Han Sollow's PvP Guide

for the Independent Corporations Federation

Chapter 1: PvP Basics for the ICF

Best Options for Learning PvP in Eve:

- Join an Empire Militia and fight in faction warfare
  - You cannot shoot anyone unless you intend to awox or turning on players who trust you.
  - You cannot dock at enemy stations

- Go to Faction Warfare (FW) areas as an independent and fight!
  - Fight anyone and everyone
  - Dock at any NPC station

- Look for fights in regions:
  - Bleaklands
  - Metropolis
  - Placid
  - Black Rise
  - Parts of others

Choose a Tech 1 frigate for PvP.

- Choose good frigates with tried and true PvP fits
  - Tristans
  - Incursus
  - Tormentor
  - Kestral
  - Rifter
  - Merlin
  - Punisher
- Buy and fit 5 ships of one type with PvP fits and plan to lose them.
- Buy and fit 5 more ships of a different type and do the same.
- Keep doing this until you find the ship(s) you like and do best in.
- Continue practicing until you master that frigate.

- Advance to scaled up or higher tech versions of smaller ships.

  - For example: Tristian > Algos > Vexor
  - Tristian is a drone ship. Algos and Vexors are as well.
  - Rifters > Thrashers > Stabbers
  - Progress on the frigate ship type but return to the frigate often.

- Fly frigates often as you can move quicker and safer through low/null sec
    - Gate campers have a hard time locking on frigates
    - More people are willing to fight you in frigates (more one on one PvP)

One of the best ways to learn PvP is to have a friend or two go on Singularity server with you.

- This method works best with a sparring partner or two or three
- This method will not teach you how to find a good fight like the real server does with practice.
- Open to all Alpha or Omega players and is a mirror to the real server
- Learn the test server commands:
    - moveme
    - copyskills
    - etc.
- ***All items except faction and dead space modules are only 100 isk!***
- ***Allows you to test fits and theories without costing you millions or billions of isk***

REMEMBER!!!

The test server is only a training device. Do not get spoiled on what you do inside as it is only an aide to help you become a better pilot.

Keep in minds that no matter how good you think you are or how much bling your ship has, you can still do everything right and lose in the end. Learning from your losses is important and will eventually turn into hard fought victories, which are extremely rewarding in Eve.

Han's notes:

This is the end of my little PvP guide for the members of ICF. Study up and watch the videos I will list below to gain a better understanding of what we need to do. As we grow and get better, our tactics will expand, and we will delve deeper into better PvP techniques, while building better cohesion between us.

Sources:

https://www.youtube.com/watch?v=6_9LHiE0FBA

https://www.youtube.com/watch?v=39tJokUsOwM

PVP Basic Elements:

1. **Tank** - For defense.

2. **DPS** - What causes damage.

3. **Positioning** - with manicuring allows max damage while keeping yourself out of danger.

Five Tiers of Fleet Sizes:

Tactics change with the size of the fleet. All fleets should be 2/3rds DPS.

1. **Solo** - The biggest underdog and most honorable form of PvP.

    Classifications of PvP Weapons:

    1. *Brawl* - 1-10km: Tanks: Normally uses Afterburners instead of MWDs due to Warp Scramblers. Use boosters such as Standard Exile Boosters, Improved Mindflood Booster, and implants like High-grade Snake Alpha.

    2. *Kite* - 10-20km. Speed and Maneuverability is their tank. Keep in mind your ship position to the opponent's position always and plan an escape route. May or may not be fit for an active tank. Usually requires more piloting skills.

    3. *Snipe* - Over 20km

2. **Micro Gang** – (2 to 5 ships) Fly as if there is no outside support (solo). May or may not have a designated Fleet Commander (FC). Most highly skilled pilots do not have a FC. Formations may include:

    1 Fast Tackler

    2 Misc. Solo Fit DPS

    1 Sensor Jammer and/or Energy Neutralizer

This size gang can use baits or trap such as a bait barge. It is a great way to understand how your ship works and how to begin learning how to focus fire. In a gang, it is important on knowing which target to go after and to get all members onboard for maximum effectiveness. Cohesion is a necessity.

3. **Small Gang** – (6 to 12 ships) Consider remote reps or logistic ships. For example, a fleet of 6 ships can look like this:

> ***4 – DPS ships***

> ***2 – Logi ships***

Why only 2 logi ships? They are primary targets of the opposing fleet. The pair allows each logi ship to support each other in case of trouble and should be outside the heat of the battle. The gang must decide whether it will be a shield or armor gang. The logi support should follow the gang type for maximum effect.

Most tanks in this sized gang are passive or buffered tanks (only buffs) instead of active tanks (equipped with reps). The passive tanks rely on logis for repair and the DPS pilot can concentrate on guns while piloting. They also have a thick layer of shielding or armor. In contrast, the active tanks have a cycle of repair time they depend on for repairs.

Another thing to remember is that this size gang is the beginning of assigned roles. Roles include:

> ***Fleet Commander – Keeps the fleet cohesive.***

> ***Scout – Looks for fights.***

> ***Tackler (Possibly) – Prevents a ship from escaping.***

> ***DPS pilots – Kicks all the ass.***

> ***Logi pilots – Keeps everyone alive.***

4. **Medium Gang** - Skipping for now. Basically, above with E-War ships. FC takes larger cohesive role.

5. **Large Fleet (Blob)** – Skipping for now.

