

# The Drone User

These principles apply to all drones, and can help you become a better Drone Commander. Ahhh, the joys of commanding your own personal fleet of A.I. fighters!

First off, you must get your drone skills up to be an effective Drone Commander. Train:

(At least!!!!)

-Drones: level 5

-Drone Interfacing: level 4

-Scout Drone Operation: level 4

-Heavy Drone Operation: level 4

(Now you can do some damage!)

Secondly, you must remember that your drones are Artificial Intelligences that require your guidance to be most deadly to your enemies. Drones are stupid by themselves. Remember that. Keep track of your targets and pick them off one at a time by commanding your drone minions to attack. ATTACK!!!! Its vitally essential to boss your drones around!!! Do not be nice to them in this respect, otherwise, they will misbehave and go off attacking things at random. Go after each target individually, and command those drones to attack them!!! When you enter into a combat situation, your goal should be to do as much damage as quickly as possible, while avoiding damage to yourself and your drone legion. From here we must digress into PVE and PVP strategies, because they are different.

PVE – Player Versus Environment (some say Player Versus Enemy)

It does not matter what you call it, its still you versus some NPCs (Non-Player Characters for all the MMO n00bs :P). And remember those NPCs deserve to die!!! Its your job to kill them! So, why not use your drone armada to annihilate them? Good. This is what we trained for, to command our drone hordes to do our bidding :P Ok, lets get down to tactics. When you first warp in to your NPC enemies, do not immediately release your drone army. Target your enemies first, and let them target you. When your enemies have you “Agro'd” and are shooting you with no remorse, then now is the time to release the drone gladiators!!! Your enemies will continue to attack you, and leave your drones alone. Start picking off your enemies one by one. Keep commanding your drone legion to do your bidding after each and every kill, you must guide your army! Also remember that drones are vulnerable to NPC rockets, standard missiles, heavy missiles, and small turrets. Keep that in mind if you decide to launch your drones at long range, or before your enemies have you “Agro'd.” You need to find a suitable armor tank configuration to be an effective Drone Commander. You can sacrifice some other things, like trying to fit on the biggest guns, for a GREAT tank setup. Remember, your drones are very effective once your drone skills are high.

PVP – Player Versus Player

This changes things a bit. AT ALL COSTS STAY AWAY FROM SMARTBOMB USERS. I cannot emphasize this point enough. The good thing, is that smartbombs are

relatively rare in most PVP situations, although they can appear in fleet battles with more regularity. This section will help you primarily in smaller engagements and 1 versus 1 battles. The drone user has a major advantage over non-drone users at this point. With 13-15 drones at your command, you have the advantage of multiple targets. Your enemy has to decide either to go after your drones, or just outright ignore the drones and try to kill you. Either option for your opponent is not very good. If he starts killing your drones he is probably better off, especially if he can kill them quickly. But remember it takes time to kill 13-15 different targets, time that you must use to your advantage. Nosferatu your opponent, get in close, web him, disrupt his tracking, and do whatever you can to make his job harder. If you notice he is having success at killing off your drones and your right up on him, call your drones back into your dronebay briefly. Keep scrambling him and killing him. Launch your drones again, and attack!!!! This will completely annoy your opponent to no end, because now he must re-acquire his drone targets. A warp scrambler on your opponent is a must, if you wish to be victorious. If, on the other hand, your enemy decides to ignore your drones, and go after you, you must quickly analyze his strengths and weaknesses, and exploit them!!!! And keep track of your armor tank. Nosferatu him constantly, and disrupt his targeting or tracking if possible. Your drones, going unchallenged will make quick work of your opponent if your 'nos' is draining him and making shield boosting/ armor repairing difficult. Exploit, Exploit Exploit!!!! KILL HIM FAST!!! This is the aggressive mentality you must acquire should you want to be successful at PVP.

