

# **Eve-Online PvP Combat Guide v2.0**



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**Published in PDF format by [aaeo].net**  
**[www.allabouteveonline.net](http://www.allabouteveonline.net)**

## **Eve-Online PvP Combat Guide v2.0**

**Authors: Paddyman & Vegeta**

Contained Within this document are combat procedures and advice, it is as it states a guide to combat within Eve-Online, there is no substitute for experience. Also certain situations will render certain tactics and procedures ineffective so individual intelligence, perception of the situation and the willpower to see through your objective will always be needed.

In this version 2.0 the guide has been brought entirely up to date. We rewrote almost the entire frigate section and changed/added a lot to all the other sections. We also added a new section about cruisers. You can expect us to release v3.0 a few weeks after Shiva is released, as it will change a whole lot.

The guide is split into seven sections, each tackles a different aspect of combat:

Section 1: Communication & Leadership

Section 2: Preparing for Combat

Section 3: Combat

Section 4: Chose your Loadout

Section 5: Frigates

Section 6: Cruisers

Section 7: Pick your Enemies

"Every battle is won before it is even fought."

-Sun-tzu, The Art of War.

### **Section 1: Communication & Leadership**

Instantaneous, reliable communication is one of the most if not the important aspect of battle. Before you even undock in your vessel you must set-up means to which communicate with your fellow pilots, without it your effectiveness is wasted and you might as well no even bother to read the rest of this guide.

We have found an amazing means with which we use to co-ordinate everything from buying equipment in a market place to raping entire alliances, its called Team-Speak or TS for short. It can be downloaded from [www.teamspeak.org](http://www.teamspeak.org) for free, although a server will have to be obtained which can cost money, but its money so well spent that I cannot stress enough how vital it is. Your Teamspeak server needs to be reliable and stable so not to cut you out in the middle of a fleet battle. Another program used for communication is Ventrilo.

There are other programs like TS, however our experience is only with this 1 type of communication and as such is all I will addressing, but the others are by no means less effective. Also forums and corp mails are useful so not to bog down communication with people constantly asking the same questions but beware, spies are everywhere and these give written proof of your actions so do NOT send sensitive information via these lines. Trust is something not to be relied on within Eve, we have seen the worst kind of scams where people scam their friends out of billions of ISK.

Be careful with who you let into your corp, who gets access to sensitive information and items.

## **Security**

When you have your Teamspeak server set-up you will need to make it secure. Lets face it, if your enemy has tapped your communications line you're as good as dead, and tapping your enemies communications will give you an immeasurable advantage. The best way to do this is to setup multiple channels/rooms. For example, a un-secure welcome room that all user's are put into when they initially log into ts, one for each individual Corporation with other secure rooms for meetings, operation's etc.

To enter the secure rooms a person must be registered to the server, with there own private username and password, otherwise all they can access is the initial welcome room. Extra passwords can be placed on rooms for more sensitive discussions to take place. Kicking players who are AFK (away from keyboard) for too long is also a good idea. If you are a Teamspeak host for a lot of corporations, get information about the members of that corporation. Have every person on the server put a corporation tag in front of their name, without the tag, they get banned. If a person has a tag but no-one knows who he is, he gets banned. This is a good way to secure communications.

## **Co-ordination**

Unless you can co-ordinate your communications your effectiveness will be slashed, and your advantage gained from TS wasted. Unfortunately the more and more pilots you have in one channel the chatter will increase. When in intense and dangerous moments I.E battle, people can get very excited and will forget their place and overtalk everyone else with useless information (from a tactical p.o.v (point of view)). Granted you may have just got 3 wrecking shots of 1000+ each but in the middle of a battle NOBODY WANTS TO KNOW, save it for afterwards.

So what soldiers need learn is basically STFU as when 40 people are in a channel, this is vital.

The best set-up for this is to nominate 2 fleet commanders prior to engaging with 1 been in charge, the other backup. These should be selected by there combat exp and understanding of how fleet battles work. In battle these should be the ONLY people issuing instructions. Of course if you have some vital info to relay like there's 20 enemy BS about to jump in through the gate on top of you then relay it but silence needs to be maintained so the commanders instruction are heard clearly by all.

## **Tips for future Commanders**

1. You need to have a lot of experience in fleet battles to assume this role, as there are so many different things that can happen yet so many familiar and learnable issues that you need to know how to address.
2. With many people in one channel you will have to repremand people who won't stop talking. Its not personal just necessary so use your authority when needed.

3. With many ships in the one area of space you will be hit with one of the strongest forces in Eve, LAG. This will never be removed completely so get used to operating in it. It will cause delays in firing weapons, activating modules, locking ships (in fact a ship could already be warped out and from your p.o.v will still be there) and in the worst cases your screen will not even load. Sometimes warping out and back in will fix this.