Abbreviations

Command

- **FC: Fleet Commander**
- **WC: Wing Commander**
- **SC: Squad Commander**

Movement

- **HOC: Hold On Contact**
- **JJJ: Jump Jump Jump**
- **JOC: Jump On Contact**
- **OGC: Offensive Gatecamp**
- **DGC: Defensive Gatecamp**
- **A: Align to**
- **W: Warp Yourself To**
- **MBS: Make Best Speed To**

Identifiers

- **POS: Player Owned Structure**
- **WT: War Targets**
- **DD: Damage Dealer**
- **EW: Electronic Warfare**
- **T: Tackler**
- **LOGI: Logistics**

Mechanics

- **PVP: Player vs Player**
- **PVE: Player vs Environment**
- **AB: Afterburner**
- **MWD: MicroWarpdrive**
- **MJD: Large Micro Jump Drive**

Pre-Op Checklist

1. Assume that you are going to be podded

2. If you have implants, either make sure you can afford to lose them or get into a jump clone. Some players like to keep combat jump clones with no implants at all; others keep several jump clones, each with two implants to minimize costs when losing a pod while keeping a good training time

3. For example, a pilot who keeps a full set of +3 implants in his PvE clone could have a PvP clone with a +3 perception and a +3-willpower implant to train ship command, gunnery, and missile skills; and another PvP clone with +3 memory and +3 intelligence implants to train electronics, engineering, and mechanics skills

4. If you have access to a citadel, you can switch between jump clones in the same citadel regardless of cooldown, so it is possible to jump into a clean clone for combat, then return and switch back after the fleet operation is over. Further information about creating jump clones can be found in this guide

NOTE: While you should always be prepared to be podded, this should rarely occur in high sec or low sec battles. If you are about to lose your ship, learn how to "spam" the Warp button in your Selected Item box when a planet is selected.

Decide which role you will fulfill.

The three primary roles in a fleet are Damage Dealer (DD), tackler and EWAR. A rookie with few skill points can contribute much to a fleet by taking a tackling or EWAR role.

Get into a ship you can fly well in PVP and can afford to lose.

If you're a rookie, that is probably a frigate. You can fly a frigate and still contribute significantly if you have the skills and modules necessary to tackle or EW. Even if you're young and don't have the skills yet, don't worry about it and come along in a cheap frigate for the experience.

Tacklers and EWAR frigates are effective with cheap tech 1 modules fitted. Destroyers can be used in specialized fleets, but in most fleets a frigate tackler or EWAR would be preferable if you can't handle a DD cruiser yet. Take note that flying a Damage Dealer ship for PvP requires more skills than for PvE. Flying a DD cruiser well means having the cruiser skill at 4, and the relevant gunnery or missile support skills at 3 or 4.

EWAR cruisers require less skills to fly well than DD cruisers. The skills to fly a DD cruiser well in PvP take 1 or 2 months to train, a battlecruiser 4 to 6 months to train, and a battleship 9 to 12 months to train. This may take longer if you cross-train between races or train up T2 ships earlier.

Find a good fit for your ship. Many ship pages (find them by searching for your ship's name) contain good fits. Remember to train towards your ship's strengths. For example, Gallente favor hybrid turrets while Caldari favor missiles. Also, be aware of your ship's other bonuses like shield/tank buffs and other equipment bonuses.

Make sure your ship is insured.

Many ships - especially T2 or faction ships - are not worth insuring, due to the high cost and extremely low payout sums. However, T1 ships like standard frigates, cruisers and battleships are usually worth insuring. This one is your choice.

Rename your ship.

The default ship name is "<Player's Name> <Ship Name>". This will make it much easier for enemies to identify and locate you when scanning, so you should rename it to something that will not be able to associate the ship to your name or to anything associated with your corp. Since ship type is revealed by scans anyway, it is common for players to simply remove their character names and leave the ships' names as their type.

Move your ship to the fleet starting system.

The FC organizing the fleet will give instructions on when and where to gather. During wartime, wait for your FC to give instructions on where to rally, or ask your SC. Stay docked until ordered to rally. Do not go AFK while undocked.

Your overview needs to be set up properly.

See the Overview Guide. You should have tabs with PVP + Travel and Pod Saver set at least. PVP + Drones can be handy as well. Read the link below:

Source:

https://wiki.eveuniversity.org/Overview

Disable Auto Lock.

Press the Escape key to go into the game's configuration panel. Select *General Settings tab > Inflight section > auto target back: select 0 target*.   You do not want to be automatically targeting the friendly ships repairing/sensor boosting you.

Weapon Systems.

Make sure you have the right fittings on your ship, and the correct settings for them.

Check:

- ammo in cargo bay
- drones in drone bay
- guns grouped
- guns loaded
- other modules loaded (e.g. capacitor boosters).

No Distractions or Impairment.

Leaders of Fleets, especially the FC and their WC's and SC's, must be sober unless pre-announced as a drunken fleet.

EVE System > Channel MOTD:

Welcome to the Eve University Public Overview channel - Overview (EVE Uni)

The Eve University overview is adapted from the Overview. Our adaptations emphasize clarity of war targets, as well as clarity of which players are 'flashy'. All ships in the overview which are legally engageable will have a flashing background. Attacking these ships will not cause you to go suspect or criminal. If the ship does not have a flashing background, it is not legally engageable. Attacking these ships will cause you to go suspect or criminal.

Installation:

1) **Read** all these instructions. Especially the last one.

2) **Backup** your current overview settings, in case you want to come back to them:

> Overview Settings (default 'O') > Misc. tab > Export Overview Settings

> Check All > (Name the File) > click Export

3) **Reset your current Overview Settings and install the Z-S Overview.**

Follow their instructions in the channel "Overview (EVE Uni)".

The recommended packs on top of the **Core** pack include:

- o **D-Scan Extended**
- o **PvX 1 and 2**
- o **The Friendly Extended and Target Packs are also useful to some.**

For the Layout, choose the **Standard 1BL** layout – this is the layout that the Eve Uni Overview will apply in the following step.

Rookie Tackler Tips

Main article: Tackling Guide - https://wiki.eveuniversity.org/Tackling_Guide

Note: If your overview is set up correctly as per the Overview Guide, a tacklers job is to tackle any flashy that shows up as soon as it shows up (unless the FC has given different standing orders). When you enter a fleet, you should check with your squad leader as to whether you should wait for instructions or attack as soon as the flashy shows up. By default, Do NOT wait for instructions.

