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ISK

KNOWLEDGEBASE

PVP GUIDE

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VOLUME ②

EVE

PVP
BLACK BOOK

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A new guide was written by the ISK team. This guide tries to help the new players who familiarizes themselves with the universe of EVE. This time the guide attempts to introduce the complex world of PvP (Player versus Player).

The creators of this guide deny any responsibility for any harm or loss, including loss of business, interruption of business activities, losing connection to or relationship with family, and even losing connection with reality itself. The responsibilities of the creators are only applied within the pages of this book that you are reading now. The information provided in this book should be used at your own risk. The creators take no responsibility for any addiction that the universe of EVE Online can (and will) cause. :-)

Despite the already-known game mechanism, the PvP will not be a predicted activity since the enemies are other human players, so you must be prepared against not the game's Artificial Intelligence but another human mind, attitude, psyche. Be ready: as there are many players, there are endless different strategies, numerous ships, setups, battle situations: all of them give the real variety, which makes our adrenalin "green light". Sooner or later, the PvP will be the part of the game why you are playing EVE Online for. You may find thousands of other things to explore, to learn, to experience, to try, but none of them, nor their causalities, will give you real excitement like the PvP and its intensity, the real enemies: the challenges to defeat other players, and protect yourself against them.

However much you play, there are no pilots who have successfully completed everything or who have trained every skill this universe has to offer. This book, the Industrial-Sized Knowledgebase Volume 2, is beneficial to all pilots. It covers nearly everything a pilot may experience within New Eden. If you wish to know something, just look it up here. You do not have to be familiar with everything contained within these pages, just open the book and you will find your answer.

Please note that: If you got killed by a pirate, that's a PVP activity too.

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Mermalior and Laci

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Prologue

"Navigation report! Core jammed, we can't enter Warp." Volre shouted.

"Roger that, Volre!" Trondam confirmed. "Hold the ship on vector! Do we have enough speed to activate the Warp drive?"

"Yes, but as I said, the core is jammed."

"I know. Just hold the direction and the speed! And start the Warp Drive on my mark! Stay put!"

"Affirmative!"

"Splendid! Mei?!"

"Wha'?" She blinked jumpily.

"Shoot down the Jaguar... please!"

"Okay!"

The Hurricane's six machine guns woke up, spitting out the ammunitions. Shining stripes flew towards the small ship. The pilot made a twist to avoid the electromagnetically charged bullet-cloud. Then screechy noises sounded: the launchers spat out the blue-headed missiles. Following each other, they were getting close to the Jaguar. The pilot was making a magnificent job to avoid being hit and being annihilated.

After the missiles exploded, Mei reconfigured the targeting systems of the machine guns and opened fire again. Although the Jaguar's pilot evaded the missiles, he was unable to do this again. He flew inside the new salvo fire's bullet-cloud. Blue lights ran across the ship's surface, making short circuits and decreasing the effectiveness of the shield.

New missiles flew out of the launchers, and hit the Jaguar when it was flying with half speed only. The two blue-headed completely destroyed the shield, and seriously hit the armor.

The following salvo fire meant the end for the Jaguar. First, the left wing came off, some kind of liquid froze instantly in the deadly cold space. Then the armor wore through. It was no doubt, the Jaguar had been laid out. The pilot ejected, and the capsule flew far twisting, pushed by the blast radius when the ship exploded.

"Volre, activate the Warp Drive! Mark! NOW!

"Roger! Activating in two... one..."

Leslie P. Knox – Rampage in New Eden

What Is PvP?

Sooner or later, this will be the reason you are playing EVE Online. Then, there will be more things to do, and when you find them, you can't wait to learn and try them. You'll have long evenings, spending the time, counting rewards, filling up your wallet, satisfying your love of the game. You'll see how you're growing up, how you can drive better and bigger ships day by day. Stronger and faster weapons will be controlled by you, and in a while... you won't find any NPC who can face you.

However...

Imagine... you're playing chess on your computer: it'll be fun for a while, but later, the program, and its every step, will be well known, and thus, it's turning into a monotone game. The only purpose to gather experience for the real fight. This is just an opportunity, to learn the rules of chess. Most likely you would like not only to know the rules but use them against somebody, feeling the adrenalin rushing through your veins. Then, YOU WILL NEED PVP!

This is that part of the game, when you use your ship and all of its equipment to defeat or destroy the enemy controlled by another human player.

You are flying in the space, when somebody appears 5-10-20 kilometres from you all of a sudden. Within a second, you realize this is an enemy, and you start the targeting system, locking the ship fast. Once this is successful and the targeting is stable, you activate the strongest cannons of your ship, loaded with the best ammunition found in the universe. You're watching the disappearance of the shield then the metal armor then the hull with well-placed hits. Obviously, the enemy won't be quiet and numb, he will do something. The most common reaction is shooting back. Or flee... (if it's a fast ship.) Or he calls some backup... Might as well, 30 of his friends can appear at once, and this "meeting" may be your worst nightmare.

Meanwhile, your blood pulsates in your vein, and the battle-fever carries you with it. PVP in EVE is complex and many-sided, not like a cube, but sort of... a globe. The previous examples just a small part of the whole PVP system. Choose your own style: be a lonely warrior, hunting for the prey, or you could be a pirate, who brings the worst days for the couriers, or even you could be the champion of the truth who is hunting the pirates down, turning them into ashes. You can be a member of a hundreds of ships' fleet, rampaging the whole galaxy, changing the life of thousands of players, a member of a fleet... who is watched by tons of people, cheering or hating whether you manage or fail. If you are suitable for it, lead the fleet, be the commander. Be the one, who chooses the tactics, who leads hundreds of people. Who says the word – FIRE!, and battleships and stations will burn.

The only one way to avoid PVP is if you are not sitting in a ship, and you don't undock from the safe station. But this is like... watching the switched off television – you can do it, but you won't enjoy the TV shows. Perhaps you are scared because you'll be shot down by thousands of battleships at once at the moment of undocking.

But this is not so serious, don't be paranoid.

In the centre of the galaxy, there is a safe zone with plenty of solar systems, called High Sec. While you are moving through these systems, you are in a relatively safe situation. These systems have 24 hours police control, and if somebody attacks you without or with any reason, they come all of a sudden, killing the aggressor immediately. If you are lucky, it's happening before you are shot down; if you're not, you can watch nothing but the revenge (By the way, this police control is called, CONCORD).

If you are a nice guy, not disturbing others, not carrying expensive stuffs, not sitting in expensively fitted ship, then, these systems are going to be safe for you, and nobody will hurt you.

Around the safe systems is the next outer ring, the Low Security zones. No CONCORD here, this is the pirate's paradise. Come here only when you're in a team, or sitting in a fast ship. You can be a target here any time. Why? Because you made the biggest provocation in the EVE: YOU EXIST, AND YOU ARE THERE. But if you do anything here, aggression or robbery, if you hurt anybody, then, you'll be officially a "bad guy".

Beyond the Low Sec ring can be found the 0.0 systems. This is the real no man's land. You can count on nobody but your friends and team mates only. There are no good guys and bad guys any more but enemies and friends. If somebody is not with you, then, they are against you.

PVP is everywhere. This is that part of the game, where you are really playing with the other players. When you not just live next to each other but your actions directly affect the others' actions. When your enemy is not the computer but the more unpredictable human brain. PVP is that part of the game, where you are really in. This is the stage, where what counts is what you are capable of, and how much experience you have.

Sooner or later, PVP will be the game in game, why you are playing EVE Online...

The Definition of PvP

PVP means Player versus Player. (I don't think that this is news, but who knows?) When a PVP occurs, your enemy won't be an Artificial Intelligence but another human player. His reaction is not controlled by foreseen algorithm. No. The human is thinking. Which means, you won't be able to predict his manoeuvers, fits, and whether somebody is coming to help him or not.

The EVE's speciality: everybody is playing in the same universe. One simple fight could cause a whole war among hundreds or thousand players.

That's why PVP, unlike the NPC hunting, requires different preparations, fittings, strategy. Besides, PVP has its stake: if your ship is destroyed, and your pod too, you'll lose everything – the ship, and all of the Implants in your head. Furthermore, if you didn't upgrade your clone, you can lose a certain amount of your skillpoints This non-ignored nuance makes PVP exciting and unique among other human players.

PVP means not just the 1 versus 1 fight, but, based on the actual situation, can be 10 versus 1, or possibly even 500 versus 500. Thanks to the EVE's system and the vivid fights, many type of PVP can occur. But neither the attendance, the learned skills, or the ships with the best modules can guarantee your achievements if you have no experience in battle. The most easy wins are happening due to the scared and ignorant enemy, and not because the slight amount of the skillpoints. That's why every player has to understand: the best and only way to increase your experience is the fight against other players as much as you can.

