TORPEDO DELIVERY
THE STEALTH BOMBER HANDBOOK
FOR ENTERPRISING PILOTS

BY CHANCE RAVINNE // WINGSPAN TT
# TABLE OF CONTENTS

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction</td>
<td>III</td>
</tr>
<tr>
<td>All About Stealth Bombers</td>
<td>IV</td>
</tr>
<tr>
<td>Torpedoes Explained</td>
<td>VII</td>
</tr>
<tr>
<td>Skills and Training</td>
<td>XI</td>
</tr>
<tr>
<td>Fitting Your Bomber</td>
<td>XXI</td>
</tr>
<tr>
<td>Finding Customers</td>
<td>XXVII</td>
</tr>
<tr>
<td>Delivery Advice</td>
<td>XXXIII</td>
</tr>
<tr>
<td>Your Covert Ops Career</td>
<td>XXXV</td>
</tr>
</tbody>
</table>
INTRODUCTION

It has been said that solo adventuring is over. That stealth bombers are obsolete. That no content of value persists in the galaxy, and the scraps that remain are the sole domain of the rich and powerful.

And yet, these supposed limitations never prevented me from pursuing my goals of completing torpedo deliveries.

So I’ve come to believe that capsuleers with the ambition to seek out adventure and the humility to learn along the way can create some of the most interesting content ever made. More importantly, they can craft experiences and memories that truly matter, both to themselves and to the “customers” who received deliveries they never requested.

To many jaded bittervets, a sole stealth bomber—or any covops hull—would appear a waste of time. These vessels are fragile and strictly limited in their scopes of engagement. What good is a starship that cannot weather the brutality of sustained fleet combat? And why fly something that can only hit certain targets under certain conditions?

But there exists no rule that a pilot must partake in sprawling battles. And with a little bit of patience and a trusty cloaking device, covert ops craft offer a more personal approach to intervessel relations. The game, as it were, becomes not about who has the greatest number of the most powerful ships, but instead about who’s prepared to seize opportunity at precisely the most hilarious moment.

To that end, this handbook serves two purposes.

The first, of course, is to instruct enterprising pilots in the skills (virtual and practiced) necessary to successfully deliver torpedoes to unsuspecting customers throughout deep space.

The other purpose? To help inspire pilots to seek out the astounding opportunities available all over New Eden. Yes, certain ships and modules may fall out of favor; fits and doctrines come and go. Alliances fall, friendships die, and once-vital systems fall into disuse.

But as long as EVE Online has brave pilots like you, people willing to ignore the status quo and chase down the coldest, most distant stars, the universe will always be an interesting place.

Chance Ravinne // WINGSPAN TT
CEO, WINGSPAN Delivery Services
ALL ABOUT STEALTH BOMBERS

Perhaps your fascination with stealth bombers harkens back to the retro-futuristic F-117 and B-2 aircraft popularized in the 1990s. Or perhaps you were drawn to the craft due to the exploits of *WINGSPAN Delivery Services* or *Confessions of a Stealth Bomber Killer*. No matter the reason, you’re here... and you’re ready to begin an exciting career in content creation.

But before you fill your cargo bay with Caldari Navy ammunition and jump into deep space, it’s hugely important that you understand the ins and outs of this unique class of frigate. Your bravery must be fueled by the certainty of your bomber’s strengths; your caution must be extended by your ship’s very real weaknesses.

Let’s review the features that form the core of every stealth bomber – because even if you’re already a seasoned pilot just now switching to one of these ships, they differ so greatly from nearly every other craft that any attempt to fly them “normally” will most likely land you in a medical cloning facility.

**Stealth Mode Activated**
The first and most obvious strength of stealth bombers is the *stealth* part. Able to fit a covert ops cloaking device, these ships can warp and navigate at full speed completely undetected. If you haven’t flown a covops-capable ship before, it’s an incredibly powerful advantage. Assuming you don’t fly face-first into an asteroid, your opponents won’t know what you’re in, where you are, or when you’ll strike. And in wormhole space, they won’t even know you’re there at all.

For you, that means you can take your time gathering intelligence, creating safe bookmarks, and positioning yourself as necessary. It’s up to you when and where engagements begin, giving you indirect survivability – you simply never have to fight when you suspect you cannot win.

**A Wild Bomber Appears**
Speaking of sneaky, stealth bombers have an advantage that is unique even among other covert ops-capable ships. Unlike its cloaky cousins, these frigates have zero targeting delay following a decloak. While other vessels must sit around helplessly for 3 to 10 seconds after dropping their invisibility, bombers can nearly immediately apply their offensive modules.

It may not sound like a big deal, but this capability is borderline overpowered. It gives your delivery recipients an extremely narrow window of time to react to your presence, even when they know or suspect you are in the vicinity. If they aren’t already aligned with their fingers over the warp button (or stabbed to high hell), it is highly unlikely they’ll be able to escape before the onslaught begins.

This element of surprise also means that, as long as you’re being smart, you can engage ships that would normally be suicidal opponents. I’ve personally taken down many ships that would’ve easily slaughtered me if not for the fact that I had already taken them into armor by the time they even realize I’m on grid. Many will simply panic, attempting in futility to warp off instead of activating defensive modules or launching drones.
And all because you had the luxury of firing in the exact moment they least expected you.

**Bombs Over Bad Guys**
Second only to the “stealth” part of the ship’s name, the “bomber” part is equally important. Stealth bombers have the exclusive ability to (you guessed it) launch bombs – projectiles that detonate at range, causing massive area-of-effect damage, among other effects.

While bombs are certainly situational, they can be ridiculously powerful when used for alpha strikes or in concert as part of a more organized bombing run. Sure, focused and organized players can mitigate the effects of a bomb, but your covops cloak ensures you can strike when enemies are least focused.

**Damage to Radius Ratio**
It’s a general rule in EVE that every ship is most effective against – and most vulnerable to – other ships of the same class. Cruisers tend to have cruiser-sized weapons that hit cruisers very well, with diminishing efficacy against smaller and larger targets.

Stealth bombers, on the other hand, are frigate-sized vessels with battleship-sized weapons. As such, they are extremely adept at demolishing larger, slow moving targets: industrial barges, mining ships, battlecruisers, battleships, and structures.

Simultaneously, these targets of opportunity are significantly less effective against bombers as they would be against their “natural” enemies: other heavy ships. These blundering craft will take eons to lock onto your frigate, during which time several salvos of torpedoes will have already been delivered. Even once they’ve locked you, their cumbersome weapons will have difficulty applying damage to you.

**Picking on the Little Guy**
Of course, the downside of this hull/weapon platform disparity is that stealth bombers are also hugely ineffective against ships in their own weight class. Bombers still have the extremely light tank of a frigate, meaning the ships that can apply damage to them – drones and other frigates – can fire with almost certain impunity. A bomber that’s tackled by an interceptor, assault frigate, or even a T1 fighting craft will get spanked... meanwhile, the outgoing torpedoes will be landing for basically zero damage.

It is therefore imperative that bomber pilots leverage their recon tools – dscan, local, killboards, and their covops cloak – to avoid these kinds of fights whenever possible. Nothing feels worse than losing your shiny Purifier to a kid in an Imicus with a flight of T1 drones.

**Slow and Steady**
Even though bombers are technically frigates, they’re significantly less frigate-y than their lighter counterparts in pretty much every way.

Stealth bombers are heavy, slow, and about as agile as a beached narwhal. So if you’re used to solo frigate engagements, you can kiss your experience goodbye. Bombers must fight with the expectation that changing gameplans mid-fight is basically not an option. Therefore, you’ve got to carefully plan every strike from end to end. Stay close enough to hold a point, but far enough to escape webs.
Maintain a high transversal velocity, but stay aligned for an easy exit. And for Bob’s sake, watch your thermal damage!

This may sound like generic advice that could apply to any PvP, and that’s true. It’s just that stealth bombers are significantly less tolerant of fuck-ups than many other ships. Yeah, you can covops cloak like an Astero, but an Astero can also armor tank, carry a full flight of light combat drones, and align in under 1 second.

By the way, try not to fight Asteros if you can help it.
TORPEDOES EXPLAINED

One of the common deficiencies in new stealth bomber pilots, even among experienced players, is a nearly complete ignorance of EVE Online’s missile mechanics. While they are by far the most newbie-friendly weapons platform, it seems few capsuleers actually take the time to understand just how their explosives function, and what determines their success in do-or-die scenarios.

Perhaps it is the simple nature of missiles that lends itself to this problem. Since missiles are so easy to use, players assume they already have it figured out. And yet I have, on several occasions, when I found myself trading torpedoes with a hostile bomber, I was often outdamaging his ship by a 10:1 margin!

