

Burner mission guide

Update 12.10.2019 check Introduction for details

by Jori McKie and Chainsaw Plankton

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[Thank you](#)

Introduction

- Read the Introduction first, if you are new, can't stress this enough! Familiar with Burner Mission and just want to check for fits jump here [List of all Burner layouts sorted by Burner Ship](#)

Advice and fair warning

- New to Burner Missions and never did them before? Then i strongly

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and over-heating.

- Many of you won't have all V skills then stick with the more expansive pimped layouts until you know what you do.

Update 12.10.2019

- Introduction of the Nergal, the one to rule them all (almost). The Nergal is extremely versatile because of its natural resistance and ramp up DPS but the ramp up is also the downside because killing more than one target costs time. In principle the Nergal can do any Frigate class Burner Mission but i will only post layouts in which it is faster than the current option. Bonus it is a unified layout always the same rigs but different setups so you need only one Nergal.

- Nergal usage

[Burner Cruor - Blood Agent](#)

[Burner Daredevil - Jori vs Daredevil](#)

[Burner Jaguar - Jori vs Jaguar](#)

- Introduction of Jori's pimped layouts. I'm using this exact layouts to run the Burner missions. The layouts offer fastest finishing but are often unstable, expansive, micro intensive and best used with all V skills. Use them at your own risk.

- Pirate Burner

[Burner Dramiel - Jori vs Dramiel](#)

[Burner Succubus - Jori vs Succubus](#)

[Burner Worm - Jori vs Worm](#)

[Burner Cruor - Jori vs Cruor](#)

[Burner Daredevil - Jori vs Daredevil](#)

- Team Burner

[Burner Hawk - Jori vs Hawk](#)

[Burner Vengeance - Jori vs Vengeance](#)

[Burner Enyo - Jori vs Enyo](#)

[Burner Jaguar - Jori vs Jaguar](#)

- Base Burner

Burner Ashimmu - Jori vs Ashimmu (coming soon, it will be DrekaVac or Ikitursa)

[Burner Talos - Jori vs Talos](#)

[Burner Escort Dramiel - Jori vs Escort Dramiel](#)

Important Links

- [Eve Thread](#)
- [Pyfa download](#)
- NPC stats: [All Burner](#)
- [Damage application](#)
- To get an idea [Burner Video Playlist by Anize Oramara](#) and [Anize Oramara guide](#)
- Old data but still useful [Rudimentary guide](#) how to blitz LvL 4 missions [More information](#)
- Cap stable layouts by [Zarek Kree](#) and [Zekir Shardani](#)

General Notes

- All layouts were made with Pyfa and an all V character designed for fastest possible finishing the missions. No Implants are needed, no booster or drugs were used.
- The calculated possible incoming damage of Burner is not always

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- Don't ask for Drone ship layouts, the AI likes Drones very much and on top of that is more or less erratic.

Downgrading modules and modules comparison

- Be aware that most pimped layouts increase your margin of error a lot and allow for some minor mistakes. Downgrading layouts work most of the time but you also reduce your margin of error. Downgrading is useful in lowsec and nullsec and might be necessary in the face of ganking.
- In pimped layouts with expansive damage mods/rigs you can always switch for cheaper ones. Sometimes you need to fix your CPU then via Implantat or CPU mod/rig.
- This is only for professionals who know exactly how to use EFT:
In pimped layouts with expansive armor tank modules you can most times switch for cheaper ones but in addition you have to replace damage mods with extra tank mods.
In pimped layouts with expansive shield tank mods you can very rarely switch to cheap ones.
Make sure after you switched modules that your tank is sufficient and you still have enough DPS to break the Burner tank. Use EFT to compare the layouts.

Unified Daredevil

- Unified Daredevil is a layout that shares always the same rigs but different modules and can be used vs 4 different Burner including 2 of the Team Burner. The advantage of the Unified Daredevil layout you don't need resistance rigs with speed penalties, very important as you are under web and need to overheat your AB to get in range.

Pirate Burner

- To optimize your kill speed or in case you can't match the minimum tank use drugs to boost your tank and DPS
- Overheat your guns always at optimal.

Burner Dramiel - Angel Agent

Burner Dramiel attributes

- EFT damage profile: EM 32% - Thermal 0% - Kinetic 12% - Explosive 56%
- Incoming possible damage with the above Profile 171 DPS.
- Signature 11m
- Warning extrem small signature and high speed. Easy to kill with 2x 90% webs but with 3x 60% webs you will have problems especially in combination with Rockets.

Burner Dramiel - Jori vs Dramiel

[Daredevil, Jori vs Dramiel] Corpii A-Type Small Armor Repairer Federation Navy Magnetic Field Stabilizer Federation Navy Magnetic Field Stabilizer Corpus X-Type Armor Explosive Hardener
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[empty high slot]
Light Neutron Blaster II, Void S

Small Nanobot Accelerator I
Small Auxiliary Nano Pump I
Small Auxiliary Nano Pump II

Time to kill: ~33sec

- Make sure your Hardener is OH when you land on the Dramiel. You have to OH your repper too.
- This layout is unstable you won't perma tank the Dramiel. You have to have all related tank skills at V otherwise you will die.

Burner Dramiel - Daredevil

[Daredevil, Burner Dramiel - Daredevil Unified]
Corpii A-Type Small Armor Repairer
Core B-Type Armor EM Hardener
Magnetic Field Stabilizer II
Core B-Type Armor Explosive Hardener

Stasis Webifier II
Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
Stasis Webifier II

Light Neutron Blaster II, Void S
[empty high slot]
Light Neutron Blaster II, Void S

Small Auxiliary Nano Pump II
Small Auxiliary Nano Pump I
Small Nanobot Accelerator I

Time to kill: ~45sec

- OH both hardeners while in warp. You may have to OH your repair module.

Burner Dramiel - Daredevil Cheap Alternative

[Daredevil, Burner Dramiel - Daredevil Cheap Alternative]
Shadow Serpentis Armor Explosive Hardener
Shadow Serpentis Armor EM Hardener
Small Armor Repairer II
Armor Explosive Hardener II

Stasis Webifier II
Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
Stasis Webifier II

Light Neutron Blaster II, Void S
[empty high slot]
Light Neutron Blaster II, Void S

Small Auxiliary Nano Pump II
Small Auxiliary Nano Pump I
Small Nanobot Accelerator I

Time to kill: <1 min

- OH both explosive hardeners while in warp. You may have to OH all hardeners and your repair module.

Burner Dramiel - Succubus Alternative

[Succubus, Burner Dramiel - Succubus Alternative]
Heat Sink II
Heat Sink II
Imperial Navy Heat Sink

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Small Focused Pulse Laser II, Conflagration S
 Small Energy Nosferatu II
 Small Focused Pulse Laser II, Conflagration S

 Small Anti-Explosive Screen Reinforcer II
 Small Anti-EM Screen Reinforcer II
 Small Capacitor Control Circuit II

Time to kill: < 1min

- On landing align away from the Dramiel, web it and start your AB adjust your speed so that you are always in gun optimal below 7km range.

Burner Succubus - Sansha AgentBurner Succubus attributes

- EFT damage profile: EM 82% - Thermal 18% - Kinetic 0% - Explosive 0%
- Incoming possible damage with the above Profile 165 DPS.
- Signature 30m

- Easy to kill

Burner Succubus - Jori vs Succubus

[Daredevil, Jori vs Succubus]
 Corpii A-Type Small Armor Repairer
 Federation Navy Magnetic Field Stabilizer
 Federation Navy Magnetic Field Stabilizer
 Corpus X-Type Armor EM Hardener

 Coreli A-Type 1MN Afterburner
 Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
 Federation Navy Stasis Webifier

 Light Neutron Blaster II, Void S
 [Empty High slot]
 Light Neutron Blaster II, Void S

 Small Nanobot Accelerator I
 Small Auxiliary Nano Pump I
 Small Auxiliary Nano Pump II

Time to kill: ~0:50min

- You need a web that has 16 km range with OH.
- OH your hardener while in warp. On landing OH your web and OH your AB, close the distance.
- This layout is stable.

