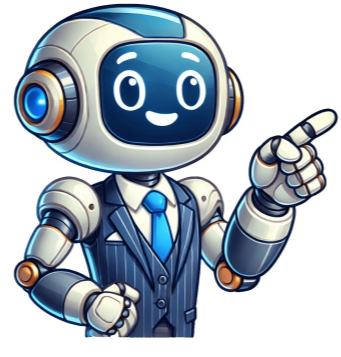


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inaugurated the third known Titan (a third Avatar) with a surprise attack that destroyed 215 enemy ships with a single shot.[1] Shortly afterwards, Dusk and Dawn alliance, a Gallente alliance with the armor of its fleet. This is the first Erebus Titan, a Gallente design with the armor of its fleet. This is the first Erebus Titan, a Gallente design with the armor of its fleet. This is the most common type of Titan, with three having been built before any other faction Titan was completed. To date, Seven Titans have been confirmed; three of the Avatar class, three of the Erebus class, and one Ragnarok class Titan as of February 2007. Eve's first Titan destruction occurred on the 11th of December 2006. The Band Of Brothers alliance caught the Ascendent Frontier (Avatar class) titan in a deep safe spot in the C9N-CC system.[2] They destroyed her with a large force of battle and capital ships while the ASCN pilot was apparently offline.[3] The second demise of a Titan, also at the hands of Band of Brothers, occurred in the VZ-LOL system by capitalizing upon intelligence provided by a spy within Dusk and Dawn's alliance. The Titan's pilot was covertly aggressed a few seconds before he logged out of the game. Because he had been aggressed, however, the Titan was not removed from the game universe and remained in space, unmanned. The vessel was summarily attacked and destroyed. Due to the special status of these ships, represented by their size, cost, and firepower, all wreckage from destroyed Titans remains in space. Titans by Race Amarr Caldari Gallente Minmatar Avatar Leviathan Erebus Ragnarok Unique and Limited Edition Ships[] Gold Magnate[] The Gold Magnate was a unique ship given as the first place prize for the Amarr Championship[4] competition. However, in 2004, Tyrrax Thorrk, the owner of the Gold Magnate, took the ship into combat. Eventually, the ship was destroyed by the infamous m0o pirates and subsequently, the Gold Magnate no longer exists. Silver Magnate[] Nineteen Silver Magnates were given out as runner-up prizes in the Amarr Championship[4] event. As no more have entered the game since their release, their price has steadily risen. In addition, many have been destroyed, further increasing their value. At the time of their release, they were nearly the most powerful frigate, second only to the even rarer Gold Magnate. The advent of Tech II frigates, however, made the Silver Magnate less notable as a combat ship. Guardian Vexor[] Fifty Guardian Vexors were given out as part of an event. It is suspected that fewer than 20 still exist today. Their attributes originally are not notable; they were merely Vexors with an extra missile hardpoint. Their value came not from the ability, but solely the rarity of this limited edition ship. However, when changes in game mechanics caused a reduction in the number of controllable drones, this ship was not changed, and its ability to control up to five extra drones made it extremely powerful. Unfortunately, its high price tag ensures that even those who own one will most likely not use it in combat. Opux Luxury Yacht[] Three of these exist in the EVE Universe. One was acquired when an event actor (movie star) ejected from his Opux Luxury Yacht to commit suicide at a Quafe Ultra event, after which Jece Quaan boarded it and later sold it to the current owner Voogru. The second was given out by CCP to a couple from New Zealand who got engaged on the stage at the 2005 fanfest, both of whom are members of Celestial Horizon. The third is unflyable and currently in orbit of one of the moons in the Lirsautton system. Federate Issue Megathron[] The Federate Issue Megathron is also an event-related ship, similar to the Imperial Issue Apocalypse. It was handed out in the Crielere Incident[5] to Doc Brown. Doc Brown kept the unique ship for a while, then later sold it to DigitalCommunist, who also held it for a long period of time. More recently, Madcap Magician, the CEO of DigitalCommunist's corporation, plotted and eventually stole the ship and subsequently kicked DigitalCommunist from the corporation. Madcap gave it to Entity, a famous collector of rare EVE items and a close friend of Madcap. It is still in the possession of Entity. The ship is far superior to the Megathron in many ways: it has far more grid and CPU, as well as an extra turret hardpoint, low and mid slot. Other improvements are to drone bay, speed and agility. Imperial Issue Armageddon[] These ships were released in the Amarr Championships.[4] The four teams that MASS defeated each received one Imperial Issue Armageddon, and four Silver Magnates. Everlasting Vendetta, Evolution, BIG and PAK each received one at the time. Shrike is still in possession of hers, as is Detaitiv. WarHound's is currently owned by Tyrrax Thorrk, who acquired it from the Guiding Hand Social Club, who had previously hijacked it from Icarus Starkiller. The ship had passed from WarHound's possession to Icarus Starkiller via the BIG Lottery.