As you will learn here, torpedoes are among the most blundering, heavy-handed of all missile ammo, making them particularly susceptible to every single downfall of the weapon category. In other words, there is nobody in New Eden who needs to better understand how missiles function than you, the humble torpedo delivery agent.

**Explosion Radius**

Every missile in EVE has an attribute known as explosion radius that represents how big of an explosion the projectile creates on impact. This doesn’t relate to graphics or even splash damage (all missiles are single-target ammunition), but instead tells you how far the damage is spread out. In other words, the damage any missile does is distributed across its entire explosion volume.

What this means is that while objects with a signature radius larger than the explosion radius take full damage (because the entirety of the blast falls within the ship), anything smaller than the explosion radius will take less than full damage – often drastically so. Torpedoes in particular have extremely large explosion radii, greatly magnifying this problem.

*In this example, the target (gray) on the left has a signature radius greater than that of the torpedo’s explosion radius (orange). All of the torpedo’s damage is applied “within” the ship. The right target, however, is much smaller. It therefore only suffers a fraction of the torpedo’s total explosion spread.*
The relationship between explosion radius and signature radius is linear, so hitting a 225m battlecruiser with torpedoes will result in 50% of your normal damage. Hitting a 112m cruiser will net just 25% of your normal damage. And hitting a frigate—say another stealth bomber—could result in a 90% reduction of your damage application!

This makes it obvious why, in general, stealth bombers are well-suited to engaging battleships and mining barges, but terrible at scuffling with other frigates. Those impressive-sounding DPS numbers literally don’t apply to smaller hulls. Meanwhile, enemy craft firing rockets will be slamming into you with 100% efficiency, thanks to their tiny explosion radii.

**SIZING UP YOUR CUSTOMERS**

But all is not lost. You *can* apply excellent damage to many different ships, it just requires loadouts created for the task. As long as you can decrease your explosion radius or increase your target’s signature radius, you can greatly compensate for all but the smallest vessels.

**Decrease Missile Explosion Radius**
- Guided Missile Precision skill  -5% per level
- Warhead Rigor Catalyst rigs  -15% (T1), -20% (T2)
- Zainou 'Deadeye' implants  -1% to -6% (GP-80X)
- Crash Booster  -3%, -20%, -25%, -30%

**Increase Target Signature Radius**
- Target Painter modules  20% to 33%, +20% overheat
- Signature Focusing skill  5% Target Painter bonus per level

By combining just a few of these options, it’s easy to drastically and immediately improve your damage application. For instance, by fitting a Warhead Rigor Catalyst II to your bomber and training Guided Missile Precision to IV, you can bring a standard torpedo’s explosion radius down from 450m to 288m. With this simple change, you can now apply full damage to targets that would previously only take half or your torpedo payload. That’s right – you have basically just doubled your damage output.

Now imagine you’re pinpointing a ship using two targets painters. With decent modules and Signature Focusing IV, you can nearly double the signature radius of any craft you can lock. All of a sudden, you can apply full torpedo damage to hulls with a signature radius as small as 144m!

As you can see, making room for just a few of these skills or items in your gameplan will have huge payouts in your delivery attempts. Your engagement profile increases dramatically, expanding your potential customer base from battleships and buildings to normal cruisers and even frigates, if you can get the jump on them. Who ever said size doesn’t matter?
**Explosion Velocity**

Before you get too happy, let’s talk about explosion velocity. This attribute is almost exactly like explosion radius, except it’s measured against your target’s absolute speed, not signature radius.

From a lore perspective, every missile creates a sphere of fiery death that expands at a certain speed in outer space. Ships that just sit there eat a ton of damage, but if a ship’s moving away from the explosion, only some of it will “catch up” and apply itself. As it turns out, that whole *run from explosions* trope popularized in Hollywood movies was true.

*The target (gray) on the left is moving at 50 m/s, but the explosion (orange) emanating from a torpedo outruns the ship, applying its full damage. On the right, a faster ship clips along at a speed significantly faster than the torpedo’s explosion velocity. As a result, a large fraction of its total damage isn’t applied.*

**TAKE IT SLOW**

The obvious lesson here is that ships at or below your explosion velocity take full damage, but application against faster ships will slide from bad to terrible. Increasing your torpedoes’ explosion velocity or decreasing your customer’s speed will therefore help greatly here.

**Increase Missile Explosion Velocity**

- Target Navigation Prediction skill 10% per level
- Warhead Flare Catalyst rigs 15% (T1), 20% (T2)
- Zainou ‘Deadeye’ implants 1% to 6% (TN-90X)

**Decrease Target Velocity**

- Stasis Webifier modules -50% to -60%

In general, explosion velocity is a lot harder to deal with than explosion radius. Getting into web range is dangerous for a stealth bomber, so most pilots just train up Target Navigation Prediction and call it a day. That said, always remember your torpedoes are at their best when landing on slow-moving targets.
**Missile Range and Velocity**

Significantly less important than explosion radius and explosion velocity are missile range and velocity. These attributes apply to your actual torpedoes, not the explosions they cause, so understanding them is much easier.

Missile range is how far your ordinance can travel. While extremely straightforward, keep in mind that this includes distance tacked on chasing a target. So, even a ship that was in range when you fired your torpedoes may become out of range if it moves quickly enough out of the area. As a rule of thumb, moving towards your target increases your range and moving away decreases it.

Missile velocity determines how fast your missiles move through space. This attribute unsurprisingly affects missile range, since speedier torpedoes will go farther before burning through their fuel. Its primary affect, however, is decreasing the delay between when a missile is fired and when it lands on its intended target.

Unfortunately, neither of these attributes matters much to torpedo delivery professionals. Torpedoes can easily hit targets at 40km or more away, much farther than you would normally ever engage someone (since doing so would prevent you from warp disrupting them). And while increased missile velocity is always nice for that initial hit, this stat has no effect on damage per second thereafter.

As such, don’t worry too much about training or fitting to increase these stats – whatever you can fit in naturally should suffice. But if you have the option to augment one or the other, choose velocity since doing so will also boost your effective range.

**Types of Torpedoes**

Now that you understand missile damage application, let’s compare the different torpedoes available.

<table>
<thead>
<tr>
<th>Torpedo Type</th>
<th>Base Damage</th>
<th>Explosion Radius</th>
<th>Explosion Velocity</th>
<th>Base Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Torpedo (T1)</td>
<td>450HP</td>
<td>450m</td>
<td>71m/s</td>
<td>9km</td>
</tr>
<tr>
<td>Guristas (T1)</td>
<td>495HP</td>
<td>450m</td>
<td>71m/s</td>
<td>9km</td>
</tr>
<tr>
<td>Caldari Navy (T1)</td>
<td>517HP</td>
<td>450m</td>
<td>71m/s</td>
<td>9km</td>
</tr>
<tr>
<td>Dread Guristas (T1)</td>
<td>540HP</td>
<td>450m</td>
<td>71m/s</td>
<td>9km</td>
</tr>
<tr>
<td>Rage (T2)</td>
<td>608HP</td>
<td>774m</td>
<td>61m/s</td>
<td>7.5km</td>
</tr>
<tr>
<td>Javelin (T2)</td>
<td>405HP</td>
<td>450m</td>
<td>71m/s</td>
<td>15km</td>
</tr>
</tbody>
</table>

You’ll notice that among T1 torpedoes, the only difference is damage, so typically you’ll want to stock the best version you can reasonably afford. For most pilots, that will be Caldari Navy torpedoes, which have a great balance of efficacy, availability, and cost.

You can also see that both types of T2 torpedo have major advantages and drawbacks. Rage torpedoes deal about 20% damage than all T1 options, but only to gigantic, slow-moving targets. Javelins have 67% more range, but deal 20% less damage than T1 torpedoes. For more information, see the section on fitting your stealth bomber.
SKILLS AND TRAINING

Sitting in a Bomber
If you’re looking to step into a stealth bomber, you probably have a good idea where to start. And in case you don’t, here are the technical requirements for sitting in one:

- Racial Frigate V
- Electronics Upgrades V
- Covert Ops I

They’re the same requirements for flying a covert ops scanboat like the Helios, and starting from scratch, it is just under a 24 day train.

