

# **A GALLENTE ROOKIE'S GUIDE TO THE VEXOR**

## **7.5 DAY TRAINING GUIDE**



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## 7.5 DAY TRAINING GUIDE

### Gallente Mission Specialist (Drone specialist, Armour tanking)

The screenshot shows the EVE Guides character creation screen. At the top, there are tabs for Race, Bloodline, Gender, Attributes, Ancestry, Career, and Specialization. The selected options are Gallente, Jin-Mei, Female, Done, Saan Go Caste, Military, and Special Forces. Below these are icons for Gallente, Jin-Mei, and Military. The main area displays the character's skills and attributes. The skills list includes Drone Navigation, Drone Sharpshooting, Drones, Scout Drone Operation, Electronic Warfare, Electronics, Energy Grid Upgrades, Engineering, Controlled Bursts, Gunnery, Motion Prediction, Small Hybrid Turret, Mining, Iron Will, Learning, Spatial Awareness, Mechanic, Repair Systems, Afterburner, Navigation, Science, Gallente Frigate, and Spaceship Command. The attributes list includes Charisma: 7, Intelligence: 9, Memory: 10, Perception: 8, and Willpower: 11. A character code of 222111102300 is displayed. At the bottom, there are navigation arrows and a summary of the character's stats.

Attributes	Skills	Engineering	Iron Will	Science
Charisma: 7	Drone Navigation: 5	Engineering: 3	Iron Will: 4	Science: 2
Intelligence: 9	Drone Sharpshooting: 4	Controlled Bursts: 2	Learning: 1	Gallente Frigate: 4
Memory: 10	Drones: 5	Gunnery: 2	Spatial Awareness: 2	Spaceship Command: 3
Perception: 8	Scout Drone Operation: 4	Motion Prediction: 3	Mechanic: 3	
Willpower: 11	Electronic Warfare: 2	Small Hybrid Turret: 3	Repair Systems: 1	
	Electronics: 2	Mining: 1	Afterburner: 2	
			Navigation: 1	

<http://www.eve-guides.com/chargen/index.php> can help you plan your starting character, I recommend the above setup for a decent starting character than can easily get through starting missions.

Over the next couple of pages I will give a suggested skill plan, with what ship mods you will be able to use at each stage. The skill plan is based upon learning how to fly the Vexor, as an effective armour tanking ship with drones providing the majority of its offensive capability.

This guide does not mention, nor does it intend to mention how you go about funding the skills you need to purchase to complete the training plan. Run missions, mine veldspar, beg, rip off your corp mates, or scam people in Jita. I really don't care, and it's not my concern.

For a guide on how to tank visit <http://eve-guides.com/other/armourtank.php> or any of the guides listed at <http://www.idontgiveashit.net>

With your starting skills you will have the ability to use the following items from the start

## Offensive Items

Small and Medium Combat drones

(hobgoblin and hammerhead do most damage in general)

Small Blaster,

Blasters need a lot of capacitor to run permanently (increase your Engineering skill)

Small Railgun,

Railguns are longer range than blasters, don't use as much cap as they don't fire as often, but require more powergrid and cpu to load on your ship (engineering / electronics skills)

### Drone Upgrades

Omnidirectional Tracking Link (mid slot)

Improves the max range and tracking on all drones

Drone Navigation Computer (mid slot)

Increases the microwarpdrive speed of drones

Drone Link Augmenter (high slot)

Increases the drone control range by 20,000m

## Drone Skills

### **Drones V**

Skill at remote controlling drones. Can operate 1 drone per skill level.

### **Drone Navigation V**

Increases drone max velocity.

### **Drone Sharpshooting IV**

Increases drone optimal range.

### **Scout Drone Operation IV**

Skill at controlling scout combat drones.

Bonus: drone control range increased by 5000 meters per skill level.

