

**A NEW PLAYER'S GUIDE TO SHIPS,
MODULES & WEAPONS**



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Greetings,

I'm a pretty new player, and I too felt a little lost in the sea of information when I tried to look at a new ship. I present this guide to help explain some of the complicated information confronting you when you start to look for a new ship. I include answers to questions I commonly see asked, as well as those I asked myself when I began playing. You'll find details to understand what the weapon types do and how to decide what you like best, about what some of the strange statistics you see on ships mean, and finally a guide to selecting new frigates for each race depending on what you want (I go over each and every frigate to tell you what the best one for your character is).

This guide is just to help you pick new ships and equipment, and get you through the frigates. I don't cover Cruisers or Industrials or anything big, as the guide is intended to get you to the point where you understand the system enough to handle bigger ships on your own.

This guide assumes that you already know the basic playing mechanics and commands. It is simply a guide for new players to help choose which ships to pilot to get them going. I'm also including a general guide to weapons and equipment, to help make the jargon clear. The three sections of this guide are weapons, ships equipment, and ship selection. I will only touch briefly or not at all on high-level aspects, and focus this guide only on information for frigates, their equipment, and useful progressions to higher level ships.

Weapons

This is a brief guide to weapon-types to help figure them out. There are four main types, and each race has a preference for a particular type, but this does not limit you to using certain weapons on certain ships. Ships also have drones to consider, and I will touch on these as well. Also, you can only mount so many weapons on a ship; I'll go into this in more detail in the second section. Generally, the bigger the weapon, the more damage and range, but the slower the tracking speed. So, big guns shoot harder and farther, but can't aim as quickly at close range threats.

First, a brief overview of the damage system. There are four damage types: Electromagnetic, Thermal, Kinetic, and Explosive. EM does the most damage to shields; Explosive does the most damage to armour. Thermal does moderate damage to both, but more against shields. Kinetic is the same, but does more damage to armour. A simpler way of putting all that is this crudely assembled 'diagram.'

More Armour Damage / More Shield Damage

-Explosive- -Kinetic- -Thermal- -Electromagnetic-

Hurrah for the tab button. Now, for an overview of the weapon types. Remember that every turret does two or more kinds of damage, while missiles only do one kind of damage, all depending on what ammo you use.

-Laser Turrets: These energy based weapons do EM and Thermal damage. If you

didn't totally understand my explanation, and who could blame you :P, these weapons are great for cutting through shields, and not as good at penetrating armour. They do not use ammunition, and instead rely on the ship's capacitor more heavily than other weapon types, which mean that you can't run out of ammo, but your capacitor can be heavily drained if you don't monitor your ship carefully.

Even though they have no ammo, they can be fitted with 'focusing crystals,' which you'll find under the ammunition tab in the market menu. Installing a focusing crystal modifies the beam of the laser; all this means is that it modifies damage type and amount, and weapon range. The weapon retains its damage multiplier and firing rate. So, if a turret has a 3x multiplier and fires every 5 seconds, whatever damage type the focusing crystal uses will be multiplied by 3, and it will still fire every five seconds. There is often a trade off with crystals, so a very powerful damage crystal might have very low range. One advantage to using crystals is that you can swap them in the middle of a fight, just like ammunition, and it takes less time for a crystal to be ready to fire than a new ammo type.

-Hybrid Turrets: My first question regarding these was, 'hybrid of what?' In sci-fi terms, these turrets use charged energy and physical ammunition combined. In game terms, they're good all-round turrets. They generally have good range and firing rate, and medium capacitor drain and damage. Hybrid turrets can only do thermal and kinetic damage. This means that most hybrid ammo is good for any situation, but not specialized overmuch for penetrating armour or shields. Obviously, if you want to ***** shields, try to get ammo with more thermal than kinetic damage, and more kinetic for punching through armour.

Hybrid turrets use ammunition, which works the same as a focusing crystal, except that it is finite. Ammunition selection is merciful in that you need only choose the ammo type and turret size for the ammo; each turret, regardless of size, can load any kind of ammunition so long as it is the same size of the turret (large, medium, small). Each ammunition type has its own statistics, so one may do more damage, another may do a certain damage type, another has long range, etc. They usually have the same trade-offs as a focusing crystal, but ammunition takes longer to load and reload. You can always switch out the ammo for another type in your cargo bay.

