

Stravides EVE Cheat Guide

Drone Ranks and Scramblers

(R) indicates the drone prefers long range
Isk values are relative and not really current to prices

- BattleshipRank 10: Drone Queen (1044k ISK) - R
- BattleshipRank 9: Matriarch Drone (977k ISK) - R
- BattleshipRank 8: Patriarch Drone (982k ISK)
- BattleshipRank 7: Drone Creator (976k ISK)
- BattleshipRank 6: Drone Ruler (945k ISK) - R
- BattleshipRank 5: Supreme Drone Parasite (871k ISK) - R
- BattleshipRank 4: Domination Drone (916k ISK)
- BattleshipRank 3: Spearhead Drone (732k ISK)
- BattleshipRank 2: Swarm Preserver Drone (769k ISK)
- BattleshipRank 1: Drone Controller (582k ISK)

Web & Scrambler Drones

- Infestious Drone <-- occurs in exploration only
- Strain Decimator
- Strain Decimator Alvi
- Strain Infestor Drone
- Strain Renderer Drone
- Strain Splinter Drone

To proceed with the example, JE- for instance has fairly small chance of a triple queen spawning. The best i've got so far is "triple patriarch" (rank 8 which kind of corresponds to it's security status of the system = -0.72). On the other hand, I have seen "triple queens" in 5ED- for a few times (which shows that although the system is only -0.86 it has a chance of spawning best rats - triple rank 10).

With this in mind, now look at the ranking list again (linked above). Notice the "R" marker near some of them. This means they engage at "Range" of about 40 kms. The others come close (they will keep a range of about 10kms). So the ratio of ranged/close is 4/6. If you've got a system with a higher sec status (lowest sec status being -1.0), you might also want to consider not counting the top two spawns (the queens and the matriarchs). In that case the ratio becomes 2/6 (1/3 of the spawns are ranged). In this case I personally would advise to fit close range, heavy hitting weapons, and MWD for best efficiency, but it's your call.

Finally for "the shootout". Now knowing the ranks, and the odds of certain rank of rat spawning, you are able to decide which rats to erase completely, and which you want to kill all night long. Here's how you make it happen:

You warp to a belt. There are 3 cruisers and 3 frigates - bad spawn. You kill all the ships. This results in the spawn "never" returning to any of the belts, but rather the server randomly picks a new spawn, based on chances for your system. After 15 minutes or so, a completely new spawn appears.

You warp to the next belt. You encounter 3 battleships of rank 2, and 2 frigates. You decide to keep them (triple battleships you will want to keep most of the time) - you shoot ONLY the battleships, and leave the frigates alone. After a while (depending on how fast you killed the battleships), the same spawn will reappear. Leaving the frigates ensures that the spawn "persists" and keep re-spawning in the system. A good habit is to "mark" the frigates, by doing some armor damage to them, but keeping them alive. Best done with drones.

Note that the belt rats move to different belts or stargates at some point. So if you left a "triple queen" at belt V - 1, and when you return it's not there, don't cry - your spawn only moved to another belt (or stargate).

Check the (true) security status of the system: http://evemaps.dotlan.net/map/Cobalt_Edge#sec

Drone Anomaly Ranks

- Drone Collection (easiest)
- Drone Cluster
- Drone Gathering
- Drone Surveillance
- Drone Menagerie
- Drone Herd
- Drone Squad
- Drone Patrol
- Drone Horde (hardest)

Check the (true) security status of the system you are rating in. [Here](#).

Example: JE-VLG is -0.72 and 5ED-4E is -0.86

This is very important as it determines the chances for high end rat spawns. The closer the system sec status is to -1.0, the better the chance of a good spawn. The more chance you have to get a "triple queen" (best spawn, not including sentients).

Training 101: What skills do I need to fly this ship properly

Don't be under the assumption that you need a couple of skills to fly something well. That's not the case.

