



Rolling In Seclusion

Concepts, Tips and Strategies

Bodger1234

- I am the leader of Seclusion, it is my responsibility
- My mains are Bodger1234, CletusSlackjaw Yokel and tiger Enaka
- My alts all have the first name of Bodger or Cletus

Seclusion and Wormholes

- Seclusion is a system in “W-Space”, “J-Space” or “Anoikis”.
- We use these terms interchangeably.
- The wormholes are the connections to other space, whereas the system Seclusion resides in the Anoikis galaxy.
- Because it is another galaxy, you cannot jump clone to K-Space. You can only get there via wormholes.

Seclusion and Wormholes

- Seclusion has multiple types of wormholes that connect to either other J-Space or K-Space locations.
- Seclusion has 2 wormholes that are called “static”. That is if a “static” wormhole collapses another one of the same type (i.e. connector to the same type of space) will appear in Seclusion in a few seconds.
- We cannot remove Statics only replace them.

Seclusion and Wormholes

- The first static we call “Nexus” that is our permanent connection to HighSec.
- We will “rotate” Nexus every evening around 00:00 NEST till we get into a good place in Amarr.
- This is how Lumen folk connect to Seclusion.

Seclusion and Wormholes

- The other static in Seclusion we call “Ursus”.
- This is a connector to a C1 (lowest type of W-space system).
- Ursus is rich in harvestables, such as gas, data/relic sites, and ore.
- It is rich, and all Lumen folk are welcome to come and harvest.

Seclusion and Wormholes

- All other wormholes connect to various W-Space and K-Space locations and appear at random.
- We can and do remove (i.e. roll) them.
- We remove them for safety and security reasons.
- We want a safe and secure location for all Lumen folk to live and work.
- These random wormholes we call “Roamings” and they introduce risk of attack. This is why we roll them.

What is Rolling and Rotating

- For security and safety of the Lumen folks that live here, or come just to do PI, Industry or do other activities we “Roll” all roaming wormholes and “Rotate” our main wormhole to always connect to Amarr.
- “Rolling” means we pass ships through the wormhole, until it collapses.
- “Rotating” means we continue to roll a wormhole static, until it ends up to a location we find acceptable. Most notably Amarr.
- We rotate Nexus until we get to Amarr space.
- We rotate Ursus until it is a safe and rich location for Lumen folk to harvest.

Rolling Concepts

- Rolling a wormhole is a game of mass.
- We push enough ships through the wormhole until that wormhole reaches it's mass limit and then collapses.
- All wormhole types have a published mass value that they always have.
- But keep in mind, there is always around a 10-15% variance in those mass limits.

Rolling Concepts

- Because of the variance we cannot get an exact mass through the hole. But we have strategies to deal with this.
- To accomplish rolling we have ship “fits” for various ships to accomplish the rolling. More on that later.

Rolling Concepts

- In Seclusion there are 3 wormhole sizes.
- Large – Battleships can pass through.
- Medium – Battlecruisers and below can pass through.
- Small – Destroyers, Frigates and Corvettes can pass through.

Rolling Concepts

- The vast majority of wormholes that we see are Large and rollable.
- Ursus and occasionally others are “medium” and rollable.
- And once in awhile we will see a small (often we call it “smallest”). Smallests cannot be rolled.

Rolling Concepts

- The interesting bit about “Smallest” is they cannot be rolled.
- Therefore when they are present Seclusion is not secure, and any Lumen folk should take appropriate caution.
- Enemy Assault Frigates and Interdictors can and will come into Seclusion and kill anything they find.

