Diamonds Are Forever

007

Bentmah

Shadowed Command
Tactical Narcotics Team

Phantasm (Cruiser)

2019.04.10 12:26
F-TE1T -0.7 < W-4U1E < Delve

Involved Parties (1)
10,655 Total Damage Taken

Final Blow
Suitonia
A Blessed Bean
Pandemic Horde

3,366 (31.6%)

Top Damage
♦ **Apocalypse**
Blood Raiders
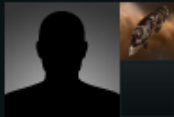
Fitting and Content

[Save Fitting] [Simulate Fit]

⚙ High Power Slots

Conflagration M	1
Conflagration M	2
Heavy Pulse Laser II	2
Heavy Pulse Laser II	1

-- Medium Power Slots

Gistum C-Type 10MN Afterburner	1
Pith X-Type Large Shield Booster	1
Medium Capacitor Booster II	1
Domination Warp Disruptor	1
Domination Stasis Webifier	1
Gistum B-Type Adaptive Invulnerability Field	1

ı Low Power Slots

Nanofiber Internal Structure II	2
Heat Sink II	1
Heat Sink II	1
Damage Control II	1

⬡ Rig Slots

Medium Anti-EM Screen Reinforcer II	3

🔧 Cargo Bay

Conflagration M	15
Navy Cap Booster 800	13
Nanite Repair Paste	200

Total Worth: 1,227,141,455 ISK

Introduction to pirate ◆ NPCs.

In this introduction I hope to explain what the ◆ NPCs are, their basic behaviors, and why they can be incredibly powerful and useful to you when roaming around space during PVP.

There are two main groups of ◆ NPCs, the first group are the mining groups, these will spawn around New Eden randomly in systems and will be present in Asteroid Belts in the system where they will start mining the asteroids present. Eventually, the miners will call in a ◆ NPC hauler which will take the ore they've mined, and then warp to a station/citadel or safe spot if neither is present.

The second group are ◆ NPC response ships, these range from frigates to battleships with dedicated roles that match similar uses that capsuleer use for those ships. For example a ◆ Augoror will remote repair other ◆ NPCs from the same group or players with high faction standings who take damage, a ◆ Executioner will focus on tackling. The response ships have almost identical stats to a max skilled player in the same ship with Tech II modules equipped. Making them significantly more dangerous than most normal NPCs, and will be in fleet of around 10 response ships.

There can be ◆ NPC ships in systems and constellations where Forward Operating Bases (Highsec) and Pirate Sotiyos (Low + Null) are too.

The Response ships will spawn under 2 conditions; (I refer to this as 'triggering' them).
The NPC miners are attacked
A player with less than **2.0** faction standings to that pirate faction gets within **100km** of the ◆ miners

Players with more than **5.0** faction standings will get remote repairs from logistic ships from the response fleet. (Only if spawned by the above conditions)

If any of these conditions are met, they will warp to the location where the miners were requesting backup, and will remain at that location until no hostile players remain on the grid. Miners will attempt to warp to a safe spot when triggered, and the response rats will join them at the safe spot after clearing the initial location they were triggered at. The response fleet will then guard the miners in this location until 10 minutes elapse where no further triggering occurs, at which point, the NPC miners will return to mining again.

