How to Build Doctrines

A guided tour on the process of building doctrines

By Elise Randolph and Debes Sparre

To download this PowerPoint, visit https://rustbucket.net/doctrines

Introduction

- Who we are and what we do
- What is a doctrine, anyways?
- Importance of a cohesive doctrine
- Requirements to make a doctrine
- The types of doctrines

Importance of Doctrines

- Lets you determine what's engageable
- Determines how your FC engages
- Gives new members a target to train for

Design Types

Reactionary
- Solving a pressing issue
- Easiest to implement and learn, as they're often iterations on existing archtypes
- Limited in scope, as the main goal is to counter a specific enemy or situation
- In History
  - Armor HACs countered by Drakes
  - Drakes countered by Abaddons
  - Armor HACs fighting Abaddons

Innovative
- Forcing the enemy into a reactionary position
- Cheesy strategies that can persist for long periods without proper counter mechanics
- Ultimate goal is to combine ships and fits to break the game in some way
  - Sorry Size Matters
    - Not that sorry tho~
- In History
  - Drone assign & Slowcats
  - "Just make me a ship that any idiot can fly" --Shadoo

Types of Doctrines

- Shield vs Armor
- Skirmish vs Tank
- Ship Sizes
  - Frigates/Destroyers vs Cruisers/Battlecruisers vs Battleships/Capitals
- Engagement Ranges
  - Long (sniper) vs Mid vs Short (brawl)

Shield vs Armor

- Shield
  - Logistics
    - Burst heal at the start of cycle
    - Close range, high falloff
  - Utility slots
    - Fewer utility mids, but ample lows
    - Higher speed, maneuverability and/or damage
  - Higher signature
  - Usually favored for smaller, skirmishing fights
  - Support ships and force multiplers are highly mobile

- Armor
  - Logistics
    - Sustained heal at the end of cycle
    - Long range, short falloff
  - Utility slots
    - Fewer low slots but ample mids
    - ECM, target painters, tackle, all options at the expense of low slots
  - Higher mass
  - Usually favored for larger, more drawn out fights
  - Support ships and force multiplers are very durable

Skirmish vs Tank

- Skirmish
  - Key attributes
    - Darts in and out of combat
    - Primary tank is range and speed
  - Hard counters
    - Ships with heavy control
      - Long range webs, scrams, neuts
  - Soft counters
    - Ships with mid-to-long range application
    - Excessive logistics
  - Best uses
    - Roaming/quick fights, targets of opportunity

- Tank
  - Key attributes
    - Sits and holds grid
    - Primary tank is through logistics
  - Hard counters
    - Situations that require mobility
    - Alpha
  - Soft counters
    - Doctrines that can mitigate control or outrange
  - Best Uses
    - Securing an objective or long fights

Ship Size Spectrum

- Frigates/Destroyers
  - High maneuverability / low tank
  - Limited damage application
  - Very little room for mistakes, including limited use for logistics
  - Speed makes them great for small objectives or roam, and picking apart larger groups
- Cruisers/Battlecruisers
  - Moderate maneuverability and tank
  - Can work without support
  - Logistics very useful
- Battleships/Capitals
  - More of everything except speed: slots, fitting, damage, range
  - Requires support to fully apply
  - Requires logistics

Archtype Synergy

- The use of different archtypes in one fleet
  - Refined: AHACs + battleships (SOLAR)
  - Devastating: Tech 3 cruisers + capitals (PL, NC)
  - Chaotic: Battlecruisers + overwhelming ECM
- Exists at both the small, less organized scale and at the very focused large scale
  - Small scale through individual pilot skill
- Complexity creep
  - Running multiple fleets requires multiple FCs

Guided Tour

- Scenario
  - Lowsec POCO defense
- Attackers
  - Shield skirmish core with a small, high-SP group
- Defenders
  - Armor battleship core with a large, low-SP group

Skirmish Fleet

- 20 pilots
- High SP (60m+ combat SP)
- Spendy but with little "bling" (no AT ships, but key faction mods)
- Shield fit
- Attacking the POCO/the fleet around the POCO
  - Objective is to cause losses, either structures or ships

Armor Fleet

- 50-70 pilots
- Middling SP (15-40m+ combat SP)
- T1 BS Hulls that can accommodate those unable to fly mainline ships
  - Pilots likely to pay for own ships
  - T1 Logistics hulls for lower SP players, along with Celestis' for the ultra-low SP players
- Operating under the assumption players will make mistakes and may panic
  - >Game is hard
- Defending the POCO
- Objective is to hold the field so that the POCO can be repped back up

Armor Fleet Doctrine

- Dominix: 20-25
  - Fairly cheap, durable, easy weapon system
  - Extremely versatile hull
- Augoror: 6-8
  - Slow compared to Exequror, but the doctrine is designed to battleball
  - Cap transfer for sustained fights
- Guardian: 2
  - Tech 2 Logistics for the more specialized pilots
  - Guardian pilot will be the logistics anchor for the rest of the pilots
- Prophecy: 2
  - Links + Target Painter (Fleet Commander ships)
  - Not needed, but very useful

- Celestis: 4-7
  - Sub 10 mil after insurance
  - 50k EHP
  - 4x -50% range damps
  - Easy to train force multiplier
- Maulus: 0-5
  - Easier to train force multiplier for those unable to fly Celestis
- Vexor: 0-5
  - Very cheap alternative to Dominix,though severely limited in terms of survivability
  - Utility midslots, synergy with Domis
- Atron: 3-10
  - Suicide tackle
- Drake: 1
  - There's always one!

Mainline DPS: The Dominix!

The Fight

- How much DPS can we tank, and how much do we do?
- How much DPS can the enemy fleet tank, and how much does it do?
- What range do we engage at?
- What are the lynchpins?
- What's primary?

The Traps

- Biggest mistakes
  - Assuming perfect execution
    - "How did we die? EFT says we can tank more than this!"
  - Assuming perfect application
    - "We have 700dps, why are they not dying?!"
  - Assuming the enemy does what you expect
    - "I fly torpedo Typhoons and brawl, so that must be the enemy composition!"

Conclusion

- Doctrines give you information about your fleet and the enemy fleet
  - Allows you to engage more things, because you know what your fleet can do
- Cohesive doctrines are as important for a fleet as a cohesive fit is for a ship
- As an FC, some doctrine is better than no doctrine
  - Work towards getting everyone in the same ship with the same fit, but start with one of the major parts