In PVP, the experience, the mental preparation, speed, and organization, furthermore (if we are speaking about a fight among multiple players), a great commander (FC: Fleet Commander) ismore than necessary.

Why Is PvP Good?

It depends on the people. There will be someone, who is seeking the challenges, travelling across the galaxy, others wants to be a part of a bigger event, and then, in the end, they lean back in the chair, thinking, being satisfied; "I helped to build our empire."

Besides, some players, even though they're not enjoying the fight with someone else, cannot avoid the self-protection in the area where they live. In the latter case, these people can't avoid the fight with pirates, who are hunting for the tradesmen's goods, or with the enemy conquerors who want to take the systems where they live. Due to this, the best way is to prevent the losses, and studying how to protect ourselves. We must get more and more experience in the area of PVP.

Even though there are countless opportunities, PVP is everywhere in the universe of EVE.

Why is the EVE Online's PVP system different from other games'?

EVE Online is, maybe, the most complex MMORPG. Due to this, most of the players are coming from the near adult age. Compare to other games, the biggest difference is in PVP system. Thereare not separated PVE or PVP servers, the two game styles (as it was mentioned before) are mixed with each other in a huge universe. 80% of the reachable systems are based on the challenge among players, where they are gathering under a flag of a small or a big company.

And now, we reached an interesting point of the PVP system: Every single pilot, even the bigger communities, can set up a standing based relationship, which is the base of PVP, and political activities.

The smallest communities are called as Corporations. Then, these Corporations could set up a bigger organization among them, called an Alliance. Both the Corporations and the Alliances can set up the standing among them, and this can be both positive or negative. This is the implementation of the real life politics, because these situations are created and controlled by the players, not by the server. Compared to other games, this is a big difference. Joining this life means you won't be a member of a server-controlled organization, but a real, player created one.

This is how the EVE Online politics work. The relationship among the player-controlled-areas decides who the enemy is, and who is not. This is the origin of the vivid PVP situations, because nobody wants to see enemy players on friendly territory, letting them to steal the resources, or even conquer the whole systems.

Compare again to other MMORPGs, the second biggest difference is the complexity and opportunities of the teamwork. Obviously, you can find the classic roles, like the healer, damage dealer, crowd control, but there is no limit. No matter how many player wants to join the fight, everybody can, and thus, you'll be a part of great epic battles among huge fleets. To do this, plenty of preparations, planning, examination of tactics, equipment's mass production become necessary. Generally, the smaller fights and battles are the most frequent events, where the tactics is the first priority. This is not just the click-like-a-crazy game, pushing two buttons, no. You must follow every tactical movement, listening to the commander, taking positions on the battlefield, and in some unforeseen situations, you need to improvise. Every battle and fight needs some preparations, and because of this, wiping out or taking up the strategic sources of the enemy are recurrent. This could be either a simple small action, or the biggest fleet operation you've ever seen. And thus, a proper number of players is required.

Eventually, let me say something about my personal opinion: PVP in EVE is the final stage of the game, and can be more and more enjoyable with your advanced character. In a while, most of the players can't find any challenge in the High Sec systems. Everything becoming tedious. Boring routine. Where there is no risk, no chance to taste the real opportunities. However, in Low Sec and 0.0, getting both the real experience and the billions of ISK could be relatively easy. The boring routine shall be replaced by excited moments, well organized teamwork. This is the MMORPG part of the EVE, because in High Sec, you could fly alone, in safe, but doing this in the less secure systems requires great teamwork, and cooperation. With more and more advanced characters, the players have to move forward, enjoying this game much better, and in order to do this, you must know PVP... because this is not just a phrase, but a complex knowledge.

The Psychology Of PVP: Fear And Intimidation

"Don't Panic!"

The battle's achievements in EVE Online are not always based on the difference among the ships or the power relations. Beside strategies, the mental preparation, the presence of mind, braveness, agility, experience are more important than the shiny fittings and tons of skillpoints.

"It must be Thursday. I never could get the hang of Thursdays."

Many people think that PVP is avoidable, or can be a passed over to someone. Who lived in Low Sec, or 0.0 systems knows, this is wrong. Many players say: "Okay, I'll be hiding till pvp players fighting, because I am an industrial player." These people are docking instead of the combat, and if somebody attacks them, they activate the warp drive, running away. They think, only the money making and other peaceful activity is enough to keep the status quo. In the EVE slang, they're called as "carebears".

In spite of the different game style, all of them can be important to the Corporation, or the Alliance, they cannot be changed, or controlled by each other. It is important to understand, PVP is that part of the game which makes these game styles in Low Sec and 0.0 complex. PVP provides the home and survival, and thus, this is the base stone of everything.

If somebody always flee from the combats (especially in daily, intensive game style), the permanent uncertainty, fear and frustration will be unavoidable. Some player are unable to get over the first PVP losses, and they quit the game, or going back to the safe High Sec zone.

But this is not a solution. Everybody shall recognize, sooner or later, that the billions of ISK means nothing. It's not equal to the high PVP experience. These are strictly separated from each other; without PVP, you can't play freely, self-confidently. You need to change your mind a bit, thinking in a different way, otherwise, the game becomes boring. And nobody wants to play with a boring game, because the real challenges in EVE, the great opportunities of the teamwork, everything shall be gone...

"He felt that his whole life was some kind of dream and he sometimes wondered whose it was and whether they were enjoying it."

Some players are unable to enjoy PVP, they don't even want to sit in PVP fitted ships. They think, to avoid the dangerous situations, not joining to the OP fleet save them from the ship losses, and they can do whatever they want. But this is wrong.

This is not the key for the long life in EVE. There will be always someone who wants to try hunt them down, and thus, no place to hide, and not even respects for their losses. These players are the easy targets, because they aren't able to protect themselves from the dangerous enemies. This is a general problem, the non PVP players can't hold the systems against an invasion, and not even from a small attacking fleet.

As I mentioned before, the EVE allows many game style, including carebear activities and PVP efforts.

But PVP is different, nobody can do it instead of you. It doesn't matter what you like, what are you interested in, sooner or later your home systems, your Corporation, your Alliance, and the daily life, politics, standings, are demanding the attendance in the combat situations, wars, POS attacking or defending, beside your favourite in-game occupation.

Do what you like, enjoy every moment in the game, but always take some time to study PVP! You can think, you are good in special things, or you're just a small cogwheel in a big machine, who can be easily replaced by hundred others when it's time to fight. Nobody shall sit in any ship, chasing the enemy, protecting your home instead of you. It doesn't matter what you are good in, but if you don't fight in the main events when the Corporation or Alliance in need, you'll be named as useless (I heard worse words than this).

Due to this, making the first steps are essential. Practice as much as you can, gather more and more experience. The best place for this is the test server (Singularity), where you can try, or use anything, without consequences. You don't need to pilot T2 ships unless you can feel, you can do it. Use T1 ships, frigates, cruisers or anything. Go for more and more Fleet Operations, fight once you have a chance, in order to study the base steps of PVP.

„- You know, it's at times like this, when I'm stuck in a Vogon airlock with a man from Betelgeuse, about to die of asphyxiation in deep space, that I really wish I'd listened to what my mother told me when I was young.
- Why? What did she tell you?
- I don't know! I didn't listen!"

Most of the losses are the consequences of the panic, and non organized actions. The people not watching, or not using the communication channels, they are scared instead of the mostly needed self-confidence, which can be the demonstration of power by itself. Sometimes is enough, because several gang were chased away, or stopped when the scout, or the tank ships were shot down at the first contact. And the pod had been destroyed as well. Eventually, these players are reporting something else. They say, it's a big fleet, but it's just a few ships. Why are they doing this? In the worst case scenarios, if you could stop a bigger fleet than yours along with an organized fleet operation, that's a scary, powerful demonstration, and they won't know exactly what they are dealing with. The same reversed situation when you are caught by someone else. In these cases, the real enemy is not the pilots, who are trying to shoot you down, but the panic, the helplessness. But if you can destroy the warp jammer ships fast, making you able for escape, it maybe even chases them away. This'll help you in the successful escape from the traps, gate camps, anything. But some pilots are still scared, not recognizing the real options for survival. That's why they die.

Systems where the intel is useless, where the dwellers are controlled by fear, where no defence fleet which can stop or chase the conquerors away, they are the main hunting areas for the smaller pirate gangs. The carebears are always easy preys, their ships are not fitted for PVP, because they're only doing agent missions, asteroid mining, and they have no experience in self-protection.

