



Caldari Griffin: Frigate ECM Platform

Operations Guide

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1 About

1.1 History

The Griffin by Lai Dai is much used by the Caldari Navy as a support vessel in combat squadrons, using its impressive array of electronic gadgetry to disrupt the operation of target ships, making them easy prey for traditional combat vessels. The Griffin also has the distinction of being the only Caldari Combat Frigate with a drone bay.

Lai Dai went for a highly configurable multi faceted ECM ship with the ability to use missiles; turret weapons and drones. The Griffin's advanced CPU output gives it the ability to operate a variety of Electronics modules, such as drone navigation/augmentation links. Remote sensor booster, though its primary purpose is ECM.

1.2 **Special Ability:** 15% bonus to ECM Target Jammer strength and 10% bonus to ECM Target Jammers' capacitor need per level.

1.3 Other Uses

Another use of the Griffin is as a Sniper Support ship. The Mid-slots are loaded with 2 Tracking Links and 2 Remote Senso Boosters (or a Projected ECCM Module). Agriffin loaded like this will enable Snipers to Lock and hit almost anything in the Battlespace with speed and accuracy. With its powerful CPU and four Mid-Slots there is a temptation to fit a Warp Scrambler and Stasis Webifier.

This should be avoided. While the Griffin can achieve a fast lock, even with speed fits it simply is not fast enough to hold a tackle on other Frigates, and it is too fragile to hold a Cruiser. If the Jam is successful it is only for 20 seconds and you had better hope you make the next Jam Cycle, or SmartBombs and Drones will finish you off quickly.

1.4 The Drone Bay

Almost an after thought the Drone bay of the Griffin holds one light drone. Though the Griffin only holds 1 light drone, it can be made to assist other drone pilots for increased firepower. This is particularly effective in pack of 5 or more Griffins. It is recommended that you put a Combat Drone such as a Hornet or Warrior. The Warrior is Faster than the Hornet but the Hornet Hits a little harder. The Hobgoblin hits harder than the either but is also slower so the Hornet makes a nice compromise. Fitting a ECM Drone (the EC-300) will not be helpful as it only has a Jam Strength of 1 across all types giving it a 4% jam rate. 5 are needed to get a 20% jamming chance. Since you have only 1 slot but something that stings in there

1.5 ECCM

ECCM can be mounted on the Griffin but it is rarely needed you are more likely to be blown up by a hostile than jammed.

1.6 Variations: The Kitsune *Electronic attack ship*

Electronic attack ships are mobile, resilient electronic warfare platforms. Although well suited to a variety of situations, they really come into their own in skirmish and fleet encounters, particularly against larger ships. For anyone wanting to decentralize their fleet's electronic countermeasure capabilities and make them immeasurably harder to counter, few things will serve better than a squadron or two of these little vessels.

Developer: Lai Dai



Lai Dai have always favored a balanced approach to their mix of on-board systems, leading to a line-up of versatile ships but providing very little in terms of tactical specialization.

Caldari Frigate Skill Bonus: 20% bonus to ECM target jammer strength and 10% reduction in ECM target jammers' capacitor need per level

Electronic Attack Ships Skill Bonus: 10% bonus to ECM target jammer optimal range and 5% bonus to capacitor capacity per level



There are several differences between the Griffin and its Tech 2 big brother the Kitsune besides the price. The Kitsune has greatly improved jamming firmware for excellent ECM performance and more CPU output and an extra missile Bay. As befits a Tech 2 vessel it has better overall resistances.

Missing is the drone bay from the Kitsune. This is due to the increases in Reactore Power, a larger capacitor array and heavier power couplings are installed to give more headroom for Multispectral Module use or MicroWarpdrives. However there is a reduced base targeting range of **42KM** vs. **72KM** for the Griffin.

That said, for those who desire the utmost in performance, rigs may be added to the Griffin at a cost that is very competitive to the Kitsune in terms of price/performance of jamming. Overall the Kitsune is far superior but you can still add rigs to a Griffin and still cost less than a Kitsune and still achieve enhanced performance.



1.7 Skills and Implants

Spaceship Command (I)

Caldari Frigate (II)

Training Frigate 5 will net you 75% ECM Strength and 50% cap need bonus

Navigation I

Afterburner I (recommended)

Electronics (III)

Electronic Warfare (IV) less cap use - 5% Reduction to capacitor need per skill level

Level 3 Required to use Signal Distortion Amps. Level 4 for T2 Modules

Recommended ECM Specific Skills

Signal Dispersion (greater Jamming strength - requires Electronics V, Electronic Warfare IV) 5% bonus to strength of all ECM jammers per skill level.

