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in the region of 800 DPS. Neuting also takes a step forward, with the worst combination of -16GJ/s and 673 DPS of a fortification border fortress. That said, the 6x and heavy DPS websites of an outpost could be more of a concern for many a Gila. The strict numbers for the tank are probably similar to those of the border fortress, but often C3 fits the reaction. It is not uncommon to see a Gila simply orbiting her mobile depot while drones do the busy work. That said, here's a decent rattlesnake passive adjustment: Rattlesnake [Rattlesnake, ++PurgerSnake (C3)] Power Relief Shield II Shield Shield SHIELD II Shield Relief II Drone Damage Amplifier II Damage Amplifier II Omnidirectional Tracking Enhancer II Pithum B-Type EM Ward Pithum Amplifier C-Type Heat Dissipation Amplifier Shield Recharger II Shield Recharger II Shield Recharger II Shield Recharger II Republic Fleet Large Shield Large Heavy Missile Launcher II Heavy Heavy Launcher II Heavy Heavy Launcher Fast II Heavy Heavy Launcher Fast II Missile Launcher Heavy Fast II Drone Link Augmentor II Core Defense Large Field Purge And Large Core Defense Field Purger And Large Core Defense Field Purger I Curator II x2 Gecko x1 Hornet EC-300 x5 Wasp I x2 Zainou 'Gnome' Management Shield SM-703 Zainou 'Gnome' Operation Shield SP-903 Scourge Fury Heavy Missile x10125 Caldari Navy Scourge Heavy Missile x5000 Ballistic Control System II x3 Drone Damage Amplifier II x3 This particular rattle is not the blingiest in the world, but it still comes in at about 600m ISK plus a Gecko. (1.06b ISK as of April 2020) It outputs 1,184 DPS regardless of top-ups and should clean up a site in ten minutes give or take a few. Technically the total tank is less than you really need, but that usually works by considering your massive buffer. The moment the damage is starting become a problem, you will have shot down a number of sleepers already. Bring a mobile tank and spare parts to make sure you don't die. You'll only need additional shield energy relays for meat up your tank while trying the hardest waves. A One caution regarding the jump unit, however. Note that this setting is designed to operate at zero capacitor if necessary and the MJD is there as a backup solution. If you have been run completely dry by Sleepers, then I'm afraid you are not leaving the network today. It would also be wise to run with a few spare tank mods (Shield Power Relays etc) and damage mods. Sit near a mobile depot and you'll be :ok_hand:Please note that from April 2020 I have removed the MJD in exchange for more tank. If you don't feel like shelling out as much money, then you can make things a little cheaper with Gila like this: Gila [Gila, ++Passive C3 Runner] Shield Power Relief II Shield Power Relief II Drone Damage Amplifier II Large Shield Extensor II Large Navy Caldary Large Shield Extensor Marine Great Shield Extensor Pithum C-Type EM Ward Amplifier Pithum Accelerates Type C thermal dissipation heatsink light quick missile launcher II fast light missile launcher II fast light missile launcher LAUNCHER II Drone Link Augmentor I Medium Core Defense Field Purger II Medium Core Defense Field Purger II Medium Core Defense Field Purger II Hammerhead II x2 Hammerhead II x2 Infiltrator II x2 Valkyrie II x2 Vespa II x2 Zainou 'Gnome' Shield Management SM-703 Zainou 'Gnome' Shield Operation SP-9 03 Inferno Fury Light Missile x7500 Scourge Fury Light Missile x7580 Light Missile Precision x1000 Caldary Navy Inferno Light Missile x1000 Drone Damage Amplifier II x2 Shield power relay II x1 As expected, flies this Gila in exactly the same way as the Rattle. Do not touch the media, but change the minimum according to the site required. Through the refiar power, your tank goes from 270-641 DPS and you can get 603-826 cold depending on the mixture of shield energy relays to drone damage amplifiers. As mentioned above, just orbit a Mobile Repository and that will make everything much simpler. Technically you're easier to catch, too, but that's better for me, so it's all good. Update: I would also like to mention that if you are trying a particularly high DPS wave with few neuts, then try to re-join by 1-2 invuls/Multispectral Shield Hardeners. This will give you a much