

EVE Online

# Kestrel Owner's Manual

By

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# 1 About

## 1.1 History

The Kestrel is a light missile boat with a fairly large cargo space and one of the most sophisticated sensor arrays around. Interestingly enough, it has been used by both the Caldari Navy and several wealthy trade corporations as a cargo-hauling vessel. It is one of few trading vessels with good punching power, making it ideal for solo trade-runs in dangerous areas. The Kestrel was designed so that it could take up to four missile launchers but instead it cannot be equipped with turret weapons nor mining lasers.

Special Ability: 10% bonus to Kinetic missile damage and 5% bonus to EM, Explosive, and Thermal missile damage per level.



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An early Kestrel concept design

## 1.2 Skills

The basic skills to pilot a Kestrel are Caldari Frigate 3 and Starship Command 1. While these are not the most demanding of skills to train, you will not be able to do much with your new Kestrel unless you invest in various supporting skills that a prudent pilot wishing to use the Kestrel to its full potential should invest training time in. These are listed as follows:

Missile Launcher Operation	1
Standard Missiles	1
Energy Grid Upgrades	2
Afterburner	1

Shield Operation	1
Energy Management	4

It is also recommended that pilots train the missile support skills, as they will greatly enhance the ship's fire power.

## 1.3 Build Requirements

While you can purchase a pre-built Kestrel off the market for reasonable price you may wish to build your own so you can change the interior layout, etc. Sometimes, due to retail mark up, it might be cheaper to build a Kestrel. To do so, you will need a blueprint (either a copy or an original) and the following minerals:

Tritanium	20050
Mexallon	3482
Isogen	1162
Nocxium	1
Zydrine	1

You will need to rent a factory for a maximum of 1 hour 40 minutes to be able to build your ship, so make sure you take the rental cost into consideration before you decide to build your Kestrel. Unrestricted blueprints are available from the Caldari Navy; however researched blueprints are available on the open market via the contracts systems.

## 1.4 Variants

There are two major variants of the Kestrel available to pilots; the standard Kestrel and its Tech 2 version, the Manticore. Various factions have taken the base Caldari Navy model and tweaked it slightly before putting it into their own fleets, most notably are Guristas. However hard data on these models is hard to come by, mainly hearsay and rumour.



A docked Kestrel

### **1.4.1 Kestrel**

The Kestrel is the most popular frigate in the New Eden galaxy, with over 180,000 units rolling off the production line in the first half of 2007<sup>1</sup>. The low cost, versatility and good reliability of the Kestrel have made it an excellent starting platform for many new pilots.

### **1.4.2 Manticore**

Understanding the need for a covert operations ship with a high damage output, Lai Dai took the immensely popular Kestrel and tweaked it to act as a stealth bomber. They stripped out the standard computer systems and fitted one capable of handling cruise missile launchers (a missile launcher usually reserved for battleships) and a cloaking device.

The combination of cloak and high damage missiles gives the Manticore a huge alpha strike potential; ideal for ambushing your enemies.



A docked Manticore

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<sup>1</sup> EVE Online [DevBlog](#) 2007-09-30

## 2 Roles

This section details some of the various potential module load-outs possible with the Kestrel, wherever possible Tech 1 equipment has been used because of its widespread availability and relatively low costs.

### 2.1 Mission Runner

Suitable for most level 1 and 2 agent missions as well as for deadspace complexes up to DED rating 3/10, the Kestrel has the firepower and tanking ability to take on most NPC cruisers individually and multiple frigates at the same time.

General mission tactics include aggressing wings of targets sequentially, destroying a wing of enemies before moving on to the next. This lowers the damage being dealt to you and makes it easier to manage your shields and target priorities.

Aligning to a nearby celestial body is also a wise thing to do, in case you can't handle the combined damage output of multiple vessels. In empire space you can choose any celestial body as your escape point but in low security space, not patrolled by CONCORD, warping to a stargate or a station with low shields and/or capacitor might result in the loss of your ship. Especially if there are pirates hunting in local.

