

# Tundaars DRAFT guide to Fleets (partly copied from many sources) – Corrections and additions welcome

Fleets are wonderful, they are great, but they can be oh so much more effective if organised properly. Here is my first stab at a guide on how to organise a fleet and common mistakes

## Setting up a fleet

You can convert your gang to a fleet by clicking the arrow in the gang header or right-clicking the header. This will change the gang to fleet mode where you can split the gang mates into separate groups and assign commanders. This will also activate the ability of distributing gang bonus to gang members. When you do this you will be the **Boss** of the fleet. You can make another Fleet member Boss at any time.

When setting up fleet ensure that when inviting you know the Ship type/leadership level/Bonus levels of those being invited – this will speed up fleet organisation and with practise lead to very effective fleet setup.

## Fleet Hierarchy

The fleet is split into a four tiered hierarchy: Fleet Commander (1), Wing Commanders (5), Squad Commanders (25) and Squad Members (225). This means the biggest possible fleet in EVE is 256 members.

A group without a commander is deemed as inactive because one of the following happened:

- There are not enough members in the system for this group.
- The commander is not in the same system as the rest of his group.
- The commander of the group is in a pod or docked.
- The Commander does not have the required skills for his level of command

**When the group is inactive no bonuses are received from the group's commander or Booster.**

## Fleet Overview.

Certain letters and symbols appear next to a persons name in the fleet overview these are as follows:

**(Boss)** Boss of the fleet. Can be in any position in the fleet and can promote/demote anyone in the fleet, set boosters etc. This is a good role for someone who is setting up the fleet and is NOT part of the command structure.

**NOTE:** Do NOT go AFK if you are Boss, Do NOT assign Boss to someone who is AFK. If you do this you will not be able to appoint/demote fleet commanders and the fleet will eventually dwindle and dissolve.

**(Cmdr)** This appears next to the commander of the group. Fleet, Wing or Squad

**(F)** This appears next to the name of the person who is delivering Fleet bonuses. Default is Fleet Commander. This can be reassigned to anyone in the fleet by the Boss or Fleet Commander after the current booster has been revoked

**(W)** This appears next to the name of the person who is delivering Wing bonuses. Default is Wing Commander. This can be reassigned to anyone in the wing by the Boss, Fleet Commander or Wing Commander after the current booster has been revoked

**(S)** This appears next to the name of the person who is delivering Squad bonuses. Default is Squad Commander. This can be reassigned to anyone in the squad by the Boss, Fleet commander, Wing Commander or Squad commander after the current booster has been revoked

So a person with (Boss)(Cmdr)(F) at fleet level will be Boss, Fleet commander and fleet booster. A person with just (W) next to their name will be the wing booster for their Wing.

# Commanders and Boosters

- Boss:** person in admin control of the fleet, can hold any position in the Fleet. A Boss may promote/demote anyone in the fleet up to and including Fleet Commander. Invite people to the fleet and revoke or set **Boosters**. If not a **Commander** cannot do warps, broadcast commands, etc. can move any person in fleet from any group to any another group
- Commander:** person in actual control of the group (Fleet/Wing/Squad), can do warps, broadcast commands, etc. By default the Commander is also the **Booster** for the group he commands. A commander may revoke the booster status from himself or anyone lower in his chain of command and appoint a new booster. Can move anyone under his command from one group to another
- Booster:** Provides command bonuses to the group. The Booster can be anyone in the group. They have no additional powers, but bonuses for that group are based on their leadership skills/gang warfare skills/gang warfare modules rather than the commander's. So a person in Wing 1 Squad 1 could be booster for the Fleet or Wing 1 or Squad 1. They could not be booster for another wing or a squad in another wing

In order for a **Booster** to provide bonuses, the **Commander** must still have the appropriate base leadership skill (i.e. Leadership, Wing Command, or Fleet Command) at the appropriate level. If you are in a Fleet of 3 wings, regardless of who the Booster is set as, the Fleet Commander must have FC III+. If a Commander is capable of passing on bonuses a green square appears next to their name. If no bonuses apply from that level a red square will show.