Burner Succubus - Daredevil

[Daredevil, Burner Succubus - Daredevil Unified]
 Corpii A-Type Small Armor Repairer
 Magnetic Field Stabilizer II
 Magnetic Field Stabilizer II
 Core B-Type Armor EM Hardener

 Coreli A-Type 1MN Afterburner
 Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
 Federation Navy Stasis Webifier

 Light Neutron Blaster II, Null S
 [empty high slot]

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- You need a web that has 16 km range with OH.
- OH your hardener while in warp. On landing OH your web and OH your AB, close the distance.

Burner Succubus - Daredevil Cheap Alternative

[Daredevil, Burner Succubus - Daredevil Cheap Alternative]
 Shadow Serpentis Armor EM Hardener
 Armor EM Hardener II
 Magnetic Field Stabilizer II
 Small Armor Repairer II

 1MN Afterburner II
 Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
 Federation Navy Stasis Webifier

 Light Neutron Blaster II, Void S
 [empty high slot]
 Light Neutron Blaster II, Void S

 Small Auxiliary Nano Pump II
 Small Auxiliary Nano Pump I
 Small Nanobot Accelerator I

Time to kill: < 2min

- You need a web that has 16 km range with OH.
- OH both hardeners while in warp. On landing OH your web and OH your AB, while closing in you have to OH your repair module.

Burner Succubus - Wolf Cap Stable Cheap Alternative

[Wolf, huehue cap build sansha]
 Gyrostabilizer II
 Gyrostabilizer II
 Tracking Enhancer II
 Tracking Enhancer II
 Coreli A-Type Small Armor Repairer

 Small Compact Pb-Acid Cap Battery
 Tracking Computer II, Optimal Range Script

 200mm AutoCannon II, Republic Fleet EMP S
 200mm AutoCannon II, Republic Fleet EMP S
 [empty high slot]
 200mm AutoCannon II, Republic Fleet EMP S
 200mm AutoCannon II, Republic Fleet EMP S

 Small Capacitor Control Circuit I
 Small Projectile Collision Accelerator II

Time to kill: < 2min Credit on fit to Lynsey

- Turn on your rep, warp in, and start shooting
- This fit uses the same rigs and rep as the cap stable wolf fit used vs the Blood Cruor

Burner Worm - Gurista Agent

[Burner Worm attributes](#)

- EFT damage profile: EM 0% - Thermal 0% - Kinetic 100% - Explosive 0%
- Incoming possible damage with the above Profile 228 DPS.
- Signature 70m

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Corpii A-Type Small Armor Repairer
 Federation Navy Magnetic Field Stabilizer
 Federation Navy Magnetic Field Stabilizer
 Corpus X-Type Armor Kinetic Hardener

Coreli A-Type 5MN Microwarpdrive
 Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
 Federation Navy Stasis Webifier

Light Neutron Blaster II, Void S
 [Empty High slot]
 Light Neutron Blaster II, Void S

Small Auxiliary Thrusters II
 Small Auxiliary Thrusters I
 Small Ancillary Current Router I

Time to kill: ~1:30min.

- Use this layout only if you know what you are doing otherwise you are dead.
- OH your Hardener when you land on Grid. OH your MWD for one time and only for one time and approach the Worm and use your OH web to slow it down. Make absolutely sure your MWD is off when the first Worm volley lands. In simple words you may get two Worm volleys at once and when you MWD is on you may get shot into structure.
- This layout is unstable while you approach the Worm after that it is stable.

Burner Worm - Daredevil

[Daredevil, Burner Worm - Daredevil]
 Corpii A-Type Small Armor Repairer
 Shadow Serpentis Armor Kinetic Hardener
 Magnetic Field Stabilizer II
 Core B-Type Armor Kinetic Hardener

Coreli A-Type 1MN Microwarpdrive
 Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
 Faint Epsilon Scoped Warp Scrambler I

Light Neutron Blaster II, Void S
 [empty high slot]
 Light Neutron Blaster II, Void S

Small Auxiliary Thrusters II
 Small Auxiliary Thrusters I
 Small Ancillary Current Router I

Time to kill: ~1:58min

- You may use a scram (reduces Burner Worm's speed to ~???) with more range or use a 60% web to reduce Burner Worm's speed to ~360m/s.
- OH both hardeners while in warp. On landing align for 2s and then start your MWD, OH your MWD in the 2nd cycle. Be very careful while closing in you have to OH your repair module. Shut down your MWD after the 2nd cycle and scram or web the Burner Worm. After your are in optimal adjust your speed +10% to the Burner Worm and keep at range in optimal.

Burner Worm - Daredevil Cheap Alternative

[Daredevil, Burner Worm - Daredevil Cheap Alternative]
 Shadow Serpentis Armor Kinetic Hardener
 Small Armor Repairer II
 Small Ancillary Armor Repairer, Nanite Repair Paste

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Light Ion Blaster II, Void S
[empty high slot]
Light Neutron Blaster II, Void S

Small Auxiliary Thrusters II
Small Auxiliary Thrusters I
Small Ancillary Current Router I

Time to kill: < 3min

- Warning use this layout at your own risk. You need very good cap and heat management skills. If you don't like the mixed guns use 2x Light Ion Blaster II.
- You may use a scram (reduces Burner Worm's speed to ~???) with more range or use a 60% web to reduce Burner Worm's speed to ~360m/s.
- OH both hardeners while in warp. On landing align for 2s and then start your MWD, OH your MWD in the 2nd cycle. Be very careful while closing in you have to OH your Small Ancillary Armor Repairer and run your repair module. Shut down your MWD after the 2nd cycle and scram or web the Burner Worm. After your are in optimal adjust your speed +10% to the Burner Worm and keep at range in optimal.

Burner Cruor - Blood Agent

Burner Cruor attributes

- EFT damage profile: EM 50% - Thermal 50% - Kinetic 0% - Explosive 0%
- Incoming possible damage with the above Profile 180 DPS.
- Signature 18m
- Easy to kill although the Cruor is heavy neutring

Burner Cruor - Jori vs Cruor

[Nergal, Jori vs Cruor]
Centii A-Type Small Armor Repairer
Entropic Radiation Sink II
Entropic Radiation Sink II
Corpus X-Type Armor EM Hardener

Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
Federation Navy Stasis Webifier
Federation Navy Stasis Webifier

Light Entropic Disintegrator II, Occult S

Small Nanobot Accelerator II
Small Auxiliary Nano Pump II

Hornet II x5

Time to kill: ~1:39min

- Set range to 6500m and apply. This is a game of managing your cap. Always OH your cap booster and and OH your repper. Boost your cap when the Cruor drained you and use 2x cycles OH repper then stop, rinse and repeat. Avoid being cap drained so your gun stops shooting, it's not the end of the world but annoying because the DPS ramp up will start from scratch.
- OH your gun after ~15x cycles. Drones are very rarely targeted. Overheating the Light Entropic Disintegrator II does not change the rate of fire so no faster DPS ramp up.