Long Distance Jamming (Increase optimal painting range - Requires Electronics IV, Electronic Warfare III) 10% bonus to optimal range per skill level

Frequency Modulation (Increases falloff range - Requires Electronics III, Electronic Warfare II) 10% bonus to falloff per skill level

Long Range Targeting I

For Sensor Booster Operation.

Basic Drone Skills

Drones I

Scout Drone Operation IV (for use of a Drone link Augmentor for increased Drone Range)

Recommended:

Combat Drone Operation

Drone Navigation

Drone Sharpshooting

Drone Durability

Minmatar Drone specialization (for Warrior IIs)

ECM-Jamming Implants

Implant Slot 6

HardWiring –Zainou “Gypsy” KLB-25
-1% CPU Need for modules requiring Electronics upgrades
HardWiring –Zainou “Gypsy” KMB-25
1% CPU Output Bonus

Implant Slot 7

HardWiring –Zainou “Gypsy” KNB-25
1% Increase in Scan resolution

Implant Slot 8

HardWiring –Zainou “Gypsy” KQB-25
Propulsion Jamming -1% Capacitor need

Implant Slot 9

HardWiring –Zainou “Gypsy” KOB-25
-1% Capacitor need
HardWiring –Zainou “Gypsy” KSB
Weapon Disruption -1% Capacitor need
HardWiring –Zainou “Gypsy” KTB
Target Painting -1% Capacitor need
HardWiring –Zainou “Gypsy” KRB
Sensor Linking -1% Capacitor need
1.3 Build Requirements
1.4 Variants

Basic Weapon skills

Missile Launcher Operation

Standard missiles I

Rockets I

Small Hybrid Turret I

Gunnery I

Full weapons Curriculum not in this manual. Consult your Class Guidance software (Evemon) for further information in these areas



2 Roles and Tactics

Lai Dai Systems went for an inexpensive yet flexible ECM Ship with the ability to use missiles; turret weapons and drones though its primary purpose is ECM. The Griffin is used in variety of roles where inexpensive ECM is desired. From hauler escort duty to medium sized fleet engagements the Griffin acts a force multiplier enabling your forces to inflict damage on the target while receiving little in return.

The Griffin can also be fit for a wide variety of electronic support modules though you sacrifice jamming capability. Like many specialized Caldari vessels shield and armor are secondary to optimal role performance. This means that distance and the ECM is your tank. In combat you must take care to stay at you optimum range and warp out if you start taking damage (preferably before). ECM is a controversial EW module, its ability to simply "shut off" an opposing vessel make some consider ECM overpowered; however ECM has some severe drawbacks. Of all the EW, ECM jammers have the highest probability of failure: they are an all-or-nothing module. This is due to a randomization factor that is not present with other EW Modules which are straight up calculations of Range, Strength etc. If you are in range and you bet his numbers you win. Not so with ECM, there are a number of calculations involved but at the heart of it all it boils down to 1 in 5 or 1 in 3 worst case. There are a number of jamming calculators if you want to play with fittings. But practical experience bears out the best named is generally better then Tech 2 has the fitting reqs are easier. Racial will give you more success then Multispectral but if you have a lot of them one will usually stick. Tech 2 Recons often take more than one Jammer.





2.1 Basic Targeting and Attack Procedure

Like other weapon systems ECM Requires that certain steps be followed precisely for optimal use and failure to follow "Best Practices" may result in sub-standard results and often ship loss. When operating in gangs you are more independent and have a different targeting focus.

2.1.2 Pre-flight Check

1. **Review and assign proper Overview Settings.** Your Fleet Commander may give you mission specific targeting instructions. These settings are only suggestions; please consult your Fleet 101 Overview Settings guide for more specific details.
 - a. **SUPPORT**, Frigates Cruisers and HACs, Recons and Electronic Attack Vessels.
 - b. **DPS** Ships Battleships BattleCruisers, HACS Motherships Carriers and Dreads.
 - c. **All PvP** All PvP Vessels
 - d. **Drones and Frigates** Drones and Tacklers pose a specific risk.
2. **Load Preferred Scripts.** If you are using Sensor Boosters ensure that both the Scan Range and Scan Resolution scripts are loaded. Note that a Sensor Booster module when unloaded will boost both resolution and range equally though less than the scripted version. Be aware however, that with Scripts, one of the abilities is optimized at the total expense of the other.
3. **Load Ammo** While this may seem obvious many pilots have left the station before their crews completed the ammo load-outs.
4. **Drones.** With the Griffin, always perform a status check of the Drone Bay to ensure the Drone is present communicating properly. Ensure all personnel are clear of the Drone bay prior sealing the Drone Bay doors.