Target lock enemies by holding down the Control key and left-clicking on the overview. Holding Control down also has the advantage of locking the overview sorting display in its current order - new targets will appear at the bottom, existing targets no longer on grid will be greyed out.

A ***'point'*** is a warp jammer. Pointing means activating a warp scrambler or disruptor on a target. A one-point or long-point is a warp disruptor. ***A short-point or scram is a warp scrambler***. In small gangs, it is usually a good idea to call points on voice comms. If you don't know what to scram, you should not do so unless instructed by your FC.

Set your default orbiting distance to 7500m. You can do this when undocked, select an object in the overview that is nearby, and the right-click the Orbit button in the 'Selected Item' window. ***Having a default orbit of 7.5 km will keep you out of most smart bomb range, but within Stasis Web and Warp Disruptor range***. If you know that the target has no smart bombs, you can approach to orbit close and increase your angular velocity to be harder to hit. ***Only battleships and larger ships fit smart bombs most of the time***. If the enemy is in a battlecruiser or smaller ship, feel free to orbit closer. Some faction smart bombs have a range greater than 7.5 km, but they are expensive and usually only fitted on capital ships.

Do not shoot cap while tackling. If you have guns that use cap, don't shoot them while tackling, or if you'll need to tackle soon. Missiles and projectile turrets don't require cap. This advice can be ignored if you have verified you are ***cap stable*** with guns blazing.

Don't use AB or MWD while camping a gate, nor when aligning. Use AB and MWD to approach targets, or to get away from them if they have smart bombs. Using AB should be fine while orbiting a target, but it depends a lot on your skills and the ship you're flying. Most tacklers should not orbit targets with MWD active, although there are exceptions like interceptors.

If the FC did not give any specific instructions for who tacklers should point, then pick a target that has a character name that starts with the same letter as your own character name, or as close to possible in the alphabet. This will usually ensure that the fleet's points are spread relatively evenly among our enemies.

Sorting the overview by character name can help in the target selection if it is done this way. Sometimes the FC will give specific orders, for example: "Squad 1 tacklers should point the primary, Squad 2 tacklers should point the secondary, all other tacklers should pick targets at random." If you are trying to point a random target and you notice he is too far away or too fast to catch, use your best judgment, and consider tackling something else instead.

Unless you have just jumped through a gate and are holding cloak or are waiting for orders at a POS, you should ALWAYS be moving. If you are holding at a gate then you should be in an Offensive Gate Camp (OGC), if you are around a planet or somewhere else then you should be orbiting one of the larger (BC/BS) ships outside of smart bomb range. This can be anywhere between 7.5km to 30km.

When in doubt ask your squad leader!

Source material with slight editing to fit our Alliance from Abbreviations to here:

Overview: https://wiki.eveuniversity.org/Overview

The Rookie's Guide to Fleet Ops:

https://wiki.eveuniversity.org/The_Rookie%27s_Guide_to_Fleet_Ops

Some ICF tactics:

- Learn the different ship types and names of each faction.

    o Know what ships are Logi ships as they are **primary targets**
        ▪ Gallente – Thalia, Oneiros
        ▪ Caldari – Kirin, Basilisk
        ▪ Minmatar – Scalpel, Scimitar
        ▪ Amarr- Deacon, Guardian

    o Know what ships are EWAR ships as they are **primary/secondary**
        ▪ Amarr – Sentinel
        ▪ Caldari – Kitsune
        ▪ Gallente – Keres
        ▪ Minmatar – Hyena

- DPS ships should focus on taking these ship types out first to soften up the ships that are under attack from us. Once Logi and EWAR ships are down, then it becomes a straight up dogfight.

Chapter 2: Moderate Level PvP

There are five basic things we will cover here:

- Where to Roam & Where to Base Your Operations (PvP pilots only)
- Fitting for PvP
- Target Selection and Recognizing Threats
- PvP Pilot Mastery
- PvP-ing as an Alpha

Where to Base and to Find Fights?

In Eve, everywhere can be a fighting ground even in High Sec areas. As you know, fighting in High Sec without a War Declaration or Wardec is suicide as the CONCORD will punish you for disturbing the peace. Unless you want to be a douche like CODE or Goonswarm, or if you want to join a merc group like the Marmite Collective or PIRAT then wardec every small corp you find, it is wise to look for combat in low or null sec and wormholes.

In the ICF, we recommend PvP in defense instead of a way of life. This will keep us from unwanted wars as we are mainly a manufacturing and industrial corporation. Keeping safe passage to trade hubs around Eve is important to the non-combat members of our Alliance. We condone PvP members as it is part of the game. All we ask is not to antagonize other players while doing it. This may lead to unwanted war.

With that said, let's begin with hunting targets by roaming in Factional Warfare and Low Sec:

Tech 1 or T1 ships are mostly as effective as T2 ships. T3 ships are in another class but T1 ships give you the best bang for your buck. You can insure these ships and when you lose them, you can make ISK instead of losing it. Keep that in mind before you set forth to battle.

There are two main Factional Warfare sites:

1. The Amarr and Minmatar Factional Warfare space

- Metropolis and the Bleaklands (Calmer Areas, Better for Plexing than Fighting)

2. The Gallente and Caldari Factional Warfare space

- Lonetrek and Black Rise (Most Active Fighting in Black Rise)
    - You can put jump clones in each area
    - Helps to find action

PvP Fitting for Your Ship

No matter what Faction ship type you fly, you will need a few things to be successful in your fights:

1. Get your ship's mastery level to at least level IV
    a. Right click on your ship and click "Show Info" > Mastery > (Training Need)
    b. Follow the Training Need for level IV
    c. This helps keep your skill que full and on the right path to other ships

2. A good PvP fits for your ship
    a. Eve University is a good starting place
    b. zKillboard is a good way to find more modern fits
    c. https://zkillboard.com/
    d. Search Box > (Your Ship) > Top (Mid-page) > Monthly Top > Top Character Name (previous month if early in the month) > Loses > (Find Your Ship Type to look at the fit)
    e. Also, check Kills and Solo to see what type of ships that fit can kill.
    f. You can also search by weapon type if you have good skills in the module.
    g. To search by weapon module, start at step "b", rinse and repeat.

