



Capital Ship Compendium

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Version 0.1
September 9, 2011

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Basic Use Sovereignty Warfare

- Logoff mechanics - E-cynos and emergency jumps - HIC/DIC can cloak, decloak and produce a warp bubble very quickly – no ratting with neut in local, even if aligned out. Fleet Tactics Testing

1 Introduction, Purpose and Skills

This document is the first in a short series to help new and veteran capital ship pilots learn to properly use their ships. While being versatile and useful to a corp or alliance, cap ships are also highly prized targets and quite vulnerable under certain circumstances. Many cap ship losses are the result of poor preparation or a series of mistakes by cap ship pilots. Understanding your ship's capabilities, fitting properly, and remaining calm are all critical to the use and survival of cap ships. Documenting these items is the purpose of this compendium.

1.1 What is a capital ship?

A capital ship is a class of ships that are very large and intended for PvP (exception: Rorqual). They differ from sub-capital, or sub-cap, ships in several ways:

- Capital ships cannot be built in highsec;
- Capital ships can no longer get into highsec (a few remain from early patch days);
- Capital ships require the Capital Ships skill to fly;
- Capital ships cannot use stargates.

Capital ships are constructed from capital ship components, which are then formed into the capital ship. There are currently no tech 2 capital ship (jump freighters are not capital ships), and they are ultimately constructed only of minerals (by way of capital ship components). They are big, slow, and have a tremendous capacity for tank and output dps. They are primarily used by 0.0 alliances and wormhole corps for sovereignty warfare and PvE, respectively.

Capital ships include carriers, dreadnaughts, and the Rorqual.

1.2 What is a supercapital ship?

The cleverly named supercapital ship is a much larger version of a capital ship (on the order of 20 to 50 times as large and expensive). Supercapitals have the same restrictions as capital ships, but introduce a few separate restrictions. Supercapital ships:

- Can only be built in player sovereign 0.0 space;
- Cannot dock.

Final construction of a supercapital ship can only occur at a POS in player sovereign 0.0 space, and requires upwards of six weeks to complete. Since they cannot dock, this creates additional logistical difficulties for supercapital pilots. This is typically overcome by using either a dedicated supercapital pilot, or a babysitter pilot to sit in the ship while the main combat pilot is off doing other things.

Supercapitals are designed for sovereignty warfare. Supercarriers, as a superset of carriers, have the same abilities for smaller warfare, but their ability to deploy and control fighter bombers makes them much better suited for sovereignty warfare. Supercapitals can be used to devastating effect in both PvP and PvE, although the later is strongly discouraged by most 0.0 alliances. At present, supercapital ships can no longer travel through wormholes, and thus cannot enter or be built in wormhole space (due to no sovereignty in w-space).

Supercapital ships include supercarriers and titans.

1.3 Purpose

Capital ships have two primary purposes: sovereignty warfare and killing other capital ships. Sovereignty warfare consists of destroying and deploying sovereignty structures in player sovereign 0.0 space. NPC 0.0 space are the regions of space that are controlled by the pirate factions. They are Curse (Angel), Venal (Guristas), Stain (Sansha), Great Wildlands (Angel), Outer Ring (ORE), and Syndicate (The Syndicate). There are also two 'broken' regions that have a mix of player sov and pirate faction sov: Delve (Blood Raider) and Fountain (Serpentis). The NPC 0.0 regions have pirate faction missions, a higher rate of faction and hauler spawns, and are the only places that officers spawn. Player sovereign 0.0 space is conquerable by player pilots.

The exact mechanics can be found in the links section, and a capital ship's interactions with them will be discussed later in this compendium. Player sov space can be 'owned' by alliances, and can be upgraded to make the space more profitable, allow for building of supercapital ships, installing modules to ease transport, and a host of other things. For these reasons and others, player sov 0.0 space is extremely valuable to players, as it allows players to do all the things we love about this game.