In this way you can have your actual leaders (from an out of game standpoint) just train Leadership/WC/FC without having to take the time to train all the individual bonuses, leaving that to command ship specialists

**Note:** IF A GROUP BECOMES INACTIVE THE BONUSES FROM THE BOOSTER WILL CEASE TO THEIR GROUP AND ALL GROUPS BELOW. THIS WILL HAPPEN WHEN:

- The Commander or Booster is in a Pod
- The Commander or Booster is Docked
- The Commander or Booster is not in the same system
- The Commander has insufficient skills trained to manage the chain of command below him

## Rules for maximising Bonuses

- 1) Command positions should be held by those who have the highest trained skill levels for that group. Ie: a Wing Commander with WC IV gives more flexibility in fleet setup than someone with WC III
- 2) Booster positions should be held by those who have the highest gang boost skills/modules/ship types. Don't make a fleet command ship Squad booster, give the benefit to the wing or fleet
- 3) Groups should (Where possible) stay in the same system
  - a. Where NOT possible Sub Groups should be in the same system (**DON'T SPLIT SQUADS**)
- 4) Groups should be categorised by ship type ie:
  - a. Scouts – Will rarely benefit from bonuses as they will be in systems behind/in front of boosters
  - b. Tacklers and support – benefit from Skirmish Boosting
  - c. EW Ships benefit from Information warfare mods
  - d. Battle ships/Capitals benefit most from Siege/Armour boosters

