

Factional Warfare Solo Plexing Guide

Introduction:

In this guide, I'll try to teach you about different tactics to do solo « plexing » safely plus some tips to make the job easier. Before we start off, you need to read the [Eve-Uni guide](#) about Factional Warfare in general and you must learn how to use your Directional Scanner properly. This is a must thing to do if you want to fully understand this guide.

Of course, you need to understand that in this guide we'll talk about avoiding fights altogether but that doesn't mean you should, you can venture into fights and have fun as well. It all comes down to what you want.

Running:

Directional Scanner:

This tool is so important to save your ship from being destroyed by other players while plexing. Most of the time you spend waiting for the plex counter to finish will be spent on spamming the scan button. Yes, if there are players that are not from your militia in the system then you'll have to press the scan button every 2 seconds if you want to stay safe and avoid any risk.

What's the use of this scanner? Well, it's about detecting your enemy from far away before he lands on top of you thus giving you a great deal of time to assess the level of danger and either warp out or take the risk of facing your opponent.

How does this work? Let's say you have already warped through the acceleration gate and that you're now inside the plex. Set your scanning angle at 360 degrees. Now you need to set the range, you want a range that reaches to the acceleration gate so that it detects the enemy ship as soon as it lands on the gate or before it lands depending on your scan range. For novice plexes, the gate is about 100k kms far from the plex and for medium plexes, the distance is 10k kms. I usually set my scan range to about 200k kms so that i don't have to change it whenever I go to a different type of plex and because it makes me detect ships that are 100k kms far from the acceleration gate if I'm in a novice plex and 190k kms far if I'm in a medium plex. Feel free to adjust your scan range to what ever you're comfortable with unless your scan range reaches to a celestial or a jump gate then you wouldn't know if the ship you detected is actually at the acceleration gate or just passing through a jump gate or sitting near a planet.

And don't forget to always spam the scan button, you never know when a ship is coming right towards you.

Safe Spots:

There are many types of safe spots but we're going to focus on only one type which is a random spot in space that you bookmark while warping from one place to another. The benefit of this bookmark is to provide a place where you can warp to without being pinpointed by other players' directional scanners, hence the name Safe spot.

It's good to have multiple « safes » in the system you're plexing in. It's useful when running and also to avoid enemies. But you shouldn't consider it as totally safe, you can always be found by scanner probes, so always stay on your toes.

It's also worth mentioning that you might already have safe spots that are provided by your corporation. Right click in space and they should be under "Corporation Locations" in the pop up menu.

Alignment:

After killing the NPC rat you found in the plex, make sure to align yourself to a safe spot.

Why? When you're already aligned to the place where you want to warp, it will take you less time before starting to warp. So that if you detect something on scan, you can warp away fast without taking much time.

How? Aside from right clicking and selecting the align option, there are other things to keep in mind. If you keep aligning to your safe spot at speed, you'll eventually get farther and farther from the plex beacon until you are more than 30kms away which will stop the counter from counting down. What I usually do is that I align my ship and when it reaches full speed (it's the sign that my ship is now perfectly aligned) I stop my ship, I actually stop my ship so that I don't go farther than 30kms away from the beacon and my ship is already aligned so it won't take me much time to warp out when I choose to any way.

Making distance from the beacon:

It's good to get away from the beacon for like 20kms or so then stop your ship while it's aligned like I mentioned just earlier. This is useful when you somehow screw up with your D-Scan and an enemy manages to show on grid, he won't land on top of you! You'll be already far away and have enough time, since you're aligned, to warp away before he catches you!

Modules/Drones:

There are modules that can help with either running from your enemy or hiding from him. For running, you can fit Warp Core Stabilizers which will allow your ship to warp even if you are being warp scrambled.

For hiding, you need a Cloaking Device, basically you just need to activate this module before any one targets you and you'll disappear from the overview and the D-Scan of your enemy thus not having to warp out if you detect someone on D-scan, just cloak and sit tight.

