

Havoc's Comprehensive Guide To

Black Ops

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Black Ops Battleships receive a bonus to cloaked velocity, as well as having no targeting delay. They also have a Jump Drive which can only lock onto special Covert Cynosural Field Generators, something that Covert Ops Frigates and Recon Cruisers can now carry and use. Black Ops Battleships can also equip a special Covert Jump Portal Generator that only Covert Ops and Recon vessels can utilize.

Black Ops tend to have less turret and missile hard-points than their Tech 1 Battleship counterparts. Their Tech 2 resistance bonus is also very small compared to other Tech 2 ships. They may still use regular Stargates to jump around, and are the only ships that can detect Covert Cynosural Fields, including those of the enemy.

The original niche tactical role of BlackOps battleships was to covertly enter a cyno jammed system with stealth bombers and recons in order to destroy cyno jammers and wreak havoc on the systems infrastructure to make way for more conventional means of invasion with the use of traditional Cyno generators to bridge in doctrine fleets and capitals. In practice, BlackOps has been used more as a miniature titan as the barrier to entry is lower with both the isk requirement and skill points. Having said that, too many players, the billion isk price tag and months of training is still a difficult goal to achieve.

Prerequisite Skills:

Racial BS V

Cloaking Level IV

Electronics Level V

Jump Drive Calibration Level IV

Jump Drive Operation Level V

Navigation Level V

Warp Drive Operation Level V

Navigation Level I

Science Level V

Spaceship Command Level V

Black Ops Level I

Necessary Skills:

Jump Drive Calibration V – Unlike a carrier, you cannot live without JCV when using BlackOps. It is a long train to but well worth it.

Astrometrics V – Required to use the Covert Jump Portal, Get it!...It's what you will be doing most of your time as a BlackOps pilot and also makes you are more well rounded pilot.

Jump Fuel Conservation IV-V – 4 works, but train it to V if you are willing. Fuel bay space is a large problem with these ships.

BlackOps IV – Only 4 is necessary, but V is highly recommended for the ship bonuses.

Ship Types

DPS:

Redeemer



Amarr Battleship Skill Bonus:

-10% reduction in large energy turret capacitor use and 5% bonus to large energy turret rate of fire per level

Black Ops Skill Bonus:

-7.5% bonus to large energy turret tracking and multiplies the cloaked velocity by 125% per level

Panther



Minmatar Battleship Skill Bonus:

-5% bonus to large projectile turret rate of fire and 5% bonus to large projectile turret damage per level

Black Ops Skill Bonus:

-5% bonus to velocity and multiplies the cloaked velocity by 125% per level

Jamming:

Widow



Caldari Battleship Skill Bonus:

- 5% bonus to cruise and siege missile launcher rate of fire per level
- 10% bonus to cruise missile and torpedo velocity per level

Black Ops Skill Bonus:

- 30% bonus to ECM target jammer strength and multiplies the cloaked velocity by 125% per level

THE TUMOR:

Sin



Gallente Battleship Skill Bonus:

- 5% bonus to large hybrid turret damage per level
- 10% bonus to drone hit points and damage per skill level

Black Ops Skill Bonus:

- 5% bonus to agility per level and multiplies the cloaked velocity by 125%

Ship Fittings

Panther

[Panther, Shield Buffer Panther]

Tracking Enhancer II

Tracking Enhancer II

Damage Control II

Republic Fleet Gyrostabilizer

Republic Fleet Gyrostabilizer

Republic Fleet Gyrostabilizer

Sensor Booster II

Large Shield Extender II

Large Shield Extender II

Republic Fleet 100MN Microwarpdrive

Caldari Navy Adaptive Invulnerability Field

800mm Repeating Artillery II

800mm Repeating Artillery II

800mm Repeating Artillery II

800mm Repeating Artillery II

800mm Repeating Artillery II

500W Infectious Power System Malfunction

Improved 'Guise' Cloaking Device II

Covert Jump Portal Generator I

Large Core Defense Field Extender I

Large Core Defense Field Extender I

Ogre II

Valkyrie II

Redeemer

[Redeemer, Redeemer]

Damage Control II

1600mm Reinforced Rolled Tungsten Plates

I

1600mm Reinforced Rolled Tungsten Plates

I

Imperial Navy Heat Sink

Imperial Navy Heat Sink

Corpii C-Type Adaptive Nano Plating

Corpii C-Type Adaptive Nano Plating

Sensor Booster II

ECCM - Radar II

Heavy Capacitor Booster II

Gist B-Type 100MN Microwarpdrive

Mega Pulse Laser II

Mega Pulse Laser II

Mega Pulse Laser II

Mega Pulse Laser II

Mega Pulse Laser II

Mega Pulse Laser II

Improved Cloaking Device II

Covert Jump Portal Generator I

Large Trimark Armor Pump I

Large Trimark Armor Pump I

Warrior II

Hornet EC-300

Medium Armor Maintenance Bot II

Widow

[Widow, Widow - Armor Fleet]