Lastly, get to know your drones' statistics well, and experiment often with new drone damage types. Once you feel you have a good mix of drones, ORGANIZE THEM WITHIN YOUR DRONEBAY. Yes, you can create folders inside your dronebay to organize your different types. For example, if you use 'hammerheads' and 'valkyries,' separate them into folders titled 'hammerheads' and 'valkyries' to keep them neat and orderly. To make dronebay folders, you must first put your drones in your dronebay and launch into space, you cannot do this inside a station. In your overview section to the righthand side of your screen, find "drones in bay" and "drones in space" at the bottom. Expand the "drones in bay" tab. You will know see your drones. Right click on a drone or drone group, and choose "move drone." Create a new group and name it (Valkyrie for example). Repeat for as many folders as you want. Now your drones will stay orderly, and you can launch each folder individually, or just launch all drones by right clicking on the "drones in bay" tab and selecting "launch drones." Believe me this is very useful.

Now get out there and start commanding your personal drone armada!!!

Below, you will find some useful drone charts, calculations, and ships comparisons, enjoy! You may want to print this out to use a a handy reference :P

-AA

| Name  | Base DMG | DMG Multiplier | DMG Type  | Shield/Armor | Orbit Velocity | Max Velocity | DMG   |
|---|----------|----------------|-----------|--------------|----------------|--------------|-------|
| <b>Light Scout Drones</b>   |          |                |           |              |                |              |       |
| Hobgoblin 1   | 4        | 1.6            | Thermal   | 35/75        | 550 m/s        | 2800 m/s     | 6.4   |
| Hornet 1  | 4        | 1.45           | Kinetic   | 65/55        | 600 m/s        | 3200 m/s     | 5.8   |
| Warrior 1   | 4        | 1.3            | Explosive | 40/60        | 750 m/s        | 4200 m/s     | 5.2   |
| Acolyte 1   | 4        | 1.15           | EM        | 25/75        | 650 m/s        | 3800 m/s     | 4.6   |
| Hobgoblin 2   | 4        | 1.92           | Thermal   | 42/90        | 660 m/s        | 3360 m/s     | 7.68  |
| Hornet 2  | 4        | 1.74           | Kinetic   | 78/66        | 720 m/s        | 3820 m/s     | 6.96  |
| Warrior 2   | 4        | 1.56           | Explosive | 48/72        | 900 m/s        | 5040 m/s     | 6.24  |
| Acolyte 2   | 4        | 1.38           | EM        | 30/90        | 780 m/s        | 4560 m/s     | 5.52  |
| <b>Medium Drones</b>  |          |                |           |              |                |              |       |
| Hammerhead 1  | 9        | 1.6            | Thermal   | 70/150       | 400 m/s        | 1400 m/s     | 14.4  |
| Vespa 1   | 9        | 1.45           | Kinetic   | 130/110      | 425 m/s        | 1600 m/s     | 13.05 |
| Valkyrie 1  | 9        | 1.3            | Explosive | 80/120       | 500 m/s        | 2100 m/s     | 11.7  |
| Infiltrator 1   | 9        | 1.15           | EM        | 50/150       | 450 m/s        | 1900 m/s     | 10.35 |
| Hammerhead 2  | 9        | 1.92           | Thermal   | 84/180       | 480 m/s        | 1680 m/s     | 17.28 |
| Vespa 2   | 9        | 1.74           | Kinetic   | 156/132      | 510 m/s        | 1920 m/s     | 15.66 |
| Valkyrie 2  | 9        | 1.56           | Explosive | 96/144       | 600 m/s        | 2520 m/s     | 14.04 |
| Infiltrator 2   | 9        | 1.38           | EM        | 60/180       | 450 m/s        | 2280 m/s     | 12.42 |