However, actual training will take significantly longer since piloting in a stealth bomber without the ability to cloak, point targets, or fire bombs/torpedoes is basically pointless. Along those lines, I’ve put together a list of personal minimum requirements for being able to fly these ships:

Recommended Minimum Skills

- Cloaking IV
  - CPU Management IV
- Torpedoes I
  - Heavy Missiles III
  - Light Missiles III
  - Missile Launcher Operation IV
- Bomb Deployment I
  - Missile Bombardment IV
- Propulsion Jamming I
- Target Painting I
- High Speed Maneuvering I
  - Afterburner III
- Astrometrics I
- Weapon Upgrades I

With these skills trained, you’ll be able to get into a bomber, scan down wormholes, navigate while cloaked, and engage targets. However, you’ll be doing this all very poorly.

Self-Assessment Benchmarks

It will be immediately imperative to increase your damage, fitting, navigation, scanning, and electronics skills so you can get in, do the job, and get out as smoothly as possible. After all, efficiency is part of what constitutes good customer service. Some benchmarks you may wish to set for yourself include:
• Keep a target disrupted long enough to destroy it
• Keep a target painted/double-painted until destroyed
• Apply 300/400/600 torpedo damage per second
• D-scan and slowboat to a player’s “safe” location
• Probe down any cosmic signature in 4/3/2 passes
• Fit a stealth bomber with 2/1/0 “fitting” modules

As you work towards these goals, you’ll quickly realize the role each type of skill plays in your success. Good scanning means finding targets before they notice you’re in system. High damage means destroying ships before their friends show up to lend a hand. More CPU provides more flexibility in the types of modules you can fit. All these skills work in concert to make your job safer, easier, and more fun.

“Just Tell Me What to Train, WINGSPAN”

Due to the huge disparity between player SP, wealth, and personal experience, there is no one skill plan that will work for everyone. A player that has flown Ravens for years will already have missile skills at a good starting point, and a well-seasoned explorer knows how to scan the most powerful signatures down in seconds.

Instead of offering a catch-all training plan, I’ve put together a list of must-have skills and prioritized them in order of immediacy. In other words, you will need all these skills eventually, but only some of them will help you right now, and many will never need to be maxed out at all.

**Skill Training Priority**

<table>
<thead>
<tr>
<th><strong>HIGH PRIORITY SKILLS</strong></th>
<th><strong>MEDIUM PRIORITY SKILLS</strong></th>
<th><strong>LOW PRIORITY SKILLS</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Train to IV immediately.</td>
<td>Train to IV after high skills are at IV. Train to V only after high skills are at V.</td>
<td>Train to IV when time allows. Do not train to V until your other skills are at V, if ever.</td>
</tr>
</tbody>
</table>

As you read through these notes and put together your own skill plan, try to keep the spirit of these priorities in mind. Certain training is going to pay off faster than others, but you also need to balance skill categories in order to succeed. In the time it takes to get Torpedoes from IV to V, you could probably get 10 other skills from III to IV!

Also take note of the times you fail, and determine why. You may have lost a target because your ship was too slow, your lock too late, you ran out of capacitor, or you couldn’t fit two warp disruptors. Try to objectively evaluate the cause and train skills, by priority, to compensate for this weakness. And trust me, you’ll have no shortness of weaknesses.
Skill Training – All Recommended Skills

ARMOR

Hull Upgrades | low priority
Mechanics     | medium priority

Having more effective hitpoints is always good, but your bomber’s tank is so poor that increasing it by a few percent isn’t going to matter too often. You also won’t be armor-tanking your ship, so most of the items enabled by Hull Upgrades V are pointless.

CORPORATION MANAGEMENT

Anchoring | low priority

This is one of the most overlooked skills by covops pilots. With just a few points, you’ll be able to anchor warp disruption structures (warp bubbles) that allow you to set up traps or strategically deny entry/exit to the system of your choice. You’ll also have the option to anchor siphon units and other deployables.

ELECTRONIC SYSTEMS

Cloaking | special priority

Being able to equip a covert ops cloaking device is absolutely essential to stealth anything, so you have to train Cloaking to IV. However, the bonus it gives to post-decloak locking speed doesn’t affect bombers, and even if it did, the insanely long train to V wouldn’t be worth the tiny advantage offered.

Electronic Warfare | medium priority
Frequency Modulation | low priority
Long Distance Jamming | low priority

Training Electronic Warfare to III is necessary to unlock Frequency Modulation and Long Distance Jamming, but these skills are only marginally useful. Most bombing engagements will occur at 15km to 30km, far under both the optimal and falloff ranges for the EWAR you’ll be using. Still, it can’t hurt.

Propulsion Jamming | medium priority

Warp disruption is very important to torpedo delivery – unfortunately, it’s also very cap-hungry. Getting this skill to IV will unlock every module and structure type you’ll ever need, as well as greatly increase the length of time you can keep customers on grid before capping out.

Sensor Linking | medium priority
Signal Suppression | low priority
You may not ultimately opt to fit either a sensor booster or a sensor dampener, but both are popular modules for bomber pilots. SeBos can help you lock frigates and pods, while damps can completely shut down a target, especially when used in a fleet. Signal Suppression is unlocked at Sensor Linking level IV.

**Signature Focusing** medium priority  
**Target Painting** medium priority

If you’re not using one or more target painters, odds are you’re throwing away a huge percentage of your damage. Target painters increase a ship’s signature radius, applying more of your bombs’ and torpedoes’ explosion to the vessel. For more information, read the rest of the guide!

**ENGINEERING**

**Advanced Weapon Upgrades** low priority  
**Weapon Upgrades** high priority

Stealth bombers are notoriously difficult to fit, but that issue rests heavily on the CPU side of the equation. As such, Weapon Upgrades will give you tons of wiggle room. Advanced Weapon Upgrades? Not so much. Train AWU up only if you’re toying with power-sensitive fits requiring shield extenders.

**Capacitor Management** medium priority  
**Capacitor Systems Operation** medium priority

Capacitor affects your propulsion and electronic warfare, as well as your ability to sustain long or frequent warping. That said, bombers are relatively low on the capacitor reliance scale. Training both of these skills to IV should be _good enough_ for quite some time.

**CPU Management** high priority  
**Power Grid Management** low priority

As with Weapons Upgrades and Advanced Weapons Upgrades, these skills directly affect your total CPU and power grid numbers. And once again, you’ll find yourself starved for computing strength far more often than for electrical power.

**Electronics Upgrades** special priority

This skill is basically pointless, but training it to V is a requirement for covops-class frigates.

**Nanite Interfacing** low priority  
**Nanite Operation** medium priority  
**Thermodynamics** medium priority

Simply training Thermodynamics to level I completely unlocks the ability to overheat your modules. And when you’re flying a glass cannon ship that needs to succeed in an extremely narrow window, the
bonuses granted by this capability go a long way. Further training slashes the damage caused by overheating, though maxing out Thermodynamics is far from an immediate need.

While it’s not explained anywhere in-game, nanite repair paste can be used to fix partially overheated modules by right-clicking on them and choosing Repair. Training the associated skills will help these microbots fix your ship faster and more efficiently – a useful bonus for anyone on extended deployment.

LEADERSHIP

All “warfare” skills medium/low priority

The value of leadership training relies completely on how often you’re running fleet operations. If the answer is never, feel free to skip the whole section. If the answer is sometimes, it’s probably in your best interest to get Armored Warfare, Information Warfare, Siege Warfare, and Skirmish Warfare to IV. Further training in Leadership, Wing Command, and the rest are good picks for regular FCs.

MISSILES

Bomb Deployment low priority

“WINGSPAN, are you insane? How could you not rank bombing higher in your stealth bomber guide?” The answer is simple – in 90% of solo/small gang engagements, bombs just aren’t that useful. They take up huge amounts of CPU and cargo space while simultaneously prohibiting the fitting of probe launchers. The reload bonus is low as well, giving deliverymen little reason to max this skill out quickly.

Guided Missile Precision medium priority
Target Navigation Prediction medium priority

Many capsuleers forget these skills exist, but they’re absolutely vital to successful use of missiles, especially for torpedoes. They essentially negate the explosion radius and explosion velocity drawbacks of missiles, allowing them to apply full damage to smaller, faster targets. You won’t see the DPS gains in your in-game fitting window, but the applied damage difference can be staggering.

Heavy Missiles special priority
Light Missiles special priority

You’re looking at prerequisites for Torpedoes... that’s about it.

Missile Bombardment medium priority
Missile Projection medium priority

These skills are very similar – Missile Bombardment increases the range of your torpedoes, while Missile Projection increases their flight speed and their resulting range. Thus it may seem like Bombardment is a
waste, but it trains significantly faster than Projection. It’s also a prerequisite to Bomb Deployment. As such, getting both to IV is usually worthwhile, but there’s rarely a reason to take Bombardment to V.

