



PILOT ORIENTATION GUIDE



WELCOME TO RAPID WITHDRAWAL

NEW BEGINNINGS

Welcome aboard. To better help you get acquainted with Rapid Withdrawals operations and resources, we have developed the 'RDRAW Pilot Orientation Guide'. Inside, you will find useful information that will help get you squared away and integrated into RDRAW's band of trained killers. All pilots are expected to review the contents of this guide.

This guide contains explanations and links to all RDRAW programs mentioned in your recruiting interview – LP buyback program, recycling program, no-cost JF service, and out-of-game communication systems – that are intended to make your life easier and get you into the fight faster.

You will also find an overview of faction warfare and its mechanics, introductory guides to fleet warfare and advanced fleet roles, and other aspects of life in RDRAW.

LEADERSHIP AND ROLES

Rapid Withdrawal is led by Tek Stalker, our CEO. Tek also has two fulltime directors at his disposal – BigDaddy Toothbrush and Max Evangelion. Additionally, several veteran members volunteer their time to support corp activities and provide in-game content. They are: Keewee Maleewi, Bloodgod Arzi, Ouso Borghese, and Vyrn Choi'Li. Countless others contribute their time and energy to building and cultivating the RDRAW culture that our pilots prize. Specific leadership roles and responsibilities can be found in the chart below.





MOVING IN

Rapid Withdrawal makes its home at the **Sujarento IV – State Protectorate station**.

New RDRAW pilots are encouraged to take advantage of the free Jump Freighter program to and from Jita 4/4 to stock up their hangars and help them move in.

In addition, the corp offers new pilots a 1-time free move-in service from their prior home station, using a carrier or JF. This is aimed at players with significant assets located in one particular station in an area of highsec or lowsec space. Those wishing to schedule such a move-in op should **contact Ouso Borghese by in-game mail**.

SKILL TRAINING PLAN

"The most common question I receive as a recruiter, especially from newer pilots is, 'what doctrines do you fly and what should I train first,'" said Ouso Borghese. "I love this question because it tells me that pilots are interested in getting into the action as quick as possible."

In RDRAW, we know that pilots have many options for participating in pvp. Solo and small-gang pilots should skill into whatever ships they are comfortable with flying. If pilots are out killing in small groups, RDRAW does not want to put a leash on that experience.

However, if pilots plan to fly in larger RDRAW fleets to experience some of the bigger ship content that Eve Online has to offer, being able to effectively hop in many of our doctrine ships will help the fleet form up times and knowing which ships to stock or purchase off corp contracts.

RDRAW has two sets of skill training plans for our pilots. The first is a 90-day "newbro" training plan. ([Click here to view this plan.](#)) This basic skill plan will get you into all of the inexpensive, but effective T1 compositions we use for everyday plex fighting and attrition warfare, and will serve as an excellent base for pilots new to Eve or PvP to explore and experience different roles in combat.

The skill plan assumes that a pilot has NOTHING trained and guides the pilot through the first 90 days and will not only put the pilot in an appropriate ship for every single RDRAW fleet composition. It will also give pilots all of the core skills necessary for FW PvP – solo or fleet. The skill order is designed to get pilots into the very minimum basics within a couple of weeks. Beyond that, feel free to move them around as personal priorities dictate.





ADVANCED SKILL PLANS

The second skill plan is an advanced plan that focuses extensively on the current RDRAW doctrines. Although there are 'best' and recommended ships for each doctrine, the skill plan is purposefully flexible to reflect the variety of ships we accept in fleet.

For example, the Sacrilege is the preferred DPS boat for our Armor HAC Fleet; however, Zealots, Ishtars, and even Deimoses are perfectly acceptable, and pilots who have already trained into one of those ships may wish to 'skip' that portion of the skill plan.

Training the skills in these plans is **HIGHLY RECOMMENDED**, and failure to do so will significantly reduce both a pilot's usefulness to the corp, and the amount of activities and fleets pilots will be qualified to participate in.

For the 'advanced' plan, skill progressively into each of these doctrines:

Armor Assault Frigates

Pilots should train at least 1 frigate to level 5 (Amarr or Gallente is recommended), and both Logistics Frigates and Assault Frigates to 4. Remote Armor Repair IV and the appropriate weapon system (lasers, hybrids, and/or drones) to V is mandatory for this doctrine.



Alpha Fleet

The next doctrine to train for is also relatively easy. We use an alpha Tornado doctrine for everything from system defense to killing enemy links. The Tornado is a relatively cheap and effective platform, and only requires the following additional skills:

- Minmatar BC to II
- Large Projectile II

This will also get you some of the initial skills needed to ultimately fly the Machariel, our battleship doctrine.



Support Skills

Prior to progressing further, pilots should train the following support skills:

Armor

- Hull upgrades V
- Mechanics V
- Repair Systems IV
- Armor Compensation skills to III

Drones

- Drones V
- Light Drone Operation IV
- Drone Durability/Interfacing III
- Drone Navigation/Sharpshooting III

Electronics

- Sensor Compensation skills to III

Gunnery

- all support skills to III minimum
- Gunnery V

Engineering

- Capacitor Management IV
- Capacitor Systems Operation IV
- CPU Management V
- Electronics Upgrades III
- Energy Grid Upgrade III
- Thermodynamics III
- Weapon Upgrades IV
- Power Grid Management

Missiles

- all support skills to III minimum
- Missile Launcher Operation IV

Targeting

- Long Range Targeting IV
- Signature Analysis IV
- Target Management IV

Armor Heavy Assault Cruisers (AHACs)

The next composition is our Armor HAC doctrine. As mentioned above, while Sacrileges are preferred, Zealots, Ishtars, and Deimoses are acceptable. Guardians are used for our logistics platform.

Lower SP pilots should focus on training into the Augoror Navy Issue (ANI). This is our 'entry-level' armor cruiser, and is surprisingly sturdy for its low cost and skill point requirement. Beyond the support skills you've already trained, the main thing you'll need is:

- Medium Energy Turrets to V.

Once you've trained into the ANI, it's time to get ready to fill the role of Guardian logistics support.

Train the support skills needed to pilot a T2 Logistics Cruiser:





- Logistics Cruiser IV
- Signature Analysis V
- Long Range Targeting V
- Target Management V
- Amarr Cruiser V
- Advanced Weapons Upgrades IV
- Weapons Upgrades V
- Gunnery V
- Sensor Compensation Skills to IV

You'll now be set to train into a Zealot or Sacrilege with the appropriate support skills.

