

Slasher II PVE Crowd Control

Part 1

When you fleet up with a group and there is a bubble the primary duty of the slasher is crowd control. You will want to orbit the controller of the bubble at 3km to 7km depending on skill level and bubble size. Do not set up an orbit that will take you outside the circumference of the bubble, you will die. A high velocity orbit will rotate you further out than what is set, so be careful. Check with bubble control for the size of the bubble. Adjust accordingly. Always have a safe warp out set up before you enter anomalies.

Lock on targets within your web/warp scram range and activate the mid slot weapons. You can have one ship webbed and another scrambled if the range is right. Otherwise just focus on the closest ship first. By doing this it makes enemy ships very slow and easier for the heavy hitters in the fleet to hit.

The range is usually around 18km when I start to target, 11km to 13km when I hit them with the mid slot weapons. The sweet spot ranges will vary depending on level of skills and tech level of equipment. Rinse and repeat until all within the sweet spot have been destroyed.

Keep an eye on the capacitor. I will periodically switch off and on my WMD depending on what is happening around the bubble. If no ships are within range, I switch off everything and recharge. All ships over 20km I do not target. The ship will take aggro from time to time. The only one that I ever worry about is the cap drain unless I am operating outside of the bubble.

Very seldom is damage taken beyond minimal shields. The main time damage is taken is outside the bubble when on approach or retreat from an enemy ship. Always have a safe warp out set up. Again, I stress, always have a safe warp out set up. It is easier to warp out, recharge, then warp back in.

Part 2

When the Slasher is called on to operate outside the bubble. It is usually at the end of the round to lock down a fast or high health ship. Always have the target locked before you leave the bubble. Capacitor and health full. Hot orbit on the enemy ship and activate the MWD or afterburner. As soon as you hit the sweet spot lock that ship down and open fire. At this point the orbit will need to be manually adjusted to between 1km to 4km. If the Slasher is webbed and taking no damage, keep on firing those cannons. Taking significant damage, warp out. It is easier to warp out, heal, then warp back in. Be ready to fly back to the bubble when the enemy ship is going to hull. If you wait longer there is a chance to get caught out in the open when the next wave spawns.

The Slasher II is a very fun ship to operate. They are very cheap!!! So if it blows up, gets destroyed by a red, or if Uber abducted it, there is no major loss. Grab another and get back out there. When flown effectively the Slasher II is a great asset to Fleet Tactics.

You will want to use small autocannons in your high slots. Have a small shield and either an afterburner or a microwarp drive in the low slots. Mid slots install a Stasis Webifier. Second slot is dealer's choice. When I was learning I kept it simple by using a Energy Nosferatu. Drains energy from the target and adds it to your own. Find some tech 7 or lower small anomalies to test the waters. Don't warp right in. Warp at a safe distance. The further from the spawn site the longer you have before the hoard is on you.

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