1/27/10 – The Mittani

RECORDING: http://tindeck.com/listen/mbsz

Right. I'm not CEO. CEO's on vacation. I'm giving a SOTG anyway at 6pm Eastern/23:00 EVE.

This is one of those moments like when Remedial launched a coup against Hoe, when I flamed out of CEOship, or when 9-98 was under assault. High drama and possible hilarity.

Yammer at you on TS then. If the DC metro system fucks up or my office explodes, I may be a little late, but vOv.

~fuck all bankers~

Edit : Summary :

 PST FOLKS: It sucks that you miss this. I have dinner plans tonight that I won't ditch on for an internet spaceship crisis, so I have to bash this puppy out pre-dinner. Solo will have it recorded and rebroadcast, never fear.

I will also be on around midnight eastern/9pm PST to chat on TS for the lonely PST goons.

[Quote]
This will be a quick speech because we have work to do. Breakout ops form immediately after this ends.

The Situation: *Karttoon went on vacation and Rapetrain has been AFK. Sov bills went unpaid due to his negligence. We lost sov in 30 systems and have lost more than six outposts, two of which are critical - J-L and NOL. Some will place blame on Niart for his negligence, some on Karttoon, it doesn't matter - what matters is the Swarm and its membership.*

Strategic overview: Delve as it stands.

* Bridges down except for the A2 path out into Khanid
* Main cap station lost in J-L
* Many of our caps haven't been reimbursed since Y-2 or the most recent capital fight. Some will be trapped in J-L, as well. Our capital fleet is thus degraded substantially.
* Main formup station lost in NOL. Many members did not move their stuff out of NOL, and so we assume many subcap assets are trapped.
* Both market hubs, J-L and NOL, are taken.
* Think of Delve/Querious strategically, not geographically
* Getting gangpiled by -A-, IT and SysK at once, like Delve II
* ZAF is reportedly in evac mode.
* The Directorate's isk-related function is inaccessible due to the structure of our wallet corp which strongly interferes with our ability to reimburse lost capitals, pay sov bills, and fuel towers.
* The sov system is in beta and costs a vast amount of isk to hold space which is essentially worthless with the R64 nerf. Stations change hands without warning as we saw in Geminate.
* The 1.1 changes have made things worse.
o We now face pre-apocrypha lag and node crashes.
o TCUs online in 8 hours, entirely within the span of one timezone, as we saw today.
* Xttz and I believe that Delve is lost. It now resembles Haiti, except a Haiti that is busy being invaded by the Chinese.
* If Delve must be lost, I want it lost by our own self-destructive idiocy, rather than a victory by our foes.

Future Course:

It's time to make an aggressive decision amidst this chaos. We're going back to Syndicate.

Syndicate is our ancestral homeland and is close to Empire.

Gives us the option of both helping the NC and fucking with IT in Fountain, or invading Cloud Ring.

The irony is potent, since I am now enacting Remedials 'Modest Proposal'.

We may have corps choose to leave during this move, but I would prefer our member corporations to stick with us despite the hazing from goons about bad posters. We may still wish to have your bad posters set read-only, but the in-game corporations are entirely welcome.

When we remove ourselves from the galactic scene we expect a power vacuum and lots of chaos.

Once settled in Syndicate we will take a poll to determine what our future course will be.

Next Steps

Ops will be running as much as possible to break all of our stuff out of J-L and NOL over the next week or more.

Get your stuff to NPC Delve if you don't have the ability to jump it out yourself.

Don't worry about alliance assets. Due to spies we'll be able to get those out over time. Focus instead on helping your fellow goons.

Make certain to set a jump clone in J-L or NOL if you can.

Dump your assets in Orvolle for Syndicate deployment. Our capital will once more be S-U8A4.

Expect Delve Evacuation Ops to continue for a week+.[/quote]

lawls:

Waagaa on ITs forum:

[Quote]
We should do the honorable thing

.. and let goons and co. take back their sov. We are in it for the good fights and getting sov like this is almost like taking it due to a bug.

Give them a few days to rebuild their TCUs and then lets do a proper attack on their space![/quote]

1/26/10 Poll

Poll: What to do next? (198 member(s) have cast votes)

(64 votes [32.32%] - View) Fight in Delve until the bitter end (we are going to lose)
(58 votes [29.29%] - View) Disband goonswarm
(28 votes [14.14%] - View) Join the NC
(25 votes [12.63%] - View) Claim Geminate while we have the chance
(15 votes [7.58%] - View) NPC space
(8 votes [4.04%] - View) Empire jihading for all eternity

1/26/10 Bu Jinkan

Unfortunately, the directorate is convinced that it was a bug that caused the sov loss due to their failure to fully investigate the matter. Not that they can be blamed (for once), since Delve was on fire and there wasn't really much time to fully ponder exactly why we had lost sov. Now, under downtime, we may rest and gather information. I have done so for your benefit.

