

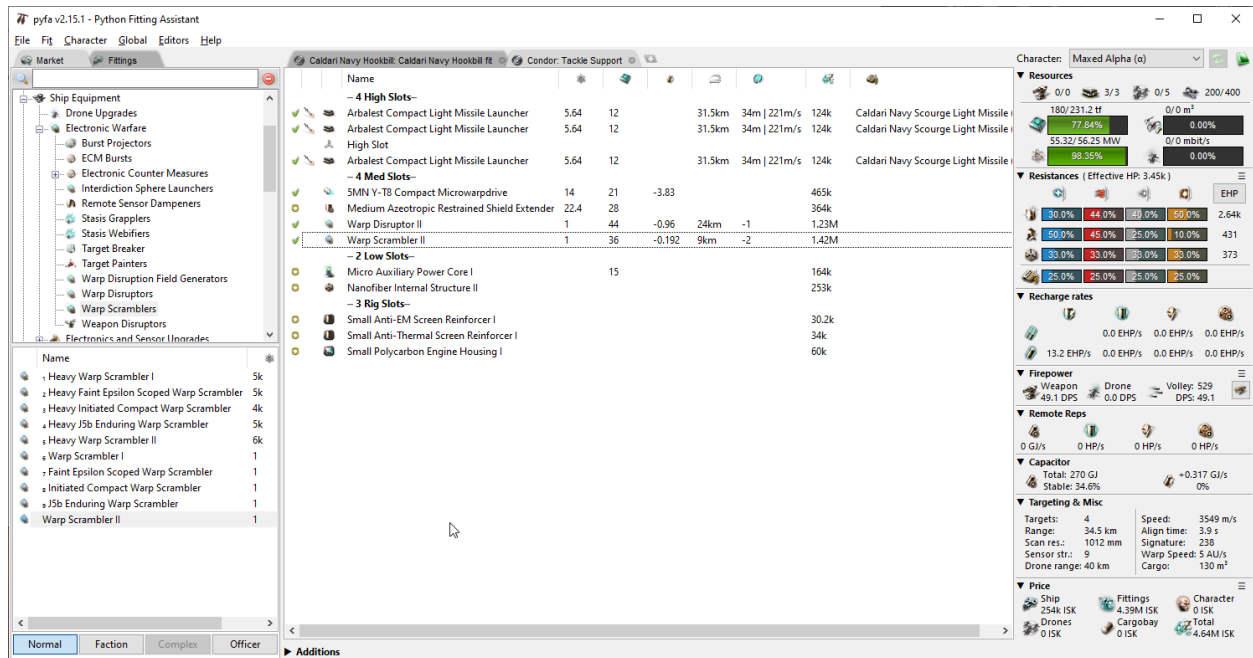
[Condor, Tackle Support]

Micro Auxiliary Power Core I
Nanofiber Internal Structure II

5MN Y-T8 Compact Microwarpdrive
Medium Azeotropic Restrained Shield Extender
Warp Disruptor II
Warp Scrambler II

Arbalest Compact Light Missile Launcher, Caldari Navy Scourge Light Missile
Arbalest Compact Light Missile Launcher, Caldari Navy Scourge Light Missile
[Empty High slot]
Arbalest Compact Light Missile Launcher, Caldari Navy Scourge Light Missile

Small Anti-EM Screen Reinforcer I
Small Anti-Thermal Screen Reinforcer I
Small Polycarbon Engine Housing I



<https://i.imgur.com/OQPK5hH.png>

Cheap T1 Ceptor that will probably die terribly but it costs less than 5mil, and you can tone down half the cost by dropping the T2 scram and T2 Point if you want it to be as dirt cheap as possible.

[Maulus, Alpha Maulus]

Damage Control II

200mm Crystalline Carbonide Restrained Plates

Small Ancillary Armor Repairer, Nanite Repair Paste

5MN Cold-Gas Enduring Microwarpdrive

LFT Enduring Sensor Dampener, Targeting Range Dampening Script

LFT Enduring Sensor Dampener, Targeting Range Dampening Script

LFT Enduring Sensor Dampener, Targeting Range Dampening Script

Drone Link Augmentor I

[Empty High slot]