1.4 Where can I fly my capital ship?

Capital ships can only operate in lowsec and nullsec, with important differences:

- Carriers can only assign fighters to other pilots in ≤ 0.3 space;
- Titans can only use their doomsday device in 0.0 space;
- Bubbles can only be used in 0.0 space.

The implications of these mechanics will be discussed further in the basic use and vulnerabilities discussions.

1.5 Skills

Capital ships require an enormous investment in skill training. As with other ships, just being able to board a capital ship doesn't mean the pilot can properly fly it. In fact, upon boarding a capital ship for the time, the pilot is often confronted with the fact that many basic skills are missing, and that many skills are essentially useless now, and will need to be started from scratch (i.e., training the 'capital' versions of the usual skills).

Beyond the required skills to board the ship, necessary skills fall into two categories: travel and tank. Travel skills allow the cap ship to move between systems. Capital ships cannot use stargates, and any ship with a jump drive cannot use a jump bridge (static or titan bridge). In addition, capital ships can only fit through certain sized wormholes. Travel will be discussed later in the document, but for the love of all that is holy, keep your capital ship away from stargates.

1.5.1 Travel Skills

Capital ships use jump drives, which require Jump Drive Operation. Capital ship pilots will also need to train Jump Drive Calibration and Jump Fuel Conservation to travel anywhere. The basic skill levels for these skills are 5/4/4, with supercapital ships expected to have level 5 skills across the board (in all areas). In order of importance, here are the skill descriptions:

Jump Drive Operation (Rank 5): Skill at using Jump Drives. Each skill level reduces the capacitor need of initiating a jump by 5A cap ship requires capacitor to jump between systems, and the JDO skill reduces the amount by 5% per level, down to about 70% with JDO V. This means that, as a safety measure, cap ship pilots should do whatever possible to keep the capacitor above 70% at all times for emergency jumps. JDO V is the expected training level for this skill.

Jump Drive Calibration (Rank 9): Advanced skill at using Jump Drives. Each skill level grants a 25JDC IV is a basic requirements for all capital ships. It allows the ship to jump far enough to keep up with the fleet. Larger cap ships (such as supercaps, dreads, and the Rorqual) have a lesser base jump range, and so JDC becomes more important for those ships. In addition, JDC is used to determine the range of a titan bridge.

Jump Fuel Conservation (Rank 8): Proficiency at regulating energy flow to the jump drive. 10% reduction in ice consumption amount for jump drive operation per light year per skill level. JFC is the least important cap ship travel skill. It affects how much fuel a cap ship uses, but doesn't directly restrict the ship's capabilities (except that extra fuel uses more space). JFC IV is the standard training level for this skill.

1.5.2 Tanking Skills

The second set of basic skills is for tanking. Many cap ships have bonuses to resists based on the ship's primary skill level. Tanking skills also include the basic mechanic, shield, and engineering skills. Pilots should be sure to verify that they can fit the ship with a decent tank before boarding, or the capital ship experience will be short and painful. Of the tanking skills, arguably the most important of them are the capacitor skills (energy management and energy systems operation). While capacitor is not generally considered important in fleet fights, in smaller groups or solo a fast capacitor regen could save your ship. When tackled, a cap ship's capacitor is almost

always a target, as neuting alone is a form of tackle against a cap ship (70% needed to emergency jump). All cap ship pilots should have Mechanic V, Hull Upgrades V, and Shield Management V to maximize EHP. In the case of passive resist modules, pilot should also have the appropriate (shield or armor) compensation skills to level V also.

2 Fitting

This section describes some of the overlying concepts used to determine how to properly fit capital ships – it does not list specific fits, but instead how to choose what should be in a particular fit.

2.1 Carriers (and sometimes supercarriers)

Carriers have several different roles in fleet combat, the most important of which is to provide remote repairs for the fleet. To this end, fleet fits often fit little to no tank, with max cap recharge, a pure EHP tank, or a spider tanked fit (i.e., the Pantheon fit).

