

Galactic Frontier Ventures — Pilot Doctrine Guide

Every GFV doctrine in one place: PvP, missions, exploration, and the veteran tier. Updated

Sep 25, 2026 .

Welcome, pilot

This guide is the reference for every GFV doctrine. It lists the ship, the fit, and the skills to train, from your first frigate to veteran T2 hulls. Pick the path that sounds fun, not the one you think you should fly. Every path has a place in the corp.

GFV is home in Zhilshinou (Domain). We run missions from the Amarr Navy agents in Mehatoor, hunt as neutrals in the Amarr/Minmatar faction warfare lowsec nearby, and explore highsec, lowsec, and wormholes.

How to use this guide

- **Fits:** every fit is an EFT text block. Copy it, open the in-game Fitting window, and choose Import from clipboard. Save it to your personal fittings, then buy the modules from the Amarr market or the corp's Zhilshinou stock.
- **Corp fittings:** leadership saves approved fits as corporation fittings. In the Fitting window, check the Corporation tab. Those match this guide exactly and are the versions that count for SRP.
- **Skill plans:** each path lists the skills to train in three tiers: *Fly it* (the minimum), *Fly it well* (the real target), and *T2 path*. Corp skill plans in the in-game Skills window will mirror these lists.
- **Discord:** fits and updates are posted in the doctrines and fits channel. Ask questions in the help desk; fleet times go in fleet pings; mission and exploration groups form in looking-for-group.

Fit status

These fits are new. Each one is being tested in game on real characters before it's marked **Validated**. Until then, a fit is fine to fly, but it may change slightly. If a fit won't import, shows red in the fitting window, or feels wrong, tell us in Discord; that's exactly the feedback we need.

Alpha or Omega? Everything below the veteran tier is built so Alpha clones can fly it. Look for the Alpha notes in each section.

Pick your path

If you like...	Go to	First ship	Where it leads
Fleet fights, hunting, blowing things up	PvP: Frontier Line	Punisher (DPS) or Executioner (tackle)	Omen, Zealot
Keeping friends alive	PvP: Frontier Line logi	Inquisitor	Augoror, Guardian
Messing with the enemy's ships	PvP: Frontier Line EWAR / web	Crucifier	Arbitrator, Curse, Hyena
Steady ISK, relaxed pace	PvE mission ladder	Punisher, Tristan, or Kestrel	Apocalypse, Armageddon, or Raven
Puzzles, loot, and sneaking	Exploration	Magnate	Anathema, Stratios
Mining together as a group	Exploration Stage 2 gas; corp mining ops	Venture	Gas and mining fleets

You don't have to pick just one. The skills overlap: drone skills help missions and PvP, and armor and capacitor skills help everything Amarr. A common route is to run missions for ISK and join Frontier Line roams on fleet nights.

Core skills for every pilot

Train these first, whatever path you choose. They make every ship in this guide fit better, fly faster, and hold capacitor longer.

- **Fitting:** CPU Management IV, Power Grid Management IV
- **Capacitor:** Capacitor Management III, Capacitor Systems Operation III
- **Survival:** Hull Upgrades III, Mechanics III

- **Movement:** Navigation III, Evasive Maneuvering III, Warp Drive Operation III, Acceleration Control II
- **Targeting:** Target Management III
- **Fitting options:** Armor Rigging I, Propulsion Jamming I

Alpha clones can fly every T1 ship in this guide up to battleship and use most T2 modules, but EWAR modules, remote repair modules, and drones stay T1 or meta. Every non-veteran fit here already follows that rule. If a skill level in a "Fly it well" column shows a lock icon in your Skills window, it's above the Alpha cap; train what you can and fly the fit anyway.

PvP — Frontier Line

Frontier Line is GFV's armor-and-laser fleet doctrine for hunting in the faction warfare lowsec near home. GFV is **neutral**: we aren't enlisted in either militia, so both sides, and the Angel pirates operating there, are targets.

Rules of engagement

Neutrals lose security status when they shoot first, and home is a 0.9 system. At -2.5 or lower, Amarr police attack you in Zhilshinou.

- **Keep your security status at -2.0 or better.** Below -2.0, don't shoot first until you've repaired it by ratting or with clone soldier tags.
- **No pods** unless the FC calls it; a pod costs far more security status than a ship.
- **Fight in complexes, belts, and anomalies**, not on gates or stations, where sentry guns engage aggressors.
- **Let them shoot first** when you can; returning fire costs nothing.
- **Primary order:** tackle and logi, then EWAR, then DPS. Logi locks the FC and each other first.

Fleet composition

Gang	DPS	EWAR	Web	Logi	Tackle / scout
Frigate (5)	2 Punisher	1 Crucifier	Executioner	1 Inquisitor	1 Executioner
Destroyer (6)	4 Coercer	Crucifier	Executioner	1 Inquisitor	1 Executioner
Cruiser (10)	5 Omen	1 Arbitrator-TD	1 Arbitrator-Web	2 Augoror	1 Executioner

Add one logi per five DPS as the fleet grows. **Scout complexes** only admit T1 attack and combat frigates, so the Crucifier and Inquisitor wait outside while Punishers and Executioners go in.

Frigates

Punisher — DPS

[Punisher, GFV Frontier Line - DPS]

Damage Control I

200mm Steel Plates I

200mm Steel Plates I

Multispectrum Energized Membrane I

Heat Sink I

5MN Microwarpdrive I

Warp Disruptor I

Small Focused Pulse Laser I

Small Focused Pulse Laser I

Small Focused Pulse Laser I

Small Focused Pulse Laser I

Small Trimark Armor Pump I

Small Trimark Armor Pump I

Small Ancillary Current Router I

Multifrequency S x8

Standard S x4

Microwave S x4

Nanite Repair Paste x10

Executioner — tackle and web. Its hull bonus makes points and webs nearly free to run.

[Executioner, GFV Frontier Line - Tackle]

Damage Control I

200mm Steel Plates I

Nanofiber Internal Structure I

5MN Microwarpdrive I

Warp Disruptor I

Stasis Webifier I

Dual Light Pulse Laser I
 Dual Light Pulse Laser I
 Dual Light Pulse Laser I
 Small Energy Nosferatu I

Small Polycarbon Engine Housing I
 Small Polycarbon Engine Housing I
 Small Trimark Armor Pump I

Multifrequency S x6
 Standard S x3
 Microwave S x3

Crucifier — tracking disruption. Load Tracking Speed scripts against brawlers, Optimal Range against snipers.

