Capital Ships : Carrier FAQ

Contents

[1.0] - Scope

This FAQ covers the tier one Carriers in Eve, their uses, bugs and other frequently asked questions. Whilst technically Motherships also belong to the ship type of 'Carrier', they are not part of this FAQ. In this FAQ the word Carrier is used when referring to these Tier one ships.

Additionally you should note that this FAQ is intended to document only what you can and can't do with a Carrier, it is not intended as a strategy guide for effective use of the ship in combat or logistics. This is especially important as opinions on strategy will no doubt vary greatly from player to player.

[2.0] – Carriers

[2.1] - What is a Carrier?

The Eve Item Database description : "The carrier is an affordable capital ship, and most major corporations are expected to fund and deploy at least one for their engagements. Motherships are a much larger variant of the carrier, and considerably more expensive.

Both carrier types are equipped with standard Ship Maintenance Arrays, which allow for the storage and fitting of ships in open space. They operate just like corporate hangars, enabling pilots to access and equip ship modules if their access rights are sufficient. Motherships can host Rebirth facilities to support Rapid Fleet Deployment operations, but carriers cannot."

In addition to Corporate Hangars and a Ship Maintenance Array, carriers can also carry fighters, can fit Gang modules and receive bonuses to remote repair modules to transfer shields, power and armour. The also have the longest Jump Drive range of all the Capital classes.

Essentially, Carriers are strongly geared towards logistics and support operations.

[2.1.1] – What are the different types of Carrier?

There are 2 different types of Carrier available for each race, a smaller and larger version. The smaller tier 1 version is referred to as 'Carrier' whilst the larger tier 3 version is called a 'Mothership'. This FAQ will only be considering the Carrier (Tier 1) version of the class and will refer to this ship as 'Carrier' for the purposes of this guide.
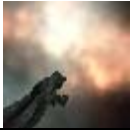
[2.1.2] – What are the attributes of the Carriers?
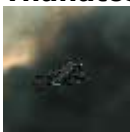
Here is a breakdown of the base stats of the Carriers:

Name	Nidhoggur
Race	Minmatar
Description	Essentially a pared-down version of its big brother the Hel, the Nidhoggur nonetheless displays the same austerity of vision evident in its sibling. Quite purposefully created for nothing less than all-out warfare, and quite comfortable with that fact, the Nidhoggur will no doubt find itself a mainstay on many a battlefield.
Bonuses	• 50% bonus to Shield and Armor transfer range per level • 5% reduction in Shield and Armor transfer duration per level • 99% reduction in CPU need for Warfare Link modules • Can deploy 1 additional Fighter per level

	• 200% bonus to Fighter control range
Shields	22,500
Armour	22,500
Capacitor	35,000
Speed	90 m/s
Targeting Range	88 km
Sensor Strength	68 LADAR
Drone Capacity	90,000 m3
Cargo Capacity	3,375 m3
Corporate Hangar	5,000 m3
Ship Maintenance	500,000 m3
Hard points	High: 5 Med : 6 Low : 5 Turrets : 0 Missiles : 0

Name	Archon
Race	Amarr
Description	The Archon was commissioned by the Amarr Navy to act as a personnel and fighter carrier. The order to create the ship came as part of a unilateral initiative issued by Navy Command in the wake of Emperor Kor-Azor's assassination. Sporting the latest in fighter command interfacing technology and possessing characteristically strong defenses, the Archon is a powerful aid in any engagement.
Bonuses	• 50% bonus to Energy and Shield transfer range per level • 5% bonus to all Armor resistances per level • 99% reduction in CPU need for Warfare Link modules • Can deploy 1 additional Fighter per level • 200% bonus to Fighter control range
Shields	17,500
Armour	27,500
Capacitor	43,250
Speed	70 m/s
Targeting Range	93 km
Sensor Strength	72 RADAR
Drone Capacity	80,000 m3
Cargo Capacity	3,300 m3
Corporate Hangar	5,000 m3
Ship Maintenance	500,000 m3
Hard points	High: 5 Med : 4 Low : 7 Turrets : 0 Missiles : 0