In-flight Check

The following checks should be performed as soon as the pilot is safely away from the station. If you are in Low-Sec/NullSec Warp to a Safe spot or fleet rally point and continue

5. **ECM Module Setup.**
 - a. **Check Module Activation Order** Arrange modules according to Preference. On the Griffin, a common option is to load the **F1-F4** keys with Sensor Booster First then the 3 Jammers. Weapons will occupy **F5-F8**.
 - b. **Turn off AutoRepeat of ECM Modules** Right-click on each Module and set "MANUAL ON". *(When correctly set the Module will then display the Auto Repeat ON option)* this option is needed decrease the likelihood of a failed jam and allows you to redirect the jammer to another vessel.
 - c. **Activate Sensor Booster** If you are in any one place for longer than it takes to align and jump your Sensor Booster should always be active. Lock times are critical and you should be ready for combat in moments notice.



2.1.3 Combat Procedure The procedures outlined below are considered standard practices. However once you are comfortable feel free to experiment with Fittings and Ranges keeping in mind the Limitation of your vessel and individual ability.

2.1.4 Attack and Fade

This tactic presumes that you know the location of the Hostile(s) and have a Warp-point or Reference. The Tactic is simple Warp in Jam as many as you can wait a moment Warp out. If successful, the Jam cycle will continue on your target till the end of its duration. If you are in gang of ECM ships and have intel on the Ship types and Pilots, divide the targets up before hand.

1. **Warp in at your Vessel's optimal Range.** For example the average EW pilot should get a Sensor Boosted Griffin with Racial's to do about 80KM.
If part of a gang warping into a fire-fight you may need to abort the gang warp so you can choose your optimal.
2. **Align to a Celestial object, Bookmark, or Rallypoint.** This is crucial you must be aligned and ready to warp at the slightest hint of trouble. If you don't have any Safe Spots in the area choose a planet or Asteroid belt. Avoid moons in lowsec as they may contain Hostile POS's.
3. **Activate Sensor Booster**
4. **Identify Targets.** In Target rich environment once the main targets are dispatched assign jams Alphabetically, one group goes down A-Z the other group goes up Z-A this will assist in getting all the targets down without Double Jamming. Call or relay in fleet chat when your jam is successful or if you missed completely
 - o **Zoom out.**
 - o **Check your overview**
 - o **Sort by Name**
5. **Engage Targets** Ctrl-Click on your Target in the overview. Only Target as many as you have ECM for. *Note: Some pilots like to run with "weapons hot" with all their weapons preactivated. Do NOT do this with ECM Modules! You may run 1 Module "Hot" but leave the others inactive so as to not waste Jam Cycles.*
6. **Activate ECM Module** Select the race specific ECM or Multispectral on the Primary Target. Use your F-Keys to activate your first module.
7. **If the Jam is Successful:** call the **"Target Name -Jammed"** in your squad channel or fleet chat and move onto next target.
8. **If the Jam Fails:** Activate next applicable Module. If you have no Racial jammers for that target activate the Multispec (*Only if in range, do not waste the Multi*)
9. **Repeat for next Target**
10. **Activate any missiles/Turrets for targets in range** Focus on Tacklers and Drones that may have engaged you. *The Griffin's targeting computers can Lock 5 individual Targets. Depending on your preferred Load-out that's 3 or 4 for the ECM and 1-2 additional targets.*
11. **Warp-Out.** Once all your Targets are jammed or your Jam Cycles have failed, activate the Warp Drive and warp to the Safespot. If you do not have a safe Spot and are warping to a celestial object, Warp to 50M or



100KM. Often someone chasing you will likely Warp to Zero hoping to Jump on you.

12. **Align for Jump on alternate Trajectory.** If possible Warp to another Celestial object before you war back to the Fight that will land you in a position other than where you left in case the hostile have moved position and are waiting for you. Drop Bookmark before you go, so you can warp back and a farther out.
13. **Jump Back in to fight.** Repeat steps 1-12 until Combat is resolved.

2.1.5 Loitering and Gate Interdiction

Best used with large numbers of Griffins, Loitering differs from Attack and Fade in that the ECM Ships do not warp out but remain on Station at optimal aligned at half speed for Warp. If enough ships are present (between 5 and 10), launch their drones and assign them to assist a fast tackler (Known as the "Wild Weasel") who loiters near the Gate or Warp-In Point. Once the Tackler has a lock, the drones will then immediately attack the target. And one of the Griffins applies the Jam. This is useful for ambushing small groups of Frigates and Lone interceptors. The Tactic works identical to the above without the Warp-out part. All Griffins shall primary the Target one it is in Range (appx **40KM**) and remain on station jamming. If Facing Smaller Drone using Targets such as Ares and Ishkurs, Target their Drones with your weapons and Jam the Ship itself. Of course if you start to take damage Warp out and Pick up your Drone Later.

