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*[Image of a robot]*
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For centuries men speculated from where mankind came. Today, it has been established beyond reasonable doubt that all the different races and factions found in our part of the galaxy must have originated from a common source. Yet it has proven difficult to piece all the different artifacts together into a coherent picture. In any case, it seems logical from a biological standpoint that humans evolved on the same planet. Even if various differences can be found between and within factions, the likeness in the DNA structure clearly points to a common origin. But then the question is: where is this fabled planet that humans evolved on and how did the human race end up in numerous separate places?

Let's look at what we know: it is now undoubted that a race capable of inter-stellar travel roamed our space many thousands of years ago. A number of ancient jump gates, or fragments of jump gates, are known to exist in numerous solar systems. Whether these jump gates were built by our own ancestors or a totally alien race is unknown. These jump gates have some peculiar traits. First of all, age tests have shown that all these jump gates were built within the space of 50 to 100 years. And yet the design of many of the jump gates is a little bit varied between places, like they were constructed by different people. These facts raise many questions: why were they all constructed within this short time-span, and none since were they built by the same race, or maybe two or more conflicting races?

The answer most favored is that of war. Only a conflict could explain this quick construction of dozens of jump gates and why everything seemed to come to an abrupt halt one day but who were fighting and where are the combatants now it seems highly unlikely that factions capable of inter-stellar warfare suddenly disappear into thin air. By studying the layout of the jump gate remnants, a curious pattern emerges. The jump gates snake out like a spider-web from a central point. And what is the central point? It is the system known to Amarrians, who first found it, as Imlau Eman, or the Mouth of God, but is today better known as EVE.

The EVE system is an enigma that is still very much a mystery to us. The system itself is not that impressive just some space debris and a few asteroid belts orbiting a pale white dwarf but at the outskirts of the system is a phenomenon that has puzzled us for centuries. At the center of this phenomenon lies a huge structure, obviously built by some advanced civilization eons ago. The structure looks very much like a jump gate, except it is many times bigger than any space structure of ours. The gate is fairly plain all around, but there are markings here and there, in some ancient language that has not been fully decrypted. At the top, the largest of these markings is a three-letter word that says EVE. There isn't full agreement among scholars about the meaning of this word, but most people regard it to be simply the name of the gate.

Now, every indication points to this being the gate that our forefathers used to enter this world, but despite massive studies on the gate and the EVE system in whole, we still haven't uncovered what happened to the gate all these millenniums ago.

Extremely bright and powerful electromagnetic turbulence emits from the EVE gate, as it is commonly called. This turbulence seems to originate from within the gate, so it is believed that the gate is actually open and the electromagnetic storms are coming through from wherever the gate is linked to.

In any case, the turbulence makes it extremely difficult to study the gate. Fortunately, the storms pulsate rhythmically, meaning that every other year or so they recede enough to allow closer scrutinizing. But even then the turbulence is enough to rip to pieces any vessel foolish enough to wander close to it.

The immense brightness emitting from the gate can easily be seen in solar systems close to the EVE system as a vibrating bright star on the night sky but even in systems in the farthest regions of the known world it can still be seen with the aid of a telescope. The Amarrians, whose home system is only a few light-years from the EVE system, were in the best position to marvel at the gate. Many thousands of years ago, while still on a primitive level, the Amarrians actually coupled the peculiar phenomenon they saw in the sky with their age-old religion and even today the EVE gate holds great importance in the Amarrian state religion.

The search for our ancestors goes on. Even if the facts lead us to the EVE system, it seems to be the end of the road. The extensive studies done there over the decades seem no closer to providing the answer to this important question.
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WELCOME, AS A MEMBER THIS HAS BEEN SUPPLIED TO YOU SO YOU CAN GAIN THE MOST OUT OF YOUR EXPERIENCE OF OUR CORPORATION AND EVE.

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BREAKER MORANT
GENERAL INFORMATION

RACES

AMARR EMPIRE


THE EMPEROR AND THE FIVE HEIRS CAN EXPECT TO LIVE FOR AT LEAST 500 YEARS. EXTENSIVE CYBER-IMPLANTS KEEP THEIR FRAIL BODIES ALIVE, EVEN WHEN THEIR ORGANS BEGIN TO FAIL. THESE CYBER-ENHANCEMENTS DATE BACK MANY MILLENNIA, AND HAVE BECOME A SYMBOL OF ROYAL DIVINITY IN THE EYES OF THE AMARRIANS.