NPC Miners can be useful to us (As a solo roamer) by using them to bait/kill players who do not have standings to them, since most local alliances and players will have poor standings to the rats due to farming those rats in anomalys.
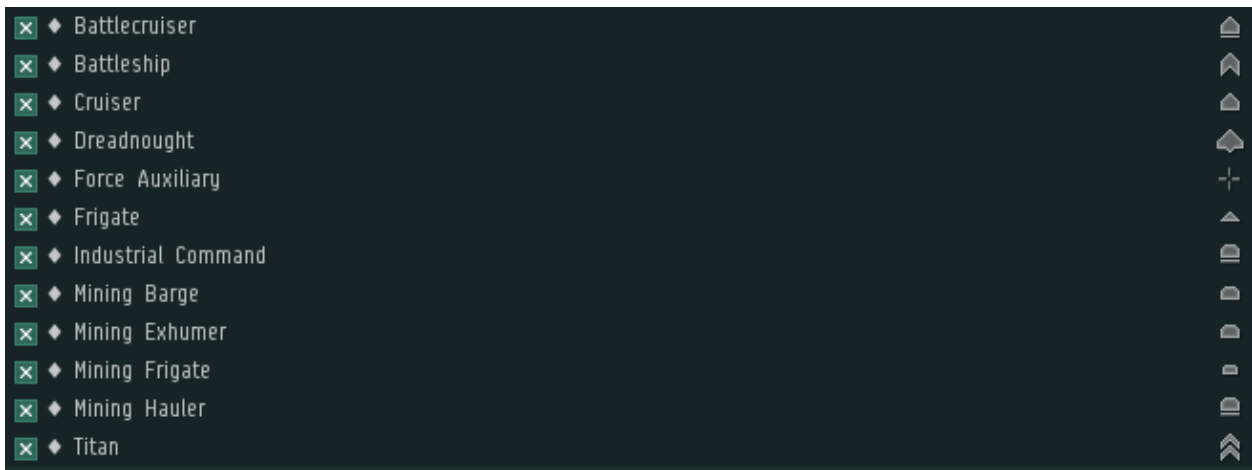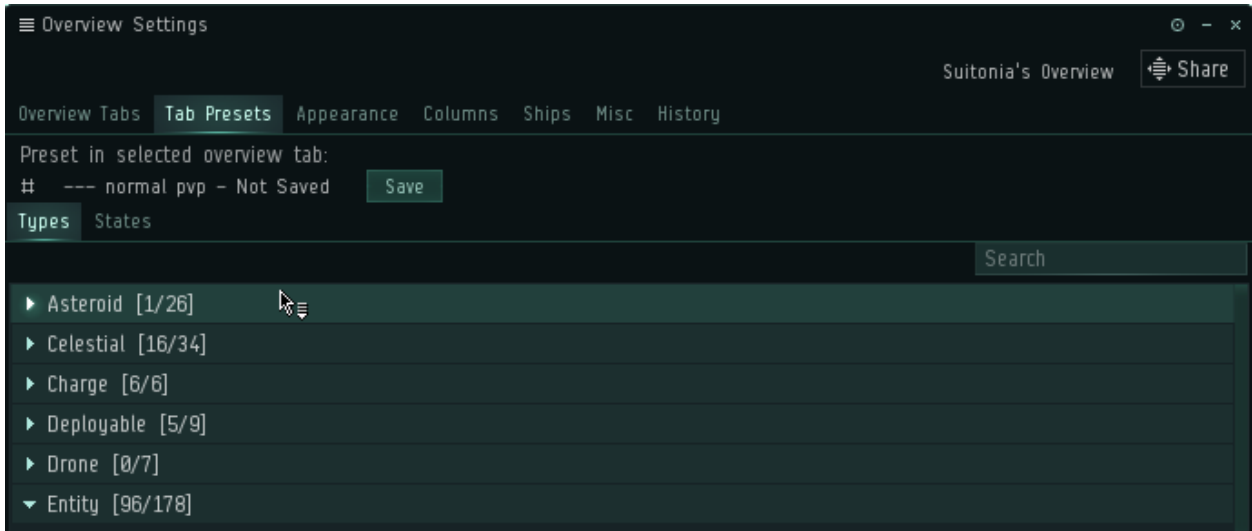
Finding ◆ NPCs