Here's what happened: all of the systems that were lost were the ones with TCUs that were seeded by CCP. Their sov bills all came in at once - today. So how did we lose our space? The same way xdeathx now confirms that he lost his sov. He, too, set auto bill pay up like we did. However, he fucked up and had the alliance's money in the wrong wallet division. Since the bills could not be paid, the TCUs all unanchored at the same time.

His TCUs all unanchored at the same time as ours. This isn't a coincidence. Since his TCUs and our TCUs were all seeded by CCP at the same time, they all unanchored at the same time as the bill became overdue. We had billions of isk in the wallet, but the autopay thing defaults to the master wallet. What probably happened is the corp's sov isk was placed in a wallet divison that would allow a few directors to have access without giving them the whole farm, but the bill pay system was set to the master wallet (by default). So it attempted to pay from the wrong division, failed, and unanchored our TCUs.

This can't be 100% confirmed until one of the few directors who have full access check (they're all on vacation). But we can probably assume that the same thing that happened to xdeathx happened to us. I don't think we're so special as to have our very own bug.

So, the bad news:
We lost NOL, F-T, I1Y, 1-s, and a few stations in querious. Also our JB system is dead and most of our important jammers are gone. Years of hard work literally ruined by a failure to check a box.

The good news:

(5:25:38 AM) dabigredboat: if this doesn't roll back ill be quiting
(5:25:41 AM) dabigredboat: 99% sure
(5:26:14 AM) dabigredboat: goons dont care about eve
(5:26:18 AM) dabigredboat: they care about themselves
(5:26:24 AM) dabigredboat: or making bad posts

Good night, and good luck.

Edit2: We've recovered 4 out of 15 stations that we lost sov in.

edit 3 from dramaticus:
[Quote]
heres what happened

at 04:06 eve our batch of Sov bills came due to be paid automatically from the Master Wallet. Master Wallet had ~282m in it at the time and first bill(but QY6) was paid leaving ~30.5m in the wallet at which point the rest bounced and CCP is a harsh fucking mistress. at 04:18 it looks like someone went 'oh shit' and dumped a bunch of isk into the wallet but i guess by that time it didn't matter.
edit: we almost lost 49- to this on the 25th except ratters kept enough isk flowing into the wallet for the bill to clear[/quote]

1/26/10 The Mittani

Heh.

So in the cold light of dawn, it appears that some sort of catastrophic bill-paying idiocy has taken place and annihilated huge chunks of our sovereign space. Blame the directorate, blame specific directors, blame CCP for this delightful little feature, whatevs; we've lost our shit! The hard (possibly hilarious) reality is that the vast bulk of you woke up this morning to having all your assets trapped in NOL or J-L, or one of the other 10ish stations we formally lost in the last 10 hours of raw chaos.

SECURE ASSETS TRAPPED IN HUBS

The way forward is clear for us (Well, at least for Xttz, Zastrow, the logistics team and myself, since the CEO and CFO are both absent): We must engage in a fighting evacuation from the lost hubs of J-L and NOL to secure as many assets as possible for the common goon. In order to do this, we must try to maintain critical junctures of our space as long as possible and arrange multiple primetime hub-evacuation ops.

Actual alliance-level assets are mostly secure, though it may take some time to get them out. Most of the 'alliance crap' is just a bunch of leftover towers that are of no use to anyone; what matters is hulls and stockpiles of the membership.

TWO SCENARIOS OF HOSTILE ATTACK:

Two hostile scenarios are before us.

I think the most likely scenario is that all of our enemies (-A-, SysK, and IT) will gangpile us, much as we gangpiled Delve after we disbanded BoB. Their morale will be high and their fleets will be huge. This will make maintaining our territory very difficult, but it is a possibility with our allies.

The less likely scenario is that IT Alliance alone continues attacking us but at an increased level of fervor, allowing us the opportunity to fight back and recover our space.

LOST STATIONS:

J-L, QX, NOL, HM-X, F-T, NOL, I1Y, ED-, TPAR, H74

WHAT DO I DO OH GAAAAWD

1. If your stuff isn't trapped in one of the lost stations, get it to a secure place - NPC Delve or Khanid. Expect Eurotime to be extremely hostile today if the first hostile scenario happens, so be judicious about this.
2. Us Tz/Moon Tz: We're going to be regrouping for a major op in our primetime at 1:00.
3. INSTALL JUMP CLONES: Especially if you are in a 'lost' station, install a jump clone there - wherever you have significant assets you need to get out. Everyone should have one in NOL and J-L if possible.
4. Spy Alts: If you lose a /lot/ of stuff in one of these hubs, remember that getting an agent into IT is jokishly easy, and even with a hauler it'll be pretty simple to get all your crap out in due time. Don't panic and be patient.

1/25/10

Say hello to pos.jpg, our old friend!

https://goonfleet.com/uploads/1264057086/gallery_92_164_66147.jpg

I don't know why Molle does his big pushes on a Sunday. Thursday makes sense. Sunday is just dumb.

So yesterday during one of those classic Sunday pushes, IT gets together a big blob of people and commences sieging our NPC Delve and Sakht-area R64 towers. They try to kite a couple of these, then wander away from the towers, only to have Daroh and Rebellion and Pulsar show up and end the kite prematurely by reinforcing the towers into a time of our choosing. Whoops!