[Crucifier, GFV Frontier Line - EWAR]
 Damage Control I
 200mm Steel Plates I
 Multispectrum Energized Membrane I

5MN Microwarpdrive I
 Tracking Disruptor I
 Tracking Disruptor I
 Tracking Disruptor I

Small Energy Nosferatu I
 Small Energy Nosferatu I

Small Capacitor Control Circuit I
 Small Capacitor Control Circuit I
 Small Trimark Armor Pump I

Warrior I x3

Tracking Speed Disruption Script x3
 Optimal Range Disruption Script x3

Inquisitor — frigate logi

[Inquisitor, GFV Frontier Line - Logi]

Damage Control I

200mm Steel Plates I

Multispectrum Energized Membrane I

Capacitor Power Relay I

5MN Microwarpdrive I

Small Capacitor Booster I

Small Remote Armor Repairer I

Small Remote Armor Repairer I

Small Remote Armor Repairer I

Small Capacitor Control Circuit I

Small Capacitor Control Circuit I

Small Remote Repair Augmentor I

Navy Cap Booster 100 x20

Destroyer

Coercer — DPS. Eight lasers with a big range bonus; it shreds frigates.

[Coercer, GFV Frontier Line - DPS]

Damage Control I

200mm Steel Plates I

Heat Sink I

5MN Microwarpdrive I

Warp Disruptor I

Dual Light Pulse Laser I

Dual Light Pulse Laser I

Dual Light Pulse Laser I

Dual Light Pulse Laser I

Dual Light Pulse Laser I

Dual Light Pulse Laser I

Dual Light Pulse Laser I

Dual Light Pulse Laser I

Small Trimark Armor Pump I

Small Trimark Armor Pump I

Small Ancillary Current Router I

Multifrequency S x16

Standard S x8

Microwave S x8

Radio S x8

Cruisers

Omen — main DPS and FC ship

[Omen, GFV Frontier Line - DPS]

Damage Control I

800mm Steel Plates I

Multispectrum Energized Membrane I

Multispectrum Energized Membrane I

Heat Sink I

Heat Sink I

50MN Microwarpdrive I

Warp Disruptor I

Medium Capacitor Booster I

Focused Medium Pulse Laser I

Focused Medium Pulse Laser I

Focused Medium Pulse Laser I

Focused Medium Pulse Laser I

Focused Medium Pulse Laser I

Medium Trimark Armor Pump I

Medium Trimark Armor Pump I

Medium Ancillary Current Router I

Multifrequency M x10

Standard M x5

Microwave M x5

Radio M x5

Navy Cap Booster 400 x12

Nanite Repair Paste x20

Arbitrator-TD — tracking disruption and drones

[Arbitrator, GFV Frontier Line - TD]

Damage Control I

800mm Steel Plates I

Multispectrum Energized Membrane I

Multispectrum Energized Membrane I

Drone Damage Amplifier I

50MN Microwarpdrive I

Tracking Disruptor I

Tracking Disruptor I

Tracking Disruptor I

Medium Energy Nosferatu I

Medium Energy Nosferatu I

Small Energy Neutralizer I

Small Energy Neutralizer I

Medium Trimark Armor Pump I

Medium Trimark Armor Pump I

Medium Ancillary Current Router I

Hammerhead I x5

Warrior I x5

Tracking Speed Disruption Script x3

Optimal Range Disruption Script x3

Arbitrator-Web — the gang's webber. Two webs plus five web drones.

[Arbitrator, GFV Frontier Line - Web]

Damage Control I

800mm Steel Plates I

Multispectrum Energized Membrane I

Multispectrum Energized Membrane I

Drone Damage Amplifier I

50MN Microwarpdrive I

Warp Disruptor I

Stasis Webifier I

Stasis Webifier I

Medium Energy Nosferatu I

Medium Energy Nosferatu I

Small Energy Neutralizer I
 Small Energy Neutralizer I

Medium Trimark Armor Pump I
 Medium Trimark Armor Pump I
 Medium Ancillary Current Router I

Valkyrie SW-600 x5
 Hammerhead I x5

Augoror — logi. Two Augorors chain capacitor to each other.

[Augoror, GFV Frontier Line - Logi]
 Damage Control I
 400mm Steel Plates I
 Multispectrum Energized Membrane I
 Multispectrum Energized Membrane I
 Power Diagnostic System I

10MN Afterburner I
 Sensor Booster I
 Medium Capacitor Booster I

Medium Remote Armor Repairer I
 Medium Remote Armor Repairer I
 Medium Remote Armor Repairer I
 Medium Remote Capacitor Transmitter I
 Medium Remote Capacitor Transmitter I

Medium Remote Repair Augmentor I
 Medium Remote Repair Augmentor I
 Medium Trimark Armor Pump I

Warrior I x4

Navy Cap Booster 400 x12
 Scan Resolution Script x1

PvP — alternates and skill plans

Trained Gallente or Minmatar instead? Each alternate fills the same slot on the comp card. All are armor-tanked except the Slasher, which runs a shield buffer, so logi won't be able to rep it.