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Corpii A-Type Small Armor Repairer
 Entropic Radiation Sink II
 Entropic Radiation Sink II
 Corpus X-Type Armor EM Hardener

Stasis Webifier II
 Thukker Small Cap Battery
 Small Capacitor Booster II

Light Entropic Disintegrator II, Occult S
 [Empty High slot]

Small Nanobot Accelerator II
 Small Auxiliary Nano Pump II

Hornet II x5

Time to kill: ~1:52min

- Set range to 6000m because better safe than sorry. Drones are very rarely targeted.
- Overheating the Light Entropic Disintegrator II does not change the rate of fire so no faster DPS ramp up

Burner Cruor - Wolf

[Wolf, Burner Cruor - Wolf]
 Gyrostabilizer II
 Republic Fleet Gyrostabilizer
 Republic Fleet Gyrostabilizer
 Corpii A-Type Thermal Plating
 Corpii A-Type Small Armor Repairer

Stasis Webifier II
 Small Electrochemical Capacitor Booster I, Navy Cap Booster 400

200mm AutoCannon II, Hail S
 200mm AutoCannon II, Hail S
 Rocket Launcher II, Caldari Navy Nova Rocket
 200mm AutoCannon II, Hail S
 200mm AutoCannon II, Hail S

Small Anti-Thermal Pump II
 Small Projectile Collision Accelerator II

Time to kill: ~3:15min

- Get rid of the Rocket Launcher II and switch to T2 damage mods and you have a cheap version.
- The time to kill difference between using Fusion or Hail is negligible. Fusion has little more falloff and better tracking. Hail the better DPS
- Slow boat straight away and a webbed Cruor should stay at ~3.7km, best DPS is always in 1/3 of falloff adjust you Ammo/layout to that. OH your repair module while you have cap. You may have to OH your cap booster.

Burner Cruor - Wolf cap stable Alternative

[Wolf, Burner Cruor - Wolf cap stable Alternative]
 Gyrostabilizer II
 Gyrostabilizer II
 Coreli A-Type Thermal Plating
 Micro Auxiliary Power Core II
 Coreli A-Type Small Armor Repairer

'Censer' Medium Cap Battery
 Stasis Webifier II

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Small Capacitor Control Circuit I
Small Projectile Collision Accelerator II

Time to kill: < 4min.

- The time to kill difference between using Fusion or Hail is negligible. Fusion has little more falloff and better tracking. Hail the better DPS
- Slow boat straight away and a webbed Cruor should stay at ~3.7km, best DPS is always in 1/3 of falloff adjust you Ammo/layout to that

Burner Daredevil - Serpentis Agent

Burner Daredevil attributes

- EFT damage profile: EM 0% - Thermal 42% - Kinetic 58% - Explosive 0%
- Incoming possible damage with the above Profile 264 DPS with 12km optimal + 15km falloff.
- Signature 18m
- Easy to kill

Burner Daredevil - Jori vs Daredevil

[Nergal, Jori vs Daredevil]

Centii A-Type Small Armor Repairer
Entropic Radiation Sink II
Entropic Radiation Sink II
Corpus X-Type Armor Kinetic Hardener

Coreli A-Type 1MN Afterburner
Federation Navy Stasis Webifier
Small Electrochemical Capacitor Booster I, Navy Cap Booster 400

Light Entropic Disintegrator II, Baryon Exotic Plasma S
[Empty High slot]

Small Nanobot Accelerator II
Small Auxiliary Nano Pump II

Warrior II x5

Time to kill: ~0:54min

- Set orbit to 11km, straight forward kill it. The AB is for faster looting, there is no difference in time with one or two webs.
- Drones are very rarely targeted. Overheating the Light Entropic Disintegrator II does not change the rate of fire so no faster DPS ramp up.
- This layout is stable.

Burner Daredevil - Hawk

[Hawk, Burner Daredevil - Hawk]
Caldari Navy Ballistic Control System
Ballistic Control System II

Pithum C-Type Medium Shield Booster
Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
Caldari Navy Stasis Webifier

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Rocket Launcher II, Caldari Navy Scourge Rocket

Small Warhead Calefaction Catalyst II
Small Warhead Rigor Catalyst I

Time to kill: ~1:06min

- After extensive testing a third Caldari Navy Stasis Webifier is completely useless with all relevant skills at lvl 4 you won't get more DPS but if your skills are subpar you will still need a third web.
- You have to OH your shield booster from time to time and make sure you have at least 11.5km range with your rockets
- You may switch the webs for cheaper 55% or expansive 60% webs but make sure you have enough range 12km without overheat. There is a good reason to use 15km webs as you can orbit at 13-14km and reduce damage.
- Small Warhead Calefaction Catalyst II vs Small Bay Loading Accelerator II, 4 DPS difference is negligible but with a WCC you need less Rockets. You may want to use a mobile depot and switch 1x web for an AB or 2x webs for a MWD to get the loot faster.
- [Alternative hawk layout with T2 rockets read this old post and adapt the layout](#)

Burner Daredevil - Hawk cap stable Alternative

[Hawk, Burner Daredevil - Hawk cap stable Alternative]

Caldari Navy Ballistic Control System
Ballistic Control System II

Pithi A-Type Small Shield Booster
Gistum C-Type Kinetic Deflection Amplifier
Caldari Navy Stasis Webifier
Caldari Navy Stasis Webifier
Caldari Navy Stasis Webifier

Rocket Launcher II, Caldari Navy Scourge Rocket
Rocket Launcher II, Caldari Navy Scourge Rocket
250mm Light 'Scout' Artillery I, Republic Fleet Titanium Sabot S
Rocket Launcher II, Caldari Navy Scourge Rocket
Rocket Launcher II, Caldari Navy Scourge Rocket

Small Capacitor Control Circuit II
Small Capacitor Control Circuit II

Time to kill: < 1:30min

- Make sure you have at least 11.5km range with your rockets
- You may switch the webs for cheaper 55% or expansive 60% webs but make sure you have enough range 12km without overheat. There is a good reason to use 15km webs as you can orbit at 13-14km and reduce damage.
- You may want to use a mobile depot and switch 1x web for an AB or 2x webs for a MWD to get the loot faster.

Team Burner

- To optimize your kill speed or in case you can't match the minimum tank use drugs to boost your tank and DPS
- Overheat your guns always at optimal.
- All Burner warp in at 40km, all Burner Logis and Burner Assault Ships have standard ingame resistance profiles. Always and i mean always kill at least 1x Logi Burner first.

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Assault Ships = instant death, no escape.

All Team Burner

- This are two layouts for the Unified Garmur. The Garmur is a pure kiting setup and has to be treated as such. Be advised one mistake in range control aka getting webbed (web range is ~13km) by Team Burner Assault Ships = instant death, no escape..

All Team Burner - Garmur

[Garmur, All Team Burner - Garmur]
 Caldari Navy Ballistic Control System
 Caldari Navy Ballistic Control System
 Caldari Navy Ballistic Control System
 Caldari Navy Ballistic Control System
 Missile Guidance Computer II, Missile Range Script
 Missile Guidance Computer II, Missile Range Script
 SMN Y-T8 Compact Microwarpdrive
 Phased Scoped Target Painter
 Polarized Rocket Launcher, Caldari Navy Nova Rocket
 Polarized Rocket Launcher, Caldari Navy Nova Rocket
 Polarized Rocket Launcher, Caldari Navy Nova Rocket
 Small Hydraulic Bay Thrusters II
 Small Rocket Fuel Cache Partition II
 Small Warhead Flare Catalyst I

Time to kill: Depends from 1:30min to 2:45min

- Works vs every Team Burner
- Make sure your orbit is at least 20km and vs Burner Jaguar 30km because of the very rare wrecking shots. Use Javelins and switch a MGC for a Sebo for the Jaguar.
- Missile range with standard faction is 29.7km in case you need more use T2 Javelins against Logis or against the Jaguar
- Missile usage:
 - Mjolnir vs Hawk, Bantam, Burst
 - Nova vs Enyo, Navitas, Inquisitor
 - Inferno vs Vengeance
 - Scourge vs Jaguar
- DPS: 321+hot ~1:11min
- Tank: not available

All Team Burner - Garmur Cheap

[Garmur, All Team Burner - Garmur Cheap]
 Ballistic Control System II
 Ballistic Control System II
 Co-Processor II
 Missile Guidance Computer II, Missile Range Script
 Phased Scoped Target Painter
 SMN Y-T8 Compact Microwarpdrive
 Missile Guidance Computer II, Missile Range Script
 Polarized Rocket Launcher, Caldari Navy Nova Rocket
 Polarized Rocket Launcher, Caldari Navy Nova Rocket
 Polarized Rocket Launcher, Caldari Navy Nova Rocket
 Small Rocket Fuel Cache Partition II
 Small Hydraulic Bay Thrusters II

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MGC for a Sebo for the Jaguar.