Carriers are able to use a Triage Module, which has the following attributes:

- Local and remote repping (and cap transfer) amount increased by 100
- Local and remote repping (and cap transfer) module duration reduced by 50
- Scan resolution increased by 100%
- Sensor strength increased by 100%
- Ship speed reduced to 0
- Unable to be remote repped (including cap transfer)

A carrier in triage cannot move, cannot be remote repped, but has four times the normal remote repping ability, at twice the capacitor cost. The triage module has a fixed duration of 10 minutes. Each cycle of a triage module costs Strontium Calthrates, the amount of which is based on the Triage skill. As a general rule, triage cycles, like siege cycles on a dread,

are run one at a time. Like Cynosural Field Generators, Triage and Siege modules are buggy in that they may continue into subsequent cycles, even if you disable auto-repeat. Since neither module will draw Strontium from multiple stacks, as a general rule it is best to ensure that Strontium is split into different stacks so that only one cycle of the module can be run at once.

Supercarriers cannot use a triage module, but otherwise the fitting guidelines mostly apply. Supercarrier specific considerations are given here, and in the Supercarrier fitting section below.

Remote armor/shield repair, and energy transfer modules provide a repping utility to other ships. Each carrier has a bonus to the repping range for two of the three possible modules, and most fits include at least one module of each. When combined across a fleet, if each carrier has a single armor or shield repper, then the total repping possible, even without triage, is quite substantial. The energy transfer should not be overlooked, as it is vital in supercapital fleets to make ready the supercaps for jumping out of the system, and also because energy neuting is a frequent attack against capital ships. As with sub-cap energy transfer modules, with a certain skill level (Capital Energy Emissions 3?) capital energy transfer modules give more cap than they receive, so it is possible to spider cap rep the fleet. Even supercarriers will often have at least one repping module, although their primary roles do not normally include remote repping.

Smartbombs can save a carrier or supercarrier for one of several reasons. They can be used to destroy pesky drones and also interdicator bubbles. Drones will be killed in 1-2 cycles, and an interdicator bubble will take 5-6 cycles of the smartbomb. Some heroic carrier pilots are even known to use smartbombs to destroy cyno ships that might bring in additional support. It is worthwhile to consider using a smartbomb, especially a faction version that has a longer range (default range is 5KM for non-faction, and about 6.5KM for faction). Note that a single smartbomb will not kill fighters, even though they will be in range of faction smartbombs, and that fighter bombers are out of range. Note that the skill used to operate smartbombs reduces the cycle time of the smartbomb by 5% per level, which directly correlates to an improvement in smartbomb DPS.

Energy Neutralizers are standard equipment on carriers and supercarriers. Neuts can save a carrier (or supercarrier) in several different circumstances. Heavy energy neutralizers (tech 2 if possible) are very effective at killing the cap of cruiser class hulls and smaller. This is especially useful for stopping a ship with an MWD, and more importantly a heavy interdicator with a

super-point. Because heavy interdictors and max skill interceptors can both scramble out to 30KM, supercarriers in particular usually fit 1-2 faction or officer heavy neutralizers to stop the tackle. Heavy Energy Neutralizers only reach out to 25KM, faction neutralizers out to 29.2KM, and officer neuts reach to 30.2KM, 33.6KM, 36KM, and 39KM, depending on the level of the commander. In practice, it takes 4-5 cycles of a faction neut to stop the tackle of a max skill heavy interdictor due to regen, or 1-2 cycles with two faction neuts. Note that energy neutralizers consume the source ship's capacitor, which can be quite significant, but can be reduced by 5% per level of Energy Emission Systems.

Drone Control Units are used for PvE only, which is a subject described later. The only time a DCU should be used in fleet PvP is in a Pitstop role (described later). As a fair warning, bringing a carrier fit with a DCU when it is not called for is a fast way to get booted from the fleet or corp.

Cloaks are useful to capital ships in situations where they may need to hide, such as in a system with no station or friendly POS. They are generally discouraged in combat as they reduce scan resolution (increase locking time) and when there is safe haven available. A cloak is a standard item on a supercarrier.