Machariel Fleet

Our final doctrine is the Machariel Fleet. This high-end battleship doctrine requires that pilots have all significant support skills trained up; Advanced Weapons Upgrades V is strongly recommended, for example, and pilots must have Gallente/Minmatar Battleships to a minimum of IV, and Large Projectiles to IV. In addition, pilots should have trained their Gunnery support skills and Armor Compensation skills to a minimum of IV across board.



Don't worry if you're a long ways out from the Machariel. Guardians are always needed in the Machariel Fleet, and supporting roles such as tackle, EWAR, and scouting are equally crucial and can be easily filled by a low-SP pilot.

In battleship and capital class fights, carriers will generally carry large supplies of pre-fit ewar and support ships that low-SP pilots can reshipe into throughout the fight, guaranteeing that they can remain involved and useful.





OUT-OF-GAME COMMUNICATION

SLACK

Slack is a browser-based communications tool (instant messaging) that has taken off massively for our corporation. Lots of activity and discussions related to corp business happen on Slack. Huge amounts of information is shared daily – game related or otherwise. There is also an excellent phone app version that most of us use. It is highly suggested that pilots get involved, there's a lot of fun stuff going on as well as pings for big fights and ops.

Sing-up is mandatory. To get started, pilots should EvE-mail BigDaddy Toothbrush their out-of-game email address and he will invite you to Slack. The Slack address is rdraw.slack.com.

FLEET UP

RDRAW maintains a Fleet-Up site, where pilots can view RDRAW doctrines and determine which are still needed to be trained.

This site also enables RDRAW doctrine builders to assess how many pilots can fly a proposed doctrine and is an all-around useful tool for fleet management.

Sign-up is mandatory, but simple. Please remember to include your API and register with your in-game name.

<http://fleet-up.com/Group/Join/73A486178A57583BoBo234D9A257983C>

FORUMS

We also maintain a corp forum, follow the link below to sign up. It contains more historical data about RDRAW, but can be useful for storage of information and posting of the lamentations of our enemies.

<http://www.rapidwithdrawal.net/>

FACTION WARFARE – THE BASICS

FACTION WARFARE MAP

Dotlan provides a map that is easier to comprehend than the ingame map. Use this link for the best overview map of the warzone:

http://evemaps.dotlan.net/map/Caldari_VS_Gallente

Note: Our home system, Sujarento, is in the middle on the right-hand side.





PLEX MECHANICS

A very detailed guide to Faction Warfare and plexes (complexes) has been compiled by the people over at EVE University. It can be a bit of an information overload so here we shall just give the basics of plex running and a little bit on plex fighting.

Please take the time to go to http://wiki.eveuniversity.org/Factional_Warfare#Complexes and get more information as well as an overview of how FW ties together and the implications of our actions in and around plexes.

There are four types of complex or plex. These are Novice, Small, Medium and Large. The larger the plex the larger the permitted hull size. Novice, small and medium plex access is granted by activating an Acceleration gate which restricts hull size as follows.

- Novice Plexes will permit T1 frigates and Faction Frigates.
- Small Plexes will permit all Destroyers (T1 and T2) and all Frigate hulls T1 and T2.
- Medium Plexes will permit Cruisers, T3Ds, Destroyers and all Frigate hulls. (T3 Cruisers are **NOT** permitted.)
- Large Plexes are ungated, allowing anyone in any sized ship to warp directly to them.

Plexes are located randomly in space in FW systems. Opened plexes appear on your overview with names like **Gallente Small Stronghold** or **Caldari Novice Outpost** etc. A plex only appears on the overview after somebody has initiated a warp to it.

Dist	Velocit	Name	Type
13 km		Nagamanen	Stargate (Caldari Syst
19.4 AU		Hasmijaala VIII - Moon 4 - Min	Caldari Mining Station
20.2 AU		Caldari Infrastructure Hub	Caldari Infrastructure
20.3 AU		Hasmijaala - Star	Sun K5 (Red Giant)
21.3 AU		Caldari Medium Outpost	Medium Military Beaco
22.2 AU		Caldari Novice Outpost	Novice Military Beacon
24.1 AU		Caldari Novice Facility	Novice Military Beacon
24.6 AU		Hasmijaala X - Moon 1 - Poksu	Caldari Food Processin
24.6 AU		Hasmijaala X - Moon 3 - Exper	Caldari Administrative
42.3 AU		Hysera	Stargate (Caldari Cons



Unopened plexes can be found in your probe scanner.

This is accessed by clicking on the small radar like button to the left of your capacitor when undocked in space.





However you locate the plex, you can warp to it at range or at 0 kms. It is highly recommended that if you are planning on entering a plex that you warp at 10 km.

PRO TIP: Warping at 10 km will still place you at zero on the gate, but you will never bump the gate or be unable to align.

This is particularly important in larger ships. Warping to an acceleration gate at 0 km often results in you bumping into the gate or getting stuck and being unable to activate the gate. Anyone lurking in the area with a point will then attempt to kill you. *As soon as you are pointed or scrambled on an acceleration gate, you can no longer activate the gate.*

Fleet commanders often call for a fleet to 'warp and slide' or 'warp and punch gate'. This means that you will warp to the desired plex at 10 km, as you are landing, select and highlight the acceleration gate in your overview and then spam 'Activate Gate' (the default keybind for this is 'D') to slide into the plex. This maneuver makes it *almost* impossible for you to caught by an enemy fleet camping an acceleration gate.

Once inside the plex, there are a few thing for you to note. The first is the rat, the NPC faction ship which is guarding the plex. These scale according to plex size, from Frigate to Battlecruiser. More on the rat later. The next three closest things on your overview will be the plex itself 0 kms away, a capture point and a beacon.

Dist.	Velocit	Name	Type
0 m		Gallente Small Outpost	Small Military Beacon
13 km		Gallente Small Outpost	30km Gallente Capture
17 km	373	Federation Destroyer	Federation Destroyer
22 km		Beacon	Beacon

The plex name, i.e. 'Gallente Small Outpost' at 0 m has a radius of 30kms. Inside that radius, you can affect the timer of the plex. You are 'running the timer.' Plexes take a

base time of 10 and 15 minutes to complete in Novices and Smalls respectively and 20 minutes for Mediums and Larges. The timer is stopped by either the presence of an enemy faction rat or by FW players from either the Caldari and Amarr factions.