**Missile Launcher Operation**  high priority

Level IV is required for training Torpedoes, but taking this staple up to V is important for several other reasons. Doing so offers a boost in DPS, unlocks T2 ammunition, and makes Guided Missile Precision available for injection. The relatively low training time doesn’t hurt, either.

**Rapid Launch**  medium priority

Increasing your rate of fire is one of the most effective ways to improve damage output, and that’s all this puppy does. Keep in mind when queuing this up against other, equally powerful options that greater rate of fire means you must also reload more frequently.

**Torpedo Specialization**  low priority

If you have to be told to train the Torpedoes skill while reading this guide, you’re a unique snowflake. The only question is *when* do you need Torpedoes V? The tiny 5% damage bonus is hardly worth the 2-week train the skill requires, and T2 torpedo launchers are significantly more difficult to fit than their T1/meta counterparts. As such, don’t bother the grind to V until your CPU-based fitting skills are set.

Torpedo Specialization requires Torpedoes V, but only affects T2 torpedo launchers... though note the type of ammo you’re firing from those launchers doesn’t matter. This skill has an extremely high training time multiplier, so only push it to IV when you’ve got nothing else to train, and only to V when cutting yourself is no longer a sufficient expression of self-loathing.

**Warhead Upgrades**  low priority

More damage is always more good, but the prohibitively long training time will deter you from maxing this skill out any time soon. Prioritize it after pretty every DPS skill other than Torpedo Specialization.

## NAVIGATION

**Acceleration Control**  low priority

Getting more speed out of your propulsion mods is wonderful. That said, the small bonus will rarely matter, and you’ll get just as much *zoom* out of training Navigation, except the bonus from that skill is always active, with or without prop mods.

**Afterburner**  medium priority

**High Speed Maneuvering**  medium priority

Reducing the capacitor costs of afterburners and microwarp drives respectively, you’ll want to slowly bump these up to IV, favoring whichever prop mod you most frequently use.
Evasive Maneuvering  medium priority

With the worst agility among frigates, stealth bombers need Evasive Maneuvering particularly badly. With this skill at IV or V, you’ll be able to orbit targets more closely, avoid colliders more easily, and align away from danger more quickly.

Fuel Conservation  low priority

Useful for prolonged afterburner use, but if you favor MWDs or rarely run out of cap, ignore this skill.

Navigation  high priority

A 25% base speed boost is huge, especially since it is applied all the time – cloaked or uncloaked, with a prop mod online or off. Navigation will help you keep slippery targets in (or out of) range. It will also make your extremely common cloaked slowboating significantly less painful.

Warp Drive Operation  medium priority

If you’ve ever been pulled out of warp halfway across a 200 AU system, it’s because you didn’t train this high enough. Level IV is good enough for almost all applications, so don’t feel rushed to finish V.

NEURAL ENHANCEMENT

Biology  low priority
Neurotoxin Control  low priority
Neurotoxin Recovery  low priority

Just say “Maybe!” The value of these skills fluctuates greatly depending on your usage of boosters.

Cybernetics  medium priority

Implants will greatly accelerate your training, and can make it easier to fit your ship or dole out damage. Higher is only better here if you have the cash available to risk higher-level augmentations.

Infomorph Psychology  low priority
Informorph Synchronizing  low priority

Much like the booster skills, your plan for these will depend on how much you plan to use jump clones.

RIGGING

Astronautics Rigging  low priority
Electronic Superiority Rigging  low priority
Shield Rigging  low priority
If you use any of these types of rigs frequently, you’ll probably want to reign in their drawbacks at least a little bit. That said, the final 1% reduction is usually not worth the training involved for level V.

**Jury Rigging**  
Medium priority

You’ll absolutely need this skill at level III to unlock all other rigging skills, including Launcher Rigging.

**Launcher Rigging**  
Medium priority

Missile launcher rigs are one of the best ways to increase your damage output, but they’re also one of the best ways to starve your ship of all remaining CPU. Almost all bomber fits will benefit from getting this skills as high as possible, though note other fitting skills are usually more effective per SP trained.

**SCANNING**

- **Astrometric Acquisition**  
Medium priority
- **Astrometric Pinpointing**  
Medium priority
- **Astrometric Rangefinding**  
Low priority
- **Astrometrics**  
High priority

Assuming you intend to deliver torpedoes to customers in every area of New Eden, scanning skills will be vital to your task. Identifying cosmic signatures quickly and accurately will shave hours off your routes in the long run, and decrease the odds your targets escape after noticing probes on d-scan.

Astrometrics is the core skill here, giving +5% scan strength, accuracy, and speed per level. All the other skills offer only one of these 5% bonuses per level, meaning they’re only about 1/3 as valuable to your probing prowess. Keep training time and efficacy in mind when deciding how to queue these skills, though note that Astrometrics V unlocks the option to equip powerful, inexpensive T2 probe launchers.

**SHIELDS**

- **Shield Management**  
Low priority
- **Shield Operation**  
Medium priority

As with armor skills, shields are a nice-to-have but not strictly necessary in your line of work. Get these to a reasonable level early on, but don’t push them above damage or fitting skills in your queue.

**Shield Upgrades**  
Low priority

If you ever want the option to fit a Medium Shield Extender II, you’ll need to get Shield Upgrades to IV. Don’t intend to fly passive shield fits? Then don’t spend a lot of SP here.

**Tactical Shield Manipulation**  
Low priority
By the time you realize you’re leaking damage from your shields to your armor, you’ll also be leaking damage from your armor to your pod.

**SPACESHIP COMMAND**

**Racial Frigate**  
**special priority**

Amarr, Caldari, Gallente, and Minmatar Frigate V are all required for their respective stealth bombers. The question arises then, *Which bomber do I train for?*

The variation between each hull is so small that arguing for one or another would be purely down to personal preference. You should also consider that other frigates you may eventually wish to fly within the game’s sizeable selection. If you have an eye on the Ishkur, why not start with Gallente Frigates V?

That said, having the option to fly either a 4/4/2 slot bomber or a 4/3/3 slot bomber would definitely give you a taste for the pros and cons of both fitting configurations. So if you do choose to begin with the Nemesis as your bomber, the Hound or Purifier would make a more meaningful alternative option than would the Manticore.

**Covert Ops**  
**high priority**

I don’t normally assign “high priority” to skills with 4x training multipliers, but few skills offer more ridiculous benefits per level than Covert Ops. For each tick in your virtual belt, this skill will give you 5% more racial bomb damage and 15% more racial torpedo damage. That’s 75% fucking percent at level V, which means this skill gives you more damage than *all your missile skills combined*. The time it takes to max out Covert Ops sucks, but it’s more than worth it in the long run for dedicated bomber pilots.

The bomb damage increase afforded by this skill, by comparison to torpedoes, sucks… but it’s also the only way (other than target painting) to increase the power of your heavy explosives. Unfortunately, it has no effect on the power of non-lethal bombs.

**Spaceship Command**  
**medium priority**

The little sister of Evasive Maneuvering, this skill grants a much smaller agility bonus while also making more ship classes available to fly. You’ll want this at V eventually for both reasons.

**TARGETING**

**Long Range Targeting**  
**low priority**

90% of your fights are going to take place well within your default targeting range, so heavy investment here is not a top priority. It will, however, protect you from the effects of low-grade sensor dampening.

**Racial Sensor Compensation**  
**low priority**
These skills (Gravimetric, Ladar, Magnetometric, Radar) only impact the two game mechanics that rely on your ship’s sensor strength:

- The likelihood electronic counter measures (ECM) work on your ship
- The scan strength necessary to locate your ship with combat scan probes

Since your targets will typically be ill-equipped to jam you out, and since your covert ops cloak protects you from combat scanning, it’s not worth pushing these skills until you have nothing good to train.

**Signature Analysis  high priority**

Aside from fitting a sensor booster, this is the only way to improve your lock time. And since your lock time directly ties into your stealth ship’s element of surprise, you can’t afford to skip Signature Analysis. It’s a short train to V and helps you nab ships that would otherwise get away. And as a **big** bonus, it’s also a prerequisite to Recon Ships, the cloaky cruiser cousins to stealth bombers.

**Target Management  low priority**

Stealth specialists will rarely need to engage more than a few customers at a time, especially since a huge hostile fleet presence typically necessitates bomb tactics (which don’t require a lock) over torpedo-based warfare.
FITTING YOUR BOMBER

Stealth bombers need to accomplish several important tasks, all of which are relatively taxing on their frigate-sized fitting abilities. Thus it’s no surprise these ships are notoriously difficult to equip effectively, especially for low-SP capsuleers with little investment in important core skills. And as previously mentioned, deciding when to train those fitting abilities is not easy amongst a sea of “required” skills.