In US time, we got people together and repped our usual primetime towers without incident. It looked like there was going to be some excitement for the 8:00 tower in Sakht; both IT and GS prepped for a fight. However, when the time for action came, IT just hid while we repped Sakht. Then, rather than allowing them to kite Sakht all day, we sieged our tower ourselves, which apparently really ticked them off. In 'retaliation' IT jumped to 23G to try to hotdrop on a ZAF Nyx. The hotdrop failed, then they shot some tower in 23G out of frustration, and then began to kite one of our 1-SMEB towers.

They forgot that they kited the 1-SMEB tower, and it just regenned past 50% a few minutes ago, so we just restronted/fixed it. vOv

This is probably the most pos-work that IT has done in a while, so we have about 7 towers to rep tonight, including one we shot ourselves. The most action we're going to see today will be at the one which was accidentally short-timed and comes out at 23:30 in G-TT; Expect a battle there. Meanwhile, tonight, in between reps, we intend to go on the offensive ourselves, because screw sitting around and waiting for Molle to get his head out of his ass.

This isn't getting enough love. I don't see how this could possibly be 'anti' Rebellion propaganda, it fucking owns (much like Daroh)

http://img202.imageshack.us/img202/2655/iamrepellingthemrightno.jpg

1/24/10

Weekends are the typical time for a Molle-led push, since it allows his gaggle of losers to spend the entire time playing spaceships while we're out drinking. Last weekend was the 49 'invasion', and this weekend seems to be a reasonably aggressive attack on our tower in Sakht and our bridge towers in neighboring 1-SMEB.

In eurotime yesterday the drake op ended in drama; in deep us time we successfully repped the 1-S tower which came out without incident.

Today, Molle is out on the prowl again, having called an op for ~15:00ish. He has mustered about 100 caps and 150 support, and is sieging R64s in A-E and PR-. Since this is pos warfare and ~timezonewar~, you can expect some action as Molle tries to kite our towers into some miserable time where we're all asleep, and us to try to stop him from doing so. Yesterday and today mark the first times that kiting has been used during this invasion, so it's time to get used to it once more.

We have a lot of activities planned for today, including a newbie training op, three towers to rep in 1-SMEB in US prime, and the kited R64 in Sakht which comes out at 8:00 eve for the PST crew.

In other news, Xttz has returned from his vacation in Germany and is fully ensconced in his new apartment and playing spaceship games; Phreeze has left the NC after a long-running internal dispute (ie: No, the NC isn't falling apart any more than usual, calm down) and joined Goonswarm, where he has had a standing invite to join since his work in helping us win Delve II.

On a strategic level you're now seeing motherships on the field guarding capital fleets in siege. While CCP is pretty terrible at coding anything I'm at least happy to see Motherships/Titans used regularly. PS: Train for capitals, and carrier pilots might as well all train for motherships since they don't require too much extra training and they're cheaper now.

1/23/10

Not too much happened yesterday after our capital welp. We mostly sat around and watched the killmails float in slowly, then were shocked (at the allied command level) to discover that rather than being routed and massacred due to short range guns + drift, we ended up at a 27-29. vOv

The big news today is that Sys-K and -A- have invaded... Paxton Federation, a CVA ally most famous in Great Power politics for holding of BoB for more than a month in the First Great War. They've put up SBU's in D-G and apparently in Liam's fevered little mind this has something to do with the grand objective of, well, killing us.

[Quote]
ALL PILOTS ARE REQUIRED, WE ARE EXPECTING HEAVY ENEMY DEFENCE!

WHEN: 23/01/2010
TIME: 15:00 EVE TIME
WHERE: A1-A

Required Ships:
1) Sniper Battleships
2) HIT Team
3) EMT Logistics
4) Dictors
5) Battlecruisers

Note:
Hac's are not allowed in the fleet Except Vagabonds.
Capitals are NOT required for this operation.

Objective:
As stated, is time to make CVA go back in their cages and let us do our job against goonswarm, let's kick their ass and let's go back to our main objective.[/Quote]

As of a few minutes ago, Molle got together a significant cap fleet and dropped it on our R64 in Sakht without engaging siege. We have a proper 1d10hr timer, nbd. Expect an op of some kind as he takes this fleet and does something else with it!

1/22/10

Things got off to a late start yesterday because of the Dominion 1.1 deployment. Post-downtime, -A- blobbed 49 with approximately 200 people. They repped their towers there and spent four hours sitting around with those 200 people and got no ~goodfights~, then they went home. Notably, Sys-K and -A- took their caps home with them, officially pulling out of the system from a strategic level. One SysK dread pilot said something to the effect of 'I spent 2 weeks in 49 and was used once, I almost self-destructed in frustration'. Good times.

For IT, 1/21 was a terrible day. Enjoi formed up the IT fleet at 1900, netting about 200 people. He proceeds to lose 64 battleships in one bombing run to Waffe, then loses the rest of it to the Drake/Scimitar fleet. Even our Titans decided to get in on the subcap-killing action. This inspired a tears thread on their forums which was quickly lotka'd.

