can find.

LESSON 5 – ANTI GRID-FU

So at this point you may be wondering: what do our enemies know about grids? We have observed them using off-grid grid loads, which require locking walls. We have also observed them inside grid pockets. This implies at least a basic understanding of how grids in eve work. Anti-grid-fu is the art of fucking over other peoples attempts to shape grids. Signs that grid-fu is being used include: It is possible for grid-fu to be used right under your nose without knowing, two cloaked covops can easily stretch a grid out to about 700km, and you would never know without constantly checking the boundaries. The same goes for shrinking grids. However there is a lot that cannot be accomplished without dropping placeholders and this is where you are going to have the best luck finding and disrupting others. Signs to look for:

• Ships farther than 400km off the main fleet.

• Bridges of objects, often in a straight line going off into the distance.

• A quick blip in your overview prior to landing on a destination grid

• Objects, ships and wayward drones in an off grid at a POS.

• Grids that are unusually short near a POS, gate or station.

Probes and bookmarks. One of the easiest ways to find ships off grid, or on the other side of the wtf grid, is to probe them out. This is why you should expect that every long grid load will have to be trashed after being used. Because a smart enemy will have probed you out, and at the very lest bookmarked the position. By that token, fleets can only stay hidden inside the wtf grid for so long before they are probed out. Their biggest defense is that it can be difficult to discern whose ships are whose when probing, and if the enemy is 160 km from a POS but off-grid, it can be confusing.

Don't get fooled by the wtf grid. So you see an enemy pod 700km away from you, and when you start burning towards it in your 10km/s interceptor looking for a cheap kill. After about 30sec you drop grid. Welcome to the wtf grid. At this point most people will get confused, and have to warp back to the starting point, and that pod will still be there. The answer to killing it, is to continue burning after you drop grid. Droping a marker just after changing the grid will help you gauge distance, at least for 250km, or alternatively you brought a stopwatch and can measure your distance with that. In either case you will eventually enter the pocket grid. Whether you make the kill or not, bookmark the location to prevent its future use. Breaking other people's off grid grid-loads An off-grid grid-load only works if there is a placeholder locking the boundaries between the two grids. If you remove the placeholder, you can move the boundaries. Removing enemy placeholders in general will fuck with their plans. Removing the middle links in a bridge will open up a wtf grid, making that long grid-grid load less useful as entering the destination grid from a wtf grid, also requires a grid load.

Chapter 24: Stealthbombers

I'm talking bombs, baby. Bombs.

Stealth bombers are a class of specialized tech two ships that have several unique capabilities, including the ability to warp while remaining cloaked, the ability to fit battleship-sized torpedo launchers, and the ability to fit special bomb launchers that fire area of effect bombs. That can also use a special module that lets black ops battleships jump other stealth-related ships into a system, avoiding the use of gates. They are essentially a combat model of Covert Ops ships.

Bombers are surprisingly easy to train into, compared to many other tech two ships, and offer many opportunities for PVP or profit. They are able to gank miners and freighters, and to vanish like a ghost afterwards. They can scout with impunity, and launch bombs to harass or destroy portions of enemy fleets. They are also very, very fun, de-cloaking like submarines rising from the water, firing a bomb, and disappearing just as quickly.

Quick and Dirty Training Guide

In order to get into the hull, you need to train any racial frigate skill to V, as well as Covert Ops I, though you will want to get that to IV or perhaps even V if you turn out to love dropping bombs.

You will also want missile skills. The following are the minimum for dropping bombs: Bomb Deployment I, Missile Bombardment IV, and Missile Launcher Operation I (or more).

This is for a pure bomber. I cover torpedo skills a bit later.

How Bombs Work

Bombs are not like other missiles in EVE Online. For starters, they are unguided. When fired, they proceed from the front of the bomber, in a straight line, and continue in a straight line for ten seconds, until they reach a distance of 30km from the original launch point, at which point the bomb detonates. The detonation inflicts a large amount of damage of a single type to any ships within 15km of the bomb when it detonates.

Bombs do not distinguish targets. It is entirely possible for a bomb to destroy the ship that launched it, if that ship is caught within the blast radius.

Bomb Types

Each bomb inflicts 6400 raw damage, plus an additional 5% damage per level of Covert Ops skill trained. Thus, a character with Covert Ops trained to IV would inflict 7680 raw damage. The damage of each bomb is of a single type, as outlined here:

Concussion: Kinetic damage, best used in the Manticore.

Electron: EM damage, best used in the Purifier.

Scorch: Thermal damage, best used in the Nemesis.

Shrapnel: Explosive damage, best used in the Hound.

Like most weapons, bombs inflict less damage against smaller targets. A single bomb is not usually enough to kill any one ship, of any size, so cooperative effort is usually required to get serious results. Bombs can be destroyed, but because their flight time is only ten seconds, most ships cannot lock them in time, and most pilots are not ready for them. Theoretically, a very fast-locking ship like a destroyer could lock and blow one up before it detonates, but in practice this is very unlikely.

Special Bombs

Aside from the four damaging bombs, there exist two other kinds of bombs: Void Bombs and Lockbreaker Bombs. These two bombs inflict tiny amounts of damage, but have special effects on the ships within their radius. These bombs do not have a reduced effect on smaller ships.

Void bombs sap the capacitor from the ships within its radius, to the tune of 1800 GJ. They are exceptionally useful against "remote-repair" fleets in which people rely on cooperative repairing methods. By depleting everybody's capacitor at once, it destroys their collective capability to use remote repair modules. Using a void bomb requires training Bomb Deployment IV.

Lockbreaker bombs work in a manner similar to ECM, having a random chance of breaking any locks that ships within the radius have. These are regarded as less useful than other bomb types or normal ECM, because they do not prevent re-locking for any period of time. They might conceivably be useful in large-scale fleet battles, but to the best of my knowledge no great use have been found for them. Note that the capital-class ships that they would most be useful against are usually immune to e-war. Using a lockbreaker bomb requires training Bomb Deployment III.

Stealth Bomber Reviews

The four stealth bomber types and their noteworthy characteristics are as follows:

Hound: The Minmatar bomber uses shrapnel bombs and bane torpedoes that deal explosive damage. It is a good middle of the road bomber, especially against armor-tankers, but I wouldn't bother trying to bomb drakes with them.

Manticore: The Caldari bomber uses concussion bombs and juggernaut torpedoes that deal kinetic damage. The fourth mid-slot and high CPU for fitting allow the manticore a lot of leeway, making it in many ways the most versatile bomber. It can use various missile-related rigs to improve its torpedo damage. It can use remote sensor dampeners for solo ganking, to get off extra volleys before a solitary target can lock you in return. It can fit a small shield extender in order to have more hit points.

Nemesis: The Gallente bomber uses scorch bombs and inferno torpedoes that deal thermal damage. Thermal damage is generally the hardest kind of damage to tank against, so this is a pretty good all-around choice. Additionally, its fourth mid-slot gives it some flexibility in fitting, similar to the manticore above.

Purifier: The Amarr bomber uses electron bombs and mjolnir torpedoes that deal EM damage. While EM damage is quite good against Caldari targets, Minmatar targets have such absurdly high EM resists that bombing or torpedoing them is often quite futile. Because of the great prevalence of Minmatar ships in PVP, this is sometimes a problem.

Note that the bomb and missile types listed are the variety that the ship gets a damage bonus for, but that the ship may load bombs or torpedoes of any type.

Torpedoes

Torpedoes do a ton of damage to battleships and larger, but not much to smaller targets. This means that they are not especially good at fighting other frigates or even cruisers, but that they excel at pouring damage on to a soft target like an industrial-class vessel, or a battleship that is too distracted to blow it up.

Good missile skills are necessary if you plan on using torpedoes in PVP. Skills like Missile Launcher Operation V, Heavy Missiles III, Torpedoes IV, Missile Bombardment IV, Missile Projection IV, Target Navigation Prediction IV, and Warhead Upgrades IV.

Though it may be better to use named siege launchers to fire torpedoes rather than the tech two versions, if you opt for the t2 version you will need to train Torpedoes V.

Another good idea is using a Target Painter. Though often ridiculed, a single target painter will drastically improve torpedo damage.

Also, note that using small-sized rigs can be relatively cost-effective these days, if you can squeeze it on. The Bay Loading Accelerator I rig will boost your rate of fire, which is very nice for getting off that second volley against industrials and so forth. Unfortunately, there

are no rigs that affect bombs or bomb launchers at this time, and many of the other rig options do not affect torpedoes.

Also, if you're really going for high-end, you could pack some Crash (a kind of combat booster).

Cooperative Bomb Usage

Getting set up to drop multiple bombs on a single fleet requires a bit of coordination, but the rewards are great. With enough bombs, it can be like a localized version of titan doomsdays (the old, grid-slaughtering version of doomsdays).

The biggest obstacle to using bombs with friends is that bombs damage each other, and only have resistance against the type of damage that they inflict. Bombs don't have many hit points. Thus, if two electron bombs are launched in sequence, then a scorch bomb is launched, the first electron bomb will detonate and destroy the scorch bomb before it explodes and injure but not destroy the second electron bomb.

This means that in order to bomb a single area multiple times without giving targets time to react, you need to make sure all your bombers are using the same bomb type. When using the wrong bomb type in a bomber you give up a +20% damage bonus, but it's worth it to get the layered damage.

Another problem is making sure that all the bombs are aligned on the same target at the same time. This is best accomplished through practice with flying bombers, and moving around the battlefield without being de-cloaked.

Note that the non-damage bombs inflict minute amounts of damage, so that there is a hard limit to the amount of simultaneous detonations possible, even though the bombs are not associated with causing damage.

Sample Manticore Fitting

High-Slots

x1 Covert Ops Cloaking Device II
x1 Bomb Launcher I (Concussion Bomb)
x3 'Malkuth' Siege Missile Launcher I (Juggernaut Torpedo)

Mid-Slots

x2 Sensor Booster II (Scan Resolution Script)
x1 Warp Disruptor II
x1 Target Painter II

Low-Slots

x1 Nanofiber Internal Structure II
x1 Ballistic Control Systems II

Assuming you're hot on the keys, this will let you lock a target of opportunity very quickly after de-cloaking, thus letting you put your warp disruptor and target painter on a target almost immediately. You may then pound him with your torpedoes at your leisure. Alternatively, you can launch bombs to harass fleets.

Fun Bomb Facts And Advice

Just some general tips:

Bomb detonations will damage cloaked ships but not de-cloak them.

Any target that a single bomber can destroy via torpedoes will almost certainly require at least two volleys. I recommend fitting a warp disruptor on any bomber that is going to engage with torpedoes.

Though a single bomb usually won't destroy a frigate, it will kill most drones. It may be worthwhile to strafe groups that have a lot of drones out.

Corpses, wrecks, and jetcans will not de-cloak an already cloaked ship, but will prevent them from re-cloaking.

Stealth bombers are in many ways just as serviceable as covert ops ships. They are just as good at smuggling small items, scouting for a fleets, or looking for cosmic anomalies (or other easily found exploration sites).

CHAPTER 25: DRONES

Deployment

Drones are stored in the drone bay of the ship and may be launched from there with sufficient bandwidth and skills. Note that drones in the cargo bay cannot be launched, and drones may not be moved from the cargo bay to the drone bay while in space. The size of the drone bay is measured in cubic meters (m³), in multiples of 5m³, with larger ships generally having larger space. Ships with larger drone bays are able to deploy more and heavier drones.

Bandwidth

When launched from the bay, drones require bandwidth; if there is insufficient bandwidth remaining, drones are not launched thus remaining in the drone bay. This functions as a secondary limit to the usage of drones and can serve to limit damage just as less power grid and CPU limits the size and number of weapons on a ship. Bandwidth is given in megabits per second (Mbit/sec) in multiples of 5Mbit/sec. Most ships have bandwidth equal to their drone bay size and can deploy as many drones as they can store, but some ships, mainly drone boats, have less bandwidth than drone bay space, and are thus incapable of launching all of their drones at once.

The amount of drone bay space and bandwidth varies by ship with larger ships generally having more. In addition different factions have differing amounts of drone usage and space. Gallente ships generally have the largest drone bays and bandwidth. Some Gallente ships are specialized 'drone boats', designed specifically for the deployment and use of drones. They are able to use a large number of drones and have bonuses to drone usage. The Amarr Empire also fields some ships with spacious drone bays, but not as many, or as large as the Gallente ships. Caldari ships have the smallest drone bays with some ships lacking drone bays entirely.

Skill

In addition to the limits placed on drone usage by the ships, there is also a skill limit on drone usage by the level of the **Drones** skill.

Each level of Drones allows you to launch one additional drone per skill level up to a maximum of five. While the damage and durability of drones may be improved, no ship aside from carriers may launch more than five drones (there is a single exception, the incredibly rare Guardian-Vexor cruiser, which is a ship that most players will never see, let alone own). Carriers and their tier 2 version, motherships, may deploy more than five drones. Each carrier or mothership may fit up to five drone control modules, each giving one additional drone and taking up a high slot. In addition each carrier has a bonus to the number of deployed drones based on the carrier skills; carriers get one additional drone per level, motherships get three. With maximum skills and drone control modules the most a carrier may deploy is fifteen drones and the most a mothership may deploy is twenty five.

Range

Drone range on sub-capital ships can be increased in various ways. The base range is 20km. Scout Drone Operation adds 5km per skill level, Electronic Warfare Drone Interfacing adds 3km per skill level for all drones, not just EWAR drones. The range can be increased with a Drone Link Augmenter, increasing it by 20km per module. Drone Control Range Augmenter rigs increase range by 15km (tech 1) or 20km (tech 2).

Types

There are various types of drones that can be utilized in multiple sizes. The most common as well as the most varied group is the combat drones, in addition to combat drones there are electronic warfare and combat utility drones to hamper enemy vessels and assist friendly vessels as well as logistics drones to affect repairs on damaged vessels. For industrial pilots, there exist mining drones to gather ore. In addition to the drones themselves, there exist a few modules that may be fitted to improve the abilities of the drones launched from the ship.

The different factions each have their own drones. Drones may be used by any pilot regardless of the pilot's faction and the drones faction of origin, but each faction's drones have differing stats and abilities that should be taken into consideration before you decide to use them.

Amarr drones do EM damage, and have the second highest speed and tracking but have the lowest damage modifier. There are also energy neutralizer and tracking disruptor models. Integrated, augmented and fighter drones also do thermal damage.

Caldari drones do kinetic damage; they have the second lowest speed and tracking, but the second highest damage modifier. They have ECM and shield maintenance variants. Integrated, augmented and fighter drones also do thermal damage.

Gallente drones do the most damage but have the slowest speed and tracking; they do thermal damage. There are Armor repair and sensor dampening versions. Integrated, augmented and fighter drones also do kinetic damage.

Minmatar Drones have the highest speed and tracking, but do the second lowest damage; they do explosive damage. There is a webifier drone and target painting drones based off of Minmatar designs. Integrated, augmented and fighter drones also do kinetic damage.

Combat

Combat drones are designed to do damage to enemy ships and are the most common type of drone, being the most useful in most situations and having the least skills to use. Each drone does one type of damage based on the race that made them. There are tech II variants of all combat drones except fighters.

Integrated and Augmented drones are improved variants of Tech I and Tech II Light Scout, Medium Scout and Heavy Attack drones that are built from base versions using rogue drone parts, they are better than their base versions in most areas and do two damage types. Their extravagant cost and limited availability coupled with the rate of drone loss makes them rare, however.

Combat drones are broken into the following classes:

Light scout

Light scout drones are the smallest class of drone available, taking up 5m³ and 5Mbit/sec per drone. They are the swiftest drone available having the highest tracking, but are also the least durable and least damaging drones. Due to their high speed and tracking, light drones are best for taking out frigates, destroyers and their tech II versions.

Medium scout

Medium scout Drones are middle of the road drones taking up 10m³ and 10Mbit/sec each. They have mid-range speed and mid-range tracking as well as mid-range durability and damage. They are best suited destroying cruisers, battlecruiser and medium tech II ships, but their mid-range stats make them moderately useful against larger and smaller ships.

Heavy attack

Heavy Attack Drones are the largest of the standard drones and take up 25m³ and use 25Mbit/sec. They are the slowest, and have the least tracking, but do the most damage and have the most durability of the basic drones. Due to their low tracking and speed they are best used to attack Battlecruisers and larger.

Sentry

Sentry Drones are more specialized drones designed for sniping, taking up the same space as heavy drones and requiring the same bandwidth. While the other drones orbit their target at high speed, sentries sit where they are deployed from and fire at enemies from long range. They have a long optimal and falloff as well as more damage and durability, but they have very low tracking speed and are immobile once deployed. Because of this, Sentry drones are best used against large targets or from long ranges. A sentry drone cannot attack targets that are outside its owner's drone control range, even if they are within its own optimal range.

Fighters

Fighters are a specialized class of drones. Though they are controlled in the same way, they actually are able to warp to follow targets. In addition the launching pilot can place them under the control of another pilot that has the necessary bandwidth and drone control spots available. Fighters are 5000m³ and require 25Mbit/sec to deploy and control. Due to their large size, fighters can only be deployed from a carrier or mothership, their large size and high damage make them suited for attacking battleships and larger. They also do a secondary type of damage in addition to the standard racial damage.

Electronic warfare

Like combat utility drones, Electronic Warfare (EWar) Drones don't actively damage their targets, however they can be indispensable if used correctly. EWar drones reduce the effectiveness of enemy weapons while improving that of you and your allies.

Tracking disruptor

Tracking disruptor drones, based on Amarr combat models, reduce the tracking speed of their targets. This has the effect of lowering damage and chance to hit of the target's turrets, and in extreme cases may prevent them from hitting smaller targets entirely. They come in three sizes:

Acolyte TD-300

Infiltrator TD-600

Praetor TD-900

ECM

ECM drones have the ability to jam their targets. This has the effect of breaking that ship's target locks and preventing it from re-locking for a short time. This silences all offensive weapons except those that do not require a locked target, such as drones and FOF missiles; even those weapons cannot be re-directed without a locked target. By breaking your enemy's lock, ECM drones can also be used to help you to escape when you are warp scrambled.

The ECM drones, based on Caldari combat models are:

Hornet EC-300

Vespa EC-600

Wasp EC-900

More details about ECM drones can be found in the Electronic warfare guide.

Sensor dampener

Sensor dampeners are slightly less devastating than ECM drones, but are nonetheless, very useful. These drones of Gallente make, reduce the range and speed of enemy targeting systems. If a ships can be disrupted before it achieves target locks, it can add precious seconds of time before their guns begin to fire. In addition the range penalty can be devastating to sniper ships and will break any locks that are at longer range than the sensors are reduced to. The sensor dampener drones are:

Hobgoblin SD-300

Hammerhead SD-600

Ogre SD-900

Target painter

As opposed to the rest of the EWar drones that harm the enemy, painter drones help allies. They increase the signature radius of the target ship. This has a few effects, the first is that it decreases the time required to lock the painted vessel allowing weapons to be brought to bear sooner. Additionally the larger sig radius improves the chance to hit and damage of turret weapons and increases the damage of missiles. These drones which are based on Minmatar drones are:

Warrior TP-300

Valkyrie TP-600

Berserker TP-900

Combat utility drones

Utility drones don't do any damage themselves but they do assist othervise taking down enemies.

Energy neutralizer drones, of similar make to Amarr combat drones, drain the capacitor of the target vessel and come in three sizes, as with combat drones the size of the drone should be tailored to the size of the target. Energy neutralizers are effective against most targets since most modules require capacitor to use, the exceptions are passive tankers and projectile and missile users.

Stasis webifier drones, based on the Berserker heavy drone, slow their targets down, preventing them from escaping as well as allowing that ship to be hit more easily by lowering its transversal velocity; they should be used against anything breaking the speed limit.

Logistics

Logistics Drones are the direct opposite of combat drones. They do no damage, and don't harm the enemy or assist friendly weapons, instead they repair damage taken by your allies. This can be used to fix damaged ships after a battle or keep a ship in the fight longer by performing combat repairs. Logistics drones come in Caldari designed shield booster models and Gallente made armor repair units. They come in three sizes with the larger drones repairing more damage and Tech II versions repairing more damage than the tech I versions. The standard tech I variants are:

Mining

In addition to the combat and support models, Mining Drones exist to assist industrial players. There are three types of mining drones and a tech II version. The Civilian Mining Drone is the fastest but mines the least amount of ore, the Mining Drone I is the middle ground, but is a good fit for most pilots and ships and can often outperform the other mining drone types. Mining drones and civilian mining drones take up 5m³ and 5MBit/sec. Harvester Mining Drones gather twice as much ore as mining drones but are nearly twice as slow, they take up 10m³ and require 10Mbit/sec to control.

Upgrades

In addition to the actual drones, there exist a few modules that you can fit to you ship to improve your drones. These drone upgrades can be very useful on drone ships that rely on drone damage. Two of these modules fit in the ship high slot while the other two fit in the mid slots.

Drone Link Augmentor I

The first modules is the Drone Link Augmentor I, this module adds an extra 20km of drone control range so you can send your drones to affect targets further away from your ship. They are most useful if you have low levels in the range-improving skills, or for sniping with sentry drones. This module takes up a high slot.

Drone Navigation Computer I

The second module is the Drone Navigation Computer I; this module increases the speed of drones. There are two effects of this, first it takes less time to get into firing range so the drones do more damage. Second faster drones are better able to keep up with their target, and thus stay withing optimal range; by staying in optimal range, drones do more damage. This module takes up a mid slot.

Omnidirectional Tracking Link I

The third module is the Omnidirectional Tracking Link I. The tracking link improves the range and tracking speed on all drones. This allows them to do better damage against smaller, faster moving targets and also gives them a bit more range. As the range of regular drones is rather small, the range increase isn't worth much, but on sentries whose optimal and falloff are huge, these modules can make a large improvement to their sniping ability.

Although it is not mentioned in their description, the bonuses granted by these modules are subject to stacking penalties, so there are limited returns from fitting more than 1 or 2 of them.

This module takes up a mid slot.

Drone Control Unit I

The final module can only be fitted to a carrier or mothership. The Drone Control Unit I fits to a high slot and allows the use of an additional drone and one unit can be fitted per level in Advanced Drone Interfacing for a maximum of 5 additional drones. If you plan to use a carrier for attack, this module is for you.

Notable drone ships

Ship	Class (role)	Mbit/sec	DB m³	TNoSLN	L5SN
Ishkur	Assault Ship (Assault)	25	25 (+25)	20	3
Myrmidon	Battlecruiser (Warfare Link)	75	150	13	
Vexor	Cruiser	75	100	9	
Arbitrator	Cruiser	50	150	9	
Gila	Cruiser	125	400	20	
Dominix	Battleship	125	375	13	
Eos	Command Ship (Fleet Command)	75	150 (+75)	40	6
Ishtar	Heavy Assault Ship (Heavy Assault)	125	125 (+250)	34	5
Sin	Battleship (Black Ops)	125	400	53	7
Nyx	Mothership (Carrier)	625	250000	55	8

CHAPTER 26: FCING A FLEET

Introduction

Well by reading this, we will do our utmost best to prepare you to take charge in a fleet. Tho due to the fact that there are a million ways to lead a fleet, this chapter will be a tricky one to type out. In the end, You are the Fc, and people follow your lead and opinions. (if they don't, you prolly should stop fcing) Wish me goodluck on this tricky chapter☺

Side note, this chapter will contain parts of other chapters. So its possible to read a few things you read before.

Fleet Command
Large scale fleet command may be one of the most thankless jobs in the game. There are a couple things you can do to make the job of fleet commander easier.

1.0 ORGANIZATION

1.1 Fleet Regulars
The average fleet in EvE is a rabble. On average you will have a number of sniper
battleships put together with no fitting discipline whatsoever and then some folks in support ships that "rock for small gang PvP". Covops? Dictors? Logistics? Did anyone even remember to bring a cyno? Fleet Regulars are those that routinely and reliably fill the critical roles in your fleet. These are the guy that you can go to when you need a certain ship or fitting. It's not easy being a regular. That covops pilot who has a brain and speaks clear unaccented English is also a high SP battleship pilot and his CEO wants to know why his kill numbers are down. Ditto for your guys in logistics ships. Your dictor pilot could be another cog in the cookie cutter Dreadnaught fleet. Find who the regulars are in your fleet and do everything possible to cultivate them. These are the guys who you'll contact before hand when you need a specific for some tactic. These are the people who will make the difference between victory and defeat.

1.2 Multiple Alliance Ops:
Picking up X's in an intel channel for multiple alliance ops can be a pain in the ass. For a
big op it can take more time then FCing. Don't do it. Find somebody you trust that's either in a capship that's not getting cynoed anytime soon or in a support ship you can leave behind and hand off gang boss to them. Let the "coms officer" pick up the X's while you get on to something else.

1.3 What to Fly:

I once knew a FC who liked to command from a Scorpion. Needless to say he was a very popular primary target. It may not be glamorous but the best place for the FC is in a high tank, low target profile ship. Fleet commands are among the best for this for several reasons. Fleetcommands can run ganglinks, have a fastish lock time, have descent default lock ranges and can get large benefits from remote reps. Fleet Commands are also, generally, the last thing somebody will bother to call primary. If you will be bringing in capships, you should have a cyno on your ship. You shouldn't be the designated cyno. If your cyno drops, logs, or you have a fuckup and don't have one in fleet, it's sure nice to have one sitting in a high slot.

1.4 Gang Links/Leadership Bonuses:

One of the most powerful ships you can have in fleet is the max skill damnation with

mindlink implant. With all three armored warfare ganglinks running this increases resists by 25% (and a little change), decreases cycle time on remote reps by 25% and decreases cap used by those remote reps by 25%. A single rep dreadnaught might have 4 T2 Armor Hardeners, 1 DCU II, 1 EANM II (or faction) and a capital rep. If that pilot knows that the full gang link bonus will be available, he can swap out that EANM for a Megstab while maintaining his tank. For a Dreadnaught one damage mod is often the difference between a Tank and a Gank fit. That extra "virtual" low slot from a damnation is especially helpful to Minmater Dreads, who have only 6 low slots to start with. For the rest of the fleet, an extra effective EANM II can make the difference between death in a Doomsday Blast and a ship that is still firing. An extra effective EANM opens up a world of possibilities (for example the BoB fleet mega can only tank a DDD blast if in fleet with

a damnation). Faster remote rep speed increases offers a major advantage when "racing cycles" with slow rate of fire long range guns. A fleet command pilot does not need to be a fleet wing on squad commander to provide bonuses. Instead a commander can "set [command level] booster" to somebody other then themselves. This allows the fleet to use somebody other then its commander to provide leadership bonuses. A character giving bonuses must be in the same system as the group he's giving bonuses to. Everyone in a fleet gets the best bonus to any particular stat in their chain of command, if the chain of command is properly set up. If a squad commander is missing, nobody in the squad will get any bonuses. If a wing commander is missing or lacks the needed wing command skill, nobody gets wing or fleet level bonuses. Everyone still gets squad level bonuses in this situation.

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1.5 Fleet Structure:
The gang boss can assign names to each wing and squad in the fleet. A well setup fleet
might look something like this.

Fleet Commander (Damnation maxed)			
Sniper Wing (WC in Claymore)	Sniper Wing	Support	Capitals (Booster set to Carrier with Siege Warfare Command Link)
Squad 1	Squad 1	Tackle	Dreads
Squad 2	Squad 2	Close Range	Dreads
EWAR Squad	Squad 3	Close Range	Dreads/Carriers
Assassin Squad	(Vacant)	Sniper	Carriers

Notice that under this setup Capital ships get gang mod bonuses to both Armor and Shields. One of the most overlooked features in the game is that carriers can act as command ships. With a little luck, and good planning, this can give your capitals a marked advantage.

1.5.1 Assassin Squads An assassin squad is a squad with a list of known enemy FC's, CEO's, alliance leads and directors.[1] Their job is to pick these folks, hopefully cutting enemy command and control in the fight. An Assassin quad should have its own text chat channel, separate from the rest of the fleet. Target calling for an Assassin Squad should be: clear threats > hostiles with ability to FC > Squad and Wing Commanders in Opposing Fleet > Enemy CEOs and Alliance Leads > Classic Dictor Pilots > Fleet Primary. Assassin Squads can be very effective against fleet set up on the IRON model, a primary target caller, two backups, nobody else allowed to call. After the three designated target callers are dead, only somebody with some clout is going to break the rules and start calling targets (i.e. a Corp CEO or maybe a senior director). If everyone with clout is dead, so is the hostile fleet.[2]

1.6 EWAR:
Nothing can become a mess faster then trying to coordinate EWAR. The average EWAR
pilot has a at least 4 different racial jammers plus a multi. Now picture a EWAR chat channel created for the fleet. Each pilot will link in the enemies he is jamming. Every EWAR pilot needs to remember what targets all the EWAR pilots have called. If you've got more then three EWAR guys this isn't going to work. Now instead imagine that each EWAR pilot has only one racial type fitted. You've either set up some ratio or simply gone 1,2,3,4. If you have 8 or less EWAR guys, they can split off in pairs of two, one jamming the races ships they've fitted for A to Z the other Z to A. For extremely large fleet multiple EWAR groups are possible. Each group jams one race either from A to Z or Z to A and each has its own chat channel to sort jams. You now have the same or more number of racial jammers in fleet but in a more organized manner.

1.6.1 The Importance of EWAR
Massed EWAR wins battles. A jammed ship is out of the fight until it is no longer jammed. For example: picture a fight with 100 battleships on each side. Side A jams out 25 battleships on side B. Side B jams no battleships on side A. That fight just became 100 v. 75. Things aren't looking good for side B and the fight just started. Each EWAR ship will have a certain number of "jamming packages". A jamming package is the total number of jammers requires to have an 80% chance of jamming out a target. The chance to jam is equal to 1-((Sensor Strength - Jam Strength)/Sensor Strength)^Number of

1 Known FC's does not mean, "FC of the current fleet". If you know who is FCing the current fleet, you should call him primary and toast him and his pod to.
2 I was on the wrong end of this with a former IRON FC.

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modules. For the spreadsheet inclined that's" $=1-((A11-C11)/A11)^{E11}$" where A11 is sensor strength, C11 is jammer strength and E11 is number of modules. A scorpion fit with racials will have between two and three jam packages, depending on fit, at max skills.3 The throw away racial fit blackbird around 1.333 (most likely one, given less then optimal pilot skills). A well fit Falcon between two to three.4 Caldari battleship pilots, are best in a scorpion if they have at least two jam packages. A Rokh may have nice range, but without a damage bonus it's a specialty ship, EWAR will ALWAYS be better then bringing a Raven to fleet. Shutting down two battleships is worth the trade of having a Rokh pilot in a missile using, low DPS ship.5 After their primary ship is destroyed, anyone who can get into a blackbird in system should.

1.7 Scouts
The requirements for a good scout are:
1. Scout has a brain.
2. Scout has a covops or recon.
3. Scout speaks the fleets language in a clear unaccented manor.
4. Scout has a good connection.

Have your scouts routinely check in, even if they don't see anything. Put your scouts on
your buddies list. There's nothing like the feeling of getting wiped out because a scout lost connection and fell out of both eve and Teamspeak.
In general you will need a minimum of one scout for every gate in your target system and one additional warped cloaker to establish a warpin point on a hostile POS. If you're not POS busting, you still need at least one scout.

1.8 Overview Settings:
Everyone's overview should always show the following: Gates, Stations, Planets, Control Towers, Jump Bridges, Cynojammers and Titans. Everyone should have three distinct overview profiles: Fleet Heavies (Show only Capship, Supercapship, Battleships, Command Ships and Recons), Fleet Light (Command ships and smaller, normally this setting will not include, shuttles and rookie ships), Fleet Combined (everything). Normally these will be set up with overview settings to only show hostiles. Some FC's
will added T1 frigates and cruisers to the list of ships excluded from overview. If this is the case everyone should have a fourth setting to add these back in. Rifter's can tackle
capital ships to.

3 Against a Mega. Other races will vary.
4 The Falcon has approximately a 91% chance of jamming a mega with 2 racials with max skills, a scorp around 81%. A Falcon has 14.1 jam strength with 3 signal distortion amps. A scorp between 9.45 and 12.31. Signal distortion amps and ECM rigs are now stacking nerfed, according to the most recent ECM
5 Unless you're doing something special that needs the range of a Rokh.

If you're in 0.0 you should set known hostiles to show on your overview as orange or red, neutral as yellow and blinking for folks that have wardeced your corp / alliance (for when you forget and leave fleet settings on in empire). Turn blinking red off for low sec status, in 0.0 it doesn't matter if somebody likes to blow up macro haulers in lowsec.
All your 0.0 overview setting should show neutrals on the overview with a yellow bar.
This pulls neutrals out of general overview clutter and, on average, improves response time by an extra second or so.

1.8.1 Brackets Settings:
One of the most common reasons folks get lost in fleet is that they have friendlies off
overview and all bracket settings off. In large fight loading brackets generates heavy client lag. TURN DRONE RENDERING OFF FOR A FLEET FIGHT! Hell turn drone rendering off anytime a carrier is going to drop fighters. For some reason rendering fighters causes heavy client side lag. Turn off all effects for a fleet fight. EvE does not wait for a signal for your client that it's loaded grid before placing you on grid. If you're waiting for 15 minutes for the grid to load, you're ship is sitting on grid subject to getting blown up.

1.9 Fleet Ships:
Getting good, high skill, battleship pilots is hard. By the time a pilot has battleship V and
Large Racial Guns V, they are well on their way to a dreadnaught. If at times it seems like nobody in your support fleet has any decent battleship skills, it could be that all your best battleship pilots are being bleed off into capships. Fitting discipline is critical for a Battleship fleet. If every ship is its own individual little snowflake, a ship that goes pop is a ship that can't be replaced without a trip to Jita to pick up fittings. Pick four battleships, have both a T1 and T2 fit for them and make those THE fleet Battleships. Just as a generally suggestion, absent special circumstances (Eagle) consider banning HACs from fleet. They tend to result in expensive lossmails without much to show for it.

1.10 Codecs
Make sure any teamspeak or vent server you are using is running a descent codec. The
last thing you want is to be in a battle and realize that nobody can understand what's being said on TS. I've seen major alliances go into battle on servers that sounded like a bad cellphone connection in a blizzard, don't let this be you. The reverse, of course, is that spies changing codecs can cause no end of problems.

2.0 TACTICS

2.1 Lag

Lag is the enemy of tactics. The worse the lag is the simpler tactics need be. The bigger
the fight the simpler the tactics need to be. All the remote repping in the world isn't going to do any good if 600 battleships are trying to alpha the same person. Either he's dead or the node is dead and he should warp out, it'll take 20 minutes for the enemy to activate a gun on him and thirty before anyone can get a remote rep on.

2.2 Target Calling

Quick who's primary? Yeah you called it, in a hurry, with a Romanian accent. It doesn't
help that the other side have an alt name Abkaha (or some other tongue twister name starting with A) in a tanked up bait scorpion just to cause your calling to go to shit. Every Fleet, Wing and Squad commander can broadcast target to their command. Always broadcast the primary target and ONLY the primary target. No matter how confused the battle gets, your fleet mates need only click on target in broadcasts to determine the primary. Always say what ship type the primary target is in.

2.2.1 Orders

Repeat all orders three times if you can. It's not "jump" it's "jump, jump, jump" or
"Akbzah, primary, Akbzah primary, Akbzah primary". One variation on this has primary called three times, secondary twice in territory once. Put long term orders in fleet chat. If the order is "hold on gate NM- gate until I X" put it into chat so that folks that aren't paying attention can reference it. .6 Keep repeating targets. Overview, becomes a mess a folks warp in and out. Repeating targets keeps fire focused.

2.2.2 Calling Jumps

Most fleet commanders will use the following commands, align to gate, hold on gate,
zero bubble on gate, jump. The goons use a slightly different system. Hold on gate, is gate is red. Jump is "gate is green"

2.2.3 Target Groupings\

The more people who are trying to call targets in TS the more confusion the situation is
going to be. Somewhere between 40 to 80 sniper battleships, the point of diminishing returns is reached on focus fire. As a general rule, a fleet can have two target callers on TS plus an assassin squad in a text chat channel, without to much difficulty. To set this up you will need two groupings (fleets, wings, whatever). These groupings need to be by location in fleet. If you try to split up people in fleet chat, you'll have guys get confused. One group calls targets A-Z. The second grouping calls targets Z-A. To help keep

6 The only reason anyone should be flying a missile boat in fleet is 1. it has a bunch of EWAR on it or 2. it's a torp Raven being used to shoot at capships (in which case it should hold target).

things straight orders should be phrased by their group designation. For example "One, Axbzah primary, Axbzah primary, Axbzah primary", "two, Zeb primary, Zeb primary, Zeb primary." Even very large fleets rarely have more then two target callers. The more groups calling targets, the harder command and control will become.

2.3 Picketing a Gate

Titans and jump bridges mean fighting on gate happens less then it use to. Instead of a
massive amount of fighting on gate, now we simply have a lot of fighting on gate. Generally, gate defense will look something like this.

2.3.1 Bubbles

Set up multiple T2 large bubbles on gate. Multiple bubbles make it harder for an attacker
to simply kill the bubbles and warp off.

2.3.2 Support

Support zero on gate. For most support this is a suicide mission. If you're in the middle
of a bubble when a hostile fleet lands on you, the chances of getting out in one piece are
minimal. A couple things can be done to help with this. With the size of T2 bubbles reduced in Quantum Rise both logistics ships and carriers can reach to the center of a bubble to provide remote rep. Receiving remote repping can GREATLY increase the survivability of support on gate.

For all that survival is unlikely, support on gate can provide a number of useful functions:
support normally has higher DPS then sniper battleships, support can web, warp jam or disrupt hostiles or apply neuts. A plated and trimarked Domi on gate can have 160,000+ EHP, in a midsized fight that can suck up quite a lot of enemy DPS time before going down.

2.3.4 Tracking Disruptors
A sniper fight is normally conducted at 150km+ ranges. With a gate defense you know
where the enemies snipers will initially be deployed. A single T1 tracking disruptor, properly scripted, with minimal EWAR skills, can drop an enemies range from 165km + 30km to 106km + 16km. In other words one tracking disruptor = one hostile sniper out of the fight. Even better, nothing visibly happened to that snipers ability to lock or lock range. If the disruptor is on a ship not normally shown on fleet overview, a T1 cruiser or frig for example, the enemy may not even realized what has happened. This is especially true if he has damage notification turned off.

2.3.5 Heavies
Many fleet commanders are still refighting the ASCN war. In the ASCN war BoB forces
had a distinct range advantage. This was in the days before T2 became common, before tier 3 battleships, before rigs were introduced and, for most of the war, before a HP boost made plating a battleship an effective strategy. For most of the war, battleships would have around 20,000 EHP. Today most battleships will have AT LEAST 80,000 EHP if not more. The question is, are setups designed to shred a paper tank still the best idea with today's bullet spouges? There are three responses to this. The first is to setup at the edge of the bubble loading faction close range ammo and deploying sentry* drones. This has the advantage that sentries can be assigned to assist the target caller, putting damage immediately, and hopefully with little confusion, onto the primary. This
setup works best if supporting carriers, also close in on gate, that are providing remote rep to support and battleships. This setup puts your carriers at a high risk of being tackled. The second method it to set up a sniper point, aligned out some distance from gate. This is the traditional method. The more battleships you have, the better this method is. The third is to go all out fitting for range and ignore the ability to tank a doomsday device. The thinking behind this setup is that the fleet will either warp off before a doomsday will be deployed or face a double doomsday, in which case most tanks will fail. The lack of tank is of relatively minimal concern if the enemy can't hit you.

2.4 Remote Repping
A remote repping ball puts all the repping that you can get onto target against all the dps
that the hostiles can bring on target. At some point CCP will probably stacking nerf remote reps, but they haven't yet. Both armor and shield remote reps, rep the same in amount in the same amount of time. Remote repping becomes ineffective when the hostiles bring enough alpha damage onto target to instapop it. In most cases this will take 85,000 or so EHPs of incoming damage. Setting up a remote repping ball is not hard. One person should declare themselves to be the remote rep point. Everyone to be in the ball should add that person to their watch list and approach them. Once approached, everyone should align to warp out at zero m/s (this can be done at speed if need be, though minmater pilots especially, may need to reduce speed). A pilot in the ball should broadcast "need armor" when the hostiles BEGIN TO LOCK HIM. Properly used remote repping can make a huge difference. Lets take an example of two fleets. One is remote repping the other is not. The remote repping fleet need only burn down
their targets EHP. The fleet that is not remote repping must get through both target EHP and an average of two cycles of remote rep per enemy battleship. As a general rule each large remote

rep will offset 2/3 of the DPS incoming from a hostile battleship. Remote repping starts to loose effectiveness in fight involving 100 or so battleships a side. Each battleship is going to average around 1000 damage actual realized alpha. About 20% of any sniper fleet is going to miss their lock for some reason or another. That leaves around 80,000 alpha incoming, roughly equal to the EHP of a doomsday tanked battleship.

2.5 Setting up a Sniper Spot
Unless you are going for a close or long range fight, sniper spots should be between 150
and 160 km from your targets location. Sniper points are normally setup by initially warping to a fast ceptor. Subsequent sniper points are best made by warping to a covops (if you can find one). Ideally, you will have two covops working as a team to establish sniper points. One being the point you just warped to and the second being your next sniper point. The real world is rarely ideal. In practice most sniper points will be setup by interceptors on the fly.

2.5.1 Setting up off Gate

If there is a planet or other object near the gate have the fleet hold aligned on that object. An enemy scout will not be able to get a ship count simply by jumping in. Properly warping in will require covops tangent to the line between the bubble and the gate.

If the line between your fleet and the covops either intersects the bubble, or forms an angle three
degrees or less with the bubble, you will be pulled in.
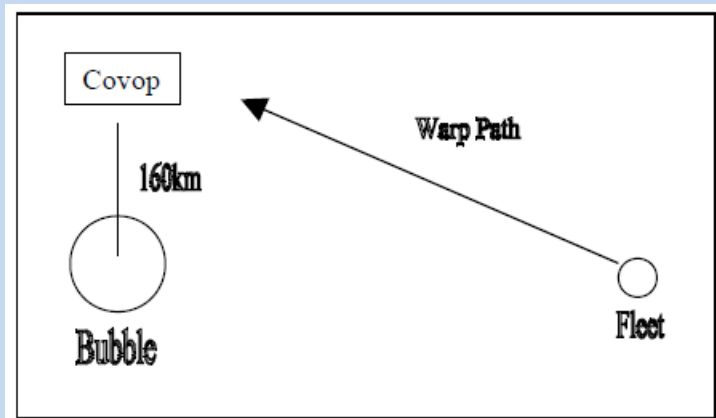
2.5.2 Busting an Enemy Snipe Point

At 150km off it'll take the best post quantum rise interceptor about 25 seconds to reach a
hostile snipe point. If the hostiles are still there, they deserve what they get. The best way to break a hostile snipe spot is to station a covops with probes off grid but close to the fight. The covops probes the hostiles out, warps to 10-20km from the hostiles then attempts to get a warp in spot for a friendly dictor. Once bubbled support can warp to the hostile fleet to tackle/chew them a new one. Alternatively, you can use a Recon to hotdrop caps (though the result of this sucks a bit for the Recon pilot who's about to get popped).

2.5.3 Changing Sniper Spots

Covop It's possible that you will be in a snipe spot around a station or gate with hostiles at a POS. Put a covops watching the hostile fleet. When they commence warp in, warp to a new sniper spot. If you're trying to drop in on top of an enemy fleet its best to do it from a safe spot that the enemy does not have eyes on.

2.6 Warp Outs

Your fleet will need to align to a planet for warp out. That doesn't mean that ships should be warping to a planet. First off all simply by zooming in on your ships, with planet brackets turned on, an enemy can deduce what planet you are warping to. That's a good way to end up in a bubble. There are two options for warp outs. One is to set up a staging POS. This can be very effective if done right, as it gives your pilots a secure place to warp to for repping. Also a POS may be bookmarked for quick warp to. The second option for a warp out point is to have a cloaked carrier or logistics ship (preferably a logistics) at a midsafe. That's a safe spot between where you are engaged and the celestial that is your align point. Everyone in the fleet should have this character on their watch list. When necessary they can warp out, receive repping and warp back to the fight. This type of repping setup lacks the security of POS guns but has the advantage that your safe can move.

s.1 A Carrier?

Is using a carrier for a rep points a good idea? Of course not. A logistics ship locks quicker, is harder to probe down, hurts less to loose. Getting logistics ships into fleet requires a group with high fitting discipline. On the other hand yahoos in carriers are a dime a dozen. If it's a sov fight for all the marbles do what you need to do.

2.7 Bookmarks

A line connection two spots on the circumference of a circle is called a Chord line. If you have 4 points at the "cardinal" corners of a circle, no point can be more then 45 degrees from a cardinal point. The line between these two points is shorter then the radius of a circle. To put that in English, see the diagram on the next page.
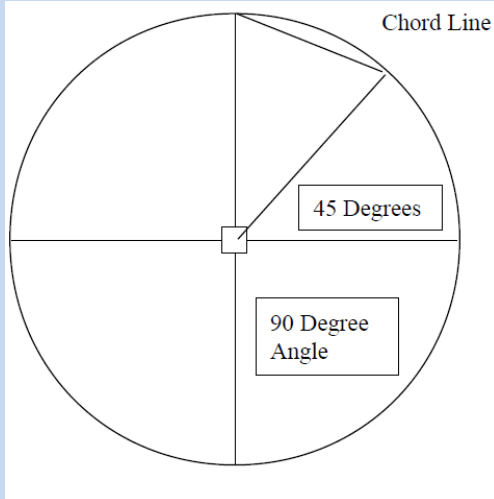
EVE is a 3D game. If we put bookmarks "Above" and "Under" a POS and to "North", "South", "East" and "West" we are always dealing with three lines. These are the distance from the POS to a bookmark, the distance from a POS to an attacker, and the distance between the bookmark and the attacker. An attacker can never be farther from a bookmark then a 45 degree chord line.

Radius of Circle (i.e. distance of snipers from target)	Chord Line (2D)
150	114.81
155	118.63
160	122.46
180	137.77
200	153.07
250	191.34

Proper tactical bookmarking can be used in two ways. Good bookmarking can be a solution to the "ASCN Gate Problem" (T1 fit snipers trying to bring in T2 fits into range).
Alternatively, bookmarking can be used for warp points for interceptors or covops. The Chord Lines given above represent the maximum possible distance. Ceptors warping to bookmarks then burning towards a hostile fleet can keep the other guy jumping like a cat on a hot tin roof.

2.8 Blockades

Blockading is the practice of putting a midsized camp on the route that enemy stragglers or reinforcements will take to the target system. This is most often done when standing issues 90 Degree Angle 45 Degrees Chord Line prevent one corp or alliance from working alongside the main fleet. Blockading can be an extremely effective practice if your enemy is operating early in their timezone. As pilots login (generally after work or the like) and attempt to travel to the fight, they are intercepted piecemeal by the blockading force. This limits the main fleet solely to the ships that they brought to the initial conflict or have in system.

2.9 Bombing the Gate

Stealth bombers look good in theory. I've rarely seen them work in practice. Area of effect damage from a bomb will not break a gate cloak (though wrecks will appear). The best setup I've seen for bombing a gate had multiple bombers on each side of the gate set so that bomb blasts from each group would overlap without bombs from one group being within the area of effect of bombs from the other. For a large fleet fight void bombs, nucking 1800 cap each, may be the best choice. Of course this has the downside of nuking the cap of any support caught in the blast. Getting significant amounts of cap nuked will make it hard to MWD out of a bubble.

3.0 CAPITAL SHIPS

All power in EvE comes out of the barrel of a gun on a capship. If your corp or alliance has high end moons and you are not using them for a cap program, you're doing something wrong. NOTHING is more important then a cap and supercap building program. Subcap ship reimbursements, forget about it. Buying towers, hold a mining op. Capships break the rule of EvE, don't fly what you can't afford to loose. Your corp can not afford to loose its caps. When things are looking bad, the support guys want to pull out all their ships and make a pyre of the wrecks, less to haul out if it gets popped in combat. You can't do that with capships. People have abandoned space instead of risking their caps. Remember at the end of the day caps are power, nothing else much matters.

3.0.1 Communications

One of the great issues with fleet co-ordination is the habit to put both capital ships on a separate channel from the support fleet. There is a very good reason for this. Dreadnaught pilots are immobile for their 10 minute siege cycles. A Dread fleet should attempt to enter siege at the same moment. The exact timing of the siege timer should be one of the closely held tactical secrets of the fleet. Carriers will normally be in TS with Dread to direct fighters against POS modules or support dreadnaughts should the caps get hotdropped. The problem here is that there the carrier pilots have absolutely no idea what's going on with the support fleet. If there are no dreads involved, or the critical fight is the support fight, then your carriers need to be in the support channel.

3.0.2 Gear

A ship, both capital and support, and refit at a carrier configured to allow access. Due to lag issues support has only rarely if ever refit on the field until now. With the addition of the Orca we may see more fights that involve refitting in space. All capships should carry, in cargo, enough Warp Core Stabs to refit all of their low slots. It might not looked good on a killmail but refitting stabs can keep you from loosing the cap in the first place. All carriers should carry at least one ECCM either fit or in cargo. If available, all Dreads should have one to two loads of faction XL ammo onboard (or a set of replacement crystals for Amarr). Within reason, Dreads should have modules to switch between a tank and gank fit on the fly (obviously some things, such as swapping between short and long rangeXL gun types are space prohibitive).