4. Learn how to pick targets, you don't want your soldiers scanning around for 20 secs looking for targets because you keep hopping from 1 end of the battlefield to the other, especially in lagged situations. Best thing to do is stick to one area of the enemies fleets which is at optimal firing range for the majority of your fleet, start with the closest and work your way back, you should call for your second target to be locked so pilots can swap guns to it immediately.

5. Always have your fleet shoot one target at a time, when it's destroyed, all shoot the next one.

### **Knowing your enemy**

This is what a good fleet commander does best, knowing your enemy in all aspects. You have to know how the enemy fleet will and react, know their pilots and who their leaders are. If you know this, you can predict what your enemy is going to do ahead of time. Going in with a 20 ship blob to attack that 7 ship pirate blob only has one result. The pirates are going to check the map, they will see you coming and they will run. This is why it is essential to know your enemy, you have to know how to trick your enemy into fighting, you have to know the routes they take and the tactics they use. Being a mind reader helps too.

### **Section 2: Preparing for combat**

There are a lot of very important things to be done to win the war for you before it even begins. We would never be able to name everything but here are some of the main ones.

#### **Logistics**

To fight any kind of sustained war you need to have your logistics pre-devised, there are different ways of doing this but do it prehand, not in the middle of a war with your enemy only 2 systems down and you realize you need to go mining to make ammo.

When you're a defending force it's easier as you can mine when it's safe and stock pile large amounts of weapons, ammo, ships and call on them as needed.

For the attacking fleet things are trickier, especially if you're a single force attacking an alliance many times your size. You will be limited in what you may carry and probably whatever ships you have with you is all your going to have (unless you manage to commandeer a few enemy vessels >:) hehe).

So even if your a mobile force you need to have a central point to store munitions and modules as your force will need to be flexible and re-arm for different situations. a lot of the time the individual pilots can bring up more than 1 setup with them, I.E. a short range, long range, travel setup ETC. The best thing to do is to sneak an indi up with ammo, modules and a large secure container for storing in space.

## **Tips**

1. If you know that a battle is forthcoming have a stockpile ready made that will see you through it, it's a waste of time and very dangerous to have to be mining when at war.
2. When brining an industrial sip up with secure containers and ammo, mods etc try making inst jump bookmarks to minimize travel and danger. Also do it when there's as little enemy as possible even if its means right after downtime while your enemy is not even there :).
3. Deploy a secure container at a safe spot and have your pilots bookmark it so they can warp to it as needed, try put it in a system with a station for fast re-equipping and make an insta-dock bookmark from the can to the station. Be sure that pilot's do NOT carry bookmarks in the cargo incase there destroyed, any pilot found doing this will be podded and booted out of the corp.

## **Bookmarks**

These are brilliant, and although they can take time to create they are worth it. Here is a list of bookmarks you should make.

1. To get in and out of your enemy's space it is very useful to get a alt in a fast ship to make a string of bookmarks leading in and out, from stargate to stargate for fast attack and fall-back.
2. There will usually be key systems with which a lot of battles will be fought, have insta-jump bookmarks for all gates, stations and bookmarks for different rages depending on how you want to attack you enemy i.e. 40k, 60k, 80k from gate. Best thing to do is use 1 central point to make all the bookmarks work from, i.e. xx-xxx rdy point1 50km from x-xxxx stargate. Make them clear and easy to use but more importantly ACCURATE.
3. Safe spots, these a vital for your fleet to group together before and after and fight, and also to withdraw to if your outnumbered and don't want to engage. It is also advisable for whole fleets not to group together at the same safe spots as they can be found if they're close to an object.
4. The safest way to make a bookmark is as follows. Press f11 and bring up system's, in the 2nd map click on the system your in and select keep location, this will make a bookmark in your system hundreds of AU from anything, drain some of your capacitor and warp to it.

## **Alts/Scouts**

These are something you cannot fight without and as an old credo says; "information is ammunition", always make sure you bring a few of these up before your fleet. Also before you warp your fleet anywhere you should have it scouted out and see what/if force's are there including there range, type and how many. Also try set the alts to clone near the area so you can keep using and using them.

Another use for alts are for "on the fly" insta jump bookmarks, basically get a alt in a very fast frigate in your gang and have him move just ahead of your fleet, when he comes out of a jump gate have him warp straight to the next jump gate on your destination and fly 15km past it. This will allow the rest of your fleet to warp to him and you will end up right on top of the gate and can insta jump. It means your fleet of 30 BS can now travel battle ready almost as fast as a frigate, anywere you want.

## **Allies**

You never know where or in what shape these will come, try getting some to join you in your upcoming war, as the old saying goes "the enemy of my enemy is my friend". You may even hate them but if you both have a common enemy why not, just don't be naive and trust too much or you might wake up with a man in your bed so to speak.