You cannot cloak inside that 30km radius. So running timers in cloaked ships is not possible. It is however, possible for ships to be cloaked up outside that 30km radius and be waiting to pounce on you. You have been warned!

The capture point appears as a target/dartboard icon in your overview. You must remain with 29.9999kms of this point to run the timer. It can be a useful anchor point for an orbit but otherwise serves no purpose.

The final icon which will appear is the beacon. It is only called Beacon in your overview. Make sure that Large Collidable Object is visible on your overview. This is the point at which you and anyone else trying to get into the plex will arrive.

For example, your fleet commander might call for you to 'zero up on the beacon/warp in.' or to 'get to your optimal of the beacon/warp in.' The beacon is the point at which you will orbit or approach if you are engaged in hostile action.





There are two kinds of Plexing activity. **OFFENSIVE PLEXING** and **DEFENSIVE PLEXING**. Offensive plexing or O-plexing happens in Caldari controlled systems and D-Plexing happens in Gallente controlled systems. O-plexing gives larger Loyalty point rewards than D-plexing but both are an essential part of FW play. Please refer to the Eve University web page for further reading on how this works.



D-Plexing

If you see Gallente Federation in the top left of your screen or the rat in the plex is called a Federation Frigate, Destroyer, Cruiser or BattleCruiser....you are D-plexing.

When you are D-plexing, **DO NOT KILL THE RAT.** The rat will ignore you. It won't attack you or hinder you in anyway. Killing the rat gives you a standings loss with Gallente Fed. This is a bad thing for a brave warrior fighting for guts and glory in the Gallente Militia.



O-Plexing

If you see Caldari State in the top left of your screen or the rat is called a State frigate, Destroyer, Cruiser or BattleCruiser....you are O-plexing.

When you are O-plexing.....**KILL THE BLOODY RAT!!!** The rats respawn every 60-180 secondsish. The rat must be dead for you to be able to run the timer on the plex. Once you are in position in the plex, either at range orbiting the beacon or zeroed up on it turn off any prop mods and engage the rat. They are very annoying and like to fly very quickly towards the farthest target. When in a fleet if you are the one orbiting at 60 km in a Maulus with an MWD going and the rat is chasing you about the plex, the rest of your fleet are going to be pissed off at you.

All the time you are in Faction Warfare D-Scan is your best friend. This is most important when you are in a Plex either O or D-plexing. It is the only way for you to see what is outside your plex.

Setting the range on D-scan to it's shortest range is considered by most to be a 'Short Scan'. Hearing someone say 'Atron on short.' means that someone has landed an Atron at the acceleration gate to the plex you are in. Long scan can be anywhere from 5-14 AU. Watch D-scan. Live to fight another day or take the fight and bring Glory to RDRAW. D-scan helps you figure out which is likely to happen. Beware though, Gangs will often warp a weak ship to a plex to make sure you engage and then bring in a larger fleet to kill you.

Plexes are deadspace. It is impossible to warp to a player at a plex. You will always land at 0 km of the acceleration gate. This can end your day very quickly.

PRO TIP: Please don't put Warp Core Stabilizers on your ships when plexing. Learn to use D-scan. Learn to run away when needed and when to fight. Warp Core Stabs are an obscenity that Squids fit. We are better than them. Don't Do It!





FLEET OPERATION AND INTERFACE

OVERVIEW OF FLEET OPERATION

New players often struggle with their overview. Setting up a fresh overview for effective Lowsec living can be complicated and confusing. Instead of fucking around, use the overview of someone who had already figured it out. Here is a quick guide for how to get KEEWEE'S overview.

STEP 1: Make sure you have 5 tabs on your overview. To create a new tab, right click any of your current overview tabs and it will give you the option to make a new one.

STEP 2: Join the in-game channel "RDRAW NEW PLAYERS" and click the link. To join a channel, click on the speech bubble in the top left of any chat window, type the name of the channel in the pop up window and then hit join.

A quick explanation:

Travel: No ships, just important celestials such as gates and stations.

Main: Plexes, gates, friendlies and baddies. Use this in smaller fights and for general flying.

Drones: Just shootable enemy drones

Scan: Planets, moons, pocos, main celestials. Used for D-scanning stuff down,

Combat: Plexes and bad guys. Use this in bigger fights when you don't want too much clutter on your overview.

If you're really struggling with the overview, ask for one from one of your corpmates.





BROADCASTING IN FLEET

Video Demonstration found here:

https://www.youtube.com/watch?v=gzDTerFoQpg&index=8&list=PLzjuBCphJZnCdCVdazgS5Lti_OL_xZWw

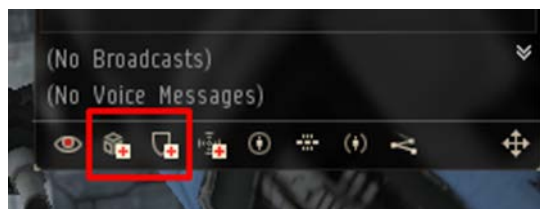
STEP 1: Open your fleet window. It is in your NEOCOM under SOCIAL. Drag this into your sidebar as you will need it a lot (image right).



STEP 2: Click on the icon in the bottom right until it changes to the four arrows pointing away from each other (image left and lower left).



STEP 3: You can now broadcast for Armour or Shield using these two buttons (image below).





STEP 4: Hotkeys and why you need to set them.

Press Escape and navigate to this window (right image).

SET A HOTKEY TO BROADCAST FOR ARMOUR AND FOR SHIELD.

Common options are numbers "1, 2, etc.", function keys "F1, F2, etc.", or even letter keys like "a" for armor and "s" for shield. Instead of clicking the icon in the fleet window, learn to always use these hotkeys to broadcast for reps.

Using a hotkey is a lot faster than finding the right icon in a window. Hotkeys can be set up for many different things.

Consider your play style and set up the appropriate hotkeys for your skill set.