-Projectile Turrets: These turrets require no high-tech mumbo-jumbo to explain, they are simply shell or bullet projecting weapons. Projectiles do not use complicated operations to charge the ammunition in the way a hybrid does, so they use the least amount of capacitor energy of the turret types. There are many kinds of projectile turrets. Some, like Gatling guns, have a high rate of fire and low individual shot damage and range. Others, like the massive artillery turrets, have a very low rate of fire but massive damage and range.

Projectile ammunition always does some amount of kinetic damage, as well as one or more other types depending on the ammo. Projectile ammunition can cover a wide range of damage types and uses, so you can select something to use for general situations, or you can tailor your choice to certain damage types. You can always switch ammo types if you need to, but this takes more time than swapping frequency crystals.

-Missile Launchers: Missiles are quite different from the turret weapons. When launched, a missile tracks its target and manoeuvres to hit it. Every missile has a Velocity, Flight Time, and Agility rating. Velocity is how fast it moves, flight time is how long it can fly, and agility is how well it can adjust its heading to follow a target. Velocity multiplied flight time together make the effective range of the missile. If a missile flies at 1000 meters per second, and has a maximum flight time of 25 seconds, then its maximum range is 25,000 meters (25km). Agility is simply how well it stays on target. If a person can manoeuvre around the missile for long enough, it runs out of fuel and does nothing to them, so agility helps with faster targets. Pilots can also warp out of the area before a missile reaches them, but there are ways around this as well (see Medium Power Slots below).

All missiles do a single damage type, but usually do a whole lot of it. So, you might have a missile that does huge thermal damage, but it only does thermal damage. You can also swap missiles in a launcher in the same way as swapping ammunition in a turret.

There are many types of missile types, and I'll briefly explain each. Not all missiles are for doing damage, either. Some have special purposes, so let's look at them in more detail:

-Rockets: Rockets are like the submachine gun of the missile world. They are short ranged, and the better rockets have a very fast flight speed. They don't do as much damage per rocket, but the launchers are all fast firing (rockets have their own launcher type).

-Light and Heavy Missiles: These are pretty standard missiles. They have good range and pack a good punch with each hit. Light missiles pack less of a punch and have less range, but have faster launchers. Heavy missiles are faster and have longer flight times, and also do more damage in a single missile, but their launchers are slower. Both use the same skill to operate. Heavy missile launchers usually take more advanced systems to operate, so you'll be using light most of the time to begin with.

-Cruise Missiles: Cruise Missiles are a step up from heavy missiles. They have a longer range and fly faster, and do more damage than Heavy missiles, but their launchers are slower. They use their own skill, and are even more advanced than heavy missiles, so don't expect to mount these on a small ship.

-Torpedoes: Torpedoes aren't like other missiles. They do huge damage and have long flight times, but also have slower flight speeds. What is different about them is that they have an explosion radius as well, which can hit many targets at once. These have their own skill to use, and have high system requirements, so you probably won't be using these even on a cruiser.

-FoF Missiles: FoF stands for Friend or Foe. These missiles come in light, heavy, and cruise varieties, and use the equivalent missile launcher. The difference is that they do not need to be targeted. If a ship damages you, or uses some form of electronic warfare on your ship, then you can launch these and they will automatically attack the culprit. You do not need to target the vessel, but you do need to manually select the fire button to start launching them. FoF missiles have similar attributes to their normal counterparts, aside from their targeting.

-Defender Missiles: As their name implies, these missiles are not used as a weapon. Instead, you launch these when an enemy missile is homing in on you. There are not many types (only one working model that I know of) but that can change in time. The Defender has fast speed and good range, but slightly lowers agility than a normal missile. Not to worry, though, because Defenders have an explosion radius, so they don't actually need to hit the enemy missile directly. You can load these into a normal missile launcher, but not into specialist launchers for rockets, torpedoes, and the like.

***A Note on Launcher Types*:** There are several launcher types, and some can fire multiple classes of missiles. In all cases, if a launcher can fire a missile class (light for instance) it can also fire its FoF equivalent. Here's a brief overview of launcher types:

-Rocket: These only fire rockets. They have a fast rate of fire and low system requirements. They cannot use Defender missiles, and there is no FoF Rocket at the time of this writing.

