

SLOW's Guide to Fittings and Secondary Skills



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Introduction

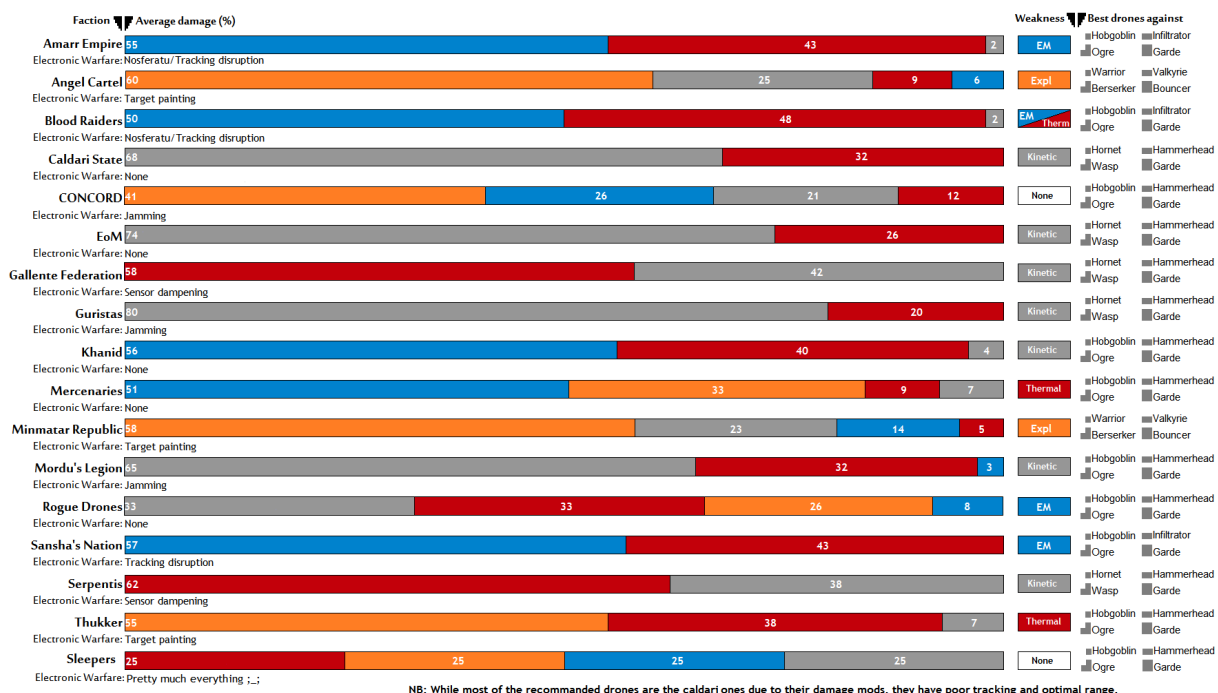
This guide aims to demystify ship fitting in EVE Online, breaking down complex concepts into manageable pieces. From damage types and slot layouts to tanking strategies and secondary skills, we'll provide you with a comprehensive overview of the fundamentals you need to excel in ship fitting. So, grab your favorite spaceship, and let's dive into the art of ship fitting in EVE Online. May your ships fly true and your modules never overheat!

Damage Types

In EVE Online, you will spend a huge amount of time making and remaking fits. One of the main concepts of fitting is tanking, but something we first must cover is damage types. In EVE, there are four damage types: EM, Thermal, Kinetic, and Explosive. Different ammo, missiles, drones, etc., will do different values of damage for potentially one or more of those damage types. Here is a picture showcasing the nature resist profile of a starting rookie ship. Typically, T1 (Faction) ships have the same basic resist profiles, and T2/T3's change depending on the faction and such, but that is beyond the scope of this guide.