2.1.7 Tactical notes

- **Minimize Vulnerability**
Ships equipped for EW usually very vulnerable, since EW is most effective at long range. You can either equip with very long range guns while staying away from the fight just jamming and sniping people or conversely, Missile launchers and Smart-Bombs to fend off Drones or Tacklers.
- **Spread your Jams out**
If an EW support group is present don't have them just sitting there with 1 enemy gunship jammed the whole time, targets should be cycled through constantly. If your enemy is using them well, have your members announce on Voice-Comms that xxxxx is jamming them and your EW ships can jam this jammer freeing up an extra ship in your fleet.
- **Voice Comms**
If using Eve Voice put them in a separate squad and let them call out their own Targets. You may also Create a Text Channel to Communicate with other and Assign Voice to that. (In Eve Voice)
- **Prioritize Targets**
Start with high priority targets such as other EW ships, Recons, Etc. Then DPS Ships (BS) and Heavy Assault Cruisers. If you have an extra jammer then hit the tacklers. If you have Intel
- **ECM Burst Modules**
ECM-Burst can be very tough to use, since it has the serious drawback of hitting anyone nearby - including friendlies. It does provide a nice "all races" option, however, to someone with a great deal of capacitor to spare, or a high capacitor-stealing rate. The Scorpion actually



gets a boost to a burst modules range and strength this does not occur in any other Caldari ECM Vessel.

- **Remote Repair Gangs**

ECM is highly effective in breaking up Remote Repping gangs. As a matter of fact it's almost required if you don't have over whelming force. A Small number of Fast T1 Frigates can warp on top of a RR Gang and Activate ECM bursts while vessels with Sensor Damps can then delay them from acquiring a lock.





2.2 ECM-Jamming Modules



Multispectral

ECM-Multispectral Jammer I
Initiated Multispectral Jammer I
Induced Multispectral Jammer I
Compulsive Multispectral Jammer I
ECM-Multispectral Jammer II Good
Strength but hideous fitting/cap
use)
'Hypnos' Multispectral ECM I



Anti-Gallente, A.K.A. Magnetometric Jammers

ECM-Ion Field Projector I
Initiated Ion Field ECM I (Induced
Ion Field ECM I
Compulsive Ion Field ECM I
ECM-Ion Field Projector II
'Hypnos' Ion Field ECM I (



Anti-Minmatar, A.K.A. LADAR Jammers

ECM- Phase Inverter I
Faint Phase Inversion ECM I
Languid Phase Inversion ECM I
Halting Phase Inversion ECM
ECM - Phase Inverter II (hideous
fitting/cap use)
Enfeebling Phase Inversion ECM



Anti-Amarr, A.K.A. RADAR Jammers

ECM- White Noise Generator I
'Penumbra' I White Noise ECM
'Gloom' White Noise ECM I
'Shade' White Noise ECM I
ECM - White Noise Generator II
(hideous fitting/cap use)
'Umbra' White Noise ECM I



Anti-Caldari, A.K.A. Gravimetric Jammers

ECM- Spatial Destabilizer I
FZ-3 Spatial Destabilizer ECM
FZ-3a Spatial Destabilizer ECM I
CZ-4 Spatial Destabilizer ECM I
ECM- Spatial Destabilizer II
(hideous fitting/cap use)
BZ-5 Spatial Destabilizer ECM I



ECM- Burst, Effects all races out to a certain range, but very high cap use

ECM-Burst I (6.0 Strength vs. all
races, 5000m range)
'Rash' ECM Emission (6.3 Strength,
5250m range)
'Deluge' ECM Burst I (6.6
Strength, 5500m range)
1-Z3 Subversive ECM Eruption (6.9
Strength, 5750m range)
ECM-Burst II (7.2 Strength, 6000m
range, hideous fitting)
'Cetus' ECM Shockwave I (7.2
strength, 6000m range, good
fitting)

ECM-Jamming Enhancements



Modules:
Signal Distortion

Amplifier

Lowslot module, 16% increase in
jamming strength for T1 version,

Rigs:

Particle Dispersion Augmentor –

10% increase in jamming strength
for T1 version, 15% for T2.

Particle Dispersion Projector-

20% increase to optimal range for
T1 version, 25% for T2.

Signal Disruption Amplifier-

-20% Capacitor Need

Targeting System Subcontroller

20% Scan Resolution Bonus



CALDARI

20% for T2.

(Drawback)-10% Shield While not an ECM Rig per say, he who Targets faster has more of a chance of getting the Jam off.



2.3 ECM Standard Combat Fitting

This is the Standard Fitting for a Griffin Afterburners and Microwarpdrive are not used as the Griffin should use its range to keep out of trouble.