3.1 Carriers

Carriers are the tanks of EvE. Every squad of infantry (support) wants one and every commander wants a division of them to drop on the other guy. The most powerful tool of the carrier pilot is not the dps of his fighters but the remote repping that a carrier brings to the field. Each unbonused capital remote rep mitigates the damage of between two and three enemy battleships (400-700rpm depending on tank).* A squad of 5 carriers bearing two remote reps each can mitigate out the dps of 20-30 enemy battleships

Fun Fact: According to EFT, warfare link modules are effective with capital remote repping. The EvE item database does not indicate that they should not. I suspect this is a bug in EFT. If this actually worked half the game would be using it by now.

3.1.1Carrier Range and Lock Times**.**

Carrier Time to Lock[#]				
	Battleship (400 Sig)	Dreadnaught (1700 sig)	Carrier (2900 sig)	Cruiser (140 sig)
Base Res: 68mm	13.16 sec	8.89 sec	7.8 sec	18.53 sec
With T2 scripted sensor booster: 110mm (110mm used for following two rows).	8.128 sec	5.49 sec	4.48 sec	11.45 sec
- Celestis; Cruiser V, 3 T1 scripted damps, negligible EWAR skills: 38.4mm	23.31 sec	15.74 sec	13.872 sec	32.80 sec
- Celestis, all skills V, T2 scripted damps: 21.76mm	41.14 sec	27.16 sec	24.48 sec	58 sec
No onboard, 3 T2 Scripted Remotes Sensor boosters (i.e. gatecamp): 285mm	3.14 sec	2.12 sec	1.90 sec	4.42 sec

Carrier Targeting Range (Long Range Targeting IV = 120km)		
	With Onboard Sensor Booster Scripted for Lock Speed.	With Onboard Sensor Booster Scripted for Range (192 km range).
Celestis; Cruiser V, 3 T1 scripted damps, negligible EWAR skills	41.9 km	67.1 km
- Celestis, all skills V, T2 scripted damps	23.72 km	38 km
Celestis Rigged, T2 scripted damps.	18.68km	29.8km

So what does this mean? The most obvious is that you can damp out a carriers ability to aid support, but Gallente EWAR is unlikely to put a carrier out of a capfight. Secondly is that all capships should be within at least 35km of all other capships unless with a very good reason.

3.2 Dreads

Dreadnaughts tend to hanger queens, rarely flown. When they are flown they're taking a
good battleship pilot out of the fight and putting him in a cookie cutter siege engine shooting at a POS. Dreads can not receive any remote effects, except for Nos and Neut, while in siege. In effect every Dread in siege is an island. A sieged dread can tank around 8000dps, 11,000dps on overhead with a single cap repper. Overheating will kill your cap rep in around 3 minutes. Fitting two capital reps will rep around 6,500 with one going or around 12,000dps with both, best case you will cap out in about 3 minutes. In most cases a dread will be better with a less cap intensive one rep setup. A Gallente Dread can get 1000 or more DPS from Tech II sentry drones. Nobody else is so blessed. Dreads die either to overwhelming incoming damage or from cap death. If you're not flying gallente this is a great application for 5 heavy neut drones. This gives you the equivalent of one heavy neut, per dread, on the enemy. Hey it beats the extra 300 or so dps you'd get by sicking Ogre II's on them.

4.0 POSES

Player Owned Starbases come in three sizes, small, medium and large. Each takes twice as much fuel to fly as the next smallest type. In general small POSes are fragile enough that they should only be flown in empire or in highly secure space. Player Owned Starbases have several functions: Service Defense Deterrence Speed Bump

4.0.1 Service:

A Service POS is one who's primary function is research or manufacturing. These are
normally small or medium.

4.0.2 Defense:

A Defensive POS is set up to protect something. Everyone first instinct is to drop as
many guns as possible on one of these. I've seen at least half a dozen capships killed by smallish gangs while cynoing into POSes. Stop and think, what am I trying to protect? What size ship is likely to attack what I am trying to protect? Can the weapons on my POS hit the ship types that are likely to attack? Sure a large artillery battery has great alpha, it's not going to be able to hit a HAC bumping a Rorq away from a force field. The best idea I've seen for protecting a jump in point was deployed on a Red Alliance moon mining POS. RA had literally a ton of Sensor Damps and EWAR supplementing a selection of small and medium guns. Not the most effective against a Dread in siege but nothing was going to be able to get a lock onto their Rorq! This approach can also be taken with several types of medium POS. Remember to put some guns on your POS even if you're packing the thing out with EWAR!

4.0.3 Deterrence:

A Deterrent POS is one that costs more then it's worth to attack. These will normally be
packed out with guns, neuts and hardeners. The idea here is for the POS to inflict the maximum amount of loss in time and isk to an attacker. A couple things can help enhance deterrence. Capship pilots hate hitting hardened
POSes. Most POSes have their hardeners in nice neat rows so that any covops pilot can work out whats active. If you anchor 3 of each type of hardener in a jumbled cube, the only way to figure out what is active is from the POS management screen. An adequately hardened POS will have at least 2/2/1/0 hardeners on its 0/0/25/50 resist.
It takes on average ten large short range guns focusing fire to break the tank of a Dreadnaught in siege. As a Dread in siege can neither move nor receive remote repping during the siege cycle, energy neutralizing batteries can be particularly deadly. In general > 2 batteries will have an enhanced deterrence effect.

4.0.4 Speedbumps:

A speedbump POS comes in three types. The first type is a heavily hardened POS. For a minute forget your shield resist percentages. The first hardener you put on means it takes damage on that resists 25% longer to put the POS into reinforced, the second 20% and the third 12.5%. A triple hardened resist will take 68.75% longer to be put into reinforced A 40 million shield HP Amarr POS triple hardened will take

130

about 6 dread/hours to go into reinforced. A proper speedbump will have 3-4 online neuts and several online warp disruptors and a token amount of online guns. This type of speedbump is designed to give you the maximum time to arrange a hotdrop of the enemy fleet and render them in the most disadvantageous situation possible when you do hotdrop. A naked speedbump simply has 3 of each type of hardener. This is an older POS setup, dating from before the introduction of nuet batteries, when Dread fleets where smaller. A Dreads siege cycle takes ten minutes. A system with fifteen POSes will take a minimum of 150 minutes to siege. If the attacking Dreads are forced to take two cycles to reinforce a POS, that's a minimum of 300 minutes, five hours, to siege.[7] Or, you could pay a bit more, slightly increase your fuel costs, and add a couple neuts and scrams for a bit more annoyance and maybe get a kill or two. The third type of speedbump is a Gallente POS designed for efficient repping when it comes out of reinforced. A Gallente POS has only 35,000,000 shields, the lowest of any POS in the game. A Gallente POS has a natural 50% kinetic resists and 25% thermal resist. Unlike hardeners, natural resists do not go offline when a POS is reinforced. Almost all Dreads do at least some damage on either the kinetic or thermal resist This type of speedbump is designed to

[7] This approach does not work so well against large power blocks. A large enough capital fleet can split into two ormore and still one cycle POSes.

have the fastest possible rep time when coming out of reinforced while taking as long as possible to go down. . A word of warning, Gallente POSes are horrible. Railguns are PG heavy and the Gallente POS lacks powergrid. Blasters have extreme range issues when fitted with antimatter ammo. Even with the Amarr and Minmater speedbumps, a more active defense may score one or more capital ship kills. Speedbumps are generally only recommended if you are facing an enemy in a vastly different timezone rendering it impossible to get gunners to the POS. Or to put it more bluntly, I've never actually seen a speedbump POS used effectively but I hear that it canbe done.

4.1 POS Choice

LARGE POSes Ranked in Order of Powergrid				
Race	Powergrid	Shields	50% Resist	25% Resist
Amarr	5,000,000	40,000,000	Explosive	Kinetic
Minmatar	4,375,000	45,000,000	EM	Thermal
Gallente	3,750,000	35,000,000	Kinetic	Thermal
Caldari	2,750,000	50,000,000	Thermal	Kinetic

Other then as a speedbump Caldari and Gallente POSes are useless. Both POSes lack
powergrid. Railgun batteries are extremely powergrid hungry. Blaster batteries, when loaded with antimatter ammo, can easily be outranged with proper Dread placement.
So now that you have a POS what guns do you want to put on it. Well for starters don't
put on a cruise missile battery, each battery does less DPS then a single cruise launcher on a Raven! That said you should almost always put on guns of the type that get bonused by the POS.

4.1.3 Offline Guns
Modules, including guns, can not be anchored while a POS is in reinforced. Ammo can
not be put into offline guns when a POS is in reinforced. All CPU using modules go offline when a POS goes into reinforced (this includes shield hardeners, EWAR modules and energy neut batteries). An offline module also does not use powergrid. Silo's and corp hangers become inaccessible. Ships can be removed from a maintenance array.
You will need two setups for your POS. The first is your online setup with hardeners,
EWAR, energy neutralizers and the like. The second is an all gun reinforced setup. All the extra guns you need for reinforced plus a couple extra, should be anchored and offline.

4.2 Tower Setup
What does this mean? Once upon a time, when Armor had a natural 60% EM resist, all
proper Deathstar POSes used Autocannon's, the thinking being that you could attack against a number of damage types. What a difference 10% makes. Now you have the choice between make the attacker guess the damage type with a Minmater tower or simply stipulating the damage type in return for 30% more DPS.

4.2.1 Deathstars
If you're expecting attack from capital ships go Amarr. At 15km optimal Large
Autocannons are going to be operating in falloff unless the hostiles do a stupid and park right on top of the things. Being in falloff will drop your AC's DPS around 25% to about 450dps. The worst a Dread pilot can do is fit a T2 EM Hardener, most won't bork their fits by putting on two. On the other hand that same dread pilot is likely to throw on 3 T2 Hards on the other resists + either an EANM II or DCU II for a normal tower. You don't loose much by going Amarr and gain a 100% effective bonus to DPS.

4.2.2 Rippers
Cynojammer towers and those expecting attacking from Battleships are a different story.
If you are doing a known damage type, there is a very high chance that the hostile fleet will fit for it. Add to this that medium autocannons are highly efficient. Like all things in EvE that aren't done every day, there are a number of opinions on how to set up a ripper POS. After we've had cyno jammers in game for a couple of years we'll probably have some idea what the best way is. Off the top of my head the following would probably not result in you making to LOL section of CAOD.

Even if the other guy bring a 200-300 man fleet the shear confusion factor that many
damps will generate will probably result in a selection to fight within 100km of the tower.
(Actually they're likely to get right up kissing the cynojammer meaning that you should deploy your autocannons 10km on either side of the jammer. The remainder can go either under the tower on with the main battery depending on what you think is best.)
Anchor 5 or 6 T1 bubbles on the cynojammer. There is no reason to allow hostiles
shooting at your jammer to warp off. A large enough fleet will either kill your bubbles or remote rep the damage. A large enough fleet is going to kill your cynojammer no matter what you do.8 T1 logistics ships can rep the jammer from outside the new, 20km, large bubble radius (hull repping being the exception). Bubble the damn thing.
If you're alliance is a major sov claiming alliance. Consider having say 3 to 4 accounts
that are composed all of gunner alts situated at the jammers in your station systems.

4.3 How to Defend a Tower
First, let your friends and allies know that your tower has been attacked. Either the attack is ongoing, in which case you should be screaming to high heaven on all coms channels or the tower has been reinforced. Rest assured that the folks that want your tower know exactly when it's coming out.

4.3.1 The Initial Attack
Stront your POS. What time do you want this POS to come out of reinforced? Once the
shields get below 51% you can no longer change the stront levels. Take an estimate on when the attack will finish and aim for midway between the acceptable times for the POS to come out. In general coming out later is better then coming out earlier. Be sure you are choosing the correct timezone. If you're a US corp, being attacked by the Goons and all your allies are in EU time, don't set the POS to come out after dinner. Jet the corp hanger / silos. This is controversial as you may loose the jetted items if you
can't pick them up before their cans pop. When your POS gets reinforced the corp hanger arrays and silo's become inaccessible. You can still get ships out of a maintenance array (this is a change that was made after somebody got a capfleet trapped in a capital array). Start offlining anything that does not add to the tower's defense and start online guns and hardeners. It takes five minutes to online or offline a module.

8 Multiple Doomsday device blasts being a possible exception.

The first target in a POS attack will normally be either neut batteries or warp disruptors.
If your enemy has overwhelming force they may decide simply to go for the tower. You can anchor POS modules from within the forcefield. It will take you 10 minutes to anchor and online a new module. Have a couple extra neut batteries and disruptors in a hauler floating at the POS is never a bad idea. Having them anchored and ready to online is a better idea, but does subject them to loss without use if the POS is attacked in the dead of night. As a general rule a tower without gunners can not present an effective defense. Call, PM, E-mail, ectra all the gunners in your corp that you know may be available.

4.3.2 Coming out of Reinforced
The first question is whether or not to defend the POS at the POS or on the gate. This
will depend on a number of questions such as, does the enemy have a Titan or other way to enter the system besides the gate. Is the system cynojammed? Fighting on gate is dealt with under the fleet command portion of this guide.

4.3.2.1 Setting up:
Rep all guns up and arrange to have a corp member online at least two hours before the
POS comes out of reinforced to insure that the enemy has not attacked the guns again.
Set up several "intel frigs" and find a corp member willing to fly them. An intel frig is
simply a frigate with one or more ship scanners on it. An intel frigs job is to pop outside the shields, scan enemy capships and pass that info along to gunners and fleet command. I've seen fights where the first capship to die had 10bil in faction mods, the second had the weakest tank of the group and everything was just downhill from their.
One of the worst places a support ship can be during a POS fight is within the force field.
Inside the FF of a POS a ship can neither rep nor be repped. Unless you're passive shield tanking, this is a problem. Have a logistics or carrier cloaked at a midsafe (a safe in line between the POS and a celestial object) to be used as a remote rep warp to point. Move the safe every so often to prevent hostiles from probing it. Alternatively, you can set up such a remote rep at a staging POS elsewhere in system. There is some risk to this as a very large or well organized enemy may bubble the staging POS. Forming a remote repping ball during a POS defense can be extremely difficult. It is nearly impossible to visually tell where the POS shields end. Moving in and out of the force field can confuse the location of the remote rep point. One of the ballsiest solutions to this I've heard is to strip all the drones off a carrier, 100% insure it then put it into triage mode as a rally point. A carrier in triage at a POS is likely to be the first thing primaried by a hostile cap fleet. A better solution might be to have a Drake or other high durability ship function as a rally point. We may all owe our god one death but until a defender is poded out of system, there's no reason they should be out of the fight simply because of the loss of one ship. If possible have carriers deploy a number of :"replacement" T1 cruisers into the POS shield when they cyno in.

4.3.2.2.POS Gunners:
USE THE POS GUNS TO SHAPE THE BATTLE! Medium guns can be used to
target enemy EWAR. A single POS gunner with a high DPS output at his control is more
effective killing hostile fighters then a support fleet trying to figure just which one of a hundred fighters they should primary. POS gunners can be given the names of enemy FC's to primary without revealing to the fleet as a whole that enemy coms have been infiltrated. If gunners will be attacking hostile caps they should focus fire with any friendly capships. Yes I have seen fights where the caps went after one target and the gunners another. The bottom line will be the number of POS gunners available. An Amarr POS coming out of reinforced might feature, for example 12 Large Pulse Batteries, 4 Medium Pulse Batteries (for fighter control) and 2 medium beam batteries to engage enemy snipers. Gunners are difference between an ineffective POS that cycles targets all over the place and 12,000 dps on a hostile dread, dead enemy fighters all over the place and enemy EWAR that spends more time in warp then on the field.

4.3.2.3 Drones:

I've never actually seen any group the discipline to pull this off. I have seen a number of
battles where the friendly support fleet was very close to hostile caps, with a hostile sniper fleet maneuvering on the field. Such a situation cries out for energy neutralizing drones to be assigned to a ceptor to go ruin a couple capships day. To employ this in practice, I would suggest setting out several cans full of neut drones at a rally point and making a carrier available to fit them at the rally point. Five heavy neut drones = 1 heavy energy neutralizer at no cap cost to the fielding ship. Being hit by multiple short cycle energy neutralizing effects is a nightmare for any capship pilot.

CHAPTER 27: GATE CAMPING/CAMPED GATES

Tactics

Escaping

One of the best ways to avoid being caught in a gate camp after jumping into one is to have a fast ship equipped with an afterburner or micro warp drive. These allow your ship to move more quickly and especially in frigates will permit you to escape any warp disruption bubbles; however this does not prevent you being warp scrambled or jammed with a conventional device. Ships equipped with a covert ops cloaking device are difficult to catch if the device is activated quickly enough after losing the initial jump cloak, and ships combining these two elements are nearly impossible to catch with a skilled pilot at the helm.

Equipping warp core stabilizers will help neutralize the effect of a warp disruptor, but it will not counter an interdiction sphere or warp disruption bubble.

If there is no bubble or tackle at the gate, warping off is probably the most effective counter. However, this is a rare situation. For most ships the most effective tactic is to avoid aggressing any pilots, wait for the cloak on your ship to drop in time (thus confirming the end of your session change timer), move back to the gate and jump back through.

Avoiding

Fleets and high-value ships will typically use scouts in covert ops or interceptors to jump through ahead of them to confirm the safety of the route.

Map statistics modes to show pilots in space or pilots destroyed in space can be good indicators of gate camps. High values for these statistics on a system with no real significance is a good indication that a gang may be waiting in that system.

Execution

Gate camps are typically performed by fleets or gangs. Sniper ships and damage dealers will sit at optimal range off the gate, while tacklers will usually be on the gate orbiting at 12km. By orbiting at this distance there is a chance that they will fly close enough to a cloaked ship that has just jumped through to actually decloak that ship. In larger camps this makes it difficult for new targets to stay hidden.

ECM is often used on gate camps to neutralise damage output of hostile ships; in particular electronic attack ships are ideal for this role, as they have a fast locking time.

The lock time on ships is crucial in gate camps, as the target must be engaged as soon as possible after they jump in; if they are not locked rapidly then they will not be destroyed rapidly enough to prevent them either warping off or reapproaching the gate.

Ship Types Required

Every gate camp needs a certain mix of ships to be successful. It is possible to camp a gate solo, however that ship would then have to fit modules for all of the roles that are described here.

Tackler

Tackling ships are probably the most important ship type to have at a gate camp, without them there is no point in camping as you will not be able to stop the target from warping off. The best types of ships for this role are those with high speed, and fast lock such as interceptors or their Tech 1 equivalent. The Keres is underutilized currently in this role but has bonuses to warp disrupt range that would make it ideal for this role.

Tackle Assist

This role is used most often at low sec gate camps where a larger ship such as a heavy interdictor is given a remote boost to scan resolution to provide a faster lock. in a null sec environment this role can be a light or heavy interdictor that can deploy an area effect warp disrupt to prevent escape. Specialty ships such as rapiers and other ships equiped with webs or energy neutralizers can further slow down the target to prevent escape.

Damage Dealers

Although this seems obvious, there have been many occasions where not enough damage can be done to actually destroy the target before it can escape or help arrives. Cruisers, Battle Cruisers and Battleships fit in this role, as can any ship that has a high damage output.

Electronic Counter Measures

Ships equiped to prevent the target(s) from shooting back are especially important in the case where there are multiple targets to be destroyed. These ships will keep the tacklers alive and allow them to 'hold' the queue of targets in place while they are systematically destroyed. They can also prevent the targets from remotely assisting each other.

Scout

A scout or multiple scouts are important to deploy on the other side of the gate as well as other adjoining systems to warn of larger or better equipped fleets that may be on their way to 'break up' the gate camp.

CHAPTER 28: ROOKIE LOWSEC SURVIVAL GUIDE

This will be the only chapter about low sec space, since we do have pilots out there from time to time ☺

GOOD AND BAD REASONS TO GO TO LOWSEC

Before you even jump in, especially for the first time, you need to stop and think, "Why am I going here?". If your answer sounds like something lots of other people would do, odds are the system is going to be full of horribly nasty pirates looking to farm noobs like you.

Some bad reasons to go to lowsec:

- Picking up skillbooks. I can and have farmed noobs in frigs all day long in Lisbaetanne because they're too lazy to go two jumps out of their way to pick up a skillbook in a safe location.
- Your highsec mission agent is sending you there. Again, other people know your agent likes to send people to that system and they already have probes out, just waiting for you to show up.
- It's on the shortest route between two highsec hubs. Go the long way.
- Mining. Veldspar is the single most valuable ore outside of nullsec and has been for a long time now. If you want better ores mine Arkanor in wormhole systems.

Some good reasons to go to lowsec:

- To look for trouble!
- PvE exploration
- To mission for a lowsec agent - the further from highsec, the better.
- BPO research - lowsec stations tend to have much shorter queues.

NAVIGATION BASICS

SETTING UP YOUR OVERVIEW

When you right-click the triangle next to the word "Overview" at the top of the overview, you'll get a menu that shows many options. The one you are interested in is "Open Overview Settings".

Feel free to fiddle around with the Filters to set up your overview how you like it. You can save multiple overview settings by right-clicking the triangle again and choosing "Save Current Type Selection As...", and then you can load it again in the future by clicking the triangle, and then choosing "Load <name>".

You should set up several overviews - one for just getting around (stations, planets, stargates), another for missioning, mining, etc. My general rule of thumb is to avoid seeing a scrollbar on the overview. If you see a scrollbar that means you are not fully aware of what is going on around you and that will get you killed, especially in lowsec.

I suggest all your overviews have stargates on them though, so you'll always have a warp-out handy.

USING WARP TO ZERO

You should never use the autopilot for anything, as its navigation method is very inefficient. It warps you to 15kms from the next gate, then approaches the gate, then jumps. This leaves you exposed and vulnerable for long periods - even in highsec you should not use the autopilot as it makes it very easy for would-be suicide gankers to follow you around and gather intel on your ship. Instead, you should manually warp to zero and jump on every gate.

To do this, first make sure your default warp distance is set to zero. On the row of buttons above your overview, right-click the "Warp To" button that appears when you select something on the overview. It's the second one from the left and looks kind of like ->>>. Right-click it and select "Select Default Warp to Within <X> Distance", and enter 0 into the window that pops up.

Now, when you select a destination in your starmap or via the mission screen or however, the next gate you need to go through to get there with your current route settings will turn yellow. Select the gate, then either click the "Warp To" button at the top of the overview, or right-click it and choose "Warp to Within 0km", and you'll warp straight to it. Once you come out of warp, click the jump button (3rd from the left, next to the Warp To button), or right-click the gate again in the overview and select jump, and you'll jump.

Choosing Your Routes
Using the Starmap

Press F10. You get this nifty starmap. You can set destinations in your autopilot while looking at this map and see the route on it.

Now go to your World Map Control Panel. Two tabs you want to pay close attention to are "Autopilot" and "Color Stars By"

For now, click Color Stars By, you get a big list of stuff that you can have displayed on the map. The main two things for lowsec are both under Statistics - Ships Destroyed in the last hour, and Average Pilots in Space in the Last 30 Minutes. The former will cause hotspots to light up on the map, the latter will show you potential hotspots.

Now for autopilot. Click your autopilot tab, then click Settings and set yourself up how you like. Back before I was -10 I ran "Prefer Safer" with 49 security penalty and disable autopilot at each waypoint.

Now click your waypoints tab and by using your starmap settings, seeing how the systems themselves are linked together, and manually adding waypoints (by right-clicking the system and selecting "Add Waypoint" and moving them around as necessary in the World Map Control Panel window) you can route around potential troublespots or plot alternate routes to avoid becoming a predictable target (more on that later) - for regularly used routes using sets of BMs works very well.

System Levels of Risk

OK, by now you should know that not all lowsec has the same level of general risk. Try to plan your routes to avoid potentially dangerous areas, unless you're looking for trouble. Generally I've found this short list holds true, for the part. In decreasing order, risk goes by...

- Systems that noobs are likely to go to. Pretty much all the 'bad' reasons to go to lowsec outlined above will land you in one of these systems.
- 0.0 side of lowsec-0.0 borders
- 0.0 logistics hubs - places where 0.0 dwellers tend to shift supplies from standard haulers to jump-capable haulers, Aunenen and Kinakka are good examples.
- Pirate corp/alliance bases of operation, if you're not blue
- Lowsec side of highsec-lowsec borders
- Systems along a highsec-highsec pipe (such as the Stacmon - Vivanier pipe)
- Systems not bordering highsec or 0.0 but two jumps or less from either
- Deep lowsec (more than two jumps from highsec or 0.0)
- Isolated lowsec pocket (surrounded by highsec) of more than system
- Isolated lowsec system (all jumps go to highsec)
- Pirate corp/alliance bases of operation, if you are blue. Systems like this are only slighly less safe than highsec.

GETTING AROUND IN LOWSEC

Quick Tips:

- Make sure to have your session change timer shown. It's hidden by default and many lowsec escape mechanisms require that you wait out this timer.
- You can not dock or jump for one minute after taking any hostile action. So if you're trying to make a run for a gate or station, do not aggress your attackers, as you will have to live for one full minute after you stop taking hostile action before you can dock or jump.
- Fit a propulsion mod! Ships without an afterburner or a microwarp drive are very slow and will never make it back to the gate if you get caught. Even mission fits should always fit an afterburner.
- Have the local channel open and visible at all times. It should be in its own window and not stacked with the other chat windows. The local channel is the single most useful intel tool in lowsec as it lets you know exactly who is in the system with you.

Scouting

If you have two accounts, this is trivially easy. If you don't, you still might want to move an untrained alt down to your base of operation, be it highsec or lowsec, and use it to scout the highest-risk gates before you jump through. If this is too much trouble, you can also scout in your pod. As pods instawarp you have exactly zero chance of getting caught in a normal gatecamp. You might still get caught in a smartbomb camp but these are very rare.

If you have blues with the locals, you'll likely have access to an intel channel that will greatly reduce the need for you to scout in the area the intel channel covers. This is not an excuse to be stupid, keep your wits about you lest you get caught by surprise.

Travel Fits

Travel fitting a ship means to fit it such that it can get through lowsec with the greatest chance of getting to where it's going. Generally, you should travel fit any ship that you're going to take any distance at all through lowsec unless you're being scouted every step of the way or doing a solo pvp roam. You carry your real fit in your hold and switch out when you get where you're going.

The single most important aspect of a travel fit is the ability to fit a cloaking device and a microwarp drive. This allows you to do the (in)famous cloak/warp trick (which does still work despite what some naysayers say), which is when you jump into a camp, you click to align to the next gate, hit your MWD, then immediately cloak. Once the MWD runs one full cycle you drop the cloak and go to warp. If you do it right, you'll instawarp and be nigh invulnerable.

Other things you can do are fill your lows with warp core stabilizers and inertia stabilizers, fit an ECM burst in your mids, and try to fit enough of an HP buffer that if you do get tackled you can survive the run back to the gate and jump out.

Insta-Undock BMs

Undocking is your most vulnerable moment in lowsec, even more than jumping through a stargate. You get shot out of the station at full speed, you can't cloak, and you can't dock back up until your session change expires. Aligning and warping after undocking takes much longer than after jumping, as you already moving at a full speed, and if you undock into a camp you'll often be forced to choose between waiting out your session change timer and then trying to re-dock (at which point you may be well outside the station's docking radius), trying to warp off and hoping you can align and warp before they lock you, or turning around once you go outside the dock radius and hope you can tank the damage long enough to dock.

None of these are very good options, so at stations you use a lot you should create instant-undock bookmarks. To create one, you simply undock in a fast ship, such as interceptor or even a T1 frig with an MWD, and go straight forward no less than 150kms, though I recommend going out at least 1000kms. Bookmark the spot, and if you did it right when you undock, you can warp to that BM, and since you're already moving at full speed in the right direction you'll warp instantly. Bear in mind you actually get shot out in a small cone (roughly fifteen degrees), so it make take a few tries to get a good one.

Making Good Safespots

Being able to hide when things get too hot is very important. You won't usually have a cloak, and sometimes you want to avoid the stations. So you safe up!

But not all safespots are created equal. A poorly created safespot can be broken by a good prober in seconds, while a well-placed safe, even one charted hastily, is difficult to probe down and most people will just give up, especially if you warp between two or more of these.

There's no magic formula to making a good safe, so I'll just list things that make a safe better. Your safe should have as many of these as possible.

- Distance. If your safe is more than 14AUs or so from anything, e.g. when you do a directional scan at max range, 360 degress, you see nothing, it can be very difficult, if not impossible, for the enemy prober to find any place to start at. Without being able to get a general idea where you are, he'll be forced to probe blindly at long range, which will greatly increase the amount of time it takes for him to figure out which signiture is you and track it down, particularly if the system has lots of...
- Clutter. All ships look the same to a prober until he narrows in on a particular signiture, then he can see ship type (cruiser, destroyer, etc), then with a higher quality hit, exact ship type, but even with a 100% hit he can't see the ship's name. This means that even if you can't get completely out of directional scanner range, if you hide someplace where there's lot of other ships, such as empty ships sitting in POS's, and force him to start at fairly long range, he'll waste tons of time tracking down ships he's not looking for.
- Not being on the plane. Probers generally expect you to be on the equatorial plane, if you're not they'll have to look up and down as well, which takes extra cycles.

Now, even when you're sitting in a well-made safe, you should still be aligned and watching your directional scanner. If you see probes suddenly show up nearby, go to another safe. If you bounce around between safes they'll never, ever find you.

USING YOUR DIRECTIONAL SCANNER

The directional scanner is the second most useful intel tool you have available to you, after the local channel.

You can bring it up by clicking the Scanner button on the left side of your HUD, then clicking the directional scanner button. It has a maximum range 14.35 AUs, but generally I have it set to one of the following:

All 9s - Max range 10000000 - Ten million Kms, to spot incoming ships

Put the window somewhere where you can see it but it won't be in the way, set it to 360 degrees (you're interested in avoiding people, tighter scans are more useful for finding people) and the range you like. Generally I run with ten million KMs if I'm on grid and max range if I'm off-grid. Click the name column until it sorts by name backwards (so Z is on top).

Now go about your business. Stay aligned to a bolt hole 100% of the time if you're on grid and as much as possible if you're off-grid - stations work best, if there aren't any going back and forth between 3 or 4 safespots also works. Every 5 seconds or so click the "scan" button in your window (it may sound like a lot but you'll stop thinking about it after a while). If you're on-grid and doing short-range scans you're looking for any ships coming in on your position. If you're off-grid you're looking for anything named "Scan Probe".

At the first sign of danger warp to your predetermined hideout and stay there until the danger has passed. Pirates love to camp, so if you were on-grid move on, there's nothing in the belt you were just in that's not in another belt two systems over. If you were off-grid wait until scan probes disappear or the person who placed them leaves (if you can determine this, generally it's obvious by watching local along with your scanner), then pop out and go back to work. If a pirate gets a bookmark to your off-grid location abandon it, but DO NOT cancel your mission (allow it to expire) or otherwise cause the location to despawn unless you have to (in order to get another mission from the same agent is about the only reason I'd ever do it).

You can expect the pirate(s) to camp your mission for a while. You can add them to your buddy list and wait 'till they're offline to complete the mission, come back in a day or two (they will have forgotten about it), or just let it expire.

PvP BASICS

DO'S AND DON'T FOR WHEN YOU EXPLODE

- DO try to fight if you get caught and can't run. If you can force a tackler to withdraw (or even pop him), run out of point range, or even back to the gate, you might still be able to get away. At worst you can still be a pain in the ass and inflict some damage - go for the T2 drones if all else fails.
- DO get your pod out! Once you hit hull, or sooner if you're going down fast, select something in the overview other than the gate right next to you, and spam the 'Warp To' button like your life depends on it. When you explode, your pod will warp during the moment of lag you get after you explode. Spam the **** out of this button, it shouldn't be *click, click, click*, it should be more like *clicklicklickliclkliclkcick*
- DO convo or Evemail your attacker after everything is over if you have no idea wtf just happened. The odds are much better than not he will be more than happy to tell you exactly wtf just happened and might even tell you how to not die next time.
- DON'T cry in local or send fan EvEmail. Everybody gets popped once in a while - say "GF" or nothing at all and continue with your business.
- DON'T take it personally. The people that popped you have nothing against you and probably won't even remember your name in five minutes, if they bothered to notice it at all.
- DON'T fly anything in lowsec you haven't already replaced. I never have just one of any particular fit.

Common types of lowsec PvPers
The soloist

MO: Flies around by himself, or sometimes with a (generally noncombat) alt. Prefers light, nimble ships that can slip through camps and looks for 1v1 fights.

Tips: They'll find you. These guys usually give good fights so go for it if you think you got what it takes. Keep in mind these pilots are usually very highly skilled (both in terms of character skills and player skills) at whatever ship they're flying.

The bait and blobber

MO: Pretends to be a solist, but the moment you engage him 3,412 of his friends materialize out of nowhere and vaporize you faster than you can say "OH SHI...!"

Tips: After he gets you the first time, set him and his corp red and don't engage them ever unless you're prepared to deal with the hornet's nest. If you don't take the bait, they'll generally ignore you, barring easy ganks, of course.

The roaming gang

MO: Some bored people from the same corp / alliance. They'll show up, poke around for targets, and once all the targets they can find are dead, they'll move on.

Tips: Like the solist, but a group. These types will generally give good fights if you can put together a gang of your own fast enough before they get bored and leave.

The home defense guys

MO: They're at home chillin'. If you show up on their turf, they'll come after you. Generally won't chase you very far, if at all.

Tips: Not terribly hard to avoid, though if you're in a hostile system with a lot of these guys they can make it tough to get a decent fight or get anything done, especially if they have good probing skills. If you live in lowsec you'll learn where hostiles live at quickly enough, just avoid those places unless you're looking for trouble.

The gate camper

MO: Generally a small gang with a cloaked scout on the far side. If someone comes through the gate that's not blue, they shoot them.

Tips: Shuttles, pods, agility fit frigs, anyone with a covops cloak, or competent cloak/warp pilots can run these. For anyone else it depends on how big your ship is and how fast they can lock you. If you find yourself in a hostile camp, use your 30 second gate cloak and look around. If you see utlity cruisers (Bellicose, Celestis), or certain recons (Arazu, Lachesis), odds are they're sensor boosted out the ass and can lock you as fast an interceptor. Otherwise assume all the ships BC and bigger have two sensor boosters (roughly 600 scan res) when deciding whether to try to warp out or run back to the gate. Keep in mind that if you get tackled when trying to warp running back to the gate gets a lot harder.

The station camper

MO: Similar to the gate camper, but operates alone more often. Due to the need to catch a target before it warps and kill it before it re-docks, most station camping ships are highly specialized to only catch a specific type of target.

Tips: Insta-undock BMs will make you more or less immune to these guys. Failing that, you can often just ignore them if you're in something they can't kill before you're able to re-dock, or just wait out your session change timer and re-dock. Solo station campers generally go after ships 1-2 size classes smaller than themselves, and can usually only kill two-size smaller ships reliably. Group station camps are rarer and more similar to gate camps.

CHAPTER 29: 0.0 POS APPLICATIONS

POS - aka Player Owned Structures

Player Owned Structures or POS as we call them, are a key factor to holding and managing an empire in null sec.

POS have a variety of uses, Whether they are used for storing weapons, ships, blue print research or moon mining, they are very important and can even make or break a battle if they are present on the battlefield. Now that we know a little about them, lets start off with the different kinds of POS and what they do.

There are currently 14 kinds of POS, of which 4 are considered standard. Out of those 4 there is 1 type for each race: Amarr, Caldari, Gallente, and Minmatar. There are also 3 different sizes, and they are designed differently based on what race they belong to, each given more or less Powergrid and CPU.

The Faction POS are slightly different, though they have dedicated races (Angel Cartel=Minmatar), they offer cheaper fuel operating costs compared to the standard ones mentioned before. Like all good things in life there is a cost however, faction POS are much more expensive, some even being in the billions.

As I mentioned before, POS can be used as a logistic or strategic point, they also have another use, the classic "death star".

What is a "death star" you ask? the term deathstar taken from starwars is a near indestructable starbase/fortress, and though POS cannot move around like the one in starwars (theres a new idea for ccp) they are very hard to shoot down, and can do real damage to fleets of any size. The deathstar also makes a great jump in point for any sub-cap fleet, thus the reason they sometimes use "Jump Bridges" on them.

A Jump bridge is a structure you can buy from market in jita, or produce, they only require a hub plugin called "Advanced Logistics Network" (you will need sovereignty to use this), and can link a

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max range of 5 LightYears to another Jump Bridge.

Another great use one could use a deathstar for, would be anchoring a cynosural generator array.Like the jump bridge, A cyno generator requires sovereignty and a hub plug-in called "Cynosural Navigation".It primarily allows capital ships to jump to it, making it easier for capital ships to get around strategic points.

There is another module that is so important, it can determine whether your POS will survive or burn, this array is called a "Cynosural Jammer Array".Similar to its counterpart the cyno gen, it requires a hub plug-in called "cynosural suppression(again you'll need sovereignty)", and will stop regular cyno fields from being lit in the system its located in.

Covert cynos however, are not affected by this module, can can still be lit, but cannot be used by capital ships.

Jump bridges can still be used with the cyno jammer in system, but cyno generator arrays cannot, requiring careful planning, and a good judgement to where you will position these powerful arrays.

Now in order to have a deathstar, one must have the right tools for wrecking destruction, and those tools are better known as guns.Similar to eve ships, there are racial Guns/missile Launchers with the term "array" at the end of there name, that you can equip to the towers.

Again like the ship classed modules, those guns require there proper ammo type for there respective race (autocannon/artillary=projectile ammo), and can only be anchored and used outside the shield bubble.Unlike eve ships however, the tower does not give any damage bonuses to those guns. The damage mod the guns have naturally however, is boosted signifigantly, making anything that venturing too close, scrape metal.Guns aren't the only mods that have been adapted to be put on towers; neutralizer batteries, Warp scram arrays, warp disrupter arrays, Ewar and much more are also available to be anchored to POS, provided your POS have enough CPU and Powergrid.

Keep in mind that Powergrid and CPU differ greatly depending on the race of the tower, and certain guns/launchers/mods use more Powergrid & CPU than others.As I mentioned earlier, a deathstar is a NEAR indestructable starbase, that means although with great difficulty, it can still be destroyed.The process one goes though to siege a pos requires that they minimize loses, thus there first target will be the cause of there loses, the guns.If the guns/launchers/mods are hit to the point of structure, they become incapacitated, and will cease to function until there armor and shield are repaired completely.Guns/launchers/mods have a set amount of hit points, they have shield, armor and structure just like a SHIP/POS itself, and can be destroyed if all three are taken down.

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Another popular Module that people use on there POS are called Shield hardening arrays.These arrays Boost resistances to certain types of damage, and are very useful in prolonging the towers life, allowing more time for the owner to come to its aid.Shield hardening arrays unlike guns/launchers/mods, can be anchored inside the POS shield allowing there life and the POS to be extended signifigantly.

As I mentioned before, all POS have shield armor and structure, and if a POS is hit hard enough, can be incapacitated as well. The common word used to describe this is mode of incapacitation is called "Re-enforcement", and will only happen when the shield is brought down to 25%, in order for this event to occur however, the tower must be supplied with a special fuel called "Strontium Clathrates".

When a POS is re-enforced, everything on it that requires cpu is shut down, also the modules are locked into place until the mode ends.

One thing I would like to mention, before ending this chapter, is the skill "Starbase Defense Management".This skill once learned, allows you to take control over any one gun/launcher/module of choice at any friendly POS, and will allow plus one module, per level of the skill.

CHAPTER 30: TRAINING SKILLS

Since there are many skills in eve, and roads to take. I will not handle anything specific like ''how do I train the fastest to become a capable bomber pilot'' This chapter is more generall orientated.

HOW TO TRAIN SKILLS

You already have some skills when you start a new character. To take those to the next level, open your character sheet (go to the upper picture on the left menu bar) and go to the Skills section. Right-click on the skill you want to train and select Train to Level X. There is also a Settings menu, which gives you different options. One of the options here is Show All Skills, which will display all the skills available in game in your sheet. If you select this option, you will see some skills with a green check mark and others with a red cross in your character sheet. The green check mark indicates that you have the prerequisites to train the skill; the red cross shows that there are still some skills you have to train before being able to acquire this particular skill.

The skills that you don't already have in your character sheet will have to be bought from the market. They are sold by ingame factions controlled by Non Player Characters (NPCs), and also re-sold by players. Sometimes, skill books are loot drops on missions, too. Some race specific skills only get sold in the space of that particular faction, and when they are sold outside the area, they are often more expensive. Therefore, if you need a Gallente skill, for example, it is advisable to check how much it is being sold for in Gallente space. After you have bought a skill, it will show up in your hangar, where you can train it via the right-click command.

> You will only have to buy a skill book once - it can be trained to the next level without having to buy a new book.
>
> Some skills can't be trained on trial accounts. Those skills are marked in the Description tab of the info on the skill book.

Skills continue training even if you are logged off. As a result, it is a good idea to train short skills while you are playing and longer ones when you log off. If you want to switch skills, you can simply do so by starting another skill training. The points gained on the previous skill will not be lost, but you don't benefit from the training until the level is fully completed. The highest level for any skill is Level 5, but some skills also have an advanced version.

Some of those advanced skills influence the same area as the basic version, others only a related area.

There is no skill point cap in EVE. You will most probably also not reach the point where you have trained all skills available, since new ones are added once in a while, and there is also a huge amount of them available. However, it is possible to max out all the skills in a certain category.

You can only train one character per account and one skill per character at the same time, but it is possible to train several ones, one after another.

YOUR CLONE

In general, you will keep the skill points you have trained, and will keep piling up, but it is also possible to lose them. This happens if you get pod-killed (podded) without an updated Clone.

Pod-killing doesn't mean that only the ship is destroyed, but that the escape pod in which you are tucked away gets destroyed also. If this happens you will lose 5% of the difference between the Clone you have and the skill points trained. These points will be taken from the category you have trained the most. So, it is important to ensure that there is always some head-room between the maximum amount of points your Clone can hold and the points trained. However, it is not necessary to buy one that is significantly bigger than the points you have (so if you have 1,200,000 points you don't have to buy a clone that can hold 10,000,000 skill points).

> In the event of getting pod-killed, you will be returned to your basic clone with 900,000 points. You'll have to update your clone right away! If you live in an insecure area such as 0.0, then it is advisable to have the clone in a station with a medical facility, even if this means some travelling. This way there is no danger of a second pod-kill before you get the chance to update your clone.

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Skill groups and their associated attributes

Group	Attributes
Corporation Management	Memory, Charisma
Drones	Memory, Perception
Electronics	Intelligence, Memory
Engineering	Intelligence, Memory
Gunnery	Perception, Willpower
Industry	Memory, Intelligence
Leadership	Willpower, Charisma/Charisma, Willpower
Learning	All
Mechanic	Intelligence, Memory
Missiles	Perception, Willpower
Navigation	Intelligence, Perception
Science	All except perceptions
Spaceship Command	Perception, Willpower/Willpower, Perception
Trade	Willpower, Charisma/Charisma, Memory

Updating and moving clones is conducted in a medical facility, which can be found in many stations.

RANKS

When looking at the skills in your character sheet, you will see a number in parentheses. This number shows the Rank of a skill and indicates the time needed to train a skill as compared to other skills. A skill with Rank 5 will take 5 times longer to advance one level than a Rank 1 skill. Every skill has only 1 rank to it (from 1-16), you can train to a higher level of that skill but there is no way to increase the rank of a given skill.

The Rank of a skill can be seen in the Attributes tab of the info on the skill book under Training Time Multiplier. However, the time needed to train a skill is also influenced by the attributes of a character, which will be the topic of the next chapter.

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ATTRIBUTES

Attributes show the strengths of a character and determine the speed at which he/she trains skills of a certain category. Every skill has a primary and secondary attribute. The formula for the speed of skill training (points per minute) is: (primary attribute + (secondary attribute/2)) x (1 + (0.02 x learning skill level)). The attributes used to train a skill can be seen in the Attributes tab of the skill info.

> The values you see in the Attributes tab of your character sheet are rounded numbers, so the calculations for the amount of skill points trained per minute can be slightly off.

ATTRIBUTES AND SKILL GROUPS

As can be seen from this list, there are attributes that are more useful for one profession than others. Many recommend for fighters to focus on Perception and Willpower, for industrialists to develop Memory and Intelligence, and Charisma for Traders. The basic decision of which attributes a character will have is made on the neural remap screen.

Attributes can be tweaked and you can improve your attributes by plugging in the relevant learning implants or training the relevant Learning skills.

LEARNING SKILLS

The skills in the Learning category all speed up the rate at which your skills get trained by increasing the attributes. You gain one attribute point per level of the Learning skills (except for the skill called "Learning" itself) and every Learning skill increases a different attribute. There are basic and advanced skills, so in total you can gain 10 points per attribute plus the skill book Learning, which improves all of the five attributes. It is advisable to train at least the basic learning skills to Level 3 very early in the game, and the other levels and the advanced skills bit by bit as you go along.

The earlier this is done, the faster a character will gather a high amount of skill points. However, since training the Learning Skills also takes time, one has to weigh the advantage of the added attribute points against the time it takes to train them. Most people only train the Advanced Learning Skills to Level 4, since it takes several years of skill training until you reach the point where you have saved more time than it took to train them. If you plan to do a lot of training in a category, it might pay off anyway. Based on the fact that the Learning Skills use Memory and Intelligence as their attributes, the following is a good training routine for a new character to get started on the learning and attribute skills most quickly:

- Instant Recall (Memory) Level 1
- Analytical Mind (Intelligence) Level 1
- Learning Level 1
- Instant Recall (Memory) Level 2
- Analytical Mind (Intelligence) Level 2
- Learning Level 2
- Instant Recall (Memory) Level 3
- Analytical Mind (Intelligence) Level 3
- Learning Level 3
- Instant Recall (Memory) Level 4
- Analytical Mind (Intelligence) Level 4
- Learning Level 4
- Instant Recall (Memory) Level 5
- Analytical Mind (Intelligence) Level 5
- Learning Level 5

After you have reached Level 4 on Analytical Mind, Intelligence and Learning, you can either train Intelligence and Memory further with the Advanced Learning Skills "Eidetic Memory" and "Logic", or start with the skills for Perception, Willpower and Charisma - depending on what section of skills you intend to focus on.

On first glance, training the learning skills might seem to put you behind other players, but in the long run you will greatly benefit from having them trained.

IMPLANTS

There are different sorts of implants, but one section influences the attribute points of a character as long as they are plugged in. Implants can't be taken out without being destroyed and if the pod gets killed, they are also lost. To be able to plug in implants, you have to train the skill "Cybernetics", and only one implant can be plugged into each of the ten slots available in your character's head.

> There is a way of protecting your implants if you know that there is a good chance of being pod-killed, which is making use of a jump clone. Jump clones let you jump across the universe once in 24 hours (only you, not any ships or assets); you don't take the implants with you. In this way, they can be left behind before a potentially critical situation, and after 24 hours you jump back into the clone with the implants. However, one has to be in the clone with the implants operational to benefit from them. To obtain jump clones, you or your corporation need to have standings of 8+ with the owner of the station where you want to install a clone (NPC or player). You also need to have trained the skill "Infomorph Psychology".

> When using Jump Clones, do NOT jump from the station where you already have a clone with implants. This is because you would leave your former body there and, as you can only have one clone per station, your oldest clone would be deleted with all its implants.

Implants range from +1 to +5 attribute points per implant, with some of the best ones giving additional bonuses besides increased speed of skill training and even more bonuses if a full set is plugged in. They can be bought on the market, on contract, or are given out by agents as mission or loyalty point rewards. Some implants can also be found in wrecks as loot drops.

WHICH SKILLS SHOULD I TRAIN FOR MY PLANNED CAREER?

To determine which Skills you need to train, check the Req. Skills tab on the info of a ship or module. Both primary and secondary Skills need to be trained. A green square indicates that the minimum requirements are met, a red one that the skill needs to be trained. However, it is advisable to train Skills further than the minimum requirement, since you get more efficient by doing that.

Bonuses from higher levels of Skill training can be seen in the Description tab of either the item you train for or the Skill itself. In all cases, Skills stay extremely useful when trained to Level 4 at least, so it is not advised to only train the ones needed to use a particular ship or module. Some Skills to get started with are listed below.

General: Energy Management, Energy Systems Operation, Engineering, Electronics, Spaceship Command, Navigation, Warp Drive Operation, Trade, Social.

Skills for miners: Mining, Industry, Refining, Drones, Mining Drone Operation, Refinery Efficiency, Mining Barges.

Skills for industrialists: Industry, Production Efficiency, Metallurgy, Mass Production.

Skills for combat pilots:

- **Amarr Ships:** Small Energy Turret, Repair Systems, Controlled Burst, Gunnery, Energy Systems Operation, Hull Upgrades, Motion Prediction, Sharpshooter, Rapid Firing, Missile Launcher Operation, Long Range Targeting.
- **Caldari Ships:** Missile Launcher Operation, Small Hybrid Turret, Standard Missiles, Rockets, Gunnery, Shield Operation, Shield Management, Long Range Targeting, Sharpshooter, Motion Prediction, Rapid Firing, Controlled Burst.
- **Gallente Ships:** Small Hybrid Turret, Gunnery, Drones, Scout Drone Operation, Repair Systems, Hull Upgrades, Controlled Burst, Sharpshooter, Motion Prediction, Long Range Targeting, Rapid Firing.
- **Minmatar Ships:** Small Projectile Turret, Gunnery, Motion Prediction, Rapid Firing, Sharpshooter, Shield Operation, Shield Management, Missile Launcher Operation, Standard Missiles, Rockets, Long Range Targeting.