Like all Caldari ships the Kestrel is a shield tanking ship. Once your shields fail the armour and hull will follow shortly. Be conservative with shield boosting, wait until you have 50% shields before boosting then boost until you have 50% capacitor or your shields have recharged to between 75 and 80%.

Always carry about 2000 extra missiles in your hold. Carrying extra ammunition lets you stay on the battlefield for longer without having to return to dock to resupply.

High Slots	Mid Slots	Low Slots
Standard Missile Launcher I	1MN Afterburner I	Micro Auxiliary Power Core I
Standard Missile Launcher I	Small Shield Booster I	Power Diagnostic System I
Standard Missile Launcher I	Cap Recharger I	
Standard Missile Launcher I		
	Additional Skills	
	Electronics	3
	Engineering	3
	Weapons Upgrades	3
	Navigation	1

### 2.2 Salvager

Due to the large cargo bay and relatively high sub-light speeds the Kestrel can make an effective salvaging ship for any level mission. Low skilled pilots might struggle with capacitor sustainability while running the tractor beams, salvagers and afterburner simultaneously and may find using the afterburner sparingly more advantageous.

High Slots	Mid Slots	Low Slots	
Tractor Beam I	1MN Afterburner I	Expanded Cargohold I	
Tractor Beam I	Cap Recharger I	Expanded Cargohold I	
Salvager I	Cap Recharger I		
Salvager I			
	Additional Skills		
	Hull Upgrades		1
	Salvaging		1
	Science		4
	Mechanic		1

## 2.3 Fast Courier

Ideal for small volumes the Kestrel can be used as a stepping stone before purchasing a heavy duty industrial such as a Badger. While it cannot hope to compete on sheer capacity with a dedicated industrial the Kestrel is a good starting point for any would-be trader just starting out.

High Slots	Mid Slots	Low Slots	
	1MN MicroWarpDrive I	Expanded Cargohold I	
	Cap Recharger I	Expanded Cargohold I	
	Cap Recharger I		
	Additional Skills		
	Hull Upgrades		1
	Afterburner		4
	Navigation		4
	Mechanic		1
	High Speed Manoeuvring		1

## 2.4 PvP

The Kestrel (or "Kessie" as it is affectionately known) is one of the most-used Tech 1 frigates in PvP combat. It is not difficult to see why, as the firepower of a Kestrel is significant even if the pilot is not especially skilled. The downside however, is that compared to other frigates like the Merlin for example, the Kestrel cannot take much punishment.

The Kestrel is not well suited for solo PvP against other warships. It is a fine ship for commerce, mining and raiding though. A situation where high damage is required and relative low return damage is expected is where the Kestrel is most wisely used.

### 2.4.1 Gang

A fast high-damage gang is where the Kestrel excels; most battleship pilots will start worrying if they see a gang of 5-10 Kestrels coming towards them. Even in empire space, a gang of Kestrels can often manage to kill their target (within reason) before the inevitable CONCORD intervention.

<b>High Slots</b>	<b>Mid Slots</b>	<b>Low Slots</b>
Standard Missile Launcher I	1MN MicroWarpDrive I	Micro Auxiliary Power Core I
Standard Missile Launcher I	Warp Scrambler I	Overdrive Injector System I
Standard Missile Launcher I	Stasis Webifier I	
Standard Missile Launcher I		

#### **Additional Skills**

Electronics	4
Engineering	5
Weapons Upgrades	3
Hull Upgrades	1
Afterburner	4
Navigation	4
Mechanic	1
High Speed Manoeuvring	1
Propulsion Jamming	1

## **2.5 Cyno Jumper**

One of the more off-the-wall setups, the Kestrel can be fitted with a device called a cynosural field generator and sent deep into nullsec space. The cynosural field creates a rift in spacetime on a similar principle to stargates and allowing capital ships to travel several lightyears in a single jump.