Rollouts

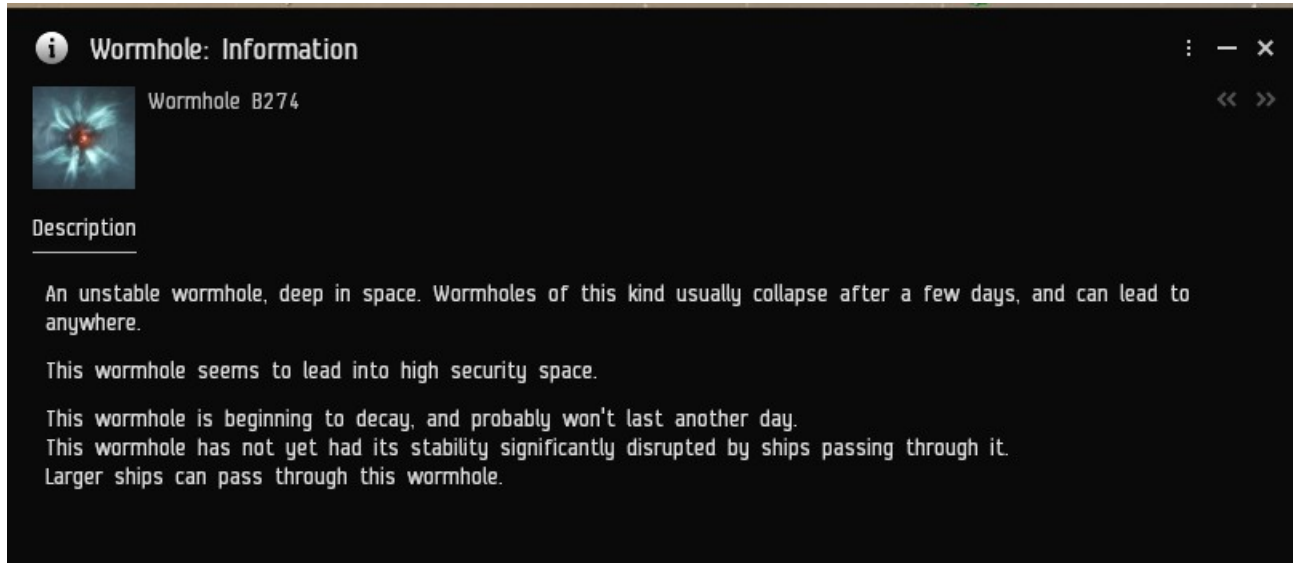
- Let's talk about rollouts.
- A “rollout” happens, when while rolling a wormhole, the last ship through collapses the wormhole and is now stuck on the other side.
- Rollouts are also called orphaning.
- It happens once in awhile, either when the mass variance is too much or
- The hole has been used a lot and the amount of mass is not known.

Rollouts

- The more you roll, the more rollouts will happen to you. It is a fact of life for a roller.
- Over time as you become more experienced with rolling, you can often “smell” a rollout will happen.

Rollouts

- What should you do if you get rolled out?
- In J-Space, death clone to your home system (Amarr?)
- In K-Space, you can either death clone or use gate to gate travel home, all at your discretion.



- This is the show info page of “Nexus”.
- Some information I want to point out.
- The 2nd paragraph says it leads to High Security Space.
- This is Nexus and is always true. Note Nexus’ wormhole type is B274.
- All Wormholes have a “type”.
- Some will say the type is “K162” that means the exit is on your side, to find out the actual type you will need to pass through to the other side and look at the wormhole type.
- You can look up all wormhole types for information about it and the approximate mass that is needed to roll it.



Wormhole: Information



Wormhole B274



Description

An unstable wormhole, deep in space. Wormholes of this kind usually collapse after a few days, and can lead to anywhere.

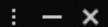
This wormhole seems to lead into high security space.

This wormhole is beginning to decay, and probably won't last another day.
This wormhole has not yet had its stability significantly disrupted by ships passing through it.
Larger ships can pass through this wormhole.

- That 2nd line in this case is HS.
- But that line could also say “low security”, or “null security” space.
- I will discuss HS, LS and NS holes as they are different than most holes you will encounter a little bit later.
- All other types of holes lead to J-space, and it will say something along the lines of:
 - It leads into “unknown” space.
 - Or “dangerous unknown” space.
 - Or even “deadly unknown” space.



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- “unknown” space, means it is a C1, C2 or C3 J-space system.
- “dangerous unknown” space, means it is a C4 or C5 J-space system.
- “deadly unknown” space, means it is a C6+ J-space system.
- The higher the number, the more dangerous it is.
- The higher the number, the more valuable the harvest-able opportunities are.

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- Let's look at the last line. This is the size of the wormhole, in this case large.
- You may also see this as medium or smallest.