THE SKILL CATEGORIES

Corporation Management is especially useful for CEOs of a Corporation. Here you also find the skill "Anchoring", which is needed to anchor secure containers in space.

Drones is the skill needed to use drones as well as making them more durable, powerful, faster, or for using more specialized or advanced ones.

Electronics contains the skills for electronic warfare as well as the Skill book called "Electronics", which increases your CPU output on a ship. Here you also find the skills for targeting range and to increase the amount of targets you can lock.

Engineering has skills to improve shields and capacitor as well as the Skill called "Engineering", which increases the powergrid output on your ship.

In **Gunnery** you find the Skills that improve various aspects of turrets and also those that let you use more specialized turrets. Some skills here only influence a particular type of turret (like Small Energy Turret) and others help with all sorts of turrets (like Motion Prediction).

Industry gives you the Skills needed for manufacturing and refining ore and ice, as well as the mining skills.

Leadership Skills give bonuses to combat and mining in gangs.

Learning Skills increase the rate at which you train other Skills, as discussed above.

Mechanic Skills deal with armor and improve some aspects of the structure.

Missile Launcher Operation is the category where you find the Skills that let you use missile launchers and improve their various aspects.

The Skills in **Navigation** deal with the speed and agility of your ship, as well as giving you the ability to create cynosural fields, which are used for travelling with capital ships.

Science contains a lot of Skills needed for the so-called small professions, like hacking and archeology. Here you also find Skills for T2 production, using R&D agents and probing.

Social Skills deal with your relationship with NPCs.

Spaceship Command Skills let you use different ships and also give bonuses for them. Details on the bonuses can be found in the Description tab of the ship info.

The category **Trade** contains Skills that help you with trading, like increasing range, lowering charges and increasing the number of orders you can have open.

CHAPTER 31: SOV WARFARE MECHANICS

A fleet of battleships nervously cluster around the force field of a large control tower deep in null security space. Moments later, a cynosural field appears on their overview and ship counts in the system dramatically rise as another fleet enters and proceeds to mercilessly slaughter the defending fleet. Over the course of the next eight hours, they proceed to pound every tower in system into reinforced mode, each followed with, "Five more minutes. One more tower," spoken over fleet communications. With every tower in system finally reinforced, the fleet jumps out, waiting to come back in a day or two to repeat the task again and finally purge the system in their ongoing campaign to control the region.

Sound familiar? This was roughly the state of sovereignty warfare before Eve Online's Dominion expansion attempted to redesign the process. No longer would it be required to hunt down and destroy every control tower in a system before it could be considered taken while simultaneously dropping your own towers to claim it. Gone would be the days where time zone ping pong would turn into an endless back and forth ping pong game of reinforcement of hostile towers while repairing friendly towers. The new sovereignty system was to be streamlined, much more fluid and dynamic while offering alliances who plant their flags new ways to build infrastructure in their space. It's now, three months later, I'd like to examine and highlight both the positive and negative results of Dominion for EVE Online.

TCUs, SBUs, iHubs...wat?

New expansions always mean new acronyms. Dominion was no different with its new chess pieces for the sovereignty game, the Territorial Claim Unit (TCU), the Sovereignty Blockade Unit (SBU), and the Infrastructure Hub (iHub). These three structures would be key in allowing alliances to claim, attack and build their empires while transforming the former slog of control tower sieges into a much more active struggle of invasion and defense. But what exactly do these new toys do?

Territorial Claim Unit - I claim this space in the name of...!

The TCU was designed as the alliance flag to be planted in a solar system. Anchorable at specific points in the system, it would become invulnerable after an eight hour online time while immediately granting system control to the controlling alliance. The only way to remove an online TCU would be the next structure on our list...

Sovereignty Blockade Unit - Nice system, we'll take it.

A permanently invulnerable TCU would make sovereignty warfare non-existent, so we have the SBU to correct that issue. Should you find a nice patch of real estate you would like to own, just drop enough SBUs to cover 50% of the jump gates in the system and they will go to work making the TCU there vulnerable to your attack. Once the 3 hour online time passes for each structure, they become invulnerable and the TCU becomes attackable.

Infrastructure Hub - Making something out of nothing

Once you've secured your patch of space and dropped your own TCU, it's time to lay the groundwork for your empire. The iHub itself has slots for upgrades to be plugged in once certain criteria are met in the system, allowing the controlling alliance to improve their territory beyond what it normally would be by increasing the frequency of hidden asteroid belts for miners and anomalies or complexes for more combat oriented players.

So how did all of this fit together in reality? On the infrastructure side of things, the shakeup was fairly dramatic. The decoupling of sovereignty from control towers meant alliances no longer needed to cover every moon in a system in some cases to make it more difficult for attackers to gain a foothold. Many alliances removed all but the most essential towers they were using for mining or jump bridge networks, leading to much less time invested in fueling hordes of sovereignty claiming towers. Additionally, CCP's inclusion of a maintenance fee per system held resulted in many alliances dropping excess systems from their empires, choosing only to hold station systems and other high value areas while leaving the rest unclaimed to save money. The net result here was less time spent doing tedious maintenance tasks like fueling towers, leaving the players free to do more of what they enjoy in the game like blowing other people's stuff up.

It's only fitting then that the changes to sovereignty warfare are among some of the most hotly debated features of Dominion. While Dominion made taking a system in theory much more simple by requiring destruction of the TCU and iHub present, mechanics have led to a strategy of jumping into a system, camping the exits for three hours while SBUs online, reinforcing the TCU and iHub's shields, then waiting to come back in a day or two to reinforce their armor, then come back to finish the job. This has led to campaign times increasing greatly, requiring sometimes up to a week to finish off and claim a system an alliance has set out to siege depending on how strong enemy resistance is.

Dominion was also laden with some severe bugs early on at launch, specifically pertaining to the iHub upgrades applying properly to the system they are in. Upgrading a system is based on three individual indices that are rated from 1 to 5: Military (how many NPC pirates are killed per day), Industry (How much ore is mined per day), and Sovereignty (how long that system has been held by an alliance, in days). The upgrades that go in the iHub can improve everything from how many and how good the hidden ore belts are to improving the number of anomalies (small combat sites) permanently in system. Normally, anomalies would

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despawn once completed, but each level of the upgrade was supposed to improve the number of anomalies present by four per upgrade, plus allow them to instantly respawn once completed. Players discovered early on that this was not the case, raising a very large and angry cry for it to be fixed since it was supposed to be one of the most appealing features of upgrading a system. The issue was patched three weeks later after discovery, fixing the issue and allowing anomalies to respawn instantly as had been intended. Other features, such as the conversion of Motherships to the new Supercarrier class and the associated hit point increase, didn't make it into the game until Dominion 1.1.1, causing many players with these ships to not log in and use them in combat as they were now incredibly vulnerable to the new Titan super weapon, a single target death ray designed to replace the massive Area of Effect old Doomsday Devices.

In spite of the multiple issues arising with the new sovereignty and upgrade system and certain features such as Supercarriers not being available until a later patch, Dominion itself laid the groundwork for a system that CCP can conveniently build upon for later improvements and expansions. Supercarriers and their new fighter bomber drones have given the ships a new, interesting role in large fleet combat, while the changes CCP made to the Faction Pirate ships (such as the Guristas and Angels) has led to an increase in them being used in combat as well. Sovereignty itself needs more work, but Dominion has taken the out of control problems of the old system and replaced it with a much simpler one that can be given increasing complexity over time as CCP iterates further on their designs for player empires.

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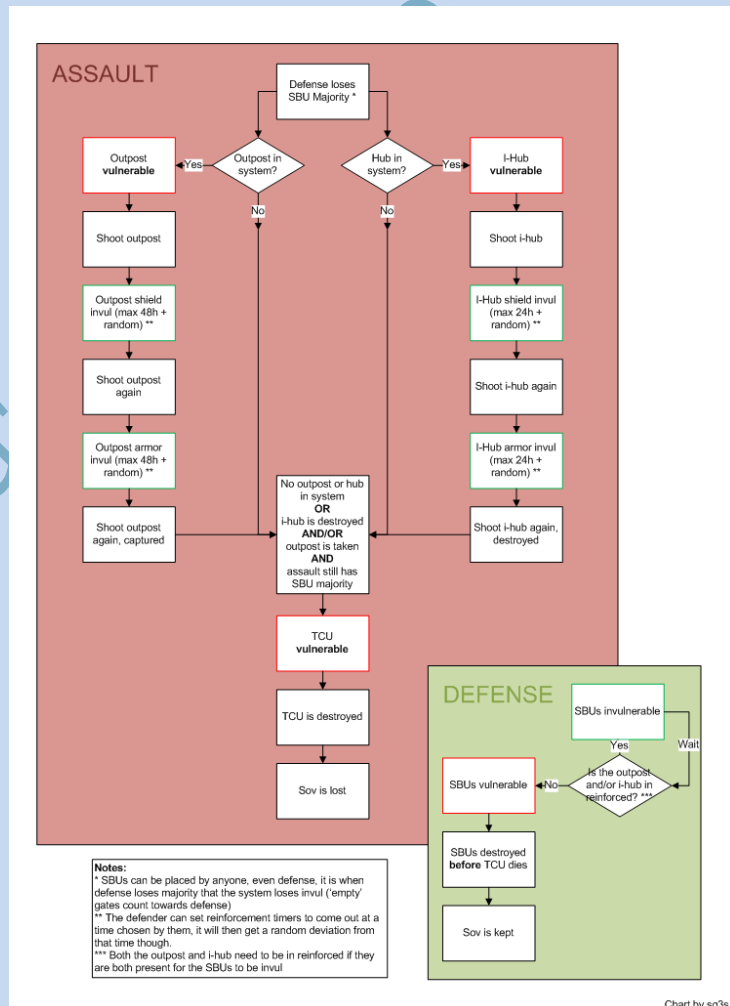
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CHAPTER 32: FITTING A SHIP

The Basics

Slots, Bays, and Hardpoints

Every ship that can be fitted (which means all but shuttles and freighters) has slots. These are high, mid, and low slots, as well as rig slots. Some also have a drone bay. If you look at the info window of a ship, you'll find the size of the drone bay in the Attributes tab. If it says 0m³ there, you don't have a drone bay on that ship. The size of the drone bay limits the amount and/or the size of the drones you can carry. A 10m³ drone bay will allow you one medium drone or two light ones, for example. With the correct skills, you can use up to 5 drones at a time on non-carrier class ships, but can take more than that in your drone bay if the size permits.

Slots can be seen in the Fitting tab in the ship info. To find out whether you can fit a module on a ship, you need to check the Fitting tab in both the info of the ship you want to fit and the modules you want to use. You can also see the slots available on your ship if you open the fitting screen when docked in station. As you will notice, ships also have Hardpoints. Those can be Turret or Missile Launcher Hardpoints. The limitation here is that you can fit only as many missile launchers as Missile Launcher Hardpoints are available, and the same is true for Turrets. Mining lasers count as turrets, so you can't fit those on a ship that has only missile launcher Hardpoints. There are also modules that fit in high-slots, that don't require a Hardpoint, for example a Nosferatu. Such modules can take up high-slots that don't have a Hardpoint as well as those that have Missile Launcher/Turret Hardpoints.

Warning: If a ship has 5 high-slots, of which 2 are Turret Hardpoints and 2 Missile Launcher Hardpoints, you can fit 2 Turrets, 2 Missiles and 1 Nosferatu, or substitute as many of the Turrets or Launchers with a Nosferatu as you want - so you could end up with 5 of them. However, it is not possible to fit 4 Missile Launchers or 4 Turrets on this ship.

There are no Hardpoints on mid, low or rig slots - here the only restriction is in the slots the module uses.

Warning: Although you can't increase or alter the slots on your ship, short of getting a different one, and although a mid-slot module will always go on a mid-slot and nowhere else, there are other ways of achieving a somewhat similar effect. Many modules have counterparts that go in other slots. Those modules never have the exact same effect, but are still worth considering. So, if you want to expand your Cargohold, but are out of low-slots, consider a rig. If you want to do more damage, but already put on all the Turrets or Missile Launchers you can fit, try going for modules like a Heat Sink (energy weapons), Gyrostabilizer (projectile weapons), Ballistic Control System (missiles), or Magnetic Field Stabilizer (hybrid weapons), depending on what weapons you use. If you need more shield, but don't have a spare mid-slot, take a look at the low-slot alternatives available - and so forth.

CPU / Powergrid / Calibration

Another thing you will see in the Fitting tab of both your ship and the modules is details on the CPU, Powergrid and Calibration (these do not appear on the station Fitting tab, only when you select Fitting when right-clicking your ship). For CPU and Powergrid you need to compare the numbers to find out if you can bring the modules you want to use online or not; the same goes for Calibration and rigs.

Hint: In your fitting interface you can see whether a module is online or not - red means offline, green stands for online. Always check to make sure everything is online before you undock. It is possible to bring modules online when in space - assuming you have enough Powergrid/CPU, but it will take 95% of your capacitor if you do that.

There are three basic ways to help you with CPU and Powergrid.

1. Train your Electronics and Engineering skills for direct increase of your CPU/Powergrid.
2. Train skills like Weapon Upgrades and Advanced Weapon Upgrades to decrease the requirements of your modules. Those skills don't have an overall effect other than freeing CPU/Powergrid up for other modules to use.
3. Plug in certain hardwiring implants that increase your CPU/Powergrid or reduce the fitting requirements of certain modules, such as turrets.

There are additional ways of affecting CPU and Powergrid, such as:

1. Electronic Upgrades
2. Energy Grid Upgrades
3. Special spaceship command skills; if you train Covert Ops or Recon Ships, you will consume less CPU fitting a Covert Ops Cloak.
4. Fit CPU Upgrades, Auxiliary Power Controls, Reactor Control Units or Power Diagnostic Systems. They increase CPU and Powergrid, but use up slots.
5. Fit the rigs Ancillary Current Router to increase Powergrid and Powergrid Subroutine Maximizer to reduce a ship's CPU need for power upgrade modules.

In addition to the above mentioned measures, it is always a good idea to take a close look at what you are trying to fit. Here are some things to look for:

1. Downsize. It is possible that you are trying to use a module that is simply way too big for your ship. Some modules come in different sizes, which are normally small/medium/large/xlarge/capital. Note that as even if X-Large shield boosters aren't capital modules, XL turrets ARE capital modules. Modules can also be characterized as light/medium/heavy. Some propulsion modules (Afterburner and Microwarpdrive) come in 1mn/10mn/100mn sizes, and other modules come in different mm sizes. Those sizes tend to correspond with the ship classes Frigate-Destroyers/Cruiser-Battlecruisers/Battleships/Capital Ships. So, on a frigate you use small, light and 1mn modules. Each module of each size has several enhanced named counterparts, so there is always room for variations. Another issue is the Turrets and/or Missile Launchers you fit. Freeing up resources by going for a rocket launcher instead of a standard missile launcher, or using smaller sized turrets, is usually the better choice over leaving slots empty.
2. Shop around. Check to see if you can find alternatives to the modules you are trying to fit, particularly named modules. A lot of times, a named module has lower fitting requirements than its un-named equivalent. What exactly "named" and "unnamed" means will be covered in the next section.

T1, T2, Named

This is the question that separates the rich from the not so rich and the daring from the less daring in EVE: the variations on the same module or rig available. They range from basic, unnamed T1 to officer modules and T2. In general, the higher up the line, the "better" the effect, but also the higher the price. So the order is: unnamed T1 < named < T2 < faction < officer < COSMOS items (this is not the same with ships), with the prices in correspondence being: affordable < well, I guess I could treat myself today < Ouch, this hurts < ...you get the gist. However, there are other downsides besides the price: some items are very rare and, also in addition, the fitting requirements can be higher. This is especially true for T2 as compared to named modules.

Hint: If you compare a 1mn Afterburner I, the named version "Cold-Gas I Arcjet Thruster" and the 1mn Afterburner II, you will see that fitting requirements and activation cost are the same for the unnamed and the named version. The T2 version uses more Powergrid and the activation cost is higher, but at the same time the benefit is also significantly greater with 135% Maximum velocity bonus as opposed to 105% for the T1 version and 120% for the named one.

A "Named" module is an enhanced version of a T1 module and has a slightly modified name. "II" behind the name of the module stands for T2. There are no named T2 modules. Ships often also have a T2 or faction equivalent, but in the case of T2 ships, they are in a different category from the T1 ships. For example, an assault ship is the T2 version of a T1 frigate. A faction item carries, as do the modules, the name of the NPC Corporation that issued it, like "Caldari Navy Raven," and officer items carry the name of the NPC officer they belonged to.

Hint: You will also hear the words "Tier" and "Mark". "Mark" refers to the fact that a module or ship is better than the basic version, but still it isn't T2. The difference between Mark II and Tech II (or T2) is that improved versions that get labelled "Mark" are still built using basic minerals as opposed to advanced materials; in addition, their blueprints are available on the market and sold by NPC. Another difference is that they still have the same name as the Mark I version, like "Badger Mark I" and "Badger Mark II," and the skill requirements aren't as stringent as for T2. "Tier" refers to the skill level needed to fly a ship. So a Ferox is a "Tier 1" Battlecruiser, since it only requires the skill "Battlecruisers" to Level 1, whereas a Drake is "Tier 2", since you need that skill to Level 2.

Stacking and Stacking Penalties

"Stacking" means that you can use more than one module or rig of the same type on a ship at the same time. This is possible with some modules, like armor repairers, and not with others, like afterburners. Of the modules that stack, some also have a stacking penalty for using more than one module or rig of the same type. A Stacking Penalty doesn't mean that something terrible will happen if you use more than one module or rig of the same type; it just means that the second module you use will work less efficiently than the first, the third even less, and so on. You will usually find a note in the Description tab if a module or rig has a stacking penalty.

Hint: The exact numbers for the effect of stacking penalties are the subject of heated discussions and fairly complicated calculations. However, I will spare you the details here. As a rule of thumb, you can assume that using two modules and/or rigs of the same type is still worth it; three can be, depending on the situation; and beyond that the advantage you gain after the effect of the Stacking Penalty having been deducted is only minimal.

For more information on modules please refer to this post : http://myeve.eve-online.com/ingameboard.asp?a=topic&threadID=793368

Active and Passive Modules

There are some modules that need to be turned on and off while you are in space; others will always work as long as they are online. The difference is that active modules generally use capacitor, while passive ones don't (there are exceptions to this, like projectile weapons, which don't use capacitor even though they are active modules). You see the activation cost in the Attributes tab. If there is an active and a passive variation of the same module, the passive one is generally less effective than its active counterpart.

Rigs

Rigs are like implants for your ship, which means that once they are fitted, they can't be taken away again without being destroyed. Repackaging the ship also destroys them. Most Rigs also have drawbacks, which can be seen in the Descriptions and Attributes tabs.

"Good" and "Bad" Fitting

Where the section on the basics covered things you mostly cannot ignore, the following section gives you some ideas about fitting ships in EVE, which you can either follow or choose not to. None of the suggestions made below are a must, but they are still good to keep in mind.

Fitting ships

Opening up the Fittings window

To get into the fittings window you click on the Fittings icon in your character panel on the left of your screen. To use it you must first dock at a station that has a Fittings Service Module installed. Almost all stations have that service available. If it does, then you will see a Fittings option under Station Services.

Hint: It is possible to open the ship fittings window in space by pressing CTRL+SHIFT+F with the default keyboard settings. However, you can only alter your fitting in a station, next to certain Capital Ships, or next to a POS Ship Maintenance Array, though you can view it anywhere. This is one of two ways available to check your exact resistances with active hardeners (Ctrl + Shift + F). The second way is by right clicking on your ship (or central Shield HUD) and bringing up the Show Info window for your ship (and or pilot). The Attributes tab on the Ship Info window will also show your current resistances and other stats when modules are active.'

Once you do this you will be prompted by a "Fitting welcome page" (unless you have previously disabled this welcome page) which will allow you to access the Fitting Tutorial. It is recommended that you run through this tutorial if this is your first time using this station service.

How do I fit my ship and how does the fitting window work?

It is generally best to decide on one or two jobs that the fitting has to be able to accomplish and to focus on those, rather than trying to do everything. When deciding whether to add a module, carefully examine what it will accomplish and what its drawbacks are and decide if it helps or hurts the setup overall. For instance, if you want to PvP offensively, typically you would not fit a warp core stabilizer (despite the added safety) because the large penalty to targeting speed will allow some ships to escape and will hinder your tactical options. However, some close range cruisers may opt to fit one, since the penalties would affect the less drastically.

Almost every ship in EVE Online has the option of fitting modules giving pod pilots a wide variety of enhancements over the base ships abilities. In other MMO games, this would be similar to your weapon and armor slots. In all stations, you will have the option of opening the Fitting window for your active ship. In this Fitting window, you can add or remove modules and rigs from your ship. The Apocrypha expansion also introduced a Fitting Manager tool, which allows you to quickly use saved fitting setups, either your personal ones or your corp's, this feature is described in more detail below.

Modules are split into three separate slots: high, medium, and low. High slots are generally for weapons, medium slots are for tackling or shield improvement modules, and lows are for weapon upgrades and armor improving items.

The available slots for modules on your ship along with available rig hardpoints are marked in white. To fit a module, you simply drag and drop the modules into the appropriate slot type. The slot icon on the item, should match the icon on the empty slot. The icon for a high slot looks like a triangle, a medium slot looks like two dashes, and a low slot looks like a lower case l. An alternative way of fitting modules, is to right-click the module itself and select the fit to active ship option from the menu.

To unfit a module, just drag and drop the modules from the slot to your cargo or hangar. Right-clicking the module and selecting unfit or pressing the strip fitting will also work.

Warning: Please note that removing a rig results in the destruction of the rig, so be careful what ship you fit these modules to.

On the right side of the window you can see various stats, including the ship's Capacitor, its recharge rate and on the bottom right hand corner the available CPU and PowerGrid. modules have an icon (dot) that is lit up when they have been put online, but when they are offline the light is faded away.

The Capacitor is the amount of energy available for the ship to use while it is flying about, and will go up and down as modules are used or turned off and/or if your vessel energy capacitor is drained. The CPU is a measure of how busy the ship's processor is, and is usually a set amount, though skills, modules, implants, and rigs can change the amount. The Power Grid, or PWG, is a general assessment of power usage, and once again is a set amount, though modifiable through skills, modules, implants, and rigs. All modules must fit within the given amount of CPU and Power Grid to be put online.

Statistics Panel

The Statistics Panel, shown on the right side of the window, displays the attributes of your ship. These attributes can be affected by the modules and rigs you fit on the ship, and by the skills and implants of you, the pilot. The Statistics Panel is arranged into a number of sub-panels describing different aspects of the ship. Each of these panels can be collapsed to conserve space. Also, keep in mind the attributes are affected by the skills and implants of you, the pilot of the current ship.

Subsystem slots sit in the 7-9 position on the new fitting screen. They are blank if you are not in a T3 ship (tengu, legion, loki, proteus). There are five subsystem slots, one for each type of subsystem. A tech 3 ship must have one of each before it can be assembled or undocked.

Fitting Manager

The Fittings Manager, located in the top right corner of the fittings screen, allows you to save your current setup or load it up quickly. This allows you to instantly load modules and rigs into your ship without having to manually fit them one by one. If you have sufficient roles in your corporation then you can also save your fittings for your entire corp, so that the other members of your corporation can also load up this fitting setup when they wish. Obviously you must have the modules / rigs available at your location to fit them onto your ship.

There are 3 main options in the Fittings Manager, Save, Browse and Strip.

- Strip simply removes all modules from your ship and places them into your hangar, it ignores rigs as they are destroyed when you remove them.

- Save allows you to save your current fitting configuration, either for yourself or for your corporation. You need the role Fitting Manager to save it for the corporation. You can edit the name of this configuration and its description before you save it.

- Browse allows you to load up your saved fitting configurations, and use them to fit your ship instantly with the setup listed there, providing you have the modules/rigs available.

Tech 3 Subsystems

With the implementation of Apocrypha players can now access Tech 3 ships. These ships are made up of interconnected modular pieces attached to their hull, called subsystems, which can be taken apart and put together in many different ways. They must have the 5 subsystem types installed to function, i.e. ''electronics, defensive, engineering, offensive and propulsion''. By changing the subsystem setup, you change the look and attributes of your ship.

As you can see on the screenshot below, the subsystems have a pentacle form to differentiate them from rigs and regular modules on the fitting screen. Refer to the article on Tech 3 ships to find out how to assemble them.

Ship Fitting Window

Race

As you probably noticed, each of the four races generally builds its own ships. The key here is that every race has its preferences on how the ships should be used to achieve the best results. This is due to factors like the ship bonuses (which you find in the Description tab), the ship's slots, and further data like shield/armor hitpoints. First, you need a quick overview on the affinities of the different races, before going into detail on the various aspects.

- Amarr

Amarr ships are heavy tankers and Amarrians prefer an armor-tank. They also mainly use turrets, namely energy weapons, which come in the variations "Pulse Laser" and "Beam Laser". These weapons use a lot of capacitor, which is reflected in the build of Amarr ships.

- Caldari

Caldari ships are known for shield tanking and use a mix of missiles and hybrid weapons for offensive purposes. These come in the variations "Blaster" and "Railgun", and they use some capacitor, although not as much as energy weapons. Finally, some Caldari ships are pretty effective with Electronic Warfare, in particular ECM, which allows you to prevent another ship from firing back by jamming its weapons.

- Gallente

Gallente ships are mainly armor-tank, specializing in close range combat by using hybrid weapons and drones. They have been reputed to create the most impressive damage when dealing with blaster weapons. They may also offer versatility through shield tanking in Eos or Myrmidon and from dealing different types of damage with drones.

- Minmatar

Minmatar ships are known as the most versatile but at the same time difficult ships to fly well. They do a bit of everything: shield tank, armor-tank, missiles, drones and turrets. For turrets, they use projectile weapons with the variations "Auto-Cannon" and "Artillery". Minmatar ships are generally fast and agile, which makes them the perfect candidates for speed-tanking.

Dealing Damage

This section will briefly give an overview on five ways of dealing damage. These have to do with three turret types (Energy, Hybrid and Projectile), Missile Launchers and Drones.

A DPS focused ship is designed to kill or drive off all enemies by sheer firepower. While the best defense is often a good offense, a DPS ship can be overwhelmed by superior numbers. A DPS focused ship is best flown in a fleet or with support.

- Any ship with bonuses to weapon damage works well in this role, though it is best to use one with double weapon damage bonuses or lots of high and lots of low slots. Some good examples are the Megathron or Harbinger, or assault ships, able to deliver high DPS for a frigate.

Hint: There are four types of damage: EM, Thermal, Kinetic and Explosive. EM is best against shield, while Explosive is best against armor. Thermal and Kinetic do moderate damage to both shield and armor, with Thermal leaning towards shields and Kinetic towards armor. This is due to the resistances of ships, on which you find details in the Attributes tab of the ship.

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Energy Turrets

Favoured by: Amarr Variations:

- Beam Laser (good range, very good damage, medium tracking)
- Pulse Laser (short-medium range, very good damage, good tracking)

Charged with: Frequency Crystals

Modules for Support:

- Heat Sinks (increase rate of fire and damage)
- Tracking Enhancers (increase tracking speed, which means it's easier to hit a ship)
- Tracking Links (increase tracking speed and maximum range but the target needs to be in range)
- Tracking Computers (increase tracking speed and maximum range).

Rigs for Support:

- Algid Energy Administrations Units (decrease CPU requirements)
- Energy Ambit Extensions (increase accuracy falloff range)
- Energy Burst Aerators (increase rate of fire)
- Energy Collision Accelerators (increase damage output)
- Energy Discharge Elutriations (decrease capacitor needs)
- Energy Locus Coordinators (increase optimal range)
- Energy Metastasis Adjusters (increase tracking speed)

All the Rigs mentioned here have increased Powergrid requirements as a drawback.

Good Against: Shields (deals EM + Thermal) Not so Good Against: Armor Pro: Doesn't use ammunition, high damage against shields, can quickly change optimal firing range due to fast swapping of crystals. Con: Heavy use of capacitor, only EM + Thermal damage.

Hybrid Turrets

Favoured by: Caldari, Gallente Variations:

- Railguns (long range, moderate damage, bad tracking)
- Blasters (shortest range of all turrets, impressive damage, good tracking)

Charged with: Hybrid Charges

Modules for Support:

- Magnetic Field Stabilizers (increase damage and rate of fire)
- Tracking Enhancers (increase tracking speed, which means it's easier to hit a ship)
- Tracking Links (increase tracking speed and maximum range but the target needs to be in range)
- Tracking Computers (increase tracking speed and maximum range).

Rigs for Support:

- Algid Hybrid Administrations Units (decrease CPU requirements)
- Hybrid Ambit Extensions (increase accuracy falloff range)
- Hybrid Burst Aerators (increase rate of fire)
- Hybrid Collision Accelerators (increase damage output)
- Hybrid Discharge Elutriations (decrease capacitor needs)
- Hybrid Locus Coordinators (increase optimal range)
- Hybrid Metastasis Adjusters (increase tracking speed)

All the Rigs mentioned here have increased Powergrid requirements as a drawback.

Good Against: Shield and armor (deals Kinetic + Thermal) Not so Good Against: Since Kinetic and Thermal only do moderate damage to armor and shield, Hybrid misses out on the high-damaging EM and Explosive, and so can be considered the middle-ground. This means that Hybrids are good against anything, but not perfect against any one thing. Pro: Uses less capacitor than energy weapons, good damage for requirement balance. Con: Take up cargo space, slower with ammo swapping than energy weapons, take up capacitor.

Projectile Turrets

Favoured by: Minmatar Variations:

- Artillery (long-range, high damage, low firing rate, bad tracking)
- Auto-Cannon (short-range, low damage, high firing rate, good tracking)

Charged with: Projectile Charges

Modules for Support:

- Gyrostabilizers (increase damage output and rate of fire)
- Tracking Enhancers (increase tracking speed, which means it's easier to hit a ship)
- Tracking Links (increase tracking speed and maximum range but the target needs to be in range)
- Tracking Computers (increase tracking speed and maximum range).

Rigs for Support:

- Projectile Ambit Extensions (increase accuracy falloff range)
- Projectile Burst Aerators (increase rate of fire)
- Projectile Collision Accelerators (increase damage output)
- Projectile Locus Coordinators (increase optimal range)
- Projectile Metastasis Adjusters (increase tracking speed)

All the Rigs mentioned here have increased Powergrid requirements as a drawback.

Good Against: Armor (deal mainly Kinetic + Explosive damage) Not so Good Against: Shields Pro: No capacitor use, high rate of fire for Auto-Cannons, impressive Alpha-Strike (meaning they can damage or destroy another ship within the first volley). Con: Need to be reloaded often, take up cargo space, least damage per shot of all turrets.

Launchers

There are three types of missiles: ones that require a target lock and hit a specific target; defender missiles, that destroy incoming missiles; and FoF (friend or foe), which don't require a target lock but simply hit the closest threatening target (FoFs don't hit peaceful targets). Missiles come in all four damage types.

Favored by: Caldari, Minmatar

Variations:

- Frigate sized: Rocket Launcher (very low damage, high speed, very short range)
- Frigate sized: Standard Launcher (low damage, high speed, medium range)
- Cruiser sized: Assault Launchers (low damage, higher speed than Standard Launchers)
- Cruiser sized: Heavy Assault Launchers (good damage, short range)
- Cruiser sized: Heavy Launchers (moderate damage, moderate range)
- Battleship sized: Cruise Launcher (high damage, very slow, very long range)
- Battleship sized: Siege Launcher (faster speed than Cruise Launcher; with torpedoes slow but very high damage)
- Capital sized: Citadel Launcher (extreme damage, horribly slow, long range)

Charged with:

- Rockets, Missiles, Citadel Torpedoes, Cruise Missiles, Torpedoes, defender Missiles, FoF missiles

Modules for Support:

- Ballistic Control Systems (increase rate of fire and damage output).

Rigs for Support:

- Bay Loading Accelerator (increase rate of fire)
- Hydraulic Bay Thrusters (increase missile velocity)
- Rocket Fuel Cache Partitions (increase maximum flight time)
- Warhead Calefaction Catalysts (increase missile damage)
- Warhead Flare Catalysts (decrease effect of target's velocity)
- Warhead Rigor Catalysts (decreases signature radius factor)

All the Rigs mentioned here have increased CPU requirements as a drawback.

Good Against: Shield and Armor Pro: Don't use capacitor, do all types of damage, can be extremely long range, always hit if target in range and not fast enough to outrun missiles, can hit without target lock (FoF) even though one needs to be careful when using them and, most important, constant damage. Con: Long flight time (which is why many people say that missiles aren't so good for PvP, since time is crucial there), generally lower firing rate than turrets, take time to swap from one type to the other

Drones

Drones are little robots that need to be launched into space from the drone bay and commanded via the drone interface below the overview. There is quite a variety of them, such as electronic warfare, mining and repair drones. However, this section will only deal with those dealing damage.

Favoured by: Gallente, Minmatar (but also used by other races)

Variations:

- Light Scout Drones (very fast, low damage, small tank but due to high velocity hard to hit)
- Medium Scout Drones (medium speed, medium damage, more tank than light, but also lower velocity and therefore easier to hit)
- Heavy Attack Drones (very slow, high damage, bigger tank but low velocity and hence easier to hit)
- Sentry Drones (stationary - don't move unless being picked up, high damage, long range)
- Fighters (only used with carriers and motherships)

Charged with: No charges needed

Modules for Support:

- Drone Control Unit (gives one extra drone per module, only for carriers and motherships)
- Drone Link Augmenter (increases the range at which drones can be controlled)
- Drone Navigation Computer (increases speed of drones), Omnidirectional Tracking Unit (increases range at which drones can fire and their tracking)

Rigs for Support:

- Drone Control Range Augmenter (increases range at which drones can be controlled)
- Drone Durability Enhancer (increase tank of drones)
- Drone Scope Chip (increases optimal firing range of drones)
- Drone Speed Augmenter (increases velocity of drones)
- EW Drone Range Augmenter (increases range at which drones can be controlled, but less effectively and at less calibration cost than the Drone Control Range Augmenter)
- Sentry Damage Augmenter (increases damage output of sentry drones)

All the Rigs mentioned here decrease the CPU capacity of the ship as a drawback.

Not so Good Against: Shields Pro: Come in all damage types, don't use resources like CPU/Powergrid/Capacitor, charges or slots. Con: Can be shot and killed, need to be called back before a different set of drones can be deployed - this makes changing for a different damage type very slow. Ships dedicated to drone warfare have fewer slots than their normal counterparts.

Tanking

There are three obvious categories of Tanking, namely Shield/Armor/Hull, with Shield being split into active and passive, and one less obvious one which is referred to as Speed-Tanking. Of those listed, Hull Tanking doesn't really get used due to being extremely ineffective, modules taking damage while the hull is being damaged and other reasons. Speed-Tanking isn't really tanking in the sense of sustaining damage, but since it has the same effect, it will be included in this category.

Hint: While Speed-Tanking in combination with Armor/Shield tanking is frequently done and can work well, it is normally not advisable to combine Armor and Shield Tanking.

Capacitor

Capacitor is used by a wide range of modules. While it recharges over time, there are several ways that make more Capacitor available. The modules can be categorized into three groups: those that increase the total amount of Capacitor, those that increase the recharge rate, and those that inject energy into it by either taking it away from another ship or by using charges carried in the cargohold.

- Increasing the Amount of Capacitor

Modules Used: Capacitor Batteries.
Pro: Increases the Capacitor total and, because the Capacitor recharge time stays constant, thereby also increases the Capacitor recharge per second.

Con: Takes a lot of CPU / Powergrid

Rigs Used:Semiconductor Memory Cell

- Increasing the Recharge Rate

Modules Used: Capacitor Rechargers, Capacitor Flux Coils, Capacitor Power Relays
Pro: Capacitor recharges faster

Con: Capacitor Flux Coils reduce the overall Capacitor in exchange for a faster recharge rate. Capacitor Power Relays reduce the shield boost rate.

Rigs Used: Capacitor Control Circuits

- Injecting Capacitor

Modules Used: Nosferatus/Energy Vampires, Capacitor Boosters, Energy Transfer Arrays (transfer Capacitor to another ship but don't benefit the player's ship)
Pro: Energy Vampires take Capacitor from the other ship and thereby weaken it, as well as adding to the player's Capacitor. Capacitor Boosters give instant energy on demand.

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Con: Energy Vampires only work when you are in range of another ship and the charges for Capacitor Boosters take up a lot of space in the cargohold. Also, once you run out of charges, the module is pretty much useless.

Please note: Power Diagnostic Systems also increase the Capacitor recharge rate, even though their main use is increasing the Powergrid of a ship.

Fitting Role

Electronic Warfare

Electronic Warfare refers to modules that tamper with the electronics of your own or your target's ship. There are four main categories, namely ECM with its countermeasure ECCM, Tracking Disruption with its countermeasure Tracking Computer, Sensor Dampening with Sensor Boosting being the counterpart, and target painting, which doesn't have a countermeasure. Generally, all races can use any kind of Electronic Warfare, though there are ships that give bonuses to certain types. Another category includes the modules that pin down a ship, either slowing it down or preventing it from warping.

Ratting (PvE)

A ship fitted for ratting (destroying NPC pirate ships for bounty) is set up to efficiently destroy a particular type of rat. Typically ratting ships will have hardeners fitted to tank specific damage types and weapons fitted to do specific damage types at specific ranges. This sets them apart from PvP ships which usually have a greater spread of resistances and damage types.

- Favourites for ratting include the Raven, the Dominix and the Drake, though most ships can be adapted to rat. Ships with extra utility high slots (for tractor beams or salvagers) and a large drone bay tend to make a good ratting ship.
- Electronic warfare modules are typically not used, except for target painters which can improve damage when flying a Battleship.
- Afterburners are useful on larger ships or where long distances must be travelled in a mission or a complex. Microwarpdrives do not function in deadspace or complexes, and impact your ability to actively tank.
- Fittings range from high DPS setups with little tank to heavy tanks with just enough DPS to destroy the targets.

Tackler (PvP)

A tackler's job is to hold a target in place, allowing other gang members to kill the enemy. Almost all PVP requires a tackler of some variety, and they generally fly less expensive ships.

- Any ship can hold tackling capability. But frigates or interceptors are the most common choice for solo purpose use.
- The primary weapon of the tackler, a warp disruptor or warp scrambler is used to prevent ships from warping. Warp scramblers will also prevent targets from using Microwarpdrives, slowing them significantly.
- A Stasis Webifier will slow down the ship you are tackling, allowing your gang members to hit them more easily or prevent them from reaching a stargate, which they can jump through even if scrambled.
- Fitting an Afterburner or Microwarpdrive will help you get into warp disruption range, at the same time boosting your speed making it hard for weapons to hit you.
- Make use of Sensor Boosters or Signal Amplifiers to increase your scan resolution, lowering your locking time. This will allow you to tackle fast-warping ships.
- At higher levels, tacklers tend to be Interdictors or Heavy Interdictors, which deploy Warp Disruption Fields, preventing ships in the area from warping off.

Sniper

A sniper's job is to kill ships at a distance, usually preferably over 100 or 200km. These are best used in fleets as well.

- A ship capable of shooting long range weapons, and hopefully, with a skill bonus to long range. Examples would be a Megathron, Hound or even an Eagle.
- Either point weapons (hybrid, laser, or projectile weaponry) or missiles (cruise missiles usually). Point weaponry is usually preferred by fleet commanders as missile weapons take longer to reach their target. Missile boats generally shoot at secondary targets.
- Weapon upgrades for their weapon of choice.
- Sensor boosters with the script for long range, if they get damped.

Solo PvP ship

This ship type can be complicated for new players, but can result in some of the best loot for a PvPer. You are risking your fit everytime you go out, are facing large numbers of enemies at a time, but hopefully getting the helpless person out in the middle of nowhere alone, and taking their stuff.

- These ships tend to be the force recons or Heavy Assault Ships, but really any quick ship can function as a solo PVP ship.
- If flying solo in PvP, you should fit a Warp disruptor or Warp scrambler as you will have no other ships to rely on for tackling.
- Maximizing your damage output is a priority. Different ammunition are more effective against different targets.
- (optional) Using electronic warfare modules is helpful in many solo situations. Tracking Disruptors and Remote Sensor Dampeners can be used to great effect by one ship.
- These ships commonly use cloaking devices, especially that allow warping while cloaking, such as a Covert Ops Cloaking Device II. Having the element of surprise makes it easier to pick off the enemy, one by one.
- Several solo PvP ships rely on capacitor warfare, using Cap Boosters based setups to use Energy Neutralizers or heavily augmented tanks.

Gang support

Gang support can vary quite a bit, but always need a fleet to fly. These can provide things like extra speed to the entire fleet, remote repairs to nearby or far away ships, or even electronic warfare options, preventing the enemy fleet for targeting. If you have extra slots left over, these options are always welcome in a fleet battle.

- These are commonly battlecruisers or command ships with gang assist modules fitted. The assistance of a logistics ship is never to be underestimated, though they are often called primary. Alternately, these can be electronic warfare ships, like the Blackbird or Rook.
- Gang assist modules allow your fleet to boost the abilities of the entire fleet. battlecruisers can fit one while command ships can fit more. Running them boosts everyone in your system, so you usually travel in the thick of it. These types of setups usually have somewhat of a tank and some pretty heavy damage modules as well.
- Logistics ships provide remote assistance, in the form of extra shields, armor, energy, or target linking. However, these ships usually are heavily tanked.
- Electronic warfare ships lock enemies down through a variety of means. Sensor dampening prevents the enemy from reaching you, jamming prevents them from targeting anyone, tracking disruptors prevent them from shooting straight, and target painters makes them easier to hit.

Tanker

A tanker's job is to survive the onslaught of multiple ships at the same time, allowing your gang members to either get the drop on the enemy or drive them off.

- These are commonly ships with bonuses to shield or armor, such as a Drake or a Onyx. These are also commonly ships that have very high shield regeneration rates, eliminating the need for cap.
- You'll need to increase your effective hitpoints. i.e: Extenders, plates, extender rigs, trimark rigs, resistances, damage control, or Power Diagnostic Systems.
- These ships might use energy vampires to take energy from enemies, allowing them to run their tank longer.

Mission ship

These ships are the most specialized, and are best covered in other guides, such as the Missions Guide or Level 4 Mission Guides.

- Each successive mission level is harder.

    1. For level 1 kill missions, a frigate or destroyer is recommended.
    2. For level 2 missions, a destroyer, cruiser, or Assault ship is recommended.
    3. For level 3 missions, a battlecruiser or heavy assault ship is recommended.
    4. For level 4 missions, a battleship or specialized battlecruiser/heavy assault ship is recommended.

- Fit an armor repairing or shield boosting / passive shield regenerating tank while running missions. PVE encounters are often protracted engagements, so having a large effective hitpoints tank is not ideal.
- If you ask your agent for mission details, you will see what kind of NPCs you will fight. Fitting resistances against the damage type that these NPCs use will be very helpful. Most Tech 1 ships will need some hardening of their tank. In general, it is less taxing on your capacitor to harden against damage than to repair it.
- Consider using long range weapons in missions, for example artillery rather than autocannons and cruise missiles rather than torpedoes. You will save time by eliminating the need to approach the enemy, and many enemies in higher level missions will stay at large ranges. Consider light drones or a smartbomb in a utility slot for NPC frigates and destroyers.
- If you need extra speed in missions, use an afterburner, as a microwarpdrive will not work in a deadspace.

Filling up the rest

Once you fit your ship with one purpose in mind, you could often find yourself with some slots empty. If that happens, try to fit it with a secondary role. For example:

- PvP : Add some EWAR capability, some tackling gear, something to boost your Effective Hitpoints, or just boost your speed to get away easier.
- PvE : Increase your damage against the chosen rat target, or increase your tank against that rat type. Alternately, add some modules that will make your overall income increase, like a tractor beam or a Salvager I module.

Resource requirements

Early on, you won't have the skills to fit the best equipment on your ship. Here are some pointers on getting around this.

- Tech 2 gear is expensive and requires significant skill points to fit. You could try to use some lower cost tech 1 named gear instead of tech 2, just to try modules out. The lower level tech 1 gear tends to have lower requirements, use less CPU/PG, and cost less, though the best named module is usually two to three times as expensive as a tech 2 module.
- At first, always aim at what a ship is good at, rather than making it something it is not. For instance, armor tanking a Raven is usually a bad idea due to it's limited low slots, but shield tanking it is great due to it's great number of medium slots.
- If you find yourself short on CPU or Power Grid, you can fit a Co-Processor I, Reactor Control Unit I, Micro Auxiliary Power Core I (or MAPC), or a Power Diagnostic System I. There are some ships that need these items commonly, but on others, it's a sign of a bad fit.
- Increase the skills you use on almost every ship, as they will always reward you. Some examples are Engineering, Electronics, Weapon Upgrades, Navigation, and Spaceship Command. Of course, doing the Learning skills first always help as well.

'Hint: Consider fitting a Damage Control, especially if you are still a fresh pilot, or you are trying out something for the first time (e.g. level 4 missions). They are cheap, only take one low slot, the fitting requirements are minor, and it is the single best thing that can be done for any ship's effective hit points, as they especially increase your hull's resistances.

Common Rookie Mistakes

"Dont's" for new players

- DON'T fly what you can't afford to lose. You will lose ships.
- DON'T fly what you can't afford to lose. Seriously, it doesn't matter, you will lose ships regardless of your skill.
- DON'T try to do two redundant things at the same time because you usually do both things badly. Some common examples include:

    - Using both a shield and an armor tank, which uses both a medium and a low slot. One or the other is fine.
    - Mixing gun types - e.g. Railguns and Blasters, which makes you terrible at both close and long range combat! Optimize your weapon's range for a uniform engagement distance when possible.

- DON'T ignore the ship's initial bonuses and how to take advantage of them. Try to fit the right racial weapons, work with the ship's bonuses, and don't shoehorn on what doesn't fit. (e.g. Putting an extra frigate gun on a cruiser.)
- DON'T over-stack modules that are affected by the stacking penalty. (ie: Five Gyrostabilizers) After about three modules, you no longer gain much increase by adding additional modules.
- Ships with few of medium slots shouldn't shield tank, and ships with few low slots shouldn't armor tank. For Example: shield tanking an Abaddon.
- DON'T fly around in low sec or null sec if you don't know what you're doing. You will lose ships eventually. Stay in .5 or above systems until you feel comfortable going out there. If you do, ask a more experienced pilot for help or explore in an inexpensive ship and an up to date clone.

"Always" for new players

- ALWAYS read up on how to fit ships. If you rely on other people to make the mistakes, then you don't have to.
- ALWAYS be brave enough to try new setups. If you don't think something isn't working well, try something different. You can use EFT to try a new fitting virtually, or if you want to try it in person, get on the beta server, Singularity and fly it for real.

Conclusion

Believe it or not, this is just the beginning. There are a large number of items that have not been mentioned in this guide, and the explanations given are just the basics. See it as the basic colours and brushes that have been explained to you, and your task will be to use the canvas (the ships) and get to work. This leaves you with nearly endless variations and room for experimentation until you find "your" perfect fitting. The forums, talking to people in game, and the help channels can aid you with that. You may also find some fitting advices on the evelopedia. Have fun!

CHAPTER 33: RATTING

Ratting – Slaughtering millions of lives, and making ISK while doing it!

- Introduction
- True Sec Status of a System
- Types of Ships you should use
    - o Fittings
    - o Damage Types
- Chain Ratting
- Anomalies
- Plexes
- Rare Spawns
    - o Faction Spawns
    - o Officer Spawns
    - o Hauler Spawns
- System Upgrades

Introduction

Hello there, Tinak Genry again. When I was asked to write a section for all of you on the activity known as 'Ratting' I was very torn. On one hand there are many pilots in RAGE Alliance that spend 23 hours a day roaming the cold wastes of space, their ships on autopilot, looking for ships to destroy. But these pilots really don't get the most "bang for their buck" so to speak. So on the other hand, while I may not spend my every waking (and sleeping) moment killing my fellow travellers in the void, I know how to pick and choose the worst of the worst…and make a profit while doing it. (See also Tinak's lecture entitled *"CONCORD and you: How the police will pay you to do their jobs for them."*)

True Sec

So, you're new to 0.0. You've just gotten out to RAGE space and your roaming around, how do you know what system is better than others? Sorry to break it to you, but if you have to ask that question you probably just got hatched from a clone vat without a full cerebral download. Make sure to contact your clone service provider. Their contact information should be on a microdot on the lower right rear molar.

But in all seriousness, CONCORD in all of their incompetent wisdom has rated each and every system with a security rating that ranges from 1.0 down to 0.0 in 0.1 steps. But that's not the full story. Roaming around 0.0 space you will see there is no change in the traffic controls ratings, everything in just 0.0. That just doesn't make sense, so that is where a new term comes into play, True Sec.