Alternate	Replaces	Note
Tristan	Punisher	Drone DPS with light web drones
Slasher	Executioner	Shield-tanked tackle
Navitas	Inquisitor	Frigate logi with a sensor booster
Dragoon	Coercer	Drones and neuts
Thorax	Omen	Close-range blaster brawler
Celestis	Arbitrator-TD	Sensor damps; needs some missile skills
Vexor	Arbitrator-Web	Web drones and heavy drone DPS
Exequoror	Augoror	Can't join an Augoror cap chain; must be cap-stable alone

Tristan

[Tristan, GFV Frontier Line - Drone DPS]

Damage Control I

200mm Steel Plates I

Drone Damage Amplifier I

5MN Microwarpdrive I

Warp Disruptor I

Stasis Webifier I

Light Electron Blaster I

Light Electron Blaster I

Small Energy Nosferatu I

Small Trimark Armor Pump I

Small Trimark Armor Pump I

Small Ancillary Current Router I

Warrior I x5
 Warrior SW-300 x3

 Antimatter Charge S x200
 Iridium Charge S x100

Slasher

[Slasher, GFV Frontier Line - Tackle]
 Damage Control I
 Nanofiber Internal Structure I

 5MN Microwarpdrive I
 Warp Disruptor I
 Stasis Webifier I
 Small Shield Extender I

 125mm Gatling AutoCannon I
 125mm Gatling AutoCannon I
 125mm Gatling AutoCannon I
 Small Energy Nosferatu I

 Small Polycarbon Engine Housing I
 Small Polycarbon Engine Housing I
 Small Core Defense Field Extender I

 EMP S x200
 Phased Plasma S x200
 Fusion S x100

Navitas

[Navitas, GFV Frontier Line - Logi]

Damage Control I

200mm Steel Plates I

Capacitor Power Relay I

5MN Microwarpdrive I

Small Capacitor Booster I

Sensor Booster I

Small Remote Armor Repairer I

Small Remote Armor Repairer I

Small Remote Armor Repairer I

Small Capacitor Control Circuit I

Small Capacitor Control Circuit I

Small Remote Repair Augmentor I

Navy Cap Booster 100 x20

Scan Resolution Script x1

Dragoon

[Dragoon, GFV Frontier Line - Drone Neut]

Damage Control I

200mm Steel Plates I

Multispectrum Energized Membrane I

Drone Damage Amplifier I

5MN Microwarpdrive I

Warp Disruptor I

Stasis Webifier I

Small Energy Neutralizer I

Small Energy Neutralizer I

Small Energy Nosferatu I

Dual Light Pulse Laser I

Dual Light Pulse Laser I

Small Trimark Armor Pump I

Small Trimark Armor Pump I

Small Ancillary Current Router I

Hammerhead I x4

Warrior I x4
 Warrior SW-300 x3

 Multifrequency S x8

Thorax

[Thorax, GFV Frontier Line - DPS Alt]
 Damage Control I
 800mm Steel Plates I
 Multispectrum Energized Membrane I
 Multispectrum Energized Membrane I
 Magnetic Field Stabilizer I

 50MN Microwarpdrive I
 Warp Disruptor I
 Stasis Webifier I
 Medium Capacitor Booster I

 Heavy Ion Blaster I
 Heavy Ion Blaster I
 Heavy Ion Blaster I
 Heavy Ion Blaster I
 Heavy Ion Blaster I

 Medium Trimark Armor Pump I
 Medium Trimark Armor Pump I
 Medium Ancillary Current Router I

 Antimatter Charge M x500
 Iridium Charge M x200
 Navy Cap Booster 400 x10

Celestis

[Celestis, GFV Frontier Line - Damps]
 Damage Control I
 800mm Steel Plates I
 Multispectrum Energized Membrane I
 Multispectrum Energized Membrane I
 Signal Amplifier I

 50MN Microwarpdrive I

Remote Sensor Dampener I
 Remote Sensor Dampener I
 Remote Sensor Dampener I
 Remote Sensor Dampener I

Rapid Light Missile Launcher I
 Rapid Light Missile Launcher I
 Rapid Light Missile Launcher I

Medium Trimark Armor Pump I
 Medium Trimark Armor Pump I
 Medium Ancillary Current Router I

Hammerhead I x5

Scourge Light Missile x300
 Targeting Range Dampening Script x4
 Scan Resolution Dampening Script x4

Vexor

[Vexor, GFV Frontier Line - Web Alt]
 Damage Control I
 800mm Steel Plates I
 Multispectrum Energized Membrane I
 Multispectrum Energized Membrane I
 Drone Damage Amplifier I

50MN Microwarpdrive I
 Warp Disruptor I
 Stasis Webifier I
 Stasis Webifier I

Medium Energy Nosferatu I
 Medium Energy Nosferatu I
 Small Energy Neutralizer I
 Small Energy Neutralizer I

Medium Trimark Armor Pump I
 Medium Trimark Armor Pump I
 Medium Ancillary Current Router I

Hammerhead I x5
 Valkyrie SW-600 x5
 Warrior I x5

Exequoror

[Exequoror, GFV Frontier Line - Logi Alt]

Damage Control I

400mm Steel Plates I

Multispectrum Energized Membrane I

Multispectrum Energized Membrane I

Power Diagnostic System I

Capacitor Power Relay I

10MN Afterburner I

Sensor Booster I

Medium Capacitor Booster I

Cap Recharger I

Medium Remote Armor Repairer I

Medium Remote Armor Repairer I

Medium Remote Armor Repairer I

Medium Remote Repair Augmentor I

Medium Remote Repair Augmentor I

Medium Trimark Armor Pump I

Medium Armor Maintenance Bot I x5

Navy Cap Booster 400 x12

Scan Resolution Script x1

PvP skill plans

Role	Fly it	Fly it well	T2 path
Punisher / Coercer	Amarr Frigate II, Amarr Destroyer I, Small Energy Turret III, Controlled Bursts II	Amarr Frigate IV, Amarr Destroyer IV, Small Energy Turret IV, Motion Prediction III, Rapid Firing III, Sharpshooter III, Surgical Strike III	Retribution
Executioner / Slasher	Racial Frigate II, Propulsion Jamming II, High Speed Maneuvering I	Racial Frigate IV, Propulsion Jamming IV, High Speed Maneuvering III, Acceleration Control III	Malediction
Crucifier	Amarr Frigate I, Weapon Disruption II, Drones II, Light Drone Operation I	Amarr Frigate IV, Weapon Disruption IV, Signature Analysis III, Long Range Targeting III	Sentinel
Inquisitor / Navitas	Racial Frigate II, Repair Systems II, Remote Armor Repair Systems I	Racial Frigate IV, Remote Armor Repair Systems III, Capacitor Emission Systems II, Signature Analysis III	Deacon
Tristan / Dragoon	Racial Frigate or Destroyer II, Drones III, Light Drone Operation II	Drones V, Light Drone Operation IV, Drone Interfacing III, Drone Navigation III	—
Omen / Thorax	Racial Cruiser I, Medium Energy or Hybrid Turret III, Controlled Bursts II	Racial Cruiser IV, Medium Turret IV, Motion Prediction III, Rapid Firing III, Sharpshooter III, Surgical Strike III, Armor Layering III	Zealot