-Standard and Assault: These fire Light missiles, as well as Defenders. I believe they can launch rockets, but to do so is generally wasteful because Rocket Launchers fire much more quickly and can only load rockets. They have a decent rate of fire and average system requirements. The difference between Standard and Assault launchers is that Assault Launchers have a much faster rate of fire, but much higher system requirements. Standard Launchers are suited for frigates, but Assault launchers have system requirements which usually limit their use to larger vessels.

-Heavy: Heavy Launchers fire heavy missiles. Their rate of fire is slower than Standard or Assault launchers because of their larger payload. They can also fire Defenders. Heavy Launchers have high system requirements, so you probably won't use them on frigates.

-Cruise: Cruise Launchers fire cruise missiles and Defenders. They are slower than Heavy Launchers due to their ammo, and also have big system requirements, so don't expect to mount one on a frigate.

-Siege: Bigger and slower than even Cruise Launchers. Siege Launchers can fire Cruise and Defender missiles. Their main design is to fire torpedoes, and they are the only launcher that can do so. Their system requirements are so large that you won't need to worry about them for a long time.

-Drones: Drones are robotic mini-ships, you can think of them like fighter craft for your big vessel. There are drones that can do all kinds of damage, but each individual drone only does one kind of damage. Some are fast and lightly armoured; some are slow and heavily armoured.

There are also mining drones. A wide array of these are about to be released at the time of this writing, and these can help speed up mining. Just remember that a drone has to go to the asteroid, mine its fill, then return to your ship to deposit it, so if a mining laser and a drone have the same rate of mining, the laser will always be slightly ahead since it doesn't waste time bringing things to you. If mining in dangerous areas, you might want to use combat drones to guard your ship while you use turrets for mining lasers.

In all, there are three drone types. Scout, which are light fighters. Heavy, which are heavy fighters and require a lot more skill points to use. And Miners...which mine.

Equipment and Power Slots

This is not an in-depth guide by any means, but merely a general primer to help you understand the myriad specialized equipment on a starship. Before we go further, let's examine CPU and Power Grid.

CPU and Power Grid merely measure how much stuff you can use. Everything has a CPU and Power Grid requirement. Some have more in one or the other; some are good and bad in both. You'll learn how to balance the two as you get more experience and decide what tools you like to use best. For now, these are the boundaries that you operate within when mounting things on a ship. You might have room to mount a battleship-class canon, but you probably won't have the CPU or Power to pull it off. Don't be afraid to experiment, however. Even if something is not 'meant' to be used on a class of ship, with clever balancing and the right support equipment, it's still possible to bend the lines. Every ship has its own CPU and Power Grid attribute, which can be modified with equipment.

Your ship also has a Capacitor. When you go to warp or use a piece of equipment (which we call 'modules' in this game), your Capacitor gets drained. It recharges on its own, and there are modules that can modify most aspects of the Capacitor. Every ship has its own unique Capacitor attribute, just like CPU and Power Grid. As the CPU and Power Grid govern what you can put on your ship, the Capacitor dictates how often you can use modules and warping.

In addition to these specifications, every ship has three levels of power slots: high, medium, and low. Every piece of equipment fits into one of these, so how many a ship has is important. If you have the CPU and Power Grid to use something, you might not have enough slots to use a lot of them. Every module fits into a high, medium, or lower power slot. Here is a general summary of what kind of equipment goes into each slot.

-High: These are usually the biggest Capacitor users. Most high slot modules are weapons of some type. Some are specialized equipment, like Vampires (they drain Capacitor energy from an enemy and give it to you), and Smart Bombs (which explode in a radius around your ship). You can only mount a weapon if you have a free high slot, as well as the right hard point. What's a hard point? Don't worry, it's pretty simple:

There are only two hard point types, turrets and missiles. Turrets are for Lasers, Hybrids, and Projectiles. Missiles are for Missile Launchers. If you have three turret hard points and one missile hard point, you can mount up to three turrets, and up to one missile launcher. You need a free high slot for each, of course. If you only have 3 high slots, you can mount 3 turrets, or 2 turrets and a launcher, but not 3 turrets and a launcher, because that would total 4 high slots. What this does is allow ships to specialize. Some are best for using turrets, with many turret hard points. Others are missile ships. Others still are well-rounded, with even numbers of each. If a module is not a turret or launcher, it can always be mounted in any free high slot. Hard points do not restrict a high slot to that type of module; they merely dictate how many of a certain weapon type you can use in total.