You can only use a cynosural generator while in a fleet with a capital ship and the spatial distortion means you cannot move while the generator is active. The generator uses a special fuel called Liquid Ozone; this must be loaded into your cargo hold in appropriate storage containers. It requires 500 units of Liquid Ozone per cycle to operate.

<b>High Slots</b>	<b>Mid Slots</b>	<b>Low Slots</b>
Cynosural Generator I	Small Shield Extender I	Warp Core Stabilizer I
	Small Shield Extender I	Warp Core Stabilizer I
	Small Shield Extender I	

#### **Additional Skills**

Warp Drive Operation	1
Shield Upgrades	1
Cynosural Field Theory	1
Electronics	3
Leadership	1

## **2.6 Notes on Rigging**

While these setups can be improved or modified with the use of rigs the high cost of them puts their usage out of reach of new pilots.

Older pilots looking to get that extra edge from their Kestrel might want to use rigs but must remember that once fitted, a rig cannot be removed without irreversibly damaging the rig.

## 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

Because of the Kestrel's lack of turret slots deciding what type of ammunition to use is significantly simpler than on a gunship like the Merlin.

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 favour. 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 upper services hatches along the main corridor which runs from port to starboard in the main body of the ship. You also can gain access through the magazine hatch located in the cargo hold.

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

#### 3.1.1 Standard Missiles

The staple ammunition type used on Kestrels 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.

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.

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
Exterminator	Explosive	FoF
Firefly	Thermal	FoF
Seeker	EM	FoF
Serpent	Kinetic	FoF

### 3.1.2 Rockets

While rockets, at first glance, might seem like the poor alternative to standard missiles they are often greatly misjudged. Lacking the bulk to be able to fit automatic targeting systems, rockets are only available for deployment alongside manual targeting systems. The base range of only 4.5km means you have to get up-close and personal with your target.

Fit your Kestrel with a MicroWarpDrive and rocket launchers: a rate of fire comparably to most small railguns and no tracking issues makes the Kestrel a fearsome anti-drone or anti-frigate ship.

As with their bigger brothers', rockets have a selection of four warheads to choose from, these are listed on the open market as follows:

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

## 3.2 Consumables

While the Kestrel 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.

### 3.2.1 Atmosphere

The Kestrel utilises 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 six the Kestrel requires 5000 litres of nitrogen and 2000 litres 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 Kestrel's life support systems can handle up to 61 people for 3 days.

### **3.2.2 Food and Water**

As is standard across all Caldari frigates, the Kestrel 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 litres provides the water for both drinking and washing. As with the air scrubbers the water is recycled to 96% efficiency meaning the Kestrel 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.

### **3.2.3 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 pressurised 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 practise emergency evacuation procedures and fire drills. Doing this, even with an experienced crew, is essential as it instils 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.

### **3.2.4 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.

### 3.3 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 Kestrel uses Titanium Diborite armour 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 Kestrel; 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 armour 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.

### 3.4 Power Systems

The Kestrel 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 Kestrel 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 Kestrel can be used to power up derelicts or to power small planetary outposts.

## 3.5 Propulsion

For its primary sub-light manoeuvring the Kestrel utilises four magpulse thrusters units. These are directly powered by the main reactor and are capable of pushing a basic Kestrel up to 260 m/s.

### 3.5.1 Afterburners

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

Afterburners are not affected by deadspace.

### 3.5.2 Micro Warp Drives (MWDs)

MWDs are capable of pushing your Kestrel's sublight 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.

### 3.5.3 Warp Drive

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

A basic Kestrel can go to warp from a complete stop in 8.3 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.

## 3.6 Pod Systems

Like all New Eden spacecraft, the Kestrel'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.

Of interest are the rumours of pod pilots who retreat from the real world to the point of never leaving their pods. The current recorded record is one year, three months, fourteen days and twelve hours of pod seclusion, done by Lt. Cmdr. Chace Morrscroft, a Caldari pilot on a deep intelligence gathering run in Gallente space.