Lowsec Fleet fit

Note: Current Faction Warfare fit is heavy on Minmatar

High:

2 Best Named Missile Launchers
Drone link Augmentor.
500 Caldari Navy BloodClaw
Missiles
200 Defender missiles

Mids:

2 Ladar, 1 Multispectral
1 Sensor booster

Or

2 Ladar 1 Magnetometric 1
Multispectral

Lows:

1 Signal Distortion Amp

All Purpose

High:

2 Best Named Missile Launchers
500 Caldari Navy BloodClaw
Missiles
200 Defender missiles
1 best named 125MM Rail gun
Caldari Navy variety.

Mids:

These fits are useful if you do not know your enemy and are with other ECM Vessels

4 Best named Racial's

Lows:

1 Signal Distortion Amp

Patrol/ Plex capping Faction

Warfare fit

High:

2 Best Named Missile Launchers
500 Caldari Navy BloodClaw
Missiles
200 Defender missiles

Mids:

1 Ladar 1 Magnetometric, 1
Multispectral
1 Best named Afterburner

Lows:

1 Signal Distortion Amp

Small Gang (Lowsec)

This configuration does not have the range nor is as powerful as the named Setup but it will account for any ship type

High:

2 Best Named Missile Launchers
500 Caldari Navy BloodClaw
Missiles
200 Defender missiles

Mids:

3 Best named Multispectral ,
1 small named cap recharger

Lows:

1 Signal Distortion Amp
You may also Put the Cap Recharger in the Lows and add a fourth multispec but your cap will go quickly.

Adding the **Signal Disruption Amplifier-** Rig Will reduce the Capacitor Need of your ECM Modules -20% but costs as much as a cruiser.



3 Maintenance

General maintenance of your ship is essential to keep it in prime condition. In some areas of the galaxy failing to meet basic safety requirements will result in invalidating your insurance and a hefty fine. In some cases local CONCORD officials may deem it necessary to impound your vessel.

IMPORTANT! While most systems can be maintained by anyone with a basic grasp of engineering, systems like the warp drive and power distribution are best left to experts. An incorrectly aligned Navi-Computer could result in you transiting from hyperspace inside a star. Despite the rumours, travelling through hyperspace is not like dusting crops.

3.1 Ammunition

The Griffin is primarily a missile ship however it is equipped with a single rail slot should you decide to use it for popping pods.

Some factions have released modified versions of these baseline models. The faction versions have larger payloads, in a prolonged battle you will find that the additional damage output will tip the balance in your favor. However you will have to pay a premium to deck out a full rack with faction missiles.

Access to the launcher bays can be gained through the lower services hatches along the ventral access corridor which runs under the Central Drone bay in the main body of the ship. There is Rail gun Ammunition Storage above the Drone bay which has a vertical feed lift to the Utility Pylons on the Central Column.

CAUTION! Make sure the manual firing safeties are applied while using the magazine entrance or while performing maintenance upon the launchers /Rails.

3.1.1 Standard Missiles

The staple ammunition type used on Griffins across the galaxy is the Standard Missile, also known as Light Missiles. These are loaded into standard missile launchers and have a base range of roughly 18km. Average capacity and rate of fire make them ideal for small scale engagements.

3.1.2 Friend or Foe (FoF)

In addition to the widely used manually targeted missiles, standard missiles have a Friend or Foe (FoF) automatic targeting variety. These are launched from the standard launcher as normal but do not require the ship's targeting systems to have an active lock. The additional guidance systems on FoF missiles mean the warhead payload is rather reduced over the manually targeted missile.

3.1.3 Missile Types

There are four different types of warhead for both manually targeted and FoF missiles. All of these are available on the open market. They are listed as follows:

Missile Name	Damage Type	Targeting Type
Bloodclaw	Kinetic	Manual
Sabretooth	EM	Manual



Piranha	Explosive	Manual
Flameburst	Thermal	Manual
<i>FOF Series</i>		
Exterminator	Explosive	FoF
Firefly	Thermal	FoF
Seeker	EM	FoF
Serpent	Kinetic	FoF

3.1.4 Rockets

Rockets, have very little offensive uses on a Griffin as the Griffin best operates at long range. With a base range of only 4.5km Rockets are limited to Self defense against enemy Drones are the wayward tackler.

Rocket Griffins can be useful in lvl Frigate encounters but such situations are rare.

Rocket users may choose from a selection of four warheads. They are listed on the market as follows:

Missile Name	Damage Type
Thorn	Kinetic
Foxfire	Thermal
Phalanx	Explosive
Gremlin	EM

3.1.5 Railguns and Ammunition

Railguns or blaster or small Artillery cannons may be mounted in the Griffin however they receive no bonus. That said Lai Dai did add the capability for Turret users almost as an afterthought. The Guns are mounted Port and Starboard Due to their limited range Blasters are not recommended on the Griffin. Rails are rarely recommended due to their Capacitor consumption leaving Autocannons and small Arties as alternative choices. However Tech 2 125mm Rails with Spike Ammunition does have quite the range for Pod Popping.