-Medium: Medium modules are usually activated. They can cover a wide variety of non-damage applications. Shield rechargers use capacitor energy to charge your shields faster. Afterburners let you move faster for a short time. There are some modules that help increase your defences. Another big use of Medium slots is Electronic Warfare modules. These are modules that do a variety of non-damage combat activities. You can jam ships sensors, or disable its turrets with these modules, for example. You can also mount modules to defend against Electronic Warfare in the medium slots.

-Low: Low power slots often do not require activation. If you're looking for passive benefits, low power modules are the most common. You can increase certain defences, expand your cargo hold, and boost your CPU, just to name a few. A ship with many low power slots may not have obvious fancy equipment, but it will probably have a lot of passive benefits.

Ships

This is the final portion of this guide. It details the general aspects of each race's ships, and lists all of their frigates. I'm also including a general description of the race's design aesthetics, just so you know what they look like. I won't go beyond frigates with this guide, as it's intended to help you select a ship more easily. By the time you're ready to fly something bigger, you'll probably know what to do. Because Mining and Fighting are the primary activities most new players engage in, I have two categories for each race. The first is mining frigates, with 1 being best and descending from there. The same goes for fighting frigates. Sometimes, certain frigates are best for a unique role, so I'll mark them with an * and explain why. Simply put, anything not good at mining will go under fighting. Also, the lower items are usually cheaper, and I'll indicate relative cost in a description, so usually you should save up a small amount of ISK to buy a cheaper frigate. You always want to get out of your starter frigate as fast as possible! It's there to give you a starting point, but it is extremely poor compared to the other frigates.

Amarr

Amarr ships look sleek and balanced. They are usually symmetrical or very close, and always have a yellowish tint to them, with some reflective gold plating. They usually appear very big and smooth, and they always have some kind of menacing name like Punisher or Apocalypse.

Amarr vessels have thick armour, always. Even if their shields seem poor, their armour is the thickest of the races. Their ships all receive bonuses for using Laser turrets, and they usually have the Capacitor to use that much power at once. Still, even in an Amarr ship, if you go overboard with lasers you'll drain your capacitor quickly, and Amarr ships are usually slow or moderate in speed. Finally, Amarr ships usually have a large number of low power slots, and a small number of medium slots. With all this considered, Amarr vessels are big and tough, and not very flashy.

Mining Frigates:

1. **Tormentor:** The Tormentor is the one and only general Amarr miner. It has a big cargo bay, can mount two mining lasers, and can expand its cargo reasonably. It also has a moderate drone bay for mining drones, or combat drones to protect you while you mine. The Tormentor makes an average fighting vessel, should you need to rearm it for a mission. It's also extremely cheap, so if you're an Amarr miner you can get a good ship pretty quickly.

* **Punisher:** Although it's a great fighter and has a low cargo hold, the Punisher has three turret hard points. If you have the right equipment and enough of the right skills, it's possible to mount three mining lasers. It's only recommended to do this if you have a friend with a big ship for hauling, or you are container mining, because the ship has a very small cargo hold and no drone space.

Fighting Frigates:

1. **Punisher:** The Punisher has thick armour, good shields, and three turret hard points. It's not the fastest ship, but makes up for that with its ferocious fighting abilities. It's also fairly expensive and requires Amarr Frigate 3, so get another fighter first and save up for this.

2. **Executioner:** This ship has only moderate defences compared to the Punisher, and two turret hard points. However, it's the fastest Amarr frigate, and it's very handy in a fight at lower levels. It's also very cheap, so grab this before you can afford a Punisher.

***Inquisitor:** The Inquisitor is a good fighter, but does so differently than the Punisher. It has three missile hard points, so if you prefer missiles to turrets, than this is a better choice.

***Crucifier:** Not only does this thing look weird, it functions differently to other vessels. It can only mount two turrets, and has less armour and shielding than the Punisher and Inquisitor. It has several medium slots, however, so this is more of a support/Electronic Warfare vessel. As a new player, I recommend ignoring this ship until you're more experienced in the game, it's a specialized ship.

Caldari

Caldari ships have a grey hue to them, making them look metallic and utilitarian in design. They have a lot of flat surfaces and look pretty similar to what a human

spaceship of a few hundred years from now might look like. One thing to note, however, is that the focus on using space efficiently makes them sometimes appear...strange. Indeed, symmetry was not in the blueprints for most of these, and you'll often see ships with weird angles and off-balance appearances. Most Caldari ships are named after birds, from Crows to Ravens. The odd Caldari ship is named after a non-avian creature, like the Scorpion.