- Missile range with standard faction is 29.7km in case you need more use T2 Javelins against Logis or against the Jaguar
- Missile usage:
Mjolnir vs Hawk, Bantam, Burst
Nova vs Enyo, Navitas, Inquisitor
Inferno vs Vengeance
Scourge vs Jaguar
- DPS: 270+hot ~1:11min
- Tank: not available

All Team Burner - Compact Garmur

[Garmur, All Team Burner - Compact Edition]

Crosslink Compact Ballistic Control System

Crosslink Compact Ballistic Control System

Crosslink Compact Ballistic Control System

5MN Cold-Gas Enduring Microwarpdrive

Peripheral Compact Target Painter

Astro-Inertial Compact Missile Guidance Computer, Missile Range Script

Astro-Inertial Compact Missile Guidance Computer, Missile Range Script

Polarized Rocket Launcher, Caldari Navy Mjolnir Rocket

Polarized Rocket Launcher, Caldari Navy Mjolnir Rocket

Polarized Rocket Launcher, Caldari Navy Mjolnir Rocket

Small Rocket Fuel Cache Partition II

Small Hydraulic Bay Thrusters II

Small Warhead Flare Catalyst I

Time to kill: not available

- Works vs every Team Burner
- Make sure your orbit is at least 20km and vs Burner Jaguar 30km because of the very rare wrecking shots. Use Javelins and switch a MGC for a Sebo for the Jaguar.
- Missile range with standard faction is 28.1km in case you need more use T2 Javelins against Logis or against the Jaguar
- Antipharmon Toxot Is also useful for a bit more range
- Missile usage:
Mjolnir vs Hawk, Bantam, Burst
Nova vs Enyo, Navitas, Inquisitor
Inferno vs Vengeance
Scourge vs Jaguar
- DPS: 282+hot ~1:11min
- Tank: not available

Burner Hawk - Caldari Agent

Burner Hawk attributes

- EFT damage profile: EM 0% - Thermal 0% - Kinetic 100% - Explosive 0%
- Incoming possible damage with the above Profile 247 DPS.
- Signature 48m
- Logi speed: 1016m/s with 60% web = 406m/s; with 90% = 102m/s
- Logi weak resistance = EM/Thermal
- Burner Hawk weak resistance = EM

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Missile Guidance Computer II, Missile Range Script
Missile Guidance Computer II, Missile Precision Script
5MN Y-T8 Compact Microwarpdrive
Republic Fleet Target Painter

Polarized Rocket Launcher, Mjolnir Rage Rocket
Polarized Rocket Launcher, Mjolnir Rage Rocket
Polarized Rocket Launcher, Mjolnir Rage Rocket

Small Hydraulic Bay Thrusters II
Small Rocket Fuel Cache Partition II
Small Warhead Flare Catalyst I

Time to kill: ~0:46min

- Set Hawk orbit to 18km (final orbit will be ~21km), use your MWD. OH the TP and OH the Missile Guidance Computer II with the Missile Range Script. When you are at 22km OH your Launcher and apply at the Hawk ignore the logis.
- This layout only works with all related Navigation, AB and Rocket skills at V with max Launcher range at 22.4km.
- Do not try to set the orbit below 18km when you directly approach the Hawk with MWD on, you will overshoot for too long and die.
- This layout is stable.

Burner Hawk - Daredevil

[Daredevil, Burner Hawk - Daredevil Unified]
Core B-Type Armor Kinetic Hardener
Magnetic Field Stabilizer II
Corpii A-Type Small Armor Repairer
Shadow Serpentis Armor Kinetic Hardener

Coreli A-Type 1MN Afterburner
Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
Federation Navy Stasis Webifier

Light Neutron Blaster II, Void S
[empty high slot]
Light Neutron Blaster II, Void S

Small Auxiliary Nano Pump II
Small Auxiliary Nano Pump I
Small Nanobot Accelerator I

Time to kill: ~3:22min

- On landing no OH needed, log the closest Logi and burn to it with OH AB when in range OH web. Same with the 2nd Logi or kill the Hawk.

Burner Vengeance - Amarrian Agent

[Burner Vengeance attributes](#)

- EFT damage profile: EM 100% - Thermal 0% - Kinetic 0% - Explosive 0%
- Incoming possible damage with the above Profile 232 DPS.
- Signature 37m
- Logi speed: 920m/s with 60% web = 368m/s; with 90% = 92m/s
- Logi weak resistance = Explosive/Kinetic
- Burner Hawk weak resistance = Thermal/EM

Burner Vengeance - Jori vs Vengeance

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Burner mission guide

Coreli A-Type 1MN Afterburner
Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
Federation Navy Stasis Webifier

Light Neutron Blaster II, Void S
[Empty High slot]
Light Neutron Blaster II, Void S

Small Nanobot Accelerator I
Small Auxiliary Nano Pump I
Small Auxiliary Nano Pump II

Time to kill: ~1:48min

- On landing OH 1x Hardener, log the closest Logi and burn to it with OH AB when in range OH web. Kill the Vengeance next no need to kill the 2nd Logi.

Burner Vengeance - Daredevil

[Daredevil, Burner Vengeance - Daredevil Unified]
Core B-Type Armor EM Hardener
Magnetic Field Stabilizer II
Magnetic Field Stabilizer II
Corpii A-Type Small Armor Repairer

Coreli A-Type 1MN Afterburner
Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
Federation Navy Stasis Webifier

Light Neutron Blaster II, Void S
[empty high slot]
Light Neutron Blaster II, Void S

Small Auxiliary Nano Pump II
Small Auxiliary Nano Pump I
Small Nanobot Accelerator I

Time to kill: ~2:20min

- On landing OH 1x Hardener, log the closest Logi and burn to it with OH AB when in range OH web. Kill the Vengeance next no need to kill the 2nd Logi.

Burner Enyo - Gallente Agent

Burner Enyo attributes

- EFT damage profile: EM 0% - Thermal 50% - Kinetic 50% - Explosive 0%
- Incoming possible damage with the above Profile 294 DPS.
- Signature 37m
- Logi speed: 870m/s with 60% web = 348m/s; with 90% = 87m/s
- Logi weak resistance = Explosive/Kinetic
- Burner Hawk weak resistance = Explosive

Burner Enyo - Jori vs Enyo

[Garmur, Jori vs Enyo]
Caldari Navy Ballistic Control System
Caldari Navy Ballistic Control System
Caldari Navy Ballistic Control System

Missile Guidance Computer II, Missile Range Script

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Burner mission guide

Polymized Rocket Launcher, Nova Ridge Rocket

Small Hydraulic Bay Thrusters II
Small Rocket Fuel Cache Partition II
Small Warhead Flare Catalyst I

Time to kill: ~0:47min

- Set Enyo orbit to 18km (final orbit will be ~21km), use your MWD. OH the TP and OH both Missile Guidance Computer II. When you are at 22km OH your Launcher and apply at the Enyo ignore the logs.
- This layout only works with all related Navigation, AB and Rocket skills at V with max Launcher range at 22.4km.
- Do not try to set the orbit below 18km when you directly approach the Enyo with MWD on, you will overshoot for too long and die.
- This layout is stable.