◆ NPC miners can spawn in any nullsec system that spawns pirate NPCs in the asteroid belts, with the exception of Serpentis or Rogue Drones (as they do not have NPC miners). For example Esoteria has Sansha's as the local pirates in Anoms and Belts and therefore could potentially have Sansha miners in the belts.
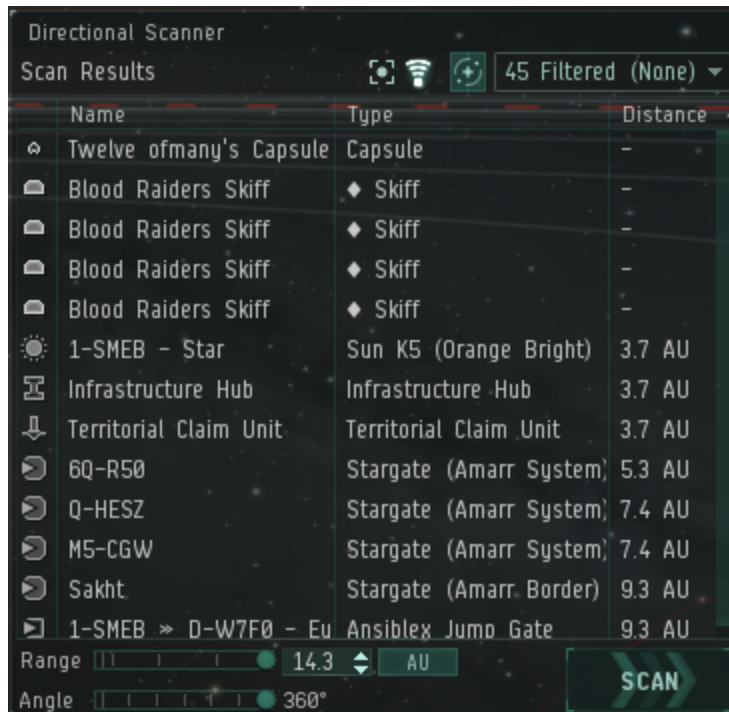
It seems that activity in asteroid belts seems to increase the chance of the NPC miners spawning in that system (mining in belts/killing NPCs in belts). Although I've been unable to substantiate this claim. It also appears that NPC miners persist in specific systems across downtimes but may require time or activity to spawn again. (I've encountered NPC miners in a specific system in Esoteria 4 days in a row, could just be anecdotal/coincidental though, perhaps they live for awhile until killed).

NPC miners have increased spawn chances in systems within 3 jumps of a NPC station that they own. For example, There is significantly more Sansha NPC miners in stain for this reason. This also supersedes the normal regional requirements. For example, Angel Cartel miners can appear in certain systems in Fountain (Serpentis) due to the Guardian Angel stations in the NPC constellation in Fountain.

NPCs will disappear after downtime. It seems that more spawn over time, so after downtime there will not be as many as before downtime. This is probably related to the increased spawn chances for activity in asteroid belts.

NPC miners will show up on your directional scanner, they can also be probed. Make sure you add them to your overview so you can see them on Dscan while roaming, they are found at the bottom of the Entity section. You can set up a probe filter that only shows NPCs on the probe scanner window to make probing and finding them easier.

Suitonia's Overview ⬙ Share

Overview Tabs **Tab Presets** Appearance Columns Ships Misc History

Preset in selected overview tab:

\# --- normal pvp – Not Saved [Save]

Types States

[Search]

▶ Asteroid [1/26]

▶ Celestial [16/34]

▶ Charge [6/6]

▶ Deployable [5/9]

▶ Drone [0/7]

▼ Entity [96/178]

☒ ◆ Battlecruiser ⬔

☒ ◆ Battleship ⬙

☒ ◆ Cruiser ⬔

☒ ◆ Dreadnought ⬔

☒ ◆ Force Auxiliary ⊣⊢

☒ ◆ Frigate △

☒ ◆ Industrial Command ⬓

☒ ◆ Mining Barge ⬓

☒ ◆ Mining Exhumer ⬓

☒ ◆ Mining Frigate ▭

☒ ◆ Mining Hauler ⬓

☒ ◆ Titan ⟰

Directional Scanner

Scan Results   45 Filtered (None) ▼

	Name	Type	Distance
⬠	Twelve ofmany's Capsule	Capsule	–
⬭	Blood Raiders Skiff	♦ Skiff	–
⬭	Blood Raiders Skiff	♦ Skiff	–
⬭	Blood Raiders Skiff	♦ Skiff	–
⬭	Blood Raiders Skiff	♦ Skiff	–
☀	1-SMEB – Star	Sun K5 (Orange Bright)	3.7 AU
⚖	Infrastructure Hub	Infrastructure Hub	3.7 AU
⚓	Territorial Claim Unit	Territorial Claim Unit	3.7 AU
⟳	6Q-R50	Stargate (Amarr System)	5.3 AU
⟳	Q-HESZ	Stargate (Amarr System)	7.4 AU
⟳	M5-CGW	Stargate (Amarr System)	7.4 AU
⟳	Sakht	Stargate (Amarr Border)	9.3 AU
⟳	1-SMEB » D-W7F0 – Eu	Ansiblex Jump Gate	9.3 AU

Range ▯▯▯▯ ● 14.3 ⇕ AU

Angle ▯▯▯▯ ● 360°

SCAN »

Scanner filter editor

Filter name

NPC Miners '