Caldari ships are high tech. They have flashy toys and huge shields. They also boast the most medium slots of any race on average. Their armour often suffers for this, and they don't usually have a huge number of low power slots, either. Many of their ships are also missile users, and the Caldari have the best missile ships in the game. Those ships that don't use or specialize in missiles use hybrid turrets.

Miners:

1. **Bantam:** This ship is similar to the Tormentor in most ways. It can use 2 mining lasers, and has the same sized drone bay. It also has a good cargo bay. It can fight if you need it to. It's also very cheap; you should be able to grab one in no time for mining.

Fighters:

1. **Merlin:** The Merlin is the brute of the pack. It can mount a total of four weapons (2 turrets 2 missiles), which is more firepower than almost any other frigate in the game. It's slow, has good armour and great shielding, and a small cargo bay. It doesn't carry any drones. If you want a fantastic all-around fighting frigate, this is your ship. It's also expensive and requires Caldari Frigate 3, so probably won't be your first new ship.

2. **Condor:** The Condor can mount 2 weapons, and has average shields and armour. It has an impressive speed and is the fastest Caldari frigate available. It's cheap, so will probably be the first ship you get as a fighter.

***Kestrel:** The venerable Kestrel. This ship is a missile frigate. It can mount four launchers and has a good cargo bay. It can't use drones, but most foes will probably be dead before they get close to you. If you like missiles, get this instead of a Merlin. It's also expensive and requires Caldari Frigate 3.

***Griffin:** Like the Crucifier, the Griffin is a support/EW frigate, so don't get one until you know how to use it.

***Heron:** The Heron can mount a missile launcher and a turret. It has low cargo and a small drone bay, but is second only to the Condor in speed. Its defences aren't great, but it has several medium slots. It's really a jack-of-all trades vessel, but it's recommended you avoid this for now, unless you have a good use for it.

Gallente

Gallente ships have a blue-green hue. They have smooth curves and rarely have totally flat surfaces or jagged angles. However, they also do not rely on symmetry, and can appear even more bizarre than Caldari ships. You'll see this even in your rookie ship, and many ships look more like they were grown than built. Gallente usually name their ships after Greek and Latin words, like the Navitas (Latin for energy, zeal) or the Imicus (Latin meaning, roughly, an attack of the mind).

Gallente ships are usually well-rounded, with good attributes across the board. They also use hybrid weapons as their main weapon. The most noteworthy aspect of these vessels is their enormous drone bays. Gallente ships are easily the best drone ships available. Every last frigate has some kind of drone bay, and most have a pretty large one.

Mining:

1. **Imicus:** The Imicus is one of the best mining frigates available, regardless of empire. They have very large drone bays, big cargo holds, and can use two mining lasers. They're more expensive, but worth every penny.
2. **Navitas:** The Navitas is cheap, has decent cargo and drone bays, and can use two mining lasers. The problem is, most new players won't be able to use two lasers because the ship has a bad CPU rating, making mounting two lasers difficult without the right skills and equipment. However, if you can't afford to waste time mining in your rookie ship, get one for the cargo and drones at least.

Fighting:

1. **Tristan:** Nicknamed the FatMan, this vessel is nonetheless a solid bruiser in the fleet. It can mount three weapons, and has another high slot for other equipment. It also has a decent drone bay, which most ships in its function don't have. It's expensive and requires Gallente Frigate 3, so save up for this one.
 2. **Atron:** A fast moderately armed and armoured ship. The counterpart for the Executioner and the Condor, it also boasts a decent drone bay. It's very cheap, and makes a good fighter until you get a Tristan.
- * **Maulus:** This is a support/EW frigate. I recommend avoiding it until you know what to do with it.

Minmatar

Minmatar vessels appear patchwork and pieced together. They often feature large solar sails, and industrial surfaces. Most Minmatar ships are dark brown/reddish in colour. The ships are not usually symmetrical, not because of aesthetic preference but because the Minmatar seem to make them out of whatever they have available, or tailor them for performance. Indeed, many Minmatar ships look like flying engines with guns attached. If you fly one, disregard all jokes at the ship's expense. Duct tape and chewing gum are cheaper than welding...

Minmatar ships are usually good across the board, like their Gallente counterparts. The most notable exception is speed. Minmatar ships are the fastest in the known galaxy, easily outdistancing their counterparts easily. Their main weapons are usually projectiles, but they can also mount a healthy number of launchers on most ships, and are second only to the Caldari in that aspect. Their medium and low slots are not exceptional, but not poor either. Fast, solid ships.