Role	Fly it	Fly it well	T2 path
Arbitrator / Vexor	Racial Cruiser I, Drones III (IV for Vexor), Medium Drone Operation I, Propulsion Jamming II, Weapon Disruption II	Racial Cruiser IV, Drones V, Medium Drone Operation IV, Drone Interfacing III, Drone Navigation III, Weapon Disruption IV	Curse; Rapier or Huginn for webs
Celestis	Gallente Cruiser I, Sensor Linking II, Missile Launcher Operation II, Light Missiles I	Gallente Cruiser IV, Sensor Linking IV, Long Range Targeting III, Light Missiles III	—
Augoror / Exequror	Racial Cruiser II, Remote Armor Repair Systems II, Capacitor Emission Systems I (Repair Drone Operation I for Exequror)	Racial Cruiser IV, Remote Armor Repair Systems IV, Capacitor Emission Systems III, Signature Analysis III	Guardian

PvE — mission ladder

Run missions from the Amarr Navy Anchorage in Mehatoor, which has agents from Level 1 through Level 4. Pick one track and climb it.

Level	Lasers (Amarr)	Drones (Amarr)	Missiles (Caldari)
L1	Punisher	Tristan	Kestrel
L1-L2	Coercer	Dragoon	Corax
L2-L3	Omen	Arbitrator	Caracal
L3	Harbinger	Prophecy	Drake
L4	Apocalypse	Armageddon	Raven

- **Lasers:** no ammo to haul and strong armor tanks. Train capacitor skills early.
- **Drones:** the most forgiving track, and the skills carry into PvP.
- **Missiles:** never miss, and you pick the damage type. The easiest track to learn.

Tank for the enemy. Blood Raiders and Sansha, the most common pirates in Amarr space, deal EM and thermal damage, so these fits harden EM and thermal. Read each new mission's report on EVE-Survival first and swap hardeners if it's a different faction. Those same two pirates take the most damage from EM and thermal, so missile pilots should load Mjolnir or Inferno.

Don't rush to L4. Weak tank and capacitor skills lose more ISK than the higher level pays. Train the next hull while running the current one.

Laser track

[Punisher, GFV Mission - L1]
 Small Armor Repairer I
 Armor Thermal Hardener I
 Multispectrum Energized Membrane I
 Heat Sink I
 Capacitor Power Relay I

1MN Afterburner I
 Small Capacitor Booster I

Small Focused Beam Laser I
 Small Focused Beam Laser I
 Small Focused Beam Laser I
 Small Focused Beam Laser I

Small Auxiliary Nano Pump I
 Small Capacitor Control Circuit I
 Small Capacitor Control Circuit I

Multifrequency S x4
 Standard S x4
 Microwave S x4
 Radio S x4
 Navy Cap Booster 100 x20

[Coercer, GFV Mission - L1/L2]
 Small Armor Repairer I
 Armor Thermal Hardener I
 Heat Sink I

1MN Afterburner I

Small Capacitor Booster I

Dual Light Beam Laser I
 Dual Light Beam Laser I
 Dual Light Beam Laser I
 Dual Light Beam Laser I
 Dual Light Beam Laser I
 Dual Light Beam Laser I
 Dual Light Beam Laser I
 Dual Light Beam Laser I

Small Auxiliary Nano Pump I
 Small Capacitor Control Circuit I
 Small Capacitor Control Circuit I

Multifrequency S x8
 Standard S x8
 Microwave S x8
 Radio S x8
 Navy Cap Booster 100 x20

[Omen, GFV Mission - L2]
 Medium Armor Repairer I
 Armor Thermal Hardener I
 Multispectrum Energized Membrane I
 Heat Sink I
 Heat Sink I
 Capacitor Power Relay I

10MN Afterburner I
 Medium Capacitor Booster I
 Cap Recharger I

Focused Medium Beam Laser I
 Focused Medium Beam Laser I
 Focused Medium Beam Laser I
 Focused Medium Beam Laser I
 Focused Medium Beam Laser I

Medium Auxiliary Nano Pump I
 Medium Capacitor Control Circuit I
 Medium Capacitor Control Circuit I

Multifrequency M x5
 Standard M x5
 Microwave M x5
 Radio M x5
 Navy Cap Booster 400 x12

[Harbinger, GFV Mission - L3]
 Medium Armor Repairer I
 Medium Armor Repairer I
 Armor Thermal Hardener I
 Multispectrum Energized Membrane I
 Heat Sink I
 Heat Sink I

10MN Afterburner I
 Medium Capacitor Booster I
 Cap Recharger I
 Tracking Computer I

Heavy Beam Laser I
 Heavy Beam Laser I
 Heavy Beam Laser I
 Heavy Beam Laser I
 Heavy Beam Laser I
 Heavy Beam Laser I
 Medium Energy Nosferatu I

Medium Auxiliary Nano Pump I
 Medium Capacitor Control Circuit I
 Medium Capacitor Control Circuit I

Multifrequency M x6
 Standard M x6
 Microwave M x6
 Radio M x6
 Navy Cap Booster 400 x16
 Optimal Range Script x1
 Tracking Speed Script x1

[Apocalypse, GFV Mission - L4]

Large Armor Repairer I
 Large Armor Repairer I
 Armor Thermal Hardener I
 Multispectrum Energized Membrane I
 Multispectrum Energized Membrane I
 Heat Sink I
 Heat Sink I

100MN Afterburner I
 Heavy Capacitor Booster I
 Cap Recharger I
 Tracking Computer I

Mega Beam Laser I
 Mega Beam Laser I
 Mega Beam Laser I
 Mega Beam Laser I
 Mega Beam Laser I
 Mega Beam Laser I
 Mega Beam Laser I
 Mega Beam Laser I

Large Auxiliary Nano Pump I
 Large Capacitor Control Circuit I
 Large Capacitor Control Circuit I

Multifrequency L x8
 Standard L x8
 Microwave L x8
 Radio L x8
 Navy Cap Booster 800 x12
 Optimal Range Script x1
 Tracking Speed Script x1

Drone track

Light drones for frigates, medium for cruisers, heavy for battleships. Pull drones back when a new wave spawns.