3. Experience in flying your PvP ship
    a. PvE may help but is not the same as PvP because PvE normally require repping.
    b. Test severs are a safe place to test your ship and fits
    c. Training in fleets via Low Sec Roams is another good way

Target Selection and Identifying Threats

Player Traps

So, now you're feeling pretty good about your ship and your fit. You have mastery level IV, you have spent long periods of time on test servers tweaking your fit. Now, it is time to go test what you have learned so far. You're ready to take down anyone who opposes you, right? Wrong.

Eve is rarely easy on pilots. PvP hunting is no acceptation especially for solo PvPers. That's right, the odds are stacked against you. You have some idea this is

true because you are reading this document. The point is you must learn to identify threats such as player traps.

Player traps come in all kinds of innovative forms design to suck you to a false sense of superiority and dominance. One type of player trap is to set a frigate or destroyer out with a recon ship (usually a cruiser class hull) that does not show up on your D-Scan. These cruiser class ships can neut, web, and scramble your ship and you will not be able to escape. Thinking you are in the clear, you head in for the kill only to find that you have sprung the trap and find your self on a free trip back to your clone base. Sound familiar?

Other methods include cloaked ECM or EWAR frigates and cruisers like the Griffin Navy Issue. It is best not to fight any ship unless you are 100% certain that they are indeed alone. Only experience can teach you this skill.

Target Selection

Eve has tools available to help you know who is flying target ships in an area. Two main tools include:

- EveOvermind: https://www.eveovermind.com/combatrecon.php
- Local Threat: https://localthreat.xyz/

For example, using EveOvermind, when you are in a system, copy the people in your local chat window by selecting the those who are in the chat window, Ctrl + C (to copy), then paste in the D-Scan window. Here is what it looks like:

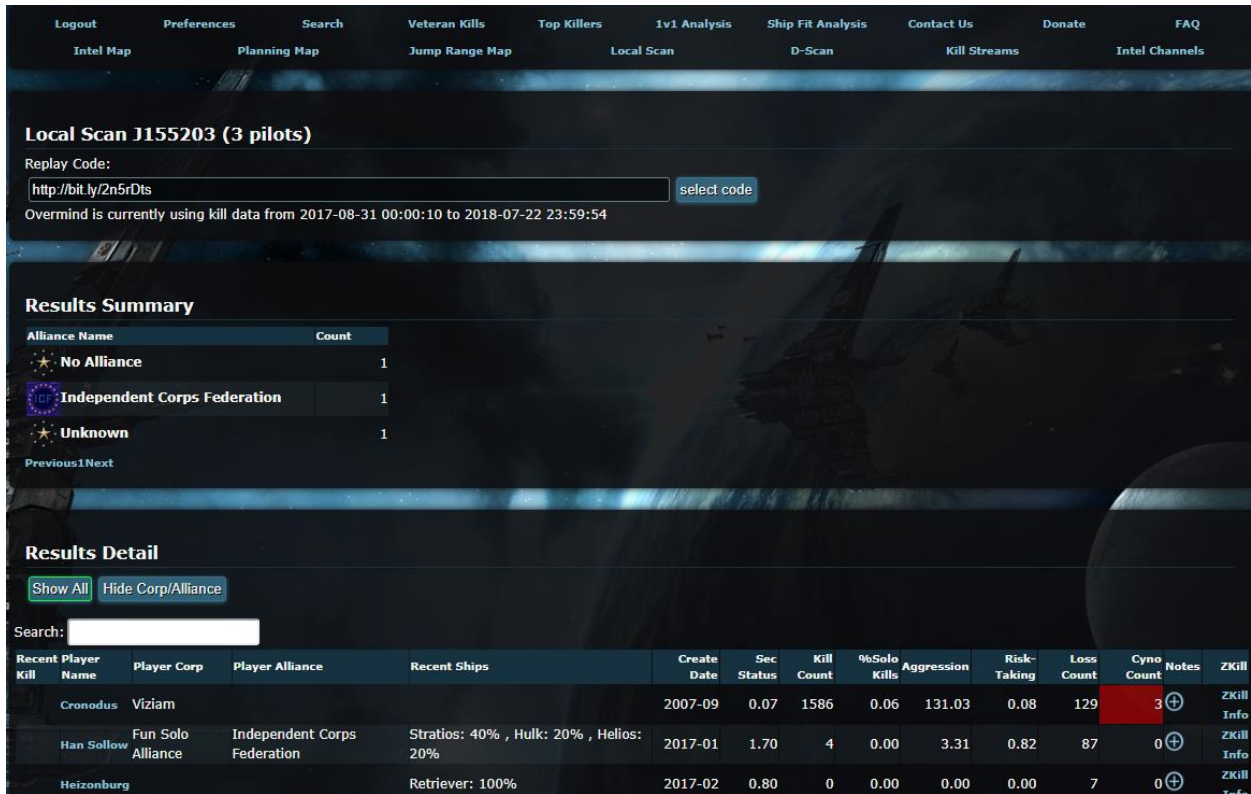Step 1: copy the people in your local chat window:
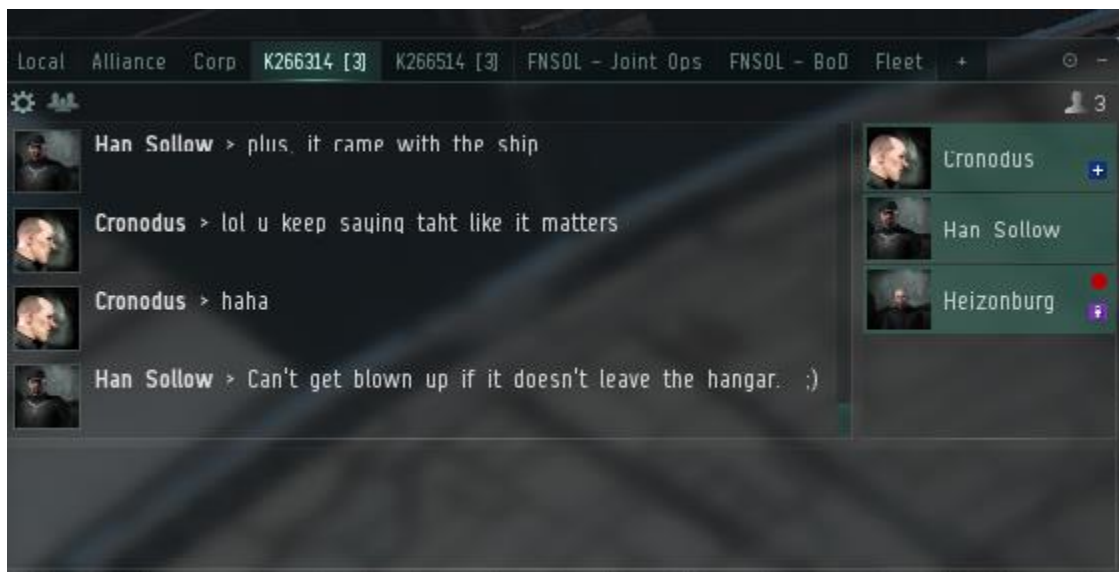
Step 2: Paste into the "D-Scan" window chosen in the menu below