Select groups to display   Search

- ▶ Charge [3]
- ▶ Cosmic Signature [5]
- ▶ Deployable [9]
- ▶ Drone [7]
- ▶ Fighter [3]
- ▼ NPC [11]
  - ☒ ♦ Battleship
  - ☒ ♦ Cruiser
  - ☒ ♦ Dreadnought
  - ☒ ♦ Force Auxiliary
  - ☒ ♦ Frigate
  - ☒ ♦ Mining Barge
  - ☒ ♦ Mining Exhumer
  - ☒ ♦ Mining Frigate
  - ☒ ♦ Mining Hauler
  - ☒ ♦ Titan
  - ☐ Drifter Response Battleship
- ▶ Orbital [2]
- ▶ Ship [45]
- ▶ Sovereignty Structure [2]
- ▶ Starbase [25]
- ▶ Structure [7]

Save   Cancel

Probe Scanner

◀ ⬡ X·8   ⊕ 36.1   ◯ 0.141 AU   ⧗ 5,625s

Scan Results   32 Filtered ▼

	Distance	ID	Name	Group	Signal
●	3.71 AU	TFZ-131	NPC		
●	8.23 AU	BZM-253	NPC		
●	9.01 AU	BCY-778	NPC		
●	6.96 AU	JRO-061	NPC		

Show results for

☐	Anomalies	1
☐	Cosmic Signatures	2
☐	Deployables	3
☐	Structures	4
☐	Ships	5
☐	Drones And Charges	6
☐	NPC Haulers	
☒	NPC Miners '	
☐	Excavator xDDD	
☐	trace	
✚	Create New Filter	

◉ ⬡ ⬢   Probe Size:64 AU   **ANALYZE**

Directional Scanner

Scan Results   45 Filtered (None) ▼

	Name	Type	Distance
⬠	Twelve ofmany's Capsule	Capsule	–
⬭	Blood Raiders Skiff	♦ Skiff	–
⬭	Blood Raiders Skiff	♦ Skiff	–
⬭	Blood Raiders Skiff	♦ Skiff	–
⬭	Blood Raiders Skiff	♦ Skiff	–

Raising Standings to the ◆ NPCs.

Raising Standings to Pirate NPCs can be difficult, especially because if like most normal eve players, you've probably run anoms, DED sites, missions for empire factions, played in FW (and gotten promotions) or run events which all tank your pirate faction standings. Not only do you not need them to be negative, but you need them to 2.0 or higher to not be killed, and this will also likely see you tank your empire faction standings which can be problematic. How can we raise standings in the most efficient way possible?

There are 3 skills that I think are really important to train to maximise your standing gains and make this as least painful as possible. I **highly** recommend having Social V before attempting this.

Social - Each rank increases the standings gains you get by 5% (Max of 1.25x more gains)
Diplomacy - Each rank increases your current standings to a corp or faction below 0 by 4% per level.
Criminal Connections - Each rank improves your current standings to pirate corps and factions above 0 by 4% per level.

The Pirate Factions are separated into 2 distinct groups of 3.

Guristas, Sansha and Blood Raiders are all allied (Oppose rival pirate trinity and Caldari/Amarr factions).
Angel Cartel, Serpentis and Syndicate are all allied (Oppose rival pirate trinity and Gallente/Minmatar factions).

It is worth noting here that the Serpentis nor the Syndicate have any miner NPCs. Therefore we do not care about standings to them in the context of this guide. Angel Cartel also have access to an Epic Arc which lets you improve Angel standings without taking any negative standings hits from derived standings.

Because we only run the epic arc for Angel Cartel (and not regular missions) gaining high standings to them will not impact our blood/guristas and Sansha standings. It also means that we will not lose Gallente or Minmatar faction standings either (Small minmatar hit from killing a NPC in the Angel Epic Arc however).

Potency-75

WARNING: THE POTENCY BOOSTER HAS EXPIRED AND NO LONGER WORKS

This probably deserves it's own little introduction. This booster provides a massive +75% standing boost, this stacks addictively with social V too, with both you will receive a +100% boost to standings, effectively doubling all standings gains. This bonus is huge when running the Angel + Guristas Epic Arcs. As it will increase the standings gain from +30% to +60%. You absolutely should be using this booster whenever handing in any storyline mission or epic arc, it will save you significant amounts of time, without the potency booster this could take 2-3x as long with 3 month waiting periods!!!