Wormhole: Information



Wormhole B274



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- The 2nd to last line is very important.
- This tells you where you are during the rolling operation.
- In this case it says “has not had its stability” reduced yet, this means we are above half mass. This will take at least half of the published mass amount to roll.
- That line could also say “not to a critical degree”. This means we are at half of the published mass or less. So we start being careful here. You may hear someone say “Reduced” when this is the case.
- And finally it might say “on the verge of collapse” this means we are in danger of it collapsing. Someone might say “Crit” or “Critical” for this one.

Just as a reminder

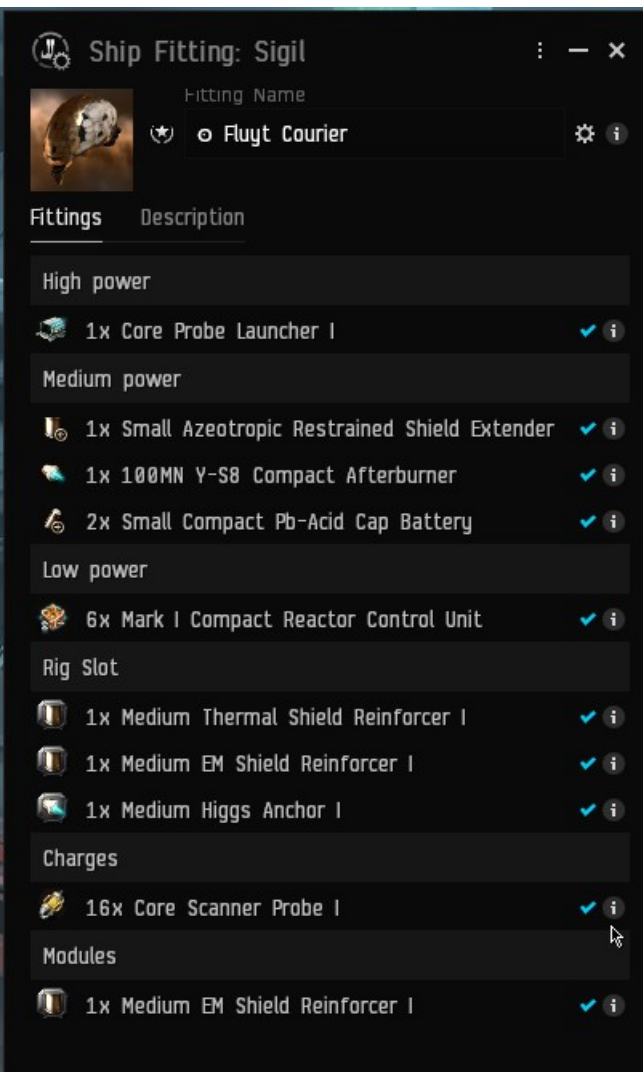
- We roll all roamings (which would be the J-space) and K-space connectors, with the exception of Nexus and Ursus.
- This keeps us safe.

Some Jargon you may hear

- “Rolled Clean”, that is we completed the roll and there were no rollouts.
- “hot/hot” means we jumped into the wormhole with the prop mods on, then jumped back also with the prop mods on.
- “cold/hot” means we jumped into the wormhole with the prop mods off, then jumped back with the prop mods on. We do this once the wormhole enters its final stage and is about to collapse. We do this to minimize rollouts.
- “cold/cold”, this does not really happen, but the jargon implies it exists. Go through and come back with prop mods off both ways.

Rolling Ships

- Let's now discuss the ships we use to roll with.



- The backbone of our rolling fleets is the Sigil
- We chose this ship because of 2 reasons.
- It is cheap, we often lose them either to enemy action or being “rolled out”
- This Sigil is designed to roll “Large” holes.
- The key to rolling “Large” holes, is the “Medium Higgs Anchor” and the “100MN Afterburner”.
- When the Prop Mod (afterburner) is turned on and the Higgs rig is in place, this ship has massive mass.

