Gallente Militia

Guides and ship fits for Gallente Federation factional warfare pilots in Eve Online

NOOB FITS

[INCURSUS – TOTAL NOOB DEFENSIVE PLEX FARMER]

Incursus x 1

That's it. That's the fit. No mods or guns or anything. Just the empty ship itself.

That's all you need to get involved in Factional Warfare – a basic T1 frigate, unfitted. Join Eve Online, sub your account, bail on the tutorials, ditch the Velator, learn Spaceship Command 1 and Gallente Frigate 1, get to a Federal Defense Union station like Villore or Orvolle, sign up to the Gallente Militia, and start defensive plexing and earning loyalty points

In all seriousness, I would strongly recommend that any totally new player to Eve online does go through the tutorials – particularly as you get a bunch of cash, skillbooks, ships and useful experience in the basics of the game.

But an empty frigate (I've chosen the Incursus here because psychologically any would-be opponents will be slightly – slightly – more anxious about it than an Atron) is enough to go defensive plexing, and start earning LPs which you can turn into cash. For a noob, with no skills, it's a highly profitable way to earn decent cash at the beginning of the game.

How to fly it

- Find a novice or small plex in a system controlled by the Gallente Federation – the 'blue' systems on the Factional Warfare menu.

- Check local to see if there's any suspects (yellow / orange) or war targets (flashy red) first. If there's loads about, move somewhere else.

- Set your d-scan to something like 2,500,000km range - enough to see anything approaching or hovering on the warp-in gate outside the plex.

- Warp to the gate at 10km. and quickly scan. Nothing inside? Then activate the gate. Something inside? Warp off.

- If another friendly militia pilot is inside (purple to you), it's good manners to warp off and find another plex.

- Check your directional scanner continuously, and contrast it to what is happening in local. If another ship appears on the d-scan, and there's neutrals or hostiles in system, then it is 95% likely that this is someone with hostile intentions who is intending to enter the plex and fight you.

- So warp off, to the sun, a celestial, a friendly station, or to another system.

- Once you have 'run down' the timer (i.e. it counts all the way down to zero), you have captured the plex, and received some Loyalty Points, which you can convert to saleable goods at Federal Defense Union Stations.

- Rinse / repeat.

[NOOBTRON - 24-HOUR SKILL TRAINING ATRON]

Modal Light Ion Particle Accelerator I / Federation Navy Antimatter S
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Medium Subordinate Screen Stabilizer I
Limited 1MN Microwarpdrive I
J5b Phased Prototype Warp Scrambler I

F85 Peripheral Damage System I
Micro Auxiliary Power Core I
Mark I Generator Refitting: Reaction Control

Small Hybrid Burst Aerator I
Small Ancillary Current Router I
Small Ancillary Current Router I

Skills after 24 hours of training:

EHP: 3333.3
DPS: 75
Speed: 2820m/s
Capacitor: 2m 19s
Optimal range: 500m
Cost: 6m ISK

I've spent some time pondering what is the quickest way to get into a half-decent, moderately priced ship that can defeat the NPC frigate or destroyer in the enemy plexes. So this is it. The Noobtron.

A starter Gallente character can train and fly this in under 24 hours. This is what you need to train to fly it:

- Mechanics 3

- Jury Rigging 3

- Hybrid Weapons Rigging 1

- Hull Upgrades 1

- Capacitor Management 2

- Energy Grid Upgrades 2

- Shield Upgrades 1

- Afterburner 3

- High Speed Maneuvering 1

- Propulsion Jamming 1

- Rapid Firing 1

- Motion Prediction 1

- Sharpshooter 1

Now - don't go getting overambitious. It's going to get beaten, a lot, by better skilled, better equipped pilots in faction warfare. But you may come across a low-skill farmer who can be dispatched, assuming they're not

Turn on the MWD, approach your enemy, activate the warp scrambler when in range, press fire, pray!

All the skills you train for this will stand you in good stead for moving up in class to other frigates, including this:

[INCURSUS – NOOBRAWLER]

Anode Light Ion Particle Cannon / Federation Navy Antimatter S
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Limited 1MN Afterburner I
J5b Phased Prototype Warp Scrambler
X5 Prototype Engine Enervator

F85 Peripheral Damage System I
200mm Reinforced Rolled Tungsten Plates I
Small Ancillary Armor Repairer / Nanite Repair Paste
Gauss Field Balancer

Small Anti-Explosive Pump I
Small Hybrid Burst Aerator I
Small Processor Overclocking Unit I

Hobgoblin I x 1

All skills at III:

EHP: 4048.4
DPS: 119 / 135 with heat.
Speed: 834 m/s
Capacitor lasts: 1m
Optimal range: 826m
Cost: 5.8m ISK approx.