3.2 Rigging

Rigging Griffins is like throwing isk away but they do work and its still cheaper than a Kitsune with similar ECM performance

<u>Capacitor Control Relay</u>	Faster cap Recharge
<u>Signal Disruption Amplifier-</u>	-20% Capacitor Need

Particle Dispersion Augmentor - 10% increase in jamming strength for T1 version, 15% for T2.

Particle Dispersion Projector- 20% increase to optimal range for T1 version, 25% for T2.

3.3 Consumables

While the Griffin includes the latest technology in its construction no system is completely closed and some systems will require replenishment when you return to port. This guide outlines the consumables required and their quantities.

3.3.1 Atmosphere

The Griffin utilizes an air scrubber that cleans the air and maintains the gas mixture with very little power consumption overheads. Each compartment has its own air scrubber and the compartments can be managed individually or centrally.

While the scrubber can function, non-stop for up to 10 years it is recommended that you service and change the filters every 12 months.



For a full crew of 4 the Griffin requires 5000 liters of nitrogen and 2000 liters of oxygen mixed to an 80/20 ratio and to a pressure of 14.7psi. The gases can be pumped into the tanks using the umbilical attachment on the bottom on the ship.

In an emergency the Griffin's life support systems can handle up to 22 people for 3 days.

3.3.2 Food and Water

As is standard across all Caldari frigates, the Griffin has a small galley that doubles as a medical bay. Food is usually provided as pre-cooked, frozen meals that can be reheated in a microwave. "Ready Meals" are preferred as they are easy to store, last for long periods of time and are simple to cook.

A tank with a capacity of 1000 liters provides the water for both drinking and washing. As with the air scrubbers the water is recycled to 96% efficiency meaning the Griffin can undergo extended periods of operation without returning to port for resupply. The filters should be replaced every 6 months to ensure that the water remains pure and safe for human consumption.

If required space ice can be distilled to replenish the main tank. There is also an umbilical attachment on the underside of the vessel.

3.3.3 Fire Retardant and Emergency Procedures

Fires can be extinguished using the ceiling mounted, high pressure foam sprinklers.

There are also handheld extinguishers located at critical locations throughout the ship.

The foam can cause skin irritation so it is advisable the foam is cleaned up as soon as the compartment is safe to enter.

All pressurized foam extinguishers should be replaced every six months even if they have never been used. The canisters in the sprinkler system should be replaced every 9 months, again, even if they haven't been used. This ensures that should a fire break out it will be contained and dealt with quickly before it can do too much damage. The sprinklers are modular so the canisters just clip in when they have been replaced.

Before you leave dock on a mission you and your crew should practice emergency evacuation procedures and fire drills. Doing this, even with an experienced crew, is essential as it instills discipline and confidence in your leadership.

In extreme cases fire can be extinguished by venting the air in a compartment into space. For safety reasons this can only be done manually from an adjoining compartment.

3.3.4 Biological and Other Waste

As previously mentioned all liquid waste is recycled back into drinking water. Solid biological waste and other garbage is compressed and can then be jettisoned into space.

While there is no CONCORD directive governing the disposal of solid waste it is considered bad form to jettison it in the immediate area surrounding stations and stargates. It is advisable to jettison the waste into the upper



atmosphere of a nearby planet and allowed to burn up. When docked the whole waste container can be removed and sent to the station's reprocessing plant.

3.4 General Cleaning

While cleaning isn't strictly necessary it does make maintenance easier and can prevent failure of primary and secondary systems when they are placed under combat stress.

As with all Caldari ships the Griffin uses Titanium Diborite amour plates giving it a dull grey metallic look.

Due to the various cowlings, antenna, launch tubes, launch tube vents, and other various nooks and crannies that cover the front end of the Griffin; it is highly advisable NOT to fly through explosions during combat. It looks very cool when pilots do it on holo-reels, but scrubbing frozen corpse goo out of missile bay 3 is not how you want to spend your Saturday afternoon.

Micro-meteor impacts should be inspected and repaired as soon as they occur. Keeping the amour plating in good condition will help prevent micro-meteors from striking critical feed lines or breaching the hull.

The interior living spaces can be cleaned using normal consumer cleaning products. *Do not use Fedo's to clean this ship* as they tend to eat through the seals on the waste processing system.

3.5 Power Systems

The Griffin has two graviton reactors working in parallel to charge a scalar capacitor in just over 3 minutes. The capacitor provides a 30 MW extreme drain ship-wide grid for all modules and the warp drive.

Life support, communications and propulsion are all powered by one of the graviton reactors. The computer dynamically switches the secondary load between the reactors depending on system drain.