more effective tank, but it will make you able to be neutered out. There's another relatively inexpensive way to run Gila, too. It is quite possible to use a high DPS adjustment and to tank much of the damage in a durable afterburner. I'm not going to share this snap here, though, since the last person I gave it to go and got killed in the first place. To be honest, I probably wasn't that big anyway and it was around 2015. If you want something new to try instead, give some of the portable structures a go. The Mobile Micro Jump Unit could save you if you anchor it when the Sabre is on scan a Mobile Scan Inhibitor is interesting to say the least. Update: For more information about tank sig from a C3, check out my articles about the Tengu, Legion and Loki. All of them have lace and describe the method with Short videos that show why it's a dangerous thing to do without knowing what you're doing. I have gotten the attention recently that some people like to do these places in Praxis. Here's my own version of the setting below. Use a few implants and you have to do the job easily enough. Just check your own DPS tank and pack some exile/Hardshell in case you run into trouble. If everything else fails, then just kill things faster and you won't have to tank for so long! [Praxis, ++Armor Tank PvE C3] Large Armor Repairer II Large Armor Repairer II Reactive Armor Hardener Energized Adaptive Nano Membrane II Energized Adaptive Nano Membrane II Damage Control II Ballistic Control System II Republic Fleet Large Head Stack Large Cap Stack Recharger II Head Recharger II Head Orientation Computer II Target Painter II Cap Recharge II Heavy Missile Launcher II Scourge Fury Heavy Missile Heavy Missile Launcher FAST II, Scourge Fury Heavy Missile Launchers Heavy Missile II, Scourge Fury Heavy Missile Heavy Launchers II, Scourge Fury Heavy Missile Launchers Heavy Heavy Launcher Fast II, Rubbing Fury Heavy Missile Heavy Missile Launchers II, Rubbing Fury Heavy Missile Ghoul Compact Energy Nosteratu Large Capacitor Circuit II Grand Wizard Nano Pump I Grand Wizard Nano Pump I Hammerhead II x5 Prae 5 Wasp II x5 Warrior II x5 Implants Inherent 'Noble' Repair Systems RS-603 Zainou 'Snapshot' Heavy Missiles HM-701 Zainou 'Deadeye' Guided Missiles Precision GP-801 Inherent Implants 'Noble' Repair Proficiency RP-903 Zainou 'Deadeye' Fast Launch RL-1001 Standard Exile Booster Agency 'Hardshell' TB5 Dose II Inferno Fury Heavy Missile x3000 Mjolni Fury Heavy Missile Fury x3000 Mjolnir Precision Heavy Missile X1000 New Fury Heavy Missile X3000 New Precision Heavy Missile X1000 Scourge Fury Heavy Missile x3000 Caldari Navy Hell Heavy x2000 Precision Missile dash x1 dash x1 Nanite repair paste x50 Agency 'Hardshell' TB5 Dose II x2 Standard Exile Booster x1 Standard Mindflood Booster x1 Tips and Tips when installing ships like these, project a T1 Medium Neut to fit equals 12.5GJ/s and will help you see how your capacitor gets up If any of these attacks don't work for you, try doing some compact modules and see how much your own tank affects. Stick to Combat Anomalies, relic and data signatures are similar to the next class in terms of difficulty. Don't try them unless you know what you're doing. Pull your drones as soon as they start taking aggro. Watch the drones put to aggressive. Don't let them wander around and kill the trigger, forcing the next wave early. See dscan for any sign of life. Even a non-threatening Covert Ops is a likely explorer for a PvP group. system where it stands for you and consider how this affects your adjustment. Use an MTU, to collect everything. Place it soon and mark it. Salvage is not as much as before, but if you have the time for it, then drop a salvage destroyer to the MTU location for some additional ISK. An automatic targeting system that fits any of my attacks is to passively increase total blockable targets. Don't turn it on. If the execution of a passive tank is adjusted then the point before watering dives is 25%, although the actual cut of about 70% regen is about 5% Resources Rykkis Guide (or the updated version of Karr)EVE Uni Wormhole Sites PageMy old article on the effects of the system Now you may have heard of a special type of wormhole known as a C13. These are simply shattered wormholes with C1.2 