Potency-75 Mission Strats

This also makes it significantly easier to farm level 4 missions and pirate standings through missions. If you take a Potency-75 and have Social V you can decline any mission with 0% penalty. Yes That's Right! What that means is you can continually accept level 4 missions and decline any mission that cannot be run in an Interceptor. So you only accept the following missions. Recon 1, 2 and 3 and Cargo Delivery. All of these can be completed in a well tanked Interceptor or faction frigate like Dramiel. Do not forget to overheat MWD and Invul while in warp to Recon 3/3.

[Stiletto, Mission Farmer]

Navy Micro Auxiliary Power Core
Nanofiber Internal Structure II
Damage Control II

5MN Quad LiF Restrained Microwarpdrive
Republic Fleet Medium Shield Extender
Republic Fleet Medium Shield Extender
Adaptive Invulnerability Field II

[Empty High slot]
[Empty High slot]
[Empty High slot]

Small Ancillary Current Router II
Small Polycarbon Engine Housing II

From the Eve University Website.

The toxic environment will damage your ship in consecutive toxic cloud waves. Each wave deals an equal amount of each type of raw damage with no resists applied. Damage amount increases with each successive wave.

Wave 1 (2000 dmg) 0:15

Wave 2 (2200 dmg) 0:20

Wave 3 (2400 dmg) 0:40

Wave 4 (2600 dmg) 1:00

Wave 5 (2800 dmg) 1:20

I was able to routinely clear the site only taking the first 2 damage waves, you have enough tank to survive wave 4 but wave 5 will kill you. So make sure you are paying attention while in warp to Recon 3/3, otherwise it's incredibly easy.

You can also refit the stiletto to be able to travel through nullsec as a taxi interceptor if you swap all the lows out for Inertia stabs and offline the MWD.

[Stiletto, Mission Farmer Travel Mode]

Inertial Stabilizers II 8
Inertial Stabilizers II
Inertial Stabilizers II

5MN Quad LiF Restrained Microwarpdrive /OFFLINE
Republic Fleet Medium Shield Extender
Republic Fleet Medium Shield Extender
Adaptive Invulnerability Field II

[Empty High slot]
[Empty High slot]
[Empty High slot]

Small Ancillary Current Router II
Small Polycarbon Engine Housing II

You can similar stuff with the Ares and Malediction, the Stiletto is just safer because it has 4 mids so can get a better tank. Crow is much slower than the stiletto and cannot instawarp without all rigs and lows dedicated to travel, as well as having much worse fitting stats than the Stiletto so is least optimal and will die in damage wave 3 of recon. Any fast frigate that can get 8-10k EHP and go 5km/s with heat should be absolutely fine though, so Dramiel/Daredevil/Garmur etc. can be used as replacements if your character cannot use interceptors, just be aware that such ships will get caught a lot more in nullsec by gatecampers, and if you're hauling Potency-75s and maybe some stuff you cash out your LP out on when you're done it's a lot more likely you'll lose your stuff.

Recon 1 and Recon 2 are completed just by taking the gate/approaching the locked down accel gate and should also only take about 1-2 mins to complete at most. Cargo Delivery you just burn to can, take the 10m3 quafe, then warp out when the rats spawn.

By blitzing these super easy missions you will quickly progress towards storylines, you need to complete 16 missions for a faction to be offered a storyline mission. You can easily gain a storyline mission in about an hour or twos playtime using this method.

I was able to easily blitz Evolution (Level 4 combat mission offered by Sansha) in a Jackdaw and Confessor (Just snipe the drone structure while staying away from the NPCs). Any ship which can shoot over 60km should be fine.

Materials for war preparation can easily be done using a Venture/Prospect. It doesn't take that long to get 8km3 of ore. All the ore you need for MFWP should be available in the nullsec systems belts.

Hauling ones can be completed with cloaky blockade runners taking them in chunks at a time, be very careful with these though. Make sure you have a scout since they often send you 8js away, and the level 4 one requires 4-6 trips (40km3).

Epic Arcs

[Eve University Link](#)
These are by far the easiest and fastest way to raise Pirate NPC standings. They give huge boosts to standings, significantly more than most storylines, especially the 2 pirate ones. They also do not give you any derived standings, so they will not screw over your empire faction standings, nor will they screw over your rival pirate standings (this is important for angels since running regular missions for them will tank your Sansha, Guristas and Blood standings) There are 3 Relevant Epic Arcs to gaining Pirate Standings. Note epic arcs will have you shoot rival faction ships at points but the standing hits are fairly small.