Many new players are still not believe in, but even when the Local is more than fifty or seventy, a few experienced pilots can raise and keep the total terror. They will hunt down even dozens of ships, because the couple of hero-wannabe, but unexperienced pilots without organized operations are nothing but animals at the slaughterhouse. They're going to be killed, one by one. In this case, a weaker fleet, but with brave, fearless, experienced pilots under a great fleet commander can cause a whole terror in the system, acting with high efficiency.

"If anything is more important than my ego, then I'll go to catch it, shoot it."

The psychology of PVP is a very important element. Can be a good motivation, showing what they are capable of in person, or as a part of a team. And the standings are not just directions. The brave, loyal, heroic efforts are the base stones of the Corporations and the Alliances. Somebody wants to be respected, and others want to be just a part of a public game style. But if you have experience, you are fearless, self-confident, then you can be a useful member of your team, defeating more and more enemies, winning impossible-to-win battles.

Prepare for that, in PVP, you won't be able to gather, to collect experiences alone. You'll need a good gang, with a great FC (you know, Fleet Commander), furthermore, you'll need partners who share their knowledge about the battles.

But you can study as much as you can, the real recognitions are coming from the battlefield; at the stargates, at the stations, in the deep space. You can understand what you may or may not to do, but you won't feel it until you do the first mistakes, bad moves. Only then you'll be able to do the real studying.

"I think I found it easier to hate them. I had to feel something; being neutral about it implied that I did not care enough to form an opinion. Without that, there would be no reason or drive to continue. The feeling of hate allowed me to be here, to do what needed to be done without pause or contrary thought.

I did not pity them, though, for I had run short of pity long ago; so much so that I had none to give, even for those who needed it."

Eye for an Eye - Eve Chronicles

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Before you undock: Clones and Insurance

"Pirkotan screamed a silent curse. His fate was sealed. He had been sacrificed for the greater good of the Caldari State, like a cog in a great, machine.

Just before he passed into a murky slumber, Pirkotan read the motto of the Caldari Navy embedded on the captain's sleeve: 'All for the Good of Many.'

Much good it would do him, stuck in his own mind for the rest of his life." – EVE Chronicles - The Jovian Wetgrave.

Medical Clone

Compared to other games, there are no "save points" in EVE, which clearly makes PVP exciting and creates the infamous risk-vs-reward dynamic that EVE's so well known for. But what's happening when you lose your ship your pod? Where do you end up? Well in your new clone, of course! If you lose your life anywhere in the universe, your clone will be activated and you'll awake in your new body.

Find a station with a Medical cloning center and purchase your new clone. It's important to realize that the quality of your medical clone is important. Medical clones are designed to save a certain amount of skill points, and if you have more skill points than your clone will hold, then you risk losing some of those skill points when you die. Always check that your medical clone is up to date, and of a sufficient level. Each time you die, your clone is reset, and you will need to purchase a new medical clone. If you're in an NPC Corporation (the default corporation you began the game with), just choose a station that belongs to that corp. If you've joined a Corp led by players, you can choose a station where your Corp has an office.

Stations with a cloning facility can upgrade the copy of your body. Note that you can have only one active clone (the one you're traveling in and fighting with right now). The medical clone sitting in a far-away station isn't earning skillpoints on its own; think of it as a blank template, waiting for your personality and experiences to be inserted. It's absolutely critical that you keep your medical clone updated so that if you die, you won't lose any skill points. To do this, purchase the clone with the skill point capacity one tier higher than the points you have now. When you die (and in PVP, you will, often) you'll simply wake up in your new body. This is the only fly "safe". By the way, if your pod is destroyed, all of your Implants will be automatically lost. Keep a few spare ones at the cloning station.

The clones and PVP

Let's check this in respect of PvP. If somebody doing any PVP action, the pod's explosion, sooner or later, will be happening for sure. In that case, the medical clone, becoming the active body, will be activated. When it happens, the first, most important thing to do is the "clone upgrade" in order to prevent ourselves from losing skillpoints. Many players forget this important thing. When you have to learn a level 5 skill again, that's... sucks...

Under some extremely dangerous situations, such as being surrounded by the enemy, or being in the middle of a Corporation war, and your medical clone is in a station where no medical facility, this upgrading won't be so simple. That is why your Corporation or Alliance has to own a station with cloning facility, or to protect the safe route to the nearest one. Medical clone has an ability: you can place it to somewhere else. You can use this when you are moving to another systems, or in case of an invasion, or evacuation. Great solution for the fast removal: the Corporation is going to rent an office (at an NPC station, or a taken outpost), then the capital ships, Jump Freighters are collecting the pilot's stuffs, and the only one thing a pilot has to do is the self-destruct. Although, you've never been there before, and you have no installed jump clone in the destination system, you can be awoken at the new place thanks to this medical clone ability. This can be useful too when you're moving into 0.0 systems, and the waypoints are full with huge gate camps.

We assume you're engaging or want to engage in PVP (why else would you be reading this guide?) so let's go over a few very important rules about clones. You just read this in the last paragraph: you have to make sure you have an upgraded clone available. If you don't, then when your pod goes "poof" and you wake up in your new clone, you want to be as smart as before. That won't happen if your current skillpoints exceed the clone's capacity. Your new, slightly dumber clone will awake and be forced to re-learn skills. Do you remember the 18 days it took you to get Cruiser V? You don't want to have to repeat that. So be sure to keep your clone upgraded.

PVP is full of extremely dangerous situations, including having your home system being assaulted by enemies. Your Corp or Alliance might have a POS that includes a cloning facility (that's good) but if you get podded and wake up in your clone, you'll need to grab a new ship and try to get back into the fight quickly. Be sure to understand where your Corp or Alliance's preferred "respawn" point is, and how it will be protected.

That's the good news about medical clones: you can 'move' them to a different facility. Keep this in mind as you plan for normal living in 0.0, as well as in case of invasion or forced evacuation. For example, it's a good solution for removing yourself quickly from a system if your corp is 'bugging out.' In this case, your corp would rent an office at an NPC station or at an outpost under their control, then assign capital ships and jump freighters to collect everyone's stuffs from the old location and transport to the new one. You simply self-destruct your pod and wake up in your new home. Decide if the tactical situation calls for this, but know that it's an option if you need it.

Jump Clone

Jump clones are different from medical clones: they can be activated once every 24 hours and you can have multiple jump clones spread around various stations. You can lower the 24 hour time limit by training Infomorph Synchronizing skill (you'll knock an hour per level off). Why is this good? Once a day, you can jump from your current body to another body. This can save you enormous amounts of time, and can save your expensive implants, especially if your alternative is undocking in a deadly system surrounded by enemies.

Where can I install a clone?

In order to use a Jump clone, you'll need three things: the skill Informoph Psychology, a station with a cloning facility, and high enough standings towards the Corporation that owns the station. There is a third way that's slightly more rare: installing your new clone in a capital industrial, or in a supercapital (Titan), with a fitted Clone Vat Bay module.

Jump clones in PVP

We said earlier that you can place jump clones only where your standing is equal or above 8.0. To reach this standing, especially in empire space, you'll have to do many boring agent missions for the NPC faction. Another option is to join a corporation with standings already at the proper level; there are several that anyone can join free of charge to create several clones at once. However, in 0.0, it can be much easier. All you need is a friendly outpost to install your clone there. The fastest way for you is to self-destruct and wake up in your medical clone at the destination system, then fly to several nearby friendly outposts and install several jump clones.

With Informoph Psychology fully trained you can have 5 jump clones, plus your current active clone. It's very useful to have several different clones.

For example, one for fast learning with the highest grade attribute implants you can afford, one empty clone for nullsec PVP or dangerous situations such as war declarations, maybe one with **Slave** implants which boost your armor buffer, or one with **Crystals** which increases your active shield tank. Or you might choose to have them in different regions to hide from war declarations, or even just for running different operations in several regions.

TIP: Never forget to upgrade your clone before you go for a fight, because losing skillpoints by not having an up to date clone is not fun!

Insurance

We live in a dangerous world, and the EVE universe is no exception. If you get caught by an enemy patrol, or don't do enough preparation when you're travelling through less secure systems, you will find yourself in your pod and your ship will be gone. And you'll be sad because replacing your clone, your implants, and your ship will potentially be expensive.

You can purchase ship insurance, which won't prevent you from a bad ending, but at least it can give you a second chance, especially if you're a fairly new player without a pile of ISK. When a ship that's insured is destroyed, you'll get a payout. This helps you continue your career in the universe of EVE. Note that only your ship hull can be insured; modules and cargo are not.

When you're in a station, the Insurance button is available. The menu popup contains your ships in this station; just choose the one you want to insure. Next you'll select the type of the insurance. The cost depends on the ship type and class, for X amount of money, you'll get Y ISK, if your ship is destroyed. The highest tier gives the best return for investment.