True Sec is a more accurate indicator of how dangerous the pirate factions are in that solar system, I'll get to those pirates a bit later in this lecture. True sec continues to go downwards below 0.0 all the way to -1.0. The lower the number the more dangerous, and profitable, the 'Rats' are in the asteroid fields and in the cosmic anomalies you may find in that system (That's not always the case with new developments in technology recently introduced, but once again, that's late in this lecture.)

For example, in Vale of the Silent you may see that ZLZ-1Z has a True Sec rating of -0.18. While far better than anything that Empire can provide, it's still far worse than Q3-BAY with a True Sec rating of -0.81. So if you wanted to only roam asteroid belts, Q3 would be the better system to do so.

True Sec can be found listed on many of the maps and solar system databases online of the EVE Cluster, it shouldn't be hard to find. But DOTLAN maps would be a great place to start if you are having problems finding any of these because you are seeing through the haze of malformed eyes, or you think that the Jita 4-4 Station is a giant space whale from too much drug and alcohol abuse.

**Tip from Tinak, the Combat Carebear: You found a system with a True Sec rating of -1.0 and you think you are a hot shot ready to rake in millions after going through this entire lecture. Hold on there cowboy, take a look at how many asteroid belts there are in system. The fewer belts there are the more time you'll spend waiting for more pirates to come in to try and kill you. Sometimes a system with lots of asteroid belts and a poor True Sec is better than a system with an amazing True Sec and only a couple belts. Experiment and see what works best for you and your short attention span.

Types of Ships You Should Use

You're ready to go out and start killing pirates and making ISK by the bucket loads, but as you undock, Scotty the Docking Manager yells into your brain through your communications implant that you're only in a pod. Sure you could fire your waste disposal unit at the pirates, but you'd only make their window washers upset rather than actually getting CONCORD to pay you for your time. You obviously forgot to turn on your higher brain functions this morning, and you re-dock to get into an actual ship. But what should you use? That's dependent on what types of ships you can fly.

**Tip from Tinak: the Combat Carebear: I've said it before, and I'll say it again. Only fly what you can afford to loose. My personal rule when I was poor was that I wouldn't ever fly a ship that I couldn't replace immediately either by already having the replacement or by having enough ISK to buy the replacement. Take that to heart and you won't be beating your head against the inside of your pod when you make a mistake and loose your ship, and don't think it won't happen.

First of all let me say that you can kill rats with just about any ship out there. If you wanted to fly an Assault Frigate, you could, just don't expect to be very effective at killing the Battleship rats. You could also fly a Carrier to kill rats, but not only is that overkill you are also providing a very juicy target to other hostile alliances out there to come and kill you with a big fleet that will then mock you and desecrate your corpse after its pulled from your still smoking pod

**Tip from Tinak: the Combat Carebear: Don't use Carriers to rat or do anomalies. Don't do it. No really, there are people that will seek you out and kill you that are normally your friends just to teach you a lesson if you do something as stupid as flying a Carrier or a Dread to make isk.

While I only fly Gallente starships, I know a little about making isk. So I'll break down the good ships to use (at least in my highly educated, 95th percentile IQ, and has made billions of ISK, opinion). These opinions are also based on the fact that RAGE Alliance is in an area of space populated by Guristas.

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Amarr

I don't fly Amarr. I hate the smell of religion and hypocrisy that ends up making its way through into the nutrient gel in my pod. But that's not to say that they haven't done well in the area of making ships that can kill non-believers. Amarr ships generally aren't well suited to killing Guristas, but they are well suited for Blood Raiders, Sansha, and Rogue Drones. This is due to the EM and Thermal damage that beam weapons do. Guristas, Angels and Serpentis have defensive systems that are highly resistant to the damage that lasers will put out. But if you can only fly Amarr…

Cruiser – Arbitrator. Cheap, but has a large drone bay and drone bandwidth. This means you can tailor your damage types to more closely match what the local pirates are weak in defensively.

Heavy Assault Cruiser – Sacrilege. While this doesn't have an impressive drone bay, its focus on missile launching systems makes it an excellent choice in fighting against Guristas due to your ability to choose damage types on missiles. It also has a large cargo bay to store equipment dropped from pirate ship wrecks.

Battlecruiser – Prophecy. Other pilots may argue with me on this point, but there aren't any good choices for fighting Guristas if you want to fly an Amarr Battlecruiser. So if you absolutely have to fly one, then choose the Prophecy. It can use 5 light drones and has good armor resistances that you can set up to better tank against what is used against you.

Battleship – Armageddon. It can use 5 large drones. Yes, use this ship if you have to fly an Amarr battleship.

Caldari

Caldari ships are probably the best suited to use when fighting Guristas pirates. These ships generally have the ability to do the specific types of damage to Guristas that you need, plus Guristas wrecks may contain ammunition and modules that you may need to rearm your ships. Because of the versatility of the missile systems that are generally a Caldari ships primary offensive system, these vessels are effective against all pirate factions and Rogue Drones.

Cruiser – Caracal. Large cargo bay, ability to use 2 light drones and designed to give missile systems more effectiveness. If you're down on ISK and need something cheap to fly to kill pirates, this is the one to fly.

Heavy Assault Cruiser – Cerberus. This ship is an upgrade to the Caracal. While you lose your ability to field any drones, this ship can really pump out damage. The large cargo bay also helps.

Battlecruiser – Drake. I think there is no argument here. The Drake is probably the most widely used ship in the EVE Cluster (except for perhaps the Raven) and it is used heavily for fighting pirates. It has an excellent ability to resist incoming damage and can still deal out enough damage to destroy all but the most difficult rats. Go with this!

Battleship – Raven. This is another no brainer. This ship is fantastic as an ISK making vessel. CONCORD hates these starships because of it. But make no mistake, the amount of damage this vessel can put out will make it easy to destroy even the largest rats.
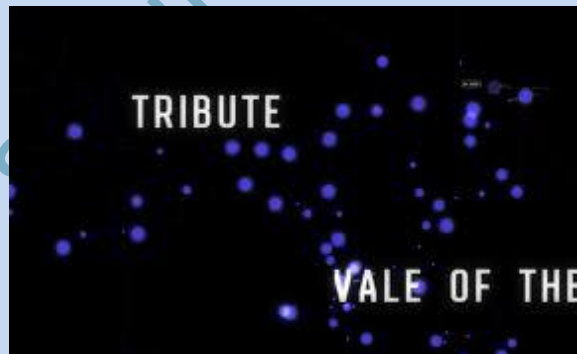
Gallente

This is what I fly, so I know the most about these vessels. Gallente are not as well suited against Guristas as the Caldari, but are just about as good. The large drone bays these vessels have generally make them good damage dealers against just about any pirate faction. But the Gallente are best suited against the Guristas and Serpentis because of the damage that Railguns and Blasters deal (kinetic and thermal damage). The only downside is you need to take care of your drones. Make sure they aren't destroyed by enemy fire because if they have any self-awareness they may get upset that you allowed their friends to die. A ship filled with mourning drones isn't a ship that is very effective.

Cruiser – Vexor. The Vexor was a ship I used for quite some time when I first came out to 0.0. It was cheap and had a large drone bay making it easy to destroy all but the largest enemy battleships. The armor plating wasn't good enough for many of the more difficult anomalies though, so like any other cruiser, stay out of those.

Heavy Assault Cruiser – Ishtar. The quintessential (look the word up if you have to, education these days…) drone boat and support vessel. The Ishtar is one of the few starships that can set itself up defensively as a shield tanker or armor tanker. Its ability to use 5 large drones makes it a perfect choice for a Gallente pilot to fly to make ISK in 0.0. This is my ship of choice.

Battlecruiser – Myrmidon. This also is a great drone boat, just not as effective as the Ishtar. But its thicker armor plating makes it a good choice for pilots who want a larger buffer tank, or aren't able to fly the Ishtar yet.

Battleship – Dominix. Easy choice here. Another drone boat. Like the Ishtar it can use 5 heavy drones so it can tailor its damage output to the types that are needed. Its skill at being a good support ship also allows it to repair damaged drones, or to cause havoc with enemy vessels that may attack you while you are trying to make ISK.

Minmatar

I don't see very many Minmatar ships ratting in RAGE space. It's because most Projectile systems ammunition do explosive damage that the Guristas can resist against fairly well. But really, there are ships you can use if you can only fly Minmatar that you can make lots of ISK with.

Cruiser – Rupture. For whatever reason you don't have a lot of ISK to spend on a ship, this will be the one. It has a drone bay that can field 5 light drones, and can deal out decent damage with its projectile weapon systems, as long as you use the proper ammunition. Now make ISK so you can buy a better ship.

Heavy Assault Cruiser – Vagabond. Not only can it use 5 light drones, but its ability to move really fast allows it to better defend itself against incoming missile fire and makes tracking by turrets more difficult. It's called Speed Tanking folks. (Also see Tinak's lecture: "*Speed! It's more than a drug, its life.*")

Battlecruiser – Hurricane. It has the ability to fit a good armor tank and is fairly fast. Not to mention that it can field 5 light drones. This is above and beyond that it is specifically designed to do lots of damage very quickly. Kind of like the damage done when you let all of the people from a fat camp loose in an all you can eat buffet.

Battleship – Typhoon. It can use 5 heavy drones. Can you see a pattern emerging? I'll get to that a bit later. It can also use missile launchers. This means that no matter what type of pirate you are fighting, you can tailor your damage output fairly well.

Fittings

You may ask yourself, "Ok Tinak, I have my ship chosen, but how should I fit it out?" The easy answer is "Anyway you are comfortable with." But really, anything that's easy is just going to get your ship blown to pieces by hostile capsuleers. So the real answer, and more complex one is, "Fit it in a way that you can have enough damage output to kill pirate battleships, but still enough tank to handle the damage they put out, and maybe the damage for a hostile pilot that jumps you."

**Tip from Tinak: The Combat Carebear: Always assume you will be jumped, tackled and otherwise made unable to run away by a hostile pilot. If you're in a drone using ship, fit at least a flight of ECM drones if you can. The other solution is to fit EWAR modules to help break the lock that your opponent has on you so you can warp away. Any loss in killing power or tank you may have due to fitting those drones or modules will more than be made up for when you save your ship and ISK by jamming them and warping away.

**Tip from Tinak: The Combat Carebear. If you have the spare room, fit a Salvager to your starship. You can make a moderate amount of ISK from clearing out wrecks from the asteroid belts or the anomaly you are in. Plus who knows, when your salvaging you may find a rare module that a pirate had equipped that is better for your ship then what you have now.

Damage Types

When you're fighting pirates in belts or in anomalies you may wonder what sorts of damage should I do in order to kill these criminal slime balls faster. That's easy. And a quick pro tip for you. The types of damage these rats do are the same as the types of damage you need to do to them. So for example if I am fighting Guristas, then I need to do Kinetic or Thermal damage, but I should also tank against that as well.

Angel Cartel – Explosive and Thermal

Blood Raiders – EM and Thermal

Guristas – Kinetic and Thermal

Sansha – EM and Thermal

Serpentis – Thermal and Kinetic

Rogue Drones – EM and Thermal

Those Flashy Guys Who Are Warp Scrambling Me And Calling Me A Noob In Local – Anything that you can throw at them.

Remember what I said above about liking ships with drones? Well, you can tailor your damage output more closely to what will kill these rats the fastest. Makes sense, doesn't it? (If not, see Tinak's Lecture: *"Not Understanding Basic English?: Why People Are Talking Louder To You."*)

Chain Ratting

You need to learn something pretty quickly when you're out in RAGE controlled space, or any 0.0 space for that matter. *You are not alone in trying to make ISK.* Now that you have that in your head you need to look around in the system you are in as you begin to rat. Are there other people around that are also ratting? If so you need to ask if they are chaining rats. If they are, you also need to chain rats.

Let me explain what this is. Chaining rats means that you are killing the biggest and baddest ships that the rats have deployed and you are leaving the little guys. Why the hell are you doing that? Well, when you leave those little rats will call in for backup and their backup will be the same types of big bad ships you just killed. So when you see a spawn of two 1.1 million ISK bounty rats and two 11k ISK bounty rats and you want to keep those credits rolling in, then kill the two 1.1m ISK rats and leave the little guys alone.

Even if you don't want to chain since you are hoping for better rat spawns then what you see, if someone else is chaining, you chain as well. It's common courtesy, and if you don't then you are most likely going to piss the other person off enough that you may or may not get help from him in the future. It doesn't matter if he or she is in the same corporation or alliance as you, people hold grudges. (Also see Tinak's lecture: "*Why I am drinking a martini made from your bitter tears as I watch your pain in the ass ship get blown to pieces by hostiles.*")

**Tip from Tinak: The Combat Carebear. I chain rats…always. But I usually chain only spawns that have at least two battleships worth over 1 million ISK each. Adjust this number up and down depending on the types of rats that are spawning due to the True Sec of the system you are in.

Anomalies

You may have heard about anomalies when you were in Empire space, or you may have heard about people talking about them around RAGE. What are they? Well, they are places in each star system where the local pirates have built Casinos, Slave Pits, Processing Centers, Docking Facilities, Brothels, Drug Manufacturing Facilities, and large sculptures of Elvis made from flash frozen Quafe. (*Please use responsibly.)*

You find these places by either using the ships scanner or by installing a probe launcher on your starship that will allow you to quickly pinpoint where these places are. Put on a diaper and then warp to one. After you warp away and chance your now soiled diaper from seeing so many rats around you should probably know a bit more about these things. They are more difficult than your asteroid rat spawns, but far more lucrative since there are so many ships around that have bounties on them. Make sure your ship has a tank that can withstand the types of damage they are putting out. After that, enjoy the ISK that will roll your way from CONCORD.

**Tip from Tinak: The Combat Carebear. The difficulty of an anomaly is as follows, from "Noob" to "I know what I am doing." Burrow, Hideaway, Refuge, Den, Yard, Rally Point, Port, Hub, Haven, Sanctum. If you are out in RAGE Alliance space you'll probably see Yards as the lowest you can find.

Complexes

These are a lot like Anomalies, but much more difficult, much more sought after and much more lucrative. Basically these will only show up if you have a probe launcher on your ship and are using probes to scan things down. They will show up as Cosmic Signatures. Once you get it scanned down, for the sake of all that holy, ask about how hard what you found is and if you need help doing it. Some can be done solo, some can't. Complexes and Anomalies will be covered by another RAGE member in deeper detail.

Rare Spawns

So you've been ratting for a while. You may have encountered, or will encounter a rare spawn. What are these? Will they make me money? How difficult are they? Is there a Santa Claus? Sorry to break it to you, but yes, they will make you money.

There are three different types of Rare Spawns.

1. Faction Spawn. This is basically a high ranking member of the pirate fleet who has been sent out to eat your soul and shit rainbows. If you see something labeled with a "Domination", "Dark", "Dread", "True", "Shadow" or "Sentient" then what you have is a faction spawn. They drop rare equipment and ammo. Be sure to salvage these guys if you can, their ships are made from higher grade material so you might get something worthwhile from it.
2. Hauler Spawn. These guys have lots of different names, but in general they all sound like an industrial ship. These guys drop minerals out of their holds when they die. If you don't have a hauler yourself, talk to your corp-mates. See if they can help you haul your minerals to a station or a safe place. And remember, they are taking time out of their day to help. Make sure some ISK goes their way for their troubles.
3. Officer Spawn. This type of spawn is the hopes and dreams of all carebears. Women weep and men rend their shirts when they hear of one being seen and destroyed…and they weren't the ones to find it. They are always seen on your overview as the name of the pirate flying it. When destroyed you get a big bag of ISK labeled "SWAG" from CONCORD and hopefully something very rare is in the wreck. Check it out. Grab anything you see and then make sure you get it back to station as soon as you can.

System Upgrades

I won't spend a lot of time on this, but your RAGE Alliance overlords may or may not decide to install special equipment in a solar system that will draw pirates to that system like moths to an open flame. This is possible only through the development of a technology that I like to call *"Unobtanistic Handwavical metaphysics"*. The only way these devices can be turned on, besides the sacrifice of a goat on top of the black box, is through the continued use of the star system by ratting. The more you kill, the more possible one of these boxes can be turned on.

Conclusion

I hope you enjoyed this brief paper on Ratting. Enjoy your time in the Asteroid Belts!

Tinak Genry

DON'T PANIC

CYNARA'S GUIDE TO THE GALAXY

CHAPTER 34: CAPITAL SHIPS

Carriers|
Key facts
Carriers are capital-class ships. They excel at fleet logistical support and can lend substantial fire-power to a fleet.

The term 'carrier' usually refers to the smaller of the carrier-class vessels for each race. The larger one is often called a mothership or 'Mom'.

Carriers do not have turret or missile weapons, but they do have huge drone bays. Additionally they can control more drones simultaneously than normal vessels, and they are the only class of ships capable of using fighter drones.

Although this can make them formidable attackers, their real strength is in their ability to mount capital-class remote shield transfers and capital-class remote armor repairers.

Practical Use
In relative terms a pilot skilled enough to fly a carrier might be able to inflict a comparable amount of damage when flying a battleship. This makes a carrier an expensive choice for an aggressive role.

The carrier is a valuable fleet ship because in addition to delivering the damage of a very good battleship, it can repair friendly vessels over a greater range and for a greater length of time than a very good logistics ship.

This 'two in one' performance level makes carriers highly desirable in any fleet.

Carriers can not use jump gates and must use their onboard jump drives to move between systems. This requires a fleet-member in the destination system to activate a cynosaural field.

Practically speaking this means carriers cannot travel to high-security space.

Carriers have the ability to transport fully assembled, fitted and even rigged ships. Additionally pilots may refit their ships in space, if they are close enough to a friendly carrier.

Despite a formidable tank, carriers can be destroyed by battle-ship fleets and are safest when spider-tanking with other carriers.

Features and abilities

A solo carrier can maximise its ability to repair itself and other ships, by using the 'triage module'. This module can only be used by carrier-class vessels. While in 'triage' mode a carrier can repair at twice its usual rate, but can not receive any remote repair. Because solo carriers are considered vulnerable, fleet commanders may prefer to field multiple carriers without triage modules, but it should be noted that no other vessel can repair targets as quickly as a 'triage' enabled carrier.

Carriers can dock at stations, mother-ships can not; mother-ships must remain in space at all times.

Flying a carrier requires many fully trained skills including racial battleship, logistics, drone interfacing and warp drive operation. Depending on a pilot's background and existing specialties, other capital ships may be easier to train for, but none are so versatile in combat.

Because carrier pilots can assign drones (including fighters) to other pilots in their fleet – it is possible for carrier pilots to avoid the battlefield and allow pilots in less valuable ships to direct their damage.

Fighters are the only drones capable of warp. This means that carrier pilots can assign fighters to comrades anywhere within the same system. The only limitation is that the assignee can only control as many fighters as he could normally control drones; so no more than five.

Carriers and especially mother-ships may field many more fighters, so may assign them to multiple pilots.

The fighter's ability to use warp also means that if a target vessel escapes into warp – the fighters will follow it; this is another unique feature of carrier-combat.

Vulnerability

Like every ship, there is a world of difference between being able to undock, and being able to fly it well. Carriers excel in fleet operations, but they are very vulnerable if used casually for ratting or other solo tasks. This fact, coupled with the very heavy training load required to make the ship meet its combat potential, may lead the unwary to lose their new carriers in the course of fairly mundane tasks.

Types of Carriers

Archon: Amarr

Chimera: Caldari

Thanatos: Gallente

Nidhoggur: Minmatar

Playability facts and all things related:

Carriers in general:

1. Price range is 700 million + for the carrier itself and another 230m for insurance (with about 730m payback). For T2 fittings and drones/fighters expect another 200-300m, for faction fittings expect another 500m+. On average, it's going to run you ABOUT 1.5 billion.

2. Battleships can easily bump a massive carrier away from a station.

3. The carrier 50% range increase bonus only applies to CAPITAL remote repair modules, NOT regular ones.

4. A carrier can do level 5 missions like a hot knife through butter.

5. EVERYONE WANTS A CAPITAL SHIP KILL MAIL. Remember that, EVERYONE wants one. FREAKIN EVERYONE! If your grandmother that doesn't play Eve heard about their awesomeness, she'd want one too.

6. At Carrier level 3 a capital remote repair module has 37.5km range, at level 4 it is 45km.

7. The ability of a carrier to lock onto a target is VERY slow; most use a Sensor Booster II module with a scan script to speed it up.

8. The sensor strength of a carrier is a base of 80; a faction battleship by comparison is only 27.

9. Normal tanking ability of a carrier is 2000-6000 dps. Triage mode can boost that to 16,000+ dps perma. A personal best was tanking 26 ships at 3.45 million damage.

10. Capital modules have a volume of 4 to 5 thousand m3 each.

11. Carrier damage output is on par with a nicely fitted faction battleship.

12. Carriers have a million m3 of space to put ASSEMBLED ships inside it. For your convenience a Raven takes up about 486,000 m3. The only thing that can be in any stored ships cargo are charges.

13. Carriers have about 3850+ m3 of cargo space. 3000m3 of this is separated from the rest and is specifically for holding the carrier's jump fuel and cannot hold anything else.

14. Carriers have a CORPORATE HANGER BAY. When you open it, it looks just like the corporate hangar array display of a POS and looks the same as the hangar in a station where you have an office at. It is real buggy too.

15. As the pilot, you can turn on or off the ability to allow your fleet (all or none only) to access the Ship Maintenance Bay of your carrier.

16. If a fleeted ship is 1500 meters from you, they can swap out modules as if they were in a station.

17. You can dock a carrier at a station in low or null sec, it is the Titan and the Motherships that can not dock in a station. All capital ships (supers too) can be stored in a Capital Ship Maintenance Bay.

18. Carriers can NOT fit any launchers or turret hardpoints as they have ZERO slots for them. Neuts, smartbombs, drone control units and remote reps are generally the best options for high slots.

19. If you are disconnected with fighters out, they will warp to you and return to your drone bay.

20. Items in your carrier's corporate hangar bay do NOT show up in kill mails.

21. You can open secure containers in your carriers's corporate hangar bay, but you may not remove items from it.

22. To scoop an unmanned ship in space the carrier needs to be 1500m from it. It will go into your ship maintenance bay.

23. Carriers CAN go through a wormhole, but only very large ones. Motherships and Titans are the ones that can NOT.

24. The only implants that affect capital modules are the implants that SPECIFICALLY say they do, otherwise capitals are affected by normal implants the same as a non capital ship is.

25. You will never get any capital ship into high sec via a wormhole, sorry.

26. Using a Carrier in a Class 4, 5 or 6 wormhole to do magnetic or radar sites WILL spawn 6 ADDITIONAL Sleeper Battleships. This is per entry, if you warp away and warp back you get 6 additional Sleeper Battleships, if you manage to warp away it's probably not a good idea to come back.

Cynosural Fields and Carriers:

1. A normal cyno generator makes a cyno field that EVERYONE in the system can instantly warp to. The ship making it can not move or dock for the 5-10 minutes that the field will be active. Be sure to turn it OFF before it recylces or you will spend another 5-10 minutes if you have the liquid ozone in your cargo hold.

2. The ship generating a cyno field is NOT invulnerable. A good tactic to use is to make the cyno field with a throw away ship for low threat areas or use a tougher ship (carrier, battleships, etc.) if you think it will be a HOT landing.

3. If you are popped while generating a cyno field you can warp away in your pod.

4. Liquid Ozone is the fuel for making a cyno field and starts at 450 units with level 1 Cynosural Field Theory skill. It drops by 50 units with every level after level 1.

5. You must be in a fleet to activate a cyno field. You must also be in the fleet to jump TO a cyno field. If you joined AFTER it was created, the cyno field must be "re-broadcasted".

6. It takes about a month to be able to use the covert ops cyno generator. It does NOT appear on other player's overview like the REGULAR cyno generator does.

7. Only a Black Ops battleship class ship can jump to a Covert Ops cyno. Capital ships can NOT use it.

8. Yes, Cyno fields are the ONLY way a capital ship can get out of a system, they will NOT be able to use a standard gate.

9. You can not start a regular cyno field while in high sec but you can jump to ANY regular cyno field FROM high sec.

10. You CAN NOT eject while the regular cyno is active.

11. Some ships (Force Recon for example) get bonuses to Liquid Ozone consumption and a reduced timer for their cyno field (5 minutes).

12. The capital ship lands in a 5km wide bubble around the cyno field. This means you could potentially "bounce" off a station and wind up away from the docking ring. Use your tactical overlay to verify you are at least 5km away from the station.

13. If your cyno ship gets popped while jumping ships are enroute they will land RANDOMLY in the cyno's system at a speed which will take minutes to decrease from.

14. You CAN NOT cloak with a cyno up.

15. You CAN NOT Cyno yourself within the same system (anymore).

16. You CAN self destruct while you have the Cyno field up.

17. A log off or disconnect with a Cyno up means your ship STAYS until the Cyno has run its course.

Jumping/Warping:

1. Capital ship navigation for jumping is accessed via the Shortcuts tab in the Esc menu. It will tell you a number of things like distance in light years, fuel consumption and what jamming fields are active. Some use external jump planners like this one here.

2. A good idea is to only jump to systems that have a station you can safely store your carrier in if you get into trouble upon arrival. Pop the cyno field right at the station.

3. A single warp scram can stop you from jumping AND warping.

4. They take about 6 seconds to jump plus the load time for the new system.

5. It takes about 30 seconds to go to warp.

6. The starting jump range is 6.5 light years.

7. The only skill that increases the jump range is the Jump Drive Calibration skill which takes about a month to start to train.

8. Jump Drive Operation reduces the amount of capacitor you need to jump by 5% per level. At level 3 you need 80% capacitor power to jump.

9. Jump Fuel Conservation reduces the amount of racial isotopes you need for any given length of jump.

10. You must be in a fleet to jump to a cyno field. You do NOT have to be in a fleet to jump to a Jump Beacon (0.0 only).

11. You can not jump a carrier into high sec. A capital ship in high sec means it was BUILT in a .5 system BEFORE they removed that ability.

12. Capital ships can use Jump Bridges provided there is enough Liquid Ozone.

Carrier Tactics:

1. Dock hugging is not just for carebears.

2. Cloaking will break your control over drones AND fighters.

3. If your fighters are set to follow an enemy through warp you can lose them if they warp to a hostile POS.

4. Carriers make your fleet much more powerful, but are weak by themselves.

5. Pay attention to cyno fields being generated that are not your own because it will be a Dreadnought which are designed to kill other capital ships as well as POSs.

6. Run away to fight another day but I doubt you will be able to.

7. Do not sit your carrier in the exit path of a station; move it so that an exiting ship can not ram it away from the stations docking range.

8. Keep a variety of fighters so that you can do your best to match damage types to enemy ships natural weaknesses.

9. Watching local is more important than ever, assume all of them will gang up against you (because they WILL).

10. Keeping aligned to a station is always a good idea if you can.

11. While you certainly have room for a lot of drones/fighters the current interface makes them difficult to use sometimes. Don't have anymore drones than you really really need!

12. Assign your fighters to ships that can not normally use drones. This maximizes the amount of drone/fighters your fleet can field.

13. Keeping a "cyno alt" account is common for capital ship pilots. Keep that alt in another system ready to drop a cyno field.

Fighters/Drones:

1. Compared to cruiser or larger ship types, Fighters do not fair well against frigates. You should carry light drones or webify a frigate.

2. All fighters do the SAME amount of damage and the SAME amount of effective hit points, they only vary in the amount of armor, shield and hull hit points they have but all have the same total amount of points.

3. They also vary in what type of damage they do and at what optimal range they do it at as well as their speeds.

4. Firbolgs seem to be a favorite because of its particular mix of those factors.

5. The ONLY skills that relates to fighters is the Fighters skill and the Carrier skill. Nothing else!

6. Drones (which are not FIGHTERS) do not get the 200% range bonus. Without another module or skill level, drones have whatever range you always have with them.

7. A full compliment of fighters will cost 180 million + depending on what fighter and what carrier you use.

8. You can set your fighters to follow a target if they warp out. A common tactic is for your enemy to warp to a POS where you automatically lose your fighters.

9. Fighters will NOT follow you through a jump, but they WILL follow you through a warp.

10. Fighters can be sluggish to respond to orders; I think this is a bug.

11. Fighters have a universal volume of 5,000 m3 each. Average cost is 12-15 million each.

12. As the carrier pilot you can Delegate your fighters to any number of ships in your fleet. This DOES count against THEIR drone control skill limit but NOT their bandwidth limit. The fighters will follow them through warp, but NOT a jump.

13. When you assign someone fighters it is YOUR Fighters skill that gets applied, so your assigned fighters do the same amount of damage as usual.

14. A fighter conroller may return their assigned fighters via the "return control" option. The fighers will immediatly warp to the owning carrier.

15. With Carrier skill at level 5 and Advanced Drone Interfacing at level 5 a carrier can have up to 15 fighters, a mothership will have 25.

16. Fighters can not be warp scrammed and when the controller "relinquishes control" they automatically return to the carrier.

17. You CAN NOT assign fighters to gang mates in a .4 system.

18. Carrier pilots can not monitor their fighters health if their fighters are not on the same grid.

19. Assigning Fighters to pilots in a sleeper combat site spawns six additional sleeper battleships. Depending on the fleet in the site this can be a very bad idea.

Triage Mode:

1. You CAN NOT use drones or fighters while you are in triage mode.

2. You CAN NOT recieve ANY type of remote rep while in triage mode.

3. Triage mode eats Strontium Clathrates, 450 units at level 1, 50 less units per additional level.

4. Triage mode lasts for 5 minutes and can not be interupted.

5. Generally speaking you can tank 14000 to 21000 dps. Some carriers can be specifically fitted to do this in perma mode while others will last only minutes before the cap burns out.

6. Unless you have a very good plan, triage mode means you're going to die.

7. Your scan resolution jumps by 900%

8. You can NOT move, dock, warp or jump at all while in triage mode.

9. You gain the ability to target 4 more objects.

10. You x4 your ability to repair yourself and remote repair others. (-50% duration along with 100% repair bonus)

11. Your cap requirment for E-war modules while in triage mode makes them impossible to use.

Motherships

Key Facts

Motherships are Super Capital-class ships. These ships can only be built from a capital ship array inside of an alliance's sovereign territory. These massive ships are the second most costly ships in the game, behind the Titan-class Super Capital. The main differences between carriers and motherships is the ability to launch more fighter drones than a carrier can. A carrier can deploy one extra drone per carrier level, whereas a mothership can deploy three extra per carrier level.

Motherships can also equip the Remote ECM Burst module. This module jams any ship within its area of effect.

Types of Motherships

Aeon: Amarr

Wyvern: Caldari

Nyx: Gallente

Hel: Minmatar

Dreadnoughts

Dreadnoughts are among the largest ships in the EVE universe. So large in fact that they cannot fit through the normal stargates used by smaller ships. Instead they rely on their own on-board jump drive to rip open the fabric of space and instantly traverse the huge distances between star systems. Doing so requires two things:

The dreadnought needs racial specific fuel - derived from ice mining - present in it's fuel bay.

The dreadnought pilot requires a fleet member to activate a cynosural field in the target system to give his jump engine something to lock onto in order to jump.

Siege

A dreadnought is fitted with the same regular modules as all other ships. Weapons, shield boosters or armor repairers. Albeit of the extra large variety. Dreadnoughts can also only fit between 3-4 weapons making them slightly less powerful than a battleship. This is under normal circumstances. What makes the dreadnought unique is it's ability to fit and use a siege module.

When activated this module will render the dreadnought completely immovable for 10 minutes. Additionally, it cannot receive remote assistance in any way. At the same time the dreadnought receives a massive bonus to it's firepower and the effectiveness of it's tanking modules making it a stationary engine of complete destruction.

Uses

Dreadnoughts, especially "in siege" is not very effective against smaller targets due to severe tracking limitations. The primary role of the dreadnought, therefore, is to put extreme amounts of damage onto static targets with millions of hitpoints such as outposts and POS. Often a fleet of dreadnoughts can reinforce or kill a POS in a single siege cycle (10 minutes) that it would take hours for a fleet of battleships to kill.

Hot drops and capital fleet fights

One way of defending your POS and outposts in deep 0.0 is the "hot drop" strategy.

The defending party will set up a fleet of dreadnoughts a few jumps from the assaulted system. When the enemy dreadnoughts go "into siege" a small fast ship will warp in close to them and open the cynosural field at which point the defenders will jump their own dreadnoughts into the fray. The attackers who are immobile for 10 minutes have no choice but to fight.

As there is no way to remote repair or otherwise aid a dreadnought in siege, these "hot drops" can sometimes turn into a total slaughter. In a few moments tens of billions of isk-worth of dreadnoughts can be annihilated. The "hot drop" or capital fleet fight is undoubtedly the end game of PVP in EVE.

Titan

The Titan class starship was introduced as part of the Red Moon Rising expansion in December 2005. Titans are a super-capital class of starship, the largest in New Eden. They are built by alliances, due to their massive cost and sovereignty requirements. Costs for the construction of a Titan are said to be around sixty billion ISK, without taking into consideration the cost of modules, including their Doomsday device. Titans can only be constructed in 0.0 systems at capital ship assembly arrays and require roughly a 1 month build time.

The first player owned Titan was unveiled on September 26th, 2006 by the late Ascendant Frontier (ASCN) alliance. Coincidently, the same Titan became the first Titan destroyed on December 12th, 2006 when it came under assault by a Band of Brothers (BoB) capital fleet.

Most Titans have fallen to conventional fleets involving capital support, however four Titans have fallen to a non-capital supported fleets.

The first one was F4ze, a Triumvirate. pilot, flying an Erebus who fell to Pandemic Legion after being bumped out of the POS shields. The Titan was killed on the 6th of November, 2008.

The second Titan destroyed by a sup-capital fleet was Shizah from Cutting Edge Incorporated, RAZOR Alliance, who got destroyed by a combined fleet of Triumvirate. and G00DFELLAS and various other alliances on the 21st of November, 2008.

The third Titan to be destroyed belonged to Hurley of Black Nova Corp from Band of Brothers. This Titan was killed early on the 4th of January, 2009. Pandemic Legion set up a trap and Goonswarm brought the necessary firepower to kill the Titan.

The fourth was killed on the 21st of July, 2009. Cry Havoc managed to bait Sev3rence into using their Leviathan-class titan to attack their fleet. Cry Havoc quickly overcame the supporting ships and took the Titan down whilst it was still waiting for it's Doomsday shutdown to end.

Titans are hotly debated among the EVE community due to their influence in 0.0 warfare. Many believe their powerful Doomsday device and jump portal arrays make defensive gameplay, in combination with cynojammers, too strong. Many have also debated whether or not the ability to kill hundreds of battleships should be left to the activation of one weapon. But with great power comes great responsibility, and some Titans have fallen due to irresponsible usage of such a powerful weapon. The Doomsday device cooldown allows a 1 hour window for an opposing fleet to tackle and destroy the Titan before suffering another Doomsday. Additionally the Titan pilot is unable to jump for 10 minutes after using the Doomsday device; this may allows the opposing fleet to scan down the Titan. Because most Titans are not fit with capital class weapons, they are left defenseless after a Doomsday without a proper support fleet.

Because of today's changing alliance landscape, many alliances employ multiple Titans to wipe out entire fleets by using their Doomsday device simultaneously. Even the most

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hardened battleship can fall after two Doomsdays. There is estimated to be over 150 Titans in existence today, with many alliances having the majority of them.

POST-DOMINION

The Titans were seriously reworked for the Dominion patch.

The first major difference is with the Doomsday weapons. Instead of being one massive smartbomb that is able to kill whole fleets (and crash servers), each of the Doomsday weapons inflict a staggering amount of damage to a single target. One shot is enough to kill anything short of another Titan or a POS tower. Lesser super-capital ships may be able to survive one shot if they tanked EXTREMELY against the damage type of the weapon, which is still its racially-preferred damage type.

The second major difference is that the Titans are now significantly tougher. The racial preferred defensive layer (i.e. Shields for Caldari, armor for Gallente, etc) has been quadrupled in capacity, the secondary defensive layer has been tripled, and the hull structure has been doubled.

The third major difference is that the Titans have recieved a 100% bonus per level damage boost to their preferred weapons, which boosts their potential DPS to a single target nearly to the level of a Dreadnaught before considering the Doomsday weapon.

CHAPTER 35: OUTPOSTS

Types of OutpostAmarr Factory Outpost

Amarr Factory Outpost
Amarr Factory Outpost Platform Blueprint
Corporation offices: 4
Manufacturing (booster/other) slots: 10/20
 30% bonus on manufacturing time
Research (ME / PE / Copy / Invention) slots: 1/1/1/0
Outpost specific upgrades:
* up to 29 additional manufacturing slots & faster T1 and T2 ship manufacturing
* up to 9 additional ME, PE and copy slots & a speedup of production efficiency research
* up to 15 additional corporation office slots
* add on a 30% refinery

Caldari Research Outpost

Caldari Research Outpost
Caldari Research Outpost Platform Blueprint
Corporation offices: 8
Manufacturing (booster/other) slots: 5/2
Research (ME / PE / Copy / Invention) slots: 10/10/10/10
 30% bonus to research time
Outpost specific upgrades:
* up to 15 additional manufacturing slots & faster T2 component manufacturing
* up to 19 additional ME, PE and copy slots & a speedup of blueprint copying, material and production efficiency research
* up to 21 additional invention slots & a speedup of invention
* up to 15 additional corporation office slots
* add on a 30% refinery

Gallente Administrative Outpost

Gallente Administration Outpost
Gallente Administrative Outpost Platform Blueprint
Corporation offices: 24
Manufacturing (booster/other) slots: 10/4
Research (ME / PE / Copy / Invention) slots: 2/2/1/1
Outpost specific upgrades:
* up to 15 additional manufacturing slots and a speedup of capital component manufacture
* up to 9 additional ME, PE and copy slots & a speedup of blueprint copying
* up to 21 additional corporation office slots
* add on a 30% refinery

Minmatar Service Outpost

Minmatar Service Outpost
Minmatar Service Outpost Platform Blueprint
Corporation offices: 6
Manufacturing (booster/other) slots: 0/2
Research (ME / PE / Copy / Invention) slots: 0/0/0/0
35% Reprocessing Plant
Outpost specific upgrades:
* up to 15 additional manufacturing slots and a speedup of module manufacturing
* up to 9 additional ME, PE and copy slots & a speedup of material efficiency research
* up to 15 additional corporation office slots
* upgrade the refinery to 50%

For further information on each of these, please read their descriptions found on the ingame market. 2d EveMaps contains information on outpost types through the universe.
Creating an Outpost

To start with, you will need the appropriate skills.
Mechanic V
Industry V
Anchoring V
Outpost Construction I

An Outpost Construction Platform blueprint need to be purchased that corresponds to the outpost you want to build. Blueprint originals can be purchased from the source for 1.8 billion isk, or blueprint copies can be obtained for significantly less from other capsuleers.
Amarr
Caldari
Gallente
Minmatar

The construction platform is built out of smaller components. You'll need to purchase these off the market.

Example of manufacturing requirements. Minmatar Service Outpost Platform

Component	Qty (perfect)	Price per
Station Construction Parts	11	20.2M
Station Hangar Array	11	35.4M
Station Storage Bay	11	20.2M
Station Factory	22	83.5M
Station Repair Facility	11	86M
Station Reprocessing Plant	110	86.1M
Station Docking Bay	11	76M
Station Medical Center	11	50.6M
Station Office Center	88	79.9M
Station Mission Network	11	65.2M

Total price:
Once you have assembled the Outpost Construction Platform in your manufacturing station of choice, you need to haul the platform to the system. It is quite large (750,000 m^3) so you will need a freighter to do this. Fuelling the outpost requires millions of m^3 worth of minerals and components, and as such a freighter is recommended for this task as well.
Deploying an Outpost

To deploy an outpost, you need to be in an alliance and have sovereignty over the system where you want to deploy the outpost. There cannot be any other stations or outposts already in the system.

At the destination system, travel to the planet you wish your outpost to reside at and select the 'Launch for Corp' option. Note that the undock ramp of the station will point in a random direction.
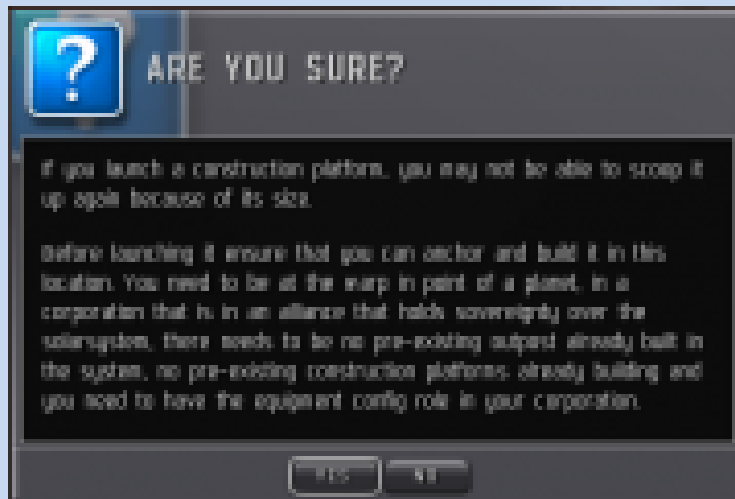
The warning message displayed before launching the egg

Once in space you will need to anchor it before you can add the supplies. If you don't have sovereignty or if any of the other requirements are not met, you will be informed at this point. Once anchored, you can start loading in the required materials. These can be found by clicking "show info" on the construction platform and clicking the 'Material Requirements' tab. Loading in the materials can take time and requires around four trips with an average freighter.

The platform's hold after being filled
Please note: The commodities purchased directly from the market can cost around 25 billion ISK, so make sure you have the materials and resources ready before you anchor the construction platform as it is still vulnerable to attack in this state.

Building the egg after filling it with the required items
Example of construction requirements.
Minmatar Service Outpost Platform

Component	Quantity
Tritanium	387,522,911
Pyerite	32,293,575
Mexallon	6,055,045
Isogen	1,211,009
Nocxium	252,293
Zydrine	54,062
Megacyte	11,826
Carbon	5,587
Construction Blocks	155,649
Coolant	12,489
Electronic Parts	19,871
Hydrogen Batteries	23,574
Mechanical Parts	16,876
Miniature Electronics	7,465
Oxygen	25,468
Robotics	12,499
Silicate Glass	8,846
Silicon	5,489
Super Conductors	897
Synthetic Oil	17,874
Enriched Uranium	3,511
Plutonium	1,844

Once you have gathered the materials, load them into the platform through the 'access resources' window, then click 'build'.

Warning: The construction outpost functions in much the same way a secure cargo container does. It is freely accessible by anyone by default and requires a password setting to restrict access. This is so that anyone you wish can help with the mammoth undertaking of creating an outpost. You can specify security settings such as passwords on the egg while it is in a station, but not in your hold.

The building process can take up to 24 hours; in all cases it won't be completed before the next downtime period is over. Once built, the outpost will appear globally within the system through a standard station icon in your overview and the right click menu.

Building an outpost is no easy task, but once completed, it can not be destroyed. Note that the outpost is still conquerable, so it can be taken by your opponents, as theirs can be conquered by you.

Please note: As of Revelations II, the CEO or one of the Directors of the corporation owning the Outpost, can transfer the ownership to another corporation within the same alliance.
Upgrading an Outpost

Upgrading an outpost requires anchoring a Upgrade platform. Installing an upgrade is a two stage process. First the upgrade platform must be brought online, then the improvement platform. Both stages need a downtime to complete, so this is a minimum two day procedure.

Both the upgrade platform and the improvement platforms look and operate like the original outpost egg. Unlike outpost platforms which must be built from blueprints, these eggs can be bought directly from NPCs. Both eggs will need to be filled with a list of goods. Once filled, they come online after downtime.

There are three levels of Upgrade Platform; Foundation, Pedestal and Monument.
Foundation Upgrade Platform
No prerequisites
Pedestal Upgrade Platform
Requires a Foundation Upgrade Platform
Monument Upgrade Platform
Requires a Pedestal Upgrade platform

On each level Upgrade Platform you can fit the following:
Foundation Upgrade: one Basic Outpost Upgrade
Pedestal Upgrade: an Intermediate Outpost Upgrade and a second Basic Outpost Upgrade
Monument Upgrade: an Advanced Outpost Upgrade, a second Intermediate Outpost Upgrade, and a third Basic Outpost Upgrade

That means an Outpost can have a maximum of 6 upgrades.
Each Outpost Upgrade consists of either an upgrade to refining, manufacturing, offices or Science & industry. These are split into the 4 different races:
Amarr Improvement Platforms
Caldari Improvement Platforms
Gallente Improvement Platforms
Minmatar Improvement Platforms

Station Management
The Station Management button can be found in the bottom-right corner of the screen when docked in an outpost which is owned by a corp in which you are either CEO, director or have the Station Manager role. It is broken into several tabs.
Station Details

This lets you define basic settings, such as:
Name. This is the name of the station, which will be displayed in the station, in space and on the map

Description. This is a short piece of text which other players will see when they perform a Show Info on your station

Docking cost per volume. This is the base amount of ISK per cubic meter that will be charged to anyone docking at your station

Office Rental Cost. This is the monthly rental cost for an office in the station
Reprocessing Stations Take. For stations with a refinery, this sets the tax rate on reprocessing. This percentage of all refined minerals will be diverted to the specified hangar
Reprocessing Output. This specifies which of the owning Corporation's office hangars the tax minerals will be diverted to.

Reinforced Mode Exit Time. This option specified the desired reinforcement mode exit time for the station.

There is also a button at the bottom of this screen marked Transfer Ownership. This allows you to seamlessly transfer the station to another Corporation in your Alliance.

Service Access Control
This allows you to specify who can and can't use the various services. For each service there are five options.

Min Standing: this is the minimum derived standing required to use the service
Min Character Security: this is the minimum corp-to-character (from the corp owning the station) standing required to use it

Max Character Security: this is the maximum corp-to-character standing allowed to use it
Min Corporation Security: this is the minimum corp-to-corp standing required to use it
Max Corporation Security: this is the maximum corp-to-corp standing allowed to use it
To set a minimum threshold for access to a particular service, simply defining Min Standing at the threshold value is the easiest solution.

Cost Modifiers
This tab allows you to modify the costs of various services, including refining and docking, based on standings. Generally the standing used is corp-to-corp, but in the case of certain services such as refining, it's corp-to-character instead.

The owner of the outpost can tax things like refining yield. The owner can also give a discount to friendly corporations based on their corp to corp standing. Please note that the tax discount per standing point is calculated as a percentage of the base tax percentage, hence if the base tax is 25% then a 1.8% discount per point will reduce the tax for a corporation with a standing of 10 by 4.5%.

Clone Contracts
This tab lists all Corporations who have medical clones at the station. You can revoke all Clone Contracts belonging to members of that corp, or view all individuals who have a Clone Contract there and revoke them individually. This is standard practice when conquering a station. Note that it is not possible to remove jump clones installed at the station.
Offices

This tab lists all the office slots in your station, and for those being rented, the name of the renting corp, the rental period and amount they are being billed. Each slot has a Publically Available checkbox; when unticked, nobody can rent this slot. This allows you to reserve any number of slots you choose. If you untick a slot which is currently being rented, the renting corp will be ejected at the end of their billing cycle

Conquering Outposts
It is possible to conquer outposts by force, but it is not a trivial matter. Outposts are vulnerable at all times when the station owner does not possess sovereignty over the system it is located in, but it is more complicated when sovereignty enters the play.

When the station owner possesses sovereignty over the system it is located in, it will be invulnerable to attacks unless the following condition is fulfilled:

If Sovereignty Blockade Units (SBUs) are anchored and onlined at more than 50% of the stargates in the system, then the station will become vulnerable to attack.

However, the protection provided by sovereignty does not end there, as stations will also have a dual reinforcement mode to stem off attackers. This dual reinforcement mode mechanic works as follows:

Once an outpost reaches 50% shield hitpoints, it goes into reinforcement mode. During reinforcement mode, the station is invulnerable to attacks and cannot be remotely repaired. It will come out of reinforcement mode at 0% shield hitpoints.

Once an outpost reaches 50% armor hitpoints, it goes into its second reinforcement mode. It will come out of reinforcement mode at 25% armor hitpoints.

Once an outpost reaches 0% structure hitpoints, the ownership of the station changes over to the corporation which the last player to damage the station belongs to. At this point, the new owner will have to repair the station in order to prevent it from being taken over again, and ideally obtain sovereignty in order to receive the protection detailed above. More information on outpost/sovereignty warfare can be found in the Sovereignty (Mechanics) article.

A few minutes after a station is captured, its Structure and Armor hitpoints will be healed completely. When a station transitions to an invulnerable state, its Structure, Armor and Shield hitpoints are completely restored. A station will transition from an invulnerable state when the following conditions are fulfilled:

The station owner holds Sovereignty in the system.
Online SBUs exist at less than 51% of the gates in the system.

Attacking Services
Outpost services can be attacked and disabled independently of the outpost itself. They are always vulnerable, and sovereignty has no effect. Services appear in space at the same location as the Outpost itself, and can be targetted and shot at as usual. When they reach structure damage, they are disabled and will not function until repaired by remote structure/armor repairers and shield boosters in the normal way. When they reach 50% shield, they become active again. The different services have different numbers of hitpoints, and services cannot be completely destroyed.

Wall Of Fame, Part 1

Many thanks to the following people that so generously contributed to this guide. Your effort is appreciated.