You will see that each damage type has a color represented with it too! You will also see that the first row has 0% EM but increasing going rightward to the highest natural resist of explosive, as the second row does the opposite and the third being even. Those rows represent the three different 'tanks' of your ship: Shield, Armor, and then lastly hull. (There is a fourth tanking method we will discuss later in this guide) Another very important piece of information is understanding that different NPCs and some weapon systems have certain damage types. For example, here is a damage chart of the damage types of NPCs in the game currently:

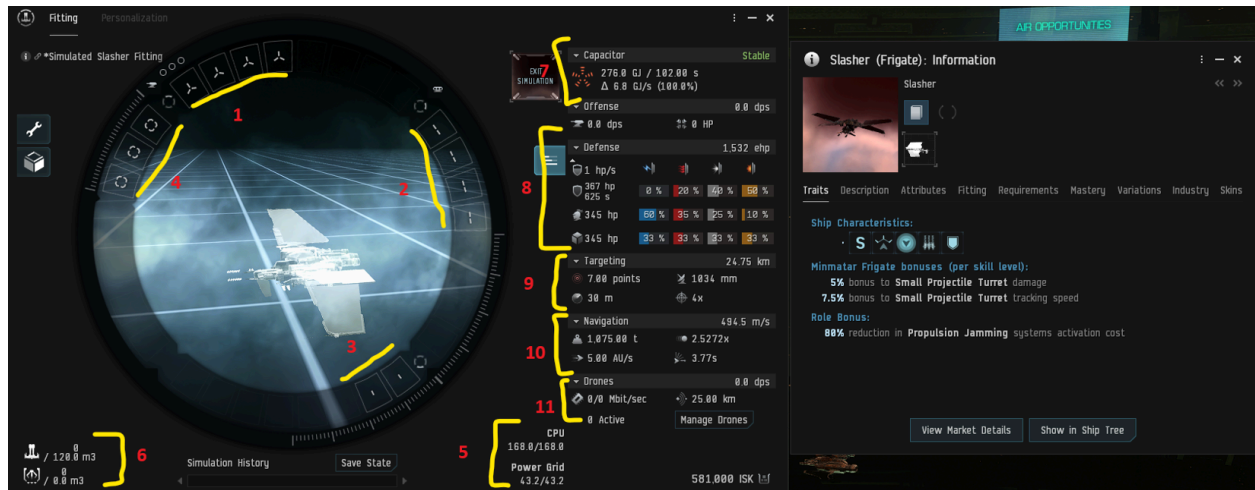


(You will not need to know all this but nice to reference when building fits for certain tasks, [source](#))

Slot Layout, Ship Bonus, and Fitting

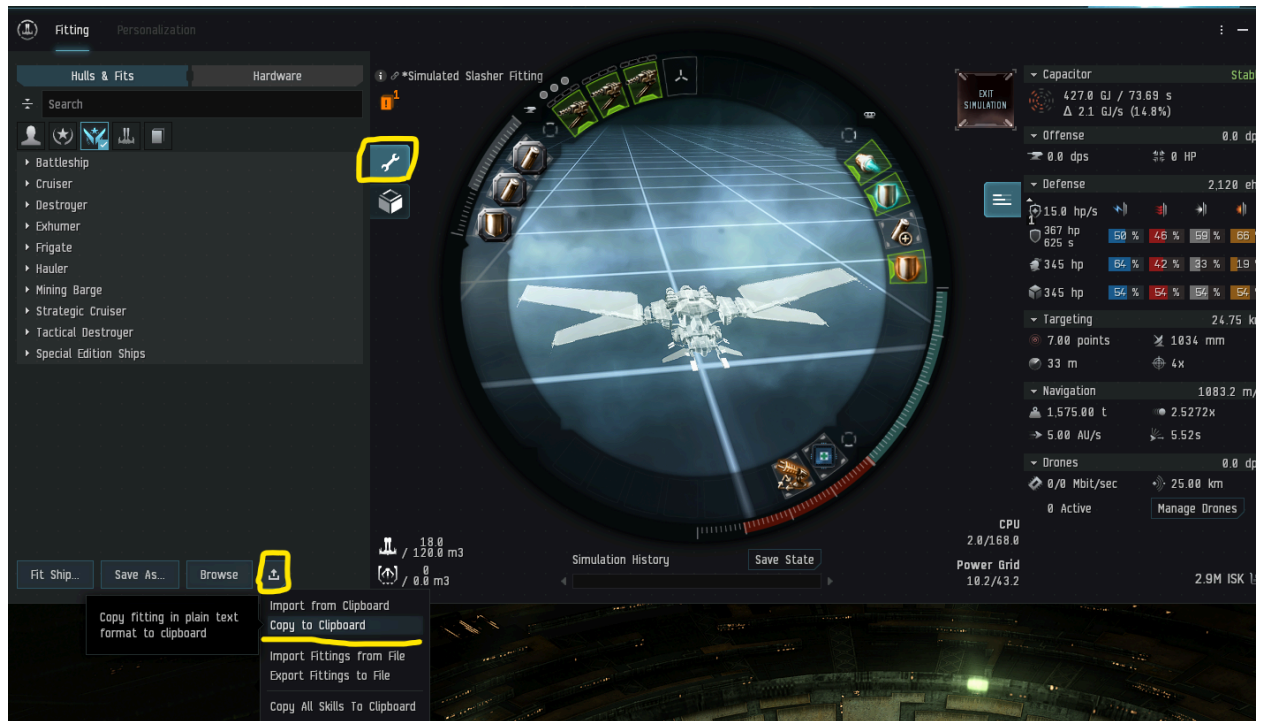
Before we can talk fits and tanking, we must discuss different slots on a ship as well as bonuses on a ship hull. EVE has four spots for you to fit on a ship: High slots, Mid Slots, Low Slots, and Rig Slots. There are certain modules that relate to each of these slots, as for example, a high slot cannot go into a low slot. High slots are usually the damage modules like weapon systems, some EWAR, and a few other tidbits, but we won't dive into too many details on all the different modules in the game. Mid slots are mostly EWAR, shield tanking, propulsion, target computers (improves weapon systems). Low slots are damage-increasing modules, tracking/range enhancers, armor tank, hull tank, propulsion buffs, and miscellaneous buffs like cargo and such. If you want to see which module belongs to which slot, you can right-click it, then go to the 'Fitting' tab to see where it belongs. Lastly, there are rigs that grant bonuses from tanking, speed to pretty much anything!