This insurance system has changed a bit recently. The in-game insurance company is moving away from the mineral cost of the ship to a more accurate value, based on the current market prices. This has made T2 ships insurable, as they were previously too low. Insurance can take some of the sting out of your losses, especially when you move up to capital ships.

A few things to know

Your insurance will be gone if the 12 weeks contract period is over, and/or you repackage your ship. The insurance will also be void if you contract the ship to someone else. You can insure your ship for the Corporation as well, if your corp has an office at that station, and hangar too, and you have access to the corporation wallet. In that case, of course, the corp gets the insurance payout if your ship goes boom.

TIP: Before you jump into a PVP fight, always check your ship's insurance.

Flags and timers – Life and death in PVP

There have been many changes to the basic mechanics of PVP since EVE's first beginnings, but none have changed the rules quite so much as the Crimewatch V2.0 released in Retribution

All actions / interactions now cause players to gain a flag. These flags all have a specfic cooldown timer, which starts after the action causing them has stopped. If another flaggable event is trigged during the cooldown the entire timer is restarted from the beginning.

PVP & NPC Flags

You'll get a PVP flag for any aggressive interaction with another pilot; it doesn't matter who starts it. Both parties will gain a PVP flag of 15 minutes and during this time both pilots will be unable to log off safely in space. The NPC flag works the same way except the timer is only 5 minutes. If you log off during the active flag, your ship will perform an emergency warp (assuming you are not under warp disruption effects) 100,000km in a random direction, then sit at this spot until either the timer has passed, or the ship/pod is destroyed.

Important: Your ship can be scanned down by the enemy and destroyed after the emergency warp, even if you're not logged in.

Limited Engagement Flag

When you aggress someone or accept a duel with them, you enter into a limited engagement with them. This timer lasts 5 minutes from the last aggressive action from either side. Once entered both sides can legally shoot each other without outside action from other players or Concord. Unlike inheriting the weapons flag, any ship giving remote assistance will gain not only a weapons flag, but a Suspect flag - this can be considerably more uncomfortable for them.

Suspect Flag

A suspect flag is gained for many things, most of them involve breaking the rules in some way. A suspect flagged player is a legal target for ALL players in any system, even in highsec! The flag carries a 15 minute timer which only stops when you stop all aggressive actions. You can gain a suspect flag in many ways:

- For shooting/aggressing someone who has higher than -5.0 security status (that is, someone who's not an outlaw)
- For stealing from a wreck or container that is not yours or your corporations. (NOTE: Blue wrecks/containers have been abandoned and are fair game)
- For giving remote assistance to an already suspect player

Criminal Flag

This flag is gained for illegal activities. In lowsec you'll only gain this flag for aggressing a capsule of another player that is not an outlaw. In highsec, you'll gain this flag for any aggressive action against an illegal target (that is, a ship or pod of non suspects). You can inherit a criminal flag if you attempt to render assistance to an already criminal player (for example, helping that criminal with remote repair or drone assistance).

Sentry Guns & Flags

Sentry guns are mounted around all stations and stargates in lowsec and highsec. In lowsec, if you get flagged with either a Criminal or Suspect flag, these guns will open fire on you until either you're destroyed or you warp away. If multiple targets are flagged, the guns will switch randomly between targets. Sentry guns will never shoot capsules. Sentry guns also have a short memory and do not talk to each other.

If you gain a suspect flag in range of the sentries (150km from the object they are protecting) they will shoot at you, however once you initiate warp they will stop, even if your warp tunnel is short enough to land on the same grid as you started, and still in range! Warping to a station or gate with a suspect or criminal flag does not gain sentry aggression. They will ignore you unless they observe the incident. Sentry guns do not shoot you for looting from wrecks or containers, but you'll be flagged as a suspect and everyone else can shoot you.

Working Examples

- A player shoots another player in an asteroid belt and gets flagged as a suspect. He warps to the gate. In this case, the gate sentries will do nothing.
- A player shoots another player next to a station and gets flagged as a suspect, plus he draws sentry aggression. If the player warps off to another station, the sentries on the second station will ignore him. He then warps back to the first station and the original sentries will now ignore him.

Highsec Concord & Flags

Concord reacts in highsec to the criminal flag. A pilot flagged as a criminal is a legal target for all pilots. Once you're flagged as such, you'll be unable to initiate warp, dock, activate stargates or acceleration gates, or use Cyno travel in any form. Essentially, you're stuck with fighting or hiding in a safe spot.

It takes time for Concord to show up and shoot you in the face, and this time depends on the security level of the system you're in. Concord's reaction is nearly instant in 1.0 systems, and it takes a little longer (perhaps several seconds) in 0.5 systems. When Concord spawns they'll use heavy ECM to break your weapons locks and attempt to overwhelm your defenses with high DPS. "Tanking" Concord is technically against the rules and anyway is difficult to accomplish. Concord won't target or destroy your pod, which will allow you to escape.

Once in your pod, you'll be able to initiate warp, use stargates, and dock as normal so you can grab another ship and get back to your nefarious activities, but be warned: any weapons timer restrictions may still be in place.

If you're already flagged as a criminal and you jump into a highsec system in a ship, or undock from a station in a ship, you'll draw Concord aggro again, and you'll be unable to warp away from the station, gate, or wormhole. And then, very shortly, your ship will again be destroyed. Undocking or jumping into highsec in your pod won't incur Concord's reaction, but you'll still be a legal target for all other players.

NPC Agression in Highsec, or, "Screw da police!"

Highsec is controlled by one of the four main factions (Ammar, Caldari, Minmatar, and Gallante), and as your faction standing or concord security status gets lower you will find that the NPC navy police will start to chase and shoot you. These are the ships you might have noticed guarding the gates in highsec. They will also spawn if you have low sec status or faction standing and jump into highsec via a wormhole.

The following applies:

- Players with -2.0 or worse will be attacked in 1.0 systems

- Players with -2.5 or worse will be attacked in 0.9 systems

- Players with -3.0 or worse will be attacked in 0.8 systems

- Players with -3.5 or worse will be attacked in 0.7 systems

- Players with -4.0 or worse will be attacked in 0.6 systems

- Players with -4.5 or worse will be attacked in 0.5 systems

So a pilot with low standing towards Gallante will be attacked in highsec, even if his Concord standing is positive.

Members of faction warfare are considered hostile and will be attacked in the opposing two zones.

So for example, joining faction warfare on the Gallante side will prevent your safe travel to Jita. Unless you are flagged as a suspect, only the NPC police can shoot you (or members of opposing faction warfare corporations).

Once your sec status is -5.0 and lower you will be considered an outlaw in all highsec regions, and any attempt to travel into these regions will provoke an NPC police response. Adding to your headache, you'll also immediately be flagged as suspect and you become a legal target for all players.

The Navy police are relatively easy to avoid in most ships. They tend to use webs prior to using scrams, which often helps you into warp rather than actually holding you at the gate. They aren't Concord and don't have WTFBBQ weapons; instead they're more like NPC's found in harder missions. They can be tanked and even destroyed if needed. Usually unless your ship aligns ridiculously slowly, you can just hit warp to the next gate or station and avoid them.

War Declarations

Corps or Alliances pay fees for War Declarations to Concord. During the war dec, anybody from the declaring entity (corp/alliance) and its target are fair game for all involved. This means ships and pods who belong to the opposing parties can be destroyed in highsec by each other without invoking Concord protection. Normal suspect rules will still apply for remote assistance, and if you're not part of the war dec but your trigger finger gets itchy, you'll be Concorded.

Low Sec – Working within the mechanics

Pirate players make a living understanding these mechanics. This understanding enables them to shoot players legally when those players may consider themselves safe.

For example:

You shoot at someone on a gate. This gives you a suspect timer, and the sentry guns start firing at you. It also gives you a limited engagement flag. Now align to a nearby celestial object or nearby safespot, then quickly turn around and warp back. The sentries won't fire at you and you can engage your target. Even better: if your target jumps out of system, you can follow and catch him at another gate and kill him without the sentries interfering. This means that engaging on gates with a frigate is possible; if you see a freighter in lowsec you really can kill them on your own now, rather than having to get into a bigger ship that can tank the sentries.

Shedding sentry fire in combat

If you have multiple fleet members engaging targets and you take sentry fire, take turns to holding down a target and allow the other members to bounce off to a perch on the gate to rid sentry fire, before coming back to the fight.

Logistics ships (and other remote assistance) do not take sentry fire for helping a suspect on a gate; the guns will not switch onto them.

You can snipe near a gate or station without drawing sentry fire. If you are more than 150km from the protected body (gate/station) the sentries will not fire at you, even if you are closer than 150km to the sentry gun itself.