This difficulty, as well as balance changes that include the eradication of module tiers, make it difficult to promote any one catch-all fitting. You may find that a “standard” fit is well past your CPU threshold. You may also be willing to build riskier bombers (officer modules and several billion-ISK implants) that could easily make up for deficiencies in character training. So, what determines a “good” stealth bomber fit?

**General Fitting Guidelines**

As with skill training, I recommend all pilots strive towards achieving high-level goals, leaving the exact piece-by-piece fitting up to their discretion. Still, there are several things every ship must have, regardless of the lesser details. Here they are, in rough order of descending importance:

- Covert ops cloaking device, 3 torpedo launchers, warp disruptor
- Probe or bomb launcher (keeping it online is not necessary)
- 2 to 3 slots affecting base torpedo damage or firing rate
- 2 to 4 slots affecting explosion radius or target signature radius
- 1 to 2 slots affecting ship speed or maneuverability
- 0 to 1 modules intended to increase CPU/PG fitting capacity

Outside of these needs, everything else is icing on the torpedo cake. Your ship must be covops cloaked and capable of firing torpedoes. Your ship must be able to either navigate cosmic signatures or deploy bombs against easily acquired targets. And your ship must be able to prevent targets from warping off.

From there, things get murky. You need damage, but how much depends largely on exactly what you are engaging and the delivery location. Similarly, the exact amount of explosion radius mitigation you need will vary greatly by target, though you certainly need some. Finally, you need to fit all your modules, ideally without the use of two or more CPU/PG slots. Skill training and implants are your friends here.

**Pick a Bomber, Any Bomber**

On paper, the Hound is fastest; the Nemesis, tankiest; the Manticore, easiest to fit; and the Purifier, a solid balance. But the reality is that all four hulls are so similar, these tiny differences rarely matter.

Much more important are the differences in fitting layout. The Nemesis and Manticore (4/4/2 layout) are naturally better at electronic warfare and damage application. Conversely, the Purifier and Hound (4/3/3 layout) can leverage an extra low module for greater speed, agility, or damage mitigation.

As noted in the Skill Training chapter, I recommend starting with two bombers: one of each slot layout. This gives you the opportunity to try both approaches to see which your prefer, or to select the layout that works best with your current mission.
Example Stealth Bomber Fits

Here are two all-purpose templates for both 4/4/2 and 4/3/3 slot layouts. These examples are scalable; since the module tiers are not listed here, simply plug in whatever level you can fit and afford.

<table>
<thead>
<tr>
<th>Damage Application Fit – Nemesis/Manticore</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIGH 1x Covert Ops Cloaking Device, 3x Torpedo Launcher, 1x Core Probe Launcher</td>
</tr>
<tr>
<td>MED 1x 1MN Microwarp Drive, 1x Warp Disruptor, 1x Target Painter, 1x [UTILITY SLOT]</td>
</tr>
<tr>
<td>LOW 2x Ballistic Control System</td>
</tr>
<tr>
<td>RIGS 1x Warhead Rigor Catalyst, 1x [UTILITY SLOT]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Damage Application Fit – Purifier/Hound</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIGH 1x Covert Ops Cloaking Device, 3x Torpedo Launcher, 1x Core Probe Launcher</td>
</tr>
<tr>
<td>MED 1x 1MN Microwarp Drive, 1x Warp Disruptor, 1x Target Painter</td>
</tr>
<tr>
<td>LOW 2x Ballistic Control System, 1x [UTILITY SLOT]</td>
</tr>
<tr>
<td>RIGS 1x Warhead Rigor Catalyst, 1x [UTILITY SLOT]</td>
</tr>
</tbody>
</table>

These fits maximize damage using target painters and rigor catalysts to optimize your torpedoes’ explosions. On both templates I’ve left open utility slots that will vary depending on exactly how much CPU/PG you have left, how much damage you can output, or how fast your ship is, et cetera.

4/4/2 bombers, which can’t fit extra low power modules, can leverage their numerous mid slots for electronic warfare. This is the perfect place for a second target painter or additional warp disruption.

The 4/3/3 bombers, on the other hand, can’t fit two painters, making them more reliant on rigor catalysts. They compensate with an extra low power module, which arguably provides greater flexibility.

<table>
<thead>
<tr>
<th>Medium Shield Extender Fit – Nemesis/Manticore</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIGH 1x Covert Ops Cloaking Device, 3x Torpedo Launcher, 1x Core Probe Launcher</td>
</tr>
<tr>
<td>MED 1x 1MN Afterburner, 1x Warp Disruptor, 1x Target Painter, 1x Medium Shield Extender</td>
</tr>
<tr>
<td>LOW 1x Ballistic Control System, 1x Micro Auxiliary Power Core</td>
</tr>
<tr>
<td>RIGS 2x [UTILITY SLOT]</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Medium Shield Extender Fit – Purifier/Hound</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIGH 1x Covert Ops Cloaking Device, 3x Torpedo Launcher, 1x Core Probe Launcher</td>
</tr>
<tr>
<td>MED 1x 1MN Afterburner, 1x Warp Disruptor, 1x Medium Shield Extender</td>
</tr>
<tr>
<td>LOW 1x Ballistic Control System, 1x Micro Auxiliary Power Core, 1x [UTILITY SLOT]</td>
</tr>
<tr>
<td>RIGS 1x Warhead Rigor Catalyst, 1x [UTILITY SLOT]</td>
</tr>
</tbody>
</table>

MSEs provide a huge boost in hitpoints to allow for greater survivability, especially against drones. These fits are a lot tighter because a MSE usually necessitates a Micro Auxiliary Power Core in the lows. This drastically cuts into the DPS of 4/4/2 bombers, which should compensate with more powerful torpedo launchers and/or various missile rigs. The 4/3/3 bombers, on the other hand, can still opt for two Ballistic Control Systems, though an overclocking rig may be necessary to make it work.
For the purposes of this guide, bombing is a relatively niche activity. But when you’re using untargeted high explosives, you’ll find spare CPU is the biggest problem. To fix this, you’ll have to don a rig or low slot module, ultimately giving up some torpedo efficacy in the form of explosion radius or raw damage.

**Regarding Torpedo Launchers**

Many aspiring torpedo deliverymen and women train to Torpedoes V quickly in the hopes of equipping T2 launchers (and their accompanying T2 ammunition). However, there are serious tradeoffs in fitting, price, efficacy, and output that must be considered.

As a rule, T2 launchers are only better than T1 launchers if equipping them does not necessitate compromising key elements of your ship’s remaining fit (see General Fitting Guidelines in this chapter for additional direction). Getting an extra 5% to 10% damage is not worth losing your target painters, nor should you have to spend half a billion ISK in officer mods just to equip a microwarp drive.

**Torpedo Launcher I & Faction Torpedo Launchers**

- Lower CPU requirements
- Good rate of fire (no Torpedo Specialization bonus)
- Lower ammunition capacity
- Fires T1/faction torpedoes
- Lower skill requirements
- Low to absurd price

As noted earlier, 90% of the time you’ll find that T1/faction torpedoes are the best ammunition option. They’re cheap and “good” at applying damage to smaller targets. For this reason, as well as the huge discrepancy in CPU needs versus T2 modules, most bomber pilots opt for T1 launchers. If you’ve got the cash, you can spring for fancy faction, pirate, or officer modules that provide a higher rate of fire and/or even lower fitting requirements.

Note that until you train Torpedoes V, you will not be able to use any other type of torpedo launcher.
Torpedo Launcher II

- Very high CPU requirements
- Better rate of fire (plus Torpedo Specialization bonus)
- Higher ammunition capacity
- Fires all torpedo types
- Higher skill requirements
- Moderate price

One thing that may not be obvious to new bomber pilots is that the Torpedo Specialization skill only affects T2 launchers. On the other hand, T2 launchers aren’t actually much better than their T1 counterparts until you’ve trained a few levels of Torpedo Specialization.

Polarized Torpedo Launcher

- Moderate CPU requirements
- Very good rate of fire (plus Torpedo Specialization bonus)
- Extreme ammunition capacity
- Fires all torpedo types
- Higher skill requirements
- Cuts all resists to zero
- Absurd price

Polarized launchers were introduced in Phoebe and further amplify the glass cannon nature of stealth bombers. In exchange for easier fitting, higher DPS, and gigantic ammo capacity, these modules will halve your effective hitpoints while also dealing huge damage to your wallet.