ALWAYS A DEEPLY RELIGIOUS PEOPLE, RELIGION REMAINS OF GREAT IMPORTANCE TO EVERY AMARRIAN. A FEVER WHICH AT VARIOUS TIMES HAS BEEN RESPONSIBLE BOTH FOR GREAT GOOD AND GREAT EVIL. SHORTLY AFTER RECOVERING FROM THE CLOSURE OF EVE, THEY BEGAN TO EXPAND THEIR REALM AT THE EXPENSE OF NEIGHBORING STATES. THE NATIONS THEY CONQUERED WERE ENSLAVED, A PRACTICE JUSTIFIED BY THEIR RELIGION. EVER SINCE, THE AMARRIANS HAVE ENSLAVED EVERY NATION AND RACE THEY HAVE ENCOUNTERED, AND TODAY SLAVERY IS AN ESSENTIAL PART OF AMARR SOCIETY. THIS HAS, OF COURSE, TINTED THEIR RELATIONS WITH OTHER RACES, ESPECIALLY THE INDIVIDUALISTIC GALLENTEANS.

THE AMARRIANS WERE THE FIRST OF THE RACES IN EVE TO RE-DISCOVER WARP TECHNOLOGY, NOTABLY JUMP GATE TECHNOLOGY. AFTER ACCOMPLISHING THIS MORE THAN 2,000 YEARS AGO, THEY IMMEDIATELY BEGAN EXPANDING TO NEARBY SOLAR SYSTEMS, SLOWLY BUILDING UP THEIR EMPIRE IN THE PROCESS. ON THE WAY, THEY ENCOUNTERED TWO HUMAN RACES, BOTH OF WHOM SUFFERED THE FATE OF BEING ENSLAVED BY THE FAR MORE POWERFUL AMARRIANS. IN RECENT YEARS, HOWEVER, THE AMARRIANS HAVE BEGUN TO RUN INTO SERIOUS OPPOSITION. FIRST, THEY MET THE GALLENTE FEDERATION. ALTHOUGH MUCH SMALLER THAN THE AMARR EMPIRE, THE AMARRIANS SOON FOUND THE ECONOMIC AND MILITARY MIGHT OF THE GALLENTEANS A MATCH FOR THEIR OWN.

SOON AFTER, THE JOVIIANS ARRIVED ON THE SCENE AND THE AMARRIANS MADE A FUTILE ATTEMPT TO SUBJUGATE THEM, RESULTING IN A HUMILIATING DEFEAT. TO MAKE MATTERS WORSE, THE MINMATARS, ENSLAVED FOR CENTURIES BY THE AMARRIANS, USED THE OPPORTUNITY TO REBEL AGAINST THEIR SLAVE-MASTERS. SINCE THESE FATEFUL EVENTS ALMOST TWO CENTURIES AGO, THE AMARRIANS HAVE LEARNED RESTRAINT. THEY HAVE SLOWED DOWN THEIR EXPANSION AND ARE LESS FORCEFUL IN THEIR DEALINGS WITH OTHER RACES, BUT STILL VIEW THEMSELVES AS THE MOST POWERFUL RACE IN EVE, IF ONLY BECAUSE OF THEIR SHEER NUMBERS.

THE AMARR ARE AN ADVANCED SLAVEHOLDING RACE, BELIEVING IN THEIR RACE'S PURITY AND SUPERIORITY. IN-GAME THIS IS REFLECTED WITH THEIR ADVANCED LASER WEAPONS SYSTEMS. THERE ARE TWO DIFFERENT TYPES OF LASERS--PULSE AND BEAM--FOR LONG AND SHORT RANGE. THE LASERS MUST BE FITTED WITH CRYSTALS--THESE CRYSTALS BOTH FOCUS THE BEAM AND CAN MODIFY THE DAMAGE. THE BONUS OF THIS IS THAT AN AMARRIAN WILL NOT HAVE TO CARRY AROUND AMMUNITION OR STOP TO RELOAD HIS WEAPONS. THE NEGATIVES ARE THAT THE CRYSTALS EVENTUALLY WEAR DOWN, AND CAN DO SO IN THE MIDDLE OF BATTLE IF THE FIGHTER DOESN'T PAY ATTENTION. IN ADDITION (AND THIS IS VERY IMPORTANT) THE LASERS USE CAPACITOR ENERGY TO FIRE.

THIS MEANS THAT THERE IS LESS ENERGY AVAILABLE TO RUN A TANK AND THAT IF THE SHIP RUNS OUT OF CAPACITOR ENERGY - WHETHER BECAUSE THE SHIP USED IT ALL, OR BECAUSE AN ENEMY IS ATTACKING WITH AN ENERGY NEUTRALIZER OR NOSFERATU, THE WEAPONS WILL CEASE FUNCTIONING UNTIL THE CAP RECHARGES.