Overview settings for PvP

Overview settings are unique to each player, but there are some essential settings that you should be aware of.

We'll explore some of the best tips for setting up your overview, but you should feel free to switch them around and find what's most comfortable for you.

The Overview

Your overview's default position is top-right of your screen while in space. It shows the nearest objects on-grid (we'll talk about the grid later). Celestial objects such as stations, stargates, cynosural fields and more are always visible, regardless of distance. Depending on your settings, the overview can show the status of objects, their distance, speed, and other properties.

The overview is your most important information source, and its proper setting for PVP is indispensable. Be careful though; if it contains too much information your reaction time might be decreased, and if some information is missing, you may have short journeys in PVP.

There are huge steaming mounds of opinions about how to properly set up the overview and what's important for who. Some pilots want to see ship types, or drones, or corpses, while others feel transversal velocity is more critical than ship type. The good news is that overview settings are easy to change, so feel free to experiment. What follows are generally accepted principles for setting it up.

First, a note about the overview's range and when it will show items. Celestial objects such as the sun, planets and stargates are visible from anywhere within the system. Ships, pods, wrecks, NPCs etc will only show if they're in the current grid, which generally is between 300 and 700 kilometers, depending the current contents.

The directional scanner or DSCAN will show ships and non-celestials even if they're not on grid. This is a highly useful tool but it takes practice to understand and use it effectively. More on this later.

Overview vs. Bracket

When you set up your overview, the game will ask you whether you want an overview or bracket setting. Don't panic! Here are the differences.

Your overview is the flat panel found (on default settings) top-right while you're in space. In contrast, Brackets are visible in the 3d Projection around your ship. You can add icons and information to items in space. This view is useful but can have a large impact on your home computer's resources. In large fights it's common to turn the brackets off completely to prevent control lag.

Planets are signified by small circles; stations are squares; becons are arrows and so on. Overview and Bracket symbols are the same.

Settings for PvP

The following are generally suggested for PVP. Open the overview settings menu and click on the Filter. Choose "deselect all" at the bottom; this will makes the overview empty. Now go back and tick the following items:

FILTERS - TYPES

**** ASTEROIDS ****

- Everything is empty, you won't need asteroids.

**** CELESTIAL ****

- General setting for combat – Beacon, Covert Beacon, Force Field, Stargate, Wormhole (maybe the Sun)
- Force Field. Useful to help find POS towers. Examples: a cynosural field has opened beside a POS, or enemy ships are hiding under a POS force field.
- Beacon (usually) shows cynosural fields. You can warp to the ship which has opened it, but it could be a big surprise too if some capital ships suddenly appear next to you... Beacons are also important in faction warfare areas as they show the open complexes currently in system.
- Note, if you're filling a Scout, "eye", or tackler role, add everything from above and the asteroid belts. Consider adding planets and moons too.
- Tick the Asteroid box to help find players who are ratting (fighting NPCs in the asteroid belts). Once you jump into a system, you'll see what's within 14.5 AU. If your Directional Scanner brings no result, you'll know that those belts are empty. But if you find something, just narrow the scan angle, start the warp drive, and catch them... You can also narrow the angle while warping, ignoring the empty belts.
- Cloaking ships: general, plus biomass, cargo, and secure containers
- This is because biomasses, cargo, and secure containers can uncloak you if you get too close to them.

** CHARGE **

- Often just bomb is ticked. But you might as well select all. Note that watching a bomb launch is a funny thing.

PROBES

- Tick this because you should always know when you are being hunted, or if someone is hunting for NPC complexes.

** DEPLOYABLE **

- Select the Mobile Warp Disruptor when you're travelling, but you can leave it ticked during the fight too. If it disturbs you, deselect.

** DRONE **

- If you're piloting a ship bigger than a frigate or destroyer, it's important to DESELECT them. Drones typically will clutter up your whole overview. You won't see the enemy ships because they'll be buried under all the drones, especially if you've sorted your overview by distance. Even if you see the enemy ships in between the drones, everything will be bouncing around the overview and clicking on an enemy ship to target them will be difficult. To see drones, try using their sign on the bracket. Or create a brand new setting for just drones, and when you need to see them, you can switch your entire overview quickly.
- It's also worth adding Fighters and Bombers to your normal (non drone) overview, because these allow you to see the large frigate sized drones that are launched from carriers. These are very dangerous for larger ships.
- If you're piloting small ships like interceptors, frigates, or destroyers, you must see drones, because they're dangerous to smaller ships because drones have fast tracking and high speed.

** ENTITY **

- Tick nothing.

** NPC **

- Tick nothing.

** PLANETARY INTERACTION **

- If you're not hunting for PI players or their couriers, leave it empty.

** SHIP **

- Select all! Right click on the directory icon, and choose the previous "select all" menu. With this, you can mark all the ship types with one click. Otherwise, you have to choose them one by one.

** SOVEREIGNTY STRUCTURES **

- Leave it empty, except if you're conducting specialized operations like defensive or offensive Alliance operations or Faction war.

** STATION **

- Tick it.

** STRUCTURES **

- Control Tower, Jump Portal Array
- Only the Control Towers and Jump Portal Arrays. With this setting, the Directional Scanner will be easy to use. You'll see the POS towers and the Jump Bridges (if they're there).

** FILTERS – STATES **

- Tick the following:
- tick ** Pilot has a security status below o
- tick ** Pilot has bad standing
- tick ** Pilot has bounty on him
- tick ** Pilot has neutral standing
- tick ** Pilot has no standing
- tick ** Pilot has terrible standing
- tick ** Pilot is an outlaw
- tick ** Pilot is at war with your corp/alliance
- tick ** Pilot is at war with your militia

** APPEARANCE **

Right below the tab, tick both fields:

- "apply to ships and drones only"
- "use small colortags"

** APPEARANCE – COLORTAG **

Here the order and the ticked boxes are important because you need to know what type of pilots are around you...especially who is shooting at you, or who has positive standing towards you, but has bad standing in empire space, etc.

You can change this order with the "move up/move down" icons. So, tick:

- Pilot is at war with your alliance
- Pilot is at war with your militia (Obviously, if you're not fighting in the militia, it won't change anything)
- Pilot is in your fleet
- Pilot is in your corporation
- Pilot is in your alliance
- Pilot is in your militia
- Pilot has excellent standing
- Pilot has good standing
- Pilot is an outlaw
- Pilot has terrible standing
- Pilot has bad standing
- Pilot has bounty on him
- Pilot has neutral standing
- Pilot has no standing
- The rest aren't ticked; their order isn't important.

** APPEARANCE – BACKGROUND **

At this, you only need three settings in order to warn you, since the enemy can shoot you anywhere if they have these standings:

- Pilot is at war with your corp/alliance
- Pilot is at war with your militia
- Pilot is an outlaw

** APPEARANCE – EWAR **

Select all. Any Electronic Warfare module activated on you is a pain in the ass. At the right side of the overview, you'll see everything (warp jammers, web, target painters, sensor dampeners, etc.). This is important, because it helps you choose which ship(s) to be destroyed immediately if you want to flee.

** COLUMNS **

This is personal preference. The basic recommended settings are:

- Icon

- Distance

- Name

- Type

- Alliance/Corp/Faction (Optional)

- Velocity

For experienced pilots, add radial, transversal and angular velocity.

- **Alliance Corp & Faction:** Alliance and corp are useful as you can see who is with who at a glance. This is very useful when getting involved in a 3 way fight or flying into a hairball. In lowsec the faction warfare corps can be in different alliances but still together. It's worth shrinking these columns so you can just see the first few letters of each ticker. If you want to learn how to "speed tank" you need to understand Radial, Transversal, and Angular velocity.

- **Radial velocity**: Approaching or moving away speed. At perfect "keep at range" this is zero. You can see the stability of the distance with this.

- **Transversal velocity**: Another ship's horizontal / vertical speed in comparison with your ship. In other words, its speed relative to up, down, right, left. If you use turret weapons, the chance for hit is based on 3 things: distance, signature radius, and transversal velocity. If the transversal velocity is too high, the turrets won't hit often, or won't hit at all. A smaller and faster ship with smaller weapons, good skills, attacking a large ship like a battleship can take full advantage of this. The bigger ship's turrets won't be able to track the frigate because the frigate's transversal velocity exceeds the turret's ability to keep itself aimed at the frigate. So a frigate with stable orbital distance and speed could hypothetically take out a battleship.

- **Angular velocity**: Your angular speed in comparison with another ship. Orbiting closer and faster means this velocity will be quite high, and placing hits with turrets becomes difficult or impossible. This is best for testing PVP strategies because you can learn what your ship can do, what's the best distance, what's the best speed and orbit range in order to dodge a larger ship's turrets.