Warfare Link Modules benefit the fleet in obvious ways, and are sometimes used in utility slots. The use of these modules should not be overlooked, as they can provide a significant advantage to many members of the fleet (for example, an additional 600m/s to interceptors).

ECM Drones can be the savior of a carrier or supercarrier. These drones are cheap and effective when deployed en masse (such as from a carrier or supercarrier). Given enough ECM drones, most any sub-cap target can be target jammed long enough to allow for friendly ships to escape. Most carrier and supercarrier pilots carry a plethora of these drones, as they are used until destroyed or the ship is freed, and then left behind during an emergency jump.

2.2 Supercarriers

Supercarriers differ in their fits from carriers in a few important ways. First, supercarriers have six high slots, whereas carriers have only five. Supercarriers cannot fit a triage module, and even though they retain the same repping bonuses as their carrier little brothers, they are not normally considered as repping ships. Most supercarrier fits do still include at least one repping module for fleet support, but supercarriers are not designed to rep

sovereignty modules.

With the increased cost and value of supercarriers, these ships are expected to have faction modules at the least, and are preferred to equip officer modules when possible. Supercarriers (and titans) are immune to electronic warfare, which includes: target jamming, sensor dampening, tracking disruption. They are also immune to standard warp scramblers and warp disruptors, and can only be inhibited from warp through normal mechanics (no cap, session change timer, etc), and by interdicator or heavy interdicator bubbles or the heavy interdicator focused point (only method in to scramble a supercapital in lowsec).

Remote ECM Bursts can be exclusively fit by supercarriers. These modules fit in a high slot, and will apply an ECM burst around a selected target. These modules are useful for emergency situations to free a supercarrier, and are quite effective (numbers here). However, they have a long cycle time (4 minutes+) before they can be used again, and they will also break the target locks of friendly ships. These modules are used effectively in certain capital fleet tactics, but it requires a high level of organization to function properly. For lesser or differently purposed fleets, Remote ECM Bursts are generally discouraged, and are used more for comedy antics than actual combat. Still, most supercarriers fit a Remote ECM Burst for emergency situations.

2.3 Dreadnaughts

The purpose of dreadnaughts is to produce damage against targets. To this end, they are most often fit with a siege module, which is used to improve DPS. Siege modules have several important advantages:

and some disadvantages:

- Drones - small, medium, ECM, fighters, shield and armor drones - Heavy drones?

3 Travel

One of the most difficult and dangerous parts about flying a capital ship is moving it between systems. Capital ships cannot use stargates, and no ship with a jump drive (to include all capital ships) can use a jump bridge or titan bridge. This leaves two forms of travel: wormholes and cynosural fields. Discussion of wormholes is outside the scope of this document, except for two

points: not all wormholes can fit a capital ship, and none can transport a capital ship into highsec.

The primary means of travel for capital ships is via cynosural fields. These fields are created in one of two methods: a Cynosural Field Generator, or a Cynosural Generator Array. A Cynosural Field Generator is a module that fits into the highslot of most any ship. When activated, it consumes an amount of liquid ozone from the ship's cargo, proportional to the pilot's Cynosural Field Theory skill and type of ship, and generates a cyno field. This field is a beacon that capital ships in the pilot's fleet can lock onto for capital ship jumps. The cyno pilot's ship is unable to move for 10 minutes after lighting the cyno (one full duration of the module), or five minutes for recon ships. Cyno ships have the following characteristics while the cyno is lit:

- Unable to move;
- Pilot is unable to eject;
- Ship cannot cloak, because the cyno is always within 2500m of the cyno ship.

Otherwise, the cyno ship works as normal, and can attack and defend. Most cyno ships, piloted by specially built cyno alts, are frigates. Many people like to hunt capital ships, and since a cynosural field is visible immediately on overview as an object that can be warped to, many pilots will warp to the cyno to look for easy kills. Even if no capital ship jumps through after arriving, pirates will often shoot the cyno ship anyway. Note that once a cyno ship is destroyed, no other fleet members can jump to the beacon, even though the cynosural field will remain visible on the overview (the field itself cannot be destroyed).