## **Section 3: Combat**

This is the heart and soul of the game. Mining, researching, production is all only in this game to make ships and ammo for combat. It can take form at all levels from frigates duels to massive BS fleet battles. This is so much to it that it all cannot be documented but a lot can be, some of it simple yet so effective and some grander.

### **Gate Camping**

This is an age old tactic where by you select a chokepoint system that traffic has to travel through, you can wait here and let your targets come to you rather than having to move around yourself. Within eve there is a number of different ways to do this in different circumstances.

### **High security space**

Due to the devastation caused by m0o corp in the early stages of the game with their legendary blockades of Mara/Passari this has been pretty much removed as an option. The best way of doing it now is by praying on people's belief of safety and picking choice targets with dispensable craft. For example get a group of frigs with 1 indi. Bring along a cargo/module scanner and look for targets the will drop high value stuff, as your frigates will be destroyed by concord the indi does the collecting.

Remembers though that after a while your sec rating will drop too low and you will have to change this to fight in high sec space. Best thing to do is use an alt for this and just remake a new char when the old one gets too low sec.

Also remember to be careful of splash damage, as this will cause Concord to attack you.

### **Medium security space**

Below .5 sec systems that are not in empire space concord will not respond but sentry guns will, this means you can kill in space just not around stargates and station's with sentry guns. The 2 ways of avoiding this is to

1. Fire outside the range of the sentry guns (different guns have different ranges) and they cannot attack you.
2. Tank the sentries, this involves tanking your ship and have your gang mates transfer shields to you, get the aggression from the sentries on you and once you are receiving more shields then loosing you'd can sit there safely shooting every ship you see as the guns will continue shoot you. Also you need to keep the aggression on you. A good idea is to have many people with sensor links giving you an amazing lock time so you can nab even pods and shuttles before they warp out.

### **Low security space**

This is lawless; there is no security status or concord protection (cept in empire systems). You can kill what ever you want. The two ways of camping here are

1. Gank-Camping: Basically just having a few people at a gate blowing up everything they see and collecting the loot, just have 1 ship for fast locking, scrambling with the rest set for ganking.
2. Toll-collection: Instead of ganking every-ship you see you jam/web and scramble it and take it down to Armour damage, and stop shooting. You then ask the player to transfer a toll if he wants to live. You need more then 1 ship for EW as you need a few webs, scramblers on them so they don't get away.
  - b. Another good idea is to just blow up the ship, warp jam and web the pod, and toll the player for not podding him. Most ppl have implants and have to pay huge amount of cash to get them replaced, unlike ships they cant get insured.

### **Duels**

These fight are almost always won before it even happens, load out are very important in this type of fight. You should win these fights because of this as you will be setup for 1v1 and will know what type of ships you can take and not. Both EW and tanking are very effective in this area as with EW he can't shoot you and with strong tanking you can outlast them. Also using short range setups with high damage dealing will be devastating. It can get weird when two tanks fight eachother since neither can kill the other, if this happens call for backup :)

Although....

If using Jammers you have to consider the option that the enemy might be using backup sensors, and if he does you'll be very easy to finish off, as you won't have much med. slots left for boosting shields or using hardeners. So equip enough to over jamm ships.

If using dampers, you might consider the enemy using mwd, as he will get real close to you and then your med slots for dampers will be for no use.

Basically 1vs1 is about knowing your enemies setup, and hide your own until it's too late for him to do anything about it.

If your hunting ppl for 1 v 1 in the same area for some time, you'll have to change setup from time to time, or even change ships, so the enemy won't know your setup, there is always counter measures in EVE, and if he knows your setup he will use those measures.

### **Fleet Battles**

Oh yea baby, is there anything else that can even come close to a large scale fleet battle of large numbers of BS slugging it out for an hour and a half straight, this is what we're here for and why we continue to play Eve.

Been good at fleets battle takes experience, you have to be in a good few before you can class yourself as been good at them. In these battles both numbers and tactics play equally important parts, as it is very possible to take on alliances many many times your size if you are a capable corp.

Tips:

1. Re-read the section about use of ts and co-ordination, if this is not done you will find yourself in serious trouble. Main points been orderly on ts, everyone shooting the 1 target till its gone and try keep things simple.
2. Preconceptions without experience are very dangerous, you might have a grand plan in your head about equipping ships a certain way and a battle going like this or that but without the experience to know if it will work or not it could well get your fleet wasted by trying it out for the 1st time in a real battle.
3. Always have setups that compliment the fleets, no point 5 of you been close range blasters while rest are long range shooters. Also (this is a matter of opinion) in larger fleet battles if you are in a raven or scorpion been tanked is a waste of time, the only way your ability will be of use to the team is if your the one getting shot but if large numbers are shooting you the tanking will probably be useless anyway, while you could be target jamming 2-3 enemy ships and taking them out of the picture.
4. If against larger numbers use hit and runs tactics till better tactical advantage is achieved. Focus on taking out EW ships and smaller vessels, after that you will have the advantage by them not being able to jam, focus your jammers in their hardest hitters.