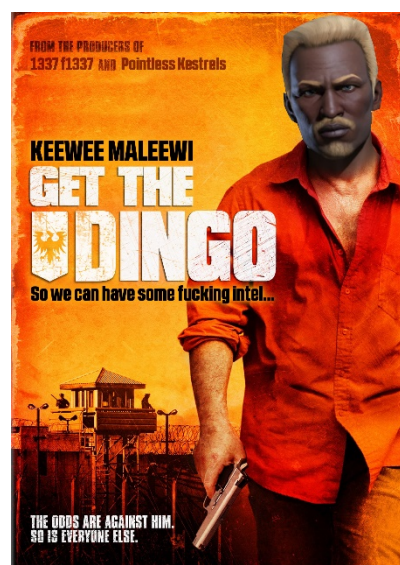
HOW TO ACQUIRE A SCAN OF AN ENEMY FLEET

STEP 1: There are 2 main ways to accomplish this. Firstly, if on grid with the fleet, set your DSCAN range to its lowest range and set the angle to 360 degrees. Hit scan and get to safety. Secondly, If you are certain about the fleet location use a 5 degree scan at the appropriate range and then hit SCAN. In either case after you have hit SCAN, CTRL-A, CTRL-C everything in the D-scan window to copy that information.

STEP 2: Use [this link](#) to the best D-scan tool. Bookmark it, it is VERY important.

STEP 3: Paste (CTRL-V) into the large box on the D-SCAN tool web page and then hit Parse.

STEP 4: Copy the URL link from your browser and paste it into the game (fleet, corp, or whatever channel is appropriate.) Press enter and wait for praise from an info hungry FC.





ADVANCED FLEET ROLES: LOGISTICS

LOGISTICS GUIDE: THE BASICS

Logistics are the foundation of any large fleet. From T1 frigs and cruisers up to Guardians and Carriers, Logi is the reason we can take fights.

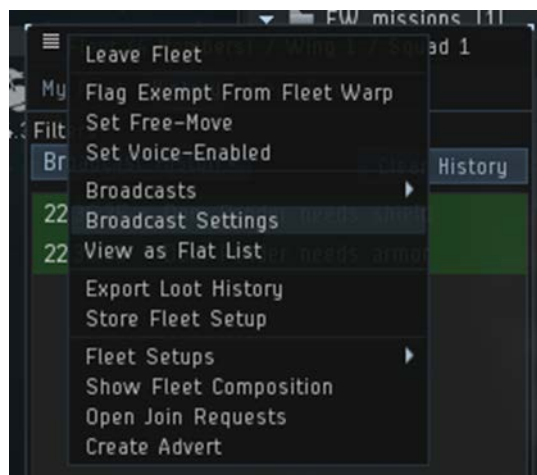
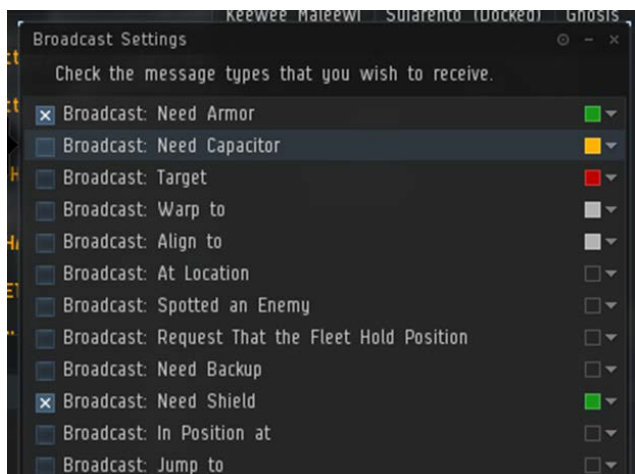
Video demonstration found here:

https://www.youtube.com/watch?v=qLCmDQGrdps&index=3&list=PLzjuBCphJZnCdCVdazgS5Lti_QLxZWw

How to follow broadcasts and rep your comrades:

STEP 1: Broadcast Settings: Open your Fleet window and access your broadcast settings (image right).

Make sure you have the Need Armour/Shield boxes checked. You should also colour-code the broadcasts to make things easier. As Logi you should really keep the Target broadcast unchecked, but remember you can always change this on the fly and put it back if you assume a DPS role (image below).



STEP 2: Best ways to lock and rep your bros.

If in a Logi role, you should always have your Fleet window opened to the History tab with the Broadcast History filter set. If somebody in your fleet requires reps, it will look like this (image below).



You can now CTRL+Left Click on those broadcasts to lock your buddy. You can then cycle your repairer modules on him, preferably using a hotkey to do so.

You can also add fleet members to your watchlist. As

Logi you should ALWAYS have all other friendly Logi pilots, the FC and other key ships added to your watchlist. Add your Logi anchor to the very top of the list to make Right Click Approaching him faster for you. You can add up to fifteen pilots to the watchlist.





To add a fleet member to your watchlist, right click on their name in a chat channel, navigate to the 'FLEET' line, follow the arrow and then click on 'Add to Watch List'.

Watch listed fleet members can be locked by simply CTRL+Left Clicking on them.

ADVANCED LOGISTICS

Logistic Anchoring

In larger and more sophisticated fleets, logistics is frequently its own wing with a number of specialized concerns. A logistic wing will generally be headed by a **Logi Anchor**, who is responsible for maneuvering the logistics wing about the battlefield. Other logistics pilots "anchor" (i.e., **approach**) the Logi Anchor, allowing him or her to steer and the other logi pilots to focus upon the actual business of repairing their fleetmates' ships. This is accomplished by simply selecting the Logi Anchor's ship and hitting 'approach'. It is strongly recommended that logistics pilots watchlist the logi anchor, as well as the other logistic pilots if feasible, to make this easier and facilitate awareness within the logistics wing.

The job of a Logi Anchor is difficult and rewarding, requiring high levels of situational awareness and a strong grasp of the logistics mechanics. It can be an excellent stepping-stone to FCing entire doctrine fleets.

Cap Chains

Some logistics ships, particularly those relied upon by RDRAW, are not capacitor stable; if they run their modules and reppers simultaneously, they will rapidly run out of capacitor and be useless. Capacitor chains, or cap chains for short, are the solution to this problem, as illustrated in this video:

<https://www.youtube.com/watch?v=PxIoMzzzUWM>

As you can see in the video, each logistics ship locks up two others and activates 1 energy transfer on each. Determination of who each logistics pilot is responsible for 'capping up' is determined by relative position in the logistics channel, explained next.

When the logistics wings forms, the logi anchor will invite all the other logi pilots into a separate in-game channel. When this happens:

- 1) watch list each person in the channel, plus the FC(s), backup target callers, and expensive ships, in that order.
- 2) note your position in the member list. You will be responsible for 'capping' the pilots above and below you in the list. So, in the below example, Ouso would cap Pyro and Clear; Assetaline would be responsible for Camber and Tittness; etc.