Let's use the Tech 1 - Minmatar Frigate the Slasher as an example:



- High slots - There are 4 (Those three circles show how many hardpoints/turrets)
- Mid slots - There are 4
- Low slots - There are 2
- Rig slots - There are 3
- Fitting room - CPU/PWG (Powergrid) amount that is used by modules when fitted
- Cargo space and Drone bay - 120M3 Cargo space with 0M3 Drone Bay
- Capacitor - The energy (Mana) of your ship, used when activating modules
- Defense - Tank values
- Targeting - How far you can lock, how many targets and such
- Navigation - How fast you go!
- Drone Bay - More drone bay information, including how many and range usage

Lastly, there are the Ship Characteristics under the Traits! Those play an important role in what you may want to fit as this Slasher has a bonus to Small Projectile Turrets so using some other weapon system does not make sense! Now let's review a fit for some basic mission running and explain a bit of the fit before we dive into more details on tanking. To paste a fit into plain text that can be imported into the game, you can go here:



[Slasher, *Simulated Slasher Fitting] (Ship and fit name, currently just a generic name)

Damage Control I (Damage control buffs all resist on all tanks, standard on most fits)

Counterbalanced Compact Gyrostabilizer (Increases damage/rate of fire for projectiles)

1MN Monopropellant Enduring Afterburner (Afterburner for extra speed when activated)

Small Clarity Ward Enduring Shield Booster (Repairs shield hitpoints)

Small Compact Pb-Acid Cap Battery (Adds a larger pool of capacitor AKA Cap)

Enduring Multispectrum Shield Hardener (Increases resist when active on shields)

200mm Light 'Scout' Autocannon I

200mm Light 'Scout' Autocannon I (Projectile weapons, autocannon variety)

200mm Light 'Scout' Autocannon I

Small EM Shield Reinforcer I (Increase EM Resist on shields)

Small Capacitor Control Circuit I (Increases cap regen to make it stable)

Small Capacitor Control Circuit I (Increases cap regen to make it stable)

Phased Plasma S x2400 (Close range Thermal based ammo)

EMP S x2400 (Close range EM based ammo)

Fusion S x2400 (Close range Explosive based ammo)

Now you may be thinking, "What the hell is all this?" Suffice to say it may seem a bit complex/gibberish, but over time this will become almost second nature, so do not worry if you barely understand the fit, as long as you understand the concepts. We will help guide you through the process of fitting ships for various tasks in your EVE career until you feel comfortable trying it yourself. The main points to see are that we have increased many stats from its base empty Slasher. Everything from speed, tanking abilities, actual damage, and still maintain a cap-stable fit (that means it can run all modules at the same time without pause). You will also notice in the number 5 area for CPU/PWG fitting we have some spare and an extra high slot not used. We could try to squeeze something in there, but most things will put us over CPU/PWG, and therefore,

we cannot undock our ship. We can ignore the spare high slot as all turret hardpoints are fulfilled.