5. As battle begins have a few people doing specific thing like bring a few tempest along for instaganking crusiers+frigs in 1 volley, this should be the initial role of designated people then when targets eliminated refollow team instructions. Also try eliminate EW ships first so your team wont be jammed. Fit up cruisers and frigates for simply the role of taking out other frigates. Remember to use your drones, hammerheads are excellent against frigates.

6. When you first warp in on your enemy or if are camping have your ship aligned to a nearby warpable point, this will mean if you are targeted you can stay in battle till your shields are almost gone and warp out in a few seconds notice. When you warp out, charge yourself back up and as quickly as possible rejoin your fleet.

7. If ships are equipped with EW they will be very vulnerable and (at time of writing) since

Ew has no range penalties have them equip with very long range guns and stay away from the fight just jamming and sniping people.

8. If an EW support group is present don't have them just sitting there with 1 enemy gunship jammed the whole time, targets should be cycled through constantly. If your enemy is using them swell have your members announce on ts that xxxxx is jamming them and your EW ships can jam this jammer freeing up an extra ship in your fleet. Just do it orderly, you can use gang chat for this too to free up spam on Teamspeak.

9. Don't be afraid to fall back and re-group your fleet and re-engage the enemy, especially if they have gained the advantage in the battle. This way you can restart the battle with different tactics.

10. Prepare for lag, this is an evil that comes hand in hand with large battles, as described earlier it can affect your performance in battle considerably. Close chat windows, minimize unnecessary UI, pre-open scanners and click everyone in your local so there picture is already loaded before warping into battle. (Use Ctrl+Tab to remove all chat windows)

11. Gangs are very important to fleet efficiency, as warping out and warping back to a gang member is a lot safer than warping to a distance to the station, gate ETC the fight is at. You just have to remember what direction you warped out of the gang, as warping back into gang will leave u 15km away/behind the gang member in the direction u warped out from. warp back from the wrong direction might get you 15km closer to the enemy.

12. While camping a gate or station keep in mind the engine eve uses although acts completely 3D, it is infact rather linear. If you want to engage an enemy at 40k sit 40k above/below the station/gate, when your enemy warps in they will appear around the middle plane of the gate/station's Y axis at the distance they selected, not on top or below the station/gate you are so you can camp and engage the enemy at long range no matter if your enemy wants to get up close and personal.

13. Assing 2-3 frigates in your fleet and 1-2 battleships with a special role. Have the frigates watch the enemy fleet carefully looking anyone who might be warping out. The frigates warp after this person, who might be at a gate or a planet. They lock him

down and once he is efficiently locked down they call in for one friendly hard-hitting battleship to finish the job. This work well in fleet battles and also draws your enemies attention away from the big battle, as the person being killed will ask for help.

14. Emmm, not sure where to put this so ill put it here. Its a camera zoom i dicovered along time ago. Press and hold the right mouse button and swing the camera in the direction u want to look along its X,Y Axis. Then while still holding the right button press and hold the left mouse button(this allows the change of the Z-Axis. While pressing the 2 of these you can move up and down with your mouse and it will zoom in and out to great distances. To accurately zoom into an object the trick is to always hold the right mouse button (left mouse button locks the camera so you cant move it along its X,Y Axis, just its Z-Axis) and press and realse the left mouse button as needed to acurate point the camera on your target.

This is great for sight-seeing and also is good for close inspection of ships so you can actually see what guns they have on >:).

#### Section 4: Chose your loadout

The loadout you will use on your ships greatly depends on what you will be doing, there is an almost infinite number of loadouts that can be made but general advice can be given. The races are very different when it comes to fitting. There are about 3000 different module types in Eve, we cannot possibly tackle them all here. We try to give advice by our knowledge and what we use most.

#### General Battleship Description

##### Minmatar Ships

Minmatar ships specialize in projectile weapons and have awesome bonuses which made them one of the top damage dealing ships in Eve. In fact the bonuses are so good that it is well worth training up to Battleship level 5. They are also very fast and use mwd's and afterburners every effectively. Also since their weapons use so little cap it is possible to use a average shield tank setup at the same time as having good damage. The key to getting high damage is having well trained skills, six guns and a lot of damage modifiers. The only thing you really need to watch out for is the tracking, especially on the 1400mm's. It really helps putting on a Tracking Computer II or if you have it, something better.

##### Tempest

Being a projectile damage dealer, you can pick between close or short range. 1400mm's or 800mm's. Sheild tank the mid-slots and throw damage modifiers into the low slots and you will have a nice setup. With the current turret balancing the tempest is a bit underpowered at the moment, in my opinion it should deal more damage and have a lot better tracking, the tracking is the projectiles main weakness.