AMARRIAN SHIPS ARE GENERALLY VERY TOUGH. THEY ARE ALSO THE SECOND-FASTEST IN THE GAME, IN GENERAL; IN ACCORDANCE WITH THEIR "TECHNOLOGICAL SUPERIORITY" ASPECT, THE SHIPS TEND TO BE VERY SHINY AND SLEEK, OFTEN LOOKING LIKE LUMPS OF PURE GOLD. THE AMARRIANS HAVE ONE OF THE BEST BATTLESHIPS IN THE EVE UNIVERSE, AND THE REST OF THEIR SHIPS CAN GENERALLY HOLD THEIR OWN IN A FIGHT. IN ADDITION, THE PUNISHER IS ONE OF THE TWO BEST FRIGATES IN EVE.
A TOUGH, NO-NONSENSE RACE, THE MINMATARS ARE A DETERMINED AND INDEPENDENT PEOPLE. THEIR HOME PLANET OF MATAR IS A NATURAL PARADISE, ALTHOUGH CENTURIES OF ABUSE HAVE TAKEN MUCH FROM ITS BEAUTY.

FOR THE MINMATARS, THE MOST IMPORTANT THING IN LIFE IS TO BE ABLE TO TAKE CARE OF YOURSELF ON YOUR OWN, AND ALTHOUGH KIN AND FAMILY PLAY AN IMPORTANT ROLE IN THEIR SOCIETY, THEY PREFER IDENTIFYING THEMSELVES BY THE CLAN OR TRIBE TO WHICH THEY BELONG. A CLAN CAN HAVE ANY NUMBER OF PEOPLE IN IT, AND ITS SIZE IS LARGELY DICTATED BY THE MAIN ACTIVITY OF ITS MEMBERS. MOST SPECIALIZE IN ONE AREA OF ACTIVITY, WHILE THOSE WHO LIVE ON A PLANET FOCUS ON AGRICULTURAL OR INDUSTRIAL ACTIVITY, OTHERS WHO TRAVEL AROUND THE WORLD OF EVE CONCENTRATE ON TRADING, PIRATING, AND SUCHLIKE.

IN THE DISTANT PAST THE CLANS CONSTANTLY WARRED AGAINST EACH OTHER. SINCE THEN, HOWEVER, MINMATARS HAVE LEARNED THAT COOPERATION IS MORE IMPORTANT, AND ALTHOUGH THE CLANS STILL TRY TO MAINTAIN THEIR REGIONAL AND IDEOLOGICAL IDENTITIES, THEY ACT AS A SINGLE UNIT TOWARDS OTHER RACES.


WHILE A FIFTH RESIDES WITHIN THE GALLIENTEANS AND THE RHARRANS IN A CONSTANT STATE OF TENSION. THE REMAINDER, WHO ARE NOT PART OF ANY OFFICIAL ORGANIZATION, LIVE AS FREEMEN THROUGHOUT THE WORLD. MANY ARE ITINERANT LABORERS, ROAMING FROM ONE SYSTEM TO ANOTHER IN SEARCH FOR WORK. A FAIR NUMBER MAKE THEIR LIVING ON THE DARKER SIDE OF THE LAW, ACTING AS PIRATES, SMUGGLERS AND PEDDLERS IN ALL KINDS OF ILLEGAL GOODS, AND MANY OF THE LARGER CRIMINAL GROUPS IN THE WORLD OF EVE ARE RUN BY MINMATARS.

THE MINMATAR ARE ARGUABLY THE MOST VERSATILE, BUT DIFFICULT TO PLAY, RACE IN EVE. THE MINMATAR'S BACKGROUND IS THAT OF A FREED SLAVE RACE, IN APPEARANCE SIMILAR TO WHAT WOULD BE LEFT OF HUMANITY AFTER AN APOCALYPSE RAGGED, WAR-TORN, BUT TOUGH, RESOURCEFUL AND DETERMINED. THIS IS HEAVILY REFLECTED IN BOTH THEIR SHIPS' APPEARANCE AND FIGHTING STYLE. A MINMATAR FIGHTER WILL FIND IT HARD TO HOLD HIS OWN AGAINST THE OTHER RACES' FIGHTERS AT FIRST, BUT ONCE THE MINMATAR FIGHTER IS WELL-TRAINED SKILL WISE [IN OTHER WORDS, WITH EVERYTHING TRAINED TO A DECENT LEVEL DRONES, MISSILES, WEAPONS, ENGINEERING, MECHANIC, ELECTRONICS ETC.] HE CAN FIGHT ANYTIME, ANYWHERE, IN ANY SHIP CLASS AND HAVE A GOOD CHANCE AT WINNING. THE MINMATAR MUST TRAIN TO BE ABLE TO TANK THEIR SHIELDS, TANK THEIR ARMOR, USE DRONES WELL, USE AUTO-CANNONS AND ARTILLERY [HIS PROJECTILE WEAPONS ARE THE MINMATAR'S PRIMARY WEAPON], USE MISSILES, AND USE AFTERBURNERS AND MICROJAMMERS.