The Cynosural Generator Array is a POS module that serves a cyno beacon, although it doesn't actually produce a visible cyno field when used. This module is anchored outside of a POS shield, and therefore has the usual limitations:

- Is at least 5km from the shield edge;
- Is exposed, and can be camped by enemies or pirates.

Cynogens are very useful for capital ship pilots as it doesn't require a fleet to use, and anyone in the same alliance can use it. However, many pirates and enemies like to go storm-chasing, which means they will camp the cynogens (and jump bridges), and wait for juicy targets to show up. This is especially dangerous for capital ships, since after a jump a capital ship has at most 25% capacitor available. In addition, jumping to a cynogen will always land the ship outside of the shields, and never within 5km of the shields or any other object. This means the ship may actually land up to 8km or more from the shield, depending on luck and how the cynogen is anchored. Pro POS maintainers will install a cynogen such that warping to the favorite station will align the capital ship through the POS shields. Note that even though jump freighters are not capital ships, they have a jump drive and can jump to a cynogen. Always use a scout or request intel before jumping to a cynogen.

To jump to a fleet member's cyno, right click on the HUD-*j*Jump To, and choose the cyno beacon. There must be no active session change timer from undocking, joining or moving in a fleet, etc, prior to jumping to a cyno. Jumping into a new system incurs a session change timer, however it does not render the cap ship invulnerable. The ship will be unable to dock for 30 seconds. Capital ship pilots *must* understand how session change timers work. For a full reference on session change timers, check Session Changer Timer Tutorial.

For a full write-up of the details of cynos and how best to use them, please see the Cynosural Field User's Guide.

3.1 Capital Ship Navigation Tool

EVE Online has a useful in game tool to help determine jump range for the next jump of each route. The tool is called the Capital Ship Navigation Tool. This tool is accessed only through a shortcut, as shown *here*. The tool provides two functions: to show which systems are currently in jump range (neglecting fuel availability), and to jump to an active cyno beacon. In general, the normal method to jump to a beacon is by right clicking the HUD-*j*Jump To, and not using the cap ship nav tool. However, the tool is useful to verify range to next jump, which prevents pilots from looking like fools when traveling in a fleet.

- Cap ship navigation tool - Clicking on the HUD - What type of isotopes to use - Carry spare isotopes - Top off at every stop - Session change timer - Jumping to station, space, POS

4 Threats and Vulnerabilities

This section describes some of the more dangerous ships and situations that a capital ship faces. Despite being large and generally very rugged, capital ships can be surprisingly easy to destroy.

4.1 POS's

POS's create some of the most useful, and most dangerous environments in EVE Online for a capital ship. They are very useful for basic security measures, but in the author's 8 years of game play, he has seen almost half of all capital ship losses occur at POS's. Therefore, here is one simple rule:

DO NOT TRUST A POS

Since the day that EVE Online was released, POS's have been plagued with dangerous bugs...anything from allowing ships outside of a shield to keep a ship inside of the shield aggro'd, to a ship not disappearing after logout while inside of a POS shield (imagine a supercarrier sitting unpiloted inside of a POS shield for 8 hours or more, which has happened). There are also legitimate, intentional, problems with POS's:

- Misconfigured POS's can allow unintended pilots inside of the shields;
- Weak POS passwords can be guessed and allow pilots inside of the shields;
- Spies can get the passwords for the shields;
- Ships can be bumped out of the shields.

The next section will introduce some basic tactics to follow when using a POS. POS's can be useful for some situations, but the limitations must be understood, and they should never be fully trusted.