Individual Tactics

When the logistics wing is put under pressure, there are a few options available. When incoming damage is excessive, as it is frequently before the fight winnows some of the attacking dps ships, alpha (or close to) is a concern. In these situations, pre-heating your repairers can make the difference between a save in hull and a lost ship.

When a logistics pilot become jammed or neutered, he should immediately note it in comms, the logistics channel, or both. If neutered, be clear whether it's bad enough to prevent you from participating in the cap chain. Once a logi pilot is jammed, the remaining pilots should temporarily shift the cap chain to exclude the jammed pilot. To continue the above example, if Titness were jammed, Pyro would become responsible for capping Assetaline and Ouso Borghese.

Video Demonstrations:

Logistics Basics Part 1

https://www.youtube.com/watch?v=qLCmDQGrdps&list=PLzjuBCphJZnCdCVdazgS5Llti_Ql_xZWw&index=3

Logistics Basics Part 2

https://www.youtube.com/watch?v=Pxlomz2zUWM&list=PLzjuBCphJZnCdCVdazgS5Llti_Ql_xZWw&index=4

BOOKMARKS AND MANEUVERING

BOOKMARKS (BM)

Bookmarks are your life line. They give you a place hide, a place to observe, a pounce to land on an enemy pilot or even an enemy fleet or even a way to avoid the smart bombing bastards looking to get the biggest pod kills in EVE history.

Many corporation bookmarks already set up. It is VERY important to have your own bookmarks as CCP only allow 500 corporation bookmarks and there are thousands of systems.

PRO TIP: Never go afk or sit in a corp bookmark spot very long. People will scan you down and kill and will mark that spot and kill others. Do your corpmates a solid and make sure they don't get screwed.

There are several different types of bookmark insta-undocks, insta-docks, gate perches, mid-warp safes, deep space safes, off grid safes and off grid perches to name just a few. The best way to make a set of bookmarks in a system is to get in an interceptor with a MWD and just starting burning. If you can't fly an interceptor then get in a frigate, fit an MWD and burn.

PRO TIP: The shortcut to create a new bookmark is Alt+B.





INSTA-DOCKS

Insta-docks are BM's made just inside the docking ring of stations. They are very simple to make. Undock, fly towards the station but keeping the station at 0 kms. When you feel comfortable open up the **people and places** tab (image below).



On the new window click on add and name your bookmark. It is strongly recommended that you use the same naming system in each and every system so that you don't get confused (image below).



Once the BM has been made you can warp to it without fear of landing short of the docking ring and being vulnerable for the few seconds it takes to make it inside.

Don't forget to click on the station and dock (D is the default keybind for docking)

INSTA-UNDOCKS

These are also easy to make. Undock from the station in a fast ship. When you undock you are moving at max velocity in a straight line away from the station. Punch the microwarp drive and burn to a minimum of 150 km away from the station. 150 km is the minimum distance to be able to warp. Beware that people trying to kill you will have made insta warp BM's to 150 kms, 200 and possibly further to try and catch you undocking. Making bookmarks that are 600 km or more away from the undock puts you off grid meaning that you won't show up on another person's overview.

To use this bookmark, simply undock and warp to the insta-undock BM. It is advised that you then warp off somewhere else to avoid being chased.

SAFE SPOTS

Safe Spots are BM's in space that you can warp to in an emergency. The aim of a bookmark is to get away to a point in space that nobody can find without scanning you down. (People will scan you down, so don't sit still at a BM in space for too long.)



Safe spots can be made simply by creating the BM as you warp between 2 celestials. These are not massively safe and you can make much better bookmarks by warping between bookmarks to create safe spots off warp paths.

GATE PERCHES

A gate perch is BM within 350 km of a gate. These should be made off the warp routes. Get in your fast ship, warp to within 100 km of a gate and then burn into space away from any other celestial. Many perches are above or below a gate. Again, make the BM more than 150 km from the gate so you can actually warp there from the gate. On gates where you see a lot of action it is useful to have gate perches at the cardinal points, north, south up etc.

Other bookmarks to set up are station safes. These should be a couple of hundred km away from a station in a random direction. They are used to observe activity on a station or to give you a pounce to a fight or a gtfo bookmark when the fight isn't going well.

OTHER TACTICS AND TRICKS

These are some combat tactics and maneuvers that you will find essential in your time with RDRAW. Many include instructional videos. They are short and highly recommended. The selection below is merely demonstrative, and we are constantly adding more. Pilots are encouraged to review the full list of instructional videos here:

https://www.youtube.com/playlist?list=PLzjuBCphJZnCdCVdazgS5Lti_Ql_xZWw.

MWD CLOAK TRICK

A technique for moving safely through lowsec, demonstrated here:

<https://www.youtube.com/watch?v=ojWh6F--jtU&feature=youtu.be>

PLEX INSTASLIDE

How to enter a Faction Warfare complex without getting caught by someone on the outside, demonstrated here:

<https://www.youtube.com/watch?v=MZeoGjNhYUE>

HEATING DEFENSIVE MODULES

When you are taking fire in a fleet, you want to do everything you can to survive long enough for friendly reps to land. One of the most important ways to do this is to overheat your defensive mods.

When they start hitting into your tank, overheat the active defense mods and, if you have access to a capital or mobile depot, carry spares to swap out as they burn out.

This will significantly increase your resists and increase the chance that your ship will survive the deadly initial volleys.





GATE PERCH TRICK

The “gate perch trick” is a method for aggressing neutrals on gates or station in Lowsec. Normally shooting a neutral will cause gate guns to start blapping you, but you can use this trick to avoid that.

Here’s a quick video to demonstrate it

<https://www.youtube.com/watch?v=TpwMaqcSgGU&feature=youtu.be>

PRO TIP: you could also warp to anything other than a gate perch (station, planet etc) and the same effect would apply. Perches are best because they are the shortest warp distance.

HOW TO AVOID LOSING PODS TO SMARTBOMBERS

To reduce chances of our pilots being smart bombed please take the following precautions:

1. If flying in your pod in low sec please use gate perches then warp to gates.

This may take longer getting home but it's a good practice and the few extra seconds can save your implants (This will put you out of the smart bombers pipeline and you have a higher chance of surviving).

2. If there are no gate perches warp to a random planet or belt then warp to the gate (This will hopefully put you out of the pipeline).

