



Wormhole Scouting Guide

v1.0

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Introduction

Scouting for a fleet in wormhole space is very unique in EVE Online. This guide attempts to teach the reader who has little experience with scouting some effective techniques to make them a useful addition to any wormhole corporation.

1) Head out! Report your jump on comms, be sure to include your current location and the destination.

Scout: "Jumping C4 to C3." or "Friendly jump C3 to C2a"

2) Once you land in the system look and see if you're less than 2000m from the hole. If so, you will not be able to break cloak and re-cloak immediately because you are close to the hole. Hold your 30 second jump cloak.

3) Bookmark the wormhole. Use whatever your corp's standard naming convention is. We use: destination system class (c1-c6, hs, ls, null) and additional holes of the same type are appended with a letter (c1a, c2b, c3c, etc.). Connections that lead back the way we came should have a period(.) prefix or other character so the way home is always at the top of the drop down menu in each system. Save the bookmark it in the appropriate folder within corporate bookmarks.

When there are hostiles on the hole, continue to hold your jump cloak long enough to hit d-scan and quickly assess the ships especially note if there are fast locking ships, interditors, or heavy interditors. Calmly give the intel in comms and link the pilots in corp or fleet chat.

Scout: "This is Scout, I've got an Ares, Heretic, Loki, and Proteus at 0 on the C4 to C3 hole."

If you are under 2000m from the hole your best bet is to approach the hole and jump back through*. If you are outside the 2000m restriction you may be able to move and immediately cloak without getting caught. Give it a go and if you get caught burn back to the hole, jump, and try to escape again on the other side*.

* Know that you will now be polarized for 5 minutes and unable to jump back the way you came.

Scout: "Bubble is up, and I'm too close to the hole to quickly re-cloak. Jumping back."

4) If you're on a hole and are asked for your location, reply with the wormhole connection and the side you are on.

Scout: "I'm caught in a bubble and pointed."

Multiple folks on TS: "Where are you?"

Scout: "I'm on the C4/C3 hole on the C4 side."

5) When there are no hostiles on grid after you jump, hit your d-scan set to max range. Make sure you have all ships, control towers, force fields, bubbles, containers, and wrecks on the overview. Report your d-scan results on comms. If there are wrecks and ships on scan, focus on locating them before anything else.

Scout: "Check! Check! I've got wrecks and a Drake on scan."

Scout: "D-scanning down the ship now."

Or more commonly:

Scout: "I've got two online towers, an Iteron V, and a Helios on scan"

Scout: "Narrowing in on the ships/towers now."

6) Use d-scan to narrow down the location of the target(s) or tower(s). There are many different ways people do this. Try out some the methods I mention and see what works best for you. I use all three and combinations of them depending on the situation. Also check out some of the [Youtube video tutorials on the subject](#).

Method A: Make sure you are showing all brackets on your overview and that you have moon brackets [Shift+Alt+X] on as well. Narrow the angle of your d-scanner to 180°, d-scan and if the target continue to show up narrow to 90° and scan again. If your target drops out of the results, move your camera to a celestial bracket in space that was in the 1st scan, but not in the 2nd scan. Think of your d-scan as a 3D cone that extends out from your ship at the middle of your camera view which sees everything out to the d-scan distance specified. Continue to narrow down the d-scan angle until you have a good fix on the celestial object or anomaly the target is at.

Method B: Use the tracking camera in centered position mode. Setup an overview tab that has planets, moons, ships, control towers, force fields, bubbles, and containers shown. With that overview tab active, set your d-scan angle to 5° and click the closest planet listed in your overview. Hopefully you have everything sorted by distance. Make sure you have “use tracking camera” checked in your d-scanner and when you click the planet name in the overview your camera will center on it. Hit d-scan. If your target isn’t there click the next planet etc. Once you have found the planet warp to it at distance and use the same process to find the exact moon the tower is at. After finding the moon with the online tower warp to the moon at 100 km*.

Method C: Use the Solar System Map. Hit F10 or the Map icon in your probe scanner. Narrow your d-scan angle down to 5° and align your current position icon (that is the tiny triangle in the middle your screen) so that it is centered directly on the planet, anomaly, bookmark, or signature you want to scan that is still within the set scan range. Hit your scan button, rinse and repeat. I tend to use this method to quickly narrow down where something is. If I am looking for a tower, once I narrow it down to a planet and warp to it, I switch to Method B to quickly check each moon.