So here are the skills you'll want to train with some reasons why:

Skills useful for all ships

(very high priority - should be trained to a min of 4):

Electronics (fit more stuff)

Engineering (fit more stuff)

- **Energy Management** (more cap/use MAPC)
- **Energy Systems Operation** (cap regens quicker)
- **Shield Management** (more shields - harder to kill)
- **Shield Operations** (regenerate shield quicker)

Mechanic (more structure - harder to kill)

- **Hull Upgrades** (more armor - harder to kill)

Navigation (fly faster)

- **Evasive Maneuvering** (turn quicker)
- **Warp Drive Ops** (warp farther)

Spaceship Command (turn quicker)

Skills useful for combat ships

(high priority - train to at least 3):

Engineering

- Energy Grid Upgrades (use PDS, RCU)

Drones

- Drones (use drones)
- Scout Drone Ops (use combat drones)
- Drone support skills

Electronics

- Long Range Targeting (target farther)
- Signature Analysis (target quicker)
- Targeting (target more ships)

Gunnery and/or Missile Launcher Ops

- Gunnery/Missile Launcher Ops
- All Support Gunnery/Missile skills
- Weapons Upgrades (fit more stuff)
- Advanced Weapons Upgrades (fit more stuff)

Mechanic

- Repair Systems (don't have to pay to repair ships)

Navigation

- Acceleration Control (go faster w/AB/MWD)
- Afterburner (go faster)
- Fuel Conservation (use less cap)
- High Speed Maneuvering (use MWDs)

Training 101: Basic Skills for All Ships

These are skills you'll want at level IV

1. Electronics [+5% CPU]
2. Targeting [Extra target]
3. Engineering [+5% Power Grid]
4. Energy Management [+5% Capacitor Power]
Energy Systems Operation [+5% Capacitor Recharge]
Shield Management [+5% Shield Points]
Shield Operations [+5% Shield Recharge]
5. Mechanic 5 [+5% Structure Points]
6. Hull Upgrades 6 [+5% Armor Points]
7. Salvaging 7 [Allows Salvaging of Wrecks]
8. Navigation 8 [+5% Velocity]
9. Afterburner 9 [+10% longer AB useage]
Warp Drive Operations [+5% less cap needed to warp]
10. Spaceship Command 10 [+2% Agility]
11. Frigate 11 [See Ship Description]
12. Destroyer 12 [See Ship Description]
13. Industrial 13 [See Ship Description]
14. Cruiser 14 [See Ship Description]

Training 101: Basic Skills for All Ships ...cont

Notes:

1: Use Co-Processors in your low slots for more CPU.

2: Total targets locked = 2 + Targetting Skill, Max of Ship Limit, usually good training just to L3, for a max of 5 targets

3: Use Power Diag Systems or Reactor Control Units in your low slots for more Power Grid. L4 for Shield Hardeners. L5 is required for Assault Frigates.

4: L4 is required for Mirco Aux Power Cores.

5: L5 is required for Assault Frigates.

6: Allows use of Expanded Cargoholds. L4 is required for Armor Hardeners.

7: Requires Mechanic level III and Survey level III to train. This skill allows you to salvage a Wreck, getting Rig Components you can sell or build rigs with.

8: L4 is required for Micro-Warp Drives (MWD).

9: 1MN = Frigate/Destroyer, 10MN = Cruiser/Industrial/Battlecruiser, 100MN = Battleship. L4 is required for Tech 2 Afterburners.

10: Agility is how quickly your ship turns. L3 is required for Industrials.

11: First skill to train! Faction specific. L3 allows access to "Tier 3" frigates, your best first ship. L5 required for T2 frigates.

12: Faction independant. Some people skip Destroyers, but they are very good vs Frigates in Level 1 missions. Level I is all that's needed to pilot a Destroyer, but higher levels help with ship penalties.