Burner Enyo - Nergal pimped

[Nergal, Burner Enyo]
Centii A-Type Small Armor Repairer
Entropic Radiation Sink II
Entropic Radiation Sink II
Corpus X-Type Armor Kinetic Hardener

Coreli A-Type 1MN Afterburner
Small Capacitor Booster II
Federation Navy Stasis Webifier

Light Entropic Disintegrator II, Occult S
[Empty High slot]

Small Nanobot Accelerator II
Small Auxiliary Nano Pump II

Warrior II x5

Time to kill: ~1:17 min

- Before using the acceleration gate > Pre OH your AB and web; set Keep at range 6000m; while in warp start your Hardener.
- After landing burn with OH AB using your Keep at range towards the Enyo and most important OH your Hardener and start your Rep (no OH needed). Web the Enyo asap it is in range; Ignore the Logs. After the Enyo is webbed stop OH your AB and web immediately.
- Put DPS on and then launch your Drones; Drones are very rarely targeted.
- Overheating the Light Entropic Disintegrator II does not change the rate of fire so no faster DPS ramp up

Burner Enyo - Enyo

[Enyo, Burner Enyo - Enyo]
Core A-Type Armor Kinetic Hardener
Magnetic Field Stabilizer II
Corpii A-Type Small Armor Repairer
Core A-Type Armor Thermal Hardener

Coreli A-Type 1MN Afterburner
Small Electrochemical Capacitor Booster I, Navy Cap Booster 400
Federation Navy Stasis Webifier

Light Neutron Blaster II, Void S
Light Neutron Blaster II, Void S
[empty high slot]
Light Neutron Blaster II, Void S

Burner mission guide

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- On landing no OH needed, log the closest Logi and burn to it with OH AB when in range OH web. Use your Drone. Kill the the 2nd Logi or kill the Enyo.

Burner Jaguar - Matari AgentBurner Jaguar attributes

- EFT damage profile: EM 13% - Thermal 0% - Kinetic 18% - Explosive 68%
- Incoming possible damage with the above Profile 268 DPS. Not so Rare wrecking shot with 1683 hp damage. Player reported the occasional wrecking shot from the Jaguar.
- Signature 42m
- Logi speed: 1174m/s with 60% web = 470m/s; with 90% = 117m/s
- Logi weak resistance = EM/Thermal
- Burner Hawk weak resistance = Kinetic/Explosive

Burner Jaguar - Jori vs Jaguar

[Nergal, Jori vs Jaguar]
 Centii A-Type Small Armor Repairer
 Entropic Radiation Sink II
 Entropic Radiation Sink II
 Corpus X-Type Armor Explosive Hardener

Coreli A-Type 1MN Afterburner
 Small Capacitor Booster II
 Federation Navy Stasis Webifier

Light Entropic Disintegrator II, Occult S
 [Empty High slot]

Small Nanobot Accelerator II
 Small Auxiliary Nano Pump II

Warrior II x5

Time to kill: ~1:35 min

- Before using the acceleration gate > Pre OH your AB and web; set Keep at range 6000m; while in warp start your Hardener.
- After landing burn with OH AB using your Keep at range towards the Jaguar and most important OH your Hardener and start your Rep (no OH needed). Web the Jaguar asap it is in range; Ignore the Logis. After the Jaguar is webbed stop OH your AB and web immediately.
- Put DPS on and then launch your Drones; Drones are very rarely targeted.
- Overheating the Light Entropic Disintegrator II does not change the rate of fire so no faster DPS ramp up.
- This layout is stable.

Burner Jaguar - Retribution

[Retribution, Burner Jaguar - Retribution]
 Shadow Serpents Armor Kinetic Hardener
 Corpii A-Type Small Armor Repairer
 Imperial Navy Heat Sink
 Heat Sink II
 Core B-Type Armor Explosive Hardener

Burner mission guide

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Small Auxiliary Nano Pump II
Small Energy Locus Coordinator II

Time to kill: < 4min

•

Burner Jaguar - Ecm Harpy

[Harpy, 150mm 3 ECM]
Magnetic Field Stabilizer II
Tracking Enhancer II
Co-Processor II

Halting Compact Ladar ECM
Coreli A-Type 5MN Microwarpdrive
Halting Compact Ladar ECM
Halting Compact Ladar ECM

150mm Railgun II, Caldari Navy Antimatter Charge S
150mm Railgun II, Caldari Navy Antimatter Charge S
[empty high slot]
150mm Railgun II, Caldari Navy Antimatter Charge S
150mm Railgun II, Caldari Navy Antimatter Charge S

Small Hybrid Collision Accelerator II
Small Hybrid Locus Coordinator I

Time to kill: Variable depending on ECM chances

- On landing align out away from the burner, lock all three targets and try to jam the logi. Let the Jaguar get within 28km then activate MWD and match speed, once both logi are jammed turn off ECM and start shooting the Jaguar. The fit is far from cap stable so stagger ECM to reduce chances of wasting cap. Also heat is useful on the ECM, need to watch it so you don't accidentally burn out your MWD.

Base Burner

General advice

- To optimize your kill speed or in case you can't match the minimum tank use drugs to boost your tank and DPS
- Overheat your guns always at optimal.

Burner Ashimmu

- CCP changed the Ashimmu it hits now up to +70km and the Sentinels go 4.4000m/s at max, kiting is not possible without the same tank as with brawling, so brawling it is.
- Warp in is at 55km and Drone AI is still weird and erratic.
- Turret ships aren't an option only for pure masochists because Sentinels use TD.

Burner Talos

- 3x Talos with rails at different ranges between 175km and 200km. Initial DPS after warp in is rather high, it calms down when you have speed. Do not approach any Talos directly, always use a zig-zag course to get close to ~60km then get into orbit.
- Drones will be targeted by all Talos and because of rails you will lose one or two occasionally even light Drones

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~450 without using sacrificial Drones. Each Dramiel does ~112 DPS after you killed the first one, tanking is easy. Using sacrificial Drones you don't need tank at all but i won't recommend that.

- Small Drones will be targeted immediately, you can use TI Drones (Hornets) as sacrifice to lower the DPS on you or Acolyte to do extra DPS. Medium Drones are useless they don't hit the Dramiel even with 2x 90% webs on them that means a serious low sig.
- Double or triple web with your 90% webs one Dramiel and use keep at range at optimal DPS.

Burner Ashimmu - Blood Base

Burner Ashimmu attributes

- EFT damage profile: EM 72% - Thermal 28% - Kinetic 0% - Explosive 0%
- Incoming possible damage with the above Profile 360 DPS.
- Signature 120m

Burner Sentinel attributes

- EFT damage profile: EM 0% - Thermal 42% - Kinetic 58% - Explosive 0%
- Incoming possible damage from 2x Sentinels with the above Profile 330 DPS.
- Signature 50m

- Combined EFT damage profile: EM 38% - Thermal 14% - Kinetic 26% - Explosive 21%
- The tank calculation is tricky because Ashimmu and Sentinel have a different DPS Profile. These are minimum numbers and work only if you kill the Sentinels first and fast.
X-Large ASB + minimum 48k EHP better 52k EHP vs Ashimmu profile with a large shield buffer
X-Large ASB + minimum 38k EHP better 42k EHP vs Combined Profile with a large shield buffer

Burner Ashimmu - Gila

[Gila, Burner Ashimmu - Gila]
Caldari Navy Ballistic Control System
Imperial Navy Drone Damage Amplifier
Imperial Navy Drone Damage Amplifier

Omnidirectional Tracking Link II, Tracking Speed Script
Pithum B-Type EM Ward Amplifier
Pithum B-Type EM Ward Amplifier
Large Shield Extender II
Large Shield Extender II
Large Shield Extender II

Rapid Light Missile Launcher II, Scourge Fury Light Missile
Rapid Light Missile Launcher II, Scourge Fury Light Missile
Small Tractor Beam II
Rapid Light Missile Launcher II, Scourge Fury Light Missile
Rapid Light Missile Launcher II, Scourge Fury Light Missile

Medium Core Defense Field Purger II
Medium Core Defense Field Purger II
Medium Anti-Thermal Screen Reinforcer II