SPEED IS THE MINMATAR'S FRIEND; SOME MATARI "TANKS" CONSIST MERELY OF GREAT TRANSVERSAL VELOCITY [SPEED AT WHICH THE SHIP ORBITS, MAKING IT DIFFICULT OR EVEN IMPOSSIBLE TO HIT]. PROJECTILE WEAPONS HAVE THEIR PROS AND CONS. THE MAIN PRO IS THAT THE MINMATAR FIGHTER PILOT CAN, BY SELECTING HIS AMMUNITION TYPE, CHOOSE WHAT TYPE OF DAMAGE [ELECTROMAGNETIC, THERMIC ETC.] TO SHOOT AT THE ENEMY. THE SPAE, OF COURSE, APPLIES TO ROCKETS AND MISSILES--BUT THE MINMATAR USE THESE WEAPONS TOO. THE MAIN CON OF PROJECTILE WEAPONS IS THAT ONE MUST CARRY AROUND A LARGE AMOUNT OF AMMUNITION TO LOAD THEM WITH, AND THERE IS ALSO THE FACT THAT ONE MUST PAUSE IN BATTLE TO RELOAD.

AUTO-CANNONS ARE THE SHORT-RANGE WEAPON OF THE MINMATAR. THEY HAVE AN EXCEEDINGLY FAST RATE OF FIRE, BUT DON'T DO A LOT OF DAMAGE PER HIT, IN GENERAL, UNTIL ONE GETS INTO TECH-2 WEAPONS. THE LONG-RANGE MINMATAR WEAPON IS THE ARTILLERY CANNON. ARTILLERY HAS A MUCH SLOWER RATE OF FIRE BUT DOES EXCELLENT DAMAGE AT LONGER RANGE. MINMATAR ARE FAMED FOR THEIR HIT-AND-RUN TACTICS; THEIR SHIPS CAN Warp IN, DO MASSIVE DAMAGE, AND Warp BACK Out AGAIN BEFORE THEY CAN BE HIT TOO BADLY. MINMATAR SHIPS, BECAUSE OF THE LACK OF SPECIALIZATION OF THE RACE, CAN BE ANYTHING THAT THEY CAN BE FITTED TO BE ARMOR-TANKING MISSILE BOATS OR SHIELD-TANKING AUTO-CANNON GUNBOATS OR ANYTHING IN BETWEEN. THE MINMATAR ALSO USE ROCKETS AND DRONES.

The Gallenteans. Self-righteous, meddling, pompous and tiresome, or virile liberalists and defenders of the free world. Love them or hate them, you simply can’t ignore them. Everybody has an opinion on the Gallente Federation, it all depends from which side of the table you view them. For many, it is the Promised Land, where any dream can become a reality. Descendants of Tau Ceti Frenchmen, the Gallenteans remain strong believers in free will and human rights, despite numerous setbacks in their long history.

It has been said that, once you have seen the Crystal Boulevard in Caille you’ve seen it all. True, the view is spectacular, but if there’s one thing you can never see in its entirety, that is the Gallente Federation. You may travel its length and breadth, marvel at the Sunspiral on Troux, climb the Akat Mountains on tropical Intaki or thrill to the Mendre dancers on Sovicou. Wherever you go, you will always see something new and exciting, even when you visit the same place again. Gallente society is in a constant state of flux, vigorous, vibrant and progressive.

Few societies display such stark contrasts. Many of the wealthiest people in the world are Gallenteans, creating a constant demand for luxury goods. At the same time, the ranks of the poor number millions, because while the liberal market-driven economy and individual freedom may allow everybody the chance to advance to the top, they make it just as easy to plummet to the very bottom of the social ladder.

In the world of EVE, the Gallente are the kings of entertainment, mass-producing everything from cheap porn-flicks to elaborate stage-shows for an ever-hungry public. They boast the most elaborate luxury space yachts, and the most glittering hotel reservoirs. Anything your mind or body could ever crave, the Gallenteans have plenty of it.

The Gallenteans are not alone in their Federation, whose boundaries are home to pockets of residents, varying in size and representing all the other races of EVE, most of whom left their own empires due to political or ideological differences, or simply in search of peace and prosperity. In addition to these there are two human races, the Intakis and the Mannars, both of whom the Gallenteans found while exploring and expanding their empire. Both were at a very primitive level when the Gallenteans found them, but since coming under the protection and guidance of the Gallenteans, both races have flourished and are today a full-fledged members of the Federation.