13: Faction specific. Cannot be trained on Trial Accounts. Bestower (Amarr II), Mammoth (Minmatar IV) and Iteron Mk. V (Gallente V) are common Industirals

14: Faction specific. Simply being able to pilot a Cruiser doesn't mean you can fly it safely! :)

Skills are represented by two numbers, Rank and Level. Rank is the "training multiplier". It's a measure of how long a skill will take to train. Each Level within a Rank requires a certain number of skill points to be earned. Level 1 for a Rank 1 skill might take 10 minutes to train, while Level 1 of a Rank 4 skill would take 40 minutes to train. Rank is static, you cannot raise nor lower it. You can however train skills to raise your attributes to make you earn skill points faster thereby training skills faster.

Level is a measure of how advanced you are in the skill. Rank goes from Rank 1 through Rank 16. Level goes from 1 to 5 and is either represented by "Frigate L4" or with Roman Numerals (I, II, III, IV, V) "Frigate IV".

Skill points are simply a measure of how much training you've done in all. Always have a Clone with more Skill Points than you currently have.

Training 101: Noob Guide to Scouting

GENERAL RULES

- Listen to the FC
- Only interrupt the fc when there is important (!) information to be given
- Don't be a fucking hero, key is to stay alive.
- Less is more. Time is important so give necessary information only.
- Practice is key. Listen to other scouts and learn how to use the scanner.

STEPS

1. Jump in system
2. Give info about the ingate
 - Gate is clear (go step three)
 - There is a single ship or perhaps a few (no threat to your gang).
 - Hold cloak (look at local and press scan to see what else is there)
 - Say check check on vent
 - Give info about shiptype(s) and range from the gate
 - Give local count (reds/neuts/blues)
 - Give info about the scan you did earlier
 - Action (grab most expensive ship first)

This can all be done within a few seconds. Of course when you see there isn't a lot in local or there is but there is nothing threatening on scan or the guy is aligning off the gate, you can point the fucker right away and give the intel during your actions.

Example: "check check baddon and drake on inbound taranis 100k off. 15 reds in local nothing big on scan (like if you see 10 other battleships on scan you might wanna report that). I'm going for point on the baddon can one ceptor/dictor jump and grab a point on the drake?!" Call your point and call aggression by shiptype!

- There is a camp/gang
 - Hold cloak (start counting your cloak timer, look at local and press scan)
 - Say check check on vent
 - Give info about numbers, shiptypes, range from gate and bubbles
 - Give local count (reds/neuts/blues)
 - Give info about the scan you did earlier
 - Listen to FC what to do and only give vital information updates!

Examples

"more are landing on the gate" or "half of them are warping off only 6 remaining I go for point"

If shit is taking too long and your cloak time is almost gone click on the gate in overview, press align (which declocks you) turn on mwd and your damage control/hardeners etc. and spam the jump button. Tell the fc you are doing this.

"check check gang on the ingate about 15 bs a couple guardians and some support total around 25 they are sitting on zero bubbles are up I have to jump back soon"

"check check gang on ingate 7-8 sniperhacs 100k off gate and about 7 support on zero no bubbles up"

3. So nothing is on the gate huh.

- Call local count (reds/neuts/blue) and tell FC the ingate is clear.
- Start scanning the belts and look for ratting type ships (bs/bc).
- If you can't find anything or there is nothing on scan and you have everything (outgate as well) within range, just say so and tell FC system is clear and that you are warping to outbound.
- If the outbound is off scan warp towards a celestial close to see if there is a camp/bubbles. During your warp narrow down the scanner towards the gate so you use your time as usefull as possible. Same goes for warping to belts.
- If you warp to a belt cluster, narrow your scanner down to the belt you are warping to when you get closer (like 15/30%).
- Once you see on scan the belt is clear scan the other belts during warp.

4) Ask FC if you can jump into next system and get back to step 1.

Some random tips:

Keep an eye on local all the time. If you see local go up (sometimes down, if it's quick, there is probably a gang just jumping out) tell so if it looks important to you. When it goes up from 34 to 35 it aint important. When you are warping to the outgate and system goes up by 1 or 2 and was empty before...it's obviously important. A spike/fuckload isn't local going up by 2 or 3!!!