4.2 Bubbles

Warp inhibition bubbles come in three flavors:

Static Bubbles - are placed in a fixed location in space, require an anchoring delay (up to 8 minutes), and cannot be moved without unanchoring and reanchoring elsewhere. These bubbles have a radius up to 15KM, and the

only thing, supercapitals included, that can warp out of those bubbles are t3 ships with the Interdiction Nullifier subsystem installed. Static bubbles can be destroyed, but they have considerable HP (100k). Static bubbles can also be quite expensive (20Mil or more).

Interdictor Bubbles - are created by Interdictors. These bubbles can be dropped quickly and cheaply, with no anchoring delay. They have far fewer HP, capable of being destroyed with 5-6 pulses of a large faction smartbomb. The interdictors themselves are t2 destroyers, and are therefore fragile with very little cap.

Heavy Interdictor Bubbles - are created by Heavy Interdictors. Unlike interdictor bubbles, HIC bubbles do not require the HIC pilot to consume a piece of ammunition. Instead, the HIC creates a bubble using a bit of capacitor. This also means that there is nothing in space to destroy, except the HIC, which is a t2 cruiser hull, and has a much tougher tank (400DPS). The HIC bubble will also follow the ship as it moves.

4.2.1 Drag Effect

Both static and interdictor bubbles have what's called a drag effect (drag bubble). These bubbles, when placed along the vector between two warpable objects, can 'drag' a ship to the edge of the bubble. The drag effect only occurs to ships that exit warp within 100km of the bubble (a mid-warp bubble doesn't do anything to passing ships). These bubbles are generally found at gates and stations, and will drag unsuspecting ships to the edge of the bubble, where there are likely objects in space waiting to decloak any prey before being destroyed by the waiting fleet. In short, do not warp to gates or stations in a capital ship without a cloak.

4.3 Probing and Safespots

Capital ships are easy to probe down, and other pilots are doing it all the time. With the probing mechanics released with Incarna, where the input from up to 8 probes all count in the calculation, it is easier than ever to probe ships. A ship need only be within 0.25AU of probes to be instantly warpable. As such, it is important that capital ship pilots keep an eye on the directional scanner, with proper settings, to look for probes while uncloaked outside of a POS shield.

Pilots should consider that using safespots is not always safe. A capital ship kill is a valuable thing on the killboard, and some pilots are able to probe down a ship in 30 seconds. A patient probing pilot will progressively scan down a target over several hours or even days by continually probing when a capital or supercapital ship logs in and out over time. The prober can narrow down the safespot to within an instantly warpable distance, and then either attack, pop a cyno, or drop a bubble when the capital ship logs out. It is important to cycle through safespots frequently, and discard any that may have been compromised.

Methods for creating good indirect safe spots can be found [Safe Spots](#)

5 Basic Tactics

This section presents some of the basic tactics to consider when flying a capital ship...basic rules of what to do, and what not to do. The most important rule in flying a capital ship is also the simplest: be patient. Cyno ships and scouts are easily and cheaply replaced. Alliance operations can be skipped or missed for good reason, like not having a scout at the other side of a cynogen, cloaked ships looking to hotdrop friendlies, etc.

5.1 While in Space

Capital ships in space should either be at a POS, engaged in some activity, or cloaked. While in open space, a capital ship should:

- Have all hardeners active;
- Be fully aligned to a safe spot or POS;
- Never use a null-sec station as safe spot – it can be bubbled (POS's can be bubbled, but they have defenses and no docking lag);

A ship needs only be aligned in the proper direction and at 75% max sub-warp speed to initiate warp instantly. Therefore, many pilots will set speed at 75% when aligning, if they intend to stay on grid for an extended period of time. It also helps to have safe spots located in different directions, so that the ship can align back and forth to stay in a decent position on grid, and still be able to warp quickly.

Many supercapital pilots will have an emergency cyno pilot in fleet, ready to pop a quick cyno to get out quickly. Keep in mind that jumping out of the system will cause the pilot to lose drones and fighters/bombers.