** MISC **

Tick it! When somebody use the broadcast (need shield, need armor, etc.), the messages will appear at the top of the overview.

** OVERVIEW TABS **

You can create 5 active tabs here with different settings for the overview. First of all, name it with both the type and the settings, and its bracket. For example, depending on both the ship you pilot and your actions during combat, you can create "Standard PVP", "Drones", "Capital" tabs.

You can only have 5 active tabs, but you can save a wide variety of overview settings. It's useful to have several different types of overviews saved so that you can switch one of your active 5 tabs for something more appropriate to the current task. For example, start with a "travel" overview showing just ships, then when on target, switch to an overview showing you specific targets such as other Capital ships or Dangrous POS modules.

Create two types for the brackets: select all on the first, deselect all on the second. The deselect-all setting can help you against lag, and if you have a weaker computer, the loading-in of the environment will be much faster ...which can be the key to long life in PVP...

Bookmarks, spots, safe spots

As you know, you can warp to almost anything within a system (celestials, wrecks, containers, etc.), but only then if these are beyond 150 km, and inside the grid (except Celestials). However, sometimes things can get a little crowded around these objects. You can't warp to the middle of nowhere because your sensors won't lock onto anything. But it's often critical to be out in the middle of nowhere, especially if you're hiding, scouting, or taking a break from the fight to repair. The solution? Bookmarks!

The bookmarks are coordinates that are stored on the server and can be created almost anywhere, subject to these limits:

    a.   You can see the object on the overview
    b.   You are physically at the coordinate
    c.   Your probes found something and the scan result is 100%

If you have spots: you can warp or align towards them (if the distance is at least 150 km), or approaching (if the distance is less than 150 km). This is a great advantage in the strategic operations as the EVE PVP.

When you have a bookmark saved, you can warp or align towards it, as if it were an object. This extremely useful feature creates a number of strategies that we'll explore later.

How to create bookmarks? There are 3 typical ways:

1. Right click on the object on the overview, then click Bookmark Location. You can use it on the brackets too (on the objects in space).
2. Open the "People and Places" window on the Neocon. There is a button at the bottom, called "Add bookmark". Another window will appear with an automatically generated name (spot in xy-z12 Solar System). When you hit the "Ok" button, your ship's actual coordinates will be stored as a bookmark. Please note: your actual coordinate, which will be stored, is NOT the moment when you hit the "Add bookmark" button but when you hit the "Ok" button. Also note that you can create these spots during warp.
3. You can store your 100% scan results as a bookmark with a right click on it, then "Save Location".

Watch/Overview spot

These spots are at least ~180 km from the objects, and still inside the grid. Creating this at a Station, Outpost, or Stargate takes practice. They are exist for the purposes of watching the enemy, their fleet operations, comings and goings, etc. To create one, jettison a container with 1 piece of ammo inside. Start aligning towards the middle of nowhere.

Once you reach the distance you wanted, check the container: if you still can see it, that means you're still inside the grid. Open the "People and Places" > Places > Add Bookmark, and give it a name (e.g. watch spot YZ-LQL 223 km), then click "Ok".

Offgrid spot

The off-grid spot is similar to the watch spot, with one but important difference: create this when your container with ammo is NOT seen on the overview. The distance can be somewhere above 350 km, but sometimes this could be up to 1000 km. The point is, when you are close to a Stargate or Station you can warp to this spot fast, and the enemy won't know where you are, because you disappear from the overview. Their Directional Scanners can find you, but the proper distance won't be displayed. They'll think you can be anywhere within 14.5 AU.

There can be some special situations. Sometimes the off-grid spots can be created at relatively close range, like 180-200 km (depending on the range of grid). If combat occurs, keep in mind how close to the grid's border you are, and once you reach it, you'll disappear from the enemies' overview; they won't be able to shoot any more, and you can flee.

Scan spot

Some systems are big ... very big ... more than 100 AU big! You might be at a stargate scanning and it might seem like there's nothing. How will you find it inside such a huge system? The solution is the scan spot: these are strategically placed bookmarks. Depending on the current situation, there are two ways how to create these spots.

- No hostile player, Local is empty. Warp to the Stargate and during warp, watch the distance between you and the Stargate (do this while you can see WARP DRIVE ACTIVE). Once the distance is less than 14.5 AU, hit the "Ok" button in order to bookmark your new scan spot. Please note: During the warp, you won't have time to edit the bookmark's name. Do it later! (Right click on the Bookmark in the "People and Places", and Edit location.)

- System is surrounded by hostile players. You can't see them anywhere which means they might be waiting for you at the Stargate. In this case, you have to slide. Remember when you were brand new and your warp skills were so low that you couldn't make it across larger systems in one jump because your cap depleted too quickly? You'll take advantage of that dynamic now. When you're in warp, depending on the distance, the travelling consumes some energy from your capacitor.

  With an almost-empty capacitor, your ship will arrive at a coordinate somewhere between the destination and the start point. Depleting the capacitor is simple: use your AB or MWD, and start warp. Align towards a celestial (not the Stargate). Start the warp drive, but stop it immediately (ctrl+space).

  Do it a few times. This will consume energy but you'll stay more or less where you are. Align to the destination Stargate. Once you see the message on the top of the screen about an insufficient energy, don't stop any more; let the ship enter the warp. If you're lucky, when your warp tunnel collapses you'll be in a random spot within Scan range (14.5 AU) of the gate. If you aren't, deplete your cap again and hope that your next warp collapse will be within 14.5 AU of the gate. Once you arrived and the Stargate is within scan range, just open the "People and Places" and save the spot. Done.

Sniper spot

Generally, Battleships, Battlecruisers, Heavy Assault ships, and in few cases, lonely pilots will use a sniper spot. These vessels are able to shoot at long range, sometimes up to 200 km. To achieve this range, snipers usually have to compromise on defensive modules and are vulnerable, so they need a spot where distance from the enemy provides the primary defense.

The Sniper spots are created by Covert Ops or Recon Ship pilots, usually minutes before the fight begins. The exact spot depends on the optimal range of the ships' weapons. If a BS can shoot as far as 180 km, the Covert Ops pilot will create a spot 180 km away from where the targets are expected to be. The snipers then warp to the Covert Ops and proceed to tear the enemy fleet apart from a safe distance.

Exit spot

Undock or exit spots are extremely important. They help you because you never know if a station is being camped when you exit (apparently the windows in all those space stations are just for decoration). When you exit a station normally and activate the warp drive, your ship turns towards your destination and aligns before entering warp. This aligning takes 90% of the time it takes to leave the station, and leaves you vulnerable to being jammed by Warp Disruptors and easily butchered. They're not fool-proof ways to avoid being tackled and killed, but they can make a difference.

To make an exit spot, climb into a fast ship. Interceptors are perfect. Undock. Exit the station and do nothing; just keep going in the exact direction you exited. Don't turn in any other direction. Just leave your ship going straight. Wait 40-50 seconds at least, then start your MWD. Once you reach 160km from the station, bookmark that spot and name it "Exit Top Station" or whatever.

To test this spot, hop into a nice big slow Battleship. Undock from the Station, hit your AB or just go full speed straight out. Wait till the ship sets a course for the direction (the 30 seconds while you are invulnerable is enough for this), then warp to the exit spot. If you're not able to warp to the spot fast enough, you'll need to create another exit spot.

Note: the exit spot doesn't provide safe undock from a Station, because once you start your warp drive, the 30 seconds invulnerability time is over. Enemy Interceptors with some support and good skills will be able to lock your ship within tenths of seconds. And of course the worst case scenario is the enemy has anchored Mobile Warp Disruptors or launched Warp Disruptor Probes. In this case, you can do nothing but engage them wait until they leave the system.

Safespot

Hopefully, you already have everything you need (exit spots, watch spots, etc.). But what if you're stuck in an enemy system? What if all the Stargates are camped, and they're trying to find you with Combat Scanner Probes in order to kill you? Let's learn about the most important bookmark: the Safe Spot.

So far, all of the bookmarks we created were near celestials. The Safe Spot is completely different. You want to be far away from easily scanned objects like planets, belts, or the system's star. The further the better -- try to be 14.5 AU away from anything. (You can see distances from objects in the Star Map.)

Since the enemy wants to find you, they'll use Directional Scanners first. If you're at a good Safe Spot, you should be out of this device's range, so they'll find nothing. This makes the enemy scanner pilot's job more difficult, which is a good thing.

