

Introduction

Greetings Pilot!

Thank you for your interest in becoming a Fleet Commander for Incursions. The following page will give a quick overview of what is needed to be a successful Incursion Fleet Commander as well as links to other more important information!

While Vanguard's will be covered somewhat in this document, it will mainly focus on Assault fleets in Incursions.

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

Tagging Orders

Part of being a good FC is knowing what needs to be destroyed first. Each type of Incursion has similar ships to destroy in them but varying amounts and ranges they spawn at.

Use the following to get familiar with the orders and ships:

General: FC Requirements

To begin with it is imperative that all Pilots wishing to become an official sanctioned FC for MUMBL Incursions have the following:

1. Access to a decent, working headset to use in Voice chat.
2. An acceptable ship to fly in Incursions. (Only a DPS or Sniper ship found in the follow document:

[https://docs.google.com/document/pub?id=12bVtUc9-](https://docs.google.com/document/pub?id=12bVtUc9-VOQG2phcXfkcZ1kd9btaTow8ROdd3avjfkI)

[VOQG2phcXfkcZ1kd9btaTow8ROdd3avjfkI](https://docs.google.com/document/pub?id=12bVtUc9-VOQG2phcXfkcZ1kd9btaTow8ROdd3avjfkI))

3. The appropriate skill set to properly fly an Assault sized fleet. The absolutely necessary skills are:

----a. Leadership 5

----b. Wing Command 4

4. A general knowledge of acceptable ships and fits for Incursions. As well as what MUMBL fleets require. Review this document to become familiar with them:

[https://docs.google.com/document/pub?id=1t2uuPzksAmdl9LewS14iYUomuO0Gmt_S72](https://docs.google.com/document/pub?id=1t2uuPzksAmdl9LewS14iYUomuO0Gmt_S726q5r0mglg)

[6q5r0mglg](https://docs.google.com/document/pub?id=1t2uuPzksAmdl9LewS14iYUomuO0Gmt_S726q5r0mglg)

Beyond this general information being in fleets and listening to current FC's will help anyone come closer to leading fleets themselves.

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

General: Fleet Composition

All Incursion fleets consist of two things:

1. DPS to kill stuff
2. Logistics to keep the DPS alive.

The only thing that varies between the different Incursions is how many and what type.

Both types of fleets can have OGB's but it isn't necessary for Vanguard's and is recommended for Assaults.

For Vanguard's you will have 10-11 pilots: 8 DPS ships and 2 or 3 Logistics. A fleet size of 10 will give the best payout available but will leave you short one Logistics pilot. If you are new to FCing Incursions or are not comfortable with your fleet, it is strongly suggested that you run one heavy with 3 Logistics.

For Assaults the fleet composition in a little more involving and will be explained below.

General: Assault Composition

Unlike Vanguard's, Assault fleets require more members and coordination on the parts of all the Pilots involved. At first it can be difficult to manage and run larger fleets but becomes easy over time.

Assault fleets always need a OGB because of the number of pilots in fleet and the amount of incoming damage requires more tank, faster logis and quicker ships.

The two most common used OGB's and their differences can be found to the left.

Including the OGB a standard Assault fleet size is 21 Pilots consisting of the following:

- 8 Snipers that can target and hit at 150km+
- 3 DPS that can hit no farther than 50km
- 4 Tech 3 or Tier 3 Cruiser ships
- 5 Logistics, 2 Scimitar and 3 Basilisk.

Logistics composition in Assault fleets is very important and should be the biggest concern of any FC. Look here for Logistics information: <http://twmfcorp.com/random/lc-cheat-sheet.pdf>