

Setup

Student in a corp tackle ship, should include a Stasis Webifier (or variant) and a Warp Scrambler (or variant) Warp disruptor is also acceptable.

Setup as a game, student succeeds if they can get the webifier and scrambler on the target ship.

* Speed Tank

Before we actually talk about tackling, they need to know about speed tank. They need to know that they are flying a paper ship. It dies easily if hit. So you really cannot shield or armor tank significantly. But you can speed tank.

What is speed tanking?

Speed tank for a tackle ship is first:

- * lock target
- * orbit at 1000 m
- * Turn on afterburner or microwarpdrive

In this scenario, you are too close for them to hit you, and you are very fast, all these things add up to them being either unable to hit you or having a very low success rate in hitting you. Speed tanking will save your life in a frigate.

* Tackling, what is it?

You are in a fast ship, with a big afterburner or a microwarp drive. Your weapon is not a gun or a missile, your weapon is a warp scrambler, and a stasis webifier. If you get the ship "tackled" that is you have them targeted and have turned your scrambler and webifier on, you have to be in range. The range of the 2 are very different, be aware of the ranges. You are also speed tanking. In this scenario, you are too close and too fast for them to hit, and you have prevented them from being able to warp away (warp scrambler), and slowed them down if they are trying to get away (webifier).

Further, you are not the one who gets to kill them, by "tackling" them you have given your DPS ships a chance to lock the target and fire at them, and probably kill them. So you win by tackling them because your fleet will kill them.

* Tackling a cruiser

Cruisers are a good ship to learn to tackle, They are not nimble like a frigate, but not fat like a hauler. But they do carry a very high DPS and you do not really care if you get a shot off on the cruiser or not because the fleet will kill them, you just want to lock them down first prevent them from warping away, and also slowing them down so they cannot get away from you and warp.

Game:

Tackler is told the target (use fleet caller techniques). Tackler immediately begins to execute speed tank, and when in range turns on scrambler and webifier. Tackler wins if both effects are on the cruiser.

Cruiser will be told when the order is given out, and counts to 10 in the mic so it adds suspense. When pilot says 10 he attempts to warp away. If he warps away, cruiser wins, tackler loses.

10 seconds is just a guess of the amount of time needed, so adjust per experience.

This can be attempted on all types of ships, but the frigate is the hardest to tackle and maybe a good game also.

Tackling a shuttle.

Just so you are aware shuttles are scrambler/disruptor resistant. Meaning one frigate cannot tackle the shuttle, but maybe 3 can. I am not totally sure a shuttle can be tackled at all, this can be experimented with. If the shuttle cannot be tackled you can replace with a cruiser that is equipped with a warp core stabilizer both a level 1 and a level 2. A single tackler cannot get the cruiser but more than one can, and it depends on skill level and level of the stabilizer. Adjust cruiser tackle game to use 3 or 4 tacklers.

Story

A Hulk is a very expensive mining ship, like 300mil isk. I bought 2 of them, in a far away station. If I had taken high sec I would have had to jump like 40 times, and further traveled through 2 high sec gate camps (Uedama and Odin). In either place I would likely have lost my Hulk even though it is high sec, and that is a discussion for another day. So Bodger being the rebel he is, found a route that went through low sec, and all those low sec places were not known for gate camps so it was high risk but not an idiot move. I put 2 things on my Hulk, a warp core stabilizer II and 2 inertial stabilizer II's. The inertial stabilizers allow me to align and go to warp quicker and the warp core stabilizer made me resistant to warp scramblers (tackle). I do not recommend what I did, but I am proud of it. My first Hulk got all the way through low sec w/o issue. The 2nd one however was not so lucky. My Hulk jumped through a gate, when he got to the other side there was a tackle cruiser. I started my warp, turned on my warp stabilizer and got away. All the while the cruiser was cursing at me because I got away. Do not do what I did.

Tackling a hauler, freighter, battleship or an Orca.

In this scenario, you do not tackle them like a cruiser, you bump them. These ships take forever to align and begin to warp. Bodger owns a freighter called a Fenrir, in an expanded cargo configuration it takes 40 seconds to align and go to warp. So here is the strategy.

Use a battleship as the target.

Battleship is called as the target, pilot starts counting to 10. At 10 he attempts to warp away. If he warps away Battleship wins.

Tackler begins approaching with an afterburner or microwarp drive on. Bumps battleship, comes around again and repeats. If after 30 seconds from the first bump if the battleship has not been able to warp, tackler wins, otherwise the battleship wins.

Tackling Scout

There will be another class on fleet scouting. But this class is about tackling so I will put it here and repeat in that class as well.

Scenario

In a fleet one of the duties of the scout squad is to jump into the next system ahead of the fleet. So we setup the tackler as Tackle Scout and proceeds as follows. FC tells scout to jump the gate. Scout jumps and immediately after landing calls out 3 important stats. Number of ships in local, number of ships on grid, and number of ships on dscan. Once called, scout then looks at any ships on grid and if a juicy one is seen, scout calls "can tackle cruiser", FC would call back "go ahead and tackle". FC would then order the fleet to jump.

Game:

- * FC orders scout to jump the gate.
- * Scout reports
- * Scout calls "can tackle cruiser".
- * FC orders tackle
- * FC orders fleet jump
- * Scout tackles
- * When fleet jumps immediately approaches cruiser
- * If cruiser is still tackled when the first fleet ship uncloaks tackler wins, if cruiser gets away cruiser wins.