[Tristan, GFV Mission - L1]

Small Armor Repairer I
 Armor Thermal Hardener I
 Drone Damage Amplifier I

1MN Afterburner I
 Small Capacitor Booster I
 Cap Recharger I

Light Electron Blaster I
 Light Electron Blaster I
 Salvager I

Small Auxiliary Nano Pump I
 Small Capacitor Control Circuit I
 Small Capacitor Control Circuit I

Hobgoblin I x5
 Warrior I x3

Antimatter Charge S x200
 Navy Cap Booster 100 x15

[Dragoon, GFV Mission - L1/L2]

Small Armor Repairer I
 Armor Thermal Hardener I
 Multispectrum Energized Membrane I
 Drone Damage Amplifier I

1MN Afterburner I
 Small Capacitor Booster I
 Cap Recharger I

Small Energy Nosferatu I
 Small Energy Nosferatu I
 Salvager I
 Dual Light Pulse Laser I
 Dual Light Pulse Laser I

Small Auxiliary Nano Pump I
 Small Capacitor Control Circuit I
 Small Capacitor Control Circuit I

Hammerhead I x4

Hobgoblin I x5

Warrior I x2

Multifrequency S x6

Navy Cap Booster 100 x15

[Arbitrator, GFV Mission - L2]

Medium Armor Repairer I

Armor Thermal Hardener I

Multispectrum Energized Membrane I

Drone Damage Amplifier I

Drone Damage Amplifier I

10MN Afterburner I

Medium Capacitor Booster I

Cap Recharger I

Tracking Disruptor I

Medium Energy Nosferatu I

Medium Energy Nosferatu I

Salvager I

Small Tractor Beam I

Medium Auxiliary Nano Pump I

Medium Capacitor Control Circuit I

Medium Capacitor Control Circuit I

Hammerhead I x10

Hobgoblin I x5

Warrior I x5

Navy Cap Booster 400 x10

Tracking Speed Disruption Script x1

[Prophecy, GFV Mission - L3]

Medium Armor Repairer I

Medium Armor Repairer I

Armor Thermal Hardener I

Multispectrum Energized Membrane I

Multispectrum Energized Membrane I

Drone Damage Amplifier I
Drone Damage Amplifier I

10MN Afterburner I
Medium Capacitor Booster I
Cap Recharger I
Cap Recharger I

Medium Energy Nosferatu I
Medium Energy Nosferatu I
Medium Energy Nosferatu I
Salvager I
Small Tractor Beam I

Medium Auxiliary Nano Pump I
Medium Auxiliary Nano Pump I
Medium Capacitor Control Circuit I

Ogre I x3
Hammerhead I x10
Hobgoblin I x10

Navy Cap Booster 400 x12

[Armageddon, GFV Mission - L4]

Large Armor Repairer I
Large Armor Repairer I
Armor Thermal Hardener I
Multispectrum Energized Membrane I
Multispectrum Energized Membrane I
Drone Damage Amplifier I
Drone Damage Amplifier I

100MN Afterburner I
Heavy Capacitor Booster I
Cap Recharger I
Cap Recharger I

Heavy Energy Nosferatu I
Heavy Energy Nosferatu I
Heavy Energy Nosferatu I
Salvager I
Salvager I

Small Tractor Beam I
 Small Tractor Beam I

Large Auxiliary Nano Pump I
 Large Auxiliary Nano Pump I
 Large Capacitor Control Circuit I

Ogre I x5
 Hammerhead I x5
 Hobgoblin I x5

Navy Cap Booster 800 x10

Missile track

Shields start with no EM resistance, so every fit runs both an EM and a thermal hardener.

[Kestrel, GFV Mission - L1]
 Ballistic Control System I
 Micro Auxiliary Power Core I

1MN Afterburner I
 Small Shield Booster I
 EM Shield Hardener I
 Thermal Shield Hardener I

Light Missile Launcher I
 Light Missile Launcher I
 Light Missile Launcher I
 Light Missile Launcher I

Small Capacitor Control Circuit I
 Small Capacitor Control Circuit I
 Small Warhead Calefaction Catalyst I

Mjolnir Light Missile x400
 Inferno Light Missile x400
 Scourge Light Missile x200
 Nova Light Missile x200

[Corax, GFV Mission - L1/L2]
 Ballistic Control System I
 Micro Auxiliary Power Core I

1MN Afterburner I
 Small Shield Booster I
 EM Shield Hardener I
 Thermal Shield Hardener I

Light Missile Launcher I
 Light Missile Launcher I
 Light Missile Launcher I
 Light Missile Launcher I
 Light Missile Launcher I
 Light Missile Launcher I
 Light Missile Launcher I

Small Capacitor Control Circuit I
 Small Capacitor Control Circuit I
 Small Warhead Calefaction Catalyst I

Mjolnir Light Missile x800
 Inferno Light Missile x800
 Scourge Light Missile x400
 Nova Light Missile x400

[Caracal, GFV Mission - L2]
 Ballistic Control System I
 Ballistic Control System I
 Power Diagnostic System I
 Reactor Control Unit I

10MN Afterburner I
 Medium Shield Booster I
 Shield Boost Amplifier I
 EM Shield Hardener I
 Thermal Shield Hardener I

Rapid Light Missile Launcher I
 Rapid Light Missile Launcher I
 Rapid Light Missile Launcher I
 Rapid Light Missile Launcher I

Rapid Light Missile Launcher I

Medium Capacitor Control Circuit I

Medium Capacitor Control Circuit I

Medium Warhead Calefaction Catalyst I

Mjolnir Light Missile x1500

Inferno Light Missile x1500

Scourge Light Missile x500

[Drake, GFV Mission - L3]

Ballistic Control System I

Ballistic Control System I

Power Diagnostic System I

Reactor Control Unit I

10MN Afterburner I

Large Shield Booster I

Shield Boost Amplifier I

EM Shield Hardener I

Thermal Shield Hardener I

Cap Recharger I

Heavy Missile Launcher I

Heavy Missile Launcher I

Heavy Missile Launcher I

Heavy Missile Launcher I

Heavy Missile Launcher I

Heavy Missile Launcher I

Salvager I

Medium Capacitor Control Circuit I

Medium Capacitor Control Circuit I

Medium Warhead Calefaction Catalyst I

Scourge Heavy Missile x1000

Inferno Heavy Missile x1000

Mjolnir Heavy Missile x500

[Raven, GFV Mission - L4]
 Ballistic Control System I
 Ballistic Control System I
 Ballistic Control System I
 Power Diagnostic System I
 Power Diagnostic System I