Fluyt Courier

EXIT SIMULATION

Capacitor **Depletes in 00:05:28**

1180.0 GJ / 285.94 s
 Δ -1.7 GJ/s (-16.3%)

Offense 0.0 dps

Defense 10.602 ehp

Targeting 56.25 km

4.00 points 106 mm

199 m 2x

Navigation 111.1 m/s

122,000.00 t 0.2090x

4.23 AU/s 35.34s

Drones 0.0 dps

0/0 Mbit/sec 57.00 km

0 Active [Manage Drones](#)

11.6 / 2,520.0 m3

0 / 0.0 m3

CPU 201.0/375.0

Power Grid 39.3/616.8

5.8M ISK

Simulation History [Save State](#)

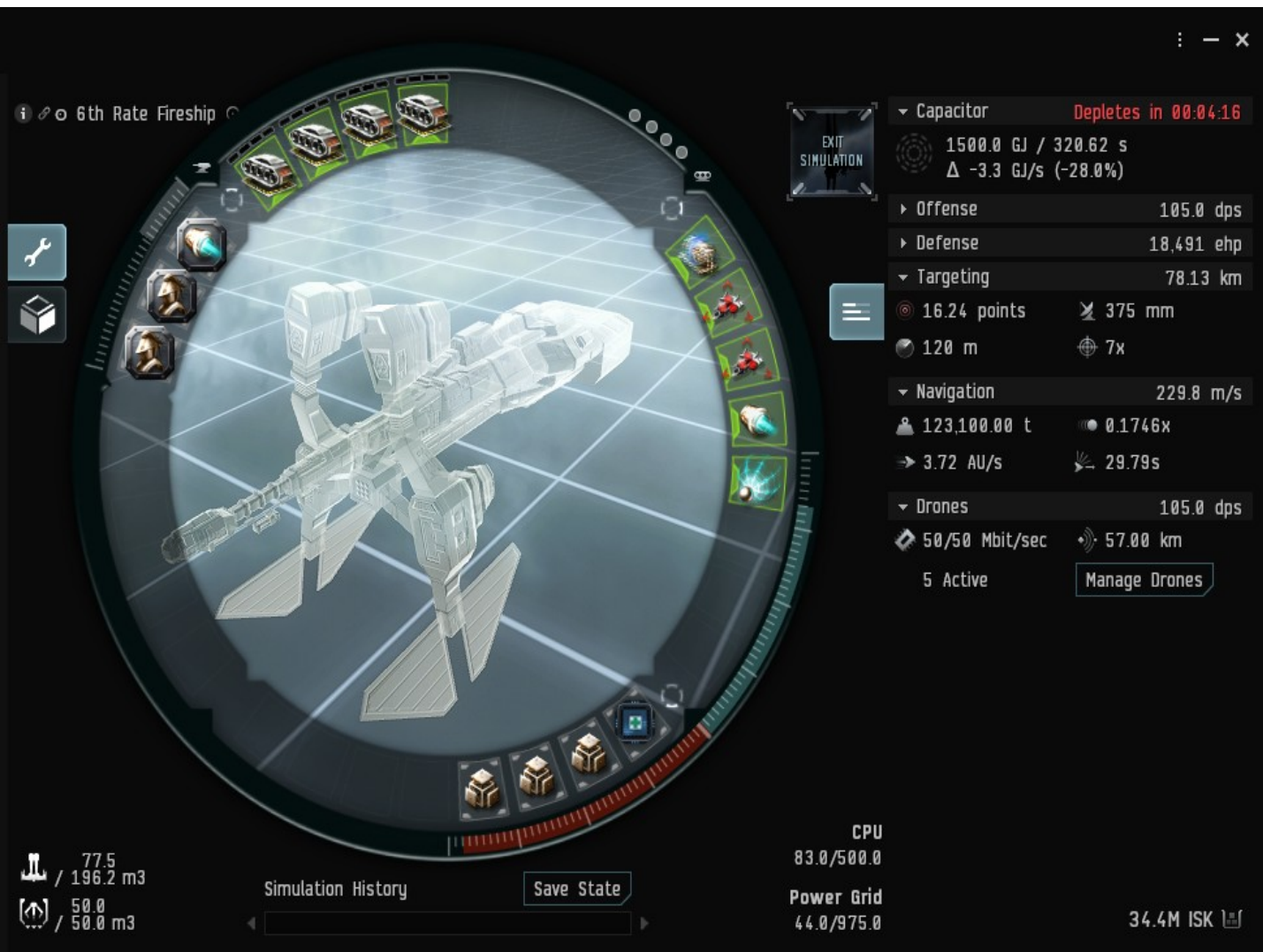
- This is the simulation for the Sigil in the previous slide.
- I want to point out on the right under the “Navigation” header.
- Here it says our mass is 122,000 t (I assume it is metric tonnes).
- This is one of the “magic” mass numbers that we use.
- Since it is a simulated fit, that means all modules are on including the prop mod.
- To get that much mass you need to have the Higgs rig fit, and the prop mod on.
- Now let me show you the same ship with the prop mod off.