Pilot: Cynara
Nick Name: Suck My Balls
Specialisation: Covert Warfare
Rank: Combat Advisor & Fc
Preferred Ship: Thanatos

Pilot: Humuhumunukunukuapua'a
Nick Name: Fish
Specialisation: Logistics
Rank: Combat Advisor & Fc
Preferred Ship: Harbinger

Pilot: Harumi San
Nick Name: San
Specialisation: Skirmish Warfare
Rank: Clen
Preferred Ship: Jaguar

Pilot: Chris Cochrane
Nick Name: Chris Cockring
Specialisation: Logistics
Rank: Veteran
Preferred Ship: Arazu

WALL OF FAME, PART 2

Pilot: UrinalPie
Nick Name: Up
Specialisation: Ewar
Rank: Combat Pilot
Preferred Ship: Scorpion

Pilot: Asuka Smith
Nick Name: Asuka 'Dire' Smith
Specialisation: Skirmish Warfare
Rank: Senior Member
Preferred Ship: Lachesis

Pilot: Tinak Genry
Nick Name: Tinak
Specialisation: Exploration/Combat
Rank: Combat Pilot
Preferred Ship: Ishtar

Pilot: Lemster
Nick Name: Lem
Specialisation: Skirmish Warfare
Rank: Junior Director
Preferred Ship: Tempest

WALL OF FAME, PART 3

Pilot: Xira Xarien
Nick Name: Neechi
Specialisation: Planet Management
Rank: Combat Pilot
Preferred Ship: Ishtar

Pilot: Cy Pherboi
Nick Name: Cy
Specialisation: Skirmish Warfare
Rank: Combat Pilot
Preferred Ship: Onyx

Pilot: Fragito
Nick Name: Frag
Specialisation: Blaster Boats
Rank: Pew Pew
Preferred Ship: Deimos

Pilot: Miss Brutal
Nick Name: MB
Specialisation: Mining
Rank: Sr FC/Military General
Preferred Ship: Tengu

CONTRIBUTORS PAGE

Well, by reading this, you finnaly found the end of our 0.0 Field Manual

Me and the other volunteers who worked on this guide hope that

You learned something and that you keep using it.

Also we cannot forget to mention that a part of this field manual was taken

With slight updates from already present day guides. Hence not the entire guide is

100% ours. In case you find your work back in here, and you wish alterations

Then please, dont be afraid to contact us.

In case you feel generous you can donate to Cynara Ingame

I will do my best to share the donation amongst all of our volunteers

In case you wish to purchase this guide without all the Cynara banners/add

Contact Cynara Ingame. I can provide an add free version of this guide.

Some guide Statistics

Pages	→	365
Chapters	→	36
Words	→	106.558

People Involved

Cynara	→	Project Manager
Humuhumunukunukuapua'a	→	Project Assistant
Cy Pherboi	→	GFX Designer
Harumi San, Asuka Smith	→	Scripter
Chris Cockrane, Tinak Genry	→	Scripter
Urinal Pie, Lemster	→	Scripter
Xira, Xarien, Fragito	→	Scripter
Miss Brutal,	→	Scripter

DON'T PANIC — CYNARA'S GUIDE TO THE GALAXY

BONUS CHAPTER

We are happy to provide this bonus chapter. Its completely different from any other chapter. below you will see ALOT of coded material. Now, what is this, and what can we do wit hit.

The coding is ment for programs like eft or to import/export stuff into eve. In raw form is used as an xml. File from Excel. Now you will see that this list contains 100+ Ship fittings for all four races and from frigate hulls to supercapital hulls. These fittings will contain descriptions that will easy identify which ship is ment for what. This does not mean you must fly them. This list can simply be used as a guideline or as a source of inspiration for your own style of fitting.

How to use this.

1) Open your Excel program, Open and safe a file as an xml file
2) Copy/paste parts or all of this coding into that xml file, and safe it somewhere
3) Go ingame, select a fitting in your browse panel you already got. And press export. A link will be given where its stored.
4) Go to this folder, and add the xml file you created to this folder
5) Go back ingame. Fitting panel and press import, Your newly created file will be shown there. Press it, and click import
6) Note, incase you selected all fittings, the game might lag a bit
7) Note, incase you try to import all these fittings at the same time into eft, eft will crash.
8) If you have difficulty creating the xml file, just export a fitting as listed above. Find the xml file, open it, edit it, add/remove the fittings listed below. Safe file and import that file as mentioned above.
9) When just taking parts of the xml file, make sure there no spaces between different ships, an xml file is just a wall of text without any enter spaces
10) The file can be obtained by contacting cynara, however since this is jus tan alt to process information responce might be delayed.

Goodluck, on the following pages the fittings will be listed as a bonus chapter

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Slot9 - 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
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```
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- <fitting name="Abaddon - Snipe BS Cheap">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal" />
    <shipType value="Abaddon" />
    <hardware slot="low slot 0" type="Heat Sink II" />
    <hardware slot="low slot 1" type="Heat Sink II" />
    <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 3" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 4" type="Damage Control II" />
    <hardware slot="low slot 5" type="Tracking Enhancer II" />
    <hardware slot="low slot 6" type="Tracking Enhancer II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="Sensor Booster II" />
    <hardware slot="med slot 3" type="Tracking Computer II" />
    <hardware slot="hi slot 0" type="Tachyon Beam Laser II" />
    <hardware slot="hi slot 1" type="Tachyon Beam Laser II" />
    <hardware slot="hi slot 2" type="Tachyon Beam Laser II" />
    <hardware slot="hi slot 3" type="Tachyon Beam Laser II" />
    <hardware slot="hi slot 4" type="Tachyon Beam Laser II" />
    <hardware slot="hi slot 5" type="Tachyon Beam Laser II" />
    <hardware slot="hi slot 6" type="Tachyon Beam Laser II" />
    <hardware slot="rig slot 0" type="Large Ancillary Current Router I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Hornet EC-300" />
```

```
  </fitting>
- <fitting name="Abaddon - Snipe BS Expensive">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal"
/>
  <shipType value="Abaddon" />
  <hardware slot="low slot 0" type="Heat Sink II" />
  <hardware slot="low slot 1" type="Heat Sink II" />
  <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 3" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 4" type="Damage Control II" />
  <hardware slot="low slot 5" type="Tracking Enhancer II" />
  <hardware slot="low slot 6" type="Tracking Enhancer II" />
  <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
  <hardware slot="med slot 1" type="Sensor Booster II" />
  <hardware slot="med slot 2" type="Sensor Booster II" />
  <hardware slot="med slot 3" type="Tracking Computer II" />
  <hardware slot="hi slot 0" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 1" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 2" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 3" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 4" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 5" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 6" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 7" type="Tachyon Beam Laser II" />
  <hardware slot="rig slot 0" type="Large Ancillary Current Router I" />
  <hardware slot="rig slot 1" type="Large Ancillary Current Router I" />
  <hardware slot="rig slot 2" type="Large Semiconductor Memory Cell I" />
  <hardware qty="5" slot="drone bay" type="Valkyrie II" />
  <hardware qty="5" slot="drone bay" type="Hornet EC-300" />
```

```
    </fitting>
-   <fitting name="Absolution - CRange Roam Active">
    <description value="Implants<br><br>ZET100 - Slot6 - 3% armor rep icnrease -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>Slot8 - 3% MedEnergy Dmg
- 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m<br><br>ZET500 -
Slot10 - 3% armor - 5m<br><br><br>Booster<br><br>Slot 1 - Standard Exile -
20% Armor Rep Amount<br><br>" />
    <shipType value="Absolution" />
    <hardware slot="low slot 0" type="Medium Armor Repairer II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="low slot 4" type="Heat Sink II" />
    <hardware slot="low slot 5" type="Heat Sink II" />
    <hardware slot="low slot 6" type="Medium Armor Repairer II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="hi slot 0" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 1" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 2" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 3" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 4" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 5" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 6" type="Assault Missile Launcher II" />
    <hardware slot="rig slot 0" type="Medium Nanobot Accelerator I" />
    <hardware slot="rig slot 1" type="Medium Auxiliary Nano Pump I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-  <fitting name="Absolution - CRange Roam Active Gangmod">
    <description value="Implants<br><br>ZET100 - Slot6 - 3% armor rep icnrease -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>Slot8 - 3% MedEnergy Dmg
- 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m<br><br>ZET500 -
Slot10 - 3% armor - 5m<br><br><br>Booster<br><br>Slot 1 - Standard Exile -
20% Armor Rep Amount" />
    <shipType value="Absolution" />
    <hardware slot="low slot 0" type="Medium Armor Repairer II" />
    <hardware slot="low slot 1" type="Imperial Navy Energized Adaptive Nano
Membrane" />
    <hardware slot="low slot 2" type="Pseudoelectron Containment Field I" />
    <hardware slot="low slot 3" type="Corpii C-Type Adaptive Nano Plating" />
    <hardware slot="low slot 4" type="Heat Sink II" />
    <hardware slot="low slot 5" type="Heat Sink II" />
    <hardware slot="low slot 6" type="Medium Armor Repairer II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="hi slot 0" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 1" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 2" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 3" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 4" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 5" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 6" type="Armored Warfare Link - Rapid Repair" />
    <hardware slot="rig slot 0" type="Medium Ancillary Current Router I" />
    <hardware slot="rig slot 1" type="Medium Auxiliary Nano Pump I" />
```

```
  </fitting>
- <fitting name="Absolution - CRange Roam Passive">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>Slot8 - 3% MedEnergy Dmg
- 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m<br><br>ZET500 -
Slot10 - 3% armor - 5m" />
  <shipType value="Absolution" />
  <hardware slot="low slot 0" type="Heat Sink II" />
  <hardware slot="low slot 1" type="Heat Sink II" />
  <hardware slot="low slot 2" type="Heat Sink II" />
  <hardware slot="low slot 3" type="True Sansha Energized Adaptive Nano
Membrane" />
  <hardware slot="low slot 4" type="True Sansha Energized Adaptive Nano
Membrane" />
  <hardware slot="low slot 5" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 6" type="Damage Control II" />
  <hardware slot="med slot 0" type="Warp Disruptor II" />
  <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
  <hardware slot="med slot 2" type="10MN Afterburner II" />
  <hardware slot="hi slot 0" type="Small Energy Neutralizer II" />
  <hardware slot="hi slot 1" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 2" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 3" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 4" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 5" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 6" type="Heavy Pulse Laser II" />
  <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
  <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
  <hardware qty="1" slot="drone bay" type="Warrior II" />
  <hardware qty="1" slot="drone bay" type="Warrior II" />
  <hardware qty="1" slot="drone bay" type="Warrior II" />
  <hardware qty="1" slot="drone bay" type="Warrior II" />
  <hardware qty="1" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-  <fitting name="Absolution - CRange Roam Passive gangmod">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>Slot8 - 3% MedEnergy Dmg
- 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m<br><br>ZET500 -
Slot10 - 3% armor - 5m" />
    <shipType value="Absolution" />
    <hardware slot="low slot 0" type="Heat Sink II" />
    <hardware slot="low slot 1" type="Heat Sink II" />
    <hardware slot="low slot 2" type="Heat Sink II" />
    <hardware slot="low slot 3" type="Corpii C-Type Adaptive Nano Plating" />
    <hardware slot="low slot 4" type="True Sansha Energized Adaptive Nano
Membrane" />
    <hardware slot="low slot 5" type="800mm Reinforced Rolled Tungsten Plates I" />
    <hardware slot="low slot 6" type="Pseudoelectron Containment Field I" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Armored Warfare Link - Passive Defense" />
    <hardware slot="hi slot 1" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 2" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 3" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 4" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 5" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 6" type="Heavy Pulse Laser II" />
    <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
    <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
    </fitting>
-  <fitting name="Anathema - Tackle">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Anathema" />
    <hardware slot="low slot 0" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 1" type="Overdrive Injector System II" />
    <hardware slot="low slot 2" type="Overdrive Injector System II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Faint Warp Disruptor I" />
    <hardware slot="med slot 2" type="J5b Phased Prototype Warp Scrambler I" />
    <hardware slot="med slot 3" type="Eutectic I Capacitor Charge Array" />
    <hardware slot="hi slot 0" type="Expanded Probe Launcher I" />
    <hardware slot="hi slot 1" type="Covert Ops Cloaking Device II" />
    <hardware slot="rig slot 0" type="Small Gravity Capacitor Upgrade I" />
    <hardware slot="rig slot 1" type="Small Gravity Capacitor Upgrade I" />
```

```
  </fitting>
- <fitting name="Apocalypse - Snipe BS Cheap">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal" />
  <shipType value="Apocalypse" />
  <hardware slot="low slot 0" type="Heat Sink II" />
  <hardware slot="low slot 1" type="Heat Sink II" />
  <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 4" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 5" type="Pseudoelectron Containment Field I" />
  <hardware slot="low slot 6" type="Tracking Enhancer II" />
  <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
  <hardware slot="med slot 1" type="F-90 Positional Sensor Subroutines" />
  <hardware slot="med slot 2" type="F-90 Positional Sensor Subroutines" />
  <hardware slot="med slot 3" type="Conjunctive Radar ECCM Scanning Array I" />
  <hardware slot="hi slot 0" type="Mega Beam Laser II" />
  <hardware slot="hi slot 1" type="Mega Beam Laser II" />
  <hardware slot="hi slot 2" type="Mega Beam Laser II" />
  <hardware slot="hi slot 3" type="Mega Beam Laser II" />
  <hardware slot="hi slot 4" type="Mega Beam Laser II" />
  <hardware slot="hi slot 5" type="Mega Beam Laser II" />
  <hardware slot="hi slot 6" type="Mega Beam Laser II" />
  <hardware slot="hi slot 7" type="Mega Beam Laser II" />
  <hardware slot="rig slot 0" type="Large Ancillary Current Router I" />
  <hardware qty="5" slot="drone bay" type="Valkyrie II" />
  <hardware qty="5" slot="drone bay" type="Hornet EC-300" />
```

```
  </fitting>
- <fitting name="Apocalypse - Snipe Bs Expensive">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal" />
  <shipType value="Apocalypse" />
  <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 1" type="Damage Control II" />
  <hardware slot="low slot 2" type="Adaptive Nano Plating II" />
  <hardware slot="low slot 3" type="Republic Fleet Tracking Enhancer" />
  <hardware slot="low slot 4" type="Beta Reactor Control: Reaction Control I" />
  <hardware slot="low slot 5" type="Heat Sink II" />
  <hardware slot="low slot 6" type="Heat Sink II" />
  <hardware slot="med slot 0" type="Sensor Booster II" />
  <hardware slot="med slot 1" type="Sensor Booster II" />
  <hardware slot="med slot 2" type="Prototype ECCM I Radar Sensor Cluster" />
  <hardware slot="med slot 3" type="100MN MicroWarpdrive II" />
  <hardware slot="hi slot 0" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 1" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 2" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 3" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 4" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 5" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 6" type="Tachyon Beam Laser II" />
  <hardware slot="hi slot 7" type="Tachyon Beam Laser II" />
  <hardware slot="rig slot 0" type="Large Ancillary Current Router I" />
  <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
  <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
```

```xml
    </fitting>
-   <fitting name="Arazu - Blastrazu">
    <description value="" />
    <shipType value="Arazu" />
    <hardware slot="low slot 0" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Power Diagnostic System II" />
    <hardware slot="low slot 3" type="Power Diagnostic System II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Invulnerability Field II" />
    <hardware slot="med slot 2" type="Large Shield Extender II" />
    <hardware slot="med slot 3" type="Warp Scrambler II" />
    <hardware slot="med slot 4" type="Large Shield Extender II" />
    <hardware slot="med slot 5" type="Invulnerability Field II" />
    <hardware slot="hi slot 0" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 3" type="Covert Ops Cloaking Device II" />
    <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
```

```
    </fitting>
-  <fitting name="Arazu - LRange Roaming">
    <description value="Implants<br><br><br>MY-1 - Slot6 - 3% MWD/Ab Increase
- 800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br>Or<br>KVA1000 -
SLot7 - 3% Shield - 5m<br><br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m" />
    <shipType value="Arazu" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="Capacitor Power Relay II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 3" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Warp Disruptor II" />
    <hardware slot="med slot 3" type="Low Frequency Sensor Suppressor I" />
    <hardware slot="med slot 4" type="Low Frequency Sensor Suppressor I" />
    <hardware slot="med slot 5" type="Low Frequency Sensor Suppressor I" />
    <hardware slot="hi slot 0" type="250mm Railgun II" />
    <hardware slot="hi slot 1" type="250mm Railgun II" />
    <hardware slot="hi slot 2" type="250mm Railgun II" />
    <hardware slot="hi slot 3" type="Covert Ops Cloaking Device II" />
    <hardware slot="rig slot 0" type="Medium Inverted Signal Field Projector I" />
    <hardware slot="rig slot 1" type="Medium Inverted Signal Field Projector I" />
    <hardware qty="2" slot="drone bay" type="Warrior II" />
    <hardware qty="3" slot="drone bay" type="Valkyrie II" />
```

```
    </fitting>
-  <fitting name="Arazu - LRange Roaming Probe">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>GY-1 - Slot9 - 3% less
Capneed mwd - 600k<br><br><br>ZET500 - Slot10 - 3% armor - 5m" />
    <shipType value="Arazu" />
    <hardware slot="low slot 0" type="Co-Processor II" />
    <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 2" type="Adaptive Nano Plating II" />
    <hardware slot="low slot 3" type="Adaptive Nano Plating II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Warp Scrambler II" />
    <hardware slot="med slot 3" type="Low Frequency Sensor Suppressor I" />
    <hardware slot="med slot 4" type="Low Frequency Sensor Suppressor I" />
    <hardware slot="med slot 5" type="Low Frequency Sensor Suppressor I" />
    <hardware slot="hi slot 0" type="75mm Gatling Rail II" />
    <hardware slot="hi slot 1" type="75mm Gatling Rail II" />
    <hardware slot="hi slot 2" type="Expanded Probe Launcher I" />
    <hardware slot="hi slot 3" type="Covert Ops Cloaking Device II" />
    <hardware slot="rig slot 0" type="Medium Gravity Capacitor Upgrade I" />
    <hardware slot="rig slot 1" type="Medium Gravity Capacitor Upgrade I" />
    <hardware qty="2" slot="drone bay" type="Warrior II" />
    <hardware qty="3" slot="drone bay" type="Valkyrie II" />
```

```
    </fitting>
-  <fitting name="Archon - Remote Rep Focus">
    <description value="Implants *Expensive*<br><br>CR4 - Slot6 - 3% Cap
Recharge - 25m<br><br>KNB-50 - Slot7 - 3% Scan Resolution -
35m<br><br>CC4 - Slot8 - 3% Cap Amount - 25m<br><br>KYA2000 - Slot9 - 5%
Shieldrecharge - 3.5m<br><br>ZET500 - Slot10 - 3% Armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard Exile - 20% Armor Rep
Amount" />
    <shipType value="Archon" />
    <hardware slot="low slot 0" type="Capital Armor Repairer I" />
    <hardware slot="low slot 1" type="Capital Armor Repairer I" />
    <hardware slot="low slot 2" type="Imperial Navy Energized Adaptive Nano
Membrane" />
    <hardware slot="low slot 3" type="Imperial Navy Energized Adaptive Nano
Membrane" />
    <hardware slot="low slot 4" type="Capacitor Power Relay II" />
    <hardware slot="low slot 5" type="Damage Control II" />
    <hardware slot="low slot 6" type="Capacitor Power Relay II" />
    <hardware slot="med slot 0" type="Warp Disruptor II" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="Conjunctive Radar ECCM Scanning Array I" />
    <hardware slot="med slot 3" type="Cap Recharger II" />
    <hardware slot="hi slot 0" type="Capital Remote Armor Repair System I" />
    <hardware slot="hi slot 1" type="Large 'Notos' Explosive Charge I" />
    <hardware slot="hi slot 2" type="Capital Remote Armor Repair System I" />
    <hardware slot="hi slot 3" type="Capital Energy Transfer Array I" />
    <hardware slot="hi slot 4" type="Heavy Unstable Power Fluctuator I" />
    <hardware slot="rig slot 0" type="Large Capacitor Control Circuit I" />
    <hardware slot="rig slot 1" type="Large Capacitor Control Circuit I" />
    <hardware slot="rig slot 2" type="Large Capacitor Control Circuit I" />
```

```
  </fitting>
- <fitting name="Ares - Tackle">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
  <shipType value="Ares" />
  <hardware slot="low slot 0" type="Overdrive Injector System II" />
  <hardware slot="low slot 1" type="Overdrive Injector System II" />
  <hardware slot="low slot 2" type="Inertia Stabilizers II" />
  <hardware slot="low slot 3" type="Nanofiber Internal Structure II" />
  <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
  <hardware slot="med slot 1" type="Warp Disruptor II" />
  <hardware slot="med slot 2" type="Warp Scrambler II" />
  <hardware slot="hi slot 0" type="Rocket Launcher II" />
  <hardware slot="hi slot 1" type="125mm Railgun II" />
  <hardware slot="hi slot 2" type="125mm Railgun II" />
```

```
  </fitting>
- <fitting name="Armageddon - RR BS">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZET200 - Slot7 - 3% Lesscapneed Remote armor -
100k<br><br><br>G1-D - Slot9 - 3% Turret ROF - 10m<br>Or<br>ZGA100 -
Slot9 - 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br>Booster<br><br>Slot 1 - Standard Mindflood - 10% Capacitor
Amount" />
  <shipType value="Armageddon" />
  <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 2" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 3" type="Adaptive Nano Plating II" />
  <hardware slot="low slot 4" type="Pseudoelectron Containment Field I" />
  <hardware slot="low slot 5" type="Adaptive Nano Plating II" />
  <hardware slot="low slot 6" type="Heat Sink II" />
  <hardware slot="low slot 7" type="Heat Sink II" />
  <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
  <hardware slot="med slot 1" type="Heavy Electrochemical Capacitor Booster I" />
  <hardware slot="med slot 2" type="Conjunctive Radar ECCM Scanning Array I" />
  <hardware slot="hi slot 0" type="Mega Pulse Laser II" />
  <hardware slot="hi slot 1" type="Mega Pulse Laser II" />
  <hardware slot="hi slot 2" type="Mega Pulse Laser II" />
  <hardware slot="hi slot 3" type="Mega Pulse Laser II" />
  <hardware slot="hi slot 4" type="Mega Pulse Laser II" />
  <hardware slot="hi slot 5" type="Mega Pulse Laser II" />
  <hardware slot="hi slot 6" type="Large 'Arup' I Remote Bulwark Reconstruction" />
  <hardware slot="hi slot 7" type="Large 'Arup' I Remote Bulwark Reconstruction" />
  <hardware slot="rig slot 0" type="Large Trimark Armor Pump I" />
  <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
  <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
  <hardware qty="5" slot="drone bay" type="Garde II" />
```

```xml
    </fitting>
-  <fitting name="Astarte - CRange Rails Roam">
    <description value="Implants<br><br>ZET100 - Slot6 - 3% armor rep icnrease -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>Slot8 - 3%
MedEnergy Dmg - 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal -
2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard Exile - 20% Armor Rep
Amount" />
    <shipType value="Astarte" />
    <hardware slot="low slot 0" type="Medium Armor Repairer II" />
    <hardware slot="low slot 1" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 3" type="Pseudoelectron Containment Field I" />
    <hardware slot="low slot 4" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 5" type="Magnetic Field Stabilizer II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 2" type="Warp Disruptor II" />
    <hardware slot="med slot 3" type="Conjunctive Magnetometric ECCM Scanning
Array I" />
    <hardware slot="hi slot 0" type="250mm Railgun II" />
    <hardware slot="hi slot 1" type="250mm Railgun II" />
    <hardware slot="hi slot 2" type="250mm Railgun II" />
    <hardware slot="hi slot 3" type="250mm Railgun II" />
    <hardware slot="hi slot 4" type="250mm Railgun II" />
    <hardware slot="hi slot 5" type="250mm Railgun II" />
    <hardware slot="hi slot 6" type="250mm Railgun II" />
    <hardware slot="rig slot 0" type="Medium Ancillary Current Router I" />
    <hardware slot="rig slot 1" type="Medium Nanobot Accelerator I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
```

```
    </fitting>
-  <fitting name="Astarte - CRange Roam">
   <description value="Implants<br><br>ZET100 - Slot6 - 3% armor rep icnrease -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>Slot8 - 3%
MedEnergy Dmg - 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal -
2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard Exile - 20% Armor Rep
Amount" />
   <shipType value="Astarte" />
   <hardware slot="low slot 0" type="Medium Armor Repairer II" />
   <hardware slot="low slot 1" type="Medium Armor Repairer II" />
   <hardware slot="low slot 2" type="Armor Explosive Hardener II" />
   <hardware slot="low slot 3" type="Damage Control II" />
   <hardware slot="low slot 4" type="Magnetic Field Stabilizer II" />
   <hardware slot="low slot 5" type="Magnetic Field Stabilizer II" />
   <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
   <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
   <hardware slot="med slot 2" type="Warp Disruptor II" />
   <hardware slot="med slot 3" type="Warp Scrambler II" />
   <hardware slot="hi slot 0" type="Heavy Ion Blaster II" />
   <hardware slot="hi slot 1" type="Heavy Ion Blaster II" />
   <hardware slot="hi slot 2" type="Heavy Ion Blaster II" />
   <hardware slot="hi slot 3" type="Heavy Ion Blaster II" />
   <hardware slot="hi slot 4" type="Heavy Neutron Blaster II" />
   <hardware slot="hi slot 5" type="Heavy Neutron Blaster II" />
   <hardware slot="hi slot 6" type="Heavy Neutron Blaster II" />
   <hardware slot="rig slot 0" type="Medium Nanobot Accelerator I" />
   <hardware slot="rig slot 1" type="Medium Auxiliary Nano Pump I" />
   <hardware qty="5" slot="drone bay" type="Valkyrie II" />
```

```xml
    </fitting>
-  <fitting name="Astarte - CRange Roam gangmod">
    <description value="Implants<br><br>ZET100 - Slot6 - 3% armor rep icnrease -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>Slot8 - 3%
MedEnergy Dmg - 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal -
2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard Exile - 20% Armor Rep
Amount" />
    <shipType value="Astarte" />
    <hardware slot="low slot 0" type="Medium Armor Repairer II" />
    <hardware slot="low slot 1" type="Damage Control II" />
    <hardware slot="low slot 2" type="Armor Explosive Hardener II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 4" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 5" type="Medium Armor Repairer II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 2" type="Warp Disruptor II" />
    <hardware slot="med slot 3" type="Warp Scrambler II" />
    <hardware slot="hi slot 0" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 3" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 4" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 5" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 6" type="Information Warfare Link - Electronic Superiority"
/>
    <hardware slot="rig slot 0" type="Medium Nanobot Accelerator I" />
    <hardware slot="rig slot 1" type="Medium Auxiliary Nano Pump I" />
```

```
    </fitting>
-  <fitting name="Basilisk - Roaming, Cap Booster">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br>Or<br>KVA1000 - SLot7 - 3%
Shield - 5m<br><br>XA2000 - Slot8 - 5% Less Capneed ShieldTransfers -
3.5m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br><br>Booster<br><br>Slot 1 - Standard X-Stinct - -7.5%
Signature" />
    <shipType value="Basilisk" />
    <hardware slot="low slot 0" type="Reactor Control Unit II" />
    <hardware slot="low slot 1" type="Damage Control II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 2" type="Large Shield Extender II" />
    <hardware slot="med slot 3" type="Invulnerability Field II" />
    <hardware slot="med slot 4" type="ECCM - Gravimetric II" />
    <hardware slot="hi slot 0" type="Large S95a Partial Shield Transporter" />
    <hardware slot="hi slot 1" type="Large S95a Partial Shield Transporter" />
    <hardware slot="hi slot 2" type="Large S95a Partial Shield Transporter" />
    <hardware slot="hi slot 3" type="Large S95a Partial Shield Transporter" />
    <hardware slot="hi slot 4" type="Medium Energy Transfer Array II" />
    <hardware slot="hi slot 5" type="Medium Energy Transfer Array II" />
    <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```xml
    </fitting>
-   <fitting name="Basilisk - Roaming, Cap Sharing">
    <description value="" />
    <shipType value="Basilisk" />
    <hardware slot="low slot 0" type="Power Diagnostic System II" />
    <hardware slot="low slot 1" type="Power Diagnostic System II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large F-S9 Regolith Shield Induction" />
    <hardware slot="med slot 2" type="Photon Scattering Field II" />
    <hardware slot="med slot 3" type="Conjunctive Gravimetric ECCM Scanning Array
I" />
    <hardware slot="med slot 4" type="Invulnerability Field II" />
    <hardware slot="hi slot 0" type="Large S95a Partial Shield Transporter" />
    <hardware slot="hi slot 1" type="Medium Energy Transfer Array II" />
    <hardware slot="hi slot 2" type="Large S95a Partial Shield Transporter" />
    <hardware slot="hi slot 3" type="Large S95a Partial Shield Transporter" />
    <hardware slot="hi slot 4" type="Large 'Regard' I Power Projector" />
    <hardware slot="hi slot 5" type="Large S95a Partial Shield Transporter" />
    <hardware slot="rig slot 0" type="Medium Capacitor Control Circuit I" />
    <hardware slot="rig slot 1" type="Medium Capacitor Control Circuit I" />
```

```xml
    </fitting>
-   <fitting name="Blackbird - Fleet and Roam">
    <description value="" />
    <shipType value="Blackbird" />
    <hardware slot="low slot 0" type="Signal Distortion Amplifier II" />
    <hardware slot="low slot 1" type="Signal Distortion Amplifier II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive I" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="ECM - Spatial Destabilizer II" />
    <hardware slot="med slot 3" type="ECM - Phase Inverter II" />
    <hardware slot="med slot 4" type="ECM - Ion Field Projector II" />
    <hardware slot="med slot 5" type="ECM - White Noise Generator II" />
    <hardware slot="hi slot 0" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 1" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 2" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 3" type="Medium Remote Armor Repair System I" />
```

```xml
    </fitting>
-  <fitting name="Broadsword - CRange Roam">
   <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br><br>KVA1000 - SLot7 - 3% Shield - 5m<br>Or<br>AY-1 - Slot7 -
3% Agility - 3m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge - 1.5m" />
   <shipType value="Broadsword" />
   <hardware slot="low slot 0" type="Gyrostabilizer II" />
   <hardware slot="low slot 1" type="Gyrostabilizer II" />
   <hardware slot="low slot 2" type="Power Diagnostic System II" />
   <hardware slot="low slot 3" type="Power Diagnostic System II" />
   <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
   <hardware slot="med slot 1" type="Large Shield Extender II" />
   <hardware slot="med slot 2" type="Large Shield Extender II" />
   <hardware slot="med slot 3" type="Invulnerability Field II" />
   <hardware slot="med slot 4" type="Invulnerability Field II" />
   <hardware slot="med slot 5" type="Stasis Webifier II" />
   <hardware slot="hi slot 0" type="Warp Disruption Field Generator I" />
   <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
   <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
   <hardware slot="hi slot 3" type="220mm Vulcan AutoCannon II" />
   <hardware slot="hi slot 4" type="220mm Vulcan AutoCannon II" />
   <hardware slot="hi slot 5" type="220mm Vulcan AutoCannon II" />
   <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
   <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
```

```
    </fitting>
- <fitting name="Broadsword - Fleet/ Neutsafe">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br><br>KVA1000 - SLot7 - 3% Shield - 5m<br>Or<br>AY-1 - Slot7 -
3% Agility - 3m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br><br>Booster<br><br>Slot 1 - Standard X-Stinct - -7.5%
Signature" />
    <shipType value="Broadsword" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="Power Diagnostic System II" />
    <hardware slot="low slot 2" type="Power Diagnostic System II" />
    <hardware slot="low slot 3" type="Shield Power Relay II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 2" type="Large Shield Extender II" />
    <hardware slot="med slot 3" type="Large Shield Extender II" />
    <hardware slot="med slot 4" type="Invulnerability Field II" />
    <hardware slot="med slot 5" type="Invulnerability Field II" />
    <hardware slot="hi slot 0" type="Warp Disruption Field Generator I" />
    <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 3" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 4" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 5" type="220mm Vulcan AutoCannon II" />
    <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
```

```xml
  </fitting>
- <fitting name="Broadsword - Fleet/ Neutsafe Prober Cloak">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br><br>KVA1000 - SLot7 - 3% Shield - 5m<br>Or<br>AY-1 - Slot7 -
3% Agility - 3m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br><br>Booster<br><br>Slot 1 - Standard X-Stinct - -7.5%
Signature" />
  <shipType value="Broadsword" />
  <hardware slot="low slot 0" type="Co-Processor II" />
  <hardware slot="low slot 1" type="Co-Processor II" />
  <hardware slot="low slot 2" type="Power Diagnostic System II" />
  <hardware slot="low slot 3" type="Shield Power Relay II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
  <hardware slot="med slot 2" type="Large Shield Extender II" />
  <hardware slot="med slot 3" type="Large Shield Extender II" />
  <hardware slot="med slot 4" type="Invulnerability Field II" />
  <hardware slot="med slot 5" type="Invulnerability Field II" />
  <hardware slot="hi slot 0" type="Warp Disruption Field Generator I" />
  <hardware slot="hi slot 1" type="Expanded Probe Launcher I" />
  <hardware slot="hi slot 2" type="Prototype Cloaking Device I" />
  <hardware slot="hi slot 3" type="125mm Light Prototype I Automatic Cannon" />
  <hardware slot="hi slot 4" type="125mm Light Prototype I Automatic Cannon" />
  <hardware slot="hi slot 5" type="125mm Light Prototype I Automatic Cannon" />
  <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
  <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
```

```xml
  </fitting>
- <fitting name="Brutix - Blasters Shield">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br>Or<br>KVA1000 -
SLot7 - 3% Shield - 5m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge - 1.5m" />
  <shipType value="Brutix" />
  <hardware slot="low slot 0" type="Damage Control II" />
  <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 4" type="Magnetic Field Stabilizer II" />
  <hardware slot="med slot 0" type="Large Shield Extender II" />
  <hardware slot="med slot 1" type="Large Shield Extender II" />
  <hardware slot="med slot 2" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 3" type="Warp Scrambler II" />
  <hardware slot="hi slot 0" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 1" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 2" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 3" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 4" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 5" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 6" type="Heavy Ion Blaster II" />
  <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
  <hardware qty="5" slot="drone bay" type="Hammerhead II" />
```

```
    </fitting>
-  <fitting name="Brutix - Blasters Shield Gangmod">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br>Or<br>KVA1000 -
SLot7 - 3% Shield - 5m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge - 1.5m" />
    <shipType value="Brutix" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 4" type="Overdrive Injector System II" />
    <hardware slot="med slot 0" type="Large F-S9 Regolith Shield Induction" />
    <hardware slot="med slot 1" type="Large F-S9 Regolith Shield Induction" />
    <hardware slot="med slot 2" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 3" type="Warp Scrambler II" />
    <hardware slot="hi slot 0" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 3" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 4" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 5" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 6" type="Information Warfare Link - Electronic Superiority"
/>
    <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
```

```xml
  </fitting>
- <fitting name="Brutix - Rails(non Snipe), Shield">
  <description value="" />
  <shipType value="Brutix" />
  <hardware slot="low slot 0" type="Reactor Control Unit II" />
  <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 4" type="Damage Control II" />
  <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
  <hardware slot="med slot 1" type="Large Shield Extender II" />
  <hardware slot="med slot 2" type="Large Shield Extender II" />
  <hardware slot="med slot 3" type="Warp Disruptor II" />
  <hardware slot="hi slot 0" type="200mm Railgun II" />
  <hardware slot="hi slot 1" type="200mm Railgun II" />
  <hardware slot="hi slot 2" type="200mm Railgun II" />
  <hardware slot="hi slot 3" type="200mm Railgun II" />
  <hardware slot="hi slot 4" type="200mm Railgun II" />
  <hardware slot="hi slot 5" type="200mm Railgun II" />
  <hardware slot="hi slot 6" type="200mm Railgun II" />
  <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
```

```xml
  </fitting>
- <fitting name="Brutix - Rails(non Snipe), Shield, Gangmod">
  <description value="" />
  <shipType value="Brutix" />
  <hardware slot="low slot 0" type="Reactor Control Unit II" />
  <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 4" type="Damage Control II" />
  <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
  <hardware slot="med slot 1" type="Large F-S9 Regolith Shield Induction" />
  <hardware slot="med slot 2" type="Large F-S9 Regolith Shield Induction" />
  <hardware slot="med slot 3" type="Warp Disruptor II" />
  <hardware slot="hi slot 0" type="200mm Railgun II" />
  <hardware slot="hi slot 1" type="200mm Railgun II" />
  <hardware slot="hi slot 2" type="200mm Railgun II" />
  <hardware slot="hi slot 3" type="Information Warfare Link - Sensor Integrity" />
  <hardware slot="hi slot 4" type="200mm Railgun II" />
  <hardware slot="hi slot 5" type="200mm Railgun II" />
  <hardware slot="hi slot 6" type="200mm Railgun II" />
  <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
```

```xml
  </fitting>
- <fitting name="Brutix - Snipe Hac Gangs">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m" />
  <shipType value="Brutix" />
  <hardware slot="low slot 0" type="Damage Control II" />
  <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 4" type="Reactor Control Unit II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Sensor Booster II" />
  <hardware slot="med slot 2" type="Tracking Computer II" />
  <hardware slot="med slot 3" type="Tracking Computer II" />
  <hardware slot="hi slot 0" type="250mm Railgun II" />
  <hardware slot="hi slot 1" type="250mm Railgun II" />
  <hardware slot="hi slot 2" type="250mm Railgun II" />
  <hardware slot="hi slot 3" type="250mm Railgun II" />
  <hardware slot="hi slot 4" type="250mm Railgun II" />
  <hardware slot="hi slot 5" type="250mm Railgun II" />
  <hardware slot="hi slot 6" type="250mm Railgun II" />
  <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
  <hardware qty="5" slot="drone bay" type="Valkyrie II" />
```

```xml
    </fitting>
  - <fitting name="Brutix - SnipeHacGangs GangMod">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m" />
    <shipType value="Brutix" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 4" type="Reactor Control Unit II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="Tracking Computer II" />
    <hardware slot="med slot 3" type="Tracking Computer II" />
    <hardware slot="hi slot 0" type="250mm Railgun II" />
    <hardware slot="hi slot 1" type="250mm Railgun II" />
    <hardware slot="hi slot 2" type="250mm Railgun II" />
    <hardware slot="hi slot 3" type="250mm Railgun II" />
    <hardware slot="hi slot 4" type="250mm Railgun II" />
    <hardware slot="hi slot 5" type="250mm Railgun II" />
    <hardware slot="hi slot 6" type="Information Warfare Link - Electronic Superiority"
/>
    <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
```

```
  </fitting>
- <fitting name="Buzzard - Damps and Tackle">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
  <shipType value="Buzzard" />
  <hardware slot="low slot 0" type="Micro Auxiliary Power Core I" />
  <hardware slot="low slot 1" type="Co-Processor II" />
  <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
  <hardware slot="med slot 1" type="Faint Warp Disruptor I" />
  <hardware slot="med slot 2" type="Cap Recharger II" />
  <hardware slot="med slot 3" type="Phased Muon Sensor Disruptor I" />
  <hardware slot="med slot 4" type="Phased Muon Sensor Disruptor I" />
  <hardware slot="hi slot 0" type="Covert Ops Cloaking Device II" />
  <hardware slot="hi slot 1" type="Expanded Probe Launcher I" />
  <hardware slot="rig slot 0" type="Small Gravity Capacitor Upgrade I" />
  <hardware slot="rig slot 1" type="Small Gravity Capacitor Upgrade I" />
```

```xml
    </fitting>
-  <fitting name="Cerberus - LRange Roam">
   <description value="" />
   <shipType value="Cerberus" />
   <hardware slot="low slot 0" type="Ballistic Control System II" />
   <hardware slot="low slot 1" type="Ballistic Control System II" />
   <hardware slot="low slot 2" type="Ballistic Control System II" />
   <hardware slot="low slot 3" type="Pseudoelectron Containment Field I" />
   <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
   <hardware slot="med slot 1" type="Large Shield Extender II" />
   <hardware slot="med slot 2" type="Sensor Booster II" />
   <hardware slot="med slot 3" type="Sensor Booster II" />
   <hardware slot="med slot 4" type="Invulnerability Field II" />
   <hardware slot="hi slot 0" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 1" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 2" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 3" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 4" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 5" type="Small Energy Neutralizer II" />
   <hardware slot="rig slot 0" type="Medium Hydraulic Bay Thrusters I" />
   <hardware slot="rig slot 1" type="Medium Hydraulic Bay Thrusters I" />
```

```
    </fitting>
-  <fitting name="Cheetah - Tackle">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Cheetah" />
    <hardware slot="low slot 0" type="Micro Auxiliary Power Core I" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Faint Warp Disruptor I" />
    <hardware slot="med slot 2" type="Eutectic I Capacitor Charge Array" />
    <hardware slot="med slot 3" type="Eutectic I Capacitor Charge Array" />
    <hardware slot="hi slot 0" type="Covert Ops Cloaking Device II" />
    <hardware slot="hi slot 1" type="Expanded Probe Launcher I" />
    <hardware slot="hi slot 2" type="125mm Light 'Scout' Autocannon I" />
    <hardware slot="rig slot 0" type="Small Gravity Capacitor Upgrade I" />
    <hardware slot="rig slot 1" type="Small Gravity Capacitor Upgrade I" />
```

```
    </fitting>
-  <fitting name="Chimera - Remote Rep Focus">
    <description value="Implants *Expensive*<br><br>CR4 - Slot6 - 3% Cap
Recharge - 25m<br><br>KNB-50 - Slot7 - 3% Scan Resolution -
35m<br><br>CC4 - Slot8 - 3% Cap Amount - 25m<br><br>KYA2000 - Slot9 - 5%
Shieldrecharge - 3.5m<br><br>ZET500 - Slot10 - 3% Armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard Blue Pill - 20% Shield Boost
Amount" />
    <shipType value="Chimera" />
    <hardware slot="low slot 0" type="Beta Reactor Control: Capacitor Power Relay I"
/>
    <hardware slot="low slot 1" type="Beta Reactor Control: Capacitor Power Relay I"
/>
    <hardware slot="low slot 2" type="Beta Reactor Control: Capacitor Power Relay I"
/>
    <hardware slot="low slot 3" type="Internal Force Field Array I" />
    <hardware slot="med slot 0" type="Capital Shield Booster I" />
    <hardware slot="med slot 1" type="Invulnerability Field II" />
    <hardware slot="med slot 2" type="Invulnerability Field II" />
    <hardware slot="med slot 3" type="Photon Scattering Field II" />
    <hardware slot="med slot 4" type="Conjunctive Gravimetric ECCM Scanning Array
I" />
    <hardware slot="med slot 5" type="Sensor Booster II" />
    <hardware slot="med slot 6" type="Warp Disruptor II" />
    <hardware slot="hi slot 0" type="Capital Shield Transporter I" />
    <hardware slot="hi slot 1" type="Capital Shield Transporter I" />
    <hardware slot="hi slot 2" type="Capital Energy Transfer Array I" />
    <hardware slot="hi slot 3" type="Heavy Unstable Power Fluctuator I" />
    <hardware slot="hi slot 4" type="Large 'Vehemence' I Shockwave Charge" />
    <hardware slot="rig slot 0" type="Large Capacitor Control Circuit I" />
    <hardware slot="rig slot 1" type="Large Capacitor Control Circuit I" />
    <hardware slot="rig slot 2" type="Large Capacitor Control Circuit I" />
```

```
    </fitting>
-  <fitting name="Claw - LRange Dogfighter Tackler">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Claw" />
    <hardware slot="low slot 0" type="Signal Amplifier II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Overdrive Injector System II" />
    <hardware slot="low slot 3" type="Overdrive Injector System II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Faint Warp Disruptor I" />
    <hardware slot="hi slot 0" type="250mm Light Artillery Cannon II" />
    <hardware slot="hi slot 1" type="250mm Light Artillery Cannon II" />
    <hardware slot="hi slot 2" type="250mm Light Artillery Cannon II" />
    <hardware slot="hi slot 3" type="Standard Missile Launcher II" />
```

```
    </fitting>
-  <fitting name="Claymore - CRange Roam Buffer">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br>Or <br>KVA1000 -
SLot7 - 3% Shield - 5m<br><br>G1-D - Slot9 - 3% Turret ROF - 10m<br>Or
<br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br><br>Booster<br><br>Slot 2 - Standard Sooth Sayer - 20% Falloff"
/>
    <shipType value="Claymore" />
    <hardware slot="low slot 0" type="Power Diagnostic System II" />
    <hardware slot="low slot 1" type="Gyrostabilizer II" />
    <hardware slot="low slot 2" type="Gyrostabilizer II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="med slot 0" type="Invulnerability Field II" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Warp Disruptor II" />
    <hardware slot="med slot 3" type="Large Shield Extender II" />
    <hardware slot="med slot 4" type="Invulnerability Field II" />
    <hardware slot="med slot 5" type="10MN MicroWarpdrive II" />
    <hardware slot="hi slot 0" type="425mm AutoCannon II" />
    <hardware slot="hi slot 1" type="425mm AutoCannon II" />
    <hardware slot="hi slot 2" type="425mm AutoCannon II" />
    <hardware slot="hi slot 3" type="425mm AutoCannon II" />
    <hardware slot="hi slot 4" type="425mm AutoCannon II" />
    <hardware slot="hi slot 5" type="Skirmish Warfare Link - Evasive Maneuvers" />
    <hardware slot="hi slot 6" type="Skirmish Warfare Link - Interdiction Maneuvers"
/>
    <hardware slot="hi slot 7" type="Skirmish Warfare Link - Rapid Deployment" />
    <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
    <hardware qty="2" slot="drone bay" type="Hobgoblin II" />
    <hardware qty="3" slot="drone bay" type="Hammerhead II" />
```

```
    </fitting>
  - <fitting name="Claymore - Long Range Roams and Fleets">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br><br>Booster<br><br>Slot 2 - Standard
Frentix - 10% Optimal" />
    <shipType value="Claymore" />
    <hardware slot="low slot 0" type="Reactor Control Unit II" />
    <hardware slot="low slot 1" type="Damage Control II" />
    <hardware slot="low slot 2" type="Gyrostabilizer II" />
    <hardware slot="low slot 3" type="Gyrostabilizer II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Invulnerability Field II" />
    <hardware slot="med slot 2" type="Invulnerability Field II" />
    <hardware slot="med slot 3" type="Sensor Booster II" />
    <hardware slot="med slot 4" type="Tracking Computer II" />
    <hardware slot="med slot 5" type="Tracking Computer II" />
    <hardware slot="hi slot 0" type="720mm Howitzer Artillery II" />
    <hardware slot="hi slot 1" type="720mm Howitzer Artillery II" />
    <hardware slot="hi slot 2" type="720mm Howitzer Artillery II" />
    <hardware slot="hi slot 3" type="720mm Howitzer Artillery II" />
    <hardware slot="hi slot 4" type="720mm Howitzer Artillery II" />
    <hardware slot="hi slot 5" type="Skirmish Warfare Link - Evasive Maneuvers" />
    <hardware slot="hi slot 6" type="Skirmish Warfare Link - Interdiction Maneuvers"
/>
    <hardware slot="hi slot 7" type="Skirmish Warfare Link - Rapid Deployment" />
    <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
    <hardware qty="2" slot="drone bay" type="Warrior II" />
    <hardware qty="3" slot="drone bay" type="Valkyrie II" />
```

```xml
      </fitting>
-   <fitting name="Crow - LRange Tackle">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase - 800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Crow" />
    <hardware slot="low slot 0" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Overdrive Injector System II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Standard Missile Launcher II" />
    <hardware slot="hi slot 1" type="Standard Missile Launcher II" />
    <hardware slot="hi slot 2" type="Standard Missile Launcher II" />
    <hardware slot="hi slot 3" type="75mm Gatling Rail II" />
      </fitting>
-   <fitting name="Crusader - CRange Roaming">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase - 800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Crusader" />
    <hardware slot="low slot 0" type="Heat Sink II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Overdrive Injector System II" />
    <hardware slot="low slot 3" type="Overdrive Injector System II" />
    <hardware slot="med slot 0" type="1MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Warp Scrambler II" />
    <hardware slot="hi slot 0" type="Dual Light Pulse Laser II" />
    <hardware slot="hi slot 1" type="Dual Light Pulse Laser II" />
    <hardware slot="hi slot 2" type="Dual Light Pulse Laser II" />
    <hardware slot="hi slot 3" type="Dual Light Pulse Laser II" />
      </fitting>
-   <fitting name="Crusader - LRange Roaming Fleets">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase - 800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Crusader" />
    <hardware slot="low slot 0" type="Overdrive Injector System II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 3" type="Capacitor Power Relay II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="hi slot 0" type="Dual Light Beam Laser II" />
    <hardware slot="hi slot 1" type="Dual Light Beam Laser II" />
    <hardware slot="hi slot 2" type="Dual Light Beam Laser II" />
    <hardware slot="hi slot 3" type="Dual Light Beam Laser II" />
```