It is highly recommended that pilots not experiment with polarized launchers until they have the experience (and the ISK) to justify their extreme risk. That said, if you are space-rich and highly confident in your ability to not get shot at, they represent a clear advantage over every other torpedo launcher. Just don’t say I didn’t warn you.

Mid Slot Options

If you’re flying a Nemesis or Manticore, your mid-power slots can offer a greater variety of capabilities. Here, you have four spaces to stamp on modules that can absolutely cripple your targets.

For Hound and Purifier pilots, mid slot fitting is relatively limited. In most circumstances, these ships will only afford you one flexible slot, after your warp disruptor and propulsion mod are spoken for. Don’t take that to mean they’re weaker by any means – as they’re generally better at surviving engagements.

Below are some less common mid-slot layouts. These fits are situational, but should be kept in the back of your mind as options for the right occasion. And of course, you always have the optional to carry all these modules (and a mobile depot) with you for quick refitting.
**EXAMPLE MID SLOT LAYOUTS**

<table>
<thead>
<tr>
<th>Layout</th>
<th>Configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Tackling targets with multiple warp core stabilizers</strong>&lt;br&gt;4/4/2</td>
<td>1x AB/MWD, 1x Warp Disruptor, 1x Warp Scrambler, 1x Target Painter</td>
</tr>
<tr>
<td>4/3/3</td>
<td>1x AB/MWD, 2x Warp Scrambler</td>
</tr>
<tr>
<td><strong>Locking and tackling capsules</strong>&lt;br&gt;4/4/2</td>
<td>1x AB/MWD, 1x Warp Disruptor, 1x Sensor Booster w/Scan Resolution script, 1x Target Painter</td>
</tr>
<tr>
<td>4/3/3</td>
<td>1x AB/MWD, 1x Warp Disruptor, 1x Sensor Booster w/Scan Resolution script</td>
</tr>
<tr>
<td><strong>Tackling multiple targets simultaneously</strong>&lt;br&gt;4/4/2</td>
<td>1x AB/MWD, 2x Warp Disruptor, 1x Capacitor Booster</td>
</tr>
<tr>
<td>4/3/3</td>
<td>2x Warp Disruptor, 1x Capacitor Booster</td>
</tr>
<tr>
<td><strong>Employing electronic warfare</strong>&lt;br&gt;4/4/2</td>
<td>1x AB/MWD, 1x Warp Disruptor, 2x Sensor Dampener w/Targeting Range script</td>
</tr>
<tr>
<td>4/3/3</td>
<td>1x AB/MWD, 1x Warp Disruptor, 1x Tracking Disruptor w/Tracking Speed script</td>
</tr>
</tbody>
</table>

---

**Spare Cargo**

Few capsuleers consider their cargo hold part of their fit, but with the introduction of Mobile Depot deployable structures, individual pilots can take 60 seconds to refit in the middle of space. It therefore behooves every delivery professional to bring a few spare modules along… just in case.

**CARGO ITEMS PRE-FLIGHT CHECKLIST**

- Extra set of eight core scanner probes
- Expanded probe launcher with eight combat scanner probes
- 360 to 540 extra T1/faction torpedoes
- 120 rage and javelin torpedoes (if T2 launchers equipped)
- 150 to 300 nanite repair paste
- Mobile depot (for refitting and/or storage)
- Bomb launcher with one or two bombs
- Mobile small warp disruptor
- Cargo scanner (for investigating structure contents)
- Alternate mids: warp disruptor, warp scrambler, sensor booster, etc.
- CPU or PG fitting modules (for alternate fits)
- Armor and/or hull repair modules
- Boosters and/or Quafe® Zero

You probably won’t be able to (or may not want to) carry all of these with you. But I can assure you via experience that you will regret skipping the cargo scanner the next time you run across a giant secure container. You’ll regret forgetting your nanite when you’ve almost burnt out all your modules. You’ll find a system where someone left an Orca at a safe… and you left your expanded probe launcher in Jita.

And heaven help you if you enter wormhole space without the crisp, refreshing taste of Quafe Zero.
**Implants**

Neural implants offer bonuses that address many of the most commonly problematic areas: damage, damage application, and fitting. While it’s easy to overlook these brain plugs as expensive and temporary, the reality is that a careful bomber pilot will rarely get podded, especially if he or she operates in areas other than nullsec.

With this in mind (get it?), here are some useful hardwiring implants to consider.

<table>
<thead>
<tr>
<th>ENGINEERING IMPLANTS</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>SLOT 6</td>
<td>Zainou ‘Gypsy’ CPU Management</td>
</tr>
<tr>
<td>SLOT 8</td>
<td>Inherent ‘Squire’ Capacitor Management</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MISSILE IMPLANTS</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>SLOT 6</td>
<td>Zainou ‘Snapshot’ Torpedoes</td>
</tr>
<tr>
<td>SLOT 8</td>
<td>Zainou ‘Deadeye’ Guided Missile Precision</td>
</tr>
<tr>
<td>SLOT 9</td>
<td>Zainou ‘Deadeye’ Target Navigation Prediction</td>
</tr>
<tr>
<td>SLOT 10</td>
<td>Zainou ‘Deadeye’ Rapid Launch</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NAVIGATION IMPLANTS</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>SLOT 6</td>
<td>Eifyr and Co. ‘Rogue’ Navigation</td>
</tr>
<tr>
<td>SLOT 6</td>
<td>Eifyr and Co. ‘Rogue’ Warp Drive Speed</td>
</tr>
<tr>
<td>SLOT 7</td>
<td>Eifyr and Co. ‘Rogue’ Evasive Maneuvering</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SCANNING IMPLANTS</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>SLOT 6</td>
<td>Poteque ‘Prospector’ Astrometric Pinpointing</td>
</tr>
<tr>
<td>SLOT 7</td>
<td>Poteque ‘Prospector’ Astrometric Acquisition</td>
</tr>
<tr>
<td>SLOT 8</td>
<td>Poteque ‘Prospector’ Astrometric Rangefinding</td>
</tr>
</tbody>
</table>
FINDING CUSTOMERS

One of the hardest parts of torpedo delivery, especially for those new to the trade, is finding customers. Due to the relative sparseness of the galaxy and the aversion most players have for sticking around with “neutrals” in local, finding good targets can be an extremely difficult task. Here’s a breakdown of hunting viability, from worst to best.

High Security Space (0.5 to 1.0)

Unless you’re actively engaged in corporate or faction warfare, hisec will rarely yield good targets for your bomber. You’ll be limited to engaging pirates who are flagged for criminal activity, and often these players will be experienced PvP pilots looking to bait someone just like you.

Your bomber does have the option of firing suicidal salvos against unsuspecting capsuleers, but the costs of a well-fitted bomber make this a relatively poor strategy. The only other targets you can freely shoot are deployable structures, such as mobile tractor units, which I admit can be extremely lucrative. That said, an expanded probe launcher is difficult to fit on a stealth bomber, necessitating multiple ships, characters, or refitting trips to scan down and engage.

Overall, it’s in your best interest to get out of hisec as soon as possible.

Null Security Space (0.0 to -1.0)

In the completely lawless realm of nulsec, you might imagine torpedo delivery would be easy. And while it’s true there’s no CONCORD or gate guns to prevent you from engaging other ships, there are three forces working actively against you.

1. **Population**: Nulsec is the least densely populated area of known space, so it could be hours before you run into a ship you can even consider as a target.
2. **Paranoia**: Only explorers and gankers commonly roam nulsec, so most pilots will align, dock up, hide, or log off as soon as a stranger (that would be you) enters system.
3. **Alliances**: Most of nulsec is owned and operated by large alliances that have an active interest in keeping outsiders away. The most lucrative areas of space are protected by warp disruption bubbles, gate camps, and intelligence channels that will warn alliance members of your approach from half a dozen jumps out.

If you do choose to operate in nulsec, roaming around from gate to gate is unlikely to yield results. Instead, consider camping a moderately trafficked system (either cloaked at a popular gate or by setting up a “drag bubble” trap behind one). Instead of probes, load up your bomb launcher and wait at optimal launching range from your trap. This setup gives you the advantage of surprise, as well as discretion over when to start a fight and when to stay cloaked.
Low Security Space (0.1 to 0.4)

Unlike nulsec, lowsec is more populated and less tightly gripped by the larger powers of New Eden. As such, there’s a lot more traffic, and pilots are less likely to freak out the millisecond someone unknown enters their system. You’ll also have access to stations, meaning you don’t have to lug around all your gear with you everywhere you go. You can store, sell, or buy equipment relatively easily.