If you are suprised you see ships on the gate when you jump in stay calm! Don't go oh fucking god there are shitloads here me is gonna die. Just hold cloak and tell what you see.

Always remember you can easily get your whole gang fucked up if you give wrong intel. So if you don't know things or are confused, say so. It's ok, we all need to learn.

You might wanna mention that it's a station system. Perhaps you have an FC that likes to bubble stations etc. So always have belts/stations on your scanning overview for easy info.

If you jump in a system, always check how many belts there are. When you see one belt cluster within scan range. Just warp to a random belt in that cluster as you would use a lot of time narrowing it down to 5% so just warp away to a random belt and scan on the way there. It can help to have a "scout" overview that has belts and stations on them (although while fighting use an overview that does NOT have stations on them, shooting npc stations in an inty is deadly, so avoid at all cost)

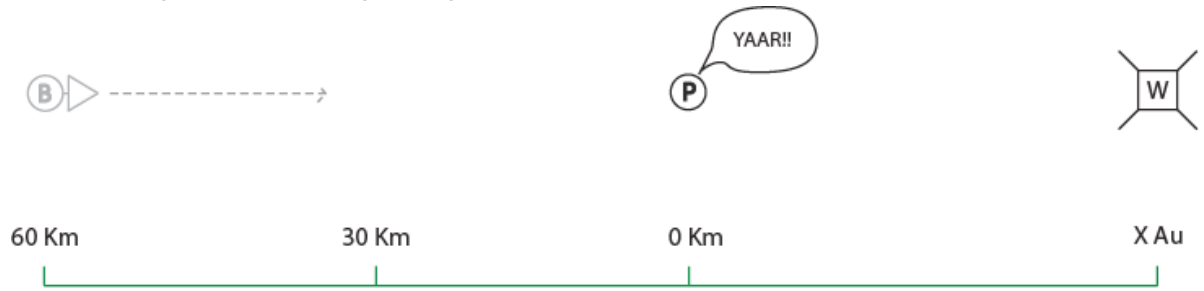
The FC you are scouting for has a lot of information to juggle, not just your intel. While intel is probably the most important thing a FC want to hear, less is more. Get to know what kind of things to report, and what not to report. If you are not sure it's relevant or too sensitive, write it in the intel chat channel (usually initiated by the fc) instead of saying it in ventrillo. The FC will tell you if it's ok to report in vent.

Also, you will never report blues unless you are requested to. You can't assume no one is listening who shouldn't be on vent. Same goes for giving your exact location. Telling someone you are cloaked 10k directly below the gate is a sure way of getting popped if a spy is listening in. Just say, "I have eyes on gate xxx and there are..."

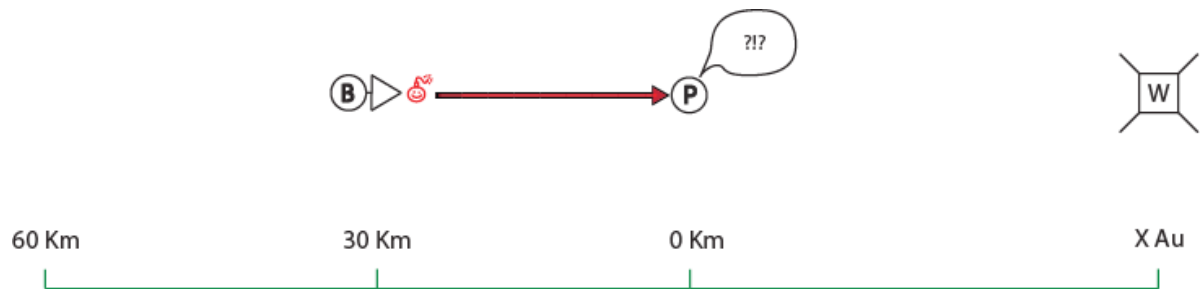
Happy scouting!