## Modules from Electronics skills

### ECM modules (Jamming Modules - Offense)

ECM Ion Field Projector I (mid slot)

Jamming Magnetometric Ships (Gallente)

ECM Phase Inverter I (mid slot)

Jamming Ladar Ships (Minmatar)

ECM Spatial Distabilizer I (mid slot)

Jamming Gravimetric Ships (Caldari)

ECM White Noise Generator (mid slot)

Jamming Radar Ships (Amarr)

### ECCM (Jamming Counter Modules - Defence)

ECCM Magnetometric I (mid slot)

use on Gallente ships to boost sensor strength against jamming

ECCM Ladar I (mid slot)

use on Minmatar ships to boost sensor strength against jamming

ECCM Gravimetric I (mid slot)

use on Caldari ships to boost sensor strength against jamming

ECCM Radar I (mid slot)

use on Amarr ships to boost sensor strength against jamming

ECCM Omni (mid slot)

provides a boost to all sensor strengths

### Scanning modules

Cargo Scanner

Target another ship and see whats in its cargohold

*(useful for finding juicy targets in empire to arrange suicide squads against)*

Ship Scanner

Target another ship and see what modules it has fitted

*(useful for seeing if you'll be able to kill the target in empire before Concord arrives and blows you up!)*

Survey scanner

Target an asteroid and see how much ore is left in it

## Modules from Engineering Skills

Cap Recharger I (mid slot)

Recharges your capacitor to allow active modules to continue working

Capacitor Power Relay I (low slot)

Increases capacitor recharge rate at the expense of shield boosting

(this is an armour tanking character not shield tanking don't worry about shield boosting)

Reactor Control Unit I (low slot)

Boosts Power Core output

allows you to fit mods to your ship where more grid is needed

Power Diagnostic System I (low slot)

Gives a slight boost to power core output and a minor increase in shield and capacitor recharge rate

good allround boosts, but not as much as two previous specialised modules

Small , Medium & Large Capacitor Battery I

Increases the capacitor storage

## Modules from Mechanic Skills

Small, Medium and Large Armour repairers (low slot)

Repair armour damage to your ship whilst in space

Small and Medium Hull Repairers (mid slot)

If you sustain Hull damage use these to repair your ship (slowly), it saves paying costly repair fees to the station owner

## Modules from Navigation Skills

1mn, 10mn, 100mn Afterburner I

Frigate (and destroyer), cruiser (and industrial and battlecruiser) and Battleship Afterburners that provide a boost to speed when activated

## **Ships available from Starship Command Skills**

Can Fly All Gallente frigates

(details below ship's bonus, H/M/L slot layout and number of turret/launcher points)

**Atron** – Combat

2/2/2

2 Turret high points

(can hold 1 small drone)

**Imicus** – Drones / Astrometrics (scanning for hidden objects, places or ships)

2/2/2 2xT

2 Turret high points

(can hold 3 small drones)

**Maulus** – Combat / Electronic Warfare

3/3/2

2 Turret high points

(can hold 2 small drones)

**Navitas** – Mining / Hauling

2/2/2

2 Turret high points

(can hold 1 small drone)

**Incursus** – Combat

3/3/2

3 Turret high points

(can hold 1 small drone)

**Tristan** – Combat

4/3/3

2 Turret & 2 Launcher high points

(can hold 1 small drone)

As you are a drone specialist the imicus or maulus can easily run most level 1 missions keeping the targets at range with an afterburner using the drones to kill the targets.

Make sure that you only release your drones after you have received aggression from the NPC or they will target your drones. In missions where a spawn of NPC happen after a trigger is killed, be sure to recall your drones, re-establish aggression then re-deploy the drones.

See <http://eve-survival.org/wikka.php?wakka=MissionReports> for details on "kill" missions

## GALLENTÉ ROOKIE'S GUIDE TO THE VEXOR

### 7.5 DAY TRAINING GUIDE

#### Suggested Training Plan

To be able to use a Gallente drone cruiser (Vexor) quite effectively with a good armour tank, follow the training plan laid out below.

Instant Recall I	16m 54s
Analytical Mind I	15m 48s
Instant Recall II	1h 11m 23s
Analytical Mind II	1h 7m 11s
Learning II	1h 5m 15s
Analytical Mind III	6h 1m 48s
Gallente Cruiser I	1h 29m 1s
Gallente Cruiser II	6h 54m 40s
Hull Upgrades I	26m 42s
Hull Upgrades II	2h 4m 24s
Hull Upgrades III	11h 43m 34s
Hull Upgrades IV	2d 18h 20m 14s
Repair Systems II	1h 2m 13s
Repair Systems III	5h 51m 45s
Repair Systems IV	1d 9h 10m 7s
Mechanic IV	1d 9h 10m 7s
Electronic Upgrades I	26m 42s
Electronics III	5h 51m 45s
Navigation II	1h 10m
Propulsion Jamming I	40m 3s
Energy Systems Operation I	13m 21s

Total Training Time : 7days 12 hours 33minutes 8seconds

Feel free to move things around to suit your playing time, maybe training shorter skills whilst online and longer ones overnight. Remember that you can pause skills and go back to them to continue them, and that training happens all the time (during DT and when logged off)

7.5 days to be able to use a very effective armour tank is a good skillset to learn.