[6] Con'Mal sold his to Entity who still retains ownership of it. The Imperial Issue Armageddon has extra powergrid and CPU compared to normal Armageddons, but its rarity is of course the primary reason for their great value. Imperial Issue Apocalypse[] Originally four of these ships were in game, but three have been destroyed. These vessels were given out as part of the Amarr Championships.[4] Istvaan Shogatsu owns the only remaining ship. However, a fifth briefly existed; one Imperial Issue Apocalypse was given out as a prize from the BIG Lottery.[6] It was flown by a player named Clone 0, and while moving the ship from one station to another, an attempt was made to destroy it by a group of Minmatar roleplay corporations. It was defended successfully by a group of Amarr roleplayers. CCP took the Imperial Issue Apocalypse back as part of a roleplaying event on the request of the player receiving the ship. Tyrrax Thorrk's ship was destroyed by Cult of War during the December 2006 Alliance Tournament, with DiddyMassive striking the final blow [2] after Tyrrax chose not to meet the 15 Billion ISK ransom COW demanded.[citation needed]The remaining ship is superior to the Navy Issue Apocalypse, due to her much better powergrid and CPU. Her value comes both from her rarity and the fact that the current owner seems unwilling to part with her at any price. State Issue Raven[] A vastly upgraded Raven with additional slots and eight launcher hardpoints, twice as much armor, shielding and structure, boosted powergrid and CPU, and much improved sensors. The Corvus, along with the Storm, was one of the prizes in the Third Alliance Tournament. Further prizes were more regular faction ships. Each member of the winning team was given a choice of either a Corvus or a Storm, and the second team was given the choice of one, so there total number of Corvus and Storms combined is eight. (Reference the Lemonde Article someone please.) This ship was previously called Corvus but was renamed to its current name in a patch on January 30, 2007. Tribal Issue Tempest[] A vastly upgraded Tempest with additional slots and eight turret hardpoints, twice as much armor, shielding and structure, boosted powergrid and CPU, and much improved sensors. See Corvus above for more details. This ship was previously called Storm but was renamed to its current name in a patch on January 30, 2007. Game Management, Event and Prototype ships[] Some ships can be flown by players, but are actually not available to regular players. These are used by Game Managers and Developers or Event actors and may provide their pilots with special commands to help fulfill their roles. Some of these ships are also unfinished concepts. Game Management ships[] Game Management ships are often of the Jovian faction with skill requirements that in effect are impossible to gain without direct database manipulation. They are used by Game Managers to resolve petitions and by Developers to test new features. Polaris Legatus[] The Polaris Legatus is a Jovian Frigate exclusively owned by those who have access to the Polaris system, a system that is designed to be the Game Masters headquarters and inaccessible by anyone not authorized to be there. The Legatus has 99% resistances to every damage type in the game, over a million hitpoints of armor and shields, and has the ability to fit a turret that can do extreme amounts of damage. This ship is often used by GMs that are not participating in an in-game event, such as resolving server issues or responding to in-game petitions. Event ships[] Event ships usually have reasonable attributes in order to allow World Events to unfold in direct interaction with players, and in at least one instance an actor has ejected from an Event ship, which then was boarded by a regular player turning it into a Unique Ship (see Opux Luxury Yacht above). Concord Frigate[] Opux Dragoon Yacht[] Prototype ships[] Prototype ships are very rarely flown by Developers on the Tranquility server and may have unfinished appearances, like missing textures and unreasonable attributes. An example are the Escort frigates, which were experimental predecessors to the current Tech II frigates and are superseded by these. Notably the Carrier, Mothership and Titan class ships were flown by developers on Eve test server during a 'stress-test' of the new sever architecture prior to their release to the public. This was somewhat of an expose, as the developers showed off the extreme power the new capital ships, taking on hundreds of players at a time. References[] External links[]

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