## Typhoon

Good for long range due to its 10% L projectile bonus, it has missile slots which help it out a bit but it is still plagued by the bad tracking on projectiles. It can have a nice damage output, it can be used for armortanking quite nicely but as I said, the damage output will never be spectacular due to the projectiles having such crappy tracking.

## Gallante Ships:

Gallante ships have the ability to use hybrid weapons very effectively due the good hybrid bonus they get. For short range they are great close range damage dealers and since drones are mostly close range they have an excellent combo. They can also tank their ships fairly well. I would say they have the most all-round ships in the game, apart from the Scorpion perhaps.

## Megatron

The Megatron gets a raw damage bonus to its hybrid rails aswell as a tracking bonus, this combination allows the megatron to output great damage, 1 of the highest in the game. They can also tank very well.

## Dominix

The dominix is a very capable ship. It has a raw damage bonus to hybrids which allow it to do good damage and it has a very very large drone bay which allow the use of drones very effectively.

## Amarr Ships:

These are designed to be the highest damage dealing ships in the game, they specialize in high cap drain laser weapons and their bonuses are designed to reduce the cap amount the lasers take. They are also very good at armour tanking so with the Apoc having a large powergrid you can get both a good dmg setup and a good tank setup. Megapulse are especially good lasers to use as they have lower fitting requirements and do very good damage, they are only suitable for short to medium range.

## Apocalypse

The Apoc is a very versatile ship to fly, it can be equipped for either high damage, high tanking strenght or even a good mix of the 2 with fitting 7-8 Megapulses easily and still have power grid to equip 2\*large armour repairers and 3\*hardners which make a very good damage and tank setup. For longer range Megabeam setup is still preferable over a Tachyon setup,

## Armageddon

This ship has the ability to be the top damage dealing monster in the game due to its ROF bonus. This Gankageddon setup is widely used. Its is a fast damage dealing but

high cap drain setup that will also leave you defenceless, but its damage potential is just so good it has to be done. Fit all megapulses in high slots, medium slots for cap-rechargers, and as many dmg mods in the low slots as you can fit. When combined with the bonus of the Arma you will have a high damage mod with an insane ROF that will strip all but the most hardened ships in seconds.

### Caldari Ships:

Caldari ships specialize in the use of missiles as their primary weapons in conjunction with other weapons from either hybrids, projectiles or lasers. The main strength of the Caldari ships are the high number of midslots, they are excellent at EW and can jam a number of ships or can become great shield tanks. Their missiles also make them very good at short to medium range but not too effective at long range. It is easy to use a good damage setup with missiles and become a shield tank at the same time.

### Raven

This is an awesome ship for PVP, its bonus of missile ROF increase combined with the newer missile/torp increase and new missile damage mods lets them dish out great damage and still maintain a good shield tank. This makes it very good in 1 v 1 or smaller closer range fights.

### Scorpion

What a ship, just what a ship. It has 8 medium slots which allow more versatility than any other ship in the game. Its main strength is its ability to EW excellently. Put a few of these in a fleet and if used correctly (read EW guide) they will control the entire battle and give your side an amazing advantage. They can also make a good shield tank and use missiles for a reasonable damage output but with EW so powerful in the current game it is wise to use it as often as possible.

### Short range:

For close combat there is a special line of short range+high damage weapons available to all races. The idea for short range combat is "gank" or "tank". If you are equipped for short range and your opponent is not you will make short work of him and for small engagements short range combat is very very effective.

As standard you will need to carry at least one warp scrambler, no point in having your enemy getting away. Also it can be a good idea to use a micro warp drive if in a gank setup to reach your enemy faster. There are a few good ways for equipping for short range.

1. Either shield or armor tank your ship, at the time of writing armor tanking is a much more viable option. You put Capacitor Rechargers into your med-slots and hardeners/repairers into your lows.
2. Is to gank equip your ship, using high dmg short range weapons and do as much damage as possible as fast as possible. Missiles can be effective for this but we

recommend using an armageddon with Mega Pulse Lasers and 8 damage modifiers in your low slots.

#### Tank Setups:

There are two ways to tank a ship.

1. Shield tanking: Since the nerfing of Capacitor Relays shield tanking is a much less viable option than it once was. We recommend taking armor tanking over shield tanking anytime as long as your ship allows it. Shield tanking comes in handy on Tempests who need their low slots for damage mods, it can also be useful on the Dominix focusing on close range damage.

2. Armor Tanking: This is mostly reserved for Amarr and Gallante ships. Simply throw cap rechargers into your mid slots and put a combination between repairers/1600mm plates and hardeners until you find what suits you and your skills.

#### Gank Setups:

##### Minmatar:

Minmatar ships have awesome bonus to Projectiles with the tempest having both ROF and damage modifier and as such if equipped with short range projectile weapons like the 800mm repeating it can be devastating with the right skills. Another advantage of minmatar vessels is that projectiles use insignificant cap amounts and as such have a lot left to shield tank while having good firepower, so be sure to use both. It is also advised to use a mwd to get into range as minmatar ships are specially designed for speed.