Name	**Chimera**
Race	Caldari
Description	The Chimera's design is based upon the Kairiola, a vessel holding tremendous historical significance for the Caldari. Initially a water freighter, the Kairiola was refitted in the days of the Gallente-Caldari war to act as a fighter carrier during the orbital bombardment of Caldari Prime. It was most famously flown by the legendary Admiral Yakia Tovil-Toba directly into Gallente Prime's atmosphere, where it fragmented and struck several key locations on the planet. This event, where the good Admiral gave his life, marked the culmination of a week's concentrated campaign of distraction which enabled the Caldari to evacuate their people from their besieged home planet. Where the Chimera roams, the Caldari remember.
Bonuses	• 50% bonus to Energy and Shield transfer range per level • 5% bonus to all Shield resistances per level • 99% reduction in CPU need for Warfare Link modules • Can deploy 1 additional Fighter per level • 200% bonus to Fighter control range
Shields	25,000
Armour	20,000
Capacitor	37,500
Speed	65 m/s
Targeting Range	110 km
Sensor Strength	80 Gravimetric
Drone Capacity	80,000 m3
Cargo Capacity	3,475 m3
Corporate Hangar	5,000 m3
Ship Maintenance	500,000 m3
Hard points	High: 5 Med : 7 Low : 4 Turrets : 0 Missiles : 0

Name	**Thanatos**
Race	Gallente
Description	Sensing the need for a more moderately-priced version of the Nyx, Federation Navy authorities commissioned the design of the Thanatos. Designed to act primarily as a fighter carrier for small- to mid-scale engagements, its significant defensive

	capabilities and specially-fitted fighter bays make it ideal for its intended purpose.
Bonuses	• 50% bonus to Shield and Armor transfer range per level • 10% bonus to deployed Fighters' damage per level • 99% reduction in CPU need for Warfare Link modules • Can deploy 1 additional Fighter per level • 200% bonus to Fighter control range
Shields	20,000
Armour	25,000
Capacitor	40,000
Speed	75 m/s
Targeting Range	100 km
Sensor Strength	76 Magnometric
Drone Capacity	100,000 m3
Cargo Capacity	3,500 m3
Corporate Hangar	5,000 m3
Ship Maintenance	500,000 m3
Hard points	High: 5 Med : 5 Low : 6 Turrets : 0 Missiles : 0

[2.1.3] – What is the build cost of a Carrier?

Carriers are the cheapest Capital Ship available. The average base price of the four carriers is ISK 779,809,415.00. This breaks down as follows:

- Archon, ISK 768,568,380.00
- Chimera, ISK 733,826,590.00
- Thanatos, ISK 844,884,708.00
- Nidhoggur, ISK 771.957.982,00

[2.2] – How many fighters can each Carrier carry?

Each different type of fighter has the same volume, i.e. 5,000m. When compared against the 4 different Carriers within the scope of this FAQ, they can carry as follows:

- Nidhoggur, 90,000m3 = 18 Fighters
- Archon, 80,000m3 = 16 Fighters
- Chimera, 80,000m3 = 16 Fighters
- Thanatos, 100,000m3 = 20 Fighters

[2.3] – How many Ships can each Carrier carry?

Each Carrier has a ship maintenance array with 500,000m3 worth of space. Whilst this might sound like a lot, it isn't because ships can only be put in the maintenance array once they are assembled, putting unassembled ships in the bay forces them to assemble.

The space that a ship takes in the array is a factor of its 'Volume' attribute which can be found on the show info tab. Here are the average volumes of the various classes of ships:

Name	Average Volume	Approx Ships*
Shuttles	5,000 m3	100
Frigates	20,172 m3	24
Elite Frigates	25,083 m3	20
Destroyers	49,250 m3	10
Elite Destroyers	49,250 m3	10
Elite Cruisers	90,436 m3	5
Cruisers	104,875 m3	4
Mining Barges	103,333 m3	4
Elite Mining Barges	103,333 m3	4
Battle cruisers	136,667 m3	3
Elite Battle cruiser	134,444 m3	3
Industrials	249,615 m3	2
Elite Industrials	241,250 m3	2
Battleships	1,067,567 m3	0
Dreadnaughts	16,950,000 m3	0
Freighters	17,260,000 m3	0
Titans	137,600,000 m3	0
Carriers	285,277,500 m3	0

* Note, this is a rounded down figure based on the total carrying capacity divided by the average volume of all ships in the class and only useful as a guide to the potential carrying capacity of a Carrier

[2.4] – Carrier Navigation

[2.4.1] – Can Carriers enter warp?
Yes, carriers can warp around the system like any other ship, they can also be prevented from doing so by using a Warp Disruptor or Warp Scrambler or Interdiction sphere, like any other vessel.