Training 101: Bombing Guide

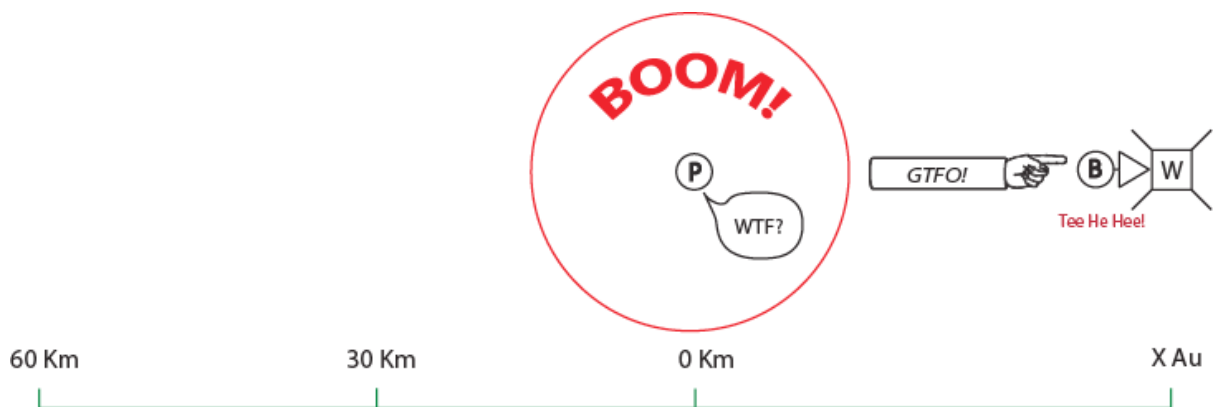
The Basic Scenario: Single Bomber, Single Target.



1. Stay Cloaked, Align through or slightly in front of target towards a distant warp destination. (Planet, Belt, Gate)



2. At 30 Km,
 - a. Uncloak,
 - b. Drop Smiley Bomb,
 - c. Warp to Target. (Use Shortcuts, It should take less than 1 Sec)



3. Arrive safely at warp target, giggle like a little girl.
4. Think BIGGER!

Ship Fits: General Fits

[Drake, Fleet setup]

Damage Control II
2 x Ballistic Control System II
Power Diagnostic System II

Target Painter II
Invulnerability Field II
10MN MicroWarpdrive II
Magnetic Scattering Amplifier II
Invulnerability Field II
Large Shield Extender II

7 x Hvy Missile Launcher II, Scourge Heavy Missile

3 x Medium Core Defence Field Extender I

[Noctis, Sally Vage]

3 x Expanded Cargohold II

10MN Afterburner I
Cap Recharger II

4 x Small Tractor Beam I
4 x Salvager I

2 x Medium Cargohold Optimization I
Medium Salvage Tackle I

[Omen, Std Tractor]

Armor Explosive Hardener II
Armor EM Hardener II
N-Type Thermic Hardener II
Armor Kinetic Hardener II
Mark I Generator Refitting: Reaction Control

3 x Cap Recharger II

3 x Heavy Anode Particle Stream I, Multifreq M
Small Tractor Beam I

2 x Medium Capacitor Control Circuit I
Medium Energy Collision Accelerator I

Hobgoblin I x3

[Hulk, nidowd_00]

Capacitor Flux Coil II
Damage Control II

Gistii B-Type Small Shield Booster
Small Shield Extender II
Shield Boost Amplifier I
Invulnerability Field II

3 x Modulated Strip Miner II, XX Mining Crystal II

Medium Core Defence Operational Solidifier I
Medium Core Defence Field Purger I

2 x Hobgoblin II x5

Ship Fits: SHORT RANGE REMOTE REP BATTLESHIPS

[Armageddon, SR RR PVP Fleet]