Unlike regular storyline mission faction increases, you can also **SHARE** epic arcs, and the faction standing boost will be split. So if you have any spare characters or friends who don't need standings you can complete an epic arc with your intended character in their fleet to receive standings.

	Date ▼	Change	Reason		
⚑	2019.04.06	+3.0	Mission Completed – Fear of Angels		
⚑	2019.04.06	+2.85	Mission Completed – Fear of Angels		
⚑	2019.04.06	+6.0	Mission Completed – Fear of Angels		

Epic Arcs can be repeated again every 90 days.

Pirate Epic Arcs

[Angel Sound](#) - For the Angel Cartel, Gives you a 30% Base standing increase (37.5% with Social V) [60%!! With Potency-75]
[Smash and Grab](#) - For the Guristas, Gives you a 30% Base standing increase (37.5% with Social V) [60%!! With Potency-75]

All of these missions can be completed in Assault Frigates, kiting interceptor fits, or an Astero. T3Ds are also good for clearing through the missions fast, see the eve university page for more details on fits.

Potency-75 is highly desirable here. +60% is such a significant boost to your standings, it will instantly take a character from -10 to +2 to that faction. This is massive. If you're reading this guide before October 2019 and are interested in the slightest get your ass in gear and run these with a Potency because it will take significantly longer to do when Potency-75 expires.

With criminal connections and a potency-75, regardless of your standings to Angel or Guristas you could instantly become non-KOS to them just by running the epic arc!! And it only takes 2 hours approx to complete :). This also can be a good gateway into boosting Blood Raider and Sansha standings for Guristas, as running the Guristas Epic arc shoot fix your standings and give you access to level 2-3 missions almost immediately, then you can push for level 4s and then use my Potency blitz strategy in an interceptor for fast guristas storylines and gain derived standings to Sansha+Blood Raiders.

If you're going to do this don't forget to run the Angel Epic arc afterwards!

Empire Epic Arcs

The main one we care about here is the Amarr Epic arc (The Right to Rule), since you can side with the Sansha Nation as one of the choices in the last chapter of the mission, which will give you boost to sansha standings.

[Right to Rule](#) - If you side with the Sansha nations as the choice for the final chapter, you'll get a string of lowsec missions, these missions are very easy to complete and an assault frigate or tactical destroyer shouldn't have any problems and will go through them quickly. Completing this mission will give you +10% to Sansha's Nation (12.5% with Social V) [20% with Potency-75]

The other empire arcs also give +10% base standings, you can find more details about them on eve university if you're interested. They do not help us gain pirate standings directly, but they

are good options for repairing your empire faction standings if you plan to hand in storyline or cosmos missions for them, and to tidy up some ship destruction hits from the pirate epic arcs.

The sisters of eve epic arc also gives you a choice of one of the 4 empire factions for a standings boost. This can also be used to repair empire standings.

Cosmos Gas Missions

Not many people know about these missions. There is a Pirate gas constellation for all of the pirate factions. These missions are very easy to complete, they are simple trade missions like Materials of War Preparation, all of them are level 1 agents (so can be used regardless of your standings) and give you a faction standings boost, as well as corp standings for completing them. All you need to do is hand in 20x Gas (200m3) for that pirate faction to the agent. This is very easy to complete in a Prospect (as you can just buy the gas in jita and then put it in cargo and go to the agents while cloaked). Venture can do it too easily but is a little more risky travelling across null. Any ship with a good cargo bay and relative safety (Like a nullified T3C, Stratios, Blockade runner etc.) should be able to do these missions easily.

All of the agents are in-space cosmos agents and will be on gates and will show up as a landmark. Be careful when handing in the missions as you could get ganked pretty easily being uncloaked off a gate.