[2.4.2] – How fast do Carriers warp?
Carriers warp at 1.5au per second.

[2.4.3] - Can Carriers jump through Star gates?
No, Carriers are far too large to get through a Star Gate.

[2.4.4] – Can Carriers Dock in Stations?
Yes, Carriers can dock in Stations just like any other vessel

[2.4.5] – How do carriers move between Systems?

Carriers, like other capital ships, move between star systems by use of Jump Drive technology. Refer to the Jump Drives section for more information.

[2.5] – Gang Modules

[2.5.1] – What Gang Modules can a Carrier use?

There are no restrictions to the type of gang modules each Carrier can use, like Tech 1 Battle cruisers Carriers are only restricted by the pilot's skills.

[2.5.2] – How many Gang Modules can a Carrier fit?

As a base, Carriers can only fit one gang module. However this can be increased by using a Command Processor Module.

[2.6] – Can I dock inside a Carrier?

NO! You cannot dock inside a Carrier.

[3.0] - What is a Fighter?

Fighters are described as : "single-pilot combat vessels, deployable from carriers and Motherships."

In other words, they are cruiser equivalent combat drones, with a difference. Unlike most drones, they can be assigned to other pilots in your gang who can control them as if they were their own drones, they can also follow gang mates and enemies in warp throughout the system, although they cannot jump out of system.

This nifty little feature means that if you tell your fighters to attack a target who warps when he is out of cap, the fighters will follow him and finish him off! Or perhaps follow the target to a POS, bounce out of the force field and get finished off by the anchored weaponry!

[3.1] - What are the different types of Fighter?

There are currently 4 classes of fighter, one for each race:

Name	Einherji
Race	Minmatar
Volume	5,000 m3
Shields	2,750
Armour	3,250
Speed	2,500 m/s
Rate of Fire	3.75 secs
Damage Mod	2.5x
Primary Damage	50hp Explosive
Secondary Damage	25hp Kinetic

Name	Dragonfly
Race	Caldari
Volume	5,000 m3
Shields	3,000
Armour	2,750
Speed	2,000 m/s
Rate of Fire	6.38 secs
Damage Mod	4.25x
Primary Damage	50hp Kinetic
Secondary Damage	25hp Thermal

Name	Firbolg

Race	Gallente
Volume	5,000 m3
Shields	2.500
Armour	3,000
Speed	2,250 m/s
Rate of Fire	5.25 secs
Damage Mod	3.5x
Primary Damage	50hp Thermal
Secondary Damage	25hp Kinetic

Name	Templar
Race	Amarr
Volume	5,000 m3
Shields	2,250
Armour	3,750
Speed	2,125 m/s
Rate of Fire	6.00 secs
Damage Mod	4x
Primary Damage	50hp EM
Secondary Damage	25hp Thermal

[3.1.1] – What is the build cost of a Fighter?

No doubt about it, fighters will cost you an arm and a leg. Mineral build requirements average around 18 million ISK each. This varies slightly for each fighter, with Firbolgs being the most expensive. Needless to say, this price will fluctuate with mineral prices/availability.

[3.2] – Can Fighters enter warp?

Yes, fighters will follow their controller or their target into warp. Their controller can either be the Carrier itself or a gang member who has been assigned use of the Fighters.

If a target enters warp whilst under attack by the fighters, they will warp with the target and continue to attack once out of warp. If the target manages to dock, jumps, or enters a POS the drones will stay at the location where they lost lock.

[3.2.1] - Can Fighters jump through Star gates?

No

[3.2.2] – Can Fighters jump using the Carrier's jump drive?

No, You must dock your fighters into the drone bay before Jumping

[3.3] – How do I assign Fighters to other Pilots?

Firstly you need to be in a gang with the pilot you wish to assign control to, using the Drone section of the Overview window, right click on the Fighter or group of Fighters you wish to assign and select the 'Assign Control' option from the context menu. Then select the name of the pilot from the list of pilots in your gang.

The Fighters will then move to orbit, or warp to the gang pilot who is now in charge of the Fighters.