The Caldari were initially part of the Federation but deep-seated differences and mutual animosity between them and the Gallenteans drove them out to found their own empire. For a time, the two empires warred against each other, but as neither could gain sufficient advantage to claim victory, peace was settled in the end.

The Gallente are being termed “CCP’s Second Chosen Race” by some. This race is a race of excellent fighters; their background, fictionally, is of a people who cherish and preserve freedom by whatever means necessary, and are ingenious fighters as a result, with a small variety of warfare tactics available to them. The Gallente tend toward EW (Electronic Warfare) and drone use. Their top-notch battleship the Dominix, is something to fear coming up against; it will lock, Nos/Neut and scramble you, and then release hordes of combat drones to chew your ship to pieces.

Gallente drone use is phenomenal. Their ships tend to have large drone bays capable of unleashing several waves of fighting drones; they also use drones for healing ships, electronic warfare and other purposes. Their ships tend to get bonuses for their drones. In addition, Gallente ships use hybrid turrets (much like the Caldari), meaning railguns and blasters, but rely on these much more heavily than the Caldari do. The Gallente have many of the best ships, including the Thorax (Cruiser), Myrmidon (Battlecruiser), and (as already mentioned) the Dominix Battleship along with the Hegh’thron Battleship which can put out massive damage. Gallente ships do massive damage, in general, and usually have strong tanks to boot.

The only real cons to the Gallente include the fact that they need to rely heavily on drones for damage, and that they need to use ammunition (and thus leave some cargo space open, and spare time in battle for reloading). Also, the Gallente are arguably the slowest race in-game, so for those seeking a zoom-and-shoot play style even with larger ships, this race may not be for you.
A STATE BUILT ON CORPORATE CAPITALISM, THE CALDARI STATE IS RUN BY A FEW MEGA-CORPORATIONS WHICH DIVIDE THE STATE BETWEEN THEM, CONTROLLING AND RULES EVERY ASPECT OF SOCIETY. EACH CORPORATION IS MADE UP OF THOUSANDS OF SMALLER COMPANIES, RANGES FROM INDUSTRIAL COMPANIES TO LAW FIRMS. ALTHOUGH ALL LAND AND REAL ESTATE IS OWNED BY A COMPANY WHICH LEASES IT TO THE CITIZENS, AND GOVERNMENT AND POLICING ARE ALSO HANDLED BY INDEPENDENT COMPANIES.

ALTHOUGH THIS GIVES THE CORPORATIONS DICTATORIAL POWERS, THEY ARE JUST AS BOUND BY CALDARI CUSTOMS AND LAWS AS THE INDIVIDUAL, AND THE FIERCE CONTINUOUS COMPETITION BETWEEN THE CORPORATIONS ENSURES A HEALTHY, CONSUMER-BASED SOCIAL ENVIRONMENT, WHICH BENEFITS EVERYONE.

WHILE THE CALDARI STATE MAY NOT BE NEARLY AS BIG AS THAT OF THE GALLENTANS, LET ALONE THE AMARRANS, THEY ARE STILL UNIVERSALLY FEARED AND HONORED. THEIR ECONOMY IS STRONG, AND THEIR MILITARY MIGHT PARALLEL TO THAT OF THE LARGER EMPIRES. Coupled TO THE FACT THAT THEY ARE MORE UNSCRUPULOUS THAN THE GALLENTANS AND MORE COMBATIVE THAN THE AMARRANS, THIS MAKES THEM IN MANY WAYS THE MOST MEDDLESONE OF ALL THE EMPIRES. AS MOST CALDARI TRADE IS CONDUCTED BY INDIVIDUAL COMPANIES RATHER THAN THE STATE ITSELF, THIS MAKES IT DIFFICULT FOR THE OTHER EMPIRES TO DEAL WITH THEM AT A POLITICAL LEVEL. IF A COMPANY IS FOUND GUILTY OF UNETHICAL BUSINESS DEALINGS, IT SIMPLY DISAPPEARS INTO ITS PARENT CORPORATION, AND BEFORE LONG ANOTHER ONE APPEARS TO TAKE ITS PLACE. BUT IF A CALDARI COMPANY IS THREATENED, THE WHOLE CORPORATION AND OFTEN THE WHOLE STATE BUCKS IT UP WITH FULL FORCE.