Insult to injury? A few hours later, IT loses 7 carriers and a dread to Vanguardperiod alliance in Fountain, doing god knows what. I don't even know what's going on anymore.

We repped out Sakht pos without incident at 4:00.

Today, Molle has formed up a somewhat anemic fleet and has sieged... a jump bridge in 1-SMEB. We're short-timing our towers so there'll be a big 'save our shit' op tonight.

Mid-day update: We hotdropped the IT capfleet in 1-SMEB, as we outnumbered their caps and fuck it, why not. Unfortunately for us, we fit short range guns and were intending to go in at facerape range. Due to the joyous new Dominion 1.1 mechanics, the mass adjustment in siege mode meant that our sieged dreads had massive inertia and kept floating in space, never stopping, taking them out of the range of their guns. A huge fight ensued and we should have, by all rights, died horribly. However, due to the efforts of our Titan pilots and some heroic dreads who came in late without having the opportunity to swap out into shortrange setups, we ended up losing 29 dreads to 27 killed. Whoops!

1/21/10 The Mittani

Yesterday was amusing from a 'wow we killed 5 or 6 carriers' perspective, but hardly a megabattle. We killed two towers, one IT tower in 49 at ~15:00ish (3 carriers down), one Daisho tower in A3-LOG at ~21:00ish (2 carriers down). Then in us tz we repped our iHub in 49, which we ourselves had sieged the other day.

[Quote]
Personal note so I don't forget tomorrow. We popped the IT tower which came out at 15:00 and nailed 3 carriers. -A- showed up with a small gang to defend it and we killed them.

Later on IT made a fleet of 180 people and parked them on a titan, waiting for us to go for the A3-LOG Daisho tower at 19:45. We didn't bother having a formal op for this tower. Their fc, enjoi, told their fleet that goons were 'reshipping' and had a fleet of 60bs and 15 dreads waiting for the tower. After two hours or so IT gave up and went home, the ghost fleet they were hunting having never shown up... or even existed, as anyone with a fucking jabber connection would know.

they failed to remember to rep the A3 tower in question fully after disbanding their op. Because 'fuck, why not' we dropped titans on it and killed a pair of carriers trying to rep it, and are now about to blow the thing up since it never made it past 50% shields.[/quote]

There's not much going on today, unless we make a play for the towers coming out of RF in 49 in early euro - a bunch of Romanian, Coven, -A- etc staging towers, mostly timed for 17:00ish.

1/20/10

I had a sneaking suspicion that the 'final fight' for 49- would end up with no goodfights at all, and unfortunately I was right. The combination of our SBU trick and the sheer mass of capitals we assembled (300+ subcaps, 150+ caps) left our exhausted foes aborting their op at the very last moment - but not before the stupid fucks stayed up until 3am on a worknight.

Now that the cat is out of the bag, I'll explain the SBU thing. Because we onlined our own SBU's and shot our own iHub, our SBU's turned invulnerable, meaning that they would be completely untouchable until our outpost in 49 came out of reinforced. If, hypothetically, we decided that we would like to delay the fight for another 3 hours or so (forcing our foes to literally stay up all night with no sleep) we could simply offline our own SBU's with a click, forcing the enemy to put up their own SBUs and camp them for 3 hours.

On top of that, just before their op began, we installed a cynojammer upgrade in 49 and onlined a jammer at a faction hellstar, which we parked the fleet at. As soon as they found out about this, they called a meeting between -A-, SysK and IT leadership and abandoned their efforts. We proceeded to try to bait them into attacking us anyway by cycling the jammer, than said 'fuck it' and reinforced everything in the system.

The hostile response to their crushing loss in 49 (and all those man hours wasted staying up into our prime time) has been both hilarious and dissonant. CCP is often blamed, and statements that 'well, brute force won't work' are then backed up with vows to apply more brute force to the Goon Problem. They're flailing. Of course, at a tactical level, we've been punching way above our weight class while heavily outnumbered and generally mauling them, and more and more goons have been resubbing to come back from the carnage.

In the near term, Molle has announced that everyone in IT is supposed to be moving all thier shit into Sakht, including all their caps. Unlike PR- we can't bubble them into a lowsec station, but it's very easy to grief them since Sakht is right off our bridge net (from 1-SMEB) and we can dock there with impunity. See this thread generally; now that they're all living there, it should be much simpler to mess with them.

Expect R64s to begin being sieged, and perhaps a multi-front station attack.

We have a SysK tower in 49 that just came out of RF (5-2, out at 15:06 eve) but all our fcs are asleep. Daisho's shitty tower in A3-LOG is out at 19:55 eve, and our own iHub is out at 1:40 in 49.

Here's some reposted porn from the other thread re: the 49 defense op.

Liam spergs out in Sysk alliance chat:

[Quote]
TONIGHT ALARM CLOCK
From: Liam Fremen
Sent: 2010.01.19 21:05
To: Systematic-Chaos,
THE ALARM CLOCK CTA OF TONIGHT IS CONFIRMED, WE HAVE PLANS, WE HAVE THE CHANCE TO GIVE GOONS BACK THE "BROKEN GAME MECHANICS" WORK, LET'S BE HERE AND LET'S DO IT.