On the downside, setting up traps is not nearly as easy as it is in less civilized areas of space, especially since you can’t use warp disruption bubbles, you can’t launch bombs, and attacking anyone at a station or gate will result in your near-instant death, courtesy of automated sentry gun turrets.

Your best bet in lowsec is to bring your scanning probes and find miners or explorers sitting at cosmic signatures. If they’re new or relatively inexperienced, they won’t even notice your probes on d-scan, so by the time you uncloak on top of them, it’s already too late. Alternatively, you can scan down signatures in a high-trafficked system, then simply cloak and wait at one of them until the inevitable adventurer passes through.

Lowsec is also the home of faction warfare, where opposing groups fight over beacons littered around space. The good news? You don’t actually have to be part of faction warfare to warp to these beacons or deliver torpedoes to the pilots there! The bad news? Most capsuleers bring small gangs of frigates to faction warfare... the ship a stealth bomber is least likely to defeat.

Wormhole Space (w-space, j-space, -1.0)

The mysterious space that lies on the other side of EVE’s unstable wormholes is home to a stealth bomber’s best customers. In w-space, or “spooky space” as I like to call it, you have all of the advantages of nulsec operations (bombs, warp bubbles, no CONCORD) without the threat of interstellar alliances working against you.

What’s more, there is no pilot listing in local chat channels, meaning that as long as you are cloaked, nobody has any way of knowing for certain that you are in system.

This feature of j-space is a gigantic boon to any covops craft since it gives you nearly infinite time to gather intelligence, scout a system, stalk its inhabitants, and make your approach. You won’t automatically trigger red flags by merely being present, and nobody will be able to look up your personal or combat history until after you’ve decloaked on them.

Of course, this also means you’ll have no clue who’s in the system with you, so it’s best to watch d-scan, stay aligned, and cloak or warp out at the first sign of a trap.
Entering Wormhole Space

New torpedo delivery agents often have trouble finding customers in w-space, mainly because they’re unsure of what to look for when they enter a system. For many, wormhole space is confusing, scary, and mostly empty. Plus, if they’ve never lived or worked in these areas, bomber pilots are likely to make mistakes that will expose them to wormhole inhabitants – players who have grown accustomed to immediately flee from or destroy any external threat.

Below, you’ll find my personal wormhole exploration procedure which I’ve come to rely on for all j-space scouting. Each step is designed to minimize personal risk while quickly establishing the viability of the star system for supporting potential customers.

- Scan down and inspect the wormhole
  - Launch probes from outside d-scan range of the signature
  - Reload your launcher and recloak (they take the same time)
  - Warp cloaked to the signature at 20km (0km to 10km risk decloak)
  - View the wormhole info and save its location as a bookmark
- Slowboat in and decloak at 3km to 4km to enter the wormhole
  - Quickly view local pilots (if k-space) before entering
  - Remember decloak range is 2km, but wormhole entry is 5km
- While jump-cloaked, assess immediate area around wormhole exit
  - Check for bubbles, ships, or wrecks nearby
  - Perform a quick, full-range d-scan
- Initiate a 3km to 4km orbit around the wormhole
  - Within 1 second of initiating orbit, activate your covert ops cloaking device
  - Within 1 second of initiating orbit, overheat (but don’t activate) all modules
- Save the wormhole location as a bookmark

Following these steps will put you in an excellent position to evaluate the system:

- You have decloaked for the minimum 1 second
- You are now invisible to all forms of detection
- You can re-enter the wormhole instantly (requires decloak)
- You can warp off in any direction without decloaking
- You have saved the wormhole exit for future use
- You have a quick d-scan of the surrounding area to evaluate

If the locals don’t have a scout on-grid with either side of the wormhole, or didn’t luckily hit d-scan the exact second you decloaked and recloaked, they will now be completely unaware of your presence.
Evaluating A Wormhole System

So you’re in... now what? It’s time to do some initial recon to determine whether this system is a viable bombing location, either immediately or in the near future. Based on what you observe, it may be time to get your trigger finger ready, prepare your tent for an overnight stay, or pack your bags and continue on to the next wormhole.

In either case, your skills with both d-scan and your remote scanning probes will be critical to quickly and accurately locating customers (or the clues to their whereabouts). If you haven’t yet had the opportunity to practice and perfect these talents, now would be the time.

IMMEDIATE OPPORTUNITY

If you see sleeper wrecks and large ships on d-scan, you’ve hit the jackpot – someone is running sites right now. Depending on how bold you feel, you can attempt to make a delivery to their ratting ship, or hang around for the inevitable Noctis or mobile tractor unit for an easier (but still valuable) target.

When your d-scan tells you there is an industrial ship outside of a POS, it’s likely someone is either running PI (easy, low value target) or hauling wormhole goods in or out of system (more likely tanked, but potentially huge value). In the case of PI, good d-scanning will quickly reveal the ship’s location. For haulers, it’s more likely things are being moved via wormhole, possibly the one you came in through.

If there were ships right next to the wormhole when you came in, you’re in a little bit of a tougher position. On the one hand, your customers are right there. On the other hand, they’re also 100% aware of your presence. That said, you are 100% safe from anything except insta-locking, insta-popping ships, since you can safely and instantly jump back through the wormhole at any time. So if you think you have even a remote chance of taking out whatever’s there, light your torpedoes... but be ready to bail!

INTERMEDIATE OPPORTUNITY

Most of the time, you’ll be able to tell pretty quickly if a system is hugely active (see above) or completely abandoned (see below). More often, an area of w-space is occupied, but it just so happens nobody is online right now. These are systems that might be worth your time coming back to, either by sleeping over (logging off in space) or moving in a scanning alt to “hold” it for you.

What are some signs of a promising system?

- Active POS bases, with functioning shields and modules
- Wrecks, personal structures, or abandoned drones and probes
- Active killboard history with frequent action by the same corporations
- Low number of cosmic signatures and anomalies (indicating they’re often cleared)

When you come across a system like this, it’s time to do some research. Nobody’s on this second, but an active wormhole corporation is likely to be back in action sometime in the next day.

- Find and bookmark the locations of every POS in system
• Make note of any ships visible within POS shields to guess likely corp activities
• Review killboards in detail to uncover resident history and recent battles
• Create a label for the system and add resident pilots to your contacts watchlist
  o Add anyone who’s listed as the owner of a structure or ship you can find
  o Check killboards for other likely resident pilots and add them
  o Search character lists by last name, since many alts share last names
• Scan down and save every cosmic signature in the system
• If you have an combat probes, scan down mobile depots (often deployed at safes)

Once you’ve covered all your informational bases, there really isn’t much else you can do here. If you’re itching for immediate action, continue scanning around for other promising w-space locations – just make sure you’ve bookmarked every wormhole along the way (and checked their remaining lifespan). If you’re not in a rush (or don’t believe anyone’s going to be coming online for a long time), you could sign into a scanning alt character and park him/her in the system while you explore.

Alternatively, if you’re thinking of wrapping up your EVE time for the time being (or want to switch to an alt to pursue other activities), camping out in the system overnight may be a good idea. Just log off at a “safe” bookmark in the middle of space, preferably out of d-scan range of anything else (or at least out of range of all player-owned structures). This way, you won’t be visible even when you log back in.

**NO OPPORTUNITY**

There are a few signs that almost always indicate a wormhole system is completely empty… worthless to you short-term and long-term. If your scouting reveals the following, it’s time to move on.

• No sign of active ships, probes, personal structures, or wrecks
• No active POS shields (ensure that force fields are checked in d-scan settings)
• Extremely intermittent or nonexistent killboard activity
• Huge number of cosmic signatures and anomalies (indicating they are never cleared)
• When you shout “Hello!” and wait a few seconds, it echoes back in a really spooky way

**Cynosural Jumps with Black Ops Battleships (known space)**

Your final option for finding targets doesn’t involve going anywhere at all, but instead hanging out in the proximity of a black ops battleship while a designated scout roams around finding content for you. Once a worthy customer has been located, that hunter will point the target and light a cynosural field, allowing the battleship to bridge your covops fleet through to the other side.

For you, the individual bomber pilot, this is by far the easiest overall option. You don’t have to roam around stirring up intel channels. You don’t have to jump between gates praying they’re safe. And you don’t have to spend hours probing and d-scanning out far-flung systems. Just wait till you get the green light, then lock the target and launch your torpedoes.

The obvious downside to this approach is access and coordination. The vast majority of capsuleers can neither fly nor afford a black ops battleship, and the work needed to get a fleet, cyno scout, and bridging
pilot all operating in concert is no small obstacle. This will require a disciplined force that your corporation, or an entity such as Bombers Bar, will have to put together on a large scale.