##### Gallante:

They are especially good for short range ganking. Use as many Neutron blasters as possible with a few cap relays and at least 2 damage mods. It is also advised to use a mwd to get into range, because even if you lost all your shields and took Armour damage getting into your range, once you do you will do so much damage that you will still kill them.

##### Amarr:

For gank setup on Amarr ships Mega Pulses are used. When combined with a few damage mods they will do awesome short range damage but beware, your cap will be sucked dry very fast. You could also use hybrid blasters but lasers are more recommended.

##### Caldari:

Caldari ships are excellent at using missiles, torpedoes or cruise missiles fired from a raven or a scorpion at close range can do devastating damage in little time. Missiles don't take any cap so you can shield tank while at it.

### Mid to Long-Range:

Generally the only difference between medium to long range combat is the ammo type you use, while you won't do as much damage as you can at close quarters you can keep farther away from your enemy so as not to be warp scrambled, this will generally make combat more tactical and longer lasting. It is also a good idea to keep all your weapons optimal ranges similar.

### Minmatar:

Minmatar ships have awesome bonus to Projectiles with the Tempest having both R.O.F and damage modifier and as such if equipped with as many 1400's as possible with 2-5 damage mods it can great in fleet battles. It has the ability to "gank" as it does slower R.O.F but higher damages; this makes it ideal for popping cruisers in 1-2 volleys. With 1400mm's it can use its best EMP ammo for most damage to shields, after the shields are down we recommend you switch to Fusion, it has very good armor damage.

### Gallante:

Gallante ships are excellent at all ranges especially the Megatron. It can equip seven 425mm rail guns with a cruise missile launcher and with its bonus and 2 damage mods it can deal some of the highest real D.O.T of any ship.

### Amarr:

The Amarr ships unlike other races have an extra option for using their shorter range Megapulses as medium range weapons by just putting in a long range crystal. They are naturally high damage weapons so even with a low damage crystal they do good damage at medium range. Megabeams and Tachyons are also every good weapons for medium to long range. Personally I still find it better to equip megabeams than tachyons.

due to lower fitting requirement you can fit more so they will do about as much D.O.T as tachyons but have less cap usage. If using lasers be sure to use cap-boosters, as they will give you a lot of needed extra cap.

### Caldari:

Caldari and long range don't really mix atm, they cannot fit enough rails to do decent damage and missiles are too slow for effective range combat, as such its best to stick to long range EW with not expectations of doing great long range damage, just average. Their main role in long-range combat is to target jam/sensor dampen enemies.

### N.B

One of the main problems a Battleships faces is from the smallest ships in eve, the frigates. This is due to the fact they are able to travel so fast with low signature radius,

made even worse due to a loophole which lets frigs fit cruiser class speed modules onto them without the penalty of MWD. With large guns having bad tracking they are unable to hit frigates at all when moving. So it is very advisable to at all time equip some sort of anti frigate setup.

For this you should ALWAYS carry a full drone bay of drones and either a smart bomb or large energy neutraliser( drain cap so they cant use speed modules and drones can kill them fast). Even with the above they can be dangerous so never underestimate them, if you do they will hold you down and reinforcements will come and finish you off.

## Section 5: Frigates

### The Roles of Frigates

Today, with all the different types of frigates in the game they have acquired a good in PvP. We have interceptors, covert ops frigates, assault frigates and bombers are just around the corner. Here we will list the main uses we see in frigates and what we think the future of these frigates will be.

#### Offense:

With changes to missiles frigates can no longer use cruise missiles as weaponry and therefore they are not as effective in attacking large targets as they used to be. Frigates are not intended to take out battleships, they are there for other things, they are there to lock down big targets and for taking out other frigates, which they are excellent at.

There are lots of effective setups, if you're going for all-out damage you're best off hopping into an assault frigates and loading up with all 280mm projectiles or the equivalent hybrid/laser weapons. I expect the bombers, when they come into play, to be fairly effective at missile use, especially the Caldari ones. I cannot tell you now since at the time of writing bombers have not been released.

#### Defense:

A frigateers first and best line of defense is speed. A frigate fitted with a single MWD reaches very high speeds, even with some moderate navigational skills. High speed means you will be rendered practically immune to bigger ships' turrets and missiles.

The magical barrier to pass for a frigate pilot is 2 km/s. This is because it is the present maximum velocity of a cruise missile, assuming the opponent has the skill Standard Missiles at level 5. Many players are happy with having this skill at level 4 though, making it so that cruise travel with a velocity of 1920 m/s. Surpass that and you will be safe from both turrets and missiles.