01:00 EVE TIME TONIGHT!!! WE NEED TO CONTROL THE SYSTEM

LET'S ROXXXX[/Quote]

[/Quote]
Liam Fremen > ok guys
Liam Fremen > listen carefully
Liam Fremen > we got answer by CCP
Liam Fremen > seems like that this game is really fucking broken and what we was going to do tonight
Liam Fremen > is considered an exploit and it will be reverted if done.
Teiresias > oh that's just fucked
Kel'taith > wtf
Liam Fremen > so the current situation is the following
Eagle Extravaganza > Fucking goons.
cpu939 > so goons get to fuck us over and over

Chana Kor > But when the Goons do it...
Liam Fremen > Goons are good at one thing
cpu939 > they need to die
Liam Fremen > "finding the line"
Timmpa > Chill and let him type
GavinCapacitor > what were we going to do ?
Liam Fremen > where they can use fucking game mechanics
Liam Fremen > listen
Liam Fremen > then you comment
Liam Fremen > tonight 3 things was going to happen
Liam Fremen > 1) they let the SBU online
Liam Fremen > 2) they unhancored sbu's
Liam Fremen > 3) they unhancored and re-anchored sbu's
Liam Fremen > in all of these chances there was only 1 glitch
Liam Fremen > if outpost flip owner
Liam Fremen > the hub become vulnerable.
Liam Fremen > even if is not yet time for it
Liam Fremen > we asked CCP if this was intended
Liam Fremen > you know the answer.
Aldous Starborn > wtf
Liam Fremen > so
Liam Fremen > summing it up
Liam Fremen > don't be afraid
Liam Fremen > tonight we have worked hard with AAA and IT
Liam Fremen > and we have prepared the second step of our invasion
Liam Fremen > since the brute force don't work
Liam Fremen > due to CCP inability to let us play the game
Liam Fremen > we will have to adapt
Liam Fremen > our goal is to make goons cry
Liam Fremen > i have a big big bottle to fill with goons tears

...

Liam Fremen > sadly guys
Liam Fremen > CCP seems to like goons
Liam Fremen > but i don't give a shit
Liam Fremen > they can change all the game mechanics they want
Liam Fremen > i want goons dead
Liam Fremen > and i will not stop
Liam Fremen > whatever we must do
[/Quote]

[Quote]
CTA
From: Liam Fremen
Sent: 2010.01.20 01:59
To: Systematic-Chaos,
NEXT REGROUP 20/01/2010 AFTER DOWNTIME
(Carriers needed for repping stuff)

Change of order people, the CTA of tonight is cancelled.

Tomorrow i will update all of you guys on the new steps of this invasion, SYS-K , AAA and IT are all ready to keep going and this war is not even started.

The "brute force" did not work, because CCP don't allow us to play this game when we bring our forces in mass to defeat our enemies, if this is the ground where we have to fight, we have to change our tactics and adapt.

We have a goal, goons must die, i said it once and i say it again, i will never give up i expect the same from you all.

Good night)[/Quote]

STANDING ORDERS
1. Get your shit out of NOL. Move your stuff and your clone into a cache along the webway or into NPC Delve right off a webway jump. Sort and clarify your assets; god willing, this war will last a long time. Once you sort out a good 'invasion asset system' it can last you for years and none of your stuff will ever be at risk. Take the time to get it sorted now.
2. Posgunner alts. We still need them and will begin using them again, since IT is probably going to go back to attacking R64s post-49.
3. Train for caps. Being able to throw 150+ caps at a problem and not listen to DBRB on teamspeak at the same time is bliss.
4. 0wn everything~

1/19/10

In the aftermath of our ~crushing victory~ on the night of the 17th, hostile resistance essentially stopped in 49 on the 18th. The only major op on IT's part was a 'roam' at 22:30, which in practice was an evacuation, given that their start was 49 and destination was Sakht. They got bombed on the way, and didn't make it. I guess a few survived. vOv

In US prime we repped and secured our R64s without incident. Since our many enemies have made SBU's such a fixture on the 49 gate, we decided that the gates looked lonely, so we put our own SBU's up and then sieged our own iHub out of sheer habit. The system just doesn't look right otherwise.

This morning, some IT idiot tried to ninja up a tower in 1DH, but an angry Frenchman found it and we reinforced it before it could get properly stronted; it comes out ~15:30ish and is unarmed and ungunned.

Our enemies collectively called an op for 13:00 in order to put more SBUs up in 49, but that didn't quite work since we had done that for them and rendered them invulnerable. Molle decided to take about 100 of his mooks to NOL and set up SBU's there. Did you remember to move your shit out of NOL? Well, either way, the system is jammed, we promptly got a fleet of 100+ including a ton of capitals, and have mowed down the SBUs. Adding insult to injury, Mister Vee bombed them, too.