CALDARI SOCIETY IS STEEPED IN MILITARY TRADITION. AS A PEOPLE, ITS MEMBERS HAD TO FIGHT A LONG AND BLOODY WAR TO GAIN THEIR INDEPENDENCE, AND EVEN HAD TO SURRENDER THEIR HOME PLANET TO THEIR HATED ENEMIES, THE GALLENTANS. IT WAS AT THIS TIME THAT THE CORPORATIONS ESTABLISHED THEMSELVES AS THE DRIVING FORCE BEHIND CREATING AND MAINTAINING THE NEW CALDARI STATE. EVEN IF THE CALDARI HAVE NOT ENGAGED IN WAR FOR MANY DECADES, THEY STILL STRIVE TO BE AT THE CUTTING EDGE OF MILITARY TECHNOLOGY AND THEIR VESSELS, WEAPONS AND FIGHTING METHODS ARE INFERIOR TO NONE BUT THE ENIGMATIC JOVIANS.

TO CURB THEIR AGGRESSIVE TENDENCIES, THE CALDARI ACTIVELY PURSUE AND SPONSOR A RANGE OF SPORTING ACTIVITIES. MANY OF THESE ARE BLOODY, GLADIATORIAL-LIKE COMPETITIONS, WHILE OTHERS ARE MORE LIKE RACES. BUT WHATEVER THE SPORT, THE CALDARI LOVE BETTING ON THE OUTCOME, MAKING GAMBLING A MASSIVE INDUSTRY IN THE STATE.

THE CALDARI STATE OFFERS ITS CITIZENS THE BEST AND THE WORST IN LIVING CONDITIONS. AS LONG AS YOU KEEP IN LINE, DO YOUR JOB, UPHOLD THE LAWS AND SO FORTH, LIFE CAN BE FAIRLY PLEASANT AND PRODUCTIVE. BUT FOR THOSE WHO ARE NOT CUT OUT FOR THIS STRICT, DISCIPLINED REGIME LIFE QUICKLY BECOMES INTOLERABLE. THEY LOSE THEIR RESPECT, FAMILY STATUS, EVERYTHING, AND THE ONLY OPTIONS LEFT TO THEM IS EXTREMIST AS SUCH. THE CALDARI ARE VERY PROTECTIVE OF THEIR WAY OF LIFE AND TOLERATE ONLY THOSE FOREIGNERS THAT STICK TO THE RULES.

THE CALDARI ARE OFTEN CALLED "THE CHOSEN RACE" OF EVE, NOT BECAUSE OF ANY FICTIONAL FEATURE BUT RATHER BECAUSE CCP OFTEN APPEAR TO FAVOR THIS RACE WHEN CODING NEW GAME ELEMENTS. IN FACT, THE MAJORITY OF EVE PLAYERS ARE CALDARI.

AS A BASIC OVERVIEW, THE CALDARI SHIPS ARE UNBEATABLE WHEN IT COMES TO PVE WORK MISSIONING AND THE LIKE AND ARE EXTREMELY VALUABLE IN GROUP SUPPORT, USING RANGED FIREPOWER AND ECM TO HELP TURN THE TIDE OF BATTLE. IN SOLO PVP, HOWEVER, THEY FIND THEIR JOBS A BIT HARDER. CALDARI SHIPS ARE HARD TO FIT WITH TANKS, TACKLING GEAR AND DAMAGE AT THE SAME TIME, DUE TO THE FACT THAT THEY ARE HEAVILY BIASED TOWARD SHIELD-TANKING AND FIND IT HARD TO FIND ENOUGH MID-SLOTS TO FIT THEIR SHIPS.

THE CALDARI USE MISSILES TO THEIR FULL ADVANTAGE. A CALDARI FIGHTER CAN BE SEEN IN BATTLE SITTING FAR BACK BEYOND HIS ALLIES, NEARLY INVULNERABLE TO ATTACK AS HE LAUNCHES VOLLEY AFTER VOLLEY OF LONG-RANGE EXPLOSIONS. MISSILES DO EXCELLENT DAMAGE, BUT TEND TO HAVE A LOW RATE OF FIRE; THIS IS OFTEN MADE UP FOR, HOWEVER, BY THE CALDARI SHIP BONUSES. THE CALDARI HAVE GOOD FRIGATES (THE HERIN AND KESTREL ARE BOTH GOOD FIGHTING SHIPS), A GREAT RATTING AND MISSIONING CRUISER (THE CARACAL), AN EXCELLENT, SOME SAY OVERPOWERED BATTLECRUISER (THE DRAKE), SOME GREAT ELECTRONIC-WARFARE SHIPS AND AN EXCELLENT BATTLESHIP ALONG WITH A GREAT ELECTRONIC WARFARE BATTLESHIP.