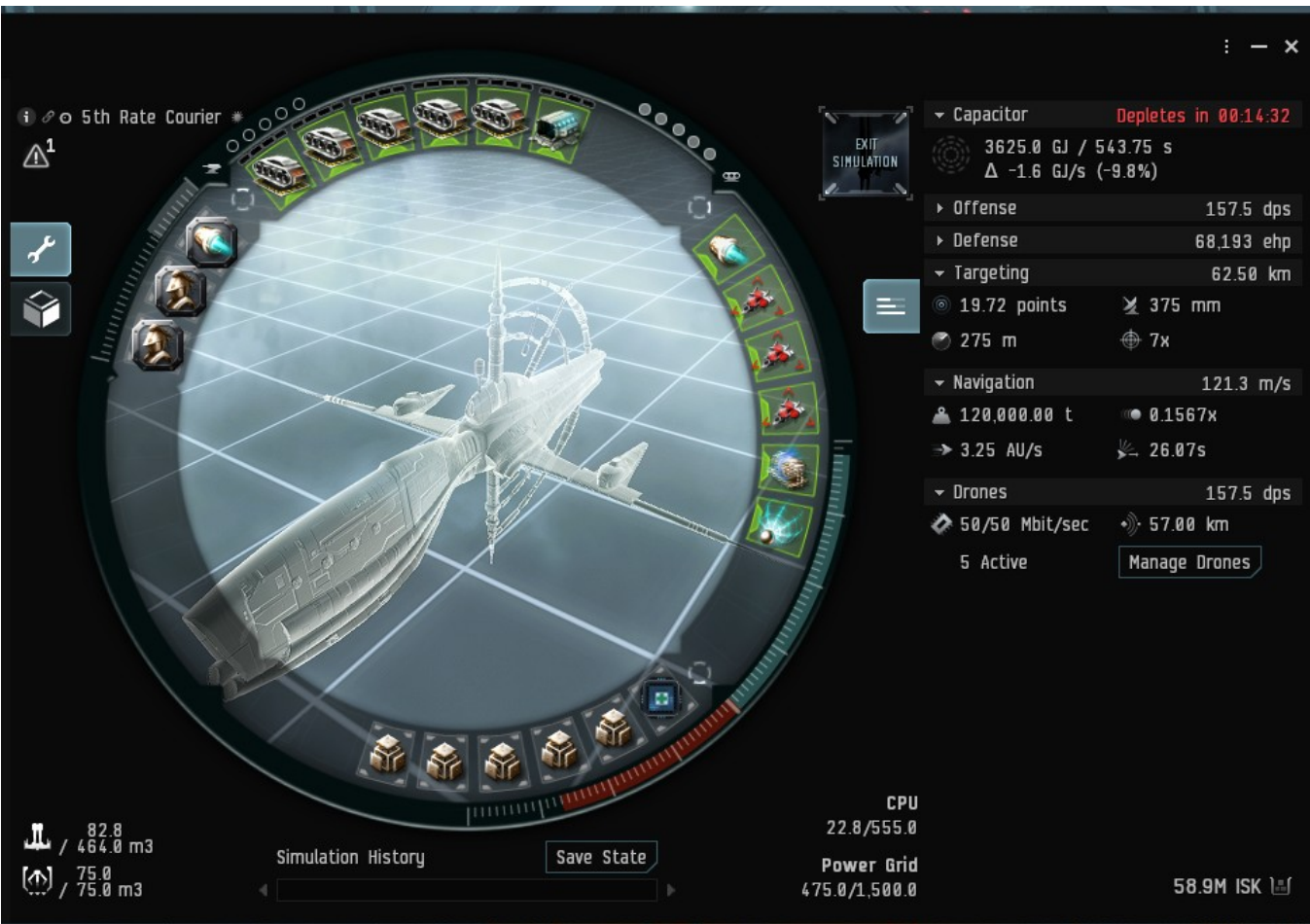
- Here the same Sigil but I turned off the prop mod.
- Note that the mass is only 22,000 t.
- Pretty significant mass difference.
- This is the key to the game.