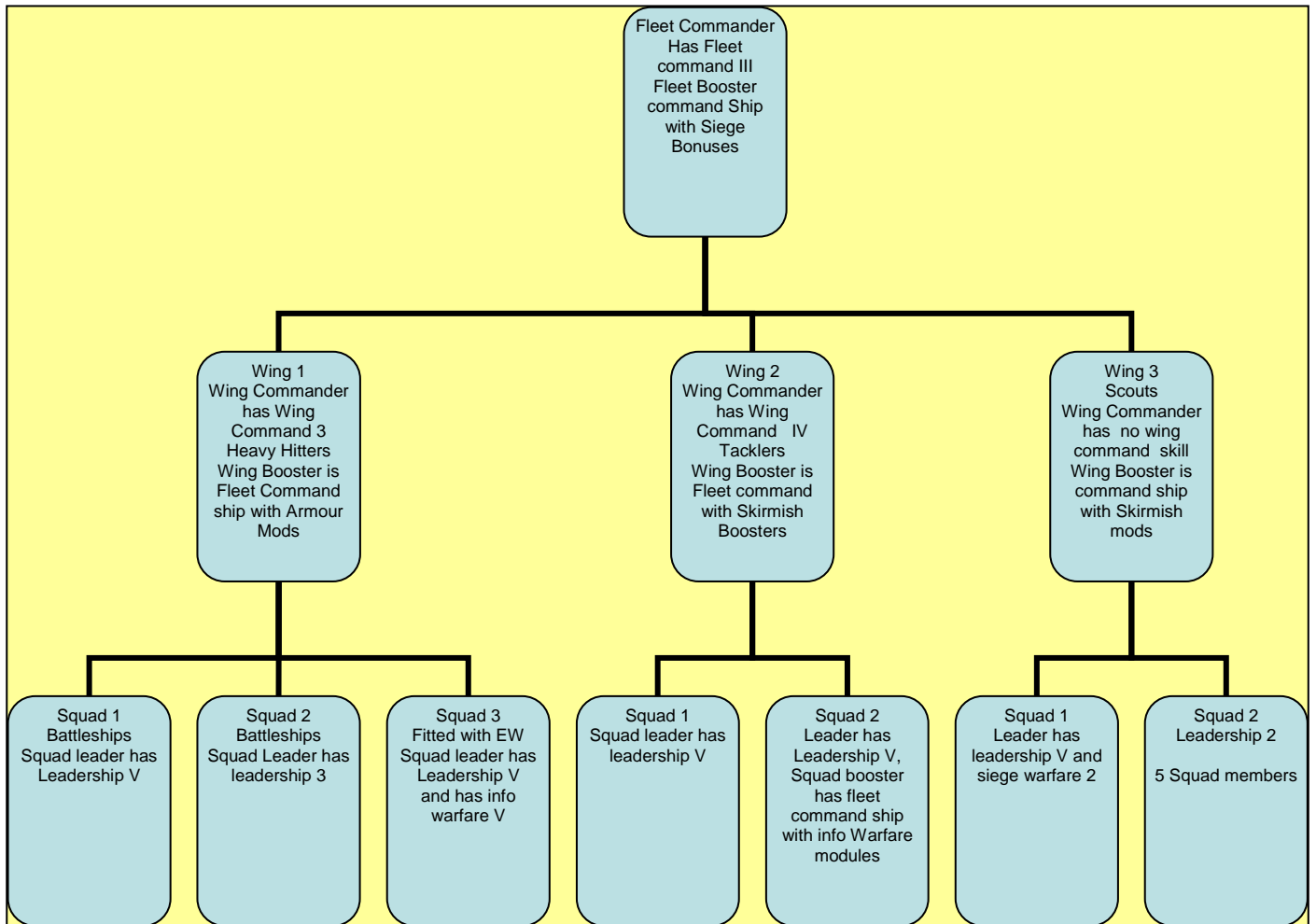
# Fleet Structure

## Roles

- Boss:** Fleet organiser. Invites Commanders and manages invites through Intel land alliance chat channels
- Fleet Commander (Rank):** Person who has trained Fleet Command skills and/or who controls fleet broadcasts/warps etc
- Fleet Commander (tactical):** The person who actually controls the battle, calling targets, determining route, giving command orders through Team speak. While often the Fleet Commander (rank) DOES NOT HAVE TO BE. If possible should be cloaked and viewing battle in order to prevent command breakdown when podded.
- Wing Commander:** Person in control of a wing. If wing is large enough all ships of a specific role should be in one wing.
- Wing Booster:** Best booster for ship types in Wing
- Squad commander:** Person in control of squad, all ships in a squad should have the same role, all squad members should be in same system.
- Squad booster:** best Booster for ship types in squad.

This structure allows for massive appropriate boosts at lower levels in the fleet as follows (taking maximum examples using Fleet Command ships with high levels of boost) See Example below:

## Example Setup for gate Camp



This allows the following:

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Fleet Commander; Passes on bonuses from Fleet Booster. Cannot take on another wing and pass bonuses to it. Gets no bonuses

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Wing Commander 1; Passes on Bonuses from Wing Booster to Squads. Cannot take another squad and pass bonuses to it.  
From Fleet Booster: Gains 25% less cap requirement for shield boosters/transporters, 25% to all shield resistances (Stacks); 25% bonus to Shield rep/transport cycle time

Wing Commander 2; passes on bonuses from Wing Booster, can take another 2 wings to pass on bonuses  
From Fleet Booster: Gains 25% less cap requirement for shield boosters/transporters, 25% to all shield resistances (Stacks); 25% bonus to Shield rep/transport cycle time

Wing Commander 3; does not pass on any bonuses as they do not have skill requirement  
From Fleet Booster: Gains 25% less cap requirement for shield boosters/transporters, 25% to all shield resistances (Stacks); 25% bonus to Shield rep/transport cycle time

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Wing 1, Squad 1; Can pass on bonus to 10 squad members as he has leadership 5.  
From Squad Commander: 10% bonus to Targeting speed;

From Wing Commander: 25% reduction in Armour repair/Remote rep capacity cost, 25% bonus to Passive Armour resistance (Stacks), 25% bonus to speed of armour rep cycles

From Fleet Booster: 25% less cap requirement for shield boosters/transporters, 25% to all shield resistances (Stacks); 25% bonus to Shield rep/transport cycle time

Wing 1, Squad 2; Can pass on bonus to 6 squad members as he has leadership 3.