```
  </fitting>
- <fitting name="Curse - Roaming Solo">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br>Or<br>KVA1000 - SLot7 - 3%
Shield - 5m<br><br>GY-1 - Slot9 - 3% less Capneed mwd -
600k<br>Or<br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br><br>Booster<br><br>Slot 1 - Standard Mindflood - 10% Capacitor
Amount" />
  <shipType value="Curse" />
  <hardware slot="low slot 0" type="Power Diagnostic System II" />
  <hardware slot="low slot 1" type="Power Diagnostic System II" />
  <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
  <hardware slot="low slot 3" type="Nanofiber Internal Structure II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
  <hardware slot="med slot 2" type="Invulnerability Field II" />
  <hardware slot="med slot 3" type="Large F-S9 Regolith Shield Induction" />
  <hardware slot="med slot 4" type="Large F-S9 Regolith Shield Induction" />
  <hardware slot="med slot 5" type="Warp Disruptor II" />
  <hardware slot="hi slot 0" type="Medium Unstable Power Fluctuator I" />
  <hardware slot="hi slot 1" type="Medium Unstable Power Fluctuator I" />
  <hardware slot="hi slot 2" type="Medium Unstable Power Fluctuator I" />
  <hardware slot="hi slot 3" type="Medium Diminishing Power System Drain I" />
  <hardware slot="hi slot 4" type="Small Energy Neutralizer II" />
  <hardware slot="rig slot 0" type="Medium Egress Port Maximizer I" />
  <hardware slot="rig slot 1" type="Medium Egress Port Maximizer I" />
  <hardware qty="5" slot="drone bay" type="Valkyrie II" />
  <hardware qty="5" slot="drone bay" type="Infiltrator II" />
  <hardware qty="5" slot="drone bay" type="Warrior II" />
  <hardware qty="5" slot="drone bay" type="Hornet EC-300" />
```

```
    </fitting>
-   <fitting name="Damnation - CRange (small)Roaming">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>GY-1 - Slot9 - 3% less
Capneed mwd - 600k<br>Or <br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br>ZET500 - Slot10 - 3% armor - 5m" />
    <shipType value="Damnation" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 1" type="Medium Armor Repairer II" />
    <hardware slot="low slot 2" type="Adaptive Nano Plating II" />
    <hardware slot="low slot 3" type="Armor Thermic Hardener II" />
    <hardware slot="low slot 4" type="Ballistic Control System II" />
    <hardware slot="low slot 5" type="Ballistic Control System II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 2" type="Warp Disruptor II" />
    <hardware slot="med slot 3" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 1" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 2" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 3" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 4" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 5" type="Armored Warfare Link - Passive Defense" />
    <hardware slot="hi slot 6" type="Armored Warfare Link - Rapid Repair" />
    <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
    <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-  <fitting name="Damnation - RR BS And Fleet">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>GY-1 - Slot9 - 3% less
Capneed mwd - 600k<br>Or <br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br>ZET500 - Slot10 - 3% armor - 5m" />
    <shipType value="Damnation" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 4" type="Damage Control II" />
    <hardware slot="low slot 5" type="Armor Thermic Hardener II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Warp Scrambler II" />
    <hardware slot="med slot 3" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Armored Warfare Link - Damage Control" />
    <hardware slot="hi slot 1" type="Armored Warfare Link - Passive Defense" />
    <hardware slot="hi slot 2" type="Armored Warfare Link - Rapid Repair" />
    <hardware slot="hi slot 3" type="'Arbalest' Assault Missile Launcher" />
    <hardware slot="hi slot 4" type="'Arbalest' Assault Missile Launcher" />
    <hardware slot="hi slot 5" type="'Arbalest' Assault Missile Launcher" />
    <hardware slot="hi slot 6" type="'Arbalest' Assault Missile Launcher" />
    <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
    <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```xml
  </fitting>
- <fitting name="Damnation - Roaming gang">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>GY-1 - Slot9 - 3% less
Capneed mwd - 600k<br>Or <br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br>ZET500 - Slot10 - 3% armor - 5m" />
  <shipType value="Damnation" />
  <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 1" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 2" type="Adaptive Nano Plating II" />
  <hardware slot="low slot 3" type="Pseudoelectron Containment Field I" />
  <hardware slot="low slot 4" type="Ballistic Control System II" />
  <hardware slot="low slot 5" type="Ballistic Control System II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
  <hardware slot="med slot 2" type="Warp Disruptor II" />
  <hardware slot="med slot 3" type="X5 Prototype I Engine Enervator" />
  <hardware slot="hi slot 0" type="Armored Warfare Link - Rapid Repair" />
  <hardware slot="hi slot 1" type="Armored Warfare Link - Passive Defense" />
  <hardware slot="hi slot 2" type="Heavy Assault Missile Launcher II" />
  <hardware slot="hi slot 3" type="Heavy Assault Missile Launcher II" />
  <hardware slot="hi slot 4" type="Heavy Assault Missile Launcher II" />
  <hardware slot="hi slot 5" type="Heavy Assault Missile Launcher II" />
  <hardware slot="hi slot 6" type="Heavy Assault Missile Launcher II" />
  <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
  <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
```

```
    </fitting>
-  <fitting name="Deimos - Electrons + 1600mm">
   <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>G1-D - Slot9 -
3% Turret ROF - 10m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Sooth Sayer - 20% Falloff"
/>
   <shipType value="Deimos" />
   <hardware slot="low slot 0" type="Damage Control II" />
   <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
   <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
   <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
   <hardware slot="low slot 4" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
   <hardware slot="low slot 5" type="Armor Explosive Hardener II" />
   <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
   <hardware slot="med slot 1" type="Warp Disruptor II" />
   <hardware slot="med slot 2" type="Stasis Webifier II" />
   <hardware slot="hi slot 0" type="Heavy Electron Blaster II" />
   <hardware slot="hi slot 1" type="Heavy Electron Blaster II" />
   <hardware slot="hi slot 2" type="Heavy Electron Blaster II" />
   <hardware slot="hi slot 3" type="Heavy Electron Blaster II" />
   <hardware slot="hi slot 4" type="Heavy Electron Blaster II" />
   <hardware slot="hi slot 5" type="Small Energy Neutralizer II" />
   <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
   <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
   <hardware qty="5" slot="drone bay" type="Hammerhead II" />
```

```
    </fitting>
-  <fitting name="Deimos - Long Range">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br><br>Booster<br><br><br>Slot 2 - Standard
Frentix - 10% Optimal" />
    <shipType value="Deimos" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 4" type="Tracking Enhancer II" />
    <hardware slot="low slot 5" type="Tracking Enhancer II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Tracking Computer II" />
    <hardware slot="med slot 2" type="Sensor Booster II" />
    <hardware slot="hi slot 0" type="250mm Railgun II" />
    <hardware slot="hi slot 1" type="250mm Railgun II" />
    <hardware slot="hi slot 2" type="250mm Railgun II" />
    <hardware slot="hi slot 3" type="250mm Railgun II" />
    <hardware slot="hi slot 4" type="250mm Railgun II" />
    <hardware slot="hi slot 5" type="Small Energy Neutralizer II" />
    <hardware slot="rig slot 0" type="Medium Auxiliary Thrusters I" />
    <hardware slot="rig slot 1" type="Medium Low Friction Nozzle Joints I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
```

```xml
  </fitting>
- <fitting name="Devoter - CRange Roaming">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br>Or<br>ZGC100 - Slot7 - 3%
Turret Falloff - 2.5m<br><br>G1-D - Slot9 - 3% Turret ROF -
10m<br>Or<br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m<br><br>ZET500 -
Slot10 - 3% armor - 5m<br><br><br>Booster<br><br>Slot 1 - Standard X-Stinct
- -7.5% Signature<br><br><br><br><br><br><br>" />
  <shipType value="Devoter" />
  <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 1" type="Adaptive Nano Plating II" />
  <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 3" type="Armor Thermic Hardener II" />
  <hardware slot="low slot 4" type="Pseudoelectron Containment Field I" />
  <hardware slot="low slot 5" type="Heat Sink II" />
  <hardware slot="low slot 6" type="Heat Sink II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Warp Scrambler II" />
  <hardware slot="med slot 2" type="Fleeting Propulsion Inhibitor I" />
  <hardware slot="hi slot 0" type="Warp Disruption Field Generator I" />
  <hardware slot="hi slot 1" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 2" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 3" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 4" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 5" type="Small Nosferatu II" />
  <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
  <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
```

```
  </fitting>
- <fitting name="Devoter - Fleet/ Neutsafe Cloak probe">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard X-Stinct - -7.5% Signature"
/>
  <shipType value="Devoter" />
  <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 2" type="Adaptive Nano Plating II" />
  <hardware slot="low slot 3" type="Adaptive Nano Plating II" />
  <hardware slot="low slot 4" type="N-Type Thermic Hardener I" />
  <hardware slot="low slot 5" type="Corpii C-Type Thermic Plating" />
  <hardware slot="low slot 6" type="Corpii C-Type Reflective Plating" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
  <hardware slot="med slot 2" type="Conjunctive Radar ECCM Scanning Array I" />
  <hardware slot="hi slot 0" type="Warp Disruption Field Generator I" />
  <hardware slot="hi slot 1" type="Expanded Probe Launcher I" />
  <hardware slot="hi slot 5" type="Prototype Cloaking Device I" />
  <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
  <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
```

```
      </fitting>
-   <fitting name="Devoter - Fleet/Neutsafe">
      <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard X-Stinct - -7.5% Signature"
/>
      <shipType value="Devoter" />
      <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
      <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
      <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
      <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
      <hardware slot="low slot 4" type="Armor EM Hardener II" />
      <hardware slot="low slot 5" type="Armor Thermic Hardener II" />
      <hardware slot="low slot 6" type="Pseudoelectron Containment Field I" />
      <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
      <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
      <hardware slot="med slot 2" type="Conjunctive Radar ECCM Scanning Array I" />
      <hardware slot="hi slot 0" type="Warp Disruption Field Generator I" />
      <hardware slot="hi slot 1" type="Improved Cloaking Device II" />
      <hardware slot="hi slot 2" type="Medium Pulse Laser II" />
      <hardware slot="hi slot 3" type="Medium Pulse Laser II" />
      <hardware slot="hi slot 4" type="Medium Pulse Laser II" />
      <hardware slot="hi slot 5" type="Medium Pulse Laser II" />
      <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
      <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
```

```
    </fitting>
-  <fitting name="Dominix - CRange Local Tank">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br><br>G1-D -
Slot9 - 3% Turret ROF - 10m<br>Or<br>ZGA100 - Slot9 - 3% TurretOptimal -
2.5m<br><br>ZET500 - Slot10 - 3% armor - 5m" />
    <shipType value="Dominix" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 4" type="Damage Control II" />
    <hardware slot="low slot 5" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 6" type="Magnetic Field Stabilizer II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="ECCM - Magnetometric II" />
    <hardware slot="med slot 3" type="Stasis Webifier II" />
    <hardware slot="med slot 4" type="Heavy Electrochemical Capacitor Booster I" />
    <hardware slot="hi slot 0" type="Electron Blaster Cannon II" />
    <hardware slot="hi slot 1" type="Electron Blaster Cannon II" />
    <hardware slot="hi slot 2" type="Electron Blaster Cannon II" />
    <hardware slot="hi slot 3" type="Electron Blaster Cannon II" />
    <hardware slot="hi slot 4" type="Electron Blaster Cannon II" />
    <hardware slot="hi slot 5" type="Electron Blaster Cannon II" />
    <hardware slot="rig slot 0" type="Large Trimark Armor Pump I" />
    <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
    <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
    <hardware qty="5" slot="drone bay" type="Berserker II" />
    <hardware qty="5" slot="drone bay" type="Curator II" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-  <fitting name="Dominix - Plex Team, Shield Dmg">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br><br>G1-D -
Slot9 - 3% Turret ROF - 10m<br>Or<br>ZGA100 - Slot9 - 3% TurretOptimal -
2.5m<br><br>" />
    <shipType value="Dominix" />
    <hardware slot="low slot 0" type="Power Diagnostic System II" />
    <hardware slot="low slot 1" type="Tracking Enhancer II" />
    <hardware slot="low slot 2" type="Tracking Enhancer II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 4" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 5" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 6" type="Pseudoelectron Containment Field I" />
    <hardware slot="med slot 0" type="100MN Afterburner II" />
    <hardware slot="med slot 1" type="Heat Dissipation Field II" />
    <hardware slot="med slot 2" type="Ballistic Deflection Field II" />
    <hardware slot="med slot 3" type="Ballistic Deflection Field II" />
    <hardware slot="med slot 4" type="F-90 Positional Sensor Subroutines" />
    <hardware slot="hi slot 0" type="350mm Railgun II" />
    <hardware slot="hi slot 1" type="350mm Railgun II" />
    <hardware slot="hi slot 2" type="350mm Railgun II" />
    <hardware slot="hi slot 3" type="350mm Railgun II" />
    <hardware slot="hi slot 4" type="350mm Railgun II" />
    <hardware slot="hi slot 5" type="350mm Railgun II" />
    <hardware slot="rig slot 0" type="Large Sentry Damage Augmentor I" />
    <hardware slot="rig slot 1" type="Large Drone Control Range Augmentor I" />
    <hardware slot="rig slot 2" type="Large Drone Control Range Augmentor I" />
    <hardware qty="5" slot="drone bay" type="Vespa II" />
    <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
    <hardware qty="5" slot="drone bay" type="Hornet II" />
    <hardware qty="5" slot="drone bay" type="Warden II" />
    <hardware qty="5" slot="drone bay" type="Wasp II" />
```

```xml
  </fitting>
- <fitting name="Dominix - RR BS *USE THIS SETUP*">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZET200 - Slot7 - 3% Lesscapneed Remote armor -
100k<br><br>GY-1 - Slot9 - 3% less Capneed mwd - 600k<br><br>ZET500 -
Slot10 - 3% armor - 5m<br><br><br>Booster<br><br>Slot 1 - Standard
Mindflood - 10% Capacitor Amount" />
  <shipType value="Dominix" />
  <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 2" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 3" type="Damage Control II" />
  <hardware slot="low slot 4" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 5" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 6" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="med slot 0" type="100MN MicroWarpdrive II" />
  <hardware slot="med slot 1" type="Heavy Capacitor Booster II" />
  <hardware slot="med slot 2" type="Heavy Capacitor Booster II" />
  <hardware slot="med slot 3" type="ECCM - Magnetometric II" />
  <hardware slot="med slot 4" type="ECCM - Magnetometric II" />
  <hardware slot="hi slot 0" type="Large 'Arup' I Remote Bulwark Reconstruction" />
  <hardware slot="hi slot 1" type="Large 'Arup' I Remote Bulwark Reconstruction" />
  <hardware slot="hi slot 2" type="Large 'Arup' I Remote Bulwark Reconstruction" />
  <hardware slot="hi slot 3" type="Large 'Arup' I Remote Bulwark Reconstruction" />
  <hardware slot="hi slot 4" type="Large 'Arup' I Remote Bulwark Reconstruction" />
  <hardware slot="hi slot 5" type="Large 'Regard' I Power Projector" />
  <hardware slot="rig slot 0" type="Large Remote Repair Augmentor I" />
  <hardware slot="rig slot 1" type="Large Remote Repair Augmentor I" />
  <hardware slot="rig slot 2" type="Large Remote Repair Augmentor I" />
  <hardware qty="5" slot="drone bay" type="Garde II" />
  <hardware qty="5" slot="drone bay" type="Valkyrie II" />
  <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
  <hardware qty="5" slot="drone bay" type="Warrior II" />
  <hardware qty="5" slot="drone bay" type="Heavy Armor Maintenance Bot II" />
```

```xml
    </fitting>
-  <fitting name="Dominix - Solo PLexing">
    <description value="Implants<br><br>ZET100 - Slot6 - 3% armor rep icnrease -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br><br>GY-1 - Slot9 - 3% less
Capneed mwd - 600k" />
    <shipType value="Dominix" />
    <hardware slot="low slot 0" type="Large Armor Repairer II" />
    <hardware slot="low slot 1" type="Large Armor Repairer II" />
    <hardware slot="low slot 2" type="Capacitor Power Relay II" />
    <hardware slot="low slot 3" type="Armor Thermic Hardener II" />
    <hardware slot="low slot 4" type="Armor Kinetic Hardener II" />
    <hardware slot="low slot 5" type="Armor Kinetic Hardener II" />
    <hardware slot="low slot 6" type="Capacitor Power Relay II" />
    <hardware slot="med slot 0" type="100MN Afterburner II" />
    <hardware slot="med slot 1" type="Cap Recharger II" />
    <hardware slot="med slot 2" type="Cap Recharger II" />
    <hardware slot="med slot 3" type="Cap Recharger II" />
    <hardware slot="med slot 4" type="Cap Recharger II" />
    <hardware slot="hi slot 0" type="Improved Cloaking Device II" />
    <hardware slot="hi slot 1" type="Drone Link Augmentor I" />
    <hardware slot="hi slot 2" type="Drone Link Augmentor I" />
    <hardware slot="hi slot 3" type="Expanded Probe Launcher I" />
    <hardware slot="hi slot 4" type="Heavy Unstable Power Fluctuator I" />
    <hardware slot="hi slot 5" type="Salvager I" />
    <hardware slot="rig slot 0" type="Large Capacitor Control Circuit I" />
    <hardware slot="rig slot 1" type="Large Auxiliary Nano Pump I" />
    <hardware slot="rig slot 2" type="Large Auxiliary Nano Pump I" />
    <hardware qty="5" slot="drone bay" type="Vespa II" />
    <hardware qty="5" slot="drone bay" type="Wasp II" />
    <hardware qty="5" slot="drone bay" type="Warden II" />
    <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
    <hardware qty="5" slot="drone bay" type="Hornet II" />
```

```xml
    </fitting>
-  <fitting name="Drake - Hams Cheap Rigs">
    <description value="<br>Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase
- 800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m" />
    <shipType value="Drake" />
    <hardware slot="low slot 0" type="Power Diagnostic System II" />
    <hardware slot="low slot 1" type="Ballistic Control System II" />
    <hardware slot="low slot 2" type="Ballistic Control System II" />
    <hardware slot="low slot 3" type="Ballistic Control System II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Invulnerability Field II" />
    <hardware slot="med slot 3" type="Heat Dissipation Field II" />
    <hardware slot="med slot 4" type="Warp Disruptor II" />
    <hardware slot="med slot 5" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 1" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 2" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 3" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 4" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 5" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 6" type="Heavy Assault Missile Launcher II" />
    <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 2" type="Medium Anti-Kinetic Screen Reinforcer I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-  <fitting name="Drake - Hams Cheap Rigs Gangmods">
   <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m" />
   <shipType value="Drake" />
   <hardware slot="low slot 0" type="Beta Reactor Control: Reaction Control I" />
   <hardware slot="low slot 1" type="Beta Reactor Control: Reaction Control I" />
   <hardware slot="low slot 2" type="Ballistic Control System II" />
   <hardware slot="low slot 3" type="Ballistic Control System II" />
   <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
   <hardware slot="med slot 1" type="Large Shield Extender II" />
   <hardware slot="med slot 2" type="Photon Scattering Field II" />
   <hardware slot="med slot 3" type="Heat Dissipation Field II" />
   <hardware slot="med slot 4" type="Faint Warp Disruptor I" />
   <hardware slot="med slot 5" type="X5 Prototype I Engine Enervator" />
   <hardware slot="hi slot 0" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 1" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 2" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 3" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 4" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 5" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 6" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 7" type="Siege Warfare Link - Shield Harmonizing" />
   <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
   <hardware slot="rig slot 1" type="Medium Anti-Thermal Screen Reinforcer I" />
   <hardware slot="rig slot 2" type="Medium Anti-Kinetic Screen Reinforcer I" />
   <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-  <fitting name="Drake - Hams Exp Rigs">
   <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m" />
   <shipType value="Drake" />
   <hardware slot="low slot 0" type="Power Diagnostic System II" />
   <hardware slot="low slot 1" type="Ballistic Control System II" />
   <hardware slot="low slot 2" type="Ballistic Control System II" />
   <hardware slot="low slot 3" type="Ballistic Control System II" />
   <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
   <hardware slot="med slot 1" type="Large Shield Extender II" />
   <hardware slot="med slot 2" type="Invulnerability Field II" />
   <hardware slot="med slot 3" type="Invulnerability Field II" />
   <hardware slot="med slot 4" type="Warp Disruptor II" />
   <hardware slot="med slot 5" type="Stasis Webifier II" />
   <hardware slot="hi slot 0" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 1" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 2" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 3" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 4" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 5" type="Heavy Assault Missile Launcher II" />
   <hardware slot="hi slot 6" type="Heavy Assault Missile Launcher II" />
   <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
   <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
   <hardware slot="rig slot 2" type="Medium Core Defence Field Extender I" />
```

```
    </fitting>
-  <fitting name="Drake - Hams Exp Rigs Gangmod">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m" />
    <shipType value="Drake" />
    <hardware slot="low slot 0" type="Beta Reactor Control: Reaction Control I" />
    <hardware slot="low slot 1" type="Beta Reactor Control: Reaction Control I" />
    <hardware slot="low slot 2" type="Ballistic Control System II" />
    <hardware slot="low slot 3" type="Ballistic Control System II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Invulnerability Field II" />
    <hardware slot="med slot 3" type="Invulnerability Field II" />
    <hardware slot="med slot 4" type="Faint Warp Disruptor I" />
    <hardware slot="med slot 5" type="Fleeting Propulsion Inhibitor I" />
    <hardware slot="hi slot 0" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 1" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 2" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 3" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 4" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 5" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 6" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 7" type="Siege Warfare Link - Shield Harmonizing" />
    <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 2" type="Medium Core Defence Field Extender I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```xml
    </fitting>
  - <fitting name="Drake - Snipe Hac Gang and Fleet">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m" />
    <shipType value="Drake" />
    <hardware slot="low slot 0" type="Ballistic Control System II" />
    <hardware slot="low slot 1" type="Ballistic Control System II" />
    <hardware slot="low slot 2" type="Ballistic Control System II" />
    <hardware slot="low slot 3" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Invulnerability Field II" />
    <hardware slot="med slot 3" type="Invulnerability Field II" />
    <hardware slot="med slot 4" type="F-90 Positional Sensor Subroutines" />
    <hardware slot="med slot 5" type="Conjunctive Gravimetric ECCM Scanning Array
I" />
    <hardware slot="hi slot 0" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 1" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 2" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 3" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 4" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 5" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 6" type="Heavy Missile Launcher II" />
    <hardware slot="rig slot 0" type="Medium Hydraulic Bay Thrusters I" />
    <hardware slot="rig slot 1" type="Medium Hydraulic Bay Thrusters I" />
    <hardware slot="rig slot 2" type="Medium Low Friction Nozzle Joints I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-   <fitting name="Eagle - CRange Roaming">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br>Or<br>KVA1000 -
SLot7 - 3% Shield - 5m<br><br>G1-D - Slot9 - 3% Turret ROF - 10m" />
    <shipType value="Eagle" />
    <hardware slot="low slot 0" type="Reactor Control Unit II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Invulnerability Field II" />
    <hardware slot="med slot 3" type="Warp Disruptor II" />
    <hardware slot="med slot 4" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 3" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 4" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 5" type="Small Nosferatu II" />
    <hardware slot="rig slot 0" type="Small Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Small Core Defence Field Extender I" />
```

```
    </fitting>
-   <fitting name="Eagle - LRange Roam Fleet">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br><br>Booster<br><br>Slot 2 - Standard
Frentix - 10% Optimal" />
    <shipType value="Eagle" />
    <hardware slot="low slot 0" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Reactor Control Unit II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="Sensor Booster II" />
    <hardware slot="med slot 3" type="Tracking Computer II" />
    <hardware slot="med slot 4" type="Tracking Computer II" />
    <hardware slot="hi slot 0" type="250mm Railgun II" />
    <hardware slot="hi slot 1" type="250mm Railgun II" />
    <hardware slot="hi slot 2" type="250mm Railgun II" />
    <hardware slot="hi slot 3" type="250mm Railgun II" />
    <hardware slot="hi slot 4" type="250mm Railgun II" />
    <hardware slot="hi slot 5" type="Standard Missile Launcher II" />
    <hardware slot="rig slot 0" type="Small Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Small Anti-EM Screen Reinforcer I" />
```

```xml
  </fitting>
- <fitting name="Eeos - Closerange active armor 2 gangmod">
  <description value="Implants<br><br>ZET100 - Slot6 - 3% armor rep icnrease -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>GY-1 - Slot9 -
3% less Capneed mwd - 600k<br>Or <br>G1-D - Slot9 - 3% Turret ROF -
10m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard Exile - 20% Armor Rep
Amount<br>" />
  <shipType value="Eos" />
  <hardware slot="low slot 0" type="Medium Armor Repairer II" />
  <hardware slot="low slot 1" type="Energized Basic Adaptive Nano Plating" />
  <hardware slot="low slot 2" type="Armor Explosive Hardener II" />
  <hardware slot="low slot 3" type="Damage Control II" />
  <hardware slot="low slot 4" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 5" type="Medium Armor Repairer II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
  <hardware slot="med slot 2" type="Warp Disruptor II" />
  <hardware slot="med slot 3" type="Stasis Webifier II" />
  <hardware slot="hi slot 0" type="Armored Warfare Link - Rapid Repair" />
  <hardware slot="hi slot 1" type="Armored Warfare Link - Passive Defense" />
  <hardware slot="hi slot 2" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 3" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 4" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 5" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 6" type="Heavy Ion Blaster II" />
  <hardware slot="rig slot 0" type="Medium Auxiliary Nano Pump I" />
  <hardware slot="rig slot 1" type="Medium Auxiliary Nano Pump I" />
```

```
  </fitting>
- <fitting name="Eos - RR BS and Fleet non Roaming.">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>GY-1 - Slot9 - 3% less
Capneed mwd - 600k<br>Or <br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br>ZET500 - Slot10 - 3% armor - 5m" />
  <shipType value="Eos" />
  <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 2" type="Armor EM Hardener II" />
  <hardware slot="low slot 3" type="Armor Thermic Hardener II" />
  <hardware slot="low slot 4" type="Armor Explosive Hardener II" />
  <hardware slot="low slot 5" type="Pseudoelectron Containment Field I" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Warp Disruptor II" />
  <hardware slot="med slot 2" type="Warp Scrambler II" />
  <hardware slot="med slot 3" type="Conjunctive Magnetometric ECCM Scanning
Array I" />
  <hardware slot="hi slot 0" type="Armored Warfare Link - Rapid Repair" />
  <hardware slot="hi slot 1" type="Armored Warfare Link - Passive Defense" />
  <hardware slot="hi slot 3" type="Small Tractor Beam I" />
  <hardware slot="hi slot 4" type="Salvager I" />
  <hardware slot="hi slot 5" type="Salvager I" />
  <hardware slot="hi slot 6" type="Salvager I" />
  <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
  <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
  <hardware qty="2" slot="drone bay" type="Berserker II" />
  <hardware qty="2" slot="drone bay" type="Valkyrie II" />
  <hardware qty="1" slot="drone bay" type="Warrior II" />
  <hardware qty="2" slot="drone bay" type="Ogre II" />
  <hardware qty="2" slot="drone bay" type="Hammerhead II" />
  <hardware qty="1" slot="drone bay" type="Hobgoblin I" />
  <hardware qty="3" slot="drone bay" type="Garde II" />
```

```xml
    </fitting>
-   <fitting name="Eris - Fleet / 2 Launcher Cloak">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Eris" />
    <hardware slot="low slot 0" type="Co-Processor II" />
    <hardware slot="low slot 1" type="Co-Processor II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 3" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Medium Shield Extender II" />
    <hardware slot="hi slot 0" type="Interdiction Sphere Launcher I" />
    <hardware slot="hi slot 1" type="Interdiction Sphere Launcher I" />
    <hardware slot="hi slot 2" type="Prototype Cloaking Device I" />
    <hardware slot="hi slot 3" type="Civilian Gatling Railgun" />
    </fitting>
-   <fitting name="Eris - Gang">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Eris" />
    <hardware slot="low slot 0" type="400mm Reinforced Rolled Tungsten Plates I" />
    <hardware slot="low slot 1" type="Adaptive Nano Plating II" />
    <hardware slot="low slot 2" type="Adaptive Nano Plating II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Faint Epsilon Warp Scrambler I" />
    <hardware slot="hi slot 0" type="Light Ion Blaster II" />
    <hardware slot="hi slot 1" type="Light Ion Blaster II" />
    <hardware slot="hi slot 2" type="Light Ion Blaster II" />
    <hardware slot="hi slot 3" type="Light Electron Blaster II" />
    <hardware slot="hi slot 4" type="Light Electron Blaster II" />
    <hardware slot="hi slot 7" type="Interdiction Sphere Launcher I" />
```

```
    </fitting>
-   <fitting name="Falcon - Fleet and Roam / Long Range no Buffer">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>GY-1 - Slot9 - 3% less
Capneed mwd - 600k<br>" />
    <shipType value="Falcon" />
    <hardware slot="low slot 0" type="Signal Distortion Amplifier II" />
    <hardware slot="low slot 1" type="Signal Distortion Amplifier II" />
    <hardware slot="low slot 2" type="Signal Distortion Amplifier II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="BZ-5 Neutralizing Spatial Destabilizer ECM" />
    <hardware slot="med slot 3" type="'Umbra' I White Noise ECM" />
    <hardware slot="med slot 4" type="'Hypnos' Ion Field ECM I" />
    <hardware slot="med slot 5" type="Enfeebling Phase Inversion ECM I" />
    <hardware slot="med slot 6" type="BZ-5 Neutralizing Spatial Destabilizer ECM" />
    <hardware slot="hi slot 0" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 1" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 2" type="Cynosural Field Generator I" />
    <hardware slot="hi slot 3" type="Covert Ops Cloaking Device II" />
    <hardware slot="rig slot 0" type="Medium Particle Dispersion Projector I" />
    <hardware slot="rig slot 1" type="Medium Particle Dispersion Projector I" />
```

```
    </fitting>
-  <fitting name="Falcon - Gang Passive armor">
   <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>GY-1 - Slot9 - 3% less
Capneed mwd - <br>600k<br><br>ZET500 - Slot10 - 3% armor - 5m" />
   <shipType value="Falcon" />
   <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
   <hardware slot="low slot 1" type="Energized Adaptive Nano Membrane II" />
   <hardware slot="low slot 2" type="Damage Control II" />
   <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
   <hardware slot="med slot 1" type="BZ-5 Neutralizing Spatial Destabilizer ECM" />
   <hardware slot="med slot 2" type="BZ-5 Neutralizing Spatial Destabilizer ECM" />
   <hardware slot="med slot 3" type="'Umbra' I White Noise ECM" />
   <hardware slot="med slot 4" type="'Umbra' I White Noise ECM" />
   <hardware slot="med slot 5" type="'Hypnos' Ion Field ECM I" />
   <hardware slot="med slot 6" type="Enfeebling Phase Inversion ECM I" />
   <hardware slot="hi slot 0" type="Covert Ops Cloaking Device II" />
   <hardware slot="hi slot 1" type="Medium 'Arup' I Remote Bulwark Reconstruction"
/>
   <hardware slot="hi slot 2" type="Salvager I" />
   <hardware slot="hi slot 3" type="Salvager I" />
   <hardware slot="rig slot 0" type="Medium Particle Dispersion Augmentor I" />
   <hardware slot="rig slot 1" type="Medium Particle Dispersion Augmentor I" />
```

```
    </fitting>
-   <fitting name="Falcon - Gang Range Shield">
    <description value="Implants<br><br>KVA1000 - SLot7 - 3% Shield -
5m<br>Or<br>AY-1 - Slot7 - 3% Agility - 3m<br><br>AY-1 - Slot7 - 3% Agility -
3m<br><br>GY-1 - Slot9 - 3% less Capneed mwd - 600k" />
    <shipType value="Falcon" />
    <hardware slot="low slot 0" type="Signal Distortion Amplifier II" />
    <hardware slot="low slot 1" type="Signal Distortion Amplifier II" />
    <hardware slot="low slot 2" type="Signal Distortion Amplifier II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large F-S9 Regolith Shield Induction" />
    <hardware slot="med slot 2" type="BZ-5 Neutralizing Spatial Destabilizer ECM" />
    <hardware slot="med slot 3" type="BZ-5 Neutralizing Spatial Destabilizer ECM" />
    <hardware slot="med slot 4" type="'Hypnos' Ion Field ECM I" />
    <hardware slot="med slot 5" type="Enfeebling Phase Inversion ECM I" />
    <hardware slot="med slot 6" type="'Umbra' I White Noise ECM" />
    <hardware slot="hi slot 0" type="Covert Ops Cloaking Device II" />
    <hardware slot="hi slot 1" type="200mm Railgun II" />
    <hardware slot="hi slot 2" type="200mm Railgun II" />
    <hardware slot="hi slot 3" type="200mm Railgun II" />
    <hardware slot="rig slot 0" type="Medium Particle Dispersion Projector I" />
    <hardware slot="rig slot 1" type="Medium Particle Dispersion Projector I" />
```

```
    </fitting>
-  <fitting name="Ferox - Blasters">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>Kya1000 - Slot9
- 3% ShieldRecharge - 1.5m" />
    <shipType value="Ferox" />
    <hardware slot="low slot 0" type="Reactor Control Unit II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Invulnerability Field II" />
    <hardware slot="med slot 2" type="Heat Dissipation Field II" />
    <hardware slot="med slot 3" type="Warp Disruptor II" />
    <hardware slot="med slot 4" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 3" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 4" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 5" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 6" type="Small Nosferatu II" />
    <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 2" type="Medium Anti-Kinetic Screen Reinforcer I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```xml
    </fitting>
-  <fitting name="Ferox - Blasters Gangmod">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>Kya1000 - Slot9
- 3% ShieldRecharge - 1.5m" />
    <shipType value="Ferox" />
    <hardware slot="low slot 0" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Invulnerability Field II" />
    <hardware slot="med slot 3" type="Heat Dissipation Field II" />
    <hardware slot="med slot 4" type="Warp Scrambler II" />
    <hardware slot="hi slot 0" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 3" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 4" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 5" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 6" type="Siege Warfare Link - Shield Harmonizing" />
    <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 2" type="Medium Anti-Kinetic Screen Reinforcer I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
   </fitting>
-  <fitting name="Ferox - Snipe BS Gang">
   <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m" />
   <shipType value="Ferox" />
   <hardware slot="low slot 0" type="Reactor Control Unit II" />
   <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
   <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
   <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
   <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
   <hardware slot="med slot 1" type="Sensor Booster II" />
   <hardware slot="med slot 2" type="Sensor Booster II" />
   <hardware slot="med slot 3" type="Tracking Computer II" />
   <hardware slot="med slot 4" type="Tracking Computer II" />
   <hardware slot="hi slot 0" type="250mm Railgun II" />
   <hardware slot="hi slot 1" type="250mm Railgun II" />
   <hardware slot="hi slot 2" type="250mm Railgun II" />
   <hardware slot="hi slot 3" type="250mm Railgun II" />
   <hardware slot="hi slot 4" type="250mm Railgun II" />
   <hardware slot="hi slot 5" type="250mm Railgun II" />
   <hardware slot="hi slot 6" type="Standard Missile Launcher II" />
   <hardware slot="rig slot 0" type="Medium Low Friction Nozzle Joints I" />
   <hardware slot="rig slot 1" type="Medium Low Friction Nozzle Joints I" />
   <hardware slot="rig slot 2" type="Medium Hybrid Locus Coordinator I" />
   <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-   <fitting name="Ferox - SnipeHac Gang">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m" />
    <shipType value="Ferox" />
    <hardware slot="low slot 0" type="Power Diagnostic System II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="Tracking Computer II" />
    <hardware slot="med slot 3" type="Tracking Computer II" />
    <hardware slot="med slot 4" type="Tracking Computer II" />
    <hardware slot="hi slot 0" type="200mm Railgun II" />
    <hardware slot="hi slot 1" type="200mm Railgun II" />
    <hardware slot="hi slot 2" type="200mm Railgun II" />
    <hardware slot="hi slot 3" type="200mm Railgun II" />
    <hardware slot="hi slot 4" type="200mm Railgun II" />
    <hardware slot="hi slot 5" type="200mm Railgun II" />
    <hardware slot="hi slot 6" type="Siege Warfare Link - Shield Harmonizing" />
    <hardware slot="rig slot 0" type="Medium Low Friction Nozzle Joints I" />
    <hardware slot="rig slot 1" type="Medium Low Friction Nozzle Joints I" />
    <hardware slot="rig slot 2" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-  <fitting name="Flycatcher - CRange 1 Bubble">
   <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
   <shipType value="Flycatcher" />
   <hardware slot="low slot 0" type="Nanofiber Internal Structure II" />
   <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
   <hardware slot="med slot 1" type="Medium F-S9 Regolith Shield Induction" />
   <hardware slot="med slot 2" type="Warp Disruptor II" />
   <hardware slot="med slot 3" type="Warp Scrambler II" />
   <hardware slot="med slot 4" type="X5 Prototype I Engine Enervator" />
   <hardware slot="hi slot 0" type="Interdiction Sphere Launcher I" />
   <hardware slot="hi slot 1" type="Rocket Launcher II" />
   <hardware slot="hi slot 2" type="Rocket Launcher II" />
   <hardware slot="hi slot 3" type="Rocket Launcher II" />
   <hardware slot="hi slot 4" type="Rocket Launcher II" />
   <hardware slot="hi slot 5" type="Rocket Launcher II" />
   <hardware slot="hi slot 6" type="Rocket Launcher II" />
   <hardware slot="hi slot 7" type="75mm Gatling Rail II" />
   <hardware slot="rig slot 0" type="Small Anti-EM Screen Reinforcer I" />
   <hardware slot="rig slot 1" type="Small Anti-Thermal Screen Reinforcer I" />
   </fitting>
-  <fitting name="Flycatcher - Fleet / 2 Launcher Cloak">
   <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
   <shipType value="Flycatcher" />
   <hardware slot="low slot 0" type="Nanofiber Internal Structure II" />
   <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
   <hardware slot="med slot 1" type="Medium F-S9 Regolith Shield Induction" />
   <hardware slot="med slot 2" type="Medium F-S9 Regolith Shield Induction" />
   <hardware slot="med slot 3" type="Viscoelastic EM Ward Salubrity I" />
   <hardware slot="med slot 4" type="Civilian Shield Booster I" />
   <hardware slot="hi slot 0" type="Interdiction Sphere Launcher I" />
   <hardware slot="hi slot 1" type="Interdiction Sphere Launcher I" />
   <hardware slot="hi slot 2" type="Prototype Cloaking Device I" />
   <hardware slot="hi slot 3" type="Civilian Gatling Railgun" />
   <hardware slot="rig slot 0" type="Small Anti-EM Screen Reinforcer I" />
   <hardware slot="rig slot 1" type="Small Anti-Thermal Screen Reinforcer I" />
```

```
      </fitting>
-  <fitting name="Gila - LRange Roam">
   <description value="" />
   <shipType value="Gila" />
   <hardware slot="low slot 0" type="Reactor Control Unit II" />
   <hardware slot="low slot 1" type="Ballistic Control System II" />
   <hardware slot="low slot 2" type="Ballistic Control System II" />
   <hardware slot="low slot 3" type="Ballistic Control System II" />
   <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
   <hardware slot="med slot 1" type="F-90 Positional Sensor Subroutines" />
   <hardware slot="med slot 2" type="F-90 Positional Sensor Subroutines" />
   <hardware slot="med slot 3" type="Conjunctive Gravimetric ECCM Scanning Array
I" />
   <hardware slot="med slot 4" type="Phased Weapon Navigation Array Generation
Extron" />
   <hardware slot="hi slot 0" type="250mm Railgun II" />
   <hardware slot="hi slot 1" type="250mm Railgun II" />
   <hardware slot="hi slot 2" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 3" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 4" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 5" type="Heavy Missile Launcher II" />
   <hardware slot="rig slot 0" type="Small Anti-EM Screen Reinforcer I" />
   <hardware slot="rig slot 1" type="Small Hybrid Locus Coordinator I" />
   <hardware slot="rig slot 2" type="Small Hybrid Locus Coordinator I" />
   </fitting>
-  <fitting name="Guardian - AB, Cap Sharing">
   <description value="" />
   <shipType value="Guardian" />
   <hardware slot="low slot 0" type="800mm Reinforced Rolled Tungsten Plates I" />
   <hardware slot="low slot 1" type="Energized Adaptive Nano Membrane II" />
   <hardware slot="low slot 2" type="Armor Thermic Hardener II" />
   <hardware slot="low slot 3" type="Damage Control II" />
   <hardware slot="low slot 4" type="Adaptive Nano Plating II" />
   <hardware slot="med slot 0" type="10MN Afterburner II" />
   <hardware slot="med slot 1" type="Conjunctive Radar ECCM Scanning Array I" />
   <hardware slot="hi slot 0" type="Large 'Solace' I Remote Bulwark Reconstruction"
/>
   <hardware slot="hi slot 1" type="Large 'Regard' I Power Projector" />
   <hardware slot="hi slot 2" type="Large 'Solace' I Remote Bulwark Reconstruction"
/>
   <hardware slot="hi slot 3" type="Large 'Solace' I Remote Bulwark Reconstruction"
/>
   <hardware slot="hi slot 4" type="Large 'Regard' I Power Projector" />
   <hardware slot="hi slot 5" type="Large 'Solace' I Remote Bulwark Reconstruction"
/>
   <hardware slot="rig slot 0" type="Medium Ancillary Current Router I" />
   <hardware slot="rig slot 1" type="Medium Remote Repair Augmentor I" />
```

```xml
    </fitting>
-  <fitting name="Harbinger - Pulses Shield">
    <description value="" />
    <shipType value="Harbinger" />
    <hardware slot="low slot 0" type="Heat Sink II" />
    <hardware slot="low slot 1" type="Heat Sink II" />
    <hardware slot="low slot 2" type="Heat Sink II" />
    <hardware slot="low slot 3" type="Pseudoelectron Containment Field I" />
    <hardware slot="low slot 4" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 5" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Large F-S9 Regolith Shield Induction" />
    <hardware slot="med slot 3" type="Large Shield Extender II" />
    <hardware slot="hi slot 0" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 1" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 2" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 4" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 5" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 6" type="Heavy Pulse Laser II" />
    <hardware slot="hi slot 7" type="Heavy Pulse Laser II" />
    <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
```

```xml
    </fitting>
-   <fitting name="Harbinger - Pulses, Passive Armor">
    <description value="" />
    <shipType value="Harbinger" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I" />
    <hardware slot="low slot 1" type="Adaptive Nano Plating II" />
    <hardware slot="low slot 2" type="Adaptive Nano Plating II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="low slot 4" type="Heat Sink II" />
    <hardware slot="low slot 5" type="Heat Sink II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="X5 Prototype I Engine Enervator" />
    <hardware slot="med slot 3" type="Medium Electrochemical Capacitor Booster I" />
    <hardware slot="hi slot 0" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 1" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 2" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 3" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 4" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 5" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 6" type="Focused Medium Pulse Laser II" />
```

```
    </fitting>
- <fitting name="Harbinger - Pulses, Passive Armor, Gangm">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br><br>Slot8 - 3% MedEnergy
Dmg - 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m<br><br>ZET500 -
Slot10 - 3% armor - 5m" />
    <shipType value="Harbinger" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 1" type="Adaptive Nano Plating II" />
    <hardware slot="low slot 2" type="Adaptive Nano Plating II" />
    <hardware slot="low slot 3" type="Heat Sink II" />
    <hardware slot="low slot 4" type="Heat Sink II" />
    <hardware slot="low slot 5" type="Heat Sink II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="X5 Prototype I Engine Enervator" />
    <hardware slot="med slot 3" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="hi slot 0" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 1" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 2" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 3" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 4" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 5" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 6" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 7" type="Armored Warfare Link - Passive Defense" />
    <hardware qty="5" slot="drone bay" type="Hammerhead II" />
```

```
    </fitting>
-   <fitting name="Harbinger - Pulses, Passive armor+Rep">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br><br>Slot8 - 3% MedEnergy
Dmg - 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m<br><br>ZET500 -
Slot10 - 3% armor - 5m" />
    <shipType value="Harbinger" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 1" type="Medium Armor Repairer II" />
    <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 4" type="Heat Sink II" />
    <hardware slot="low slot 5" type="Heat Sink II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Faint Warp Disruptor I" />
    <hardware slot="med slot 2" type="X5 Prototype I Engine Enervator" />
    <hardware slot="med slot 3" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="hi slot 0" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 1" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 2" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 3" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 4" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 5" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 6" type="Focused Medium Pulse Laser II" />
    <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
```

```xml
    </fitting>
- <fitting name="Harbinger - SnipeHac Gang, Gangmod">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>Slot8 - 3% MedEnergy
Dmg - 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m" />
  <shipType value="Harbinger" />
  <hardware slot="low slot 0" type="Heat Sink II" />
  <hardware slot="low slot 1" type="Heat Sink II" />
  <hardware slot="low slot 2" type="Heat Sink II" />
  <hardware slot="low slot 3" type="Tracking Enhancer II" />
  <hardware slot="low slot 4" type="Tracking Enhancer II" />
  <hardware slot="low slot 5" type="Beta Reactor Control: Capacitor Power Relay I"
/>
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Sensor Booster II" />
  <hardware slot="med slot 2" type="Large F-S9 Regolith Shield Induction" />
  <hardware slot="med slot 3" type="Large F-S9 Regolith Shield Induction" />
  <hardware slot="hi slot 0" type="Focused Medium Beam Laser II" />
  <hardware slot="hi slot 1" type="Focused Medium Beam Laser II" />
  <hardware slot="hi slot 2" type="Focused Medium Beam Laser II" />
  <hardware slot="hi slot 3" type="Focused Medium Beam Laser II" />
  <hardware slot="hi slot 4" type="Focused Medium Beam Laser II" />
  <hardware slot="hi slot 5" type="Focused Medium Beam Laser II" />
  <hardware slot="hi slot 6" type="Focused Medium Beam Laser II" />
  <hardware slot="hi slot 7" type="Skirmish Warfare Link - Evasive Maneuvers" />
  <hardware slot="rig slot 0" type="Medium Energy Locus Coordinator I" />
  <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
  <hardware qty="5" slot="drone bay" type="Hammerhead II" />
```

```
  </fitting>
- <fitting name="Harbinger - SnipeHac Gangs">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>Slot8 - 3% MedEnergy
Dmg - 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m" />
  <shipType value="Harbinger" />
  <hardware slot="low slot 0" type="Reactor Control Unit II" />
  <hardware slot="low slot 1" type="Tracking Enhancer II" />
  <hardware slot="low slot 2" type="Heat Sink II" />
  <hardware slot="low slot 3" type="Heat Sink II" />
  <hardware slot="low slot 4" type="Heat Sink II" />
  <hardware slot="low slot 5" type="Pseudoelectron Containment Field I" />
  <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
  <hardware slot="med slot 1" type="Sensor Booster II" />
  <hardware slot="med slot 2" type="Tracking Computer II" />
  <hardware slot="med slot 3" type="Large F-S9 Regolith Shield Induction" />
  <hardware slot="hi slot 0" type="Heavy Beam Laser II" />
  <hardware slot="hi slot 1" type="Heavy Beam Laser II" />
  <hardware slot="hi slot 2" type="Heavy Beam Laser II" />
  <hardware slot="hi slot 3" type="Heavy Beam Laser II" />
  <hardware slot="hi slot 4" type="Heavy Beam Laser II" />
  <hardware slot="hi slot 5" type="Heavy Beam Laser II" />
  <hardware slot="hi slot 6" type="Heavy Beam Laser II" />
  <hardware slot="rig slot 0" type="Medium Energy Locus Coordinator I" />
  <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
  <hardware qty="5" slot="drone bay" type="Valkyrie II" />
```

```
    </fitting>
-   <fitting name="Helios - Tackle Damps">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Helios" />
    <hardware slot="low slot 0" type="Co-Processor II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Faint Warp Disruptor I" />
    <hardware slot="med slot 2" type="Eutectic I Capacitor Charge Array" />
    <hardware slot="med slot 3" type="Low Frequency Sensor Suppressor I" />
    <hardware slot="med slot 4" type="Low Frequency Sensor Suppressor I" />
    <hardware slot="hi slot 0" type="Expanded Probe Launcher I" />
    <hardware slot="hi slot 1" type="Covert Ops Cloaking Device II" />
    <hardware slot="rig slot 0" type="Small Gravity Capacitor Upgrade I" />
    <hardware slot="rig slot 1" type="Small Gravity Capacitor Upgrade I" />
    <hardware qty="1" slot="drone bay" type="Warrior II" />
    </fitting>
-   <fitting name="Heretic - CRange Roams">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Heretic" />
    <hardware slot="low slot 0" type="400mm Reinforced Rolled Tungsten Plates I" />
    <hardware slot="low slot 1" type="Damage Control II" />
    <hardware slot="low slot 2" type="Overdrive Injector System II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="J5b Phased Prototype Warp Scrambler I" />
    <hardware slot="med slot 2" type="X5 Prototype I Engine Enervator" />
    <hardware slot="hi slot 0" type="Interdiction Sphere Launcher I" />
    <hardware slot="hi slot 1" type="Rocket Launcher II" />
    <hardware slot="hi slot 2" type="Rocket Launcher II" />
    <hardware slot="hi slot 3" type="Rocket Launcher II" />
    <hardware slot="hi slot 4" type="Rocket Launcher II" />
    <hardware slot="hi slot 5" type="Rocket Launcher II" />
    <hardware slot="hi slot 6" type="Rocket Launcher II" />
```