Note that in very large gangs the list of pilots can actually be larger than your screen has room to display. I've encountered problems where I'm unable to assign drones to a particular pilot because his name is off-screen on the list.

Additionally the list of pilots is not displayed in any order, making it difficult to find a pilot in large gang lists.

[3.3.1] – How do I get control of my Fighters?

After fighters have been assigned, it is a simple matter to recall them. Simply right-click on each fighter and select the 'Return to Drone Bay' option to have the fighters warp back to the carrier.

[3.3.2] – How many fighters can I assign to a pilot?

You can only assign as many fighters as that pilot is able to command. i.e. usually 5, unless they are in a ship with a drone control bonus.

[3.3.3] – Do fighters assigned to other pilots count towards my control limit?

Yes, if you have the skills to control 8 fighters and you assign 5 of them to another pilot, that doesn't mean you can launch another 5! You can only launch as many drones as your skills allow, no matter to whom they are assigned.

[4.0] – Corporate Hangar Array

The Corporate Hangar array contained within a Carrier works in exactly the same way that the POS module of the same name works, but it happens to be located within a mobile vessel. From the Eve-Online POS guide:

"The Corporation hanger allows you to store anything you want. When opened, the layout and naming of the hangers is exactly the same as your corporation office or HQ hangers. Although limited in space, there is more than enough to store ore, mods and loot."

In the Carrier's case, the amount of storage space available is limited to 5,000m3. Which is not a lot, but sufficient to store ammo, interdiction spheres, drones and other supplies needed to support a small strike group.

[4.1] – Who Can access the Corporate Hangar?

Only members of your corporation can access your Carrier's corp hangar by right-clicking on the vessel in space and choosing the 'Corporate Hangar' option. They have all the same permissions and access rights as if they were docked. For example, if a member cannot access the 'Blueprints' hangar normally, then this restriction will still apply to the carrier.

There is an option whereby you can configure your carrier to allow access to all gang members. The pilot can right click on the Carrier when in space and select the 'Config Ship' option. This option brings up an option to allow gang members access. Note that this option is reset when Docking/Logging or Jumping. However, when you allow a gang member access to your corp hangar, that member is still not able to take from the hangar, but they can drop items into the hangars, see their contents and move those contents around.

[4.2] – Can the Carrier Pilot access restricted Hangars?

No, the carrier pilot cannot access restricted hangars, even though he is piloting the ship, his normal access level still applies.

[4.3] – How close to you have to be to use the Corporate Hangar?

You need to be within 1,500m to add and remove items from the Corp Hangar

[4.4] – I heard that you can add 5,000m3 to each of the separate hangar divisions, is this true?

Sadly this is false, whilst this trick sometimes works with standard corporate hangar arrays, you can only add a total of 5,000m3 to your hangar array in the Carrier, no matter how you try to distribute items in the various divisions.

[5.0] – Ship Maintenance Array

The Ship Maintenance array contained within a Carrier works in exactly the same way that the POS module of the same name works, but it happens to be located within a mobile vessel:

The Ship Maintenance Array structure allows you to store ships inside it to the Volume of 500,000m3. The Array also allows you to refit your modules in space. To do so, your ship must be the only ship within 5,000m of the Carrier. Ensure that your HUD is set to 'Show Empty Modules', then you can drag modules off of your Hi/Mid/Low slots and into your cargo hold. You can then drag modules out of your cargo hold into the empty module slots.

There is no capacitor penalty for on-lining modules using a Maintenance Array. So you can completely refit your ship using the Carrier.

[5.1] – Who can Access the Ship Maintenance Array?

Only members of your Corp can access the array, but the 'Configure Ship' option, described in 6.1, will allow gang members full access to the hangar. You can both 'store' and 'launch' ships from the array whilst in space.

[5.2] – Can I put repackaged ships in the Maintenance Array?

No, you cannot. If you attempt to put a repacked ship in the Array, it will become 'assembled'. Additionally, ships that have been assembled in this manner have been known to become bugged, noticeably with the ships cargo hold. It is always better to assemble the ship, then add it to the array.

[5.3] – Can I 'Store' a ship in the array with a full Cargo hold?

Yes and No.

WHEN IN SPACE, you need to empty the cargo hold of the ship before being able to store the ship or you will receive an error that effect.