The first step is creating Emergency Safe Spots. Make these between two celestial objects that are ideally very far apart. You previously read about creating bookmarks while in warp. You can create Emergency Safe Spots by warping to a random celestial object, and while in warp, create a bookmark. When you come out of warp, turn around and warp back to that spot. Then warp to a new random celestial object, and create a bookmark while in warp. That second bookmark won't be aligned between celestial objects, and becomes your emergency safe spot.

Be careful with this approach: systems are circular and players have a tendency to make spots toward the center of the system. Dust off your Geometry textbook and try to spread your safe spots around the system.

More information about the Safe spots.

Using a Safe spot means your ship is in great danger. Please read the followings cautiously:

- When you're creating emergency safe spots, warp at 100 km to Asteroid belts or Moons! But be careful, Moons can be deadly if you warp to a hostile POS.
- Warping to Stargate or Station in order to create emergency safe spots is FORBIDDEN!
- One Safe spot is not enough. Make at least 5 or 6, far from each other!
- Don't linger at safe spots. Even if you're at your own safe spot, keep aligned to something, because if the enemy finds you and warps to you, you can flee instantly!
- Always warp to your safe spots at 100 km. An enemy might have found your previous spot and is waiting for you. If they don't have Warp Disruptors (Mobile or Probe) you still can flee.
- Use the Directional Scanner all the time. If you see Combat Scanner Probes, don't stay in place for more than 45 seconds unless you're in a Cloaking ship.

- If you ARE in a cloaking ship, feel free to activate the Cloaking Device and go AFK. Maybe shopping, smoking, dining, etc. because it will be impossible for them to find you.

Ping point

During big fleet operations, one fleet might chase the other and try to get into optimal range with slower ships. If you're sitting in a fast ship, you can create a special, temporary bookmark, 150 or 200 km from both the enemies' fleet and your own. It can help when your fleet kills some enemy ships. You can warp to the wreck, then, your fleet can warp to you.

The fleet will be within the optimal range at once, where they can catch or kill more ships from the enemy fleet. This special temporary spot has another great advantage: if you're not under warp disruption but your ship is taking damage and your HPs are low, just warp to this spot. The enemy's lock will break, and you can warp back to where the logistic ships can restore your shield or repair your armor.

More is Better

Safe spots are strategically important and indispensable coordinates in PVP. Wherever you live, never forget: the first step at a new home is to create safe spots...as many as you can.

You might need as many as 100, and creating them will consume some time, but when that enemy fleet arrives with hundreds of ships, your strategic advantage will be priceless since you can see everything from safe distances.

Local

In all normal space systems, every pilot who is inside a system or who enters a system will appear in Local channel with their character pictures and names. This happens in real time. If your overview settings are correct, more icons will appear beside their names showing standing toward you. These standings are the same in the overview.

Watching local is always prudent. If you live in PVP territory or if your corp or alliance is under a war declaration, glue at least one of your eyeballs directly to that part of your screen. Local should be pinned to your interface and visible at all times. It's one of the most critical sources of intel you have.

In Wormhole space, this changes. Local is always empty until someone types a comment into the local channel. If the pilot types something and leaves, their name and picture won't disappear right away. Incidentally, this dynamic exists because in the game's early history, local functioned this way in null-sec. When the developers changed null-sec to show all occupants in local as soon as they entered the system (in the name of game balancing), the forums erupted. Later when W-space was introduced, the "old" way was made new again.

Scanners

Obviously using scanners will provide way more information than glancing (or staring in abject horror) at Local. You can pop open your scanner quickly with ctrl+F11, or push the button on the interface. Two different scanner options are presented: the System Scanner and the Directional Scanner.

Directional Scanner

It doesn't matter what ship you are piloting, this Scanner type is part of every ship, even the pods, and it's usable with the same efficiency. There are not too much settings in it, and those are not too important either: it's designed for getting fast, precise (or at least approximately) pieces of information of the objects in space.

Every ship has a directional scanner – even your pod. Its efficiency is based on your skills, not the ship. There aren't a lot of settings, and you'll normally just use your directional scanner for finding the approximate direction and distance of your targets.

However, with practice you can turn this simple tool into a powerful one. Take the time to read the following closely and then practice by jumping into a safe(ish) system and start scanning things down. Start by setting up your scan options.

Directional Scanner Options

„Use active overview settings"

If you choose this option, your scanner will only show the objects that are set on your overview settings. Be careful to make sure you've selected the proper overview (as opposed to a lightweight traveling overview, as an example). If you leave this option unticked, you'll see all objects out to 14.5AU. This should be obvious, but to clarify, the scanner can find things 'off grid' ... that is, out of the range of your overview.

"Range"

This sets your range in kilometers. There are no other units of measurement available. The max scanning range is 2147483647 km, which works out to 14.355 AU (Astronomical Unit). An AU is the average distance between the Earth and the Sun, or 149597870 km. You should memorize 150KM and 14.5 AU; they'll be important later.

TIP: If you've set your scan range shorter and you need to quickly expand your range to max, don't type 2147483647 into the box. Just hold the number 9 down for a second or two and let the box fill up. Hit enter and the game will substitute the max range.

TIP: If you have a smart mouse or keyboard with macro keys, it can be useful (and compliant with the EULA) to assign a few of them to paste various ranges directly into the range box.

"Angle" (visible angle)

On the bar below the text field, you can set the Scan Angle for each scale: 5, 15, 30, 60, 90, 180 and 360. Visualize these scan angles as "cones" not "pizza slices" because you are scanning within a sphere, not a plane.

Using the Directional Scanner

Although it's dependent upon the situation, you generally use the directional scanner to scan ships, POS modules, wrecks, complexes, etc. You can get 3 types of results.

- Name – the name of the object (e.g. Ship's name, given by the pilot). Note! You'll often see lame attempts by pilots to fool you by naming their ship "Large Container" or something similar.
- Type – type of the object (e.g. Avatar, Merlin, Ibis, Amarr Control Tower, etc.)
- Dist. (Distance) The actual distance will appear only if the object is a celestial object, or the ship, POS, or other object is on-grid (meaning, really close to you). Otherwise, you'll just see the name and a dash (-).

If you jump in a system that's full of enemies, but they aren't at the gate you've just entered, then cloak or get to a safe spot. Next, do a 360 scan with maximum range. Ignore celestials. If the enemy is within 14.5 AU, you'll know they're out there, but you won't know exactly where. Let's assume your scan registers 7 ships. If these guys are grouped together, they could be at a POS, they could be running a mission or a plex, they could be ratting at a belt, or they could be gate-camping.

Let's say you suspect a gate camp, so you need to look for a nearby stargate. Click the stargate in the overview and then point your camera at it in space. (Your ship scans in the direction of your camera, not where the nose of the ship is pointing.) Decrease the scan angle from 360 to 5. If you still see the ships, that means they're likely waiting for you at that stargate.

Tip : With object tracking set on your camera, clicking on an object on your overview will swing the camera AND the d-scanner to the perfect angle for scanning. Remember, there's no connection between the direction your ship is traveling/pointing and your scanning; it's dependent on where your camera is facing. You can find anything, even if it's at a stargate, asteroid belt, planet, station, moon, etc., very quickly with this technique.

If the scan brings no result, meaning the stargate's visible but the ship's aren't there, just turn the camera toward another stargate and hit the scan again.

If you want to scan objects near planets (in asteroid belts, at moons) from relatively far, decreasing the scale won't work. The distance among these celestials is only a few hundred thousand kilometres, so, their angle in your viewpoint is less than 5 degrees in scale. In this case, get closer by warping to an asteroid belt or whatever and scan from there with decreased angle.

Don't forget that if you can see someone, they can see you too. The exception is cloaked ships, which won't appear on the scanner. In lowsec, and especially in 0.0, using this scanner is clearly essential. If you travel alone, you need to scan all the stargates before you warp to them. In a Fleet operation, scouts do this job. If you jump blind to a gate without scanning, you run the risk of landing in the middle of a hostile gate camp.

The mobile scan inhibitor can confuse your d-scanning results. This small deployable creates a bubble 30km in diameter. It's easy to scan and is viewable on d-scan, but anything within its field is hidden from both d-scan and probes. Note that as the field disables sensors, anything hidden within it will not be able to see out either.

If you use the directional scanner, and your target is not very close to a warpable object, then either your overview settings are not showing all celestials and you missed something like a small moon (which is a common mistake the Ewoks took advantage of). If there still is nothing on scan near your target then he's at a "safe spot." At this point you'll need to use combat probes to prove he's not as safe as he thinks.

System scanner

The System Scanner is also used extensively for PVP. Given enough time, you can find the exact position of a ship, object, even a drone – and with a 100% result, you can warp directly to it.

Whereas the Directional Scanner relies on your own skill, the System Scanner requires in-game skills plus a suitable ship that's properly fitted.