Drones might come in handy as well, you can use ECM drones to break the lock of your opponent which will enable you to warp away safely.

Quit the game:

When you detect a ship on the D-scan and you're afraid it's an enemy ship, use the escape button and click quit the game. This will warp your ship to a random place in the space and you'll disappear from local chat. You can return after a while but the thing is, you'll actually return inside the plex and not at the acceleration gate so you might find the enemy still waiting, it's a bit risky but worth it if you're like the only 2 guys in local because each one of you will know who the other is and the other guy will think that you left the system or that you quit so he will lose interest in staying longer in the plex.

This method could actually be used to trick plexers, you warp to where your target is and when he leaves the plex, you simply quit the game and return after a while, you'll most probably find that your target returned inside the plex but the difference now is that you'll land right on top of him without having to go through the acceleration gate!

Evading enemies:

This means how to avoid contact with other players and how to make your persuers lose interest in hunting you down.

Low profile:

While plexing, you shouldn't speak in local when there are opposite militia or neutral players in system. You should act as if you don't exist, this way people would consider you as a machine or a bot that is emotionally empty and so they won't get emotionally attached to hunting you down. I know it sounds weird, but it's just the psychology of humans, i tried it and it works just fine.

When you speak in local, people will notice that you're active and emotionally engaged with them. So let's say a player is trying to catch you and each time he fails, if you say in local for example « you're never gonna catch me! I'm too fast for you! » that will incite him to keep hunting you forever if needed, he will even try to hunt you down each time he sees you in his eve career, and you really don't want that kind of trouble. Plexing requires a quiet environment to be optimal.

Star map:

In order to plex, you first need to choose a system to plex in. The best way to do so is to open the star map, under the Star tab, go to Sovereignty then to Factional Warfare and select your opposite faction. This will show you the systems that are controlled by your opposite faction and those are the ones that you want to plex in.

After recognizing the systems, go to statistics and play around with the options until you find a system that is the most quiet. You won't always find this method successful because the statistics provided will be a bit out dated but it usually pays out.

Add the systems you found as waypoints and check them out before starting to plex in one, because the next system could be better than the current one you're in.

Making your enemy lose interest in hunting you:

This is the tricky part of evading enemies. Some one who is hunting you is most probably looking for fun, so what you want is to take the fun factor out of the hunting process and your persuer will no longer enjoy hunting and so he'll leave you alone in most cases.

To do this, you need to identify who's actually chasing you and there are several ways to do so. There are obvious things to look out for like if only 1 player is in the system with you, then I bet that's the one who is persuing you. An other example is when there are 2 other players, one of them is in a mining corporation and the other one has a negative security status and is in a pvp oriented corp, that should give you an idea of who is chasing you.

Another example: you detect a ship on scan, let's say a minmatar cruiser, the ones that are likely to fly this ship are the ones that are from minmatar origins, so check the employment histories of the players in system and see to which race they belong by seeing the first corp they ever joined. Of course, this isn't always fruitful because older characters tend to cross train and they would be able to fly other races' ships, but younger characters like 6 months old are likely to stick to the ships of their own race.

Also, some pilots forget to change their ship name so look out for that too. Some times, all these speculations don't work out, so what I do is just align an wait for the player to warp to me then I'll simply know who he is. But I keep this as a last resort, because this way he'll know who I am as well therefore he'll know what's in my mind like I'm going to explain in the following part.

How is this useful to us?

Knowing your enemy will give you an insight of his psychology thus allowing you to know the things that will trigger fun or boredom for him. The psychology of a pirate differs from that of an opposite militia member. The pirate wants to have a fight, all he's thinking of is having a fight and enjoying the process whilst a militia guy will have both fun and militia business on his mind. What this means is that if a pirate is chasing you, after several failed attempts he'll finally give up because he's not really attached to you or to what you're doing, he's just looking to have fun by fighting people and not by warping from one place to an other without any result. On the opposite side, a militia member might stay in the plex after chasing you off because he thinks about the greater good of the militia he's in and if he's role playing, he might keep annoying you because you're the enemy of the state or what ever. And so the pirate will consider chasing you as a waste of time while on the other hand, the militia member will feel like if he's accomplishing some thing. And by identifying which one is your persuer, you can come up with adapted ways to actually « bore » your opponent thus making him leave you alone.