Your current skills could be boosted, eg Engineering to IV to give more powergrid, but these skills are not covered in this guide, and are your choice (*as is reading and following this advice* 🤖 )

## GALLENTÉ ROOKIE'S GUIDE TO THE VEXOR

### 7.5 DAY TRAINING GUIDE

I will now breakdown what modules each of the skill will provide you with the ability to use.

Instant Recall I	16m 54s
Analytical Mind I	15m 48s
Instant Recall II	1h 11m 23s
Analytical Mind II	1h 7m 11s
Learning II	1h 5m 15s
Analytical Mind III	6h 1m 48s

The above skills don't give access to any particular module, they speed up the entire learning process of the skills in this plan.

Gallente Cruiser I	1h 29m 1s
Gallente Cruiser II	6h 54m 40s

Cruiser I allows the use of the Exequer,  
Cruiser II allows the use of Vexor and Celestis

For now you can fit small Railguns to the high points of the Vexor until you learn medium guns.  
Drones will be able to kill most targets presented to you in your early missions anyway.

#### **Vexor**

The Vexor is a strong combat ship that is also geared to operate in a variety of other roles. The Vexor is especially useful for surveying in potentially hostile sectors as it can stay on duty for a very long time before having to return to base. Furthermore, it is well capable of defending itself against even concentrated attacks.

**Special Ability:** 5% bonus to Medium Hybrid Turret damage per level and **10% bonus to drone hitpoints, damage** and mining yield per skill level.

## GALLENTÉ ROOKIE'S GUIDE TO THE VEXOR

### 7.5 DAY TRAINING GUIDE

Hull Upgrades I	26m 42s
Hull Upgrades II	2h 4m 24s
Hull Upgrades III	11h 43m 34s
Hull Upgrades IV	2d 18h 20m 14s

#### Hull Upgrades I

This is where the armour tank (armour resistances) modules become available. The skill also gives a boost to Armour amount per level.

50mm Armour Plating – Increases the maximum strength of the ship's armour

100mm Armour Plating

Resistance Plating (low slot)

Magnetic Plating – 20% Bonus to Kinetic Damage Resistance

Reactive Plating – 20% Bonus to Explosive Damage Resistance

Reflective Plating – 20% Bonus to EM Damage Resistance

Thermic Plating – 20% Bonus to Thermal Damage Resistance

Adaptive Nano Plating – 8% Bonus to all Damage Types

Regenerative Plating – 6% Bonus to armour amount

Damage Control I (low slot)

7.5 % Bonus resistance to all shield damage types

10 % Bonus resistance to all armour damage types

50% Bonus resistance to all structure (hull) damage types

The damage control module needs to be activated but uses hardly any resources, it can also be used in conjunction with other tanking modules.

As well as the basic armour mods above, hull upgrades I also gives access to :

Expanded Cargohold I – 17.5% bonus to cargohold (decreases speed)

Inertia Stabilizers I - Improves ship handling and manoeuvrability.

Reinforced Bulkheads I – 15% bonus to structure (hull) HP

Overdrive Injector System – increase speed of ship (reduces cargohold)

Nanofibre Internal Structure I - Decreases ship's mass, provides slight speed / agility (reduces hull HP)

## GALLENTÉ ROOKIE'S GUIDE TO THE VEXOR

### 7.5 DAY TRAINING GUIDE

#### Hull Upgrades II

200mm Armour Plating

400mm Armour Plating

Expanded Cargohold II – 20% bonus to cargohold (decreases speed)

Inertia Stabilizers II - Improves ship handling and manoeuvrability.