Some people skip the MWD and fit armour plates and shields instead. While an armour plate might be a good addition to be able to survive a cruise missile volley from another frigate, it must never come at the sacrifice of going below 2 km/s. Shield boosters are close to useless, since in frigates you either get destroyed or survive

without a scratch - making a shield booster excessive and a waste of a slot, most of the time.

Another good defence to add to your frigate is a small smart bomb for taking down cruise missile, with practise this is very effective.

Tips if engaging cruisers and battleships in your frigate:

Keep at least 5km away from the battleships at all time! This is the range of large smartbombs and if the battleship has a few, you run a high risk of not only being destroyed but also podded. No speed or agility in the world will save you from a smartbomb's radius.

If the ship launches drones, quickly fly away. As soon as the drones have acquired a lock on you and started firing, they will continue to do so for a very long time, even if you hurry away with your MWD. They always hit for maximum damage as well, making them a frigaters worst nightmare. Be prepared to warp away if they start firing on you!

### Inteceptors

The first to be released they are currently the most popular elite-frigate choice. They are extremely fast and their main role, as intended, is to get in and lock down bigger ships. Some of them can do OK damage, others are purely made for scrambling and speed. They each have their ups and downs. At the moment the Stiletto, Taranis and Malediction are the most popular choices. The interceptors are the cheapest elite frigates currently on the market, that is only due to the fact that they have been around longest. Inteceptors also have a signature-radius role bonus so they take longer to target by frigates than other ships.

There are many ways to fit an interceptor. Personally I dont have any guns on my interceptors. I fit nosferatus in my hi-slots, a mwd/warp scramblers/webifiers in my mids and cap relays in my lows. I get in there fast, lock down and orbit the target and wait for backup, works perfect. Just be ready to get out of there should your enemy chose to whip out his Hammerheads.

### Covert Ops

These are stealth frigates. They are very expensive due to the fact they have not been in the game for very long. The cloaking devices you need to make them effective cost millions of ISK, making these frigates a not-so-viable option due to the limitations of their usage. However I would always recommend a big fleet to have one of those along, scouting a head, checking out the enemy fleet. The fact that you can stay cloaked practically right next to your enemy makes it very easy for them to gather information on the enemy fleet, this is very useful for large engagements.

Fitting a covert ops frigate can be tricky. These are not gunships are are not made for battle, your role while flying one is to stay back, gather info and help other ships if you can. You need a Covert Ops Cloaking Device II. After that I would fit with a mix of guns, maybe a MWD or an Afterburner. You can fit sensor dampeners, you can fit

shield transporters, cap transporters, tracking links can be useful (stay near a tempest and boost its tracking during a battle). There are many options, I would not recommending trying to use the frigate to warp jam/webify other people, its simply not worth the risk.

### Gunships Frigates

I havent had the pleasure of flying one myself since I'm not even sure one has been created in-game yet. At the time of writing they blueprints for these are supposed to be entering the game. They will be a pleasure to fly and I cant wait to get into one. Their role is basically to kill other frigates. They have the stength and durability of cruisers and the speed of frigates, they can however not fit medium guns like cruisers can. They have lots of turret slots, they are fast, although not as fast as interceptors which in battle will deffinently be their primary targets.

Fitting one of those will be easy. A microwarpdrive will always be essential. Then you can pick if you want to tank or jam. These ships are excellent tanks since their racial bonus gives them excellent resistances to shield and armor. In your high slots you pick the guns of your race, basically. It will be all-out damage. I can't wait!

### Bomber Frigates

At the time of writing we dont really know anything about bomber frigates. We know they will be all about missiles, thus the Caldaris frigates will probably be the best. We're not exactly sure what their role will be but we believe it will be to deal damage against cruisers and unload a crapload of light-missiles against other frigates. Sort of being the missile alternative to the Gunship Frigates. Only time will be able to tell.

## Section 6: Cruisers

Cruisers, at the time of writing play a fairly big role in PVP. They are excellent scouts, they can do fairly nice ammounts of damage. They can be used for many roles. The main this about them is how disposable they are. They are much stronger than frigates and cost about the same (elite frigates that is) if not less. Cruisers often fit small guns in order to take out enemy frigates. Below are posted some ideal setups for (Vegetas) favorite cruisers. Note: These are all my ideas for setups based on my experience with the ships and their usability, I might well be wrong on some points.

### Maller

The maller is good for two things. It can tank well while still dealing good damage with lasers and it has enough powergrid to fit a 100MN MWD, making it an excellent scout. It has a strong armor and nice armor ship bonuses, making it an excellent armor tank. If you're going to put on a 100MN MWD make sure you put a warp scrambler on too, it's something an engaging battleship pilot usually doesnt expect, seeing a cruiser heading towards him at 5km/s.

## Moa

Probably one of the best cruiser vs. cruiser ships, it has excellent shield, a nice shield boosting bonus and enough mid slots to get a nice tanking going. It has 4 turrets and 2 missile slots which allow for nice damage. The ship is slow but can be used for various things. A very useful anti-frig ship too.