Today is prepwork for the ~FINAL FIGHT~ of 49 at 1:00, which probably isn't too final if we win because our enemies will probably continue to slam their heads against this particular wall, but is pretty fucking final if we lose because of the glorious nature of Dominion mechanics.

Make sure you're there.

We presently have like 200 people in a eurotime fleet and we'll probably go Do Stuff with it, but ops/efforts will be announced via jabber broadcasts until the posted 1:00 op.

1/18/10

So that fucking owned.

Before the op got going, Molle sent some trash alliance (Black Star? Whatever) to NOL, 100ish HACs and Recons and assorted other fast stuff. The entire station was bubbled, and if you hadn't moved your stuff out of NOL into an unblockable, uncapturable station, you'd have been in trouble! (move your shit) Our solution to this problem was to drop a ton of carriers on them. Because Black Star is new to Delve, they had not been introduced to Goonwaffe; as Scavok said 'watch the show, guys' as Waffe obliterated between 50 and 70 of them. It was something like a 6b isk bombing run. Amazing stuff. With them scattered and dead, we went to the main event.

Savagebastard did an excellent job summarizing last night's fight in the op thread for tonight's dyspro defense, so I will appropriate it wholesale:

[quote]
Sunday night went brilliantly on all fronts. The goon killboard is still down because all the apps decided to eat shit literally hitler 5 minutes before we started fighting and we went scrambling for the MM teampseak. Luckily they were (mostly) restored just in time for us to warp in on the hostile SBU and begin shooting. Instead of contest our attempt to kill it, the combined forces of IT/Stainwagon/A decided to have a race for the system and shoot the iHub instead. They had roughly 200 more people in system, but we had more caps plus the knowledge of how to shoot in lag (T1 noobs lawl). The SBU dropped and exploded and the iHub went invulnerable. We eagerly awaited the end of our siege cycle so that we could warp on top of the hostile caps and turn the strategic victory into a bloodbath but just as we were about to warp in the node, smoking under the weight of 1150 in system, finally gave out and the system crashed just like it did Saturday night. About 90 minutes went by before it came back online, forcing the forces of the far east to stay up until the early hours of the morning. Finally the node came back up again and everyone rushed to log in as the SBU was back alive and at 90% shield due to server rollback. Hostiles were already shooting the iHub en masse and things were looking grim, but enough of them had decided to go to bed and Molle was too scared to log caps back in so we blew it up a SECOND time.

So once again we almost entirely reset the enemy's progress on capturing 49-. The station comes out in a couple more days but in the meantime we have 2 R64 towers (that we have been using as staging POS) to save. They come out in US prime and seeing as Molle has declared that R64's are his primary goal we should expect him to show up and try to kill them. Yes they might have more numbers because of Saturday night but if we also have less then we are in trouble.

**edit* haha -A- decided to try to ninja 4 SBU's with only like 30 goons in local and we rallied a 150 man fleet including 30 carriers in about 10 minutes. Killing them now. That's another 1 billion isk down.*[/quote]

Pretty much did my job for me. We nuked the '3am' -A- SBUs, then took control of the Sakht dyspro which Lenid handed off to us from PL.

Right now, A/SysK/Whoever is onlining new SBUs. If they want to be able to shoot our outpost on Tuesday (which they can still take, if they win that fight) they have to get SBUs up. Our ideal situation will be to keep 49 free of SBUs between now and Tuesday, but that may be hard since a SBU takes 3 hours to online and they have a lot of non-primetime to do it in.

Great work all around last night. I remain disappointed that we didn't get to obliterate the IT capfleet once we destroyed the SBU the first time around. Having 130+ dudes in caps is a huge force multiplier in situations like this where we're heavily outnumbered, so train for them if you haven't already.

1/17/10

So last night, as desribed in the op thread here, we peaked at 1350 people in 49 and the node crashed.
After the node came back up, IT successfully hit the outpost, meaning when it comes out, we must win at all costs.
Bad news! However, because the node was down for so long, the timer ticked at 2 days, 23 hours rather than 48 hours.

This puts the FINAL BATTLE on a Tuesday night in our primetime, firmly outside of the range where the ragtag band of eurotrash
attacking us (and staying up until 5am all weekend to play spaceship games) can skip work and ruin their lives.
Those who try will probably be fatigued and miserable for the rest of the week and hopefully some may even get fired. Meanwhile, we're fighting in our prime. So that's good.

Our ideal situation at this point is to win the defense battles tonight to save the iHub, and then obviously the Station on Tuesday.
If we succeed, a tremendous amount of real life fatigue and unhappiness will have been inflicted on our enemies, who are showing signs of significant wear on their forums.
Of course, they're winning - but there's a lot of FUCK WE LOST FIFTY SHIPS TO BOMBERS UGH THIS SUCK and other backbiting. I think the lack of sleep is fraying their nerves a bit.

Anyway, that's about it. Big fight tonight. Be there. Bigger fight Tuesday - do whatever you can to ensure you're there.