3. From this point on all smart bombers will be set orange with the corporation. So if there is a solid orange in system chances are it might be a smart bomber so outsmart them and follow the steps above. (Step 1 or 2).

In the event of you dieing to a smart bomber please mail any director your loss so he can give the proper standing to the smart bomber. If you know any smart bomber pilot names please mail Max Evangelion their names so he can update corporation standings.

USEFUL LINKS

Multiclient tool for one monitor: <https://forums.eveonline.com/default.aspx?g=posts&t=246157>

KILLBOARDS

<https://zkillboard.com/corporation/98177721/>

https://eve-kill.net/?a=corp_detail&crp_id=320249

Killboards are incredibly useful. You can use them to keep track of your kills and losses, to look for improvement in your PVP efficiency or to research commonly used fits. It can be hugely advantageous to know (hopefully) the likely fit your opponent will be flying. You can look at other players and see if the 1v1 they are offering is a good fight to take or if, as is often the case, they have a fleet hiding on the other side of a gate who are going to come and crash the party. (numbers of people on the killmails.)





A huge number of people consider killboards to be a measure of a pilot's ability to fly. People look for 1v1 fights and get quite prickly about players that only fight in gangs or large fleets.

Don't let the numbers worry you too much at the beginning. As you improve in EVE the numbers will come to have greater meaning. The basic thing to remember is to try and be isk positive. Aim to kill more than you lose. This is a solid starting point.

From there try to build your efficiency level up to 70% or greater. Quite a few RDRAW members have efficiency percentages in the high 90's. This number can show a skilled pilot, someone who takes the right fights and knows how to pilot their ship. It can also show someone who is great at being part of a blob.

Take the numbers with a pinch of salt, but do learn to use the killboards as an information tool. In EVE, information is very often the difference between winning and waking up in a station in a brand new pod with billion isk lossmail to your name.

Start by following the links above and searching for your character. Do you see any patterns in your wins and losses. Think you should have won a fight and have no clue as to why you lost? Look up the other guy. Look at his losses and see if he has lost the ship that just destroyed you recently. Analyze the ships. Was he a kiter and you a brawler? Learn from other people's fits. See what you can do differently on your ships.

Example #1: I rarely derp into a plex that has a Tristan in it. The Tristan is a very versatile ship. It can be fit in practically any fashion. Shield, armor or hull tanked. Kiter, brawler, or neuting ship, to mention just a few.

Let's say that I am flying an Afterburner, 150mm railgun, scram web Comet (image right). I would consider the strengths of my ship. It fast under a web scram but not able to catch anything with a microwarpdrive, reasonable range 9 km optimal to 16 km with antimatter and 3 drones.

High Slots	
	Federation Navy Antimatter Charge S
	150mm Railgun II
	150mm Railgun II
Mid Slots	
	J5b Phased Prototype Warp Scrambler
	X5 Prototype Engine Enervator
	1MN Afterburner II
Low Slots	
	Magnetic Field Stabilizer II
	Small Ancillary Armor Repairer
	Nanite Repair Paste
	Damage Control II
Rigs	
	Small Transverse Bulkhead I
Drone Bay	
	Acolyte II
	Acolyte II
Cargo	
	Spike S
	Javelin S
	Federation Navy Antimatter Charge S
	Nanite Repair Paste





Generally Acolyte's which are a relatively fast and hard hitting drone. I'd be running an active armor tank and/or a hull tank. My engagement profile is basically for brawly ships without neuts. (not 100% accurate, but good enough for this purpose.)

Item(s) Dropped / Destroyed	
Item Type	
Mid Slots	
	SMN Y-T8 Compact Microwarpdrive
	J5 Prototype Warp Disruptor I
	Cap Recharger II
Low Slots	
	Drone Damage Amplifier II
	Drone Damage Amplifier II
	Damage Control II
Rigs	
	Small Transverse Bulkhead I
Drone Bay	
	Acolyte II

I would then find the name of the guy flying the Tristan (only he and I in local so a pretty safe bet!) Look up his killboard and search for his recent Tristan losses. I'd look at a few of them to see if he was consistent in his fittings (people tend to fly the same ship doctrines over and over if they find a style they prefer). His killboard shows a series of Tristan losses. Each of the losses is a kite fit with a microwarp drive and a warp disruptor II.

This is a kiting Tristan. It is far faster than me and I would be unable to hit it effectively before he killed me. I would politely decline the invitation to death and fly away to find my next target. PHEW. Embarrassing loss mail avoided.





High Slots	
	Caldari Navy Antimatter Charge S
	Small 'Knave' Energy Drain
	Light Neutron Blaster II
	Caldari Navy Antimatter Charge S
Mid Slots	
	Fleeting Propulsion Inhibitor I
	1MN Afterburner II
	Faint Epsilon Warp Scrambler I
Low Slots	
	Adaptive Nano Plating II
	Small Ancillary Armor Repairer
	Nanofiber Internal Structure II
Rigs	
	Small Anti-Explosive Pump I
	Small Drone Speed Augmentor I
	Small Drone Scope Chip I
Drone Bay	
	Hobgoblin II

Example #2: In the next system over I find another Tristan. I follow the same procedure and find that this guy always flies an AB, blaster fit Tristan. Bingo. The fight is totally winnable. (I know I said to avoid neuts but the Comet orbit range is outside the range of the Energy Drain module so I would not get drained of any Capacitor in this engagement.)

I would fly to the plex gate (probably humming The Ride of The Valkyries). Zoom in, melt his Tristan into a weird and interesting pieces, toss a 'gf' (good fight) in local chat, loot the wreck, check out the kill mail and fly off to regale to my new corpmates with the epic tale of Comet Vs Tristan in the novice plex in Sujarento.

If I hadn't checked the killboards for my opponent I would have warped into the first guy. It would have been an unwinnable fight. I'd have been blowup, lost 27 million isk, learnt next to nothing about EVE and probably been disheartened by the fact that a lone T1 frigate killed a Faction Frigate. The killboards can't tell

you everything. Maybe guy number two got fed up with his blaster Tristan getting squished by Comets and decided to fit a kite Tristan and I would have lost. At least I tried to win the information war. In the majority of situations information is king. You will have great success and learn about fitting and game mechanics by using the killboards to your advantage.