Step 3: Submit and read the results

Since there were no one in local chat, the bottom of this image shows the three pilots that were in our C1 chat. The list usually denotes those with more PvP

experience at the top (Cronodus) to the least experienced PvPer (Heizonburg). You can use this tool in Factional Warfare or Low and Null Sec areas to determine if you wish to kill a target. Player Corp and Player Alliance will also give you an idea if these players are working together or if they are flying solo.

You can also see the recent ships the player has flown. If you see multiple players in the same corp or alliance, it is a good idea not to engage any of those targets. If the player is in a lone corp or alliance, you have found your target.

You can also get information on the pilot by clicking on their name. From there, you can see their recent ships and peek at their some of their fits. We'll use my (Han Sollow) info as an example:

1. Click on the name of the pilot and this will show up:

Search Results

| Notes	Player Name	Player Corp	Player Alliance	Sec Status	Kills	Losses	Create Date	Last Seen	Cyno Losses	Links
	Han Sollow	Fun Solo Alliance	Independent Corps Federation	1.70	4	87	2017-01-10 06:59:00	2018-07-12 05:24:21	0	ZKill Info

Statistics & Rankings

Overmind is currently using kill data from 2017-08-31 00:00:10 to 2018-07-22 23:59:54

Time Frame	Aggression Rank	Risk Rank	Kills	Solo Kills	Aggression	Risk-taking	Losses	Losses to Solo Pilot	Total Loss CRP	Average Loss CRP
ALL	195579	0	4	0.00%	3.31	0.82	87	0.00%	19.45	0.22
Last 30 Days	22915	0	0	%	0.00	0.00	2	0.00%	0.61	0.30

Previous Fits

Helios	Hulk	Vindicator	Stratios
2018-07-22 16:45:08	2018-07-21 19:46:40	2018-07-19 18:56:53	2018-07-17 20:13:58

Stratios	Myrmidon	Brutix Navy Issue	Astero
2018-07-12 05:23:28	2018-06-20 16:00:54	2018-06-20 15:52:56	2018-06-20 15:46:26

Daredevil	Ares	Skiff	Porpoise
2018-06-13 01:56:12	2018-06-12 02:46:54	2018-06-09 16:31:36	2018-06-03 21:13:11

2. Pick a ship. We'll look at my Myrmidon, which was destroyed and had a good fit:
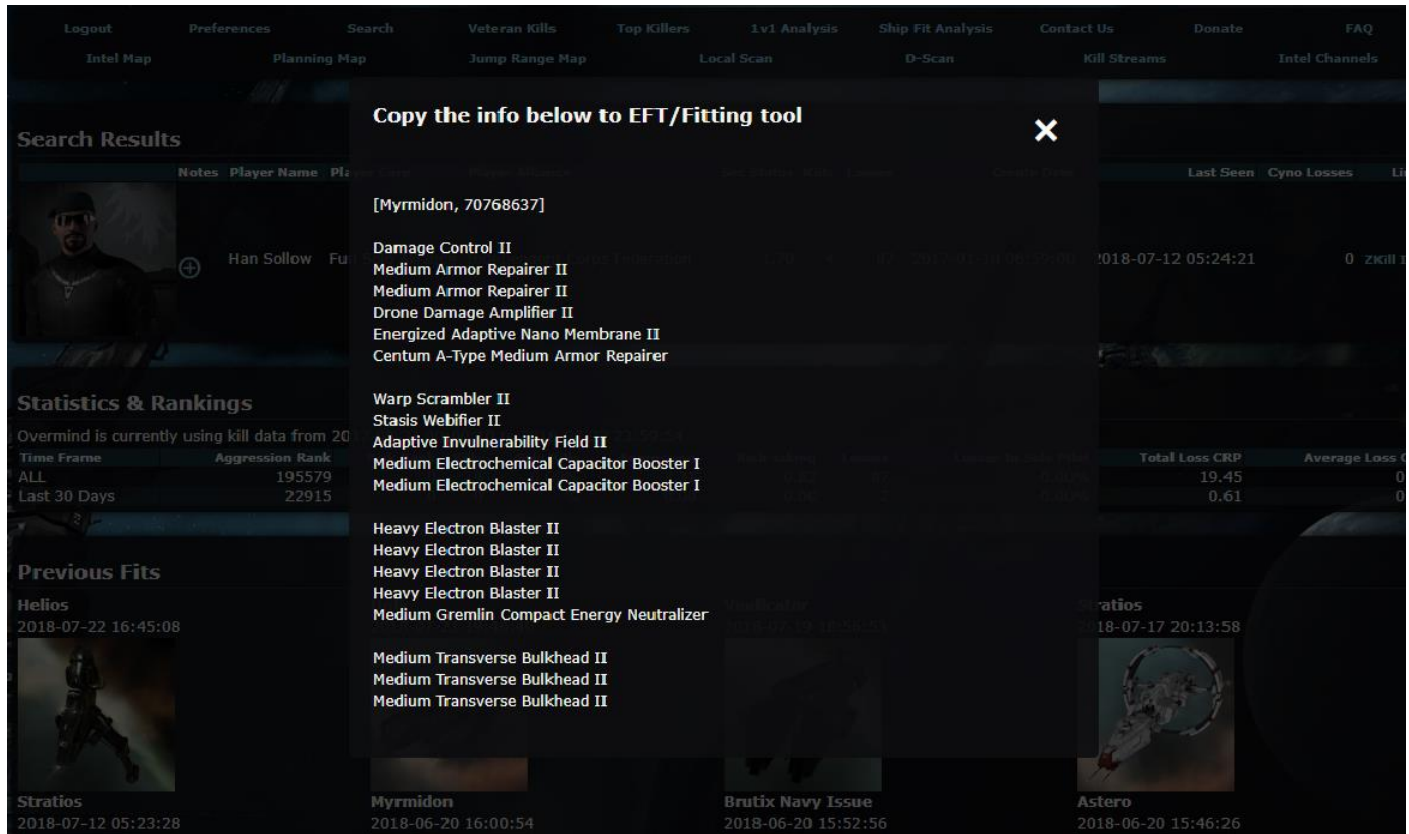
As you can see, this is another good way to get fit information. For category explanations, you can hover over the category (i.e. Aggression) and get an understanding of how willing a pilot is to fight ships your size and bigger. Information is crucial when solo PvPing and is helpful in small sized gangs.