This is a ship you can grow with, promoting it through the meta-levels of modules until you're fully Tech 2 fitted. It's a close range brawler, so in a plex you need to catch your opponent as soon as they warp in.

The Incursus has a tidy 7.5% bonus to armor repairer effectiveness, and although the paste is expensive, in shorter fights the Small Ancillary Armor Repairer wins out over the Small Armor Repairer. It reps 191 armor HP every 5.1 seconds, the equivalent of 70.1 EHP/s for as long as the paste lasts, before dropping to a repair rate of 64HP every 5.1 seconds.

Yes - the SAAR is expensive and doubles the price of the fit, so if money is tight, use the normal Small Armor Repairer II instead.

If you can overheat, then start the fight with at least your guns and the repper pre-heated and ready to go.

It has a full suite of rigs, so not the cheapest noobship, but you can win 1v1 PvP fights with this – especially if you can catch kites as they warp in.

How to fly it

- Pre-heat your guns and the SAAR. Pre-load the afterburner.

- Pop your drone out, set to aggressive.

- As soon as you can, press approach and get lock, the scram and the web on your opponent. You may need to overheat your afterburner to do this.

- Press fire from about 4km away.

- Start up the SAAR when you are dropping deep into shield damage and on the cusp of going into armour. Don't leave it until you're well into armour – get it working as early as possible as it will almost certainly struggle to keep up.

[ATRON – DERPKITE]

F-aQ Phase Code Tracking Subroutines
F85 Peripheral Damage System I
Power Diagnostic I

Small Hybrid Locus Coordinator I
Small Hybrid Collision Accelerator I
Small Ancillary Current Router I

400 x Federation Navy Antimatter in the hold.

All skills at III:

EHP: 2224.5
DPS: 43, rising to a bowel-shattering 51 when overheated
Speed: 3171 m/s
Capacitor lasts: Stable at 35.8%
Optimal range: 18km
Cost: 5m ISK approx.

This fits with all relevant skills at level 3, and is just enough to give you a taste for proper Warp Disruptor kiting. The Atron is pretty fast, which really helps this kiting setup work.

Try to target only Afterburner frigates – ideally those fitted with blasters , short range rockets or other slow, slender-distanced weapons. You have a paper thin tank on this, so you definitely don't want to get caught by web / scram ships as you will get eviscerated quite quickly.

It is also cap stable, which is just as well as this ship only does 43 DPS. It is going to take a loooooong time to finish someone off in this. But against the right opponent, it does work.

How to fly it

- Set your Orbit and Keep At Range at 18,000m.

- Activate your MWD, get it within about 20km of the enemy ship, then activate the Warp Disruptor II. This has a total range of 24km, so with your range set to 18km and being fairly fast, you have some wriggle room to play with as you try to keep the long point on.

- Start with Keep At Range. If you are indeed facing a short-ranged weapon ship, just switch the 150's on and plink away.

- With luck, you'll be facing a ship equipped with an Afterburner only. Keep an eye on his velocity in your overview – if he's not really going much above 1,000m/s, you're in luck.

- If he fires drones at you, immediately switch to Orbit, load the Antimatter and focus on shooting them down. Once they're dead, go back to Keep At Range.

- If you're taking more damage than you're dishing out with Keep At Range, try switching to Orbit. It will mean you're also dealing less damage, but if you're still taking more than you're dishing, probably time to run.

- If you're facing another kite, then unless you've learned Thermodynamics and can overheat your modules, the chances are that he will put his WDII on you – and be able to keep you there. And there's a more than evens chance his weapons are more powerful than yours at the optimal range. But how do you do this, if he's locked you up and the WD is on? By slingshotting…

- Here's how to slingshot. If you can overheat your MWD, now is the time to do it. Stop your ship completely. His will also stop as hopefully tries to keep you at WD range. Move towards him (or click approach) with your MWD on. His ship will try to move away to keep range. Then, with the MWD still on, try to move 180 degrees in the opposite direction – away from him. This should ideally all be done in one smooth move. If you've executed it correctly, there will be a brief window where you are more than 24km away from him. Warp! Spam warp to the nearest thing in the direction you're facing: gate, planet, station, whatever.

Don't worry if you have to run – lots of kite 1v1 PvP fights end this way, with one or the other opponent bailing.

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