

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 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.

What happens if you run out of Mana in Eve?

Just as in many games some spells and abilities require mana, certain modules and abilities in EVE require capacitor energy. Running out of mana means that you can't cast spells for a while; in EVE, running out of capacitor means that you can't use some modules for a while.

Do Eve University members get full reimbursement for skills?

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. Capacitor Systems Operation - 5% reduction in capacitor recharge time per skill level.

Does a capacitor boost work in PvP?

Cap-boosted fits can work well in some types of short, high-stakes PvP combat, but are usually ill-suited (and ISK-inefficient) in sustained PvE combat. The capacitor passively recharges from onboard generator power and requires no extra "fuel".

TLDR : the idea is to nerf shield and cap modules stacking. For this, I introduce a new ship attribute, which is modified linearly by the modules instead of exponentially, and ...

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 ...

As we usually advocate, it is best to have your ship do one thing well. However, there are limitations on what you can do associated with improvements. Because the overpowered ...

Multiplying the effects of these two dampeners together we get: $1 - 0.584 = 0.416$ $1 - 0.5076 = 0.4924$ $0.416 * 0.4924 = 0.2048$ $1 - 0.2048 = 0.7952$ For a combined effect of ...

Small Cap Battery I 120.0 GJ -20% 8.0 MW Meta Small Compact Pb-Acid Cap Battery 132.0 GJ -22% 6.0 MW Story "Crucible" Small Cap Battery 150.0 GJ -25% 5.0 MW T2 ...

1) Small and micro batteries reflect 15% of a NOS effect or 7.5% of a neut effect. 2) Medium batteries reflect 20% of a NOS effect or 10% of a neut effect. 3) Large batteries ...

2nd question is with regards to capacitor batteries and capacitor drain resistance. I know that stacking modules of same stats / effects gives diminishing returns. But I also know ...

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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Because drones are normally used in flights of five, the end result is that a flight of EWAR drones give the effect of two-and-a-half very weakened EWAR modules: stacking ...

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Even with cap boosters it is extremely difficult to counter them, and they completely wreck active tanking ships, a solo pyper has little chance to win (lowering the ...

Stacking penalty refers to the game mechanic in which the effectiveness of modules and rigs are reduced if more than one item is fitted on a ship which effects the same statistic. For instance, ...

Capacitor Batteries: The following defenses were added to capacitor batteries vs attackers using nos or nuets against them- Micro or Small: -15% Nos effect -7.5% Nuet Effect ...

4 damage mods would give 1.518 multiplier, then the stacking penalty is applied to that. You can see it's more that simply $1.44 + 10.5$ to rate of fire is negative because it reduces ...

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 ...

It uses a micro auxiliary power core in low, a ancill I in rigs, and a Thukker medium cap battery to be capstable. You can replace the deadspace armor rep with a faction, and the ...

Cap batteries do indeed give resistance rather than reflect as of tiericide. Proper thread has been linked, quote: Back in 2012 they were given a new function that randomly ...

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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 ...

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