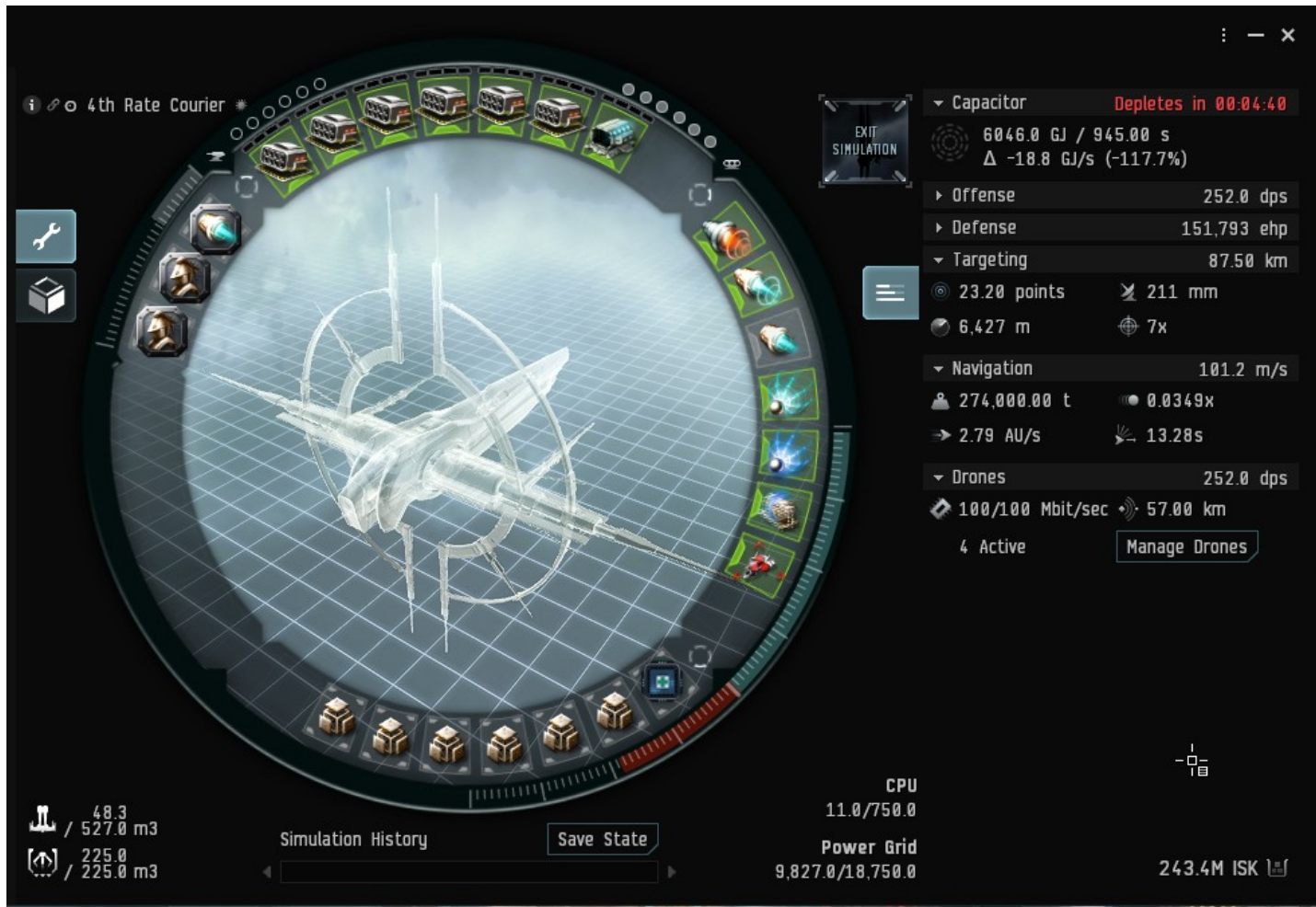
- Several things I also want to point out.
- First the average cost of this ship is 5.8 million isk. This is cheap, and why it is the backbone of our fleet.
- Almost all rolling ships are lost from time to time. We want them replaceable and cheap.
- The other thing I want to point out is under the navigation section.
- Notice that the speed is 39.1 m/s
- This is very slow and painful, so we often use more expensive ships to do most of the mass.
- Then when it gets risky, throw Sigils at it.