These are derived standings so will tank empire standings, rival pirate standings, and will boost friendly rival standings. I'd recommend running these for the Blood and Guristas, and avoid Serpentis and Angels unless you really want to gank people in Angel pirate space only :)

Each one will increase your standings to faction by 0.1875% each. (0.235% with Social V) [+0.375 with Potency-75]. **On a character with no current standings to pirate factions, Social V and Criminal Connections IV with a Potency-75, you can get to 2.5 standings almost instantly if you do this for 2 of the allied pirates, i.e. blood+guristas gas. And can start playing with the diamond rats for as little as 1 skill injector on a new toon :)**

Blood Raiders - OK-FEM Constellation
https://wiki.eveuniversity.org/Blood_Raider_COSMOS
https://wiki.eveuniversity.org/Marera_Arghun
https://wiki.eveuniversity.org/Yoti_Haraisha
https://wiki.eveuniversity.org/Rasa_Jaswelu
https://wiki.eveuniversity.org/Nemphad_Azbias

Blood Have 4 agents, they are all hanging out on stargates in the listed systems. Each one wants 20x Malachite Cytoserocin (200 m3). So you will need 800m3 (80x Malachite Cytoserocin) if you want to complete them all back to back.

Guristas Pirates - E-8CSQ Constellation
https://wiki.eveuniversity.org/Guristas_COSMOS
https://wiki.eveuniversity.org/Ozomi_Obanen
https://wiki.eveuniversity.org/Fetosa_Kanim
https://wiki.eveuniversity.org/Vena_Saapialen
https://wiki.eveuniversity.org/Ocho_Shusiian

Guristas Have 4 agents, they are all hanging out on stargates in the listed systems. Each one wants 20x Amber Cytoserocin (200 m3). So you will need 800m3 (80x Amber Cytoserocin) if you want to complete them all back to back.

Angel Cartel - I-3ODK Constellation
https://wiki.eveuniversity.org/Angel_COSMOS
https://wiki.eveuniversity.org/Horir_Firvoon
https://wiki.eveuniversity.org/Bollen_Odridur
https://wiki.eveuniversity.org/Baftot_Asluzof
https://wiki.eveuniversity.org/Vianes_Ounid
https://wiki.eveuniversity.org/Golarad_Hjom

Angels Have 5 agents, they are all hanging out on stargates in the listed systems. Each one wants 20x Vermillion Cytoserocin (200 m3). So you will need 1,000m3 (100x Vermillion Cytoserocin) if you want to complete them all back to back.

Serpentis - Pegasus Constellation
https://wiki.eveuniversity.org/Serpentis_COSMOS
https://wiki.eveuniversity.org/Goligere_Debanelis
https://wiki.eveuniversity.org/Gomosabin_Zerdanne
https://wiki.eveuniversity.org/Juvoire_Sche
https://wiki.eveuniversity.org/Ravacesel_Roque
https://wiki.eveuniversity.org/Oguet_Aene

Serpentis Have 5 agents, they are all hanging out on stargates in the listed systems. Each one wants 20x Celadon Cytoserocin (200 m3). So you will need 1,000m3 (100x Celadon Cytoserocin) if you want to complete them all back to back.

The Serpentis don't have Diamond rats remember! So do not run these missions unless you are boosting Angel Cartel standings through derived standings.

My Recommended fit for knocking these out.

[Prospect, Prospect fit]

Damage Control II
Nanofiber Internal Structure II
Nanofiber Internal Structure II
Nanofiber Internal Structure II

5MN Quad LiF Restrained Microwarpdrive
Republic Fleet Medium Shield Extender
EM Ward Amplifier II

Covert Ops Cloaking Device II
Core Probe Launcher I, Sisters Core Scanner Probe
Gas Cloud Harvester I

Small Hyperspatial Velocity Optimizer II
Small Hyperspatial Velocity Optimizer II

The easiest way would be to just buy this prospect in jita, and the gas that you need, it shouldn't cost you more than a few million ISK for the gas needed, and then fly out to the space, it should be fast and nimpy enough to get out into null relatively safely. If you want you can mine it locally, it only takes about 3-4 minutes to mine enough gas for 1 mission worth with 1 harvester on a prospect. BE AWARE THAT GAS SITES HAVE SMARTBOMB LIKE EFFECTS so you will need some level of tank to survive gas mining like this fit has.

Keep an eye out on eve-scout for any useful thera connections :) Could make the whole process much faster.

You could also go there in a ship like an Astero and reverse probe your way back to highsec and then bring the gas in that way too.