WHEN DOCKED IN STATION, you can store ships in the Maintenance Array with cargo in their hold. I can only assume that one of these two behaviours is a bug.

[6.0] – Jump Drives

A Jump Drive is a portable version of the same device which allows Star gates to jump craft from system to system. The Jump Drive allows interstellar travel between systems without use of a gate. However you require fuel (Isotopes), and a navigation target or Cynosural Field in order to jump.

The In-game description of how a jump drive works is here: http://www.eve-online.com/background/jump/jump_05.asp

[6.1] – Jump Drives and Fuel

[6.1.1] - What Fuel does a Jump Drive need?

The fuel used for the jump itself is different depending on the race of the ship being jumped. The fuels are as follows:

- Amarr = Helium Isotopes
- Caldari = Nitrogen Isotopes
- Gallente = Oxygen Isotopes
- Minmatar = Hydrogen Isotopes

This fuels can either be purchased off of the market, or refined from Ice Harvested from Ice Fields.

[6.1.2] – How much fuel does a Jump Drive need?

The Isotope fuel required for each jump is a factor of the distance travelled in light years, combined with the pilots level in the skill 'Jump Drive Fuel Conservation'. As a base guide:

1 Light Year = 1,000 Racial Isotopes

The Jump Drive Fuel Conservation skill modifies this as follows : "Proficiency at regulating energy flow to the jump drive. 100-unit reduction in ice consumption amount for jump drive operation per light year per skill level."

Note that you should remember that just because a journey is '10 jumps' via Star gate, it doesn't necessarily follow that it would be a long journey via Jump Drive, and the reverse also holds true. Some Star gates span tens of light years in a single jump

[6.1.3] – Do you need energy to Jump?

Yes, Jump drives require a minimum of 70% capacitor to activate the jump. Additionally, when you jump you lose 70% of the energy in your capacitor.

[6.1.4] – How Many Light years can I Jump?

Each ship class has a different base range for use of the Jump Drive. Carriers have by far the greatest range of any jump capable ship. This range is also modified by the pilots proficiency in the skill 'Jump Drive Calibration'. The base jump distances:

- Carrier: 6.5 ly
- Dreadnaught: 5 ly
- Mothership: 4 ly
- Titan: 3 ly

The Jump Drive Calibration skill works as follows: "Skill at increased ranges for jump drive operation. 25% increase in maximum jump range per skill level."

So with maximum proficiency a Carrier can jump 13 light years.

[6.1.5] – Can I Jump whilst being Warp Scrambled?

No

[6.1.6] – Can I Jump whilst being fired upon/suffering from aggression?

Yes. There are rumours which state that if you are being locked by another ship, or aggressed by another ship (ECM/Missiles etc), that you cannot jump. This rumours are FALSE.

The only things which will prevent you from Jumping are as follows :

- Warp Scrambled
- Not enough Fuel to reach your destination
- Destination is out of jump range
- Cyno field was created before you entered gang
- Not enough Cap to Jump

[6.2] – Cynosural Fields

[6.2.1] – What's a Cynosural Field?

A Cynosural field is simply "The thing you Jump to". In order to Jump you need to have a member of your gang move to your destination and then generate the field. A field requires both fuel and a special module. Once this field has been generated you can right-click on the member in your gang window and select the 'Jump to' option.

[6.2.2] – What is a Cynosural field Generator?

From the Item Database : "Generates a Cynosural field for capital ship jump drives to lock on to."

Using the generator to create a field, brings with it certain penalties. Whilst the module is active the pilot can no longer activate any other modules on his ship. All passive modules remain effective though. Additionally whilst the module is active you cannot warp, dock or move. However whilst the field is active, the pilot's ship cannot be targeted, so there is a measure of protection!

Finally, the module has a fixed activation period of 600 seconds. This means that whoever generates the field will be stuck there for 10 minutes. This time is fixed and can only be modified by using a Force Recon Elite Cruiser, which receives a role bonus to Cyno field generation.

[6.2.3] – What Fuel does a Cynosural Field generator need?

The Cyno field generator module requires Liquid Ozone as fuel. This can be bought off of the market or refined from Ice Product.

[6.2.4] – How much Fuel does a Cynosural Field generator need?

The fuel requirements for the Cyno field generator are a factor of the base requirement, modified by the pilot's skill at using the module. The base requirement is :

- 500 units per activation.