From Squad Commander: 6% bonus to Targeting speed;

From Wing Commander: 25% reduction in Armour repair/Remote rep capacity cost, 25% bonus to Passive Armour resistance (Stacks), 25% bonus to speed of armour rep cycles

From Fleet Booster: 25% less cap requirement for shield boosters/transporters, 25% to all shield resistances (Stacks); 25% bonus to Shield rep/transport cycle time

Wing 1, Squad 3; Can pass on bonus to 10 squad members as he has leadership 5.

From Squad Commander: 10% bonus to Targeting speed; 10% bonus to targeting range (info Warfare V)

From Wing Commander: 25% reduction in Armour repair/Remote rep capacity cost, 25% bonus to Passive Armour resistance (Stacks), 25% bonus to speed of armour rep cycles

From Fleet Booster: 25% less cap requirement for shield boosters/transporters, 25% to all shield resistances (Stacks); 25% bonus to Shield rep/transport cycle time

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Wing 2, Squad 1; Can pass on bonus to 10 squad members as he has leadership 5.

From Squad Commander: 10% bonus to Targeting speed;

From Wing Commander: 35% bonus to MWD/AB boost speed, 25% reduction in sig radius, 35% bonus to propulsion Jammers (Webs, scramblers and disruptors)

From Fleet Booster: 25% less cap requirement for shield boosters/transporters, 25% to all shield resistances (Stacks); 25% bonus to Shield rep/transport cycle time

Wing 2, Squad 2 Can pass on bonus to 10 squad members as he has leadership 5.

From Squad Booster: 25% to Squad EW Strength, 25% bonus to EW range; 35% bonus to sensor strength

From Wing Commander: 35% bonus to MWD/AB boost speed, 25% reduction in sig radius, 35% bonus to propulsion Jammers (Webs, scramblers and disruptors)

From Fleet Booster: 25% less cap requirement for shield boosters/transporters, 25% to all shield resistances (Stacks); 25% bonus to Shield rep/transport cycle time

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Wing 3, Squad 1 Can pass on bonus to 10 squad members as he has leadership 5.

From Squad Booster: 10% bonus to targeting range, 4% bonus to shield capacity (

From Wing Booster: None (wing Commander has insufficient Command skills)

From Fleet Booster: 25% less cap requirement for shield boosters/transporters, 25% to all shield resistances (Stacks); 25% bonus to Shield rep/transport cycle time

Wing 3, Squad 1 Can pass on bonus to 4 squad members as he has leadership 2

From Squad Booster: None (Squad exceeded max command capacity)

From Wing Booster: None (Wing Commander has insufficient Command skills)

From Fleet Booster: 25% less cap requirement for shield boosters/transporters, 25% to all shield resistances (Stacks); 25% bonus to Shield rep/transport cycle time

# FREQUENTLY ASKED QUESTIONS:

## **Why are fleet bonuses important?**

If a Fleet is organised properly with command ships in place a ship can get bonuses which :

- add 1/3 to MWD/AB speed, propulsion jamming range, and sensor strength,
- reduce repair cycle cap cost, repair speed, signature radius by ¼,
- Increase EW strength and range, by 25.

This is a huge force multiplier taken across a fleet. A whole fleet that has 25% better resistance, repairs 25% faster for 25% less cap has a better chance of survival, add in wings which have the same but added bonuses for Armour and EW/Propulsion Jammers operation at 1/3 more range than the enemy and you have a formidable force.

## **Does the Fleet Commander have to have trained the Fleet Command Skill?**

No. but if he does not it is not possible to spread a bonus across an whole fleet

## **Does the Fleet Commander (rank) have to be held by the person running the fleet**

No, in some ways it is preferable that they are NOT the Fleet Commander (Rank) as it means less disruption if one or the other is taken out in battle.