

**THE RAVEN'S
MEGA EVE GUIDE FOR NOOBS
(ABBREVIATED EDITION)**

This guide is designed for a quick rundown on necessary stuff for new players (looking at missions running/soldier/pvp characters).

First thing is a rundown on the different player factions.

- Gallente
 - Use hybrid turrets and drones.
 - Tend to do the most DPS (damage per second) when fitting blasters (will describe weapons n' stuff next).
 - They have a pretty good armor tank.
 - Specialize in sensor dampeners and warp disruptors in terms of electronic warfare.
 - Although some Gallente ships are good at range, usually for the beginner pilot you will be flying atrons and then incurus'. The incurus is a good blaster ship that should have an afterburner for missions, to get up close to the enemy, then turn on the blasters for close range destructive damage like no other.

- Minmatar
 - Autocannon and artillery toting (with a few missile boats) speed tanking ships.
 - Have the highest volley damage for turret ships.
 - As mentioned, they are usually speed ships, and are definitely the fastest.
 - When not speed tanking Minmatar ships tend to tank armor or shields, depending on the craft your piloting (more on how to decide what type of tank later).
 - Minmatar electronic warfare consists of target painters and stasis webifiers.

- Caldari
 - The most commonly chosen class.
 - These guys primarily use missiles, but some ships use hybrid turrets, especially railguns.
 - SHIELD tankers. These guys have very strong shields.
 - Missiles have the highest volley of all, but take a nap while waiting for the next shot.
 - In terms of Electronic warfare, caldari is notorious for ECM.

- Amarr
 - Lasers galore, with a few missile ships.
 - BIG HEAVY ARMOR TANK. These guys probably have the best tanking ships of all.
 - Lasers are okay in terms of damage, but most of the time are behind the others.
 - THEY ARE SLOW.
 - In terms of electronic warfare, these guys use energy neutralizers and tracking disruptors.

NOW WHAT DOES IT ALL MEAN (modules and there purposes):

Close Range=High Damage Long Range =Low Damage Missiles=Not Applicable

Close Range Weapons:

Hybrid Turrets: Blasters (uses cap)

Lasers: Pulse Lasers (uses cap)

Projectile Turrets: Autocannons

Torpedos are short range missiles, but are only used on battleships, sometimes.

Long Range Weapons:

Hybrid: Railguns (uses cap)

Lasers: Beam (uses cap)

Projectile: Artillery

Deuteronium PU-232 explosive space modulator: Unfortunately not available.

Types of electronic warfare (This stuff is usually only useful for PvP (player versus player)):

ECM: Prevents the target from locking.

Sensor Dampeners: Decrease the targeting range

Warp Disruptors: Prevents the target from warping (Some Gallente ships get a bonus to the jamming range of this all important device).

Stasis Webifiers: Slow down the targeted ship, another important device especially for close range ships. (Some Minmatar ships get a range bonus for these).

SHIELD TANK OR ARMOR TANK?

A shield tank uses modules that increase shield resists or hp (health/hit points)

Armor uses modules that increase armor resists or hp.

Shield modules fit in the med (--) slots, while armor modules fit in the low (-) slots.

By looking at the number of slots and Hp of a ship you can find out which tank to use.

Active tank: Uses cap, but gives a higher bonus to resistances.

Passive tank: Does not use cap.

General Tanking Modules:

Shield Extenders: Increases shield Hp

Armor Plates: Increase armor Hp

Shield Booster: Greatly increases shield recharge time (shields recover Hp incrementally) at the cost of cap.

Armor Repairer: Greatly Increases Armor amount at the cost of cap.

Damage Control: Increases all resistances, shield armor and most of all structure.

Active Tanking Modules:

Armor Hardeners: Increase the Armor Resists. Resistance modules can either affect all 4 resistances/ damage types, (with less improvement) or just one (for the most improvement).

Shield Hardeners: Same as armor hardeners, but for a shield.