5.2 While at a POS

While inside of a POS's shields, capital ships should observe a few basic rules:

- Always have hardeners active;
- Always orbit the tower, never 'approach' or sit still (titans with jump bridges excluded). An orbiting ship has more momentum than a stationary ship, and the game client will auto-correct changes in direction due to bumping.

5.3 While Cloaked

While cloaked, a ship should always be pointed at a target destination, such as safe spot, POS, or station. Following the above discussion of probing of ships logging in and out in space, it is important that a ship always be moving while cloaked. Even after a short time (30 minutes or so), a cloaked ship can move far enough away from the original spot that a logout/login will land the ship outside of a possible prober bubble.

Other alternatives for direction to travel is either straight up or down. This will help prevent the ship from running into other commonly used spots or safe spots.

5.4 Logging-out While in Space

Logging-out while in space is a necessary evil for supercapital pilots, as those ships cannot dock. It is important that a good safe spot be used for logging out, and that the directional scanner be consulted for Combat Scanner Probes or Sisters Combat Scanner Probes. If either of those are present, then the ship is in danger if logging out in space.

- The ship warps to a random spot 1M km away, in a random direction;
- Once landing at the above spot, the ship will disappear after 30 seconds if it didn't have aggro, or 15 minutes if it did have aggro.

When the ship warps to a random location 1M km away, it goes through the normal warping procedure. Therefore, if cloaked when logging out in space, be sure to stop the ship first, so it doesn't go through the excessively long re-aligning to a new spot.

Aggro for this mechanic refers to the pilot aggressing in pvp, or the ship itself being shot or aggressed in PvP. Note that things like target painting, sensor dampening, ECM, and even clicking the warp button while inside a bubble will result in PvP aggression.

5.5 Logging-in While in Space

Logging-in while in space will is essentially the opposite of logging-out in space, except that the pilot has a chance to check the directional scanner while warping back to the place from which the ship logged out.

5.6 What's the difference between Low-Sec and Null-Sec

There are quite a few differences between lowsec and nullsec. For the purposes of this discussion, the primary differences concern travel, use of certain weapons, and basic tactics.

5.7 Fleets

Nullsec:

- Can have cynosural generators;
- Can be used to build supercapital ships;
- Has warp inhibitor bubbles;
- Allows the use of Titan DoomsDay Devices;
- Has Jump Bridges.

Continuing, Lowsec:

- Has no bubbles;

- Disallows the use of Doomsday Devices;
- Allows assignment of fighters only in ≤ 0.4 systems.

In general, capital ships are less useful in lowsec, and under some circumstances more vulnerable (especially Titans).

6 References

- Eve Fitting Tool - An out of game tool used to build and test ship fits.
- Singularity Setup - Tutorial for how to set the SiSi automatic updaters and get onto the test server.
- EVEMon - A skill planning tool. This is very useful to build skill plans, test implant modifications, optimize attribute remaps, and track industry jobs and market orders.
- DotLan - One of the most useful EVE Online sites available on the web. DotLan contains information about sovereignty, security status, belt composition, a capital ship (and titan bridge) jump route planner and range finder, information about system ship and pod kills, and a great deal more.
- Sovereignty Mechanics - Information about 0.0 player sovereignty to include mechanics for construction and destruction of sovereignty, ownership of outposts, index levels, and solar system upgrades.
- Sovereignty Map - A political/alliance sovereignty map, generated automatically daily, that shows which alliances own what space. It also shows daily changes to sovereignty.
- Capacitor Regeneration Math - A mathematical treatment of capacitor and shield regeneration. Long story short: both regens follow a Chi-Square distribution, with max recharge at 33-35% capacitor/hp.
- Cynosural Field User's Guide - A detailed description of all things cynosural field. This is very useful for understanding how to build and use cynosural fields properly, and includes a description of how to build a cyno alt.

- Safe Spots - How to build proper indirect safe spots, and how to use them properly (yes, there are wrong ways to use safe spots).
- Session Change Timers - The mechanics behind session change timers, and how to use them help capital ships survive. Understanding SCT's is a fundamental requirement for flying a capital ship.