Lt. Cmdr Morrscroft was sent to a Caldari Naval research centre immediately after his return and other than his length in the pod without leaving it; no details have been released on his condition. Unsubstantiated rumours abound, of course, of pilots of have never left their pods and the strange nightmares that plague them, driving them insane. Others whisper over drinks in the depths of the stations of ships where the pilot has vanished, his body literally dissolved into the bio-gel, and their consciousness meshing with that of the ship creating something wholly new and terrifying.

### **3.6.1 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.

### **3.6.2 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 Kestrel's ejection system are chemical based. You should get a qualified technician to check the entire ejection system before each mission.

### 3.6.3 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.

## 3.7 Computer Systems

The Kestrel uses one of the more 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-1 mainframe system, running on the now standard quantum micro-processors with BY-1 Nexus chips to control the autonomous functions, monitoring all systems constantly for the pilot.

The only difference between the Kestrel and its brother the Manticore, is the addition of a nanofibre neural network throughout the ship in order to allow the pilot more control over the ships system, thus eliminating a number of the needed crew.

## 4 Technical Specifications

### Fitting

High Slots	4
Med Slots	3
Low Slots	2
Rig Slots	3
CPU Output	150 tf
Powergrid Output	30 MW
Calibration	400 points
Launcher hardpoints	4
Turret hardpoints	0

### Shields

Shield Capacity	391 HP
Shield recharge time	625 s
Shield Explosive Damage Resistance	60%
Shield Kinetic Damage Resistance	40%
Shield Thermal Damage Resistance	20%
Shield EM Damage Resistance	0%

## Armour

Armour Hitpoints	313 HP
Armour EM Damage Resistance	60%
Armour Thermal Damage Resistance	45%
Armour Kinetic Damage Resistance	25%
Armour Explosive Damage Resistance	10%

## Structure

Hull Hitpoints	266 HP
Mass	1,700,000 kg
Volume	19700 m3
Volume (packaged)	2500 m3
Cargo Capacity	305 m3
Drone Capacity	0 m3
Kinetic dmg resistance	0%
Thermal dmg resistance	0%
Explosive dmg resistance	0%
EM dmg resistance	0%
Length	68 m
Width	69 m
Height	18.2 m

## Capacitor

Capacitor Capacity	250 Energy
Recharge time	187.5 s

## Targeting

Maximum Targeting Range	40 km
Targeting Speed	4000 ms
Max Locked Targets	3
Signature Radius	47 m
Scan Resolution	465 mm
Gravimetric Sensor Strength	10 points

## Propulsion

Ship Warp Speed	6.0 AU/s
Max Velocity	260 m/sec
Inertia Modifier	2.65
Warp Capacitor Need	2.68E-06
Magpulse Propulsion Strength	4 points

## Miscellaneous

Maximum Crew (including Pilot)	6
Base Price	225,000 ISK

## 5 Credits

All images and data are copyright of CCP Games.

Section 2.4 *PvP* setup and general tactics by Cyclops43.

Section 3.3 *General Cleaning* by Roy Batty68.

Section 3.6 *Pod Systems* by Jay Marshall.

Section 3.7 *Computer Systems* by Jay Marshall.

Proof reading Jay Marshall.

Words and compilation by Azia Burgi.

### 5.1 Thanks

Thanks to CCP for making such a great game. I'd also like to thank my friends and the good people of the Science and Trade Institute for their valuable input, suggestions and comments during the production of this guide.

### 5.2 Useful Links

#### [EVE Online](#)

The world's largest online universe

#### [Azia's Bolthole](#)

My personal website

#### [Battleclinic](#)

A good source of alternative ship setups

#### [EVE Fitting Tool](#)

Offline ship setup tool

#### [EVE Survival](#)

Comprehensive mission and tactics guide