

Terminology in Incursions

FC - Fleet Commander

LC - Logistics Commander

TTT - Tagger

AAA - Anchor - 130k EHP or more preferred

DDD - Drone Bunny

All of the above should be on EVERYONES watchlist

Logis - Short for Logistics

DPS - No more than 50km range on weapons

Sniper - 150km Target/weapon range

T3's - Tech 3 or Teir 3 Cruiser ships

OGB - Off-Grid Booster

L - Logistics signifying ready

Scimi or Basi - Two types of Logistics Pilots

SSS - Super Squishy **Make sure logis are aware**

TL - Tracking link available from a Scimi

JJJ or J - Indicates Pilot is jammed

C+ or C- - Used by Basi to indicate cap transfers

WL - Waitlist

Fleet setup

At the beginning of every fleet it is the duty of the FC to make sure that there is a designated AAA, DDD, TTT and LC.

AAA - Should have at least 130k EHP and be either a Sniper or DPS

DDD - Should be a Loki with the web range subsystem

TTT - Can be the FC or someone the FC trusts to tag correctly

LC - One of the Logistics who knows what is needed of the other Logistics and can set up watchlists for fleet

All of these people should be on EVERYONE'S watch list

The DDD should not need tags and be aware of what needs to be destroyed first. The DDD orders will still be shown in this sheet.

The FC should designate someone to tag for the NCN Cruiser side. This should be one of the T3 DPS.

Fleet setup (cont)

The FC should also confirm with the LC that all Logis understand their watchlists and are prepared for the fleet.

Off-Grid Boosters

Tengu - The tengu is the most desired OGB because the subsystems used in the Tengu give a boost to Siege Warfare links. Siege Warfare links increase a ships shield resistances, reduces the capacitor need and the cycle time of shield boosters and shield transporters.

Loki - The Loki is the second best OGB because the Loki gets bonuses to Skirmish Warfare links. Skirmish Warfare links boost the range of Webifiers significantly and reduce the signature radius of ships.

All OGB's should have:

Siege: Active Shielding, Shield Efficiency, Shield Harmonizing

Skirmish: Interdiction Maneuvers, Evasive Maneuvers

Immediate Threats

Some ships come on the field and immediately need to be dealt with. In Vanguard's it will be the entire fleet's duty to kill said ships, in Assaults it will be up to the FC to assign the proper order for people.

Ships to always kill first in order of importance:

1. Narja - These need to be removed ASAP, they jam and can screw up a logis day, thus screwing the fleet.
2. Mara - These ships will scramble, which if the fleet has to make an emergence warp off would disrupt that.
3. Outuni - Makes a bad day for the fleet in general

Overwhelmed Civilian Facility (OCF)

Overwhelmed Civilian Facilities are the easiest of the three types of Assault Incursions. There are sniper targets but are to be ignored.

Snipers follow DPS targets.

In an OCF a Logistics pilot will be designated as the Civilian Picker. At the end of each wave a canister will drop with 15 Civilians in it that will need to be picked up. On the last wave a drop off can will appear and 40 Civilians need to be dropped into it for the site to end.

Orders:

DDD

Niarja - Schmaeel - Tama - Renyn - Eystur

Tagging to be done by TTT:

DPS/Sniper

Mara - Outuni - Auga - Deltolle - Romi

Nation Commander Stronghold (NCS)

Nation Commander Stronghold's are the median difficulty in Assault Incursions. There are Sniper and DPS targets as well as DDD targets.

There are 4 waves of NPCs, each different and variable. On the 4th wave there will be a special Named Commander spawn. This is the final target and once destroyed the site will end.

Orders:

DDD

Niarja - Schmaeel - Tama - Renyn - Eystur

Tagging to be done by TTT:

Sniper (Tag as letters, ABCD)

Yulai Crus - Antem Neo

DPS (Tag as numbers, 1234 etc)

Arnon - Outuni - Auga - Intaki - Ostingele - Deltolle - Romi

Final Wave, full ship DPS on:

Slave 32152, Slave Heavenbound01, Citizen Astur, etc.

Nation Consolidation Network (NCN)

Nation Consolidation Network's are the most difficult sites to run in Assaults because it requires the fleet to split into two groups. For this reason most fleets try and ignore them. Group one, Battleships, consists of all the Battleships and three Basilisks who take the left gate to begin with. (Solar Harvesting) Group two, Cruisers, consists of all the Tech 3 or Tier 3 Cruisers and two Scimitars who take the right gate to begin with. (Residential) Once the ships have entered their respective gates and started to engage the NPC's they have to begin to fly towards the end of the room to another gate. The gates will not be able to activate until the opposite side fleet destroys all the ships in their room.

There are four rooms total. Three of them the fleet is split and have to manage their own targets. Targets by side are:

Battleship

**Vylade - Intaki - Ostingele - Auga - Deltolle
Cruiser**

Niarja - Mara - Auga - Tama - Romi

After the third room it is up to the FC to tell both the Battleship and Cruiser side when to take the final gate. Both sides will be together at this point:

DDD

Niarja - Schmaeel - Tama - Renyn - Eystur

Sniper

Yulai Crus - Antem Neo

DPS

**Arnon - Outuni - Mara - Auga - Deltolle -
Romi - Intaki - Ostingele**

NCN Logistics note

Logistics need to be both awake and careful in the final room of NCN's. The incoming DPS when focused on one ship can be overpowering sometimes and pilots should be ready to overheat their modules if necessary. To avoid unnecessary aggro, Logistic pilots should try not to use more than two Shield transporters unless necessary, at least until the NPCs start to clear out.



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