2 x 1600mm Reinforced Rolled Tungsten Plates I
2 x Energized Adaptive Nano Membrane II
Damage Control II
Adaptive Nano Plating II
2 x Heat Sink II

100MN MicroWarpdrive II
Heavy Capacitor Booster II, Cap Booster 800
Conjunctive Radar ECCM Scanning Array I

Large 'Solace' I Remote Bulwark Reconstruction
6 x Dual Heavy Pulse Laser II, Multifrequency L
Heavy Energy Neutralizer II

3 x Trimark Armor Pump I

Ogre I x5

[Raven, SR RR PVP Fleet]

Damage Control II
1600mm Reinforced Rolled Tungsten Plates I
Reactor Control Unit II
2 x Energized Adaptive Nano Membrane II

Quad LiF Fueled I Booster Rockets
Heavy Electrochemical Capacitor Booster I, CB 800
Warp Disruptor II
Target Painter II
Conjunctive Gravimetric ECCM Scanning Array I
Stasis Webifier II

5 x Siege Missile Launcher II, Mjolnir Torpedo
Heavy Energy Neutralizer II
[empty high slot]
Large 'Solace' I Remote Bulwark Reconstruction

Ancillary Current Router I
2 x Trimark Armor Pump I

Ogre II x3

[Dominix, SR RR PVP Fleet]

2 x 1600mm Reinforced Rolled Tungsten Plates I
3 x Energized Adaptive Nano Membrane II
Magnetic Field Stabilizer II
Damage Control II

Quad LiF Fueled I Booster Rockets
Warp Disruptor II
ECCM - Magnetometric II
Heavy Capacitor Booster II, Cap Booster 800
Drone Navigation Computer I

2 x 350mm Railgun II, Javelin L
Heavy Energy Neutralizer II
2 x Large Remote Armor Repair System II
Drone Link Augmentor I

3 x Trimark Armor Pump I

Ogre II x5
Bouncer I x5
Heavy Armor Maintenance Bot I x4
Warrior II x5

[Megathron, SR RR PVP Fleet]

2 x 1600mm Reinforced Rolled Tungsten Plates I
2 x Magnetic Field Stabilizer II
Damage Control II
2 x Energized Adaptive Nano Membrane II

Quad LiF Fueled I Booster Rockets
Heavy Capacitor Booster II, Cap Booster 800
Conjunctive Magnetometric ECCM Scanning Array I
Sensor Booster II, Scan Resolution

6 x Ion Blaster Cannon II, Antimatter Charge L
Heavy Energy Neutralizer II
Large 'Solace' I Remote Bulwark Reconstruction

3 x Trimark Armor Pump I

Ogre II x5

Ship Fits: MEDIUM RANGE REMOTE REP BATTLESHIPS

[Raven, MR RR PVP Fleet]

Damage Control II
2 x 1600mm Reinforced Rolled Tungsten Plates I
2 x Energized Adaptive Nano Membrane II

Quad LiF Fueled I Booster Rockets
Heavy Electrochemical Capacitor Booster I, CB 800
Warp Disruptor II
Target Painter II
Conjunctive Gravimetric ECCM Scanning Array I
Sensor Booster II, Targeting Range

6 x Cruise Missile Launcher II, Paradise Cruise
Missile
Large Remote Armor Repair System II

Garde II x3

[Armageddon, MR RR PVP Fleet]

2 x 1600mm Reinforced Rolled Tungsten Plates I
2 x Energized Adaptive Nano Membrane II
Damage Control II
Co-Processor II
2 x Heat Sink II

100MN MicroWarpdrive II
Heavy Capacitor Booster II, Cap Booster 800
Sensor Booster II

7 x Dual Heavy Beam Laser II, Aurora L
Large Remote Armor Repair System II

3 x Energy Discharge Elutriation I

Garde II x5

[Megathron, MR RR PVP Fleet]