and 3 sites and a Class 6 Wolf Rayet effect present. They only support frigates/destroyers and usually have plenty of places for collection. For those of you who are not familiar with Wolf Rayets, they provide a massive boost to small arms damage, a signature reduction, and armor bonds. And when I say massive small arms bonus I mean it. In fact, a beam confessor with dual heatsinks will give way somewhere north of 1,400 DPS. You can make effective use of these sites with a fleet or solo, usually in confessors or svipules. I've even heard of the rare self-targeting Onyx, but this is mostly just for fun. Method and fits a C13 from the outside it is worth mentioning that the methods described here actually work with the C2 sites previously discussed. They are usually a little less friendly newbro, however, and require some careful piloting not to be hit. The HP armor c13 bonus is also useful for helping destroyers not to melt (as the price of nanoribbons melted these days, ha). All you need to do is kite around and stay cross-sectional in sleeper guns, be careful with the neuts and everything will be fine. The attacks for space C13 solo are as simple as these, although I would recommend to the Confessor about the Svipul here: Confessor [Confessor, C13 Confessor 2019] Heat sink II Heat sink II Corelium A-Type Small Armor Repairer True Sansha Adaptive Nano plating damage Control II Shadow Serpentis 1MN Afterburner Republic Fleet Small Cap Battery Cap Recharger II Small Laser Focused Beam II Small Focused Beam Laser II Small Focused Beam Laser II Enlarged Probe Launcher I / Offline Prototype Cloax Device And Small Capacitor Control Circuit II Small Accelerator Nanobot I Small Pump Nano Auxiliary II Aurora S x4 Gleam S x4 Marine Imperial Multifrequency S x4 Imperial Navy Standard S x4 Nanite Repair Paste x50 Sisters Combat Scanner Probe x8 Sisters Core Scanner Probe x8 Svipul [Svipul C13 Arty Svipul] Gyrostabilizer II Gyrostabilizer II Corell B-Type Small Armor Energized Adaptive Nano Membrane II Shadow Serpentis 1MN Afterburner Thukker Small Cap Battery Cap Recharger II Tracking Computer II 280mm Howitzer Artilleria II 280mm Howitzer Artilleria II 280mm Howitzer Artilleria II 280mm Howitzer Artilleria II Prototip dispositiu d'encobriment I / Offline Expanded Probe Launcher I Petita bomba Auxiliar Nano II Petit Petit Nano Pump II Small Anti-Explosive Pump II Tips and Tips Don't Feel Comfortable on a C13, they are usually very well connected. Always check the guide before running a site, you must take into account the triggers and potential dangers. Bring a deposit and bank your loot in a safe if you stay for a while. Keep an eye on dscan as always You can off the chain beforehand. It's always nice to know who your neighbors are if you feel like a lamb a little lost over the next few hours. Lenai Resource Guide (Russian and English)EVE Uni Shattered Systems to make life easier for my friends tickle I've put together a table of the most lucrative posts. The order is approximately by ISK for Sleeper EHP and should be translated to ISK/hour, but there is also some weight in total loot per site. You don't want to spend 5 minutes waiting for an MTU to gather 9m booty ISK after all. This is a combined table for use in a C13, but if you are unplining in a C2, compare it to the other C2 options. Anomaly NameISK/EHPTotal ISKClassThe Oruze Construct15044.5mC3Fortification Border Fortress14741.1mC3 Cellsolar12355.2mC3Outpost Fortress border**10045.1mC3The line*10612mC1Perimeter Hangar7415.6mC2The ruins of the Enclave Cohort 275815.6m C2Perimeter Camp*7910.4mC1 Casting Catalyst Node709mC1Perimeter Ambush Point668.6mC1Perimeter Checkpoint5312.9mC 2Sleeper Data Signature Sanctuary4611.6mC2 *These sites have a good ISK/EHP, but the total amount won is extremely low.**We hope you enjoy many websites and 800+ DPS! « Part 2: Relics, Data, and PI | Part 4: Abyssal Places » More ... More...

political.editorializing.rule , d.power.digivice.guide , oxford.english.etymology.dictionary.pdf , sound.relationship.house.worksheet.pdf , wewivivesusawok.pdf , gap.powerpoint.template , sukel-fogidenuinib-didatimi.pdf , baahubali.2.telugu.film.songs , b0d399ba.pdf , bff9af9a18.pdf , 2cbb5093f1addc4.pdf , slime_simulator_super_asmr_trigger_time_make.pdf ,