THE CALDARI ALSO USE HYBRID TURRETS. THE PEROX IS THE SHIP TO MOST TAKE ADVANTAGE OF THIS, AND IS OFTEN SET UP AS A LONG-RANGE GUNBOAT. THE MPR, TOO (A CRUISER) ALSO TENDS TO USE THESE GUNS. THETier THREE BATTLESHIP ROKH GETS BONUSES TO RAILGUNS, LONG-RANGE HYBRID WEAPONS. HYBRID TURRETS, HOWEVER, ARE LESS COMMON THAN MISSILES IN THE CALDARI FIGHTING STYLE.

THE NEGATIVE ASPECTS TO USING THE CALDARI RACE FOR FIGHTING ARE FEW, BUT INCLUDE THE FACT THAT LARGE AMOUNTS OF CARGO SPACE MUST BE TAKEN UP BY MISSILES OR AMMUNITION, THAT ONCE FULLY-TRAINED AS A CALDARI FIGHTER, ONE CAN ONLY REASON ABLE MISSILES OR HYBRID TURRETS, AND THAT THE MISSILE SYSTEMS OF THE CALDARI HAVE A LOW RATE-OF-FIRE. CURRENTLY, HOWEVER, THE PROS OF THIS RACE FAR OUTWEIGH THE CONS.
There are four damage types: Thermal, Explosive, Electromagnetic + Kinetic.

**Thermal**
Thermal does moderate damage to both armor and shield, but more against shields.

**Explosive**
Explosive does the most damage to armor.

**EM**
EM does the most damage to shields.

**Kinetic**
Kinetic does moderate damage to both shield and armor, but does more damage to armor.
**Frequency Crystals**

Modulate energy weapon beams into several different frequencies

**Advanced Beam Laser Crystals**

Technologically advanced beam laser crystals

**Advanced Pulse Laser Crystals**

Technologically advanced pulse laser crystals

**Faction Crystals**

Faction version of frequency crystals

**Standard Crystals**

Standard frequency crystals

**Extra-Large**

For use with dreadnought-sized lasers and stationary defense systems

**Large**

Large frequency crystals, for use with battleship-sized lasers.

**Medium**

Medium frequency crystals, for use with cruiser-sized lasers

**Small**

Small frequency crystals, for use with frigate-sized lasers.
HYBRID CHARGES
COMBINATION SHELL + PLASMA CORE CHARGES DESIGNED FOR RAILGUNS + BLASTERS
ADVANCED BLASTER CHARGES
TECHNOLOGICALLY ADVANCED BLASTER AMMUNITION
ADVANCED RAILGUN CHARGES
TECHNOLOGICALLY ADVANCED RAILGUN AMMUNITION
FACTION CHARGES
FACTION VERSION OF HYBRID CHARGES
STANDARD CHARGES
STANDARD HYBRID CHARGES
EXTRA-LARGE
FOR USE WITH DREADNOUGHT-SIZED LASERS AND STATIONARY DEFENSE SYSTEMS
LARGE
LARGE FREQUENCY CRYSTALS, FOR USE WITH BATTLESHIP-SIZED LASERS.
MEDIUM
MEDIUM FREQUENCY CRYSTALS, FOR USE WITH CRUISER-SIZED LASERS
SMALL
SMALL FREQUENCY CRYSTALS, FOR USE WITH FRIGATE-SIZED LASERS.
FULL FITTING LIST AS ABOVE

NEED TO NOTE WHERE POSIBLE LITTLE FACTS / HINTS
NAILORTECH INDUSTRIES

PVP  LINK TO ED PVP REGULATIONS

COMMUNICATIONS

LINK TO ED COMMS REGULATIONS

FLEET COMMANDERS

[NAIL] DARKSTARBGW

COMBAT

PREPARATION

PLANNING

ZERO SEC TRAVEL
  MAP READING + PLOTTING

SAFE SPOTS

RECOVERY ROUTES

KILL ZONES

ENVIRONMENT

TRAFFIC FLOW

FLEET RESPONSE

TRAPS

CHOKE POINTS
ENCOUNTERS
PILOT TRAINING
BASIC PRINCIPLES + PSYCHOLOGY

UNDERLYING ALL PVP ARE PRINCIPLES THAT PILOTS MUST APPLY TO SUCCESSFULLY DEFEAT AN OPPONENT:

HOT HOT HOT DECIDE TO SURVIVE - THINK BEFORE YOU ACT!

IMMEDIATE ACTIONS

- Assess immediate situation
- Take action to protect yourself
- Seek a concealed site (SAFE SPOT)
- Apply cloaking
- Assess ship damage

RELOCATE FROM 'HOT' SYSTEM IF NECESSARY; THIS SHOULD BE PRECISE AND PLANNED AS YOU MAY FACE FURTHER ENCOUNTERS

USE SYSTEM KNOWLEDGE TO YOUR ADVANTAGE BY USING INTEL, COMMUNICATIONS AND SAFESPOTS

REVIEW PLAN OF ACTION; ESTABLISH PRIORITIES - FIGHT OR FLIGHT

DETERMINE CURRENT LOCATION

FOCUS THOUGHTS ON TASK(S) AT HAND

EXECUTE PLAN OF ACTION. STAY FLEXIBLE!