1/16/10 – Mittani

Well, that was entertaining. Last night for the 2:00ish battle, local got up to 1050 or so.
Karttoon already wrote a war update for this engagement (see here) so I'll just throw in my own impressions of the fight.
We owned face and had a shitload of fun, and then we lost. Whoops.
Some could argue that saving the R64s is more important than the iHub first timer, some would argue that anything other than a complete victory is total failure.
Either position is 'spin', so just figure it out yourself.

There are a couple of criticisms from the battle thread that I'll take a look into, such as the
"hey we have three digit capital numbers and if we had those dreads in bs we could have done things differently" as well as mike yass's point about how
heavy dictors are cropping up prominently in enemy fleets, and that maybe we should hike our reimbs for them.
In hindsight, I should have also been more explicit in my initial broadcasts re: the fight about where the Titan was for bridging, though it looked like constant
reinforcement bridging worked without a hitch anyway. Also, Trzzbk is a sperglord.

As of today, -A- are poking at 49; they actually succeeded in sieging and reinforcing one of the R64s there a few minutes ago, and will probably continue on this course.
I expect another 4-hour subcapital battle tonight.

DO THIS:

1. More fitted combat ships, particularly BS. Dominion is turning into an era of BS dominance, due to the lack of doomsdays.
2. Plan your reinforcement routes ahead of ops. Like in Delve II, the first engagements were massive multi-hour contests of attrition.
If your stockpile is in NOL or J-L or whatever, have Eve-Map ready with the jump route to and from 49 (or the titan bridge loc) and your cache.
Even five minutes can make a difference here.

1/16/10 - kartoon

IT reinforced a small handful of GS R64 Moons in Delve, which came out last night.
At the same time we had an iHub exiting the first stage of reinforcement, as AAA/SYS-K/C0ven/Ushra'Khan once again dropped SBU's in 49-U and
reinforced both the iHub and the Station.
AAA formed up in the prime time yesterday morning and brought 28 dreads + support to one of our high end moons in 49-U and began to siege it.
Walterweasle warped in shortly after they entered siege and Doomsdayed one of the dreads.
The POS, being a dread killer soloed a second dread before they exited their first siege cycle.
After they incapped a couple of the POS guns, and we killed a handful of battleships, they withdrew.

Band of Brothers, and now IT Alliance have always been at their strongest on the weekends, where Goons are typically at our weakest.
AAA forming tonight was most likely a distraction from IT, but we formed up in 49-U and waited to see where IT would move.
Instead of going for the moons, they slowly moved manually towards 49-U to join AAA and friends reinforce the iHub for the second time.
Prior to IT jumping in we counted their numbers at more than 2:1 to what we had.
We said fuck it, and opted for the meat grinder strategy and warped in everything anyway as IT was about to enter the system.
What started off as a rape, slowly turned into fairly even losses for both sides once they eventually loaded.
We warped between the SBU's shooting them to pull them from the iHub, and ended up with a 4 hour long sub cap fight that was a fuck ton of fun.
As we drew out the fight we quietly ninja repped all the high ends coming out of reinforced in Delve using triage carriers.
Just as we were about to drop capitals on their SBUs, the iHub was reinforced into the second cycle, which exits on Sunday evening in our prime.

Today (Saturday) the 49-U station exists the first reinforcement cycle in our prime time, which in all has an extremely high chance of being another really fun ball grinder op.
Being a Saturday night, I expect Molle and friends to once again bring a large number of faggots to contest the system.
We'll be forming our fleet up at 23:00 to break into system as early as possible.

Sunday night our 49-U iHub exits the second reinforcement cycle.
It's a work night in our prime, so it is extremely important that we have all hands on deck so that we can throw everything at them.

Tuesday night – If we do not succeed tonight, the 49-U station will exit the second reinforcement cycle, with the risk of being captured.

Blackops has did an amazing job successfully camping both IT and AAA+Sys-K reinforcement and exit pipes tonight.
So much so that it reminded me of the blackops deployment during Delve 1.
If you like small organized gangs, but not large fuck-off fleets, there has not been a better time to join blackops.

It is extremely important that you keep a decent sized ship cache in Delve.
Limited to what you can afford, keep multiple tiers of ships that you can tap into depending on how much you've lost.
If you can afford to keep 4 battleships, buy 3 and keep a number of smaller support ships you can reship to and rejoin the fight with.
I don't care if they consist of a ton of mallers and stabbers, or even ibis's with a point, but I do care about ensuring you quickly jump back into the grinder.

With the exception of having to move 20 jumps for every op, the initial days in Fountain were some of the best fights we have had since at least 4 months prior.
Now we have IT having to jump 20+ jumps into us, at our stations, in our prime, on our bridge networks, next to a pile of beacons,
without having to rely on disorganized allies that randomly drop station ownership.

1/15/10

As of 6:30 Eastern Time, fuck all has happened today. IT has an alarm-clock op set for 2:30 eve; they hope to use subcaps to take our Ihub in 49 and our R64 in A-E down.
This will be the first real test of the war, one supposes, since the initial 'invasion' op could be politely described as a damp squib.