Reinforced Bulkheads II – 25% bonus to structure (hull) HP

Overdrive Injector System II – 20 % increase speed of ship (reduces cargohold) Nanofibre Internal

Structure II - Decreases ship's mass , provides slight speed / agility(reduces hull HP)

#### Hull Upgrades III

800mm Armour Plating I

1600mm Armour Plating I

50mm Armour Plating II

100mm Armour Plating II

Energized Adaptive Nano Membrane I – 15% Bonus to all Damage Types

Energized Magnetic Membrane I – 32.5% Bonus to Kinetic Damage Resistance

Energized Reactive Membrane I- 32.5% Bonus to Explosive Damage Resistance

Energized Reflective Membrane I- 32.5% Bonus to EM Damage Resistance

Energized Thermic Membrane I- 32.5% Bonus to Thermal Damage Resistance

Energized Regenerative Membrane I – 12.5% Bonus to armour amount

#### Hull Upgrades IV

200mm Armour Plating II

Armour EM Hardener I – 50% Bonus to EM Damage Resistance (when activated)

Armour Explosive Hardener I– 50% Bonus to Explosive Damage Resistance (when activated)

Armour Kinetic Hardener I– 50% Bonus to Kinetic Damage Resistance (when activated)

Armour Thermic Hardener I– 50% Bonus to Thermal Damage Resistance (when activated)

Damage Control II

12.5 % Bonus resistance to all shield damage types

15 % Bonus resistance to all armour damage types

60% Bonus resistance to all structure (hull) damage types

The Damage Control is an essential module, in either its tech 1, named or tech 2 variant, it's hull resistance bonus can be the difference between having to purchase a new ship or not !

## GALLENTÉ ROOKIE'S GUIDE TO THE VEXOR

### 7.5 DAY TRAINING GUIDE

Repair Systems II	1h 2m 13s
Repair Systems III	5h 51m 45s
Repair Systems IV	1d 9h 10m 7s
Mechanic IV	1d 9h 10m 7s

You can already use Tech 1 and named armour repair modules, the above gives ability to use tech 2 modules.

#### Repair Systems II

Small, Medium & Large Hull Repairer II

Don't pay the station's fee's to repair your structure (hull) damage, go to station, fit a hull repairer, undock, activate module, laugh at station repair manager from outside of station, redock.

#### Repair Systems III

Small Armour Repairer II

#### Repair Systems IV

Medium Armour Repairer II

*(needs Mechanic IV)*

### YOU NOW HAVE THE SKILLS NEEDED FOR A VERY EFFECTIVE ARMOUR TANK

Electronic Upgrades I	26m 42s
Electronics III	5h 51m 45s

#### Electronics Upgrade I

CoProcessor I – Increase the CPU available on your ship.

#### Electronics III

Boost the amount of CPU available without having to fit a CoProcessor I

Navigation II	1h 10m
Propulsion Jamming I	40m 3s

Stasis Webifier I – Slow down your target so your guns/missiles/drones can hit easier

Warp Disruptor I – Stop your target from warping away (only used on players)

Warp Scrambler I – REALLY Stop your target from warping away (only used on players)

Energy Systems Operation I	13m 21s
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Energy Systems Operation I

Use of Micro, Small, Medium and Large Capacitor Boosters

With Cap Booster Charges installed these provide a quick hit of capacitor when needed.

## Additional Skills

*As an additional source of income Salvaging can be very profitable*

*Add the following skills to your plan, to use a Catalyst as an excellent salvaging platform*

Survey I	13m 21s
Survey II	1h 2m 13s
Survey III	5h 51m 45s
Salvaging I	40m 3s
Science III	5h 51m 45s
Science IV	1d 9h 10m 7s
Destroyers I	35m 36s

*To train Salvaging I Survey III must first be learned, the higher you train the salvaging the skill the greater the chance of being able to salvage on the initial attempt, also it allows you to salvage specialised tech 2 ships at higher levels.*

*Science IV has to be learned to be able to use Tractor Beams. A typical Salvaging ship is the Destroyer. It is usually setup with 4 tractor beams and 4 salvagers fitted in the high slots with, cargo expanders in low slots.*

### **Suggested further training**

*Combat Drone Operation – more damage*

*Drone Durability – more drone HP*

*Heavy Drones – can use heavy drones*

*+ Electronics level – more cpu is always good*

*Targetting – increase number of ships that can be targetted*

*Long Distance targetting – increase range at which ships can be targetted*

*Signature Analysis – Improve Targetting speed*

*+ Engineering level – more powergrid is always good*

*+ Energy Systems Operation level – increase rate at which capacitor recharges*

*+Mechanic level – more structure (hull) may keep you alive a little longer*

*Amour Compensation skills – give a few more % on your armour tank resistances*

*Any Navigation Skill, they're all useful*

*Connections – increase the standing with your agent faster, get higher agents and more rewards.*

***That's it. Guide finished. Bugger off !***