The skill Cynosural Field Theory modifies this quantity as follows: "Skill at creating effective Cynosural fields. 50-unit reduction in liquid ozone consumption for module activation per skill level."

[6.2.5] – Who can see a Cynosural Field?

When you activate a Cyno field, it becomes instantly visible on the overview of every pilot in the system as a 'warpable' object. Additionally the Universe map (press f10) displays up-to-date locations of every cyno field currently being generated in the Eve Universe! Cyno fields are not 'stealth' tools.

[6.2.6] - What are the Security Status Restrictions?

Cynosural fields cannot be created in systems with a security status higher than 0.5. This effectively keeps Dreadnaughts, Carriers, Motherships and Titans out of empire.

[7.0] – Known Issues and Bugs with Carriers

Carriers are new to the world of Eve and as such exhibit a number of bugs and 'features' which are yet to be fixed. This section is intended to list those errors with workarounds if available.

[7.1] – Undocking Causes Crashes

9/10 times when you undock your Carrier, you will Black screen or crash. I've not been able to pin down an exact cause for this problem, but it seems to be related to having Ships in your Ship maintenance array which contain Cargo.

You can avoid this problem by ensuring that all ships in your maintenance array are devoid of cargo. Sometimes re-logging before undocking helps.

[7.2] – Remote Armour/Shield/Energy Transfers do not receive Ship bonus

CCP have stated that only Capital class modules will receive the bonuses to transfer modules, and have subsequently seeded the market with these modules. Using small, medium or large armour, shield or energy transfer modules will not benefit from the 50% bonus. If you want the bonus, you need to use the Capital modules.

[7.3] – Jump Radius on Universe Map is Incorrect

When using the Universe Map (press f10) the range of your jump drive is overlaid on top of the map. If you use the 'Flatten Map' option, this visual indicator is incorrect, this means that you may not be able to jump to systems at the extreme edge of your range because the flattening process makes the system appear closer than it is.

Unfortunately there is no official mechanism or tool whereby you can accurately you're your Jumps, however there is an excellent fansite which has become the standard for Capital ship users :

Jump Route Planner Website : http://www.eve-icsc.com/jumptools/jumpplanner.php

[7.4] – Fighters do not MWD back to the Carrier

When you recall your fighters to the drone bay, they do not use their MWD, which can take up to 5 minutes for them to get within 'docking' range. One way to get them a little closer to base before issuing the recall is to assign them to a pilot in your gang who is much closer, they will then MWD to their new controller, where you can recall them quicker.

[7.5] – Fighter HUD only displays 'Status' when Fighters have been assigned.

It has been reported that sometimes when a fighter is assigned to another pilot, the 'Drone' section of the Overview window no longer displays damage information. There is no work around to this problem, you need to rely on the pilot who has the fighter control, to either lock or guess the state of the shields and armour of the fighter. But even then its difficult to know which drone to recall specifically.

[7.6] – Screen Freezes when Pilots access the Corp/Ship Arrays

When other players are refitting and or adding modules to the corp hangar array, the carrier pilot experiences temporary screen lockups during the whole process. So it's best to do this in a quiet place away from the combat front. The lag generated during this process seems to vary greatly for no discernable reason.

[7.7] – Cyno Field Generators must be in Gang before activation

Before generating a Cynosural field, both the Cyno pilot and the Carrier pilot must be in the gang already. You cannot jump to a field that has been generated before you were in the same gang.

[7.8] – Cynosural Field Generators Conflict with Cloaking Devices

You cannot fit both a Cyno field generator and a cloaking device of any variety on a ship. Whilst you can fit both of these modules, they are both classed as 'Cloaking devices' and activation of either will cause an error saying that you can only fit one cloaking device on a ship.

This may be by design, but it is certainly an issue for anyone who finds himself sitting in space, unable to activate either module on his Force Recon Cruiser!

[7.9] – Corporate Hangar Array cannot be viewed in Station

While the Carrier is docked, the pilot is completely unable to see or access any items in the Corporate Hangar Array. He can however drop items into the Array. There is no fix for this problem, the only way to access these items is to undock.

[7.10] – Corporate Hangar Array shows incorrect Capacity information

The Corporate Hangar Array will rarely show the correct information concerning the volume of items stored or the actual capacity. Re-logging seems to fix this problem temporarily but there is no constant solution.