On the 49 front, -A- tried to siege one of our towers there, lost a dread to a drive-by Titan doomsday, then lost another to posgunners.
At whcih point they abandoned the siege and ran away, having incapped 3 guns and not actually reinforced their target tower.

Wish I had more to report here, but the real action today will begin in the next couple of hours.

1/14/10

War is upon us, and if we are honest there will be no foreseeable end of this war until our enemies are utterly exhausted by the futility of their efforts and the strength of our resistance.
Today a second front opened as our ancient nemesis launched his latest assault against us, our region, and our culture as IT Alliance deployed into Sakht, where they have begun stockpiling ships.

Meanwhile, -A- is flailing at 49.
We have thus far fought -A- off handily enough; last night we yet again defended our iHub, and -A- has had to begin the whole sordid process from the beginning - dropping SBUs today
in early euro and sieging the 49- outpost, which magically continues to come out in our primetime.

In order to avoid and endless stream of US timezone towers, Molle has loudly proclaimed his strategy.
In a lot of ways Molle is a blunt object, as we know from the Querious phase of Delve II;
if he finds a strategy he thinks will work, he will simply try it over and over again with increasing levels of unsubtlety until he gets his way.
What he announced to the 340 IT members on teamspeak was that IT would be attacking Goonswarm R64 towers with subcapitals, capitals would wait until 'later',
and outposts and iHubs would be avoided for now. This is precisely what IT did against Pandemic Legion, and it worked.

We are not Pandemic Legion. We have no pretensions of elite status. We have no corporations at each other's throats, and our command structure is not based on k/d ratios.
Unlike PL, Goonswarm has indisputably the greatest and most dangerous logistics team EVE has ever seen.

With his focus on R64s and bridges, Molle has essentially declared war on GSOL, Goonwaffe, and Xttz.
I wish him luck, because that means he will be leading his rabble against Cefte and Mister Vee while being shot to pieces by faction hellstars manned by uncatchable t3 cloaking Legions.
Meanwhile, more and more goons are training to join waffe and gun towers.

That's the enemy strategy. Their actual moves today. ~15:00ish -A- re-SBU'd 49 and later sieged the outpost, which will come out (gasp) in our prime.
 IT formed at 18:00 with 340, which is less than I expected. They sieged the A-E R64 (which we timed just fine), then moved to Sakht where they sieged a PL R64.
Molle proceeded to give the order for the IT fleet to dock, get in a pod, pod back to Fountain and bring more ships back to Sakht.
By this point Rebellion and GS had 250+ ourselves, and have moved to block the way between Sakht and Hophib, which breaks the line of reinforcement between Fountain and Sakht.
They are presently fcless as of this writing (though obv that will change) and apparently aren't expending too much effort to begin with.

I could write "How I Would Invade Delve" but I'd prefer not to give a pathetic middle aged man who's found love in his winter years via an internet space game a shred of hope or respite.
I'll be an asshole and censor this thread about it, too, just to piss off the Jingus among you. LOTKA DOT ORG~

We're working on getting the op-ticker back up and running. Volunteer to help code, Solo needs all the GFDev types he can get.

War is invigorating. We stand to lose everything we've worked for in the last four years if we fuck this up.
There are certain specific steps that EVERYONE can do to help the war effort.

STANDING ORDERS/DO THIS GOD DAMN IT

1. Waffe: Euro players should be training a Waffe alt.
I know that we have several people who have waffe alts but are having trouble with the auth app; if this applies to you, liase with Cefte and Vee directly and they will sort it out asap.
2. Pos Gunner Alts: Same reason as a Waffe alt; if Molle hopes to use primarily subcaps because we keep obliterating his cap fleet, pos gunners are going to get a lot of use in the next month+.
Make sure you have a covert-bridging ship for your gunner, as waffe will bridge you to a gunning location, since they own.
3. Stockpile: Stockpile combat ships in multiple locations along the jump bridge network and also in NPC Delve.

We will expend every resource we have against this incursion, for the chance to humiliate our nemesis yet again.

4. Grief: Much of the trash in IT Alliance is from lowsec and other barrel-scrapings.

They have never fought a dirty war, nor been faced with the kind of cruelty, scamming and grief which only Goonswarm can deliver. Introduce them to your rage.

5. Arbeit Macht Frei: If you are a shit-eating pubbie j4g ratter, you can and probably will be purged.

All troops to the front. All pubbie corps are on notice that if they do not push 100% for Delve, terrible things can happen to them.

If a pubbie corp isn't assisting 100% in the defense of Delve, what the fuck is the point of having you in Goonswarm?

My ideal scenario at the end of this war is to have defeated Molle and shed some pubbies (and j4guild 09s/10s) in the process.

6. Train Caps: Do it if you haven't already. Delve is a hotdrop paradise. If Molle brings out his capfleet, you will be suiciding into it. Suiciding capitals owns.

7. US TIME ZONE PLAYERS: Clear your schedules. We're going to be saving our shit in US TZ, and if we lose that TZ we're fucked.

 We need big turnout to rep all our various things which are on fire. I also intend to have us take the battle to IT, which requires preeminence.