Small Particle Dispersion Projector I

Small Particle Dispersion Projector I

Small Capacitor Control Circuit I

Acolyte II x4

Warrior II x2

The screenshot displays the Python Fitting Assistant (pyfa) interface for a ship named 'Maulus: Alpha Maulus'. The main window shows a list of modules and their quantities, organized into slots. The 'High Slots' section includes 'Drone Link Augmentor I' (1) and 'High Slot' (1). The 'Med Slots' section includes '5MN Cold-Gas Enduring Microwarpdrive' (15), 'LFT Enduring Sensor Dampener' (1), and 'LFT Enduring Sensor Dampener' (1). The 'Low Slots' section includes 'Damage Control II' (1), '200mm Crystalline Carbonide Restrained Plates' (10), 'Small Ancillary Armor Repairer' (5), and 'Nanite Repair Paste (8)'. The 'Rig Slots' section includes 'Small Particle Dispersion Projector I' (1) and 'Small Capacitor Control Circuit I' (1). The 'Additions' section shows '4x Acolyte II' and '2x Warrior II'. The right-hand side of the interface displays various statistics, including Resources (0/2, 0/0, 0/5, 300/400), Resistances (Effective HP: 3.59k), Recharge rates, Firepower, Remote Reps, and Targeting & Misc information.

<https://i.imgur.com/9oCk3d8.png>

Maulus is cheap, you can make it even cheaper by dropping your T2 drones. I went with Enduring Damps, and dropped a damp strength rig for a CCC because it makes a big difference in cap stability on an alpha character. With better skills you can upgrade to phased muon damps and drop CCC for strength rig.

[Caracal, RLML PVP Standard]

Ballistic Control System II
Ballistic Control System II
Ballistic Control System II
Damage Control II

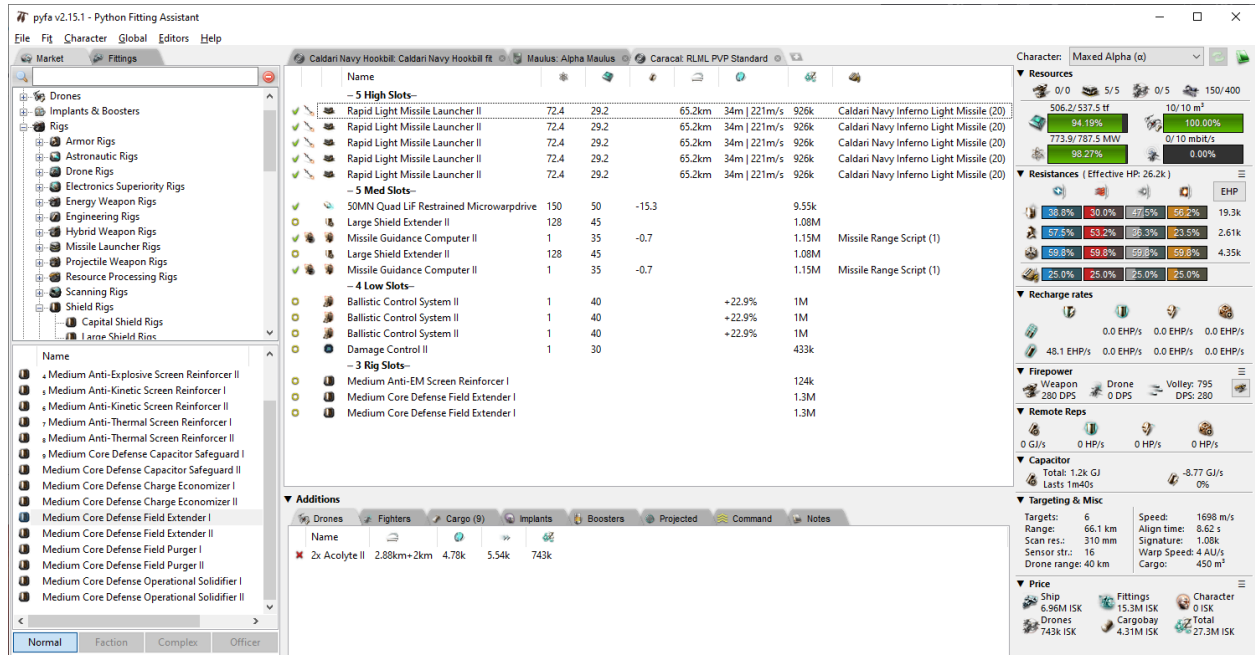
50MN Quad LiF Restrained Microwarpdrive
Large Shield Extender II
Missile Guidance Computer II, Missile Range Script
Large Shield Extender II
Missile Guidance Computer II, Missile Range Script

Rapid Light Missile Launcher II, Caldari Navy Inferno Light Missile
Rapid Light Missile Launcher II, Caldari Navy Inferno Light Missile
Rapid Light Missile Launcher II, Caldari Navy Inferno Light Missile
Rapid Light Missile Launcher II, Caldari Navy Inferno Light Missile
Rapid Light Missile Launcher II, Caldari Navy Inferno Light Missile