PERSONAL LOGISTICS AND INCOME MANAGMENT

CONVERTING LOYALTY POINTS TO ISK

The Federal Defense union LP you get from faction warfare can be traded along with combinations of basic items, such as Caldari Navy Tags and ISK for new items.

There are basically two different ways for you to go about this. The first is to use the corporate LP buyback program run by BigDaddy Toothbrush. Contact him in game to set up a meeting in Flit Federal Defense Union station. The rate at which he gives you ISK for LP is posted in the in-game Corporation Chat MOTD.

The other is to trade in the items yourself and sell the purchased items at a tradehub. The Fuzzworks website provides a calculator for LP to isk conversion rates.

<https://www.fuzzwork.co.uk/lpstore/>

When using the tool take note of the volumes that are being sold. Also, note that the data the calculator uses is not always up to the minute accurate. It's better to use it as a way to find items to look at and check the math yourself.

Also it's good to keep in mind that the time you spend researching how to spend your LP is time you're not spending making LP.

Finally, the price of LP fluctuates, most notably with the changes in Warzone control (Tiers 1 to 5) which change the LP rewards for FW actions.

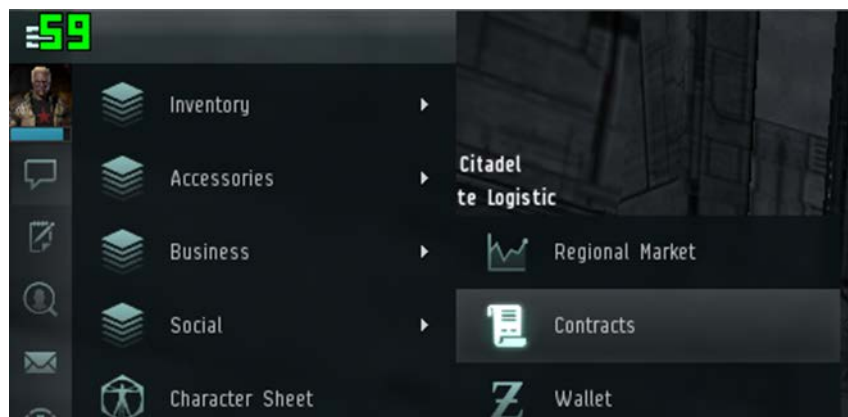
This means that it may be beneficial to hold on to your LP points if Gallente is about to drop to a lower tier. That being said, a lot of people will be doing the same and an actual rise in prices might take some time.

CORPORATION CONTRACTS

Corporation contracts are the fastest, simplest way to access fitted doctrine ships. Everything from the trusty atron to the most devastating battleship are made available in Sujarento corp contracts thanks to our tireless logistics team.

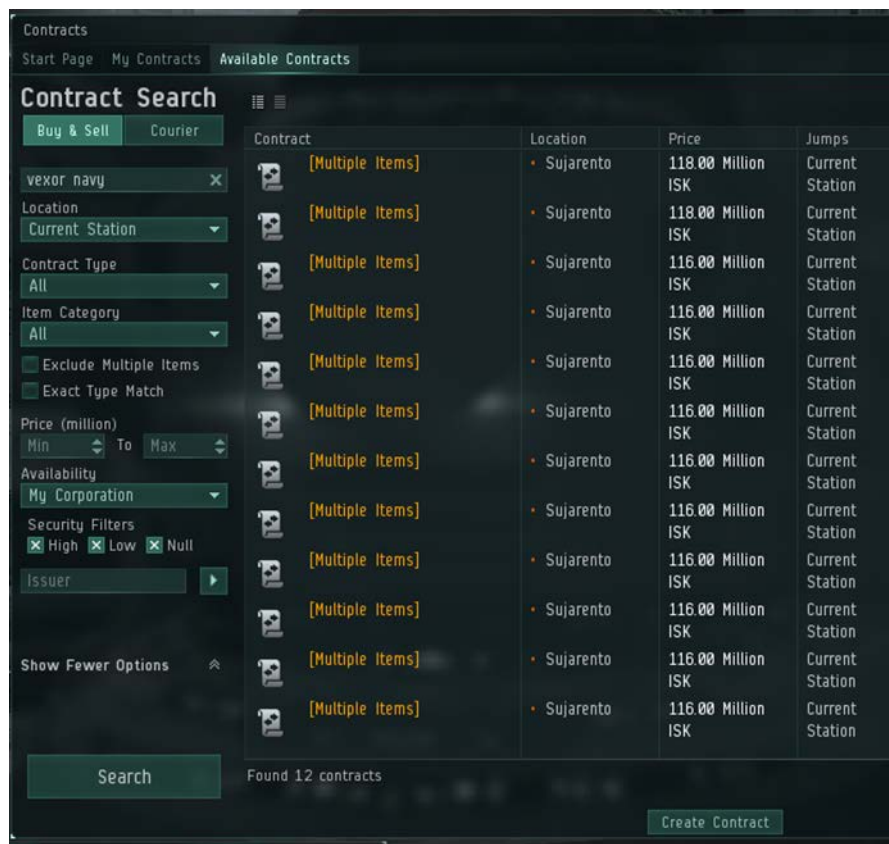
Accessing the Contracts Tab.

Click on the 3 bars at the top left of the screen on your NEOCOM. Slide down to the BUSINESS tab and then onto CONTRACTS. (Contracts can be dragged and dropped into your NEOCOM should you wish faster access.) A single left click will then bring up the CONTRACTS window.





Click on the AVAILABLE CONTRACTS tab which will bring up the window below. Apply the settings from the image below to access RDRAW contracts in Sujarento IV.



Some people try and sort through all contracts by price and find what they need. **Don't.**

It is a terrible way to search. Use these settings and search the type of ship hull you need.

For example, If I need a caracal from contracts, I will type the word "caracal" into the "item type" box, and only caracals will appear. If you want to find contracts while you are NOT docked in Sujarento IV, change "Location" to "All Regions."

PERSONAL LOGISTICS

This section of the Guide will address two, related issues:

- 1) The expense of buying and equipping ships in our home system and
- 2) More importantly, how to make sufficient isk to keep in fighting ships.

We kill and lose a lot of ships and it can be expensive to maintain. This section is intended to help remedy those issues. It will be broken down into the following subcategories for easier reference:

- A) Efficient Use of Isk,
- B) FW Income Streams,
- C) Non-FW Lowsec Income, and
- D) Isk-making on Alts.