100MN Afterburner I
 X-Large Shield Booster I
 Shield Boost Amplifier I
 EM Shield Hardener I
 Thermal Shield Hardener I
 Heavy Capacitor Booster I
 Target Painter I

Cruise Missile Launcher I
 Cruise Missile Launcher I
 Cruise Missile Launcher I
 Cruise Missile Launcher I
 Cruise Missile Launcher I
 Cruise Missile Launcher I
 Salvager I

Large Capacitor Control Circuit I
 Large Capacitor Control Circuit I
 Large Warhead Calefaction Catalyst I

Mjolnir Cruise Missile x1000
 Inferno Cruise Missile x1000
 Scourge Cruise Missile x500
 Navy Cap Booster 800 x10

Mission skill plans

Add **Social II** and **Connections II** to the core skills; they raise mission rewards and standings.

Track	Fly it (L1-L2)	Fly it well (L3)	L4 battleship
Lasers	Amarr Frigate III, Amarr Destroyer II, Amarr Cruiser II, Small and Medium Energy Turret III, Repair Systems II, Hull Upgrades III	Battlecruisers III, Medium Energy Turret IV, Sharpshooter III, Motion Prediction III, Controlled Bursts III, Armor Layering II	Amarr Battleship I-III, Large Energy Turret III, Capacitor Management IV
Drones	Gallente Frigate II, Amarr Destroyer II, Amarr Cruiser II, Drones IV, Light and Medium Drone Operation III, Repair Systems II	Battlecruisers III, Drones V, Drone Interfacing III, Heavy Drone Operation II, Drone Navigation II, Drone Durability II	Amarr Battleship I-III, Heavy Drone Operation III, Drone Interfacing IV
Missiles	Caldari Frigate III, Caldari Destroyer II, Caldari Cruiser II, Missile Launcher Operation III, Light Missiles III, Shield Operation II	Battlecruisers III, Heavy Missiles III, Rapid Light Missiles II, Warhead Upgrades II, Missile Bombardment II, Shield Management III	Caldari Battleship I-III, Cruise Missiles III, Target Navigation Prediction II

Exploration

Scan down hidden sites, hack containers for loot, and eventually slip through wormholes and nullsec unseen. Stages 1 and 2 are fine for Alphas.

Stage	Where	Ship	Clone
1. Learn	Highsec relic and data sites	Magnate (or Heron)	Alpha
2. Go deeper	Lowsec, C1-C3 wormholes, gas	Same frigate; Venture for gas	Alpha
3. Stealth	Wormholes, nullsec	Astero	Omega for the covert cloak

Stage	Where	Ship	Clone
4. Specialist	Anywhere; corp fleet scout	Anathema, then Stratos	Omega

Rules for every explorer

- Only fly what you can afford to lose. The loot is the prize; the ship is a consumable.
- Bookmark the site and your exit before you start hacking. Check directional scan between every container.
- Take loot back to highsec before logging off. Never log off in a wormhole with loot in your hold.
- Post interesting finds, such as wormhole connections, residents, and big gas sites, in the exploration channel.

Wormhole checklist

- ☐ Look the system up on anoik.is: class, effect, residents.
- ☐ Bookmark the wormhole you entered through and check its remaining life and mass with Show Info.
- ☐ Stay cloaked and directional-scan before every warp. Ships or combat probes on scan mean move or leave.
- ☐ Hack only C1-C3 relic and data sites; higher classes have Sleeper guards that kill frigates.
- ☐ Warp out of gas sites when Sleepers arrive.

Stage 1-2 fits

The cloak is fitted from day one so you build the habit in highsec.

```
[Magnate, GFV Explorer]
Nanofiber Internal Structure I
Inertial Stabilizers I
Inertial Stabilizers I
Warp Core Stabilizer I

1MN Afterburner I
Data Analyzer I
Relic Analyzer I
```

Core Probe Launcher I
 Prototype Cloaking Device I
 Salvager I

Small Gravity Capacitor Upgrade I
 Small Memetic Algorithm Bank I
 Small Emission Scope Sharpener I

Hobgoblin I x3

Core Scanner Probe I x16

[Heron, GFV Explorer]
 Nanofiber Internal Structure I
 Inertial Stabilizers I

1MN Afterburner I
 Data Analyzer I
 Relic Analyzer I
 Small Shield Extender I
 Small Shield Extender I

Core Probe Launcher I
 Prototype Cloaking Device I
 Salvager I

Small Gravity Capacitor Upgrade I
 Small Memetic Algorithm Bank I
 Small Emission Scope Sharpener I

Hobgoblin I x3

Core Scanner Probe I x16

Venture — gas. It has no probe launcher, so pair up with an explorer who scans and bookmarks the gas site.

[Venture, GFV Gas]

Warp Core Stabilizer I

5MN Y-T8 Compact Microwarpdrive

Small Shield Extender I

Multispectrum Shield Hardener I

Gas Cloud Scoop I

Gas Cloud Scoop I

Prototype Cloaking Device I

Small Core Defense Field Extender I

Small Core Defense Field Extender I

Small Gravity Capacitor Upgrade I

Hobgoblin I x2

Stage 3-4 fits

These hulls can fit the Covert Ops Cloaking Device II and **warp while cloaked**. Pick the Anathema to scout and scan, the Astero to fight back.