## Blackbird

This ship only has one purpose, jamming. I'm sure you're thinking it would be an excellent shield tanker or a good warp scrambler/webifier with those 6 mid slots. Well, as amazing as it may sound, the ship is barely ever used for those things. In a battle the blackbirds have target jammers/sensor dampeners on 90% of the time along with missiles in their hi-slots and cap relays in the lows. Its not a very strong ship so you're best off staying at a long range cycling between enemies, target jamming or sensor dampening them.

## Stabber

This is my favorite cruiser. It's really fast, very agile and has an excellent weapon arsenal. My current setup is 4x 280mm projectiles and 2 missile launchers along with a shield booster, shield extender and a MWD. I fit out to take out enemy frigates, they dont stand a chance, most go down in 2-3 volleys. I absolutely love popping frigates with this setup, then making a quick escape when their friends come to help. I usually have frigates with me doing the warp scrambling but for some pilots, it would be ideal to take off the shield extender (L Shield Extender II) and putting on a warp scrambler, it will ensure that your target doesnt get away as easily.

## Thorax

This cruiser can be a beast, It can do nice damage and have a crapload of drones to back it up. You can put on small guns along with drones and be an absolute anti-frigate machine or you can fit medium short range guns and take on enemy cruisers/battleships. I would advice you always to keep a MWD on with Cap Rechargers in the other mid slots. Then put armor hardeners/repairers in the lows along with a damage modifier or two.

## Support Cruisers

I havent used one of these yet as at the time of writing they have just entered the game. Looking at some of the stats I can see that they probably wont be used all that much, some players might like flying them although I wont be the one to do so - not that I wouldnt mind having one by my side in my Tempest. I see people training up alts to fly these ships and just having them follow your main around, boosting him and his capabilities a lot. We've yet to see what the future of these ships will be, the only thing I'm certain of is that it will be an interesting one.

## Section 7: Pick your Enemies

### Regional Alliances/Mega-corporations

Although your initial re-action to the thought of one 40 member corp going and attacking an entire regional alliance that has about 500 people may seem certain suicide I assure you with determination, understanding of game mechanics and balls, this can and has been done.

Even though your outnumbered, out-gunned, out-resourced by many many times this glorious feat of making a complete joke of them and of how powerful they thought they were is probably the most fun thing to do in Eve.

You will also notice that alliances most SUCK at pvp, and majority are carebears. This means one of your ships is more valuable than 5 of theirs. Your best bet is to use hit and run tactics most of the time until it is tactically viable to hit their forces.

You will be unable to function at times, as your force will be camped in so there are ways in which you should function. Also keep in mind that these large alliances will be poorly organized (cept probably 1 main blob fleet they put together) with lots of easy targets so play it smart and just keep picking them off bit by bit. Ignore and avoid there blob fleet and you can be free to rack up kills.

Also remember half the damage you doing is the fact that you're shutting down their alliance from operating, there not mining and making money and they're loosing ships. There carebears are getting scared an annoyed and loosing their hard mined BS and will loose heart and collapse if you are relentless.

### When Camped by a big blob!

1. Log off, gather your forces and attack when the time suits you. Let the idiots attempt to enforce a 24/7 blockade of 30+ ships to keep you out, rest assured after the initial novelty wears off there number's will fall, then you attack and spank them, once you do this generally there finished for the night and you can be feel free to morade around and blast everything.

2. Split your forces up. Do this by just splitting up and going different ways, make them split up there precious blob and they will get terrified without there mass number advantage. You might even be able to engage them if they split up.

- B. Log off some of your forces and let the rest of your corp fly past you, the blob will follow these and then log back in your forces and since there blob is elsewhere go on a rampage with whats left of their alliance. Sort of lame but if you do it right, highly effective.

3. Most region's have choke points and key systems, main ones been ways to and from empire space. These are great for picking off ships that will continually use them, so hang around them and use hit and run tactics.

4. When you are in control look at the map for targets and fly around to each of them killing them.

### Empire Space Alliance

As shocking as this thought might seem to you there are in fact alliances out there that try and claim higher sec empire controlled space as part/ their alliance space. While they think it's a good idea as they have somewhere safe to run to, you can in fact turn it completely against them. Wage war.

Since it is you who will usually be outnumbered and forced to withdraw, use the security of concord/sentries for your protection. Gather your forces and attack when the time suits you. I will repeat what I said earlier: Let the idiots attempt to enforce a 24/7 blockade of 30 ships to keep you out, rest assured after the initial novelty wears off their number's will fall. Then you jump in and spank them, and are free to roam around there alliance blasting everything you see.

You can also use this safety to setup a base of operations where you can store ammo, repairers and new setups, and to go to and log off so as not to be trapped.