Before working on any of the power modules they must be isolated and discharged using the local manual circuit breakers.

Attempting to power modules directly from the graviton reactors is highly dangerous and could lead to a feedback loop which can void your warranty in a rather permanent way. It can be done by diverting computer processing power from other systems and using the main CPU to regulate power distribution. Under normal conditions the capacitor sub-processor acts a regulator to the system allowing the capacitor to absorb any potential harmful power spikes.

The Griffin can be plugged into a standard station heavy-duty power outlet. Auxiliary power feed line ports are found next to the airlock doors and by the main cargo bay.

While using external power sources the reactors should be put into standby mode or shutdown completely.

The feed line ports are bi-directional so the Griffin can be used to power up derelicts or to power small planetary outposts.

3.6 Propulsion



For its primary sub-light maneuvering the Griffin utilizes four magpulse thrusters units. These are directly powered by the main reactor and are capable of pushing a basic Griffin up to 250 m/s.

3.6.1 Afterburners

Fitting afterburners to your Griffin allows you to vector into weapons range of you mission targets much quicker.

Afterburners are not affected by deadspace.

3.6.2 Micro Warp Drives (MWDs)

MWDs are capable of pushing your Griffin's sub-light velocity over 500% of the base velocity. While they give a massive boost to speed you will find your ship's agility severely compromised.

You cannot use MWDs in deadspace.

3.6.3 Warp Drive

The Griffin uses a Propel Dynamics SU-600-F warp drive. This, when fully charged, can send the Griffin over 50 AU at a speed of 6 AU/s which is over 2994 times the speed of light.

A basic Griffin can go to warp from a complete stop in 5.3 seconds. The inertia dampeners are under massive strain when the ship is accelerating or decelerating and should be closely monitored during this phase of travel.

It is highly dangerous to perform an EVA while the ship is at warp. The lack of protective shielding in a personal environment suit may result in a fatality for anyone outside the ship as it goes into or decelerates from warp.

The warp drive contains no user-serviceable parts and should only be worked on by CONCORD accredited technicians. Do not attempt maintenance while the warp drive is active or online.

3.7 Pod Systems

Like all New Eden spacecraft, the Griffin's primary piloting station is a standard built "pod". This pod is where the ship's pilot floats, suspended in bio-gel while interfaced to the ship via various connections, controlling all the primary functions, such as piloting and launching various payloads.

While in most standard vessels, there is also a sizable crew assisting the pilot in most functions, from reloading weapons to damage control, in the newer more technological ships, the pod is linked more heavily allow the pilot within to control up to 80% more of the ships functions than normal.

Using the archetypical pod design, created by the Jove Empire, Caldari pods are almost identical to the original design, right down to the building materials. High impact tritanium, reinforced bracings, and high stress polymers protect the interior womb of the pod, where the pilot floats in the bio-gel liquid that keeps them alive.

It is recommended that all pilots flush the bio-gel at least once a week, in order to clean out any impurities, as well as to allow the womb interior to be cleansed and the various interface connections to be checked, repaired and cleaned as per needed. Many pod pilots also take this time to allow



for a proper re-calibration of the interfaces to be done, usually with both the ship's engineer and medical officer present.

Failure to do this flushing process can lead to the bio-gel becoming necrotic, thus leading to possible disease as well as a dysfunctional pod. Pod replacement is expensive and it can sometimes take weeks to get re-acclimated to a pod interface.

3.7.1 Interfaces

All Pods come with a standard set of interfaces that allow the pilot to control his ship, as well as deal with the pilots biological needs, from food and water to waste removal. On more technologically advanced ships, the number of interfaces is nearly doubled, as the pilot has more of the ship under their control.



3.7.2 Ejection Systems

When a ship's hull is finally breached, the pilot pod will automatically eject from the ship through the use of various explosive bolts and hatches. The pod's automatic systems will immediately attempt to lock onto the nearest station and warp the pilot there.

The explosives used in the Griffin's ejection system are chemical based. You should get a qualified technician to check the entire ejection system before each mission.

3.7.3 Fitment (including retrofitting)

Pods are not able to mount anything other than the basic survival systems, a basic system warp drive and the access transmitters needed to activate a stargate.

Interestingly a large number of pilots will actually use pods as a type of inter-system shuttle, traveling from place to place in them, trusting that the sheer utter offensive nature of the pod will deter almost all notions of attack. While this maybe true in high-sec space, attempting this feat in the low-sec sectors is a foolish notion, and one better make sure their clone is up to date if they so wish to try it.

3.8 Computer Systems

The Griffin uses one of the most advanced computer systems that the Caldari Navy had at the time of its construction and since its inception it has undergone several reworks till today's model. Deep in its hull lies the CNF-42 mainframe system, running on the now standard quantum micro-processors with BY-1a Nexus chips to control the autonomous functions, monitoring all systems constantly for the pilot.