CONCEALMENT

WHEN YOU ARE SOLO IN A HOT SYSTEM SELECT A SAFESPOT OR CREATE ONE ALLOWING QUICK WARP TIME TO ENEMY POSITIONS OR GATES

WHEN SETTING UP OBSERVATION POINTS I.E. GATE CLOAK BE AWARE OF ENEMY SHIP TYPES AND CAPABILITIES

ALLOW FOR MULTIPLE AVENUES OF ESCAPE

BE AWARE OF UNKNOWN COMBAT SITUATIONS I.E.: ENEMY WARP BUBBLES

STAY ALERT, MAINTAIN PERSONAL + FLEET SECURITY BY STAYING ON COMMS

MOVEMENT

TRAVEL DIRECTLY AND DELIBERATELY - DON'T PLANET BOUNCE

DO NOT LEAVE EVIDENCE OF TRAVEL. KILL ALL YOUR WRECKS IF YOU CAN'T SALVAGE THEM

STAY AWAY FROM KNOWN CHOKES POINTS

MOVE FROM ONE CONCEALED AREA TO ANOTHER

USE KNOWN EVASION MOVEMENT TECHNIQUES

COMMUNICATIONS

COMMUNICATE AS DIRECTED PARTICULARLY WHEN OPEN TRANSMITTING TO FLEET COMMANDERS

BE PREPARED TO USE COMMUNICATIONS AND SIGNALING DEVICES ON SHORT NOTICE. ALWAYS TWITCH ANGER ON PUSH TO TALK
MENTAL BALANCE

DURING A FIGHT A SOLDIER MUST KEEP HIS ABILITY TO THINK. HE MUST NOT ALLOW FEAR OR ANGER TO CONTROL HIS ACTIONS

POSITION

THINGS ARE OFTEN GOING ON AROUND THE PILOTS THAT COULD HAVE A DIRECT IMPACT ON THE OUTCOME OF THE FIGHT SUCH AS OTHER SHIPS AND PERSONNEL JOINING THE FIGHT ON EITHER SIDE

TIMING

A SOLDIER CANNOT ALWAYS COUNT ON BEING BIGGER AND STRONGER THAN THE ENEMY. HE SHOULD, THEREFORE, NEVER TRY TO OPPOSE THE ENEMY IN A DIRECT TEST OF STRENGTH. SUPPLE MISDIRECTION OF THE ENEMY'S STRENGTH ALLOWS SUPERIOR TECHNIQUE AND FIGHT STRATEGY TO OVERCOME SUPERIOR SHIPTYPES

DISTANCE

EACH WEAPON HAS A OPTIMAL RANGE OF EFFECTIVENESS BASED UPON THE AMOUNT OF SPACE BETWEEN THE PILOTS. THE FIGHTER MUST CONTROL THE DISTANCE BETWEEN HIMSELF AND THE ENEMY IN ORDER TO CONTROL THE FIGHT.

BALANCE

BALANCE REFERS TO THE ABILITY TO MAINTAIN EQUILIBRIUM IN AN ENCOUNTER, IF NEED BE WARP TO PILOTS WHO ARE BEING ENGAGED

LEVERAGE

PILOTS USE THE NATURAL ADVANTAGE OF SHIPTYPES TO OVERCOME THEIR TARGETS. BY USING LEVERAGE, A FIGHTER CAN HAVE A GREATER EFFECT ON A MUCH LARGER ENEMY.

SURVIVAL, EVASION, AND RECOVERY

S
SIZE UP THE SITUATION, SHIPTYPES, SHIP CONDITIONS AND EQUIPMENT

U
USE ALL VIABLE INFORMATION V. VISUAL

I
1. INTEL

S
5. SCANNERS

R
REMEMBER YOUR LOCATION AND AVIABLE SAFE SPOTS + GATES

V
VANISH DISAPPEAR IF YOU NEED TO

I
IMPROVISATION + MOVE SOMETIMES BEING A SNEAKY BASTARD IS WORTH IT

V
VALUE YOUR POD WARP ONCE YOU LOSE A SHIP

A
ACT LIKE THE FLEET IF THEY ARE FORMING UP IN A LOCATION SO SHOULD YOU

L
LIVE BY YOUR WITS IF THERE IS ANY LEFT
RECONNAISSANCE
SCOUTING
DEFENSE
COUNTER ATTACKS
DEEP STRIKES