Damage Control II

Energized Adaptive Nano Membrane II

Energized Adaptive Nano Membrane II

1600mm Reinforced Rolled Tungsten Plates

Remote Sensor Booster II

100MN Microwarpdrive II

'Hypnos' Ion Field ECM I

Enfeebling Phase Inversion ECM I

Enfeebling Phase Inversion ECM I

BZ-5 Neutralizing Spatial Destabilizer ECM

BZ-5 Neutralizing Spatial Destabilizer ECM

'Umbra' White Noise ECM

Large Plasma Smartbomb II

Heavy Energy Neutralizer II

Cruise Missile Launcher II

Cruise Missile Launcher II

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Cruise Missile Launcher II

Cruise Missile Launcher II

Large Anti-Explosive Pump I

Large Particle Dispersion Augmentor I

Sin

[Sin, Black Ops carrier ganking sin]

Drone Damage Amplifier II

Drone Damage Amplifier II

Drone Damage Amplifier II

Internal Force Field Array I

Magnetic Field Stabilizer II

Magnetic Field Stabilizer II

Adaptive Invulnerability Field II

Large Shield Extender II

Large Shield Extender II

Large Micro Jump Drive

Domination 100MN Microwarpdrive

Imperial Navy Heavy Capacitor Booster

Ion Blaster Cannon II

Ion Blaster Cannon II

Ion Blaster Cannon II

Ion Blaster Cannon II

Caldari Navy Cloaking Device

Medium Unstable Power Fluctuator I

Medium Unstable Power Fluctuator I

Large Core Defense Field Extender I

Large Anti-EM Screen Reinforcer II

“Special” Pilgrim:



This is a special fit that most people do not suspect and should be kept as big of a secret as possible. Its sole purpose is to immediately start repairing the Hunting ship that lit the covert cyno.

[Pilgrim]

Damage Control II

Coreli C-Type Adaptive Nano Plating

Signal Amplifier II

Energized Adaptive Nano Membrane II

1600mm Reinforced Steel Plates II

10MN Afterburner II

Medium Capacitor Booster II, Navy Cap Booster 400

Sensor Booster II, Scan Resolution Script

Balmer Series Tracking Disruptor I, Tracking Speed Disruption Script

Balmer Series Tracking Disruptor I, Optimal Range Disruption Script

Gistum C-Type Medium Shield Transporter

Gistum C-Type Medium Shield Transporter

Centum C-Type Medium Remote Armor Repair System

Covert Ops Cloaking Device II

Medium Trimark Armor Pump I

Medium Trimark Armor Pump I

SOP

Always be aligned
Always be cloaked unless firing
Always use a Covert Cyno
T3s are not worth the fuel they cost.

Operating in a POS:

- ❖ Anchor a can with Racial Isotopes for fuel
- ❖ Approach can with BlackOps Battleship for easy and almost instant refueling
- ❖ Keep fleet 2,000 meters away from the bridging ship at all times
- ❖ Keep POS password a secret(People will go out of their way to kill a BLOPs BS)
- ❖ Always have an emergency return cyno either at station, a deep safe, or right outside POS shield.

Operating in empty space:

- ❖ Bridge fleet and jump to a safe spot
- ❖ Make sure to bring a cloaky hauler with extra fuel
- ❖ When everyone lands, have them all warp off and then warp back to the BS cloaked. Rinse and repeat after every hot drop. Never have the BS uncloaked...EVER!

Camping a Jump Bridge:

- ❖ Have cyno ship cloaked at the bridge.
- ❖ If possible, have eyes on the other JB that jumps into the one being camped
- ❖ When bridging in, immediately align out ready to warp off.
- ❖ Except for people to get caught by the Jump Bridge POS and asploded.
- ❖ Get your hands on some JB maps

Tips:

- ❖ Have more bombers than recons
- ❖ Never fight a fair fight
- ❖ Bring lots of fuel
- ❖ Make safe spots around your common hunting grounds.
- ❖ Get as much intel as possible on the targets

Fun stuff:

- ❖ Use Grid FU to set up very elaborate traps, did this once to catch 3 ravens with a drag bubble invisible to them behind their POS.

<http://talocanunited.com/documents/gridfumanual2.pdf>

- ❖ Using Alpha panthers to blap unsuspecting ships from a distance and disappear before they can that satisfying insurance notification.

<http://www.youtube.com/watch?v=1FpkScqhwYQ>