Ultimately, you’ll have to try all of these approaches to determine which playstyles you enjoy the most. From there, practice makes perfect.
DELIVERY ADVICE

There are dozens of EVE Online guides out there that show or explain the basics of player versus player interactions. Many of them provide stats and data I could never hope to obtain, and almost all of them are composed by pilots far more skilled than I at spaceship warfare.

Instead, this section will focus on high level concepts – easily memorized advice that has kept me and the pilots of my corporation on the winning side of engagements time and time again. Use these tips as a springboard for your own adventures, but lean on instinct and experience for everything else!

Delivery Success by Vessel Category

Here’s a quick breakdown of your odds of successful delivery against most types of spacecraft. Note that as with all tier lists, pilot skill on both sides is usually a greater factor. Your goal, of course, is to leverage the element of surprise so efficiently that your customer’s skill does not come into the equation.

All notes in this table assume a one-on-one engagement without warfare links.

<table>
<thead>
<tr>
<th>ODDS OF SUCCESS</th>
<th>SPACECRAFT TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>EXTREMELY HIGH</td>
<td>Shuttles and rookie ships</td>
</tr>
<tr>
<td></td>
<td>Small sig radius. No tank. No offensive capabilities. Cannot fit standard modules.</td>
</tr>
<tr>
<td>VERY HIGH</td>
<td>Industrial ships and mining barges without drone bonuses</td>
</tr>
<tr>
<td></td>
<td>Medium sig radius. Light to medium tank. Few offensive capabilities. Sometimes warp stabilized.</td>
</tr>
<tr>
<td>HIGH TO VERY HIGH</td>
<td>Noncombat frigates (exploration vessels and mining frigates)</td>
</tr>
<tr>
<td></td>
<td>Small signature radius. Light tank. Usually warp stabilized. May have drones. Extremely fast.</td>
</tr>
<tr>
<td>MODERATE TO HIGH</td>
<td>Mining barges with drone bonuses</td>
</tr>
<tr>
<td></td>
<td>Medium sig radius. Medium tank. Sometimes warp stabilized. May have drones.</td>
</tr>
<tr>
<td>MODERATE</td>
<td>Battlecruisers, excluding command ships</td>
</tr>
<tr>
<td></td>
<td>Large sig radius. Medium to heavy tank. Large weapons. May have drones. Can use microjump drive.</td>
</tr>
<tr>
<td>LOW TO MODERATE</td>
<td>Battleships and command ships</td>
</tr>
<tr>
<td></td>
<td>Large sig radius. Heavy to enormous tank. Large weapons. May have drones. Can use microjump drive.</td>
</tr>
<tr>
<td>LOW</td>
<td>Most basic cruisers, some destroyers</td>
</tr>
<tr>
<td></td>
<td>Small sig radius. Light to medium tank. Medium weapons. May have drones. Very fast.</td>
</tr>
<tr>
<td>VERY LOW</td>
<td>Combat frigates, advanced cruisers, some destroyers</td>
</tr>
<tr>
<td></td>
<td>Small sig radius. Medium to heavy tank. Light to medium weapons. May have drones. Extremely fast.</td>
</tr>
<tr>
<td>TERRIBLE</td>
<td>Capital ships and CONCORD vessels</td>
</tr>
</tbody>
</table>

If you need an explanation for this, you’re an idiot.

It bears special mention that stealth bombers are not listed here, but fit and initiative will determine the victor in most engagements. A Manticore with two target painters and Caldari Navy torpedoes will apply its damage significantly better than a bomber that’s firing T2 torpedoes with only one target painter.
Torpedo Delivery Checklist

Before you attempt to send your torpedoes to any customer, take a few seconds to ensure you’ve covered all your bases. Can you check off all the items in this list?

- Determined the potential threat of target ship and pilot
- Identified colliders and planned an approach around them
- Loaded the correct type of torpedo (if using T2 launchers)
- Sent 31,000,000 ISK to Chance Ravinne for good luck
- Navigated into an ideal range for all weapons and ewar
- Overheated or prepared to overheat all relevant modules
- Aligned to a celestial or bookmark to warp to if necessary
- D-scanned at long and short range to check for interlopers
- Took a second to stop shaking and regain normal breathing

That last one may sound like a joke, but “delivery shakes” are hugely common, even among experienced torpedo fulfillment agents. Make sure you’re calm and collected or, at the very least, repeat your plan aloud to reduce your risk of a misclick once you enter the red zone.

Once that’s all handled, you’ve only got seven things to worry about.

1. Decloak
2. Lock the target
3. Activate warp disruption
4. Activate electronic warfare
5. Fire torpedoes
6. Win
7. Cloak

If you can count to seven, you can deliver torpedoes. It’s as easy as that!

Rules of Engagement

Still don’t feel ready to make a delivery? Here’s some quick and exceedingly important strategic advice based on my own successes and failures in the field of torpedo delivery.

I. Never not cloak. Before or after delivery, or as soon as things turn south, get cloaked ASAP.
II. Call the shot. You have the advantages of surprise and initial range dictation. Use them wisely.
III. Range rules. Stay out of web and scram range. Stay in point range. Use your tactical overlay.
IV. Cap is a thing. While unlikely, you can run out of capacitor. Cut painters or props first.
V. Win fast. If you’re not winning by the time you first take damage, you’re probably doomed.
VII. Don’t get cocky. It’s never too late for things to go wrong. Stay focused until you’re out safely.
VIII. Live and learn. Don’t get salty over losses. Review the encounter and see where you failed.
IX. Loot is overrated. Before looting a wreck, cloak and check the killmail. It may not be worth it.
X. It’s all on you. Nobody can hit decloak but you. Cement your plan and make it happen!
YOUR COVERT OPS CAREER

Once you understand the fundamentals of stealth bomber work and have gotten a few deliveries under your belt, it’s time to start thinking about your long-term plan. What should you aim for after polishing your various bomber-related skills and perfecting your actual technique?

Shaping & Shipping Up

As explained in the earlier engagement profile chart, stealth bombers are not perfectly suited for taking on many types of spacecraft, especially when flown solo or in very small groups. Consider training towards any of the following covert ops ships to expand your delivery capabilities:

Covert Ops T2 frigates

These ships share requirements and bonuses with stealth bombers. While they are not typically combat capable, they can quickly scan down cosmic signatures and even ships/structures. Plus, with a little training in Hacking or Archaeology, exploration can easily finance your expensive ship-buying tastes.

Astero faction frigate

Like covert ops T2 frigates, the Astero is a great choice for scanning and ISK-making. But unlike those vessels, it’s also an extremely versatile fighter capable of engaging many frigates and cruisers – the exact types of ships bombers typically struggle against. Requires training in drones and armor tanking.

Stratios faction cruiser

Consider the Stratios the big sister to the Astero. It’s equally adept at exploration, but can deal and take significantly more damage. With a well-fit Stratios and strong skills in drones, armor tanking, and ewar, you can take on pretty much any subcapital ship. Be warned, however, that the hull is very expensive.

Recon Ships T2 cruisers

Recons combine the fun of being a stealth bastard with the sadism of powerful electronic warfare. And each race has two variants: a “force” recon that can covops cloak and a “combat” recon that is better suited to brawling. Training will include cruiser hull skills, ewar support skills, and various weaponry.

Strategic T3 cruisers

Easily the most versatile ships in New Eden, strategic cruisers can be fit to handle pretty much any task, including surprise ammunition delivery. T3s are extremely tanky and can therefore outlast almost all other vessels in a solo engagement. Requires level V core skills, as well as racial subsystem skill training.

Black Ops T2 battleships

A “BLOPS” is not really a covert ops ship, but works closely with covert craft to create cynosural jump bridges across vast distances of space. See the “Finding Customers” section for more details.
The Best Ship is Friendship
If there is any final advice I could share with current or aspiring torpedo delivery agents, it’s that solo work, while exhilarating, is not the be-all and end-all of covert ops operations. Working with other pilots in fleets of any size will lead to:

- Mentorship, guidance, and new ideas
- Better research and intelligence-gathering
- Greater scouting, scanning, and searching
- Advice for ship fitting and skill training
- Wider target engagement profiles
- A corral of easily-fooled Awox targets
- Camaraderie and companionship

Even if you prefer to fly alone, consider linking up with other like-minded torpedo specialists. You may find just having people to talk to relaxing. Better still, you may form relationships that will define not only your career, but also your entire spacefaring experience.

Now, if there were only a corporation dedicated to torpedo delivery...