Now that's not entirely true; you *can* use the System Scanner in any ship, but the only result that will pop up are cosmic anomalies. You'll be able to warp to them if they're out there. These can be quite lucrative plexes, especially in losec, so if you like PVE, knock yourself out.

When you're roaming in 0.0 enemy territory, sometimes your enemies or neutrals in local may think they're safe in these anomalies, but they're wrong. If your target is at a cosmic anomaly you can find them quickly and warp there instantly and hopefully catch them unawares (buahaha). You won't be spraying probes all over the system, so your prey may not recognize that you're looking for him. He may think you're just traveling through the system. Note that in larger systems, you might miss something because the system scanner only covers 14.5 AU from your ship.

If the target is at a safe spot or running a mission or inside a complex, you won't be able to find them using the d-scanner. You'll need specialized equipment on your ship to use in conjunction with the system scanner.

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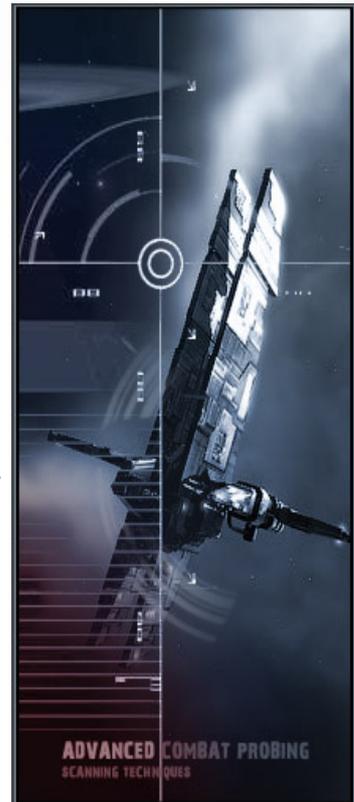
Probe Launchers and the System Scanner

To find hidden ships, you'll need to launch probes, which means you'll need to equip your ship with a probe launcher. There are two main types of launchers (along with their factional equivalents). The first is the core probe launcher which can be used to detect most types of complexes and wormholes. It won't directly find ships or mission areas.

The Expanded probe launcher is able to use both core probes and combat probes. The combat probes have the very useful ability to search for common targets like sites, ships, drones, and structures.

Scanning using probes requires multiple steps and takes a fair amount of practice to become proficient. You will be in high demand in any fleet if you're accurate and fast at scanning. The basic steps are:

- Launch your probes
- Within the system scanner, move the probes over the target area
- Narrow the target's location by moving the probes and lowering their scan ranges until you get a 100% scan result
- Cloak, warp near the target, and tell your fleet to come claim their prize.

Some ships have a scanning bonus. Use one of these ships if you can – even tenths of a second can count! The minute you launch probes, they'll appear on the d-scanner and your target may become aware that you are looking for him.

Before you start to scan out targets you need to set up your ship, like the overview the scanning system can be used with filters, by using these you will improve your scanning speed significantly. Take the time now to set up several filters, one for ships, maybe one with POS & forcefields, one with data/relic sites and one with everything. If you are after a specific type of ship you can even set one with just Battleships or capital ships on.

Before you launch into space and start trying to scan down targets, you might wish to consider setting up your scanning filters. They're like the overview filters. Setting these filters up can speed up your scans significantly. Take time to set up a filter for specific ships you might be hunting (or avoiding), and maybe one with POS and forcefields. Create one for data/relic sites so you can hunt players trying to run those sites. If you're tracking a specific type of ship like a big crunchy-on-the-outside, juicy-on-the-inside Battleship, set one up.

Probes have several ranges, and when they deploy to their assigned position, the larger area they cover the less accurate the result. In most scanning ships, assuming you have excellent skills, you'll have to reduce the range of the probes to within 2AU of the target. Some ships will require you to have probes within 0.25AU or less to be able to warp to it.

Scanning for ships is the same as finding Cosmic Signatures. The difference is the ship's size: a smaller ship has a weak sign, and bigger ones have stronger signs. Thus, finding a crunchy, juicy Battleship is relatively easy, whilst an Interceptor can be very difficult to locate. Ok we'll stop that crunchy-juicy bit now.

Before launching probes make sure you can see the target on the d-scanner and take time to get an idea of where he is in space. This will help you when you launch probes. Obviously to speed up your scanning, you ideally want to know roughly where the target is in space, that way you can start with a much smaller probe formation.

In space, press Ctrl+D. This activates the tactical overlay, and you'll notice that there are now range rings around your ship and distance markers leading off into four cardinal directions.

Now press F10 to enter the map mode. Notice the same ranges and cardinal lines as before? What you might not know is that they are in exactly the same directions as the ones in the normal space view. You can use this to orientate your map with your directional scanner. With practice you'll soon learn to be able to d-scan your targets direction, then by reducing the range of the d-scanner you will know exactly what range and direction to set up your first probe sweep. So rather than having to start at 32AU's and working down, you can quickly start with a 2 or 4 AU probe range, often finding your target on the first sweep!

Try to find a place to launch your probes off d-scanner from your target. This gives you time to move the probes into position above him. Your probes won't be visible until they're on top of the target.

If you are following this fast technique you will want to pull your probes in the moment you hit 100%. With practice and a little bit of luck your target will never even see your probes on d-scan.

Probes are also useful when you're gate-camping with your corpies, or you're just waiting for something to come along, or you expect an enemy in Local. Position your corpies off-grid or at a nearby safespot. Somewhere away from the gate. Launch probes and place them with minimum range around the stargate. Align the edge of each probe's "globe" on the stargate. Hit scan! You'll get signs of the friendly ships.

Next, mark all, right click and then "ignore result." With this setting, any ship arriving at the stargate is a potential target. Just hit the scan again, and you'll get the 100% result immediately. Chances are your enemy won't be looking for this little tactic and you can warp in for the kill.

Let's talk a little more about filters. You can create specialized filters, for example, if you'd like to see nothing but Battlecruisers. This is useful, but the problem is that unless you know for sure that the scanned ship is really a Battlecruiser, you'll see every ship within the range. This could end badly because you might scan a Frigate, thinking it's a Battlecruiser. Once the sign is strong enough to know it's NOT a Battlecruiser, the sign will disappear from the results. If that happens, you won't know whether the filter made it disappeared or the target just warped away. Having multiple filters can solve this, as you can quickly switch back to the all-scan and see if your target is still there.

Covert ops frigates have a bonus to scanning, but they're not always the best option for tackling hostile ships. In fact, you probably are pretty desperate if you try to be the primary tackler with a covops. Like really desperate. Or you have balls the size of small moons...then yeah, try that. In any case, if you're flying a covops you'll likely need a second pilot in system to warp in and tackle the target, and the presence of that other ship might spook your prey. The alternative is to use a heavier ship such as recon ships and tech 3 cruisers come into their own. They often have bonuses to probe launchers and are heavy enough to either kill the target themselves, or hold it down long enough for your backup to arrive.

Expect heavy use of probes by everyone, everywhere in Low Sec and o.o.

In highsec one of the common ways to use probes aggressively is to find a pilot running missions. Once you find your target, warp into the mission space and start stealing from wrecks. You'll draw a "suspect" flag and ideally your mission-loving prey will engage you...which is of course exactly what you want. Now you can complete your "limited engagement" and scoop up those expensive officer mods. Yay for carebears!

And just for yucks, sometimes suicide ganking squads will probe targets down and warp directly to the target ship. Then there's suicide, explosions, and someone gets to hoover up the loot.

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Fly Safe!

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A new guide was written by the ISK team. This guide tries to help the new players who familiarizes themselves with the universe of EVE. This time the guide attempts to introduce the complex world of PvP (Player versus Player).

Despite the already-known game mechanism, the PvP will not be a predicted activity since the enemies are other human players, so you must be prepared against not the game's Artificial Intelligence but another human mind, attitude, psyche.

Be ready: as there are many players, there are endless different strategies, numerous ships, setups, battle situations: all of them give the real variety, which makes our adrenalin "green light".

Sooner or later, the PvP will be the part of the game why you are playing EVE Online for. You may find thousands of other things to explore, to learn, to experience, to try, but none of them, nor their causalities, will give you real excitement like the PvP and its intensity, the real enemies: the challenges to defeat other players, and protect yourself against them.

However much you play, there are no pilots who have successfully completed everything or who have trained every skill this universe has to offer. This book, the Industrial-Sized Knowledgebase Volume 2, is beneficial to all pilots.

It covers nearly everything a pilot may experience within New Eden. If you wish to know something, just look it up here. You do not have to be familiar with everything contained within these pages, just open the book and you will find your answer.

Good luck! Don't panic, and never give up!