A) Efficient Use of Isk – the art of free logistics and buy orders

Buying and maintaining ships and equipment in Sujarento is as cheap and as easy as doing so in highsec. Remember that corp contracts have most or all of our common fits and doctrines, at a very small mark-up from Jita. DO NOT rely upon the Sujarento IV market. It is not maintained by the corporation, and those that do sell on it are individual pilots. It's fine for random spot-buys, but you will be paying a high markup for convenience. I understand some of you come from nullsec and other areas where markets are formally maintained by corporations and alliances, but because we do not control docking rights here, anything we put on the market for cheap can be bought by the local pirates, wasting that effort. Instead, we have corp contracts and the JF service, discussed next.

To use the JF service for cheap ships and equipment, simply place a day-old alt in Jita. DO NOT buy outright; instead, figure out what you want in advance and place buy orders for the necessary hulls, rigs, and mods. You can use a number of programs to quickly and easily help you manage what you need, as discussed in this thread:

<http://www.rapidwithdrawal.net/post/manage-you-what-to-buy-list-with-evehq-7376904?pid=1288008359#post1288008359>. The cost difference between buy and sell is, in many cases, quite extreme.

After you have what you need, set up a FREE courier contract, as per the instructions in this thread: <http://www.rapidwithdrawal.net/post/rdraw-jump-freighter-service-7368305?pid=1286842290#post1286842290>. Please note that the destination system is out of date, and should now be Sujarento IV - State Protectorate Logistic Support, our home system. All other details remain accurate.

Congratulations. All of the ships and fittings you need are now in Sujarento, at the lowest possible price, for no markup and no logistics on your part.

B) FW Income Streams: Missioning and Plexing

There are two core ways of making isk in FW: plexing and missioning. Although you will make some passive LP in offensive fleets plexing for fights, if you need LP quickly it can be more efficient to farm a quiet system for a bit. This is pretty much the mining of FW: it's boring but will make decent money. If you're smart about it you can make 50M -100M isk/hour in a cheap ship with this activity. A chart of LP payouts for various plexes can be found here: http://1.bp.blogspot.com/_U2niMUuOzIQ/UPSjkVBbPNI/AAAAAAAABSM/gQZA2l4o6_Q/s1600/plexpayouts.jpg

FW missions are a more lucrative, but more involved, alternative. Gallente FW missions are generally tougher than other FW missions. However, they are not impossible, particularly if you organize a group to do them at the same time, and can be done with a well-fit Hecate. A guide to missioning in FW is found here: <http://www.rapidwithdrawal.net/post/faction-warfare-mission-guide-7407130?highlight=missions&trail=10>. Depending upon your speed, luck, and tier level, FW missions yield 100-500M isk/hour. In addition, the corp has recently begun a group mission running program, using relatively newbie-friendly ships. Details found here: <http://www.rapidwithdrawal.net/post/fw-missions-bomber-thread-7546855?pid=1288314812#post1288314812>.

Finally, remember that the Corp LP Buyback program makes it quick and easy to convert your LP to isk. The current LP-to-isk conversion rate is in the corp MOTD. Details found here: <http://www.rapidwithdrawal.net/post/rapid-withdrawal-lp-buyback-7368300?pid=1287724699#post1287724699>.





C) Non-FW Lowsec Income

There are many ways to make isk in lowsec other than farming LP. First, remember the Corp Recycling program: <http://www.rapidwithdrawal.net/post/rdraw-recycling-program-7417050?pid=1287665529#post1287665529>. This is a highly efficient way to sell your loot, from enemy wrecks to exploration, without the hassle of logistics. You'd be surprised how much isk can be made cleaning up battlefields after a fight.

PLANETARY INTERACTION ("PI") is also a good, low investment and sp way to make isk. The corp now has begun a pilot PI Buyback program, discussed here: <http://www.rapidwithdrawal.net/post/planetary-interaction-program-7530423?pid=1288169317#post1288169317>. Look for additional details in the coming weeks; guides and such can be found in that thread.

Exploration is also an option for players, and includes combat and non-combat alternatives. The non-combat side includes gas mining, data and relic sites. Please note that these sites are frequently more valuable in nullsec or wormholes, so with decent skills it may be worth venturing further afield for better sites. In lowsec, expect to earn perhaps 30M isk/hour on average if you are smart and careful, but note that this number will vary wildly on each individual run (as averse to over time). Low barrier to entry in terms of SP and lots of opportunity for scaling in other sections of space. The Eve University wiki has excellent guides on exploration and hacking generally, for players brand new to the experience.

DED/Combat sites are the combat oriented alternative. A list of combat sites, and what to expect in each, can be found at:

https://wiki.eveonline.com/en/wiki/DED_Complex_List. Similarly, belt rats (particularly clone soldiers and pirate faction rats) can be profitably hunted in belts and sites around lowsec.

D) Isk-making on Alts: Highsec, Nullsec, and Wormholes

Those with the means for multiple accounts, or interested in having a substantial alt, can access the isk-making potential of all of New Eden. A limited selection of examples include:

- Highsec missions and incursions. Missions are low intensity ways to farm isk, and can reach 30-40M/hour. Incursions rate much higher - around 100M isk/hour - but require a substantial buy-in in terms of SP and Isk for a proper incursion running ship. Those interested in incursions should join one of the incursion fleet channels, a list of which can be found at <https://forums.eveonline.com/default.aspx?g=posts&t=206859>
- Mining (other than gas mining) is low-income but easy and can be done in situations (i.e., sitting at a desk working on other things) where one might otherwise not be able to play. Highsec ice mining, using a properly tanked procurer, is worth around 15-20M/hour at most but is very low risk and requires basically no attention. This principle extends all the way to nullsec, where those interested can join renter groups to mine ice in relative peace in a backwater system.
- Ratting (i.e., farming npc pirates in asteroid belts and anomalies) can be done in wormholes or null (for any real value) as well as lowsec, and ranges from the excitement of 'ninja' ratting someone else's system to planting a carrier alt in GSF's renter group and farming anomalies.





- Finally, Trading and Market Speculation is the true route to riches (Ouso's opinion - Ed.) in Eve Online. Although you need some starting capital and a willingness to do research, there is no isk/hour cap on the amount you can make trading, and depending on how you go about it you can spend as little or as much time as you like. There are many guides and videos out there for those interested in learning about trading and hauling for isk, and anyone seeking tips and mentorship in this area should feel free to send an in-game mail or slack message to Ouso Borghese.