```
    </fitting>
- <fitting name="Heretic - Fleet / 2 Launcher Cloak">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Heretic" />
    <hardware slot="low slot 0" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Co-Processor II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Medium Shield Extender II" />
    <hardware slot="med slot 2" type="Medium F-S9 Regolith Shield Induction" />
    <hardware slot="hi slot 0" type="Interdiction Sphere Launcher I" />
    <hardware slot="hi slot 1" type="Interdiction Sphere Launcher I" />
    <hardware slot="hi slot 2" type="Prototype Cloaking Device I" />
    <hardware slot="hi slot 3" type="Civilian Gatling Pulse Laser" />
    </fitting>
- <fitting name="Huginn - CRange Roam">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br>Or<br>KVA1000 - SLot7 - 3%
Shield - 5m<br>Or<br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>GY-1 -
Slot9 - 3% less Capneed mwd - 600k<br>Or<br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m" />
    <shipType value="Huginn" />
    <hardware slot="low slot 0" type="Power Diagnostic System II" />
    <hardware slot="low slot 1" type="Power Diagnostic System II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Stasis Webifier II" />
    <hardware slot="med slot 2" type="Stasis Webifier II" />
    <hardware slot="med slot 3" type="Warp Disruptor II" />
    <hardware slot="med slot 4" type="Large F-S9 Regolith Shield Induction" />
    <hardware slot="med slot 5" type="Large F-S9 Regolith Shield Induction" />
    <hardware slot="hi slot 0" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 3" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 4" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 5" type="Heavy Assault Missile Launcher II" />
    <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Medium Anti-Kinetic Screen Reinforcer I" />
    <hardware qty="3" slot="drone bay" type="Hammerhead II" />
    <hardware qty="2" slot="drone bay" type="Hobgoblin II" />
```

```
    </fitting>
-   <fitting name="Hurricane - ACs, Passive Armor">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>GY-1 - Slot9 -
3% less Capneed mwd - 600k<br><br><br>ZET500 - Slot10 - 3% armor - 5m" />
    <shipType value="Hurricane" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 1" type="Gyrostabilizer II" />
    <hardware slot="low slot 2" type="Gyrostabilizer II" />
    <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 4" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 5" type="Damage Control II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Stasis Webifier II" />
    <hardware slot="med slot 3" type="ECCM - Ladar II" />
    <hardware slot="hi slot 0" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 3" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 4" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 5" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 6" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 7" type="Heavy Assault Missile Launcher II" />
    <hardware slot="rig slot 0" type="Medium Projectile Ambit Extension I" />
    <hardware slot="rig slot 1" type="Medium Projectile Ambit Extension I" />
    <hardware slot="rig slot 2" type="Medium Projectile Burst Aerator I" />
    <hardware qty="4" slot="drone bay" type="'Augmented' Warrior" />
    <hardware qty="1" slot="drone bay" type="Valkyrie II" />
```

```
    </fitting>
- <fitting name="Hurricane - ACs, Passive Armor, Gangmod">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>GY-1 - Slot9 -
3% less Capneed mwd - 600k<br><br>ZET500 - Slot10 - 3% armor - 5m" />
  <shipType value="Hurricane" />
  <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 1" type="Gyrostabilizer II" />
  <hardware slot="low slot 2" type="Gyrostabilizer II" />
  <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 4" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 5" type="Damage Control II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Faint Warp Disruptor I" />
  <hardware slot="med slot 2" type="X5 Prototype I Engine Enervator" />
  <hardware slot="med slot 3" type="Conjunctive Ladar ECCM Scanning Array I" />
  <hardware slot="hi slot 0" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 3" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 4" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 5" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 6" type="Skirmish Warfare Link - Evasive Maneuvers" />
  <hardware slot="hi slot 7" type="Heavy Missile Launcher II" />
  <hardware slot="rig slot 0" type="Medium Projectile Ambit Extension I" />
  <hardware slot="rig slot 1" type="Medium Projectile Ambit Extension I" />
  <hardware slot="rig slot 2" type="Medium Projectile Burst Aerator I" />
  <hardware qty="4" slot="drone bay" type="Valkyrie II" />
```

```
  </fitting>
- <fitting name="Hurricane - ACs, Shield, Gangmod(or not">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>Kya1000 - Slot9
- 3% ShieldRecharge - 1.5m" />
  <shipType value="Hurricane" />
  <hardware slot="low slot 0" type="Gyrostabilizer II" />
  <hardware slot="low slot 1" type="Gyrostabilizer II" />
  <hardware slot="low slot 2" type="Gyrostabilizer II" />
  <hardware slot="low slot 3" type="Damage Control II" />
  <hardware slot="low slot 4" type="Nanofiber Internal Structure II" />
  <hardware slot="low slot 5" type="Nanofiber Internal Structure II" />
  <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
  <hardware slot="med slot 1" type="Warp Disruptor II" />
  <hardware slot="med slot 2" type="Large Shield Extender II" />
  <hardware slot="med slot 3" type="Large Shield Extender II" />
  <hardware slot="hi slot 0" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 3" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 4" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 5" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 6" type="Skirmish Warfare Link - Interdiction Maneuvers"
/>
  <hardware slot="hi slot 7" type="Medium Energy Neutralizer II" />
  <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
  <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
```

```
    </fitting>
-  <fitting name="Hurricane - SnipeHac Gang">
   <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m" />
   <shipType value="Hurricane" />
   <hardware slot="low slot 0" type="Gyrostabilizer II" />
   <hardware slot="low slot 1" type="Gyrostabilizer II" />
   <hardware slot="low slot 2" type="Gyrostabilizer II" />
   <hardware slot="low slot 3" type="Tracking Enhancer II" />
   <hardware slot="low slot 4" type="Tracking Enhancer II" />
   <hardware slot="low slot 5" type="Damage Control II" />
   <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
   <hardware slot="med slot 1" type="Tracking Computer II" />
   <hardware slot="med slot 2" type="Sensor Booster II" />
   <hardware slot="med slot 3" type="ECCM - Ladar II" />
   <hardware slot="hi slot 0" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 1" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 2" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 3" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 4" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 5" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 6" type="Standard Missile Launcher II" />
   <hardware slot="hi slot 7" type="Standard Missile Launcher II" />
   <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
   <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
   <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
   <hardware qty="4" slot="drone bay" type="Warrior II" />
   <hardware qty="1" slot="drone bay" type="Valkyrie II" />
```

```
    </fitting>
-  <fitting name="Hurricane - SnipeHacGang, Gangmod">
   <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m" />
   <shipType value="Hurricane" />
   <hardware slot="low slot 0" type="Gyrostabilizer II" />
   <hardware slot="low slot 1" type="Gyrostabilizer II" />
   <hardware slot="low slot 2" type="Gyrostabilizer II" />
   <hardware slot="low slot 3" type="Tracking Enhancer II" />
   <hardware slot="low slot 4" type="Beta Reactor Control: Reaction Control I" />
   <hardware slot="low slot 5" type="Damage Control II" />
   <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
   <hardware slot="med slot 1" type="Sensor Booster II" />
   <hardware slot="med slot 2" type="Tracking Computer II" />
   <hardware slot="med slot 3" type="Tracking Computer II" />
   <hardware slot="hi slot 0" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 1" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 2" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 3" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 4" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 5" type="720mm Howitzer Artillery II" />
   <hardware slot="hi slot 6" type="Skirmish Warfare Link - Evasive Maneuvers" />
   <hardware slot="hi slot 7" type="Small Unstable Power Fluctuator I" />
   <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
   <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
   <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
   <hardware qty="4" slot="drone bay" type="Valkyrie II" />
```

```
    </fitting>
-   <fitting name="Hyena - Tackle">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Hyena" />
    <hardware slot="low slot 0" type="Overdrive Injector System II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Medium F-S9 Regolith Shield Induction" />
    <hardware slot="med slot 2" type="Warp Disruptor II" />
    <hardware slot="med slot 3" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="125mm Gatling AutoCannon II" />
    <hardware slot="hi slot 1" type="125mm Gatling AutoCannon II" />
    <hardware slot="hi slot 2" type="Rocket Launcher II" />
    </fitting>
-   <fitting name="Hyperion - Snipe Bs Cheap">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal" />
    <shipType value="Hyperion" />
    <hardware slot="low slot 0" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="low slot 4" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 5" type="Co-Processor II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="Sensor Booster II" />
    <hardware slot="med slot 3" type="Tracking Computer II" />
    <hardware slot="med slot 4" type="Tracking Computer II" />
    <hardware slot="hi slot 0" type="425mm Railgun II" />
    <hardware slot="hi slot 1" type="425mm Railgun II" />
    <hardware slot="hi slot 2" type="425mm Railgun II" />
    <hardware slot="hi slot 3" type="425mm Railgun II" />
    <hardware slot="hi slot 4" type="425mm Railgun II" />
    <hardware slot="hi slot 5" type="425mm Railgun II" />
    <hardware slot="hi slot 6" type="425mm Railgun II" />
    <hardware slot="hi slot 7" type="425mm Railgun II" />
    <hardware slot="rig slot 0" type="Large Ancillary Current Router I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
```

```
  </fitting>
- <fitting name="Hyperion - Snipe Bs Expensive">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal" />
  <shipType value="Hyperion" />
  <hardware slot="low slot 0" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 3" type="Damage Control II" />
  <hardware slot="low slot 4" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 5" type="Co-Processor II" />
  <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
  <hardware slot="med slot 1" type="Sensor Booster II" />
  <hardware slot="med slot 2" type="Sensor Booster II" />
  <hardware slot="med slot 3" type="Tracking Computer II" />
  <hardware slot="med slot 4" type="Tracking Computer II" />
  <hardware slot="hi slot 0" type="425mm Railgun II" />
  <hardware slot="hi slot 1" type="425mm Railgun II" />
  <hardware slot="hi slot 2" type="425mm Railgun II" />
  <hardware slot="hi slot 3" type="425mm Railgun II" />
  <hardware slot="hi slot 4" type="425mm Railgun II" />
  <hardware slot="hi slot 5" type="425mm Railgun II" />
  <hardware slot="hi slot 6" type="425mm Railgun II" />
  <hardware slot="hi slot 7" type="425mm Railgun II" />
  <hardware slot="rig slot 0" type="Large Ancillary Current Router I" />
  <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
  <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
  <hardware qty="5" slot="drone bay" type="Valkyrie II" />
  <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
```

```
    </fitting>
-   <fitting name="Ishtar - Long Range">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br>Or<br>AY-1 - Slot7 - 3%
Agility - 3m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge - 1.5m" />
    <shipType value="Ishtar" />
    <hardware slot="low slot 0" type="Pseudoelectron Containment Field I" />
    <hardware slot="low slot 1" type="Co-Processor II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 3" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 4" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Omnidirectional Tracking Link I" />
    <hardware slot="med slot 3" type="Omnidirectional Tracking Link I" />
    <hardware slot="med slot 4" type="Sensor Booster II" />
    <hardware slot="hi slot 0" type="Drone Link Augmentor I" />
    <hardware slot="hi slot 1" type="Drone Link Augmentor I" />
    <hardware slot="hi slot 2" type="Drone Link Augmentor I" />
    <hardware slot="rig slot 0" type="Medium Sentry Damage Augmentor I" />
    <hardware slot="rig slot 1" type="Medium Sentry Damage Augmentor I" />
    <hardware qty="5" slot="drone bay" type="Warden II" />
    <hardware qty="5" slot="drone bay" type="Garde II" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
      </fitting>
-   <fitting name="Keres - Tackler">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Keres" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Warp Scrambler II" />
    <hardware slot="med slot 3" type="Low Frequency Sensor Suppressor I" />
    <hardware slot="med slot 4" type="Low Frequency Sensor Suppressor I" />
    <hardware slot="hi slot 0" type="150mm Railgun II" />
    <hardware slot="hi slot 1" type="150mm Railgun II" />
    <hardware slot="rig slot 0" type="Small Inverted Signal Field Projector I" />
    <hardware slot="rig slot 1" type="Small Inverted Signal Field Projector I" />
    <hardware qty="1" slot="drone bay" type="Warrior II" />
      </fitting>
-   <fitting name="Kitsune - Frigate Gang, Fast Roam">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Kitsune" />
    <hardware slot="low slot 0" type="Signal Amplifier II" />
    <hardware slot="low slot 1" type="Signal Distortion Amplifier II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="BZ-5 Neutralizing Spatial Destabilizer ECM" />
    <hardware slot="med slot 2" type="Enfeebling Phase Inversion ECM I" />
    <hardware slot="med slot 3" type="'Hypnos' Ion Field ECM I" />
    <hardware slot="med slot 4" type="'Umbra' I White Noise ECM" />
    <hardware slot="hi slot 0" type="Rocket Launcher II" />
    <hardware slot="hi slot 1" type="Rocket Launcher II" />
    <hardware slot="hi slot 2" type="Rocket Launcher II" />
    <hardware slot="rig slot 0" type="Small Particle Dispersion Augmentor I" />
    <hardware slot="rig slot 1" type="Small Particle Dispersion Augmentor I" />
```

```
    </fitting>
-  <fitting name="Lachesis - LRange Roam">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br>Or<br>KVA1000 - SLot7 - 3%
Shield - 5m<br><br>GY-1 - Slot9 - 3% less Capneed mwd -
600k<br>Or<br>Kya1000 - Slot9 - 3% ShieldRecharge - 1.5m" />
    <shipType value="Lachesis" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Warp Scrambler II" />
    <hardware slot="med slot 3" type="Phased Muon Sensor Disruptor I" />
    <hardware slot="med slot 4" type="Phased Muon Sensor Disruptor I" />
    <hardware slot="med slot 5" type="Phased Muon Sensor Disruptor I" />
    <hardware slot="med slot 6" type="Phased Muon Sensor Disruptor I" />
    <hardware slot="hi slot 0" type="250mm Railgun II" />
    <hardware slot="hi slot 1" type="250mm Railgun II" />
    <hardware slot="hi slot 2" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 3" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 4" type="Heavy Missile Launcher II" />
    <hardware slot="rig slot 0" type="Medium Inverted Signal Field Projector I" />
    <hardware slot="rig slot 1" type="Medium Inverted Signal Field Projector I" />
    <hardware qty="3" slot="drone bay" type="Valkyrie II" />
    <hardware qty="2" slot="drone bay" type="Warrior II" />
```

```
  </fitting>
- <fitting name="Legion">
  <description value="" />
  <shipType value="Legion" />
  <hardware slot="low slot 0" type="Damage Control II" />
  <hardware slot="med slot 0" type="Medium Electrochemical Capacitor Booster I" />
  <hardware slot="low slot 1" type="Imperial Navy Heat Sink" />
  <hardware slot="low slot 2" type="Imperial Navy Heat Sink" />
  <hardware slot="rig slot 0" type="Medium Auxiliary Nano Pump I" />
  <hardware slot="med slot 1" type="True Sansha Warp Disruptor" />
  <hardware slot="subsystem slot 0" type="Legion Offensive - Liquid Crystal Magnifiers" />
  <hardware slot="subsystem slot 1" type="Legion Defensive - Augmented Plating" />
  <hardware slot="med slot 2" type="Shadow Serpentis 10MN MicroWarpdrive" />
  <hardware slot="hi slot 0" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 1" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 2" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 3" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 4" type="Heavy Pulse Laser II" />
  <hardware slot="hi slot 5" type="Heavy Pulse Laser II" />
  <hardware slot="low slot 3" type="Corelum C-Type Medium Armor Repairer" />
  <hardware slot="subsystem slot 2" type="Legion Electronics - Tactical Targeting Network" />
  <hardware slot="rig slot 1" type="Medium Nanobot Accelerator I" />
  <hardware slot="rig slot 2" type="Medium Nanobot Accelerator I" />
  <hardware slot="low slot 4" type="True Sansha Energized Adaptive Nano Membrane" />
  <hardware slot="low slot 5" type="True Sansha Energized Adaptive Nano Membrane" />
  <hardware slot="subsystem slot 3" type="Legion Engineering - Power Core Multiplier" />
  <hardware slot="subsystem slot 4" type="Legion Propulsion - Chassis Optimization" />
  <hardware slot="med slot 3" type="Shadow Serpentis Tracking Computer" />
```

```xml
    </fitting>
-   <fitting name="Maelstrom - CRange Local Tank">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>G1-D - Slot9 -
3% Turret ROF - 10m<br><br><br>Booster<br><br>Slot 1 - Standard Blue Pill -
20% Shield Boost Amount<br><br>Slot 2 - Standard Sooth Sayer - 20% Falloff"
/>
    <shipType value="Maelstrom" />
    <hardware slot="low slot 0" type="Gyrostabilizer II" />
    <hardware slot="low slot 1" type="Gyrostabilizer II" />
    <hardware slot="low slot 2" type="Gyrostabilizer II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="low slot 4" type="LADAR Backup Array II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="X-Large C5-L Emergency Shield Overload I" />
    <hardware slot="med slot 2" type="Shield Boost Amplifier II" />
    <hardware slot="med slot 3" type="Invulnerability Field II" />
    <hardware slot="med slot 4" type="Invulnerability Field II" />
    <hardware slot="med slot 5" type="Heavy Capacitor Booster II" />
    <hardware slot="hi slot 0" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 1" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 2" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 3" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 4" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 5" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 6" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 7" type="800mm Repeating Artillery II" />
    <hardware slot="rig slot 0" type="Large Core Defence Capacitor Safeguard I" />
    <hardware slot="rig slot 1" type="Large Core Defence Capacitor Safeguard I" />
    <hardware slot="rig slot 2" type="Large Anti-EM Screen Reinforcer I" />
    <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
```

```
    </fitting>
-   <fitting name="Maelstrom - Snipe BS Cheap">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal" />
    <shipType value="Maelstrom" />
    <hardware slot="low slot 0" type="Gyrostabilizer II" />
    <hardware slot="low slot 1" type="Gyrostabilizer II" />
    <hardware slot="low slot 2" type="Damage Control II" />
    <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 4" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="Sensor Booster II" />
    <hardware slot="med slot 3" type="Tracking Computer II" />
    <hardware slot="med slot 4" type="Tracking Computer II" />
    <hardware slot="med slot 5" type="Invulnerability Field II" />
    <hardware slot="hi slot 0" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 1" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 2" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 3" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 4" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 5" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 6" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 7" type="1400mm Howitzer Artillery II" />
    <hardware slot="rig slot 0" type="Large Ancillary Current Router I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Hornet EC-300" />
```

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```
    </fitting>
- <fitting name="Maelstrom - Snipe BS Expensive">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal" />
  <shipType value="Maelstrom" />
  <hardware slot="low slot 0" type="Gyrostabilizer II" />
  <hardware slot="low slot 1" type="Gyrostabilizer II" />
  <hardware slot="low slot 2" type="Damage Control II" />
  <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 4" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
  <hardware slot="med slot 1" type="Sensor Booster II" />
  <hardware slot="med slot 2" type="Sensor Booster II" />
  <hardware slot="med slot 3" type="Tracking Computer II" />
  <hardware slot="med slot 4" type="Tracking Computer II" />
  <hardware slot="med slot 5" type="Tracking Computer II" />
  <hardware slot="hi slot 0" type="1400mm Howitzer Artillery II" />
  <hardware slot="hi slot 1" type="1400mm Howitzer Artillery II" />
  <hardware slot="hi slot 2" type="1400mm Howitzer Artillery II" />
  <hardware slot="hi slot 3" type="1400mm Howitzer Artillery II" />
  <hardware slot="hi slot 4" type="1400mm Howitzer Artillery II" />
  <hardware slot="hi slot 5" type="1400mm Howitzer Artillery II" />
  <hardware slot="hi slot 6" type="1400mm Howitzer Artillery II" />
  <hardware slot="hi slot 7" type="1400mm Howitzer Artillery II" />
  <hardware slot="rig slot 0" type="Large Ancillary Current Router I" />
  <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
  <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
  <hardware qty="5" slot="drone bay" type="Valkyrie II" />
  <hardware qty="5" slot="drone bay" type="Hornet EC-300" />
  </fitting>
- <fitting name="Malediction - Tackle">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
  <shipType value="Malediction" />
  <hardware slot="low slot 0" type="Nanofiber Internal Structure II" />
  <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
  <hardware slot="low slot 2" type="Overdrive Injector System II" />
  <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
  <hardware slot="med slot 1" type="Warp Disruptor II" />
  <hardware slot="med slot 2" type="Warp Scrambler II" />
  <hardware slot="hi slot 0" type="Standard Missile Launcher II" />
  <hardware slot="hi slot 1" type="Standard Missile Launcher II" />
  <hardware slot="hi slot 2" type="Standard Missile Launcher II" />
```

```xml
      </fitting>
-   <fitting name="Maller - CRange Roams `Still There`">
      <description value="" />
      <shipType value="Maller" />
      <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I" />
      <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I" />
      <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
      <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
      <hardware slot="low slot 4" type="Damage Control II" />
      <hardware slot="low slot 5" type="Beta Reactor Control: Reaction Control I" />
      <hardware slot="med slot 0" type="10MN MicroWarpdrive I" />
      <hardware slot="med slot 1" type="Warp Scrambler II" />
      <hardware slot="med slot 2" type="X5 Prototype I Engine Enervator" />
      <hardware slot="hi slot 0" type="Medium Pulse Laser II" />
      <hardware slot="hi slot 1" type="Medium Pulse Laser II" />
      <hardware slot="hi slot 2" type="Medium Pulse Laser II" />
      <hardware slot="hi slot 3" type="Medium Pulse Laser II" />
      <hardware slot="hi slot 4" type="Medium Pulse Laser II" />
      <hardware slot="hi slot 5" type="Small Nosferatu II" />
```

```
    </fitting>
-   <fitting name="Megathorn - RR BS">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZET200 - Slot7 - 3% Lesscapneed Remote armor -
100k<br><br>G1-D - Slot9 - 3% Turret ROF - 10m<br>Or<br>GY-1 - Slot9 - 3%
less Capneed mwd - 600k<br>Or<br>ZGA100 - Slot9 - 3% TurretOptimal -
2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard Mindflood - 10% Capacitor
Amount" />
    <shipType value="Megathron" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 1" type="1600mm Reinforced Nanofiber Plates I" />
    <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 4" type="Pseudoelectron Containment Field I" />
    <hardware slot="low slot 5" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 6" type="Magnetic Field Stabilizer II" />
    <hardware slot="med slot 0" type="100MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Heavy Capacitor Booster II" />
    <hardware slot="med slot 2" type="Conjunctive Magnetometric ECCM Scanning
Array I" />
    <hardware slot="med slot 3" type="F-90 Positional Sensor Subroutines" />
    <hardware slot="hi slot 0" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 1" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 2" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 3" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 4" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 5" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 6" type="Large 'Arup' I Remote Bulwark Reconstruction" />
    <hardware slot="hi slot 7" type="Large 'Arup' I Remote Bulwark Reconstruction" />
    <hardware slot="rig slot 0" type="Large Trimark Armor Pump I" />
    <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
    <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
```

```xml
    </fitting>
-   <fitting name="Megathorn - Snipe Bs Cheap">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal" />
    <shipType value="Megathron" />
    <hardware slot="low slot 0" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Tracking Enhancer II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="low slot 4" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 5" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 6" type="Tracking Enhancer II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="F-90 Positional Sensor Subroutines" />
    <hardware slot="med slot 2" type="F-90 Positional Sensor Subroutines" />
    <hardware slot="med slot 3" type="Tracking Computer II" />
    <hardware slot="hi slot 0" type="425mm Railgun II" />
    <hardware slot="hi slot 1" type="425mm Railgun II" />
    <hardware slot="hi slot 2" type="425mm Railgun II" />
    <hardware slot="hi slot 3" type="425mm Railgun II" />
    <hardware slot="hi slot 4" type="425mm Railgun II" />
    <hardware slot="hi slot 5" type="425mm Railgun II" />
    <hardware slot="hi slot 6" type="425mm Railgun II" />
    <hardware slot="rig slot 0" type="Large Trimark Armor Pump I" />
    <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-  <fitting name="Moros - fleet">
    <description value="Implants *Expensive*<br><br>CR4 - Slot6 - 3% Cap
Recharge - 25m<br><br>KNB-50 - Slot7 - 3% Scan Resolution -
35m<br><br>CC4 - Slot8 - 3% Cap Amount - 25m<br><br>KYA2000 - Slot9 - 5%
Shieldrecharge - 3.5m<br><br>ZET500 - Slot10 - 3% Armor -
5m<br><br>Booster<br><br>Slot 1 - Standard Exile - 20% Armor Rep
Amount<br><br>Slot 2 - Standard Frentix - 10% Optimal<br><br>Slot 2 -
Standard Drop - 25% Track" />
    <shipType value="Moros" />
    <hardware slot="low slot 0" type="Capital Armor Repairer I" />
    <hardware slot="low slot 1" type="Damage Control II" />
    <hardware slot="low slot 4" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 5" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 6" type="Magnetic Field Stabilizer II" />
    <hardware slot="med slot 0" type="Sensor Booster II" />
    <hardware slot="med slot 1" type="Cap Recharger II" />
    <hardware slot="med slot 2" type="Cap Recharger II" />
    <hardware slot="med slot 3" type="Cap Recharger II" />
    <hardware slot="med slot 4" type="Cap Recharger II" />
    <hardware slot="hi slot 0" type="Dual 1000mm Railgun I" />
    <hardware slot="hi slot 1" type="Dual 1000mm Railgun I" />
    <hardware slot="hi slot 2" type="Dual 1000mm Railgun I" />
    <hardware slot="hi slot 3" type="Siege Module I" />
    <hardware slot="rig slot 0" type="Large Trimark Armor Pump I" />
    <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
    <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
    <hardware qty="6" slot="drone bay" type="Garde II" />
    <hardware qty="6" slot="drone bay" type="Curator II" />
    <hardware qty="5" slot="drone bay" type="Wasp EC-900" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
  </fitting>
- <fitting name="Muninn - snipe">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br><br>Booster<br><br>Slot 2 - Standard
Frentix - 10% Optimal" />
  <shipType value="Muninn" />
  <hardware slot="low slot 0" type="Reactor Control Unit II" />
  <hardware slot="low slot 1" type="Gyrostabilizer II" />
  <hardware slot="low slot 2" type="Gyrostabilizer II" />
  <hardware slot="low slot 3" type="Gyrostabilizer II" />
  <hardware slot="low slot 4" type="Tracking Enhancer II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Large F-S9 Regolith Shield Induction" />
  <hardware slot="med slot 2" type="Sensor Booster II" />
  <hardware slot="hi slot 0" type="720mm Howitzer Artillery II" />
  <hardware slot="hi slot 1" type="720mm Howitzer Artillery II" />
  <hardware slot="hi slot 2" type="720mm Howitzer Artillery II" />
  <hardware slot="hi slot 3" type="720mm Howitzer Artillery II" />
  <hardware slot="hi slot 4" type="720mm Howitzer Artillery II" />
  <hardware slot="hi slot 5" type="Rocket Launcher II" />
  <hardware slot="hi slot 6" type="Rocket Launcher II" />
  <hardware slot="rig slot 0" type="Medium Projectile Locus Coordinator I" />
  <hardware slot="rig slot 1" type="Medium Projectile Locus Coordinator I" />
  <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```xml
    </fitting>
-   <fitting name="Myrmidon - Autocannons">
    <description value="" />
    <shipType value="Myrmidon" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="med slot 0" type="Warp Scrambler II" />
    <hardware slot="low slot 1" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 3" type="Gyrostabilizer II" />
    <hardware slot="med slot 1" type="Medium Capacitor Booster II" />
    <hardware slot="med slot 2" type="Medium Capacitor Booster II" />
    <hardware slot="low slot 4" type="Medium Armor Repairer II" />
    <hardware slot="low slot 5" type="Medium Armor Repairer II" />
    <hardware slot="rig slot 0" type="Medium Auxiliary Nano Pump I" />
    <hardware slot="rig slot 1" type="Medium Auxiliary Nano Pump I" />
    <hardware slot="rig slot 2" type="Medium Auxiliary Nano Pump I" />
    <hardware slot="med slot 3" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 4" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 3" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 4" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 5" type="220mm Vulcan AutoCannon II" />
    <hardware qty="6" slot="drone bay" type="Warrior II" />
    <hardware qty="2" slot="drone bay" type="Valkyrie II" />
    <hardware qty="2" slot="drone bay" type="Berserker II" />
    <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
```

```
    </fitting>
-  <fitting name="Myrmidon - Blasters, Active Armor">
    <description value="Implants<br><br>ZET100 - Slot6 - 3% armor rep icnrease -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>GY-1 - Slot9 -
3% less Capneed mwd - 600k" />
    <shipType value="Myrmidon" />
    <hardware slot="low slot 0" type="Medium Armor Repairer II" />
    <hardware slot="low slot 1" type="Medium Armor Repairer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 4" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 5" type="Damage Control II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive I" />
    <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 2" type="ECCM - Magnetometric II" />
    <hardware slot="med slot 3" type="Warp Disruptor II" />
    <hardware slot="med slot 4" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 3" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 4" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 5" type="Heavy Electron Blaster II" />
    <hardware qty="1" slot="drone bay" type="Warrior II" />
    <hardware qty="2" slot="drone bay" type="Valkyrie II" />
    <hardware qty="2" slot="drone bay" type="Berserker II" />
```

```xml
  </fitting>
- <fitting name="Myrmidon - Blasters, Passive Armor, Gang">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>GY-1 - Slot9 -
3% less Capneed mwd - 600k<br><br>ZET500 - Slot10 - 3% armor - 5m" />
  <shipType value="Myrmidon" />
  <hardware slot="low slot 0" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 4" type="Pseudoelectron Containment Field I" />
  <hardware slot="low slot 5" type="Magnetic Field Stabilizer II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Faint Epsilon Warp Scrambler I" />
  <hardware slot="med slot 2" type="X5 Prototype I Engine Enervator" />
  <hardware slot="hi slot 0" type="Heavy Electron Blaster II" />
  <hardware slot="hi slot 1" type="Heavy Electron Blaster II" />
  <hardware slot="hi slot 2" type="Heavy Electron Blaster II" />
  <hardware slot="hi slot 3" type="Heavy Electron Blaster II" />
  <hardware slot="hi slot 4" type="Heavy Electron Blaster II" />
  <hardware slot="hi slot 5" type="Information Warfare Link - Electronic Superiority"
/>
```

```xml
    </fitting>
-  <fitting name="Myrmidon - Blasters, Shield">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br>Or<br>KVA1000 -
SLot7 - 3% Shield - 5m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge - 1.5m" />
    <shipType value="Myrmidon" />
    <hardware slot="low slot 0" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Pseudoelectron Containment Field I" />
    <hardware slot="low slot 4" type="Capacitor Power Relay II" />
    <hardware slot="low slot 5" type="Overdrive Injector System II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Invulnerability Field II" />
    <hardware slot="med slot 3" type="Invulnerability Field II" />
    <hardware slot="med slot 4" type="Warp Scrambler II" />
    <hardware slot="hi slot 0" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 3" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 4" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 5" type="Heavy Neutron Blaster II" />
    <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Medium Anti-Kinetic Screen Reinforcer I" />
    <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
```

```
    </fitting>
-   <fitting name="Myrmidon - Blasters, Shield, Gangmod">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br>Or<br>KVA1000 -
SLot7 - 3% Shield - 5m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge - 1.5m" />
    <shipType value="Myrmidon" />
    <hardware slot="low slot 0" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Pseudoelectron Containment Field I" />
    <hardware slot="low slot 4" type="Capacitor Power Relay II" />
    <hardware slot="low slot 5" type="Overdrive Injector System II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="V-M15 Braced Multispectral Shield Matrix" />
    <hardware slot="med slot 3" type="V-M15 Braced Multispectral Shield Matrix" />
    <hardware slot="med slot 4" type="Warp Scrambler II" />
    <hardware slot="hi slot 0" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 3" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 4" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 5" type="Information Warfare Link - Electronic Superiority"
/>
    <hardware slot="rig slot 0" type="Medium Anti-Thermal Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Medium Anti-Kinetic Screen Reinforcer I" />
    <hardware slot="rig slot 2" type="Medium Anti-EM Screen Reinforcer I" />
```

```
    </fitting>
-  <fitting name="Naglfar Shield">
    <description value="" />
    <shipType value="Naglfar" />
    <hardware slot="low slot 1" type="Gyrostabilizer II" />
    <hardware slot="low slot 2" type="Gyrostabilizer II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="med slot 0" type="Sensor Booster II" />
    <hardware slot="med slot 1" type="Shield Boost Amplifier II" />
    <hardware slot="med slot 2" type="Invulnerability Field II" />
    <hardware slot="med slot 3" type="Invulnerability Field II" />
    <hardware slot="med slot 4" type="Photon Scattering Field II" />
    <hardware slot="med slot 5" type="Capital Shield Booster I" />
    <hardware slot="hi slot 0" type="Quad 3500mm Siege Artillery I" />
    <hardware slot="hi slot 1" type="Quad 3500mm Siege Artillery I" />
    <hardware slot="hi slot 2" type="Citadel Torpedo Launcher I" />
    <hardware slot="hi slot 3" type="Citadel Torpedo Launcher I" />
    <hardware slot="hi slot 4" type="Siege Module I" />
    <hardware slot="rig slot 0" type="Large Hydraulic Bay Thrusters I" />
    <hardware slot="rig slot 1" type="Large Core Defence Field Extender I" />
    <hardware slot="rig slot 2" type="Large Core Defence Field Extender I" />
```

```xml
    </fitting>
-  <fitting name="Nidhoggur - Remote Rep Focus">
    <description value="Implants *Expensive*<br><br>CR4 - Slot6 - 3% Cap
Recharge - 25m<br><br>KNB-50 - Slot7 - 3% Scan Resolution -
35m<br><br>CC4 - Slot8 - 3% Cap Amount - 25m<br><br>KYA2000 - Slot9 - 5%
Shieldrecharge - 3.5m<br><br>ZET500 - Slot10 - 3% Armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard Exile - 20% Armor Rep
Amount" />
    <shipType value="Nidhoggur" />
    <hardware slot="low slot 0" type="Capital Armor Repairer I" />
    <hardware slot="low slot 1" type="Capital Armor Repairer I" />
    <hardware slot="low slot 2" type="Imperial Navy Energized Adaptive Nano
Membrane" />
    <hardware slot="low slot 3" type="Imperial Navy Energized Adaptive Nano
Membrane" />
    <hardware slot="low slot 4" type="Capacitor Power Relay II" />
    <hardware slot="low slot 5" type="Damage Control II" />
    <hardware slot="med slot 0" type="Sensor Booster II" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="ECCM - Ladar II" />
    <hardware slot="med slot 3" type="Cap Recharger II" />
    <hardware slot="med slot 4" type="Cap Recharger II" />
    <hardware slot="hi slot 0" type="Large EMP Smartbomb II" />
    <hardware slot="hi slot 1" type="Heavy Energy Neutralizer II" />
    <hardware slot="hi slot 2" type="Capital Remote Armor Repair System I" />
    <hardware slot="hi slot 3" type="Capital Energy Transfer Array I" />
    <hardware slot="hi slot 4" type="Capital Shield Transporter I" />
    <hardware slot="rig slot 0" type="Large Capacitor Control Circuit I" />
    <hardware slot="rig slot 1" type="Large Capacitor Control Circuit I" />
    <hardware slot="rig slot 2" type="Large Capacitor Control Circuit I" />
```

```xml
    </fitting>
  - <fitting name="Nyx">
    <description value="" />
    <shipType value="Nyx" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="Corpus X-Type Armor Thermic Hardener" />
    <hardware slot="low slot 2" type="Centum A-Type Energized Adaptive Nano
Membrane" />
    <hardware slot="low slot 3" type="Centum A-Type Energized Adaptive Nano
Membrane" />
    <hardware slot="med slot 0" type="Tobias' Modified Warp Disruptor" />
    <hardware slot="hi slot 0" type="Drone Control Unit I" />
    <hardware slot="hi slot 1" type="Drone Control Unit I" />
    <hardware slot="med slot 1" type="Tobias' Modified Stasis Webifier" />
    <hardware slot="hi slot 2" type="Brokara's Modified Large EMP Smartbomb" />
    <hardware slot="hi slot 3" type="Brokara's Modified Large EMP Smartbomb" />
    <hardware slot="low slot 4" type="Corpus X-Type Armor EM Hardener" />
    <hardware slot="med slot 2" type="Domination Target Painter" />
    <hardware slot="hi slot 4" type="Vizan's Modified Heavy Energy Neutralizer" />
    <hardware slot="low slot 5" type="Corpus X-Type Armor Explosive Hardener" />
    <hardware slot="hi slot 5" type="Thon's Modified Cloaking Device" />
    <hardware slot="med slot 3" type="Draclira's Modified Cap Recharger" />
    <hardware slot="med slot 4" type="Draclira's Modified Cap Recharger" />
    <hardware slot="low slot 6" type="Corpus X-Type Armor Kinetic Hardener" />
    <hardware slot="rig slot 0" type="Large Trimark Armor Pump II" />
    <hardware slot="rig slot 1" type="Large Trimark Armor Pump II" />
    <hardware slot="rig slot 2" type="Large Trimark Armor Pump II" />
    <hardware qty="5" slot="drone bay" type="Templar" />
    <hardware qty="5" slot="drone bay" type="Dragonfly" />
    <hardware qty="5" slot="drone bay" type="Einherji" />
    <hardware qty="10" slot="drone bay" type="Malleus" />
    <hardware qty="5" slot="drone bay" type="Mantis" />
    <hardware qty="5" slot="drone bay" type="Cyclops" />
    <hardware qty="5" slot="drone bay" type="Tyrfing" />
    <hardware qty="30" slot="drone bay" type="Warden II" />
    <hardware qty="30" slot="drone bay" type="Garde II" />
    <hardware qty="30" slot="drone bay" type="Curator II" />
    <hardware qty="30" slot="drone bay" type="Bouncer II" />
    <hardware qty="30" slot="drone bay" type="Ogre II" />
```

```xml
    </fitting>
-  <fitting name="Omen - CRange Roams">
    <description value="" />
    <shipType value="Omen" />
    <hardware slot="low slot 0" type="Heat Sink II" />
    <hardware slot="low slot 1" type="Heat Sink II" />
    <hardware slot="low slot 2" type="Heat Sink II" />
    <hardware slot="low slot 3" type="Tracking Enhancer II" />
    <hardware slot="low slot 4" type="Co-Processor II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive I" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Warp Disruptor II" />
    <hardware slot="hi slot 0" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 1" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 2" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 3" type="Focused Medium Pulse Laser II" />
    <hardware slot="hi slot 4" type="Focused Medium Pulse Laser II" />
```

```xml
    </fitting>
-   <fitting name="Onyx - CRange Roam">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br><br>KVA1000 - SLot7 - 3% Shield - 5m<br>Or<br>AY-1 - Slot7 -
3% Agility - 3m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge - 1.5m" />
    <shipType value="Onyx" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="Ballistic Control System II" />
    <hardware slot="low slot 2" type="Ballistic Control System II" />
    <hardware slot="low slot 3" type="Ballistic Control System II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Large F-S9 Regolith Shield Induction" />
    <hardware slot="med slot 3" type="Photon Scattering Field II" />
    <hardware slot="med slot 4" type="Invulnerability Field II" />
    <hardware slot="med slot 5" type="Fleeting Propulsion Inhibitor I" />
    <hardware slot="hi slot 0" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 1" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 2" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 3" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 4" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 5" type="Warp Disruption Field Generator I" />
    <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
```

```xml
    </fitting>
-   <fitting name="Onyx - Fleet/ Neutsafe Cloak Probe">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br><br>KVA1000 - SLot7 - 3% Shield - 5m<br>Or<br>AY-1 - Slot7 -
3% Agility - 3m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br><br>Booster<br><br>Slot 1 - Standard X-Stinct - -7.5%
Signature" />
    <shipType value="Onyx" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="Beta Reactor Control: Shield Power Relay I" />
    <hardware slot="low slot 2" type="Power Diagnostic System II" />
    <hardware slot="low slot 3" type="Power Diagnostic System II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 2" type="Large Shield Extender II" />
    <hardware slot="med slot 3" type="Large Shield Extender II" />
    <hardware slot="med slot 4" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 5" type="Photon Scattering Field II" />
    <hardware slot="hi slot 0" type="Warp Disruption Field Generator I" />
    <hardware slot="hi slot 1" type="Expanded Probe Launcher I" />
    <hardware slot="hi slot 2" type="Prototype Cloaking Device I" />
    <hardware slot="hi slot 3" type="Assault Missile Launcher II" />
    <hardware slot="hi slot 4" type="Assault Missile Launcher II" />
    <hardware slot="hi slot 5" type="Assault Missile Launcher II" />
    <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
```

```
  </fitting>
- <fitting name="Phobos - Crange Roaming">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br>Or<br>ZGC100 - Slot7 - 3%
Turret Falloff - 2.5m<br><br>G1-D - Slot9 - 3% Turret ROF -
10m<br>Or<br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m<br><br>ZET500 -
Slot10 - 3% armor - 5m<br><br><br>Booster<br><br>Slot 1 - Standard X-Stinct
- -7.5% Signature<br><br>Slot 2 - Standard<br><br><br><br><br><br><br>"
/>
  <shipType value="Phobos" />
  <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 1" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 3" type="Pseudoelectron Containment Field I" />
  <hardware slot="low slot 4" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 5" type="Magnetic Field Stabilizer II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Warp Scrambler II" />
  <hardware slot="med slot 2" type="Fleeting Propulsion Inhibitor I" />
  <hardware slot="med slot 3" type="F-90 Positional Sensor Subroutines" />
  <hardware slot="hi slot 0" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 1" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 2" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 3" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 4" type="Heavy Ion Blaster II" />
  <hardware slot="hi slot 5" type="Warp Disruption Field Generator I" />
  <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
  <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
```

```
  </fitting>
- <fitting name="Phobos - Fleet/ Neutsafe">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard X-Stinct - -7.5% Signature"
/>
  <shipType value="Phobos" />
  <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 4" type="Armor Explosive Hardener II" />
  <hardware slot="low slot 5" type="Damage Control II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
  <hardware slot="med slot 2" type="Conjunctive Magnetometric ECCM Scanning
Array I" />
  <hardware slot="med slot 3" type="Conjunctive Magnetometric ECCM Scanning
Array I" />
  <hardware slot="hi slot 0" type="Warp Disruption Field Generator I" />
  <hardware slot="hi slot 1" type="Prototype Cloaking Device I" />
  <hardware slot="hi slot 2" type="150mm Railgun II" />
  <hardware slot="hi slot 3" type="150mm Railgun II" />
  <hardware slot="hi slot 4" type="150mm Railgun II" />
  <hardware slot="hi slot 5" type="150mm Railgun II" />
  <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
  <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
```

```xml
    </fitting>
-  <fitting name="Phobos - Fleet/ Neutsafe Prober">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard X-Stinct - -7.5% Signature"
/>
    <shipType value="Phobos" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 4" type="Co-Processor II" />
    <hardware slot="low slot 5" type="Co-Processor II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 2" type="Conjunctive Magnetometric ECCM Scanning
Array I" />
    <hardware slot="med slot 3" type="Conjunctive Magnetometric ECCM Scanning
Array I" />
    <hardware slot="hi slot 0" type="Warp Disruption Field Generator I" />
    <hardware slot="hi slot 1" type="Prototype Cloaking Device I" />
    <hardware slot="hi slot 2" type="Expanded Probe Launcher I" />
    <hardware slot="hi slot 3" type="75mm Gatling Rail II" />
    <hardware slot="hi slot 4" type="75mm Gatling Rail II" />
    <hardware slot="hi slot 5" type="75mm Gatling Rail II" />
    <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
    <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
```

```
    </fitting>
-   <fitting name="Pilgrim - Pilgrim Solo">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>GY-1 - Slot9 - 3% less
Capneed mwd - 600k<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br><br>Slot 1 - Standard Exile - 20% Armor Rep
Amount" />
    <shipType value="Pilgrim" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 1" type="Medium Armor Repairer II" />
    <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 4" type="Pseudoelectron Containment Field I" />
    <hardware slot="med slot 0" type="10MN Afterburner II" />
    <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 2" type="Warp Disruptor II" />
    <hardware slot="med slot 3" type="Warp Scrambler II" />
    <hardware slot="hi slot 0" type="Medium Unstable Power Fluctuator I" />
    <hardware slot="hi slot 1" type="Medium Unstable Power Fluctuator I" />
    <hardware slot="hi slot 2" type="Small Unstable Power Fluctuator I" />
    <hardware slot="hi slot 3" type="Covert Ops Cloaking Device II" />
    <hardware slot="rig slot 0" type="Medium Ancillary Current Router I" />
    <hardware slot="rig slot 1" type="Medium Egress Port Maximizer I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Infiltrator II" />
    <hardware qty="5" slot="drone bay" type="Hornet EC-300" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```xml
    </fitting>
-   <fitting name="Rapier - Fleet and Roam Standard Setup">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br>Or<br>KVA1000 - SLot7 - 3%
Shield - 5m<br>Or <br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>GY-1 -
Slot9 - 3% less Capneed mwd - 600k<br>Or<br>ZGA100 - Slot9 - 3%
TurretOptimal - 2.5m<br><br>" />
    <shipType value="Rapier" />
    <hardware slot="low slot 0" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Overdrive Injector System II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Sensor Booster II" />
    <hardware slot="med slot 3" type="Warp Disruptor II" />
    <hardware slot="med slot 4" type="Stasis Webifier II" />
    <hardware slot="med slot 5" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="650mm Artillery Cannon II" />
    <hardware slot="hi slot 1" type="650mm Artillery Cannon II" />
    <hardware slot="hi slot 2" type="650mm Artillery Cannon II" />
    <hardware slot="hi slot 3" type="Covert Ops Cloaking Device II" />
    <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
    <hardware qty="3" slot="drone bay" type="Valkyrie II" />
    <hardware qty="2" slot="drone bay" type="Warrior II" />
    </fitting>
-   <fitting name="Raptor - LRange Tackle">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Raptor" />
    <hardware slot="low slot 0" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Overdrive Injector System II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Warp Scrambler II" />
    <hardware slot="hi slot 0" type="75mm Gatling Rail II" />
    <hardware slot="hi slot 1" type="75mm Gatling Rail II" />
    <hardware slot="hi slot 2" type="75mm Gatling Rail II" />
    <hardware slot="hi slot 3" type="Standard Missile Launcher II" />
```

```
    </fitting>
-  <fitting name="Raven - CRange Local Tank">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m<br><br><br>Booster<br><br>Slot 3 - Standard Crash - -
20% Explosion radius" />
    <shipType value="Raven" />
    <hardware slot="low slot 0" type="Ballistic Control System II" />
    <hardware slot="low slot 1" type="Ballistic Control System II" />
    <hardware slot="low slot 2" type="Ballistic Control System II" />
    <hardware slot="low slot 3" type="Pseudoelectron Containment Field I" />
    <hardware slot="low slot 4" type="Power Diagnostic System II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Large Shield Extender II" />
    <hardware slot="med slot 3" type="Invulnerability Field II" />
    <hardware slot="med slot 4" type="Invulnerability Field II" />
    <hardware slot="med slot 5" type="ECCM - Gravimetric II" />
    <hardware slot="hi slot 0" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 1" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 2" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 3" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 4" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 5" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 6" type="Medium Energy Neutralizer II" />
    <hardware slot="hi slot 7" type="Medium Energy Neutralizer II" />
    <hardware slot="rig slot 0" type="Large Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Large Core Defence Field Extender I" />
    <hardware slot="rig slot 2" type="Large Core Defence Field Extender I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
```

```
    </fitting>
  - <fitting name="Raven - RR BS">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZET200 - Slot7 - 3% Lesscapneed Remote armor -
100k<br><br>GY-1 - Slot9 - 3% less Capneed mwd - 600k<br><br>ZET500 -
Slot10 - 3% armor - 5m<br><br><br>Booster<br><br>Slot 1 - Standard
Mindflood - 10% Capacitor Amount" />
    <shipType value="Raven" />
    <hardware slot="low slot 0" type="Reactor Control Unit II" />
    <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 2" type="Damage Control II" />
    <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 4" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="ECCM - Gravimetric II" />
    <hardware slot="med slot 2" type="ECCM - Gravimetric II" />
    <hardware slot="med slot 3" type="Warp Disruptor II" />
    <hardware slot="med slot 4" type="Medium Capacitor Booster II" />
    <hardware slot="med slot 5" type="Medium Capacitor Booster II" />
    <hardware slot="hi slot 0" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 1" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 2" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 3" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 4" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 5" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 6" type="Large 'Arup' I Remote Bulwark Reconstruction" />
    <hardware slot="hi slot 7" type="Large 'Arup' I Remote Bulwark Reconstruction" />
    <hardware slot="rig slot 0" type="Large Trimark Armor Pump I" />
    <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
    <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```xml
      </fitting>
-  <fitting name="Revelation - fleet">
   <description value="Implants *Expensive*<br><br>CR4 - Slot6 - 3% Cap
Recharge - 25m<br><br>KNB-50 - Slot7 - 3% Scan Resolution -
35m<br><br>CC4 - Slot8 - 3% Cap Amount - 25m<br><br>KYA2000 - Slot9 - 5%
Shieldrecharge - 3.5m<br><br>ZET500 - Slot10 - 3% Armor -
5m<br><br>Booster<br><br>Slot 1 - Standard Exile - 20% Armor Rep
Amount<br><br>Slot 2 - Standard Frentix - 10% Optimal<br>Slot 2 - Standard
Drop - 25% Trackin" />
   <shipType value="Revelation" />
   <hardware slot="low slot 0" type="Capital Armor Repairer I" />
   <hardware slot="low slot 1" type="Damage Control II" />
   <hardware slot="low slot 2" type="Imperial Navy Energized Adaptive Nano
Membrane" />
   <hardware slot="low slot 3" type="Imperial Navy Energized Adaptive Nano
Membrane" />
   <hardware slot="low slot 4" type="Capacitor Power Relay II" />
   <hardware slot="low slot 5" type="Heat Sink II" />
   <hardware slot="low slot 6" type="Heat Sink II" />
   <hardware slot="low slot 7" type="Heat Sink II" />
   <hardware slot="med slot 0" type="Sensor Booster II" />
   <hardware slot="med slot 1" type="Cap Recharger II" />
   <hardware slot="med slot 2" type="Cap Recharger II" />
   <hardware slot="med slot 3" type="Cap Recharger II" />
   <hardware slot="hi slot 0" type="Dual Giga Beam Laser I" />
   <hardware slot="hi slot 1" type="Dual Giga Beam Laser I" />
   <hardware slot="hi slot 2" type="Dual Giga Beam Laser I" />
   <hardware slot="hi slot 3" type="Siege Module I" />
   <hardware slot="rig slot 0" type="Large Anti-Thermic Pump I" />
   <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
   <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
   <hardware qty="5" slot="drone bay" type="Garde II" />
   <hardware qty="5" slot="drone bay" type="Valkyrie II" />
   <hardware qty="5" slot="drone bay" type="Vespa EC-600" />
   <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-  <fitting name="Rokh - CRange Gang, Local Tank">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>G1-D - Slot9 - 3%
Turret ROF - 10m<br>Or<br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m" />
    <shipType value="Rokh" />
    <hardware slot="low slot 0" type="Power Diagnostic System II" />
    <hardware slot="low slot 1" type="Damage Control II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 4" type="Magnetic Field Stabilizer II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Large Shield Extender II" />
    <hardware slot="med slot 3" type="Invulnerability Field II" />
    <hardware slot="med slot 4" type="Warp Disruptor II" />
    <hardware slot="med slot 5" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 1" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 2" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 3" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 4" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 5" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 6" type="Neutron Blaster Cannon II" />
    <hardware slot="hi slot 7" type="Neutron Blaster Cannon II" />
    <hardware slot="rig slot 0" type="Large Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Large Core Defence Field Extender I" />
    <hardware slot="rig slot 2" type="Large Core Defence Field Extender I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
```

```
    </fitting>
-  <fitting name="Rokh - Snipe BS Cheap">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>ZGA100 - Slot9 - 3%
TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal" />
    <shipType value="Rokh" />
    <hardware slot="low slot 0" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Tracking Enhancer II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="low slot 4" type="Reactor Control Unit II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="Tracking Computer II" />
    <hardware slot="med slot 2" type="Large Shield Extender II" />
    <hardware slot="med slot 3" type="Sensor Booster II" />
    <hardware slot="med slot 4" type="Sensor Booster II" />
    <hardware slot="med slot 5" type="Large Shield Extender II" />
    <hardware slot="hi slot 0" type="425mm Railgun II" />
    <hardware slot="hi slot 1" type="425mm Railgun II" />
    <hardware slot="hi slot 2" type="425mm Railgun II" />
    <hardware slot="hi slot 3" type="425mm Railgun II" />
    <hardware slot="hi slot 4" type="425mm Railgun II" />
    <hardware slot="hi slot 5" type="425mm Railgun II" />
    <hardware slot="hi slot 6" type="425mm Railgun II" />
    <hardware slot="hi slot 7" type="425mm Railgun II" />
    <hardware slot="rig slot 0" type="Large Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Large Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 2" type="Large Anti-Thermal Screen Reinforcer I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
    <hardware qty="5" slot="drone bay" type="Hornet EC-300" />
```

```
    </fitting>
-   <fitting name="Rokh - Snipe BS Expensive">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>ZGA100 - Slot9 - 3%
TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal" />
    <shipType value="Rokh" />
    <hardware slot="low slot 0" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Tracking Enhancer II" />
    <hardware slot="low slot 4" type="Damage Control II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="Tracking Computer II" />
    <hardware slot="med slot 2" type="Large Shield Extender II" />
    <hardware slot="med slot 3" type="Sensor Booster II" />
    <hardware slot="med slot 4" type="Sensor Booster II" />
    <hardware slot="med slot 5" type="Invulnerability Field II" />
    <hardware slot="hi slot 0" type="425mm Railgun II" />
    <hardware slot="hi slot 1" type="425mm Railgun II" />
    <hardware slot="hi slot 2" type="425mm Railgun II" />
    <hardware slot="hi slot 3" type="425mm Railgun II" />
    <hardware slot="hi slot 4" type="425mm Railgun II" />
    <hardware slot="hi slot 5" type="425mm Railgun II" />
    <hardware slot="hi slot 6" type="425mm Railgun II" />
    <hardware slot="hi slot 7" type="425mm Railgun II" />
    <hardware slot="rig slot 0" type="Large Ancillary Current Router I" />
    <hardware slot="rig slot 1" type="Large Core Defence Field Extender I" />
    <hardware slot="rig slot 2" type="Large Core Defence Field Extender I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
    <hardware qty="5" slot="drone bay" type="Hornet EC-300" />
```

```
    </fitting>
-  <fitting name="Rook - CRange Roam">
   <description value="" />
   <shipType value="Rook" />
   <hardware slot="low slot 0" type="Signal Distortion Amplifier II" />
   <hardware slot="low slot 1" type="Ballistic Control System II" />
   <hardware slot="low slot 2" type="Ballistic Control System II" />
   <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
   <hardware slot="med slot 1" type="Large F-S9 Regolith Shield Induction" />
   <hardware slot="med slot 2" type="Photon Scattering Field II" />
   <hardware slot="med slot 3" type="BZ-5 Neutralizing Spatial Destabilizer ECM" />
   <hardware slot="med slot 4" type="Enfeebling Phase Inversion ECM I" />
   <hardware slot="med slot 5" type="'Hypnos' Ion Field ECM I" />
   <hardware slot="med slot 6" type="'Umbra' I White Noise ECM" />
   <hardware slot="hi slot 0" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 1" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 2" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 3" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 4" type="Heavy Missile Launcher II" />
   <hardware slot="rig slot 0" type="Large Particle Dispersion Augmentor I" />
   <hardware slot="rig slot 1" type="Large Particle Dispersion Augmentor I" />
   </fitting>
-  <fitting name="Rook - Fleet and Roam / Long Range no Buffer">
   <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br>Or<br>KVA1000 - SLot7 - 3%
Shield - 5m<br><br>GY-1 - Slot9 - 3% less Capneed mwd -
600k<br>Or<br>Kya1000 - Slot9 - 3% ShieldRecharge - 1.5m" />
   <shipType value="Rook" />
   <hardware slot="low slot 0" type="Signal Distortion Amplifier II" />
   <hardware slot="low slot 1" type="Signal Distortion Amplifier II" />
   <hardware slot="low slot 2" type="Signal Distortion Amplifier II" />
   <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
   <hardware slot="med slot 1" type="Sensor Booster II" />
   <hardware slot="med slot 2" type="BZ-5 Neutralizing Spatial Destabilizer ECM" />
   <hardware slot="med slot 3" type="BZ-5 Neutralizing Spatial Destabilizer ECM" />
   <hardware slot="med slot 4" type="Enfeebling Phase Inversion ECM I" />
   <hardware slot="med slot 5" type="'Hypnos' Ion Field ECM I" />
   <hardware slot="med slot 6" type="'Umbra' I White Noise ECM" />
   <hardware slot="hi slot 0" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 1" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 2" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 3" type="Heavy Missile Launcher II" />
   <hardware slot="hi slot 4" type="Heavy Missile Launcher II" />
   <hardware slot="rig slot 0" type="Large Particle Dispersion Projector I" />
   <hardware slot="rig slot 1" type="Large Particle Dispersion Projector I" />
```

```xml
    </fitting>
-  <fitting name="Rupture - CRange Roaming">
    <description value="" />
    <shipType value="Rupture" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I" />
    <hardware slot="low slot 1" type="Damage Control II" />
    <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 3" type="Gyrostabilizer II" />
    <hardware slot="low slot 4" type="Gyrostabilizer II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive I" />
    <hardware slot="med slot 1" type="Warp Disruptor I" />
    <hardware slot="med slot 2" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 3" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 4" type="Standard Missile Launcher I" />
    <hardware slot="hi slot 5" type="Standard Missile Launcher I" />
    <hardware qty="4" slot="drone bay" type="Warrior II" />
    <hardware qty="1" slot="drone bay" type="Valkyrie II"/>
    </fitting>
-  <fitting name="Rupture - Lrange Roaming">
    <description value="" />
    <shipType value="Rupture" />
    <hardware slot="low slot 0" type="Reactor Control Unit II" />
    <hardware slot="low slot 1" type="Gyrostabilizer II" />
    <hardware slot="low slot 2" type="Gyrostabilizer II" />
    <hardware slot="low slot 3" type="Gyrostabilizer II" />
    <hardware slot="low slot 4" type="Tracking Enhancer II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive I" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="Tracking Computer II" />
    <hardware slot="hi slot 0" type="720mm Howitzer Artillery II" />
    <hardware slot="hi slot 1" type="720mm Howitzer Artillery II" />
    <hardware slot="hi slot 2" type="720mm Howitzer Artillery II" />
    <hardware slot="hi slot 3" type="720mm Howitzer Artillery II" />
    <hardware slot="hi slot 4" type="Rocket Launcher II" />
    <hardware slot="hi slot 5" type="Rocket Launcher II" />
    <hardware slot="rig slot 0" type="Medium Projectile Locus Coordinator I" />
    <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
    <hardware qty="4" slot="drone bay" type="Warrior II" />
    <hardware qty="1" slot="drone bay" type="Valkyrie II" />
```

```xml
    </fitting>
-   <fitting name="Sabre - Fleet / 2 Launcher Cloak">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>Booster<br><br>Slot 1 -
Standard X-Stinct - -7.5% Signature" />
    <shipType value="Sabre" />
    <hardware slot="low slot 0" type="Co-Processor II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Medium F-S9 Regolith Shield Induction" />
    <hardware slot="med slot 2" type="Viscoelastic EM Ward Salubrity I" />
    <hardware slot="med slot 3" type="Supplemental Thermal Barrier Emitter" />
    <hardware slot="hi slot 0" type="Interdiction Sphere Launcher I" />
    <hardware slot="hi slot 1" type="Interdiction Sphere Launcher I" />
    <hardware slot="hi slot 2" type="Prototype Cloaking Device I" />
    <hardware slot="hi slot 3" type="Civilian Gatling Autocannon" />
    <hardware slot="rig slot 0" type="Small Auxiliary Thrusters I" />
    <hardware slot="rig slot 1" type="Small Low Friction Nozzle Joints I" />
    </fitting>
-   <fitting name="Sabre - One Launcher">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>Booster<br><br>Slot 1 -
Standard X-Stinct - -7.5% Signature" />
    <shipType value="Sabre" />
    <hardware slot="low slot 0" type="Pseudoelectron Containment Field I" />
    <hardware slot="low slot 1" type="Overdrive Injector System II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Medium Shield Extender II" />
    <hardware slot="med slot 2" type="Stasis Webifier II" />
    <hardware slot="med slot 3" type="Warp Scrambler II" />
    <hardware slot="hi slot 0" type="Interdiction Sphere Launcher I" />
    <hardware slot="hi slot 1" type="200mm AutoCannon II" />
    <hardware slot="hi slot 2" type="200mm AutoCannon II" />
    <hardware slot="hi slot 3" type="200mm AutoCannon II" />
    <hardware slot="hi slot 4" type="200mm AutoCannon II" />
    <hardware slot="hi slot 5" type="200mm AutoCannon II" />
    <hardware slot="hi slot 6" type="200mm AutoCannon II" />
    <hardware slot="hi slot 7" type="200mm AutoCannon II" />
    <hardware slot="rig slot 0" type="Small Low Friction Nozzle Joints I" />
    <hardware slot="rig slot 1" type="Small Low Friction Nozzle Joints I" />
```

```
    </fitting>
-   <fitting name="Sacrilege - CRange Roam ActiveTank">
    <description value="Implants<br><br>ZET100 - Slot6 - 3% armor rep icnrease -
800k<br><br><br>ZET500 - Slot10 - 3% armor - 5m<br>AY-1 - Slot7 - 3%
Agility - 3m<br><br>GY-1 - Slot9 - 3% less Capneed mwd -
600k<br><br><br>Booster<br><br>Slot 1 - Standard Exile - 20% Armor Rep
Amount" />
    <shipType value="Sacrilege" />
    <hardware slot="low slot 0" type="Medium Armor Repairer II" />
    <hardware slot="low slot 1" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 2" type="Ballistic Control System II" />
    <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 4" type="Medium Armor Repairer II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 2" type="Warp Disruptor II" />
    <hardware slot="med slot 3" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 1" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 2" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 3" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 4" type="Heavy Assault Missile Launcher II" />
    <hardware slot="rig slot 0" type="Small Auxiliary Nano Pump I" />
    <hardware slot="rig slot 1" type="Small Auxiliary Nano Pump I" />
    </fitting>
-   <fitting name="Sacrilege - CRange Roam Plate">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZET500 - Slot10 - 3% armor - 5m<br>AY-1 - Slot7 - 3% Agility -
3m<br><br>GY-1 - Slot9 - 3% less Capneed mwd - 600k<br>" />
    <shipType value="Sacrilege" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 1" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 3" type="Ballistic Control System II" />
    <hardware slot="low slot 4" type="Ballistic Control System II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Stasis Webifier II" />
    <hardware slot="med slot 3" type="Conjunctive Radar ECCM Scanning Array I" />
    <hardware slot="hi slot 0" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 1" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 2" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 3" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 4" type="Heavy Assault Missile Launcher II" />
    <hardware slot="rig slot 0" type="Medium Trimark Armor Pump I" />
    <hardware slot="rig slot 1" type="Medium Trimark Armor Pump I" />
```

```
    </fitting>
- <fitting name="Scimitar - Roamin, Cap Booster">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br>Or<br>KVA1000 - SLot7 - 3%
Shield - 5m<br><br>XA2000 - Slot8 - 5% Less Capneed ShieldTransfers -
3.5m<br><br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br><br>Booster<br><br>Slot 1 - Standard X-Stinct - -7.5%
Signature" />
    <shipType value="Scimitar" />
    <hardware slot="low slot 0" type="Reactor Control Unit II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 3" type="Damage Control II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Medium Electrochemical Capacitor Booster I"
/>
    <hardware slot="med slot 2" type="Large Shield Extender II" />
    <hardware slot="med slot 3" type="Invulnerability Field II" />
    <hardware slot="med slot 4" type="ECCM - Ladar II" />
    <hardware slot="hi slot 0" type="Large S95a Partial Shield Transporter" />
    <hardware slot="hi slot 1" type="Large S95a Partial Shield Transporter" />
    <hardware slot="hi slot 2" type="Small Shield Transporter II" />
    <hardware slot="hi slot 3" type="Small Shield Transporter II" />
    <hardware slot="rig slot 0" type="Medium Anti-Kinetic Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Medium Anti-Thermal Screen Reinforcer I" />
    <hardware qty="5" slot="drone bay" type="Light Shield Maintenance Bot I" />
    <hardware qty="3" slot="drone bay" type="Warrior II" />
    </fitting>
- <fitting name="Scimitar - Roaming, Passive CapRech, 4th High Variable">
    <description value="" />
    <shipType value="Scimitar" />
    <hardware slot="low slot 0" type="Power Diagnostic System II" />
    <hardware slot="low slot 1" type="Power Diagnostic System II" />
    <hardware slot="low slot 2" type="Capacitor Power Relay II" />
    <hardware slot="low slot 3" type="Capacitor Power Relay II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Cap Recharger II" />
    <hardware slot="med slot 3" type="Cap Recharger II" />
    <hardware slot="med slot 4" type="Invulnerability Field II" />
    <hardware slot="hi slot 0" type="Large S95a Partial Shield Transporter" />
    <hardware slot="hi slot 1" type="Large S95a Partial Shield Transporter" />
    <hardware slot="hi slot 2" type="Improved Cloaking Device II" />
    <hardware slot="hi slot 3" type="Large S95a Partial Shield Transporter" />
    <hardware slot="rig slot 0" type="Medium Capacitor Control Circuit I" />
    <hardware slot="rig slot 1" type="Medium Capacitor Control Circuit I" />
```

```xml
      </fitting>
-   <fitting name="Scorpion">
    <description value="" />
    <shipType value="Scorpion" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="med slot 0" type="Sensor Booster II" />
    <hardware slot="med slot 1" type="ECM - Ion Field Projector II" />
    <hardware slot="med slot 2" type="ECM - Spatial Destabilizer II" />
    <hardware slot="med slot 3" type="ECM - Spatial Destabilizer II" />
    <hardware slot="hi slot 0" type="Cruise Missile Launcher II" />
    <hardware slot="hi slot 1" type="Cruise Missile Launcher II" />
    <hardware slot="hi slot 2" type="Cruise Missile Launcher II" />
    <hardware slot="hi slot 3" type="Cruise Missile Launcher II" />
    <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="med slot 4" type="ECM - White Noise Generator II" />
    <hardware slot="med slot 5" type="ECM - White Noise Generator II" />
    <hardware slot="med slot 6" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="rig slot 0" type="Large Particle Dispersion Augmentor I" />
    <hardware slot="low slot 2" type="Signal Distortion Amplifier II" />
    <hardware slot="low slot 3" type="Signal Distortion Amplifier II" />
    <hardware slot="rig slot 1" type="Large Particle Dispersion Projector I" />
    <hardware slot="rig slot 2" type="Large Particle Dispersion Projector I" />
    <hardware slot="hi slot 4" type="500W Infectious Power System Malfunction" />
    <hardware slot="hi slot 5" type="500W Infectious Power System Malfunction" />
    <hardware slot="med slot 7" type="ECM - Phase Inverter II" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-  <fitting name="Scorpion - Snipe / 230Ecm Optimal">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>KVA1000 - SLot7 - 3% Shield - 5m<br><br>Kya1000 - Slot9 - 3%
ShieldRecharge - 1.5m<br><br>ZET500 - Slot10 - 3% armor - 5m" />
    <shipType value="Scorpion" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 2" type="Signal Distortion Amplifier II" />
    <hardware slot="low slot 3" type="Signal Distortion Amplifier II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="ECM - Spatial Destabilizer II" />
    <hardware slot="med slot 3" type="ECM - Spatial Destabilizer II" />
    <hardware slot="med slot 4" type="ECM - White Noise Generator II" />
    <hardware slot="med slot 5" type="ECM - White Noise Generator II" />
    <hardware slot="med slot 6" type="ECM - Ion Field Projector II" />
    <hardware slot="med slot 7" type="ECM - Phase Inverter II" />
    <hardware slot="hi slot 0" type="Cruise Missile Launcher II" />
    <hardware slot="hi slot 1" type="Cruise Missile Launcher II" />
    <hardware slot="hi slot 2" type="Cruise Missile Launcher II" />
    <hardware slot="hi slot 3" type="Cruise Missile Launcher II" />
    <hardware slot="hi slot 4" type="500W Infectious Power System Malfunction" />
    <hardware slot="hi slot 5" type="500W Infectious Power System Malfunction" />
    <hardware slot="rig slot 0" type="Large Particle Dispersion Projector I" />
    <hardware slot="rig slot 1" type="Large Particle Dispersion Augmentor I" />
    <hardware slot="rig slot 2" type="Large Particle Dispersion Projector I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
    </fitting>
-  <fitting name="Sentinel - Ewar Roaming">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Sentinel" />
    <hardware slot="low slot 0" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Damage Control II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="hi slot 0" type="Small Diminishing Power System Drain I" />
    <hardware slot="hi slot 1" type="Small Energy Neutralizer II" />
    <hardware slot="hi slot 2" type="Small Energy Neutralizer II" />
    <hardware qty="4" slot="drone bay" type="Warrior II" />
    <hardware qty="4" slot="drone bay" type="Hobgoblin II" />
    <hardware qty="3" slot="drone bay" type="Hornet EC-300" />
    <hardware qty="1" slot="drone bay" type="Hornet EC-300" />
```

```
    </fitting>
-   <fitting name="Sentinel - Tackle Dogfighter Roams">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Sentinel" />
    <hardware slot="low slot 0" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Damage Control II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 2" type="Small Capacitor Booster II" />
    <hardware slot="med slot 3" type="Warp Disruptor II" />
    <hardware slot="hi slot 0" type="Small Diminishing Power System Drain I" />
    <hardware slot="hi slot 1" type="Small Energy Neutralizer II" />
    <hardware slot="hi slot 2" type="Small Energy Neutralizer II" />
    <hardware qty="4" slot="drone bay" type="Warrior II" />
    <hardware qty="4" slot="drone bay" type="Hobgoblin II" />
    <hardware qty="1" slot="drone bay" type="Hornet EC-300" />
    <hardware qty="2" slot="drone bay" type="Hornet EC-300" />
    <hardware qty="1" slot="drone bay" type="Hornet EC-300" />
```

```xml
  </fitting>
- <fitting name="Sleipnir - CRange Roam">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br>Or <br>KVA1000 -
SLot7 - 3% Shield - 5m<br><br>G1-D - Slot9 - 3% Turret ROF - 10m<br>Or
<br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br><br>Booster<br><br>Slot 1 - Standard Blue Pill - 20% Shield
Boost Amount<br><br>Slot 2 - Standard Sooth Sayer - 20% Falloff<br><br>" />
  <shipType value="Sleipnir" />
  <hardware slot="low slot 0" type="Gyrostabilizer II" />
  <hardware slot="low slot 1" type="Gyrostabilizer II" />
  <hardware slot="low slot 2" type="Gyrostabilizer II" />
  <hardware slot="low slot 3" type="Internal Force Field Array I" />
  <hardware slot="low slot 4" type="Nanofiber Internal Structure II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="X-Large Shield Booster II" />
  <hardware slot="med slot 2" type="Invulnerability Field II" />
  <hardware slot="med slot 3" type="Medium Electrochemical Capacitor Booster I"
/>
  <hardware slot="med slot 4" type="Caldari Navy Warp Disruptor" />
  <hardware slot="hi slot 0" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 3" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 4" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 5" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 6" type="220mm Vulcan AutoCannon II" />
  <hardware slot="rig slot 0" type="Medium Projectile Ambit Extension I" />
  <hardware slot="rig slot 1" type="Medium Projectile Ambit Extension I" />
  <hardware qty="2" slot="drone bay" type="Hobgoblin II" />
  <hardware qty="3" slot="drone bay" type="Hammerhead II" />
```

```xml
  </fitting>
- <fitting name="Sleipnir - CRange Roam Gangmod">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br>Or <br>KVA1000 -
SLot7 - 3% Shield - 5m<br><br>G1-D - Slot9 - 3% Turret ROF - 10m<br>Or
<br>Kya1000 - Slot9 - 3% ShieldRecharge -
1.5m<br><br><br>Booster<br><br>Slot 1 - Standard Blue Pill - 20% Shield
Boost Amount<br><br>Slot 2 - Standard Sooth Sayer - 20% Falloff" />
  <shipType value="Sleipnir" />
  <hardware slot="low slot 0" type="Gyrostabilizer II" />
  <hardware slot="low slot 1" type="Gyrostabilizer II" />
  <hardware slot="low slot 2" type="Gyrostabilizer II" />
  <hardware slot="low slot 3" type="Nanofiber Internal Structure II" />
  <hardware slot="low slot 4" type="Nanofiber Internal Structure II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="X-Large C5-L Emergency Shield Overload I" />
  <hardware slot="med slot 2" type="Invulnerability Field II" />
  <hardware slot="med slot 3" type="Medium Electrochemical Capacitor Booster I"
/>
  <hardware slot="med slot 4" type="Warp Disruptor II" />
  <hardware slot="hi slot 0" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 3" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 4" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 5" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 6" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 7" type="Skirmish Warfare Link - Rapid Deployment" />
  <hardware slot="rig slot 0" type="Medium Projectile Ambit Extension I" />
  <hardware slot="rig slot 1" type="Medium Projectile Ambit Extension I" />
```

```
    </fitting>
-  <fitting name="Stabber - CRange Roaming">
    <description value="" />
    <shipType value="Stabber" />
    <hardware slot="low slot 0" type="Gyrostabilizer II" />
    <hardware slot="low slot 1" type="Gyrostabilizer II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive I" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Large Shield Extender II" />
    <hardware slot="hi slot 0" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 3" type="220mm Vulcan AutoCannon II" />
    <hardware slot="hi slot 4" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 5" type="Heavy Missile Launcher II" />
    <hardware slot="rig slot 0" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 1" type="Medium Anti-EM Screen Reinforcer I" />
    <hardware slot="rig slot 2" type="Medium Anti-Thermal Screen Reinforcer I" />
    <hardware qty="1" slot="drone bay" type="Civilian Mining Drone" />
    </fitting>
-  <fitting name="Std">
    <description value="" />
    <shipType value="Phoenix" />
    <hardware slot="low slot 0" type="Ballistic Control System II" />
    <hardware slot="low slot 1" type="Ballistic Control System II" />
    <hardware slot="low slot 2" type="Damage Control II" />
    <hardware slot="low slot 3" type="Power Diagnostic System II" />
    <hardware slot="low slot 4" type="Power Diagnostic System II" />
    <hardware slot="med slot 0" type="Capital Shield Booster I" />
    <hardware slot="med slot 1" type="Photon Scattering Field II" />
    <hardware slot="med slot 2" type="Heat Dissipation Field II" />
    <hardware slot="med slot 3" type="Invulnerability Field II" />
    <hardware slot="med slot 4" type="Cap Recharger II" />
    <hardware slot="med slot 5" type="Sensor Booster II" />
    <hardware slot="med slot 6" type="Invulnerability Field II" />
    <hardware slot="hi slot 0" type="Citadel Torpedo Launcher I" />
    <hardware slot="hi slot 1" type="Citadel Torpedo Launcher I" />
    <hardware slot="hi slot 2" type="Citadel Torpedo Launcher I" />
    <hardware slot="hi slot 3" type="Siege Module I" />
    <hardware slot="rig slot 0" type="Large Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Large Core Defence Field Extender I" />
    <hardware slot="rig slot 2" type="Large Core Defence Field Extender I" />
```

```xml
    </fitting>
-   <fitting name="Stiletto - Tackle">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Stiletto" />
    <hardware slot="low slot 0" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 1" type="Nanofiber Internal Structure II" />
    <hardware slot="low slot 2" type="Overdrive Injector System II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Warp Scrambler II" />
    <hardware slot="med slot 3" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Standard Missile Launcher II" />
    <hardware slot="hi slot 1" type="200mm AutoCannon II" />
    <hardware slot="hi slot 2" type="200mm AutoCannon II" />
    </fitting>
-   <fitting name="Stiletto - Tackle Pansy">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Stiletto" />
    <hardware slot="low slot 0" type="Overdrive Injector System II" />
    <hardware slot="low slot 1" type="Overdrive Injector System II" />
    <hardware slot="low slot 2" type="Nanofiber Internal Structure II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="Sensor Booster II" />
    <hardware slot="med slot 3" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="250mm Light Artillery Cannon II" />
    <hardware slot="hi slot 1" type="250mm Light Artillery Cannon II" />
    </fitting>
-   <fitting name="Taranis - RailRanis">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m" />
    <shipType value="Taranis" />
    <hardware slot="low slot 0" type="Overdrive Injector System II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Damage Control II" />
    <hardware slot="med slot 0" type="Catalyzed Cold-Gas I Arcjet Thrusters" />
    <hardware slot="med slot 1" type="Fleeting Propulsion Inhibitor I" />
    <hardware slot="med slot 2" type="Warp Disruptor II" />
    <hardware slot="hi slot 0" type="125mm Railgun II" />
    <hardware slot="hi slot 1" type="125mm Railgun II" />
    <hardware slot="hi slot 2" type="125mm Railgun II" />
    <hardware qty="2" slot="drone bay" type="Warrior II" />
```

```
      </fitting>
  -  <fitting name="Tempest - RR BS">
      <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZET200 - Slot7 - 3% Lesscapneed Remote armor -
100k<br><br><br>G1-D - Slot9 - 3% Turret ROF - 10m<br>Or<br>ZGA100 -
Slot9 - 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard Mindflood - 10% Capacitor
Amount" />
      <shipType value="Tempest" />
      <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
      <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
      <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
      <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
      <hardware slot="low slot 4" type="Damage Control II" />
      <hardware slot="low slot 5" type="Gyrostabilizer II" />
      <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
      <hardware slot="med slot 1" type="Heavy Capacitor Booster II" />
      <hardware slot="med slot 2" type="ECCM - Ladar II" />
      <hardware slot="med slot 3" type="ECCM - Ladar II" />
      <hardware slot="med slot 4" type="Warp Disruptor II" />
      <hardware slot="hi slot 0" type="Dual 650mm Repeating Artillery II" />
      <hardware slot="hi slot 1" type="Dual 650mm Repeating Artillery II" />
      <hardware slot="hi slot 2" type="Dual 650mm Repeating Artillery II" />
      <hardware slot="hi slot 3" type="Dual 650mm Repeating Artillery II" />
      <hardware slot="hi slot 4" type="Dual 650mm Repeating Artillery II" />
      <hardware slot="hi slot 5" type="Dual 650mm Repeating Artillery II" />
      <hardware slot="hi slot 6" type="Large 'Arup' I Remote Bulwark Reconstruction" />
      <hardware slot="hi slot 7" type="Large 'Arup' I Remote Bulwark Reconstruction" />
      <hardware slot="rig slot 0" type="Large Trimark Armor Pump I" />
      <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
      <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
      <hardware qty="1" slot="drone bay" type="Warrior II" />
      <hardware qty="2" slot="drone bay" type="Valkyrie II" />
      <hardware qty="2" slot="drone bay" type="Berserker II" />
```

```
    </fitting>
-   <fitting name="Tempest - RR Gank Fleet">
    <description value="" />
    <shipType value="Tempest" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="med slot 0" type="Warp Scrambler II" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="low slot 1" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="rig slot 0" type="Large Trimark Armor Pump I" />
    <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
    <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
    <hardware slot="low slot 2" type="Gyrostabilizer II" />
    <hardware slot="hi slot 0" type="Large 'Solace' I Remote Bulwark Reconstruction"
/>
    <hardware slot="hi slot 1" type="Large 'Solace' I Remote Bulwark Reconstruction"
/>
    <hardware slot="med slot 2" type="Stasis Webifier II" />
    <hardware slot="hi slot 2" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 3" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 4" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 5" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 6" type="800mm Repeating Artillery II" />
    <hardware slot="hi slot 7" type="800mm Repeating Artillery II" />
    <hardware slot="med slot 3" type="100MN MicroWarpdrive II" />
    <hardware slot="med slot 4" type="ECCM - Ladar II" />
    <hardware slot="low slot 3" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 4" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 5" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
```