| <b>Heavy Drones</b>   |          |                |           |              |                |              |       |
| Ogre 1  | 22       | 1.6            | Thermal   | 140/300      | 250 m/s        | 700 m/s      | 35.2  |
| Wasp 1  | 22       | 1.45           | Kinetic   | 260/220      | 275 m/s        | 800 m/s      | 31.9  |
| Berserker 1   | 22       | 1.3            | Explosive | 160/240      | 350 m/s        | 1050 m/s     | 28.6  |
| Praetor 1   | 22       | 1.15           | EM        | 100/300      | 300 m/s        | 950 m/s      | 25.3  |
| Ogre 2  | 22       | 1.92           | Thermal   | 168/360      | 300 m/s        | 840 m/s      | 42.24 |
| Wasp 2  | 22       | 1.74           | Kinetic   | 312/264      | 330 m/s        | 960 m/s      | 38.28 |
| Berserker 2   | 22       | 1.56           | Explosive | 192/288      | 420 m/s        | 1260 m/s     | 34.32 |
| Praetor 2   | 22       | 1.38           | EM        | 120/360      | 360 m/s        | 1140 m/s     | 30.36 |
| <b>Drone Similarities</b>   |          |                |           |              |                |              |       |
| 1. All Drones have identical shield and armor resistances regardless of tech level or size. |          |                |           |              |                |              |       |
| a. Shield Resistances are: [0% EM] [60% Explosive] [40% Kinetic] [20% Thermal]              |          |                |           |              |                |              |       |
| b. Armor Resistances are: [60% EM] [10% Explosive] [25% Kinetic] [45% Thermal]              |          |                |           |              |                |              |       |
| 2. All Drones have a 2 second rate of fire.   |          |                |           |              |                |              |       |
| 3. All Drones have a max of eight locked targets.   |          |                |           |              |                |              |       |
| 4. All Drones have a 1000m optimal range.   |          |                |           |              |                |              |       |
| 5. All Drones have a 25m signature radius.  |          |                |           |              |                |              |       |
| <b>Unique Drone Characteristics</b>   |          |                |           |              |                |              |       |
| 1. Light Scout Drones have an accuracy falloff of 2000m.                                    |          |                |           |              |                |              |       |
| 2. Medium Scout Drones have an accuracy falloff of 3000m.                                   |          |                |           |              |                |              |       |
| 3. Heavy Drones have an accuracy falloff of 4000m.  |          |                |           |              |                |              |       |
| 4. Light Scout Drones have an activation proximity of 1000m.                                |          |                |           |              |                |              |       |
| 5. Medium Scout Drones have an activation proximity of 2000m.                               |          |                |           |              |                |              |       |
| 6. Heavy Drones have an activation proximity of 4000m.                                      |          |                |           |              |                |              |       |

