MISSION

Pre-jump

- ☐ Check thermals / disable overheat
- ☐ Reload cannon
- ☐ Recover all drones
- ☐ Damage Assessment and Repair (Check drone status, re-evaluate groups, repair components)

Post-jump, Abyssal

- ☐ Note enemy, objective, and weather
- ☐ Avoid/approach towers as appropriate while generating transverse motion
- ☐ Engage enemy

Post-jump, Realspace

- ☐ Check local/overview for immediate threats
- ☐ Select exit point and engage afterburner and warp
- ☐ Disable afterburner after one cycle

REFERENCE

Drone Ops

Launch strike group:	Shift+F
Engage:	F
Recall to orbit:	Shift+Alt+R
Recall to bay:	Shift+R

Clouds

Cloud	Color	Effect
Filament	Orange	Anti-Shield
Bio-Lum	Light Blue	Increased Sig
Caustic	Yellow	Anti-Armor

Structures

Tower	Effect
Dev Auto	Damages all miss/drn
SR DS	Atk all miss/drn in 15km
LR DS	Atk all miss/drn in 40km
MBT Pylon	+60-80% tracking

OPERATIONAL PLANNING

Environment

Type	Penalty	Bonus
Elec	-EM Res	+Cap Chg
Dark	-Rng&F/O	+50% Max V
Exot	-Ken Res	+50% Scan Res
Fire	-Thrm Res	+50% Arm HP
Gamm	-Exp Res	+50% Shd HP

Environment, Cont.

Level	Filament	Penalty
1	Calm	to 30%
2	Agitated	to 30%
3	Fierce	to 50%
4	Raging	to 70%
5	Chaotic	50 or 70%

For Uriel's Uni Abyssal Track by Uriel Tkarmminni. Thanks to u/Kaleesh-eve and EUni for information. Made by Irving Farnham. Fly safe.

GROUND OPS

Post-Fit

☐ Set Strike/CAP and Damaged groups

☐ Set Strike/CAP to launch group

Pre-Flight

☐ 8 Acolytes

☐ 1,000 rounds EMP S ammunition (see notes)

☐ Nanopaste

☐ Ensure Acolytes and ship in good repair

Pre-Operation

☐ Check drone passive/aggressive settings

☐ Check drone abandonment warning engaged

☐ Assign Acolytes to Strike/CAP

To make launch group, right click on group name and make favorite.

Note: 1,000 rounds, 240 loaded 760 in bay, takes up less than two cubic meters, and provides four loads per gun, or in excess of 20 minutes of continuous fire at 20 rounds per minute. As this would cover an entire 20 minute run with continuous fire, and the canon are secondary weapons, this seems sufficient.