Burner mission guide

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- Best way to deal with the Drone AI : Shot 1x Sentinel with your RLMLs until you have aggro from all ships then launch Drones and/or use a Target Painter instead of Omni Tracking Link. Sometimes it works and Drones won't be the AI's primary sometimes not. T1 Drones are sacrificial in this setup so T2 Drones are neither cost nor time efficient. T2 Drones have to be babysit and recalled that costs you micromanagement and DPS. Just use your T1 Drones as fire and forget, if one is killed launch a new one. Put some extra Drones in your cargo and use the mobile depot just in case.
- You may want to use a mobile depot and start with 2x DDA and 1x BCS when you are in reload switch to 3x DDA and if needed fill up your Drone Bay. Switch to a MWD after if you want to loot.
- You don't have to avoid the NOS/Neut on the Ashimmu as your Omnidirectional Tracking Link II only need 0.1 cap, you can always switch it back on
- Cheap version just switch the damage mods and both EM Ward Amplifier to T2.
- Cargo Bay:
Mobile Depot
1x DDA
Extra Vespa I
1x Target Painter
1x MWD
- DPS:
403 with Vespa I + 229 (with reloads 157) Caldari Navy Inferno Light Missile vs Sentinel
403 with Vespa I + 280 (with reloads 192) Scourge Fury Light Missile vs Ashimmu
- Tank:
64.7k EHP vs Ashimmu DPS
260 EHP/s at peak recharge vs Ashimmu DPS
Tank works only because Drones are targeted
- Speed 244m/s

Burner Ashimmu - Orthrus Alternative

[Orthrus, Burner Ashimmu - Orthrus Alternative]

Damage Control II

Caldari Navy Ballistic Control System

Caldari Navy Ballistic Control System

Caldari Navy Ballistic Control System

X-Large Ancillary Shield Booster, Cap Booster 400

Pithum B-Type EM Ward Amplifier

Pithum B-Type EM Ward Amplifier

Caldari Navy Large Shield Extender

Caldari Navy Large Shield Extender

Rapid Light Missile Launcher II, Scourge Fury Light Missile

Rapid Light Missile Launcher II, Scourge Fury Light Missile

Rapid Light Missile Launcher II, Scourge Fury Light Missile

Small Tractor Beam I

Rapid Light Missile Launcher II, Scourge Fury Light Missile

Rapid Light Missile Launcher II, Scourge Fury Light Missile

Medium Core Defense Field Extender II

Medium Anti-Thermal Screen Reinforcer II

Medium Processor Overclocking Unit I

Hornet I x5

Time to kill: < 4:30min

- After warn in alien away from the Ashimmu to buy time kill the

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Burner mission guide

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- profile with a large shield buffer
 X-Large ASB + minimum 38k EHP better 42k EHP vs Combined
 Profile with a large shield buffer
 If you don't have these tank numbers with your skills the setup do not work as you won't survive the ASB reload. Always OH your ASB and make sure your shield is as close to 100% as possible when you used your last ASB charge so you will survive the reload.
- Always kill the Sentinels first and OH your RLML, launch your Drones after you are aggroed by the Ashimmu+Sentinel. Make sure that the 1st Sentinel dies with the 20 charges on your RLML + Drones, if not you won't survive the reload as the DPS is too high.
 - Try to orbit the Ashimmu as good as possible.
 - DPS:
 - 466 (with reloads 302) Caldari Navy Inferno Light Missile vs Sentinel + 70 Hornet I
 - 569 (with reloads 369) Scourge Fury Light Missile vs Ashimmu + 70 Hornet I
 - Tank:
 - 59.2k EHP vs Ashimmu DPS
 - 37.7k EHP vs Sentinel DPS
 - 45.4k EHP vs combined and 764 EHP/s OH shield boost
 - Speed 306m/s

Burner Ashimmu - Cerberus Alternative

[Cerberus, Burner Ashimmu - Cerberus Alternative]
 Damage Control II
 Caldari Navy Ballistic Control System
 Caldari Navy Ballistic Control System
 Caldari Navy Ballistic Control System

 X-Large Ancillary Shield Booster, Navy Cap Booster 400
 Pithum B-Type EM Ward Amplifier
 Pithum B-Type EM Ward Amplifier
 Caldari Navy Large Shield Extender
 Caldari Navy Large Shield Extender

 Rapid Light Missile Launcher II, Scourge Fury Light Missile
 Rapid Light Missile Launcher II, Scourge Fury Light Missile
 Rapid Light Missile Launcher II, Scourge Fury Light Missile
 Rapid Light Missile Launcher II, Scourge Fury Light Missile
 Rapid Light Missile Launcher II, Scourge Fury Light Missile
 Rapid Light Missile Launcher II, Scourge Fury Light Missile

 Medium Warhead Rigor Catalyst II
 Medium Ancillary Current Router II

 Hornet I x3

Time to kill: < 4:30min

- After warp in align away from the Ashimmu to buy time, kill the Sentinels first.
 - The tank calculation is tricky because Ashimmu and Sentinel have a different DPS Profile. These are minimum numbers and work only if you kill the Sentinels first and fast.
 - X-Large ASB + minimum 48k EHP better 52k EHP vs Ashimmu profile with a large shield buffer
 - X-Large ASB + minimum 38k EHP better 42k EHP vs Combined Profile with a large shield buffer
- If you don't have these tank numbers with your skills the setup do not work as you won't survive the ASB reload. Always OH your ASB and make sure your shield is as close to 100% as possible when you used your last ASB charge so you will survive the reload.

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Burner mission guide

Medium Core Defense Field Extender II

- DPS:
 - 532 (with reloads 309) Caldari Navy Scourge Light Missile with 24 explo radius vs Sentinel + 42 Hornet I
 - 650 (with reloads 378) Scourge Fury Light Missile with 41.4 explo radius vs Ashimmu + 42 Hornet I
- Tank:
 - 56.5k EHP vs Ashimmu DPS
 - 33.1k EHP vs Sentinel DPS
 - 42.9k EHP vs combined and 1045 EHP/s OH shield boost
- Speed 275m/s

Burner Ashimmu - Cerberus Cheap Alternative

[Cerberus, Burner Ashimmu - Cerberus Cheap Alternative]

Damage Control II

Reactor Control Unit II

Ballistic Control System II

Ballistic Control System II

X-Large Ancillary Shield Booster, Navy Cap Booster 400

EM Ward Amplifier II

EM Ward Amplifier II

Large F-S9 Regolith Compact Shield Extender

Large F-S9 Regolith Compact Shield Extender

Rapid Light Missile Launcher II, Caldari Navy Scourge Light Missile

Rapid Light Missile Launcher II, Caldari Navy Scourge Light Missile

Rapid Light Missile Launcher II, Caldari Navy Scourge Light Missile

Rapid Light Missile Launcher II, Caldari Navy Scourge Light Missile

Rapid Light Missile Launcher II, Caldari Navy Scourge Light Missile

Rapid Light Missile Launcher II, Caldari Navy Scourge Light Missile

Medium Core Defense Field Extender II

Medium Anti-EM Screen Reinforcer II

Hornet I x3

Time to kill: < 5:30min

- After warp in align away from the Ashimmu to buy time, kill the Sentinels first.
- The tank calculation is tricky because Ashimmu and Sentinel have a different DPS Profile. These are minimum numbers and work only if you kill the Sentinels first and fast.
 - X-Large ASB + minimum 48k EHP better 52k EHP vs Ashimmu profile with a large shield buffer
 - X-Large ASB + minimum 38k EHP better 42k EHP vs Combined Profile with a large shield buffer
- If you don't have these tank numbers with your skills the setup do not work as you won't survive the ASB reload. Always OH your ASB and make sure your shield is as close to 100% as possible when you used your last ASB charge so you will survive the reload.
- Always kill the Sentinels first and OH your RLML, launch your Drones after you are aggroed by the Ashimmu+Sentinel. Make sure that the 1st Sentinel dies with the 20 charges on your RLML + Drones, if not you won't survive the reload as the DPS is too high.
- Try to orbit the Ashimmu as good as possible.
- DPS:
 - 447 (with reloads 268) Caldari Navy Scourge Light Missile with 30 explo radius vs Sentinel + 42 Hornet I
 - 545 (with reloads 327) Scourge Fury Light Missile with 51.7 explo radius vs Ashimmu + 42 Hornet I
- Tank:

Burner Talos - Serpentis Base

Burner Talos attributes

- EFT damage profile: EM 0% - Thermal 50% - Kinetic 50% - Explosive 0%
- Theoretical incoming damage 1x Talos with the above Profile 826 DPS. Because of the bad tracking from the Talos and your own speed you will never have to tank 2.4k DPS.
- Signature 125m

Burner Talos - Jori vs Talos

[Vagabond, Jori vs Talos]

Republic Fleet Gyrostabilizer
 Republic Fleet Gyrostabilizer
 Republic Fleet Gyrostabilizer
 Dark Blood Reactor Control Unit
 Damage Control II

50MN Digital Booster Microwarpdrive
 Pith X-Type Kinetic Deflection Field
 Gist X-Type X-Large Shield Booster
 True Sansha Medium Capacitor Booster

220mm Vulcan AutoCannon II
 220mm Vulcan AutoCannon II
 Rocket Launcher II
 220mm Vulcan AutoCannon II
 220mm Vulcan AutoCannon II
 220mm Vulcan AutoCannon II

Medium Core Defense Capacitor Safeguard II
 Medium Anti-Thermal Screen Reinforcer II

Warrior II x5

Hail M x800
 Nova Rage Rocket x150
 Navy Cap Booster 800 x17
 Nanite Repair Paste x150
 Agency 'Overclocker' SB5 Dose II x2

Time to kill: ~5:42min (includes looting)

- Any advice for the usual Vagabond applies to this layout. This layout is way more safer due to the upgraded tank on the downside it is a little slower. It seems the Talos get way more often wrecking shots so the tank was upgraded.
- This layout is stable as long as you have cap booster charges.

Burner Talos - Vagabond

[Vagabond, Burner Talos - Vagabond]

Republic Fleet Gyrostabilizer
 Republic Fleet Gyrostabilizer
 Republic Fleet Gyrostabilizer
 Republic Fleet Overdrive Injector
 Damage Control II

Burner mission guide

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220mm Vulcan AutoCannon II, Hail M
 Rocket Launcher II, Nova Rage Rocket
 425mm AutoCannon II, Hail M
 425mm AutoCannon II, Hail M

Medium Core Defense Capacitor Safeguard II
 Medium Anti-Thermal Screen Reinforcer II

Hobgoblin II x5

Time to kill: ~5:22min (includes looting)

- Do not approach any Talos directly, always use a zig-zag course to get close to ~60km then get into orbit. Never shut down your repair module while approaching, shut it down when you are in orbit.
- Cap management is most important make sure you inject your charges in time.
- The pimped Vagabond works very well but be aware that you have to actively manage your tank and cap. That makes the rep, OH and cap management more stressful. The Vagabond has less DPS than the Deimos but way better speed, you need less time to close the range but more time to kill the Talos. In the end you gain ~1min.
- The most difficult thing is to get into orbit, shut down your MWD early enough, use Ctrl+Spacebar to set speed to 0. Try to avoid overshooting with your ship, you will get a feeling for that, it is just trial and error. To get close use orbit 5km and immediately switch to keep at range 5km, align to and slowboat to 1.5km. Only heat your 425mm when you are aligned and if you don't have to repair your MWD. The close range makes looting more easier too. Put some nanite paste in your cargo, OH your MWD/AB while approaching and repair while in orbit killing the Talos. Do the same with guns just vice versa.
- Cheap Version just switch damage mods, the Kinetic Deflection Field, the Overdrive Injector and the MWD to T2
- DPS:
 - 623 Hail + 99 Hobgoblin II
 - 696 Hail hot ~1:05min + 99 Hobgoblin II
- Tank:
 - 17.6k EHP
 - 792 EHP/s perma vs Spike L
- Speed 2759m/s hot 3931m/s

Burner Talos - Deimos cap stable Alternative

[Deimos, Burner Talos - Deimos cap stable Alternative]
 Core B-Type Armor Thermal Hardener
 Federation Navy Magnetic Field Stabilizer
 Damage Control II
 Federation Navy Magnetic Field Stabilizer
 Federation Navy Magnetic Field Stabilizer
 Corpum B-Type Medium Armor Repairer

Corelum B-Type 50MN Microwarpdrive
 True Sansha Cap Recharger
 Cap Recharger II
 Phased Scoped Target Painter

Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M

Medium Capacitor Control Circuit II

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- services to combat with. Get into orbit and shut down your repair module while approaching, shut it down when you are in orbit.
- The most difficult thing is to get into orbit, shut down your MWD early enough, use Ctrl+Spacebar to set speed to 0. Try to avoid overshooting with your ship, you will get a feeling for that, it is just trial and error. To get close use orbit 5km and immediately switch to keep at range 5km, align to and slowboat to 1.5km. Only heat your Blaster when you are aligned and if you don't have to repair your MWD. The close range makes looting more easier too. Put some nanite paste in your cargo, OH your MWD/AB while approaching and repair while in orbit killing the Talos. Do the same with guns just vice versa.
 - DPS:
904 Void + 129 Valkyrie II
1021 Void hot ~1:15min + 129 Valkyrie II
 - Tank:
35k EHP
923 EHP/s cap stable vs Spike L
 - Speed 1977m/s hot 2822m/s

Burner Talos - Deimos Cheap Alternative

[Deimos, Burner Talos - Deimos Cheap Alternative]
 Medium Armor Repairer II
 Magnetic Field Stabilizer II
 Magnetic Field Stabilizer II
 Magnetic Field Stabilizer II
 Damage Control II
 Armor Thermal Hardener II

 50MN Cold-Gas Enduring Microwarpdrive
 Medium Electrochemical Capacitor Booster I, Navy Cap Booster 800
 Phased Scoped Target Painter
 Phased Scoped Target Painter

 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M

 Medium Auxiliary Nano Pump II
 Medium Nanobot Accelerator II

 Valkyrie II x5

Time to kill: < 7min (includes looting)

- Do not approach any Talos directly, always use a zig-zag course to get close to ~60km then get into orbit. Never shut down your repair module while approaching, shut it down when you are in orbit.
- Cap management is most important make sure you inject your charges in time.
- The most difficult thing is to get into orbit, shut down your MWD early enough, use Ctrl+Spacebar to set speed to 0. Try to avoid overshooting with your ship, you will get a feeling for that, it is just trial and error. To get close use orbit 5km and immediately switch to keep at range 5km, align to and slowboat to 1.5km. Only heat your Blaster when you are aligned and if you don't have to repair your MWD. The close range makes looting more easier too. Put some nanite paste in your cargo, OH your MWD/AB while approaching and repair while in orbit killing the Talos. Do the same with guns just vice versa.
- DPS:
904 Void + 129 Valkyrie II

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Burner Talos - Vexor Navy Issue Alternative

[Vexor Navy Issue, Burner Talos - Vexor Navy Issue Alternative]
 Damage Control II
 Drone Damage Amplifier II
 Drone Damage Amplifier II
 Drone Damage Amplifier II
 Nanofiber Internal Structure II
 Nanofiber Internal Structure II

Federation Navy 100MN Afterburner
 Pith B-Type Large Shield Booster
 Medium Electrochemical Capacitor Booster I, Navy Cap Booster 800
 Thermic Dissipation Field II

150mm Railgun II, Caldari Navy Antimatter Charge S
 [empty high slot]
 [empty high slot]
 150mm Railgun II, Caldari Navy Antimatter Charge S

Medium Anti-Kinetic Screen Reinforcer II
 Medium Anti-Kinetic Screen Reinforcer II
 Medium Anti-Thermal Screen Reinforcer II

Berserker II x5
 Berserker II x3

Time to kill: < 8min (includes looting)

