

COF Skill Plans V3.1.2

Quick Start Guide

Written by Algar Thiesant, August 2016

Our Current Doctrines:

- 1) **ARMOR**: This is our mainline doctrine, used for brawling in Wormholes.
- 2) **CLUB**: This is a doctrine built around Tactical Destroyers, used for frig holes, crit holes or small skirmishes.
- 3) **SAVAGE**: A doctrine built for K-Space, capitals, or any other fight where we may need to stay mobile or disengage quickly.
- 4) **ALPHA**: A doctrine called for to combat large numbers of enemy logistics ships.
- 5) **PULSAR**: A replacement for armor doctrine in Pulsar Wormholes.

As per the Military Director, upon joining COF you are **required** to train into at least one ship from each doctrine in as timely a manner as possible, in order as listed above. Using these skill plans will allow you to meet these requirements, with the minimum necessary skills to pilot each ship decently.

About the plans:

The EVEMon plans are separated into two sections. The first, numbered, plans, are for the entry level ship in that doctrine. Simply choose one plan from each numbered section and train it, and then move on to the next. Some doctrines have multiple ship choices at the entry level, some do not. Until you complete one or more of these plans, your ship of choice will be a newbro Griffin or Maulus. These ships are corp-provided in our Fortizar (ask any full member).

The second section are the remaining doctrine ships and not numbered. After you've finished plans from the first 5 sections, feel free to train into advanced ships as you see fit... however, getting into an advanced doctrine ship in Armor should be your next goal. My personal recommendations are listed at the bottom of this document.

To use the plans:

EVEMon does not allow you to import multiple plans at once from the plan window, so to bypass that, I have made a backup of all the plans. Please follow these instructions precisely to load them all.

1. Download EVEMon from [HERE](#), and install your character(s) via API as necessary.
2. Download the COF Skill Plan backup file (.EPB) from the COF Local Dashboard where you downloaded this file.
3. With your character's tab selected in EVEMon, navigate to Plans>Manage Plans, then to File>Restore Plans and select the skill plan .EPB file.
4. Import the skills to your character in-game with "Copy to Clipboard" and the import button location in your Skill Training Queue in-game.

A Quick Note on Attribute Mapping:

Everyone has their own opinion on this. If you haven't remapped yet from your initial attributes and you are using these plans (and IMO for any starting general PVP toon), my recommended remap is PER=INT (all points split between equally between Perception and Intelligence). After about 10 million skill points, you'll have enough supports under your belt to make a more informed decision, but before this, PER=INT leaves your training options as open as possible while sacrificing little in the way of training time. Trust me when I say you will want these bonus remaps later in your piloting career... I recommend that you do not waste them as a new player.

My Personal Training Recommendations:

Getting into advanced ships is important, but don't neglect your basic support skills! If you are using my plans, they have been included to some extent, but it does not hurt to double check. Engineering, Navigation and to some extent Drone skills improve every ship you fly.

Don't just take my word for it, either... talk to your veteran friends, FC's and other Leadership. Load up Pyfa or EFT (Fitting Tools). Play with EVEMon. The more you understand, the more you can contribute, and the more effective you are in-game.

A Note for Higher SP characters: Please check with FC's or Leadership. The list below is solely aimed at fast-tracking lower SP characters. If you already have a good bit of training under your belt, it may not be ideal.

The Short Version:

Train as follows: Prophecy > Confessor > Osprey Navy > Hurricane Fleet > Gila > HAM Legion > Curse > Cerberus. From here, you can branch out into almost anything; while your end goal in most doctrines is a Command Ship, there are tons of other options and you have more than just our doctrines to think about. Whatever you do, don't neglect your supports and feel free to contact me if you have any questions!

The Long Version:

Weapon System: Heavy Assault Missiles (HAMs), hands down. It is used in nearly every doctrine, and with proper support (target painters, webs) they apply excellent DPS. Guns often times look better on paper, but because of their reliance on tracking, range, and manual piloting to give you both, they aren't ideal for many fleets or newer players. Training HAMs also gives you the widest variety of possible doctrine ships to fly. Once you have that done, consider medium projectiles as a second option.

Frigate: While not strictly required for doctrines, Covert Ops ships are near essential for scanning, and Stealth Bombers see excellent use in multiple scenarios. With short training times, multiple frigates are easily feasible. That being said, Amarr puts you into the Club Logistics ship, the DEACON, while Caldari puts you into the KITSUNE, a jamming ship we use for nearly every doctrine.

Destroyer: There is no clear winner here. Pick what you like, you can't go wrong.

- a) Gallente: Going for the HECATE puts you in a good position for the MAGUS, a Command Destroyer used with Club Doctrine.
- b) Minmatar: Going for the SVIPUL puts you in a good position for the SABRE, arguably the most powerful all-around Interdictor.
- c) Amarr: Going for the CONFESSOR doesn't open other ships, however, it is a great ship for kiting, smallgangs and PvE.

Cruiser: Amarr. This pushes you into the mainline ship of the armor doctrine, the HAM LEGION. It also allows you to get into the CURSE for the Pulsar Doctrine, its sister the PILGRIM for solo and small-gang pvp, and numerous other ships in the Armor Doctrine. While other doctrines are important, Armor always has and always will be top priority.

Secondary: Caldari. While it isn't the preferred ship in the Armor doctrine, we almost always use jamming TENGUs. It's vital to Savage (CERBERUS), has great options in Pulsar (TENGU, ONYX, BASILISK), and can even net you an Alpha ship (although, each fleet likely only has room for one or two of the ONYX!)

While I'd suggest Amarr before Caldari, swapping the two would be viable... a JAMgu is still better than a Tech1 battlecruiser in Armor. From a doctrine perspective, Gallente is a fair choice for Armor, but nothing else, and Minmatar relegates you to support ships and limits your options... so train Amarr or Caldari first.

Find an error? Have feedback or a question concerning these plans, or skills and doctrines in general? Contact me on Slack (@algart).