*If there is a warp disruption bubble and/or containers with it on scan at the tower it may be “bubble trapped”. Warp to the tower at the wrong angle and you can find yourself in a bubble next to a object that decloaks you. If you need to warp to a moon that is bubble trapped, warp to it from a direction that is not in line with static celestials. You can do this by warping to it from a good off angle safe spot or from an anomaly that is not in alignment with a celestial.

7) If you are hunting down ships and you find them in an anomaly, bookmark the site and save it in the appropriate corporate bookmark folder. Warp to the site at range to help reduce the chance of landing on something that will decloak you. Once your on grid with the targets, update everyone.

Scout: I’m on grid with a drake. I’m 112 kilometers off in C3a.

Make sure you are in fleet. If there isn’t one already formed, request that someone start one up

with a corporate advert. The booster of the fleet needs to ideally have at least Leadership V to speed up everyone's lock speed. The decloak lock delay feels like an eternity and every little bit of boost helps. Instruct the fleet to form up on the far side of the connecting wormhole.

Show info on the target pilot(s) and link them in corp or fleet chat. If they are on the move and you think they will warp, jump, or cloak before you can show info on them, hit your screenshot hotkey. If you forget the name, you can always take a look at the screenshot, type the pilot name in chat, select the name, and right click it and auto-link it with a character.

Now it is time to figure out how to best catch your prey. You do have a point or scram hopefully both on your scout ship right? In most circumstances your going to approach this one of two ways:

Method A: You've landed close enough and you are fast enough to move cloaked within point range of the target. Use the 'Look at' function on their ship if you are within 100km and see if they are pre-aligned to a celestial. If they are try to approach them from a direction that will allow you to bump them out of alignment. Move in by hitting Approach and as soon as you're comfortably within range to tackle them, drop your cloak and turn on your propulsion module to build velocity for the bump. Unless you're in a stealth bomber you will have at least six seconds of sensor calibration delay after decloaking.

Method B: If you are not fast enough to catch up with your target while cloaked or there is something that will decloak you on the way to the target before you're in tackle range, look to see if there is something close to them like a wreck or structure that you can bookmark. It can be helpful here to use your tactical overlay so you can better see how the target is situated in relation to other objects and you.

If the target is moving, one of the best approaches is to make a "perch" next. A perch is a vantage point that is on grid with your target but at least 150km away from what you'd need to warp to. To make a perch bookmark your current location, warp away to the closest celestial, and warp back to your bookmark at a range that will put you at a warpage distance from your target. Repeat if necessary.

If the target is stationary, you can bookmark something close to them, warp to the closest celestial at range and warp back to your bookmark at 0 to go for the tackle.

Scout: I'm set to go for the tackle. Fleet jump into C3a and hold cloak.

Scout: Point on Drake! Fleet warp to Scout. Call secondary point.

Fleet Member: Point and web on Drake.

Scout: Nice! I'm taking too much damage, warping out.

8) For ships that are on scan with towers, d-scan them out with a method mentioned above.

Warp to them at range so you can relay and record the intel.

Scout: The tower is at planet 3, moon 1. Helios is piloted and the Itty V is not.

With a target pilot on grid the first thing to do is to link the pilot in corp or fleet chat. Show info on the tower and link the corporation that owns the tower in corp or fleet chat. Next bookmark the tower and save it in the appropriate folder within corporate bookmarks. If the tower is bubble trapped make sure to -not- bookmark the tower directly but make a bookmark in a safe location away from the bubble(s), preferably above or below them.

If you are using a wormhole chain mapping application like Siggy / EVE W-Space / Tripwire, add a POS information to the wormhole system and describe important information. Here is an example description:

p3m1 - Corporation Name (Helios, Iteron V, 1 pilot: Joe Schmoe)

9) When you are confident there are no other active targets to track down via d-scan go ahead and drop your scanning probe. If there are a lot of signatures to scan down, ask folks on comms to come help scan.

10) Repeat the steps in this guide again once you've jumped through an unexplored wormhole.