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```
    </fitting>
-  <fitting name="Tempest - Snipe BS Cheap">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>ZGA100 - Slot9
- 3% TurretOptimal - 2.5m<br><br>ZET500 - Slot10 - 3% armor -
5m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10% Optimal" />
    <shipType value="Tempest" />
    <hardware slot="low slot 0" type="Gyrostabilizer II" />
    <hardware slot="low slot 1" type="Gyrostabilizer II" />
    <hardware slot="low slot 2" type="Damage Control II" />
    <hardware slot="low slot 3" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 4" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 5" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="med slot 0" type="Quad LiF Fueled I Booster Rockets" />
    <hardware slot="med slot 1" type="Sensor Booster II" />
    <hardware slot="med slot 2" type="Sensor Booster II" />
    <hardware slot="med slot 3" type="Tracking Computer II" />
    <hardware slot="med slot 4" type="Tracking Computer II" />
    <hardware slot="hi slot 0" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 1" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 2" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 3" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 4" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 5" type="1400mm Howitzer Artillery II" />
    <hardware slot="hi slot 6" type="Heavy Missile Launcher II" />
    <hardware slot="hi slot 7" type="Heavy Missile Launcher II" />
    <hardware slot="rig slot 0" type="Large Ancillary Current Router I" />
    <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
    <hardware qty="5" slot="drone bay" type="Hornet EC-300" />
```

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```
    </fitting>
-  <fitting name="Thanatos - Remote Rep Focus.">
    <description value="Implants *Expensive*<br><br>CR4 - Slot6 - 3% Cap
Recharge - 25m<br><br>KNB-50 - Slot7 - 3% Scan Resolution -
35m<br><br>CC4 - Slot8 - 3% Cap Amount - 25m<br><br>KYA2000 - Slot9 - 5%
Shieldrecharge - 3.5m<br><br>ZET500 - Slot10 - 3% Armor -
5m<br><br><br>Booster<br><br>Slot 1 - Standard Exile - 20% Armor Rep
Amount" />
    <shipType value="Thanatos" />
    <hardware slot="low slot 0" type="Damage Control II" />
    <hardware slot="low slot 1" type="Capacitor Power Relay II" />
    <hardware slot="low slot 2" type="Imperial Navy Energized Adaptive Nano
Membrane" />
    <hardware slot="low slot 3" type="Imperial Navy Energized Adaptive Nano
Membrane" />
    <hardware slot="low slot 4" type="Capital Armor Repairer I" />
    <hardware slot="low slot 5" type="Capital Armor Repairer I" />
    <hardware slot="med slot 0" type="ECCM - Magnetometric II" />
    <hardware slot="med slot 1" type="Cap Recharger II" />
    <hardware slot="med slot 2" type="Cap Recharger II" />
    <hardware slot="med slot 3" type="Warp Disruptor II" />
    <hardware slot="med slot 4" type="Sensor Booster II" />
    <hardware slot="hi slot 0" type="Large EMP Smartbomb II" />
    <hardware slot="hi slot 1" type="Heavy Energy Neutralizer II" />
    <hardware slot="hi slot 2" type="Capital Remote Armor Repair System I" />
    <hardware slot="hi slot 3" type="Capital Energy Transfer Array I" />
    <hardware slot="hi slot 4" type="Capital Shield Transporter I" />
    <hardware slot="rig slot 0" type="Large Capacitor Control Circuit I" />
    <hardware slot="rig slot 1" type="Large Capacitor Control Circuit I" />
    <hardware slot="rig slot 2" type="Large Capacitor Control Circuit I" />
    </fitting>
-  <fitting name="Thorax - CRange passive Med Ions">
    <description value="" />
    <shipType value="Thorax" />
    <hardware slot="low slot 0" type="800mm Reinforced Rolled Tungsten Plates I" />
    <hardware slot="low slot 1" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 2" type="Damage Control II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 4" type="Magnetic Field Stabilizer II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive I" />
    <hardware slot="med slot 1" type="Warp Scrambler II" />
    <hardware slot="med slot 2" type="'Langour' Drive Disruptor I" />
    <hardware slot="hi slot 0" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 3" type="Heavy Ion Blaster II" />
    <hardware slot="hi slot 4" type="Heavy Electron Blaster II" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
```

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```xml
  </fitting>
- <fitting name="Typhoon - CRange Local Tank">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br><br>G1-D -
Slot9 - 3% Turret ROF - 10m<br>Or<br>ZGA100 - Slot9 - 3% TurretOptimal -
2.5m<br><br>ZET500 - Slot10 - 3% armor - 5m" />
  <shipType value="Typhoon" />
  <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
  <hardware slot="low slot 2" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 3" type="Energized Adaptive Nano Membrane II" />
  <hardware slot="low slot 4" type="Pseudoelectron Containment Field I" />
  <hardware slot="low slot 5" type="Ballistic Control System II" />
  <hardware slot="low slot 6" type="Ballistic Control System II" />
  <hardware slot="med slot 0" type="100MN MicroWarpdrive II" />
  <hardware slot="med slot 1" type="Warp Disruptor II" />
  <hardware slot="med slot 2" type="Stasis Webifier II" />
  <hardware slot="med slot 3" type="Conjunctive Ladar ECCM Scanning Array I" />
  <hardware slot="hi slot 0" type="Siege Missile Launcher II" />
  <hardware slot="hi slot 1" type="Siege Missile Launcher II" />
  <hardware slot="hi slot 2" type="Siege Missile Launcher II" />
  <hardware slot="hi slot 3" type="Siege Missile Launcher II" />
  <hardware slot="hi slot 4" type="Dual 650mm Repeating Artillery II" />
  <hardware slot="hi slot 5" type="Dual 650mm Repeating Artillery II" />
  <hardware slot="hi slot 6" type="Dual 650mm Repeating Artillery II" />
  <hardware slot="hi slot 7" type="Dual 650mm Repeating Artillery II" />
  <hardware slot="rig slot 0" type="Large Trimark Armor Pump I" />
  <hardware slot="rig slot 1" type="Large Trimark Armor Pump I" />
  <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
  <hardware qty="5" slot="drone bay" type="Valkyrie II" />
  <hardware qty="5" slot="drone bay" type="Wasp EC-900" />
```

```
    </fitting>
-  <fitting name="Typhoon - RR BS *RR over Neuts!*">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZET200 - Slot7 - 3% Lesscapneed Remote armor -
100k<br><br>GY-1 - Slot9 - 3% less Capneed mwd - 600k<br><br>ZET500 -
Slot10 - 3% armor - 5m<br><br><br>Booster<br><br>Slot 1 - Standard
Mindflood - 10% Capacitor Amount" />
    <shipType value="Typhoon" />
    <hardware slot="low slot 0" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 1" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 2" type="1600mm Reinforced Rolled Tungsten Plates I"
/>
    <hardware slot="low slot 3" type="Adaptive Nano Plating II" />
    <hardware slot="low slot 4" type="Energized Adaptive Nano Membrane II" />
    <hardware slot="low slot 5" type="Damage Control II" />
    <hardware slot="low slot 6" type="Ballistic Control System II" />
    <hardware slot="med slot 0" type="100MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Heavy Capacitor Booster II" />
    <hardware slot="med slot 2" type="Conjunctive Ladar ECCM Scanning Array I" />
    <hardware slot="med slot 3" type="Conjunctive Ladar ECCM Scanning Array I" />
    <hardware slot="hi slot 0" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 1" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 2" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 3" type="Siege Missile Launcher II" />
    <hardware slot="hi slot 4" type="Large 'Arup' I Remote Bulwark Reconstruction" />
    <hardware slot="hi slot 5" type="Large 'Arup' I Remote Bulwark Reconstruction" />
    <hardware slot="hi slot 6" type="Large 'Arup' I Remote Bulwark Reconstruction" />
    <hardware slot="hi slot 7" type="Large 'Regard' I Power Projector" />
    <hardware slot="rig slot 0" type="Large Remote Repair Augmentor I" />
    <hardware slot="rig slot 1" type="Large Remote Repair Augmentor I" />
    <hardware slot="rig slot 2" type="Large Trimark Armor Pump I" />
    <hardware qty="5" slot="drone bay" type="Garde II" />
    <hardware qty="5" slot="drone bay" type="Valkyrie II" />
```

```
  </fitting>
- <fitting name="Vagabond - Heavy Tackler">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br>Or<br>KVA1000 -
SLot7 - 3% Shield - 5m<br><br>G1-D - Slot9 - 3% Turret ROF -
10m<br><br><br>Booster<br><br>Slot 2 - Standard Sooth Sayer - 20% Falloff"
/>
  <shipType value="Vagabond" />
  <hardware slot="low slot 0" type="Gyrostabilizer II" />
  <hardware slot="low slot 1" type="Gyrostabilizer II" />
  <hardware slot="low slot 2" type="Gyrostabilizer II" />
  <hardware slot="low slot 3" type="Nanofiber Internal Structure II" />
  <hardware slot="low slot 4" type="Nanofiber Internal Structure II" />
  <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
  <hardware slot="med slot 1" type="Warp Disruptor II" />
  <hardware slot="med slot 2" type="Large Shield Extender II" />
  <hardware slot="med slot 3" type="Large F-S9 Regolith Shield Induction" />
  <hardware slot="hi slot 0" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 1" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 2" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 3" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 4" type="220mm Vulcan AutoCannon II" />
  <hardware slot="hi slot 5" type="Heavy Missile Launcher II" />
  <hardware slot="rig slot 0" type="Medium Projectile Ambit Extension I" />
  <hardware slot="rig slot 1" type="Medium Projectile Ambit Extension I" />
  </fitting>
- <fitting name="Vexor">
  <description value="" />
  <shipType value="Vexor" />
  <hardware slot="med slot 0" type="Small Capacitor Battery I" />
  <hardware slot="med slot 1" type="Medium Shield Booster II" />
  <hardware slot="low slot 0" type="Medium Armor Repairer I" />
  <hardware slot="med slot 2" type="Shield Recharger II" />
  <hardware slot="hi slot 0" type="650mm Artillery Cannon I" />
  <hardware slot="hi slot 1" type="650mm Artillery Cannon I" />
  <hardware slot="hi slot 2" type="720mm Carbine Howitzer I" />
  <hardware slot="low slot 1" type="Gyrostabilizer I" />
  <hardware slot="low slot 2" type="Warp Core Stabilizer I" />
  <hardware slot="low slot 3" type="Beta Reactor Control: Diagnostic System I" />
  <hardware qty="4" slot="drone bay" type="Ogre I" />
```

```
    </fitting>
  - <fitting name="Vexor - Gank">
    <description value="" />
    <shipType value="Vexor" />
    <hardware slot="low slot 0" type="Reactor Control Unit II" />
    <hardware slot="low slot 1" type="Damage Control II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive I" />
    <hardware slot="med slot 1" type="Warp Disruptor II" />
    <hardware slot="med slot 2" type="X5 Prototype I Engine Enervator" />
    <hardware slot="hi slot 0" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 3" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 4" type="Small Nosferatu II" />
    <hardware qty="1" slot="drone bay" type="Warrior II" />
    <hardware qty="2" slot="drone bay" type="Valkyrie II" />
    <hardware qty="2" slot="drone bay" type="Berserker II" />
    </fitting>
  - <fitting name="Vulture - CRange Roaming Blasters">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br><br>GY-1 - Slot9 -
3% less Capneed mwd - 600k<br>Or <br>G1-D - Slot9 - 3% Turret ROF -
10m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix - 10%
Optimal<br>" />
    <shipType value="Vulture" />
    <hardware slot="low slot 0" type="Reactor Control Unit II" />
    <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
    <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
    <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Large Shield Extender II" />
    <hardware slot="med slot 3" type="Photon Scattering Field II" />
    <hardware slot="med slot 4" type="Warp Disruptor II" />
    <hardware slot="med slot 5" type="Stasis Webifier II" />
    <hardware slot="hi slot 0" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 1" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 2" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 3" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 4" type="Heavy Neutron Blaster II" />
    <hardware slot="hi slot 5" type="Siege Warfare Link - Shield Harmonizing" />
    <hardware slot="hi slot 6" type="Siege Warfare Link - Active Shielding" />
    <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
    <hardware qty="5" slot="drone bay" type="Warrior II" />
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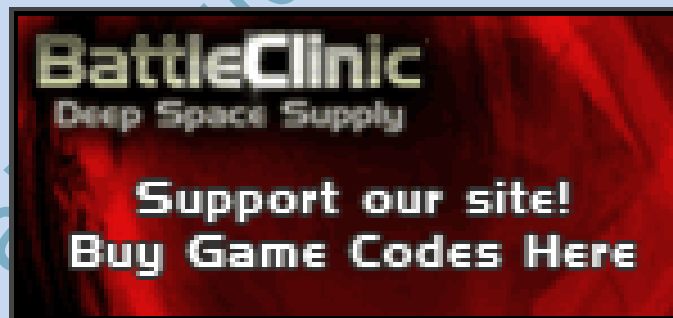
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    </fitting>
  - <fitting name="Vulture - CRange Roaming Missiles">
    <description value="" />
    <shipType value="Vulture" />
    <hardware slot="low slot 0" type="Pseudoelectron Containment Field I" />
    <hardware slot="low slot 1" type="Ballistic Control System II" />
    <hardware slot="low slot 2" type="Ballistic Control System II" />
    <hardware slot="low slot 3" type="Ballistic Control System II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="X5 Prototype I Engine Enervator" />
    <hardware slot="med slot 3" type="Invulnerability Field II" />
    <hardware slot="med slot 4" type="Large Shield Extender II" />
    <hardware slot="med slot 5" type="Warp Disruptor II" />
    <hardware slot="hi slot 0" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 1" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 2" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 3" type="Siege Warfare Link - Shield Harmonizing" />
    <hardware slot="hi slot 4" type="Siege Warfare Link - Shield Harmonizing" />
    <hardware slot="hi slot 5" type="Heavy Assault Missile Launcher II" />
    <hardware slot="hi slot 6" type="Heavy Assault Missile Launcher II" />
    <hardware slot="rig slot 0" type="Medium Core Defence Field Extender I" />
    <hardware slot="rig slot 1" type="Medium Core Defence Field Extender I" />
```

```xml
  </fitting>
- <fitting name="Vulture - LRange Roaming and Fleet">
  <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>ZGC100 - Slot7 - 3% Turret Falloff - 2.5m<br>Or<br>KVA1000 -
SLot7 - 3% Shield - 5m<br><br>ZGA100 - Slot9 - 3% TurretOptimal -
2.5m<br><br><br><br><br><br><br>Booster<br><br>Slot 2 - Standard
Frentix - 10% Optimal<br>" />
  <shipType value="Vulture" />
  <hardware slot="low slot 0" type="Reactor Control Unit II" />
  <hardware slot="low slot 1" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 2" type="Magnetic Field Stabilizer II" />
  <hardware slot="low slot 3" type="Magnetic Field Stabilizer II" />
  <hardware slot="med slot 0" type="10MN MicroWarpdrive II" />
  <hardware slot="med slot 1" type="Sensor Booster II" />
  <hardware slot="med slot 2" type="Sensor Booster II" />
  <hardware slot="med slot 3" type="Tracking Computer II" />
  <hardware slot="med slot 4" type="Invulnerability Field II" />
  <hardware slot="med slot 5" type="Photon Scattering Field II" />
  <hardware slot="hi slot 0" type="250mm Railgun II" />
  <hardware slot="hi slot 1" type="250mm Railgun II" />
  <hardware slot="hi slot 2" type="250mm Railgun II" />
  <hardware slot="hi slot 3" type="250mm Railgun II" />
  <hardware slot="hi slot 4" type="250mm Railgun II" />
  <hardware slot="hi slot 5" type="Siege Warfare Link - Shield Harmonizing" />
  <hardware slot="hi slot 6" type="Siege Warfare Link - Active Shielding" />
  <hardware slot="rig slot 0" type="Medium Hybrid Locus Coordinator I" />
  <hardware slot="rig slot 1" type="Medium Hybrid Locus Coordinator I" />
  <hardware qty="5" slot="drone bay" type="Warrior II" />
```

```
    </fitting>
-   <fitting name="Zealot - Long Range.">
    <description value="Implants<br><br>MY-1 - Slot6 - 3% MWD/Ab Increase -
800k<br><br>AY-1 - Slot7 - 3% Agility - 3m<br><br>Slot8 - 3% MedEnergy Dmg
- 7m<br><br>ZGA100 - Slot9 - 3% TurretOptimal - 2.5m<br>Or <br>G1-D - Slot9
- 3% Turret ROF - 10m<br><br><br>Booster<br><br>Slot 2 - Standard Frentix -
10% Optimal" />
    <shipType value="Zealot" />
    <hardware slot="low slot 0" type="Pseudoelectron Containment Field I" />
    <hardware slot="low slot 1" type="Heat Sink II" />
    <hardware slot="low slot 2" type="Heat Sink II" />
    <hardware slot="low slot 3" type="Heat Sink II" />
    <hardware slot="low slot 4" type="Tracking Enhancer II" />
    <hardware slot="low slot 5" type="Tracking Enhancer II" />
    <hardware slot="low slot 6" type="Power Diagnostic System II" />
    <hardware slot="med slot 0" type="Y-T8 Overcharged Hydrocarbon I
Microwarpdrive" />
    <hardware slot="med slot 1" type="Large Shield Extender II" />
    <hardware slot="med slot 2" type="Sensor Booster II" />
    <hardware slot="hi slot 0" type="Heavy Beam Laser II" />
    <hardware slot="hi slot 1" type="Heavy Beam Laser II" />
    <hardware slot="hi slot 2" type="Heavy Beam Laser II" />
    <hardware slot="hi slot 3" type="Heavy Beam Laser II" />
    <hardware slot="hi slot 4" type="Heavy Beam Laser II" />
    <hardware slot="rig slot 0" type="Medium Auxiliary Thrusters I" />
    <hardware slot="rig slot 1" type="Medium Low Friction Nozzle Joints I" />
    </fitting>
    </fittings>
```

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CYNARA'S GUIDE TO THE GALAXY