Go get that killmail!

Mastering the Art of PvP

In Factional Warfare, as well as much of the PvP you will encounter, breaking down targets can be classified into three major categories:

1. **Brawling** – Involves quickly closing in on your target and fighting at close range
2. **Scram Kite** – Hold your distance at edge of Scram range and unleashing a Brawling set up
3. **Kiting** – Involves kiting out side of Scram range while maintaining tackle from a distance and doing damage

Mastering all three types of PvP will give you an advantage over many pilots in Eve.

As with everything in Eve, each type of PvP has its own strengths and weaknesses. The key to success is imposing your strengths on their weaknesses. Let us review the positives and negatives of each.

Effective Brawling

Effective Brawlers has two major traits:

1. You will need a pretty good tank ship

2. You will need to have some speed, especially in Factional Warfare

Remember: one of the most important items in PvP is the ability to control the range between you and your target. In other words, be in your optimal damage range while possibly reducing the effective range of your target.

A good way to get range control on Brawlers is to fit dual Webs on your ship if you can. AB (Afterburner) fitted ships can be slowed with Webs and allow you to catch then destroy the ship.

Scrams (Warp Scramblers) can negate MWD (Micro Warp Drives) speed where as an AB will not be affected. A combination of Scrams and Webs will give the Brawler the best chance at range control allowing you to destroy the target.

Effective Scram Kiting

The strategy of Scram Kiting is to fight at the edge of your Scram's range (usually about 10km). This will lessen the effectiveness of blasters, which are deadly at close range. You can orbit the target or keep it at the edge of scram range and deal damage to your target. If you are fighting another Scram Kiter, it will boil down to who has the best tanking.

However, fighting a dual web ship may not be the best idea. Ships like the Hookbill, the Tormentor or the Merlin normally are equipped with dual webs so choose your solo targets carefully. Dual webbed ships can orbit you tightly which will out track your guns and leave you to die. If you have the numbers, wipe them out.

Effective Kiting

Kiting involves keeping targets at a distance while doing damage from afar all while maintaining your distance from the target. This concept is difficult to maintain especially when there are multiple opponents in the field of play. It is not a good idea to orbit one target with the other closing range on you. You must remember to try an keep all targets at range if possible.

One way to do this is when a target gets too close, align and fly to a structure, planet, a sun, etc. to gain range on the target(s).   Once the range has been re-established, you can go to work on your target once again. An advantage of Kiting is that you can take on more than one opponent. Another is you can brake the EWAR jams by out distancing the EWAR ship with Webs.

Learning to PvP as F2P

For the Alpha players who are on a Free-To-Play (F2P) account, learning to PvP can be difficult. Remember playing an Alpha in PvP is like playing on Hard to Insanity mode of other video games. You are at a slight disadvantage.

So, what will your Alpha character do? The smartest things to do are to train for skills that may help in the future if you decide to go Omega one day, fly a ship with a fit that counters commonly used fits; like a dual web Kestrel or Merlin or a Tristan fitted with neuts to cap destroy any ship out there. Perhaps the safest way to get kills as an Alpha is to roam in a small gang. This will allow you to take on bigger and more dangerous targets.

Veteran players may mentor lower skilled players in roaming, open fleets. Some corps who do this are Black Shark Cult, Eve University, Low-Sec Campus, and Vagrant Skies. These guys will help teach you how to use your ship and skills so you can go on and wreak havoc in Eve.

Source for Chapter 2:

https://www.youtube.com/watch?v=DLuAxIPNGQg&t=256s

Watch the video for more details.

Chapter 3: Survival, Escape, and Evasion

In High Sec, you are mostly safe and do not need to worry as much about surviving, escaping, or evading targets. However, in wormholes, low, and null sec, you must be aware of your surroundings. Developing a strong sense of awareness will get you far in Eve.

One way to gain awareness of your surroundings is using your Overview. This will show you what is in the immediate area and within combat range. D-Scan allows you to view your surroundings at a distance. A third way to gain awareness is paying attention to your Local tab.