Passive Tanking Modules:

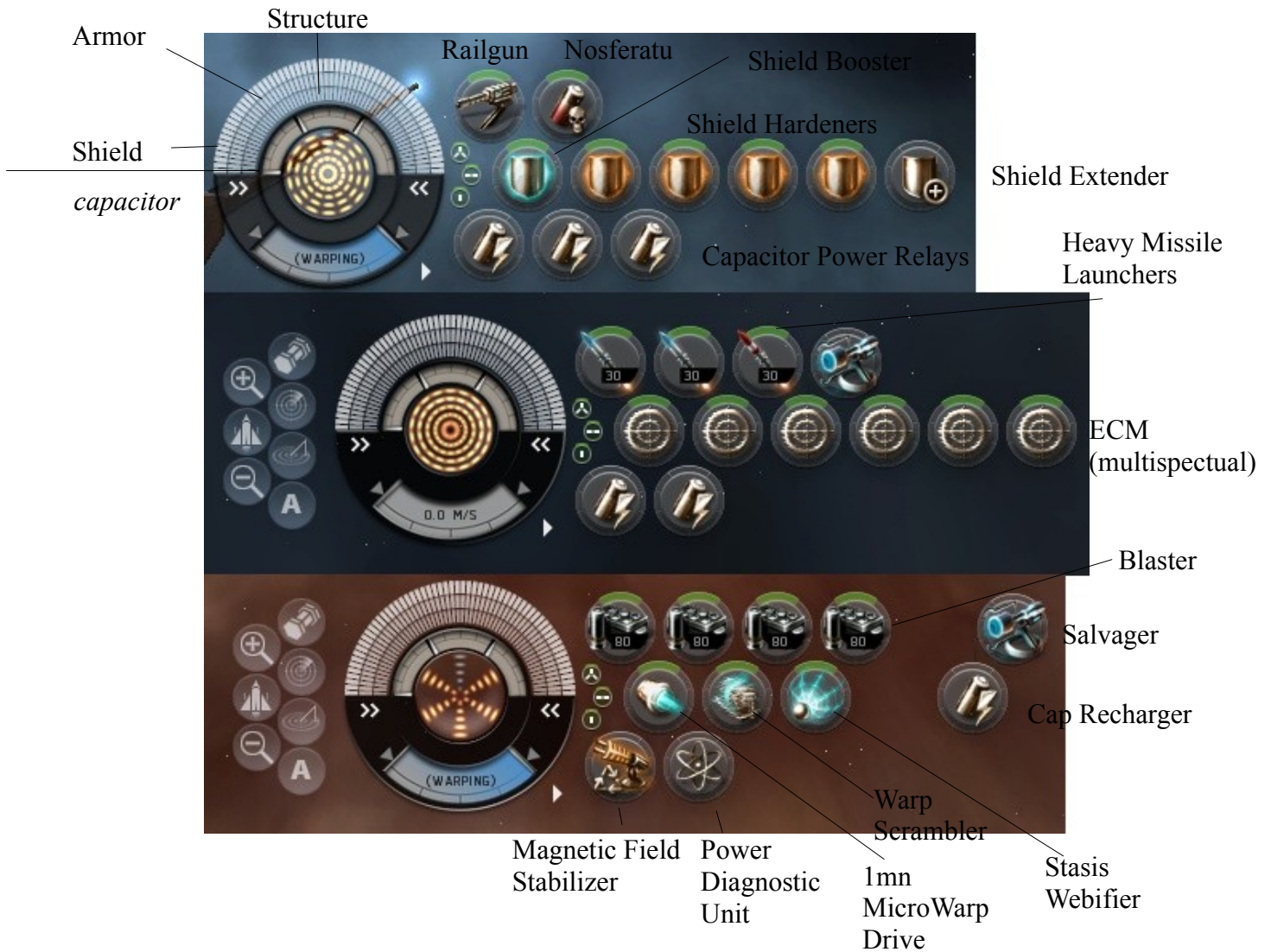
Energized Plating: Increases armor resists without using cap.

Shield Resistance Amplifiers: Increases shield resists without using cap.

Shield Boost Amplifiers: increases the shield recharge time without using cap.

WHAT IS CAP(and all that other stuff)???

Cap means capacitor. Modules that need cap need energy stored in the capacitor which constantly recharges like a shield. You run out of cap and the modules turn off: here are diagrams of shields cap, etc...



THE BIG NO NOS

1. DO NOT take back something that was stolen from your can. This will flag you as stealing from them and they can blow you up.
2. DO NOT go into 0.4 and below security area, here there be pirates (as in players) that can and will blow you up. They prey on little nooblets. :)
3. Don't be dumb

To be Continued...