2 x 1600mm Reinforced Rolled Tungsten Plates I
Capacitor Power Relay II
Magnetic Field Stabilizer II
Damage Control II
2 x Energized Adaptive Nano Membrane II

100MN MicroWarpdrive II
Heavy Capacitor Booster II, Cap Booster 800
Conjunctive Magnetometric ECCM Scanning Array I
Sensor Booster II

7 x 350mm Railgun II, Antimatter Charge L
Large Remote Armor Repair System II

2 x Algid Hybrid Administrations Unit I
[empty rig slot]

Garde II x5

[Abaddon, MR RR PVP Fleet]

2 x 1600mm Reinforced Rolled Tungsten Plates I
2 x Energized Adaptive Nano Membrane II
Damage Control II
2 x Heat Sink II

100MN MicroWarpdrive II
Heavy Capacitor Booster II, Cap Booster 800
Conjunctive Radar ECCM Scanning Array I
Sensor Booster II

3x Mega Beam Laser II, Multifrequency L
4 x Dual Heavy Beam Laser II, Multifrequency L
Large Remote Armor Repair System II

3 x Energy Discharge Elutriation I

Garde II x3

Ship Fits: MEDIUM RANGE REMOTE REP BATTLESHIPS

[Dominix, MR RR PVP Fleet]

3 x 1600mm Reinforced Rolled Tungsten Plates I
2 x Energized Adaptive Nano Membrane II
Magnetic Field Stabilizer II
Damage Control II

100MN MicroWarpdrive II
Conjunctive Magnetometric ECCM Scanning Array I
Omnidirectional Tracking Link I
Heavy Capacitor Booster II, Cap Booster 800
Sensor Booster II, Targeting Range

2 x Drone Link Augmentor I
3 x 350mm Railgun II, Spike L
Large Remote Armor Repair System II

Sentry Damage Augmentor I - if you have cash use it

Garde II x5
Bouncer II x5
Warrior II x10
Valkyrie II x5

Ship Fits: LONG RANGE BATTLESHIPS

[Apocalypse, LR PVP Fleet]

Damage Control II
Energized Adaptive Nano Membrane II
Adaptive Nano Plating II
1600mm Reinforced Rolled Tungsten Plates I
2 x Heat Sink II
Reactor Control Unit II

Quad LiF Fueled I Booster Rockets
Sensor Booster II, Targeting Range
2 x Tracking Computer II, Optimal Range

7 x Tachyon Beam Laser II, Aurora L

3 x Trimark Armor Pump I

[Megathron, LR PVP Fleet]

Tracking Enhancer II
2 x Magnetic Field Stabilizer II
2 x Adaptive Nano Plating II
1600mm Reinforced Rolled Tungsten Plates I
Damage Control II

Tracking Computer II, Optimal Range
Quad LiF Fueled I Booster Rockets
2 x Sensor Booster II, Targeting Range

7 x 425mm Railgun II, Spike L

Hybrid Locus Coordinator I
2 x Trimark Armor Pump I

Ship Fits: FAST TACKLE

[Vigil, Disposa-Tackle]

2 x Overdrive Injector System I
Nanofiber Internal Structure I

1MN MicroWarpdrive I
Warp Scrambler I
Stasis Webifier I

2 x 200mm AutoCannon I, EMP S

Hobgoblin I x1

[Succubus, SpeedRat]

Adaptive Nano Plating II
Small Armor Repairer II

1MN MicroWarpdrive I
3 x Cap Recharger II

2 x Med Modulated Pulse Energy Beam I, Multifreq S
Salvager I

3 x Small Capacitor Control Circuit I

[Dramiel, 0.0 tackle]

3 x Overdrive Injector System II

Warp Scrambler II
Warp Disruptor II
1MN MicroWarpdrive II
1MN Afterburner II

2 x 200mm Light 'Scout' Autocannon I, EMP S
Standard Missile Launcher II, Bloodclaw Light
Missile

Small Auxiliary Thrusters I
2 x Small Polycarbon Engine Housing I