Tanking

Tanking in EVE may seem complex, but overall it can be boiled down into four classes: Shield, Armor, Hull (AKA Man tanked), and Sig/speed tanked. We will cover the first three and touch briefly on the last, as it is more complex than we need to worry about. Using the previous basic information of natural resistance and damage types, we know that shields are super weak to EM/Thermal but get stronger with Kinetic/Explosive. Knowing that it uses mid slots for shield tanking, we can determine that the ship we would want to use has more mid slots than low slots, and ideally, if the enemy is doing Kinetic or Explosive damage, that would work very well for us as opposed to EM/Thermal. The opposite is true for Armor and hull tanking. We would want more low slots for those, but for armor, a natural resist to EM and Thermal would make it optimal to go against enemies that do those damage types, whereas hull tanking is even across the board but needs low slots to expand the total hull hit points. Now with both shield and armor, we can patch/plug resist holes with various modules like our fit above using a shield rig to increase our EM resistance on shields as that is our biggest hole in the shield tank. The other two shield modules are the active shield repper and the multispectrum shield hardener that increases overall resistances across the board. Armor tanking has similar modules, and hull tanking has hull repairers but not the best as they heal low amounts of HP and slow.

There are two schools of thought about tanking a ship after you determine which type (usually shield or armor), and that is, do you active tank or passive tank? Passive means adding buff EHP like armor plates for armor or Shield Extenders for shields and increasing resistance. This is common practice for most fleets, and you will learn why. But for solo usage (apart from hull tanking in PVP), you will mostly see active fits (self-repair). But what about the fourth tanking type? Well, that involves using fast, small ships to avoid incoming damage. They can be active or passive, but their strongest focus is on "sig tanking," keeping a distance but still applying or zooming so quickly they cannot be touched. Overall, this tanking type is much more difficult to grasp without prior knowledge of other tanking and damage application methods, which are outside the scope of this guide.

Secondary Skills

Now one of the biggest misnomers is because you can use something does not mean you can “use” something. For example, a Multispectrum Energized Membrane (the armor version of the shield multispectrum we fit on our Slasher) only requires some basic skills that we will most likely have day one. However, if you check your armor skills, you will find that there are a couple of skills that will improve this module, such as ‘EM Armor Compensation,’ which grants a 5% bonus to EM resistance per level of the skill! There is a skill for each damage type, so that could significantly improve the tanking abilities of your ship! These secondary skills can be found for everything too, from gunnery skills, tanking, drones, targeting, and electronic systems (EWAR). Just because you can use the module does not mean it will be the best, and a few extra hours of training could yield massive results!

Fitting skills are also a hugely overlooked skill set in EVE for newer players. Fitting skills reduce the cost of fitting modules, increase the CPU/PWG amounts on your ship hull allowing for more stuff to be fitted, thus increasing the potential effectiveness of a ship hull. Most can be found under ‘Engineering,’ but some like ‘Rigging’ and even under certain groups like Shields, which has a skill called ‘Shield upgrades’ that reduces PWG cost of Shield Extenders. These skills are recommended to be maxed out (Apart from rigging that can be level 3 or 4) As they will make your life easier down the road! A great thing to check out is the Magic 14 skills that EVE Uni have: **The Magic 14 - EVE University Wiki**

Closing

I know this may seem fairly overwhelming when coupled with other guides before this, but do not fear, as we in SLOW are always welcoming to questions and helping fit ships or giving advice on skill training! Over time, this stuff will come very naturally to you, and you will use websites like **zKillboard** to check losses of ships to see common fits (Known as the meta), and soon enough, you will become so well-versed that you will know just by the ship name common fittings for it. Being good at EVE is 90% knowledge and 10% skill.