Mining:

1. **Probe:** Like the Imicus, the Probe is just an excellent miner no matter what race looks at it. The Imicus has more drones, but the Probe has a bigger cargo and more speed. It can also mount several cargo boosters. It's expensive, but worth every penny. Once you get one it will serve you well.

2. **Burst:** The burst suffers the same problems as the Navitas. It has good cargo and gets a bonus to use mining lasers, and is cheap enough to get quickly. However, it doesn't have the CPU to use two mining lasers without some skills and equipment. If you need bigger cargo, this is a cheap solution until you can save up for a Probe.

* **Rifter:** The Rifter has three turret hard points, so with a little management and the right skills you can use three mining lasers on it just like the Punisher. It also has a fourth slot to put a missile launcher for self defence. Use the same tactics as I recommended with the Punisher, this is not a solo mining platform.

Fighting:

1. **Rifter:** The Rifter is another brute. It can mount 3 turrets and 1 launcher at once, and has great shields and armour. It is also very fast compared to other brute fighters, although it has no drone bay. Most Minmatar will argue that this is the best frigate fighter in the game (most Minmatar will argue about anything), and it certainly has some very positive points. It is expensive and requires Minmatar Frigate level 3.

2. **Slasher:** The Slasher is a moderate fighter and is very cheap. It is also the fastest frigate in the game at its base speed. It will serve you well until you can afford something else, and also makes a good ship for deliveries and courier missions where you might run into trouble.

* **Vigil:** The Vigil is another support/EW vessel, and also happens to be almost as fast as the Slasher. I wouldn't use it until you have a purpose for it, but keep its speed in mind when you do.

* **Breacher:** The Breacher is a great missile ship. It has three launchers and one turret that can be mounted simultaneously. It's pretty sturdy, with good shields and armour. It's very fast, as fast as a Rifter in fact. It's also pretty expensive, and requires Minmatar Frigate 3. If you're into missiles, get this instead of a Rifter.

Ship Classes

Frigate: The basic ship in the game. Frigates are faster than most other ships, and usually much cheaper. They can usually only mount small weapons, and have CPU and Power Grid limitations. Due to their smaller size, they are harder to target, and their speed can allow them to race close to a larger vessel and take advantage of an opponent's slower tracking weapons. A frigate CAN take out a larger ship, make no doubt about that.

Industrial: Industrial ships are nothing more than cargo haulers. They have gigantic cargo bays, but are big, slow, and vulnerable. Despite their name, they do not make good mining vessels, and have limited weapon space for defense.

Destroyer: Destroyers are larger and tougher than Frigates, and can mount a huge number of weapons. However, due to design specifications, these weapons are usually small. This makes a Destroyer ideal for fighting groups of smaller ships, and defending larger vessels from Frigate attacks. Their fast tracking turrets can keep up with smaller vessels.

Cruiser: Cruisers are bigger than Frigates, and fairly powerful vessels. They can range from solid general vessels to specialized craft.

Battlecruiser: Bigger and slower than a Cruiser, but cheaper and weaker than a Battleship. I don't know enough about them to comment further just yet.

Battleship: Gigantic vessels with thick defenses and a large number of weapons. Battleships have the CPU and Energy Grid to mount the biggest weapons in the game, so you can expect the most devastating barrages to come from them. They are good for fighting big ships and stationary objects. Because they are so huge, they are easily targeted, and their mega-powerful weapons can't track smaller ships as easily. They are tough, but not invulnerable. Indeed, a gang of organized Frigates can destroy an unsupported Battleship.

Interceptor: The Interceptor is the fastest class of ship in the game. They are a specialized Frigate class, and usually have sophisticated weapons and equipment. They also get signature reduction bonuses, which makes them harder to detect and target. Interceptors have steep skill requirements, and are also extremely expensive.

Covert Ops: Another specialized Frigate class, Covert Ops vessels specialize in Electronic Warfare, Support, and other insidious activities. They get significant bonuses towards using these kinds of modules, and can easily use cloaking devices. They are also extremely expensive and have steep skill requirements.

That concludes my little guide. If this thing proves popular I'm sure I'll update it as needed. In the meantime, if you want specific information on modules or ships, check out eve-i.com's object explorer.