4. Technical Specifications

Fitting powergrid output 25 high slots 3 med slots 4 low slots 1 cpu output 225 launcher hardpoints 2 turret hardpoints 1 rig slots 3 Capacitor recharge time 187.50 sec capacitor capacity 250	Sensors and Targeting maximum base targeting range 60 km signature radius 50 m scan resolution 400 max locked targets 5 gravimetric sensor strength 17 radar sensor strength 0 ladar sensor strength 0 magnetometric sensor strength 0
Shield shield capacity 391 shield em damage resistance 0 shield explosive damage resistance 60 shield kinetic damage resistance 40 shield thermal damage resistance 20 shield recharge time 625.00 sec	Armor armor hitpoints 250 armor em damage resistance 60 armor explosive damage resistance 10 armor kinetic damage resistance 25 armor thermal damage resistance 45
Miscellaneous inertia modifier 3.1 tech level 1 magpulse propulsion strength 4 Calibration 400 upgrade hardpoints 3	Structure max velocity 250 drone capacity 5 (1 light Drone) capacity 160 m3 mass 1600000 kg volume 19400 m3 packaged



Griffin Preflight Checklist  	Your Fleet Commander may give you mission specific targeting instructions. These settings are only suggestions, please consult your Fleet 101 Overview Settings guide for more specific details.
1. Review and assign proper Overview Settings. a. SUPPORT, Frigates Cruisers and HACs, Recons and Electronic Attack Vessels. b. DPS Ships Battleships BattleCruisers, HACS Motherships Carriers and Dreads. c. All PvP All PvP Vessels d. Drones and Frigates Drones and Tacklers pose a specific risk 2. Load Preferred Scripts. Range or Resolution 3. Load Ammo Missiles Gun charges 4. Drones. Status check of the Drone Bay to ensure the Drone is present communicating properly. Ensure all personnel are clear of the Drone bay prior sealing the Drone Bay doors	5. In-flight Check The following checks should be performed as soon as the pilot is safely away from the station. If you are in Low-Sec/NullSec Warp to a Safe spot or fleet rally point and continue 6. ECM Module Setup. a. Check Module Activation Order Arrange modules according to Preference. On the Griffin, a common option is to load the <u>F1-F4</u> keys with Sensor Booster First then the 3 Jammers. Weapons will occupy <u>F5-F8</u>. b. Turn off AutoRepeat of ECM Modules Right-click on each Module and set the Autorepeat function off. <i>(When set the Module will then display the Auto Repeat ON option)</i> c. Activate Sensor Booster If you are in any one place for longer than it takes to align and jump your Sensor Booster should always be active. Lock times are critical and you should be ready for combat in moments notice.



ECM Combat Engagement Checklist	
 CALDARI Approach	Engagement
1. Warp in at your Vessel's optimal Range <i>If part of a gang warping into a fire-fight you may need to abort the gang warp so you can choose your optimal.</i> 2. Align to a Celestial object, Bookmark, or Rallypoint 3. Activate Sensor booster 4. Identify Targets a. Zoom out b. Check your overview c. Sort by Name d. Identify Primary e. Assign jams Alphabetically One group goes down A-Z The group goes up Z-A	1. Engage Targets Ctrl-Click on your Target in the overview. Only Target as many as you have ECM. 2. Activate ECM Module Select the race specific ECM or Multispectral on the Primary Target. 3. If the Jam is Successful: Call the "Target Name –Jammed " in your squad channel or fleet chat and move onto next target. 4. If the Jam Fails: Activate next applicable Module. If you have no Racial jammers for that target activate the Multispec (<i>Only if in range, do not waste the Multi</i>) 5. Repeat for Next Target 6. Activate any Missiles/Turrets for targets in range Focus on Tacklers and Drones that may have engaged you. 7. Warp-Out. Once all your Targets are jammed or your Jam Cycles have failed, activate the Warp Drive and warp to the Safespot. 8. Align for Jump on alternate Trajectory. 9. Jump Back in to fight. Repeat steps 1-12 until Combat is resolved.

Credits:

I mercilessly cribbed from the Eve-0 forums and other recent



guides to create this document. The guide itself was cribbed from the Kestrel Guide by Azia Burgi who cribbed stuff from the Rifter Guide.

STOP THE MADNESS! ☺

Other Persons involved in one way or another are:

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Section 3.3 General Cleaning by Roy Batty68.

Section 3.7 Pod Systems by Jay Marshall.

Section 3.8 Computer Systems by Jay Marshall.

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And of course useful Links

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A good source of alternative ship setups

[EveMon](#)

The Best Character/Skill manager

[EVE Fitting Tool](#)

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Comprehensive mission and tactics guide