Pirate ◆ NPC Ship List

Angel Cartel (Shield)

♦ Fury - Angel Cartel Unique Tackle Frigate (15km **Web**, 11.25km **Scram**) [103 DPS small AC]
♦ Lynx - Angel Cartel Unique Tackle Frigate (Small **Neut** + 15km **Web**) [110 DPS small AC]
♦ Medusa - Angel Cartel TP Frigate (41.25% TP) [87 DPS small Arty]
♦ Swordspine - Angel Cartel Unique Logi Frigate (Remote Shield 4km + 28km range, 84.4 HP/s)
♦ Dramiel - Angel Cartel Frigate [133 DPS small Arty]

♦ Cynabal - Angel Cartel Cruiser [395 DPS Medium Artillery]
♦ Ixion - Angel Cartel Unique Logi Cruiser (Remote Shield 29km + 43km range, 183 HP/s)
♦ Machariel - Angel Cartel Battleship [655 DPS Large Autocannons]

Blood Raiders (Armor)

♦ Cruor - Blood Raider Frigate (30km **web**, 2x small neut) [75 DPS small pulse]
♦ Crucifier - Blood Raider Ewar Frigate (Unscripted TD and GD) [32.5 DPS small pulse]
♦ Executioner - Blood Raider Frigate (13km **web**, 30km **disruptor**) [70.5 DPS small pulse]
♦ Punisher - Blood Raider Frigate [99 DPS, small beams]
♦ Inquisitor - Blood Raider logi frig (10.5 + 17.5km range, 84 HP/s)
♦ Arbitrator - Blood Raider Ewar Cruiser (Unscripted TD and GD) [45 DPS, Infinite Range]
♦ Omen - Blood Raider Cruiser [235 DPS Medium Beams]
♦ Ashimmu - Blood Raider Cruiser (30km **Web**, 2x Medium Neut) [250 DPS, Medium Beams]
♦ Augoror - Blood Raider Logi Cruiser (Remote Armor 46 + 13km range, 182 HP/s)
♦ Apocalypse - Blood Raider Battleship [485 DPS large beams]
♦ Bhaalgorn - Blood Raider Battleship (30km **Web**, 3x heavy neut) [378 DPS large beams]

Guristas Pirates (Shield)

♦ Kestrel - Guristas Frigate [90 DPS scourge light missiles]
♦ Bantam - Guristas Logi Frig (Remote Shield 4km + 28km range, 84.4 HP/s)
♦ Condor - Guristas Frigate (10km **Scram**) [54 DPS inferno rockets]
♦ Worm - Guristas Frigate (37.5% TP) [32.2 DPS scourge light missiles]
♦ Griffin - Guristas Ewar Frigate (**Racial ECM**) [14 DPS inferno light missiles]
♦ Caracal - Guristas Cruiser [312 DPS scourge heavy missiles]
♦ Osprey - Guristas Logi Cruiser (26.5km + 40km range, 183 HP/s)
♦ Gila - Guristas Cruiser (Multipsec ECM) [246 DPS inferno heavy missiles]
♦ Blackbird - Guristas Ewar Cruiser (**Racial ECM**) [80 DPS inferno heavy missiles]
♦ Raven - Guristas Battleship [728 DPS scourge cruise missiles]
♦ Rattlesnake - Guristas Battleship (**Multispec** + heavy neut) [590 DPS inferno cruise missile]

Sansha's Nation (Shield)

Note: Sansha Nation have 3 Different Succubus fits with different roles. It's not possible to tell which one is which until they are on the field and doing stuff.

♦ Succubus (Attack) - Sansha Frigate [151 DPS, small beams]
♦ Succubus (Ewar) - Sansha Ewar Frigate (Unscripted TD and GD) [99 DPS, small beams]
♦ Succubus (Web) - Sansha Frigate (15km **Web**, Small Neut) [99 DPS, small beams]
♦ Ravener - Sansha Unique Logi Frigate (4.8km + 31.2km range, 95 HP/s)
♦ Imp - Sansha Unique Frigate (14km **scram**) [138 DPS, small beams]
♦ Phantasm - Sansha Cruiser [360 DPS, Heavy Beams]

♦ Nightmare - Sansha Battleship [554 DPS, tachyon beams]

Fun Videos & Clips!

https://youtu.be/kwFIEHMaHSI

https://youtu.be/zivCEbJ4rfQ

https://youtu.be/s02bVtajqqo

https://www.twitch.tv/suitonia/clip/AverageSmilingSpiderDancingBaby

https://www.twitch.tv/videos/408998580

https://www.twitch.tv/videos/407319603

https://www.twitch.tv/videos/406013004