This damage chart shows how much “pure” base damage your drones will do in combat. If you are fighting an opponent who has average resistances (50% total) these numbers will be cut in half. Fighting against Assault Frigs or Heavy Assault Cruisers expect resistances up to (75% total). Of course, if your enemy has zero shield or armor resistance mods, you can expect better results.

\*It is important to note that this chart shows total base damage. To get your total gross damage based on your “Heavy Drones” skill level and “Drone Specialization” skill level you must add those combined percentages to the total amounts listed here. For example, lets say you have a Megathron and your “Heavy Drones” skill is level 5, and your “Gallente Drone Specialization” skill is level 5. Assuming you have a dronebay full of tech 2 Ogres, your gross damage would be  $([10 \text{ Ogres} \times 42.24 = 422.4] + [422.4 \times 35\% = 147.84]) = 570.24$ . Thats 570.24 damage every 2 second rate of fire. (Your Domi with 15 would = 855.36)

\*Each level of “Heavy Drones” skill grant you a 5% damage bonus for heavy drones added to this chart.

\*Each level or “Drone Specialization” skill grants you a 2% damage bonus also added to this chart.

|                                      | [Your Dronebay Size] |       |        |        |        |        |       | (Ishtar/Domi) |
|--------------------------------------|----------------------|-------|--------|--------|--------|--------|-------|---------------|
| Name/Size ->                         | 25m3                 | 50m3  | 75m3   | 100m3  | 150m3  | 200m3  | 250m3 | 375-700m3     |
| <b>Light Scout Drones (5m3 each)</b> |                      |       |        |        |        |        |       |               |
| Hobgoblin 1                          | 32                   | 64    | -      | -      | 96     | -      | -     | 96            |
| Hornet 1                             | 29                   | 58    | -      | -      | 87     | -      | -     | 87            |
| Warrior 1                            | 26                   | 52    | -      | -      | 78     | -      | -     | 78            |
| Acolyte 1                            | 23                   | 46    | -      | -      | 69     | -      | -     | 69            |
| Hobgoblin 2                          | 38.4                 | 76.8  | -      | -      | 115.2  | -      | -     | 115.2         |
| Hornet 2                             | 34.8                 | 69.6  | -      | -      | 104.4  | -      | -     | 104.4         |
| Warrior 2                            | 31.2                 | 62.4  | -      | -      | 93.6   | -      | -     | 93.6          |
| Acolyte 2                            | 27.6                 | 55.2  | -      | -      | 82.8   | -      | -     | 82.8          |
| <b>Medium Drones (10m3 each)</b>     |                      |       |        |        |        |        |       |               |
| Hammerhead 1                         | 28.8                 | 72    | 100.8  | 144    | 216    | -      | -     | 216           |
| Vespa 1                              | 26.1                 | 65.25 | 91.35  | 130.5  | 195.75 | -      | -     | 195.75        |
| Valkyrie 1                           | 23.4                 | 58.5  | 81.9   | 117    | 175.5  | -      | -     | 175.5         |
| Infiltrator 1                        | 20.7                 | 51.75 | 72.45  | 103.5  | 155.25 | -      | -     | 155.25        |
| Hammerhead 2                         | 34.56                | 86.4  | 120.96 | 172.8  | 259.2  | -      | -     | 259.2         |
| Vespa 2                              | 31.32                | 78.3  | 109.62 | 156.6  | 234.9  | -      | -     | 234.9         |
| Valkyrie 2                           | 28.08                | 70.2  | 98.28  | 140.4  | 210.6  | -      | -     | 210.6         |
| Infiltrator 2                        | 24.84                | 62.1  | 86.94  | 124.2  | 186.3  | -      | -     | 186.3         |
| <b>Heavy Drones (25m3 each)</b>      |                      |       |        |        |        |        |       |               |
| Ogre 1                               | 35.2                 | 70.4  | 105.6  | 140.8  | 211.2  | 281.6  | 352   | 528           |
| Wasp 1                               | 31.9                 | 63.8  | 95.7   | 127.6  | 191.4  | 255.2  | 319   | 478.5         |
| Berserker 1                          | 28.6                 | 57.2  | 85.8   | 114.4  | 171.6  | 228.8  | 286   | 429           |
| Praetor 1                            | 25.3                 | 50.6  | 75.9   | 101.2  | 151.8  | 202.4  | 253   | 379.5         |
| Ogre 2                               | 42.24                | 84.48 | 126.72 | 168.96 | 253.44 | 337.92 | 422.4 | 633.6         |
| Wasp 2                               | 38.28                | 76.56 | 114.84 | 153.12 | 229.68 | 306.24 | 382.8 | 574.2         |
| Berserker 2                          | 34.32                | 68.64 | 102.96 | 137.28 | 205.92 | 274.56 | 343.2 | 514.8         |
| Praetor 2                            | 30.36                | 60.72 | 91.08  | 121.44 | 182.16 | 242.88 | 303.6 | 455.4         |