Medium Anti-EM Screen Reinforcer I
Medium Core Defense Field Extender I
Medium Core Defense Field Extender I

Acolyte II x2

Inferno Fury Light Missile x500
Mjolnir Fury Light Missile x500
Nova Fury Light Missile x500
Scourge Fury Light Missile x500
Caldari Navy Inferno Light Missile x500
Caldari Navy Mjolnir Light Missile x500
Caldari Navy Nova Light Missile x500
Caldari Navy Scourge Light Missile x500
Nanite Repair Paste x100



<https://i.imgur.com/ZGJTtk.png>

Caracal sacrifices extra mids like tackle/webs/more tank for 2x guidance computers. An Alpha with 2x GDs can hit out to the same as an omega character, otherwise it's the standard caracal just with less DPS and slower. You might want to drop a BCS for an extra nano maybe to make up for the slower speed.

[Scythe, Alpha]

Nanofiber Internal Structure II
 Nanofiber Internal Structure II
 Capacitor Power Relay II
 Capacitor Power Relay II
 Capacitor Power Relay II

50MN Quad LiF Restrained Microwarpdrive
 Large F-S9 Regolith Compact Shield Extender
 Adaptive Invulnerability Field II
 Adaptive Invulnerability Field II
 Cap Recharger II

Medium Asymmetric Enduring Remote Shield Booster
 Medium Asymmetric Enduring Remote Shield Booster
 Medium Asymmetric Enduring Remote Shield Booster

Medium Capacitor Control Circuit I

Medium Capacitor Control Circuit I

Medium Capacitor Control Circuit I

The screenshot shows the Python Fitting Assistant (pyfa) interface for a Scythe Alpha ship. The main window displays a list of modules and their quantities, organized into slots. The right-hand side of the interface provides detailed statistics for the ship's resources, resistances, and other performance metrics.

Name	Quantity	Cost	Volume	Weight	Velocity	Power
- 3 High Slots -						
Medium Asymmetric Enduring Remote Shield Booster	52	50	-17.7	26.5km-39.8km	+56.2/s	11.4k
Medium Asymmetric Enduring Remote Shield Booster	52	50	-17.7	26.5km-39.8km	+56.2/s	11.4k
Medium Asymmetric Enduring Remote Shield Booster	52	50	-17.7	26.5km-39.8km	+56.2/s	11.4k
- 5 Med Slots -						
50MN Quad LiF Restrained Microwarpdrive	150	50	-15.3			9.55k
Large F-S9 Regolith Compact Shield Extender	112	35				55k
Adaptive Invulnerability Field II	1	44	-3.2			2.25M
Adaptive Invulnerability Field II	1	44	-3.2			2.25M
Cap Recharger II	1	11.2	+13.1			468k
- 5 Low Slots -						
Nanofiber Internal Structure II						253k
Nanofiber Internal Structure II						253k
Capacitor Power Relay II	6		+15.7			550k
Capacitor Power Relay II	6		+15.7			550k
Capacitor Power Relay II	6		+15.7			550k
- 3 Rig Slots -						
Medium Capacitor Control Circuit I			+9.82			795k
Medium Capacitor Control Circuit I			+9.82			795k
Medium Capacitor Control Circuit I			+9.82			795k

Resources:
 352.2/356.2 TF
 98.88%
 421/431.2 MW
 97.62%

Resistances (Effective HP: 15.1k):
 EHP: 11.5k, 2.04k, 1.55k

Recharge rates:
 28.8 EHP/s, 0.0 EHP/s, 0.0 EHP/s, 0.0 EHP/s

Firepower:
 Weapon: 0 DPS, Drone: 0 DPS, Volley: 0, DPS: 0

Remote Reps:
 0 GJ/s, 169 HP/s, 0 HP/s, 0 HP/s

Capacitor:
 Total: 1.68k GJ, Lasts 1m17s, -9.28 GJ/s, 0%

Targeting & Misc:
 Targets: 6, Range: 60.4 km, Scan res.: 362 mm, Sensor str.: 12, Drone range: 40 km, Speed: 2279 m/s, Align time: 7.62 s, Signature: 550, Warp Speed: 4.4AU/s, Cargo: 475 m³

Price:
 Ship: 5M ISK, Fittings: 9.61M ISK, Character: 0 ISK, Drones: 0 ISK, Cargobay: 0 ISK, Total: 14.6M ISK

Alpha Scythe, 2.3km/s almost, can perma run MWD and 2 reps, or perma run 3 reps with MWD off. Went with regen rather than injector style fit since it requires less cap management and you can focus more on positioning rather than micromanagement.