- Do not approach any Talos directly, always use a zig-zag course to get close to ~60km then get into orbit. Never shut down your repair module while approaching, shut it down when you are in orbit.
- Cap management is most important make sure you inject your charges in time. The Vexor Navy Issue works very well but be aware that you have to actively manage your tank and cap. That makes the rep, OH and cap management more stressful.
- The most difficult thing is to get into orbit, stop overheating your AB early enough, don't shut it down. Try to avoid overshooting with your ship, you will get a feeling for that, it is just trial and error. The combination of low sig and high speed from your AB avoid hits. You may try to shut down your AB while in orbit to repair with nanite paste but that can result in hard hits be aware of that. Use orbit at 5-15km, the closer you are the easier your Drone management is, try to recall damaged Drones early to avoid losses.
- DPS:
645 Berserker + 52 Antimatter
- Tank:
21.8k EHP
458 EHP/s for 2:24 min vs Spike L
- Speed 1732m/s hot 2435m/s

Burner Escort Dramiel - Angel Base

Burner Escort Dramiel attributes

- EFT damage profile:

Burner Escort Dramiel - Jori vs Escort Dramiel

[Vigilant, Jori vs Escort Dramiel]
 Centum A-Type Medium Armor Repairer
 Important Notes: Engage and Destroy, Navy Mainframe

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Burner mission guide

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Stasis Webifier II
 Medium Electrochemical Capacitor Booster I, Navy Cap Booster 800

Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M

Medium Auxiliary Nano Pump II
 Medium Nanobot Accelerator II
 Medium Anti-EM Pump I

Acolyte I x10

Void M x400
 Navy Cap Booster 800 x10
 Nanite Repair Paste x150
 Mobile Tractor Unit x1

Time to kill ~2:58min (includes looting)

- This setup is based on not using Drones at all. The Acolyte will do extra DPS and are sacrificial Drones if you want to use them.
- 4x Burner Escort Dramiel are attacking you, initial DPS to tank is ~450 without using sacrificial Drones. Each Dramiel does ~112 DPS after you killed the first one, tanking is easy.
- This layout is stable.

Burner Escort Dramiel - Vigilant

[Vigilant, Burner Angel - Vigilant]
 Corpum B-Type Medium Armor Repairer
 Imperial Navy Energized Adaptive Nano Membrane
 Shadow Serpentis Armor Explosive Hardener
 Federation Navy Magnetic Field Stabilizer
 Federation Navy Magnetic Field Stabilizer
 Core B-Type Armor Explosive Hardener

Medium Electrochemical Capacitor Booster I, Navy Cap Booster 800
 Stasis Webifier II
 Stasis Webifier II
 Stasis Webifier II

Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M

Medium Auxiliary Nano Pump II
 Medium Nanobot Accelerator I
 Medium Anti-EM Pump II

Acolyte I x10

Time to kill ~3:15min (includes looting)

- This setup is based on not using Drones at all. The Acolyte will do extra DPS and are sacrificial Drones if you want to use them.
- 4x Burner Escort Dramiel are attacking you, initial DPS to tank is ~450 without using sacrificial Drones. Each Dramiel does ~112 DPS after you killed the first one, tanking is easy.
- Double or triple web with your 90% webs one Dramiel and use keep at range at optimal DPS.
- Use a mobile denot and start with 3x T2 webs after you finished the

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484 EHP/s perma vs Escort Dramiel

Burner Escort Dramiel - Vigilant Cheap Alternative

[Vigilant, Burner Angel - Vigilant Cheap Alternative]
 Armor Explosive Hardener II
 Magnetic Field Stabilizer II
 Energized Adaptive Nano Membrane II
 Magnetic Field Stabilizer II
 Armor Explosive Hardener II
 Medium Armor Repairer II

 Medium Electrochemical Capacitor Booster I, Navy Cap Booster 800
 Stasis Webifier II
 Stasis Webifier II
 Stasis Webifier II

 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M
 Heavy Neutron Blaster II, Void M

 Medium Auxiliary Nano Pump II
 Medium Nanobot Accelerator I
 Medium Anti-EM Pump II

 Hornet I x10

Time to kill: < 3min

- This setup is based on using sacrificial Drones. This full T2 setup requires to overheat all hardener and both repair modules at the start while Drones are targeted otherwise your tank will be not sufficient. 4x Burner Escort Dramiel are attacking you, initial DPS: to tank is ~450 without using sacrificial Drones. Each Dramiel does ~112 DPS after you killed the first one, tanking is easy.
- Double or triple web with your 90% webs one Dramiel and use keep at range at optimal DPS.
- Use a mobile depot and start with 3x T2 webs after you finished the Damiels switch 1x web for a MWD.
- DPS:
 730 + 70 Hornet I
 840 Void hot ~1:20min + 70 Hornet I
- Tank:
 25k EHP
 266 EHP/s perma vs Escort Dramiel

List of all Burner layouts sorted by Burner Ship

[Burner Dramiel - Jori vs Dramiel](#)
[Burner Dramiel - Daredevil](#)
[Burner Dramiel - Daredevil Cheap Alternative](#)
[Burner Dramiel - Succubus Alternative](#)
[Burner Succubus - Jori vs Succubus](#)
[Burner Succubus - Daredevil](#)

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[Burner Cruor - Nergal Pimped](#)
[Burner Cruor - Wolf](#)
[Burner Cruor - Wolf cap stable Alternative](#)
[Burner Daredevil - Jori vs Daredevil](#)
[Burner Daredevil - Hawk](#)
[Burner Daredevil - Hawk cap stable Alternative](#)

[All Team Burner - Garmur](#)
[All Team Burner - Garmur Cheap](#)
[All Team Burner - Compact Garmur](#)
[Burner Hawk - Jori vs Hawk](#)
[Burner Hawk - Daredevil](#)
[Burner Vengeance - Jori vs Vengeance](#)
[Burner Vengeance - Daredevil](#)
[Burner Enyo - Jori vs Enyo](#)
[Burner Enyo - Nergal Pimped](#)
[Burner Enyo - Enyo](#)
[Burner Jaguar - Jori vs Jaguar](#)
[Burner Jaguar - Retribution](#)
[Burner Jaguar - ECM Harpy](#)

[Burner Ashimmu - Gila](#)
[Burner Ashimmu - Orthrus Alternative](#)
[Burner Ashimmu - Cerberus Alternative](#)
[Burner Ashimmu - Cerberus Cheap Alternative](#)
[Burner Talos - Jori vs Talos](#)
[Burner Talos - Vagabond](#)
[Burner Talos - Deimos cap stable Alternative](#)
[Burner Talos - Deimos Cheap Alternative](#)
[Burner Talos - Vexor Navy Issue Alternative](#)
[Burner Escort Dramiel - Jori vs Escort Dramiel](#)
[Burner Escort Dramiel - Vigilant](#)
[Burner Escort Dramiel - Vigilant Cheap Alternative](#)

Module Reference

- Make sure you have the correct webs after the changes [Stasis Webifier Tiericide](#)
- All armor hardeners in the same group and class have the same stats
Shadow Serpentis = True Sansha = Dark Blood
C-Type Core = C-Type Centus = C-Type Corpus
etc.
- Armor repair modules are divided between two different group sets but this follows every class.
Centii C-Type Small Armor Repairer = Corpii C-Type Small Armor Repairer
Coreli C-Type Small Armor Repairer, slightly less rep but also less cap needed
etc.
Centum C-Type Medium Armor Repairer = Corpum C-Type Medium Armor Repairer
Corelum C-Type Medium Armor Repairer, slightly less rep but also less cap needed
etc.

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Burner mission guide

Ploing idea and development:

- All Team Burner - Garmur
- All Team Burner - Garmur Cheap
- Burner Dramiel - Succubus Alternative

Chainsaw Plankton idea and development:

- Burner Talos - Deimos cap stable Alternative

Anize Oramara idea and development:

- Burner Ashimmu - Orthrus Alternative

Archetype 66 idea:

- Burner Cruor - Wolf

Lugalzagezi666 idea:

- Burner Daredevil - Hawk

Special thanks to Ploing and Chainsaw Plankton for their help and Anize Oramara for her vids and guide.