

Does Eve University give a bonus to capacitor capacity?

Mindflood Booster gives a bonus to capacitor capacity. Antipharmakon Aeolis gives a bonus to capacitor capacity. EVE University members can get full reimbursement for most of these skills, among many others, through the University skillbook program. Capacitor Management - 5% bonus to capacitor capacity per skill level.

How much cap warfare resistance does a 4 cap battery have?

Now this is where my cap warfare question comes into play. According to Stacking penalties - EVE University Wiki my 4 Cap batteries on this fit should total to something over 73 percent of Capacitor Warfare Resistance.

Does the prophecy have a cap warfare module?

The Prophecy can be effectively fitted with capacitor warfare modules in its high slots. It has a good tank, capacitor and with good drone skills a reasonable amount of dps. Brawling Hurricanes are often flown with a utility cap warfare module. The Dominix is often used a cap warfare ship.

What is a cap warfare module?

Cap warfare modules are fitted into a ship's High slot, and both types, Neutralizers and Nosferatu, operate at short range. (By contrast, most electronic warfare modules are Mid slot modules and operate at mid-range or long-range.)

Does Eve have a Powergrid?

Every ship in EVE has an internal generator, which provides the "powergrid" you see in the fitting window. Modules fitted onto the ship connect to the powergrid and reserve a portion of the generator output for themselves, reducing the remaining powergrid when fitted.

Can you use Ewar with a cap warfare module?

Don't mix cap warfare modules with long range modules such as ewar. The Punisher is often flown with a utility cap warfare module. Many solo fits for frigates use a small cap warfare module. Except for the Dragoon (see above), destroyers are not usually used for cap warfare. The Arbitrator is usually flown with cap warfare modules.

Anyway, with the stacking penalty on the Ballistic Control Systems I'm not sure if the 4th mod is actually needed when something more beneficial could be used. Maybe change ...

Cap batteries add a set amount to your total cap, leaving the recharge time alone resulting in an effective increase in peak-recharge rate (since more cap needs to fill in the ...

Not true. Cap rechargers suffer from no stack-nerfs. You can add as many as you can spare slots for. The only

situations where a cap battery is better than a cap recharger is ...

I want to make a fit for my coercer to do SOE epic arc missions, the first 20 mission are easy, but later on, when I try to go head on with those NPC, I took many serious damage ...

Large Cap Battery I: Tech I: Large Compact Pb-Acid Cap Battery: Tech I: Large Cap Battery II: Tech II "Thurifer" Large Cap Battery: Storyline: Republic Fleet Large Cap ...

Here's your Eve Tip of the Day on stacking penalties. (thanks to Saki Desuyo!) As we usually advocate, it is best to have your ship do one thing well. However, there are limitations on what ...

change the Cap Booster to a large cap battery so increases cap from 2m 15s to 3m25s; not really sure what to do, having 4 BCS seems a waste with the stacking but not sure if the Enhancer is a better option over the F-89 ...

Players often call a fit that runs with a stable capacitor "cap-stable". If instead the window displays "Depletes in XX:XX", then with every capacitor-consuming module running non-stop, your capacitor energy level will drop to ...

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Republic Fleet Large Cap Battery Republic Fleet Large Cap Battery Republic Fleet Large Cap Battery Republic Fleet Large Cap Battery. 800mm Repeating Cannon II ... According to Stacking penalties - EVE ...

Additionally 3 cap modules, to get it to run for more than 10s :) Additionally - for all ships I usually start with Damage Control. It's biggest advantage is that it's NOT stacking ...

This will change with the introduction of stacking penalties, capital cap boosters and no in-fight refitting. Unless you're planning to add the neut resist to Bastion/Triage/Siege I ...

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Cap Battery increases the size of the capacitor pool by a flat amount. Due to how capacitor recharge rate is calculated this will result in faster capacitor recharge. The module also gives partial resistance against hostile capacitor ...

There is a counter for everything...this is eve after all. Active tank is pretty powerful if done correctly...however the hard counter being cap warfare. So if faced with ...

If you need a buffer for situations where you have a rapid but brief period of cap use, then cap boosters are better. The only time I would seriously consider fitting a cap battery ...

So, Remote shield reps have some notable disadvantages compared to armor in many circumstances. Namely: Less cap efficient. Less raw HP/s No variants beyond t2 for ...

you're forgetting the fact that, compared to other ewar and modules, neuts have pretty monstrous fitting requirements and a horrendous cap useage. they already have their ...

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Eve stacking penalty guide by Aenigma. This guide may be only be used and spread non-commercially. BattleClinic logo 2002-2007@battleclinic 4 Chapter 2: The ...

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