How to « bore » my enemy?

- **Waiting:** Just warp out to a safe near the plex and keep scanning it till the ship is gone then warp to your plex, it's as simple as that. Most guys chasing you won't last more than 2-3 minutes especially if they're not militia.
- **Playing mouse and cat:** Keep warping out as soon as you see the ship on scan and warping back as soon as you see it missing. This will make it very boring especially when you finally get out of system and your opponent either thinks he just wasted his time since he didn't manage to catch you or either he thinks mission accomplished and thus there is no more point in chasing you. You get out of system and return a few minutes later and you're hopefully done with that guy.
- **Waiting inside an other plex:** Instead of waiting in a safe, you keep waiting in an other plex whether it is in the same system or in an other one, this will make you invest your time better. If he happens to warp to your new plex, warp back to the previous one and keep doing that but some times your persuer will get wise and just as he warps to your plex he warps back to the other one because he's expecting you there so just in case your opponent has brains, warp to a safe once in a while.
- **Look professional:** What I mean is try to seem as if you're some experienced fellow whose catching isn't easy at all. This will make your opponent think « oh man! This guy knows what he's doing! He's too fast, I won't be able to catch him. I better go hunt some one else » You look professional when you keep quiet in local and when you don't allow your persuer to have even the slightest glimpse of your ship in the overview, he'll just see you as the ghost ship in D-scan, one second it's there, the next it's gone.
- **Don't look too attached to the plex:** If you give the impression that you really want to complete that plex since you have like only 2 minutes still left, then it's likely that your opponent will be encouraged to keep annoying you and staying at the plex especially if he's a militia member because he benefits from staying. So instead of staying too long in a near safe where the enemy can spot you in his D-scan, you have other options like A) go to an other plex. B) go to an other system. C) temporarily quit the game. Then return to your plex and it's very likely that your opponent will be gone.

Short and long term benefits: The short term benefit of making your enemy bored is that you can complete your plex peacefully whereas the long term benefit is that the same guy won't annoy you that much again in the future because he now knows that persuing you is actually boring. And this actually happened to me as a group of pirates where i usually plex got used to me and rarely do they annoy me now, I bored the hell out of them.

Feel free to think that what I was saying about the psychology of the players and stuff is but a load of crap but also keep in mind that I'm talking from experience, I tried the things I mentioned and they worked out most of the time.

Few Tips:

- Some people in your militia might try to share your LP's reward that you have been waiting for for several minutes and that's by arriving at your plex and refusing to go away. I think they're called « leechers » but I'm not very sure. One way of dealing with them is to start a conversation with them and ask them politely to leave. If they

refuse to leave, you can always use violence and attack their ship but only do so if your corp allows you to and when you think you can beat them or else you might be the one destroyed and they end up taking all the LP's. Keep in mind as well that if you attack them, you'll suffer from security status loss as well as a great loss of standings with the NPC corp and faction of your militia which may result in kicking you out of FW.

- Go to the players list in local chat, click on one player and use Ctrl + A to select all remaining players, this will make it easier to identify players that just jumped into system.
- Many times, you'll find that the list of plexes provided by your on-board scanner is a little outdated. To refresh this list, you can open the solar map and it will be refreshed and you will be able to see the plexes on the map as well.
- Turn off eve audio and listen to some music instead, you'll find yourself more relaxed this way.
- Before jumping out of system after completing a plex, check other plexes, you might find ones that are about to finish that you can finish yourself since no body is there.
- Look out for false alarms, some times the ship you detect on your D-scan is just a friendly and you end up warping away and staying out of plex while the other guy is thinking that no one is using this plex therefore he'll stay there till he completes it. This comes down to the identifying your persuer part.

Thanks for reading the guide, I wish you good luck!

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