It is a good habit to do the following when flying into systems:

1. Check your Overview for immediate targets and threats.

2. Activate your D-Scan for fringe threats and target that maybe incoming
    a. Scanning at 14.3 AUs will give you a broad picture of what is in the system
    b. Scanning at 1 or 2 AU will give you a heads up that someone is likely heading into your area looking for a fight
    c. Spam your D-Scan as the situation can change quickly.

3. Local. It is a good idea to separate the Local tab from your other chat tabs.
    a. Doing this allows you to keep track of who comes and goes in your system without switching tabs constantly
    b. Knowing what's in local can indicate the chances of you getting ganked or finding targets
    c. Example: If you see 3 people in local then the member list explodes to 15, you know that a fleet is going through. Recognizing the ship types, standings (below zero), and corps (Goonswarm) can be indicators that you may or may not be in danger. Chat is not important. Member list is
    d. Remember to go to your settings and use the text only

Evasion

Gate camps are something you will run into often in Low and Null Sec. It may happen in High Sec with corps like Goonswarm or CODE or when your corp or alliance is at war. Learning a few strategies can help you avoid ending up on the wrong side of a killmail.

Remember: Most gate camps occur at the first jump into Low or Null Sec. Also, keep your guard up when flying in these areas as choke points are common and campers will funnel you into their gate camp.

If you find yourself in a warp bubble once entering a system, the most successful way to survive is to turn back to the gate and jump through it. Never try to sneak through the bubble as you will be decloaked by your movement and even with Covert Ops Cloaking, you will be targeted quickly. Also, most bubbled gate camps have cargo jettisoned at strategic points for the sole purpose of disrupting your cloak.

Another helpful thing to do is to overload the rack with your AB or MWD. Align to the gate you just came through, as the ship begins to move and uncloak > (Shift, Click, click on the Overload rack to prime it), and engage the AB or MWD. If you have an AB equipped, you will have no problem getting back to the gate and jumping quickly. With an MWD, you can build up enough speed to coast back to the gate. You may still take damage, but you have a greater chance at survival.

The only times you will get caught and destroyed is when the other player is a veteran PvPer, those who have insta-lock, and heavy webs (usually on a web bonus ship). Another thing that can harm you is activating modules (like your warp drives) when coming out of a cloak. Even though you activated the module, interference from your cloak will prevent the module for activating. Keep an eye on your modules when you are coming out of cloak.
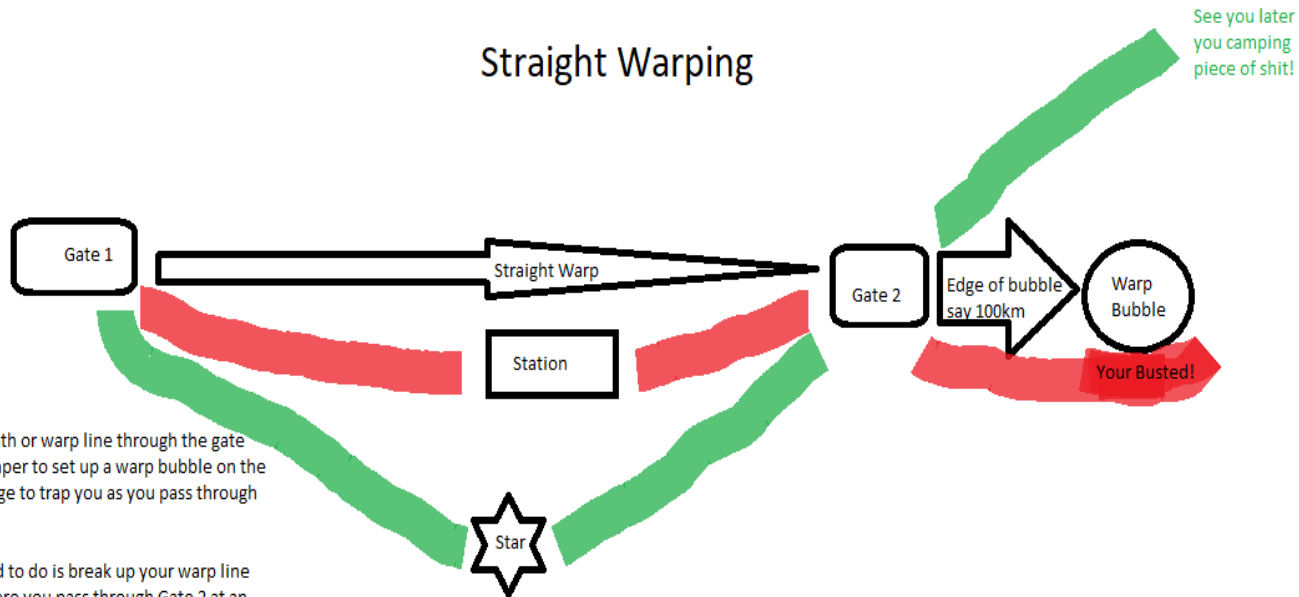
When the enemy sees you heading back to the gate, they will try to not only web you to slow you down but to bump you as well with their ship. If you get bumped, it causes you to lose momentum and if you lose your momentum, your goose is cooked. No matter what is going on, remember to spam your "Jump" button to activate the gate and escape.

Null Sec Bubbles

High and Low Sec do not allow Interdiction bubbles, but they are allowed in Null Sec and Wormholes. Remembering a few rules will help you avoid these bubbles and portable warp disruptors. The rules are:

1. Never EVER Warp Directly from Gate to Gate in Null Sec
    a. It is a good idea to warp to 100km from a planet, star, or station then to the gate, then to the warp gate
    b. Altering your line of warp may prevent you from getting bubbled on the opposite side of the gate. (See drawing below)
    c. Even if no one is in local, they could be cloaked and waiting

Drawing mentioned in 1b:

Straight Warping

Gate 1

Straight Warp

Gate 2

Edge of bubble say 100km

Warp Bubble

See you later you camping piece of shit!