\*Loadouts assume maximum “Drones” and “Drone Interfacing” skills

| Name                 | Dominix           | Ishtar                     | Vexor             | Arbitrator        | Ishkur                    |
|----------------------|-------------------|----------------------------|-------------------|-------------------|---------------------------|
| <b>Fitting</b>       |                   |                            |                   |                   |                           |
| CPU                  | 600               | 285                        | 300               | 300               | 155                       |
| Powergrid            | 9000              | 700                        | 625               | 575               | 42                        |
| Low Slots            | 7                 | 5                          | 4                 | 5                 | 3                         |
| Med Slots            | 5                 | 5                          | 3                 | 3                 | 3                         |
| High Slots           | 6                 | 5                          | 5                 | 4                 | 4                         |
| Max Turrets          | 6                 | 3                          | 4                 | 2                 | 3                         |
| Max Launchers        | 0                 | 0                          | 0                 | 1                 | 0                         |
| <b>Structure</b>     |                   |                            |                   |                   |                           |
| Cargo Bay            | 600m <sup>3</sup> | 460m <sup>3</sup>          | 480m <sup>3</sup> | 345m <sup>3</sup> | 165m <sup>3</sup>         |
| Drone Bay            | 750m <sup>3</sup> | 250m <sup>3</sup>          | 150m <sup>3</sup> | 150m <sup>3</sup> | 25m <sup>3</sup>          |
| Max Velocity         | 120 m/s           | 175 m/s                    | 155 m/s           | 155 m/s           | 250 m/s                   |
| <b>Armour</b>        |                   |                            |                   |                   |                           |
| Base Armour          | 3975              | 1150                       | 950               | 875               | 575                       |
| EM Resistance        | 60.00%            | 60.00%                     | 60.00%            | 60.00%            | 60.00%                    |
| Explosive Resistance | 10.00%            | 10.00%                     | 10.00%            | 20.00%            | 10.00%                    |
| Kinetic Resistance   | 35.00%            | 83.80%                     | 35.00%            | 25.00%            | 83.80%                    |
| Thermal Resistance   | 35.00%            | 67.50%                     | 35.00%            | 35.00%            | 67.50%                    |
| <b>Shield</b>        |                   |                            |                   |                   |                           |
| Base Shield          | 3500              | 1000                       | 750               | 650               | 325                       |
| EM Resistance        | 0.00%             | 0.00%                      | 0.00%             | 0.00%             | 0.00%                     |
| Explosive Resistance | 60.00%            | 60.00%                     | 60.00%            | 60.00%            | 60.00%                    |
| Kinetic Resistance   | 40.00%            | 85.00%                     | 40.00%            | 40.00%            | 85.00%                    |
| Thermal Resistance   | 20.00%            | 60.00%                     | 20.00%            | 20.00%            | 60.00%                    |
| Shield Recharge      | 2000s             | 1000s                      | 1000s             | 1000s             | 500s                      |
| <b>Capacitor</b>     |                   |                            |                   |                   |                           |
| Base Capacitor       | 4000              | 900                        | 1000              | 850               | 250                       |
| Cap Recharge         | 870s              | 268s                       | 357s              | 305s              | 150s                      |
| <b>Targeting</b>     |                   |                            |                   |                   |                           |
| Max Target Range     | 70,000 m          | 60,000 m                   | 52,500 m          | 50,000 m          | 47,500 m                  |
| Max Locked Targets   | 7                 | 7                          | 5                 | 6                 | 6                         |
| Scan Resolution      | 90mm              | 245mm                      | 240mm             | 245mm             | 550mm                     |
| Radar Strength       | 0                 | 0                          | 0                 | 10                | 0                         |
| Magnet Strength      | 22                | 12                         | 10                | 0                 | 12                        |
| Signature Radius     | 420m              | 145m                       | 150m              | 130m              | 31m                       |
| <b>Ship Bonuses</b>  |                   |                            |                   |                   |                           |
| Per Level            | +1 Drone control  | +1 Drone control           | +1 Drone control  | +1 Drone control  | +5m <sup>3</sup> Dronebay |
|                      | +5% Damage        | +50m <sup>3</sup> Dronebay | +5% Damage        | -5% Cap use       | +5% Damage                |
|                      | Large Hybrid      | +5km Drone                 | Med. Hybrid       | Med. Energy       | Small Hybrid              |
|                      | Turret            | Range                      | Turret            | Turret            | +10% Optimal              |
|                      |                   | +5% Damage                 |                   |                   | Range Sm. Hyb.            |
|                      |                   | Med. Hybrid                |                   |                   | (+resistances)            |

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