[Astero, GFV Covert Explorer]

Damage Control I

200mm Steel Plates I

Nanofiber Internal Structure I

Inertial Stabilizers I

1MN Afterburner I

Data Analyzer I

Relic Analyzer I

Warp Disruptor I

Covert Ops Cloaking Device II

Core Probe Launcher I

Small Gravity Capacitor Upgrade I

Small Memetic Algorithm Bank I

Small Emission Scope Sharpener I

Hobgoblin I x5

Warrior I x5
 Hammerhead I x2

Core Scanner Probe I x16

[Anathema, GFV Covert Explorer]
 Nanofiber Internal Structure I
 Inertial Stabilizers I
 Inertial Stabilizers I
 Warp Core Stabilizer I

1MN Afterburner I
 Data Analyzer I
 Relic Analyzer I
 Small Shield Extender I

Covert Ops Cloaking Device II
 Core Probe Launcher I
 Salvager I

Small Memetic Algorithm Bank I
 Small Emission Scope Sharpener I

Core Scanner Probe I x16

[Stratios, GFV Covert Cruiser]
 Medium Armor Repairer I
 Damage Control I
 Multispectrum Energized Membrane I
 Multispectrum Energized Membrane I
 Drone Damage Amplifier I

10MN Afterburner I
 Data Analyzer I
 Relic Analyzer I
 Medium Capacitor Booster I
 Warp Disruptor I

Covert Ops Cloaking Device II
 Core Probe Launcher I
 Focused Medium Pulse Laser I
 Focused Medium Pulse Laser I

Focused Medium Pulse Laser I

 Medium Auxiliary Nano Pump I
 Medium Trimark Armor Pump I
 Medium Gravity Capacitor Upgrade I

 Ogre I x5
 Hammerhead I x10
 Hobgoblin I x10

 Core Scanner Probe I x16
 Multifrequency M x3
 Navy Cap Booster 400 x10

Exploration skill plans

Stage	Fly it	Fly it well
1. Explorer frigate	Amarr Frigate I (Caldari Frigate I for Heron), Astrometrics II, Hacking II, Archaeology II, Salvaging I	Astrometrics IV, Astrometric Ranging III, Astrometric Pinpointing III, Astrometric Acquisition III, Hacking IV, Archaeology IV
2. Wormholes and gas	Stage 1 plus Cloaking I, Mining Frigate I, Gas Cloud Harvesting I	Mining Frigate III, Gas Cloud Harvesting III, Shield Upgrades II, Navigation IV
3. Astero	Amarr Frigate III, Gallente Frigate III, Cloaking IV, Drones III	Light Drone Operation IV, Drones IV
4. Anathema	Covert Ops I and its prerequisites, Cloaking IV	Covert Ops IV, Astrometrics V, Hacking V, Archaeology V
4+. Stratios	Amarr Cruiser III, Gallente Cruiser III, Cloaking IV, Drones IV, Medium Drone Operation III	Heavy Drone Operation III, Drone Interfacing IV

Fastest route to fleet scout: Stage 1 skills, then Covert Ops I and Cloaking IV. Anathema scouts are among the most valuable pilots on a Frontier Line roam.

Veteran tier — T2

Omega pilots upgrade the same Frontier Line roles in three layers. **T2 ships are not covered by SRP**, so fly only what you can replace.

Layer	What it is	Rough cost	Flies with
1	Same T1 hulls with T2 modules	1.5–2× the T1 fit	The regular Frontier Line fleet
2	T2 frigate gang	35–60M per ship	Small complexes, frigate roams
3	T2 cruiser gang	220–360M per ship	Veteran roams

Layer 1 — upgrade your T1 fit

Swap modules one at a time as skills finish, in this order: **tank** (Damage Control, membranes, plates), then **your role module** (reps, disruptors, webs, points), then **propulsion**, then **weapons**. Rigs and web drones stay T1.

T1 module	T2 upgrade	Main skill gate
Damage Control I	Damage Control II	Hull Upgrades
Membranes and Steel Plates I	Same size, II	Hull Upgrades IV
Remote Armor Repairer I	Same size, II	Remote Armor Repair Systems IV
Tracking Disruptor I	Tracking Disruptor II	Weapon Disruption IV
Remote Sensor Dampener I	Remote Sensor Dampener II	Sensor Linking IV
Stasis Webifier I / Warp Disruptor I	II versions	Propulsion Jamming IV
Microwarpdrive I	Same size, II	High Speed Maneuvering IV
10MN Afterburner I	10MN Afterburner II	Afterburner IV

T1 module	T2 upgrade	Main skill gate
Heat Sink I	Heat Sink II	Weapon Upgrades IV
Pulse lasers I	Same gun, II; unlocks Scorch and Conflagration crystals	Energy Turret V + Pulse Laser Specialization I
Heavy Ion Blaster I	Heavy Ion Blaster II	Medium Hybrid Turret V + Medium Blaster Specialization I
Warrior I / Hammerhead I	Warrior II / Hammerhead II	Light / Medium Drone Operation V

Layer 2 — T2 frigate gang

Retribution for DPS, Sentinel for EWAR, Hyena for long-range webs, Deacon for logi, Malediction for tackle.

[Retribution, GFV Frontier Line T2 - DPS]

Damage Control II

200mm Steel Plates II

Multispectrum Energized Membrane II

Heat Sink II

Heat Sink II

5MN Microwarpdrive II

Warp Disruptor II

Small Focused Pulse Laser II

Small Focused Pulse Laser II

Small Focused Pulse Laser II

Small Focused Pulse Laser II

Small Energy Nosferatu I

Small Trimark Armor Pump I

Small Trimark Armor Pump I

Scorch S x4

Conflagration S x4

Imperial Navy Multifrequency S x4

[Sentinel, GFV Frontier Line T2 - EWAR]

Damage Control II

200mm Steel Plates II

Multispectrum Energized Membrane II

5MN Microwarpdrive II

Tracking Disruptor II

Tracking Disruptor II

Tracking Disruptor II

Small Energy Neutralizer II

Small Energy Neutralizer II

Small Energy Nosferatu II

Small Trimark Armor Pump I

Small Trimark Armor Pump I

Tracking Speed Disruption Script x3

Optimal Range Disruption Script x3

[Hyena, GFV Frontier Line T2 - Web]

Damage Control II

200mm Steel Plates II

Multispectrum Energized Membrane II

5MN Microwarpdrive II

Stasis Webifier II

Stasis Webifier II

Target Painter II

125mm Gatling AutoCannon II

125mm Gatling AutoCannon II

Small Energy Nosferatu II

Small Trimark Armor Pump I

Small Trimark Armor Pump I

EMP S x200

Phased Plasma S x200

[Deacon, GFV Frontier Line T2 - Logi]