Station

Your Busted!

Star

The straight path or warp line through the gate allows the camper to set up a warp bubble on the edge of its range to trap you as you pass through Gate 2.

What you need to do is break up your warp line enough to where you pass through Gate 2 at an angle far enough to miss the warp bubble.

The Station is not a good idea as it will not break up your warp line enough to bypass the warp bubble.

Warping to the star and then to the gate will make the best path to escape the bubble on the otherside of Gate 2.

The further your station, star, planet, etc. is from the straight path, the better your angle will be.

2. If there is only one gate into the system and another gate out, expect the pipe system to be bubbled.

3. When warping to a gate, structure, planet, etc. warp to within 100k of the object. This does two important things:
   a. It allows you to D-Scan the area for potential threats.
      i. Make sure you have combat probes and bubble marked on your D-Scan then scan at 15 or 30 degrees.
      ii. Campers can leave combat probes in a 1 AU circle around the gate and with one scan, they can jump in to attack you.
   b. It allows you to have a safety buffer from the target of at least 100km
      i. If a camper sees you warp to a planet, he can warp to zero km and you will still have 100km of buffer space.
      ii. If the camper warps to within 100k of the target, that will give you 200km of buffer space.

4. If you are in a system that has no celestials or station to warp to or they are at a bad angle (you want the angle to be as close to 90 degrees as possible), you can set up safe spots known as a **tactical** to bookmark if you travel the system often.
   a. A good rule of thumb is to warp at 100km from the gate and mark a spot 90 degrees north or south at least 150km (preferred 300km) from the straight warp line.
   b. This gives you a good view of the gate using D-Scan
   c. It also allows you to break up the warp line and safely pass bubbles in the direct warp line

5. Another method that is rarely use is called the **Cap Dead Warp**. What this does is you drain your cap and make small jumps toward the gate to the point you can use your D-Scan to scope the gate out. This is time intensive and not very practical in the end, but it is still a method to think about using when the situation calls for it.

6. One last method of bubbling you may see in Null Sec is placing a station, usually a citadel, at the minimal distance required for a station to be from a gate. The players will then bubble around the station and catch you in the warp; thus, giving them an easy kill.
   a. To avoid this, refer to steps 3 and 4.

Source for Chapter 3:
https://www.youtube.com/watch?v=ecYUk66Pu2c

Chapter 4: Test Server Singularity

Why should I get on to Singularity?

Singularity (also: SiSi) is EVE Online's Test server, a separate mirror of the actual game world that we play on the server called Tranquility. New code, features and various tests will be held and conducted on Singularity prior to their implementation onto Tranquility. Very often it is on Singularity where players will be able to catch the first glimpses of what new expansions will bring. For example, the university's very own Planetary Interaction guide was created after much research on the subject by the PI team on Singularity.

Another reason is that on Singularity, CCP has stocked every single item listed on the market except for faction items such as ammo and ships for 100.00 ISK.

This makes Singularity a great platform to test out ship set-ups other than some random planet without risking millions of ISK, as you can test out different fits and lose them while still making money to test more fits from insurance.

Also, since it is a mirror of the actual game world, majority of the game mechanics work similar as on Tranquility, if players wish to try out something new or just practice certain maneuvers, they can gather friends and try them out on the test server. For example, trying to setup your first POS on the test server is useful in avoiding any costly mistakes on the main server.

Please note: CCP makes a mirror of all data (ISK amount, trained skills, market orders, corporation info, etc.) once every while, so chances are you won't be able to login to SiSi until they do, or that your character(s) will not be totally up to date compared to your Tranquility character(s).

How to get onto Singularity

Singularity is a great resource for players to learn about the game without any huge risk, but how do you connect to the test server?

The new method of logging onto Singularity is very easy and requires an existing account on Tranquility. The steps are as follows:

- Launch the game launcher

- Select "Singularity" in the server drop-down menu (top left) and then login with your Tranquility account.
- Everything else is done by the launcher.
- You can copy your client settings through "manage profiles" in the launcher, if you want to do so.

Source: https://wiki.eveuniversity.org/How_to_connect_to_the_test_server

SINGULARITY PLAYER COMMANDS

2018-06-11 16:16

By CCP Habakuk

There are several special slash commands available for players on Singularity, to make it easy to test something without having to spend too much time with setup. For using these commands just type them with a leading / into a chat channel.

Currently active commands

/moveme

This command allows you to move your character to a list of defined destinations. The command is blocked while having an active PvP log-off timer in space. Dock up or wait out your log-off timer and you can use it again**.**

Usage: /moveme - a popup window will appear with the list of valid destinations.

Currently active destinations (subject to change):

- **M-OEE8 (main combat system)**

- **FD-MLJ (mass test system)**

- **Jita, Amarr, Rens, Dodixie: empire trade hubs**

- **Thera: WH hub**

- **J124504: C6 system with red giant effect**

- **J152820: C5 system with pulsar effect**

- **J171225: C4 system with black hole effect**

- **J001348: Shattered C3 system with cataclysmic effect**

- **J122137: C2 system with magnetar effect**

- **J000528: Small shattered system with wolf-rayet effect**

/copyskills

This command compares your skills on Singularity with a daily snapshot of TQ and adds the missing skills and skill levels to Singularity.

Usage: /copyskills

Note: Only completed skill levels are being copied. A skill level is only marked as fully completed after a login with your character. The snapshot from TQ is being taken in the middle of the night (GMT). This command is blocked for 14 days after using a skill extractor

/boostsov

Boosts the sovereignty claim time and the development indices of the current system to allow usage of all upgrades.

Usage: /boostsov

/booststandings

Boosts the standings of several NPC entities towards your character to +10. This includes most NPC factions and if you are docked in a NPC station it also includes the owning corporation and the agents in this station. This should help a bit with testing missions.

Usage: /booststandings

Source:

https://community.eveonline.com/support/test-servers/singularity-player-commands/