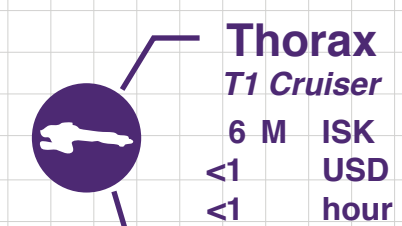


Titans are the logistical backbones of any serious 0.0 fleet. Although their "doomsday device" can kill smaller capital ships in one hit, they are most frequently used for their ability to "bridge" enormous fleets of non-capital ships across long distances, allowing rapid deployment and surprise attacks. Most operations begin and end with a Titan bridge. Because of their cost, they are rarely committed to fleet battles, but when they are, they are a force feared by all enemy capital pilots. They also provide significant boosts to fleet abilities like increasing capacitor recharge or armor hitpoints.

The cost of a Titan is hard to know for sure, because they are rarely sold on the open market. They are almost always financed by the mining and manufacturing operations of an entire alliance. This estimate is based on the cost of the raw materials and fittings, plus a normal markup.

**120 B ISK**  
**7600 USD**  
**3400 hours**

## Avatar Titan (Capital)



**Thorax**  
T1 Cruiser  
6 M ISK  
<1 USD  
<1 hour

T1 cruisers are unspecialized, and usually left behind in favor of their more specialized (and expensive) T2 variants. Sometimes used to counter small enemy ships that bigger ships can't easily hit.

**Malediction**  
Interceptor  
T2 Frigate

26 M ISK  
2 USD  
1 hour

The fastest ship in EVE. Most commonly used for "tackling" enemy ships by quickly catching up to them and shutting down their warp drives. Interceptors are hard to hit as long as they're moving at top speed, but have very little armor.

**Buzzard**  
Covert Ops  
T2 Frigate

28 M ISK  
2 USD  
1 hour

Fleets depend on up-to-date information about enemy positions and movements, and Covert Ops ships are the best way to safely collect that information. They roam the region around a fleet, cloaked from enemy eyes. They can also be used to locate hidden enemy ships within a system, bringing the fleet down on an unsuspecting enemy target.

**Guardian**  
Logistics  
T2 Cruiser

130 M ISK  
8 USD  
4 hours

Logistics ships keep the rest of the fleet alive by remotely boosting shields, repairing armor, and transferring capacitor energy. Vital for keeping any Battleship fleet alive for long, particularly against well defended enemy stations.

**Onyx**  
Heavy Interdictor  
T2 Cruiser

210 M ISK  
13 USD  
6 hours

Although not damage dealers themselves, Heavy Interdictors are a critical prerequisite for killing enemy fleets. Heavy Interdictors create a warp disruption bubble around them, preventing all ships inside it from warping away. They're often the first ships to hit an enemy fleet, and are ordered to "bubble on landing"—trapping the enemies until battleships arrive to take them down.

**Orca**  
Industrial Command  
Capital

415 M ISK  
26 USD  
12 hours

The industrial analog of the Command Ship, Industrial Command ships make other mining ships more effective at mining. They also have excellent tractor beam capabilities, which help increase hauling efficiencies. They are the key-stone of most mining operations.

## Phoenix Dreadnaught (Capital)

Dreadnaughts are the primary way to deal massive damage to stationary targets - primarily Player Owned Structures (POS), but also other capital ships. They have to be immobile and in "siege mode" to deal damage most effectively. They're quite vulnerable while in siege mode, and so are always supported with a Battleship and support fleets.

**1.7B ISK**  
**108 USD**  
**49 hours**

# The Ships of EVE Online

The fleets of New Eden are made up of a huge variety of ships that fulfill different roles. Ships are kind of like different characters that you can switch between, granting you radically different abilities depending on the type and size of the ship. Unfortunately, when a ship gets blown up, it's gone for good and you have to buy a new one. Depending on the ship, this can be quite expensive. There's a thrill in undocking in an expensive (and powerful) ship, knowing you might not come back with it when the operation is over.

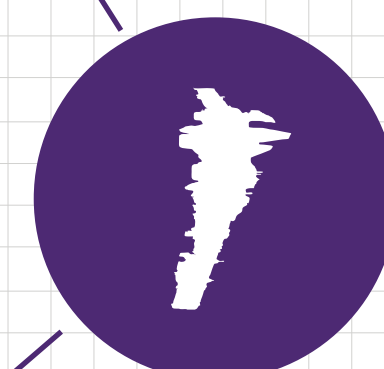
This chart shows the relative costs of different ships in terms of ISK (the in-game currency), US Dollars (USD), and how many hours a mature player might have to work to earn an equivalent that much ISK. The area of each circle is proportional to that ship's cost. Prices include the cost of equipment for a common equipment configuration as well as the cost of the hull itself. The ship silhouettes are all to scale.

This is by no means an exhaustive list of ship types. The focus here is on ships commonly used in the 0.0 section of the EVE universe, where giant player alliances fight to claim territory.

Battlecruisers use cruiser-sized weapons—and lots of them. This makes them useful for picking off enemy cruiser-sized support: Logistics, Interdictors, and Recons. These ships usually move with the support fleet, and pick their own targets, instead of shooting at the same targets as Battleships.

**Myrmidon**  
T1 Battlecruiser

65 M ISK  
4 USD  
2 hours



These ships of the line are the damage-dealing core of any 0.0 fleet. They're great at taking out other similarly-sized targets, like enemy Battleships or capital ships. Battleships have a hard time hitting smaller targets, though, so they are usually escorted by a support fleet of smaller ships who can protect them from smaller enemies.

**Megathron**  
T1 Battleship

170 M ISK  
10 USD  
5 hours



Command Ships' primary role is to boost the offensive and defensive abilities of the other ships in their fleet. This makes them a major target, so they also have significantly upgraded damage resistances and are quite hard to kill when properly supported.

**Damnation**  
Command Ship  
T2 Battlecruiser

210 M ISK  
13 USD  
6 hours



**Vagabond**  
Heavy Assault  
T2 Cruiser

160 M ISK  
10 USD  
5 hours



Fast, small, and hard-hitting, Heavy Assault Cruisers tend to operate in high speed roaming gangs that do hit and run operations against both large and small targets. Their small size and fast speed make them very difficult for Battleship-sized ships to hit back, and they can easily overwhelm any similar-sized target. In larger fleets, they excel at picking off enemy support ships.

**Hulk**  
T2 Exhumer

180 M ISK  
11 USD  
5 hours



Hulks are top of the line mining ships, and their mining lasers make short work of converting asteroids into ore. Completely defenseless, mining ships like this one tend to move in packs with scouts covering system entrances to warn them of danger. The resources generated by mining ships provide the economic foundation of a corporation.

## Nidhoggur Carrier (Capital)

Carriers are most often used as very effective Logistics ships—repairing friendly ships quickly and from a great distance. They rely on their fighters to help take down smaller enemy ships. Rarely deployed en-mass, except to quickly repair friendly Player Owned Structures.

**1.2B ISK**  
**76 USD**  
**34 hours**