Damage Control II

200mm Steel Plates II

Multispectrum Energized Membrane II

Multispectrum Energized Membrane II

Capacitor Power Relay II

5MN Microwarpdrive II

Small Capacitor Booster II

Small Remote Armor Repairer II

Small Remote Armor Repairer II

Small Remote Armor Repairer II

Small Capacitor Control Circuit I

Small Capacitor Control Circuit I

Navy Cap Booster 100 x20

[Malediction, GFV Frontier Line T2 - Tackle]

Damage Control II

200mm Steel Plates II

Nanofiber Internal Structure II

Overdrive Injector System II

5MN Microwarpdrive II

Warp Disruptor II

Stasis Webifier II

Rocket Launcher II

Rocket Launcher II

Rocket Launcher II

Small Polycarbon Engine Housing I

Small Polycarbon Engine Housing I

Mjolnir Rocket x300

Scourge Rocket x300

Layer 3 — T2 cruiser gang

About 8 pilots: 4 Zealot, 1 Curse, 1 Rapier (or Huginn), 2 Guardian. Guardians always fly in pairs to share capacitor.

[Zealot, GFV Frontier Line T2 - DPS]

Damage Control II

1600mm Steel Plates II

Multispectrum Energized Membrane II

Multispectrum Energized Membrane II

Heat Sink II

Heat Sink II

Heat Sink II

50MN Microwarpdrive II

Warp Disruptor II

Medium Capacitor Booster II

Heavy Pulse Laser II

Heavy Pulse Laser II

Heavy Pulse Laser II

Heavy Pulse Laser II

Heavy Pulse Laser II

Medium Trimark Armor Pump I

Medium Trimark Armor Pump I

Medium Ancillary Current Router I

Scorch M x5

Conflagration M x5

Imperial Navy Multifrequency M x5

Navy Cap Booster 400 x12

[Curse, GFV Frontier Line T2 - EWAR]

Damage Control II

800mm Steel Plates II

Multispectrum Energized Membrane II

Multispectrum Energized Membrane II

50MN Microwarpdrive II

Tracking Disruptor II

Tracking Disruptor II

Tracking Disruptor II

Warp Disruptor II
Medium Capacitor Booster II

Medium Energy Neutralizer II
Medium Energy Neutralizer II
Medium Energy Neutralizer II
Medium Energy Nosferatu II
Medium Energy Nosferatu II

Medium Trimark Armor Pump I
Medium Trimark Armor Pump I

Tracking Speed Disruption Script x3
Optimal Range Disruption Script x3
Navy Cap Booster 400 x10

[Rapier, GFV Frontier Line T2 - Web]
Damage Control II
800mm Steel Plates II
Multispectrum Energized Membrane II
Multispectrum Energized Membrane II

50MN Microwarpdrive II
Stasis Webifier II
Stasis Webifier II
Target Painter II
Warp Disruptor II
Sensor Booster II

Covert Ops Cloaking Device II
Medium Energy Nosferatu II
Medium Energy Nosferatu II
Small Energy Neutralizer II

Medium Trimark Armor Pump I
Medium Trimark Armor Pump I

Scan Resolution Script x1

[Guardian, GFV Frontier Line T2 - Logi]

Damage Control II

1600mm Steel Plates II

Multispectrum Energized Membrane II

Multispectrum Energized Membrane II

Power Diagnostic System II

10MN Afterburner II

Sensor Booster II

Medium Remote Armor Repairer II

Medium Remote Armor Repairer II

Medium Remote Armor Repairer II

Medium Remote Armor Repairer II

Medium Remote Capacitor Transmitter II

Medium Remote Capacitor Transmitter II

Medium Trimark Armor Pump I

Medium Trimark Armor Pump I

Scan Resolution Script x1

T2 skill gates

Hull	Gate	Fly it well
Retribution	Amarr Frigate V, Assault Frigates I	Assault Frigates IV
Sentinel	Amarr Frigate V, Electronic Attack Ships I	Electronic Attack Ships IV
Hyena	Minmatar Frigate V, Electronic Attack Ships I	Electronic Attack Ships IV
Deacon	Amarr Frigate V, Logistics Frigates I	Logistics Frigates IV
Malediction	Amarr Frigate V, Interceptors I	Interceptors IV, Rockets IV
Zealot	Amarr Cruiser V, Heavy Assault Cruisers I	Heavy Assault Cruisers IV
Curse	Amarr Cruiser V, Recon Ships I	Recon Ships IV

Hull	Gate	Fly it well
Rapier / Huginn	Minmatar Cruiser V, Recon Ships I	Recon Ships IV before undocking one
Guardian	Amarr Cruiser V, Logistics Cruisers I	Logistics Cruisers IV, Remote Armor Repair Systems V

Check each ship's Show Info > Requirements tab for the full prerequisite chain.

SRP, fit status, and FAQ

Ship replacement (SRP)

Covered	Not covered
T1 Frontier Line PvP fits from this guide, lost on a fleet the FC called	T2 hulls (for now)
	Solo roams and fits that don't match this guide
	Losses while below -2.0 security status or breaking the rules of engagement

To claim: post your killmail link in the SRP channel within 7 days. Your fit has to match a guide fit, with no extra or missing modules. For mission and exploration ships, check the SRP channel for current coverage before assuming anything.

Fit status

Every fit in this guide is currently **Pending validation** while leadership tests them in game. As each one passes, it's saved as a corporation fitting and marked **Validated** in the doctrines channel. If a fit changes, the corp fitting and this guide are both updated.

FAQ

A fit won't import or shows red. Post it in the help desk with a screenshot. A module may have been renamed in a patch, or your fitting skills may need a level. Every fit is meant to work at modest skills, so either way we want to know.

I'm an Alpha. Can I fly this? Everything outside the veteran tier, yes. If a module won't online, tell us which one.

Do I have to fly doctrine? For missions and exploration, fly whatever works for you; these are recommendations. For fleets and SRP, yes, fly the guide fit.

Which path should I start with? Whatever sounds fun. Many pilots start missions for ISK and join fleets on fleet nights. Ask a Recruiter or officer in Discord if you'd like help planning your skills.

Where do I buy everything? Amarr is next door to Zhilshinou and stocks everything in this guide.