- So the Sigil is mostly used in risky situations, such as in “rollouts”.
- This is the Bellicose cruiser.
- It has a similar mass as the Sigil, but the speed is 229.8 m/s.
- So we usually use this or other faster mass ships to do most of the mass.
- Then clean up with Sigils.
- This ship also has some pew pew which is good.
- We have similar fits for cruisers of all empires, so ask and we can provide.



- We also roll with battlecruisers.
- Mostly with Gnosis, as they are cheap.
- Note mass is around the same as the cruisers.
- Good pew pew and pretty tanky.



- We also roll with battleships.
- It is tanky.
- It has much more mass.
- When we roll with Praxis it is because of combat conditions, and we need something that will survive being shot at.



- This is the Typhoon, along with the Armageddon they are the perfect ship for rolling Nexus.
- The reason is the massive mass.
- 3 passes with Typhoons or Armageddons will almost always roll Nexus.
- I do not recommend this for normal holes this ship is expensive to replace.
- Even though rare, they do get rolled out of Nexus but the risk is small, as you just fly them home gate to gate.

Rolling a roaming

- There are 2 types of roaming wormholes you may encounter.
- Standard J-Space wormhole.
- In this case you will require between 6-14 hot/hot passes with cruiser or sigils.
- The procedure is simple, I defined hot/hot as when you pass through both directions with the prop mod on.
- But at some point it will say “on the verge of collapse”
- At this point you go “cold/hot” and/or switch to a Sigil to do the “cold/hot”
- Continue doing “cold/hot” until it is rolled.
- If you do not get it rolled after the first “cold/hot” there is a very high risk of getting rolled out. Switch to Sigil at this time.

Rolling a roaming to K-Space

- The other type of roaming is a wormhole to K-Space, that is HS, LS or NS.
- This is a very different roll.
- Almost always rolls in 4 “hot/hots” with cruiser/sigils.
- Note if you ever see “on verge of collapse” switch to Sigil to complete.

Rolling Ursus

- Ursus is a different animal altogether. It is a “medium” hole, so the ships you use to roll “larges” are not allowed to pass through.
- We have a whole set of Sigils/Cruiser with the name “Envoy” in them, that do not have the Higgs Anchor rig. You will use these.
- In almost all cases it rolls in 4 “hot/hots”.
- If at anytime you see “on the verge of collapse” switch to Sigils to complete the roll.
- Roll any roaming that is medium in the same manner and use the same ships as you would Ursus.

Rotating Nexus

- Rotating Nexus to “Amarr aligned space” is a nightly ritual we do most evenings around 00:00 NEST.
- We usually roll in a big fleet for several reasons:
 - Speed, since we are rotating we will roll over and over again as many as a dozen times.
 - We want that to happen quickly.
 - We divvy up the fleet into multiple roles (pardon the pun :)
 - Bubbler, someone in a Heavy Interdiction Cruiser, which can equip a “Warp Disrupt Field Generator” or a bubbler.
 - The bubbler, keeps a bubble up during the entirety of the roll. This is the first step to “Control the hole”. Allowing us to deal with any intruders.
 - “Scanner” when a roll is complete, a new signature will show in the probe scanner that is the next Nexus (B274) wormhole. The scanner scans that down and gets to zero meters and the fleet warps to them and we start another roll.
 - “Guard” bring pew pew and kill any neutrals that come through during the rolls.
 - Other roles we use are “boosher” both boosting and micro jump drive to get the enemy off the hole so they can’t just crash the gate before we can kill them.
 - “Fleet Commander” will warp the fleet to the “fort” and tether the fleet until the new wormhole is ready, then warp the fleet to the new wormhole at zero.
 - Rinse, lather repeat.

When you are on the other side

- Large holes
- You are tasked with a hot/hot or a cold/hot
- You will land within 15km of the hole.
- The sigils can fly with the prop mod on for about 6km. I usually pulse my prop mod.
- Cruisers about 8km otherwise pulse your prop mod

When you are on the other side

- Medium Holes
- You are tasked with a hot/hot or a cold/hot
- You will land within 15km of the hole.
- The sigils can fly with the prop mod on for about 7km. I usually pulse my prop mod.
- Cruisers about 10-11km otherwise pulse your prop mod

When you are on the other side

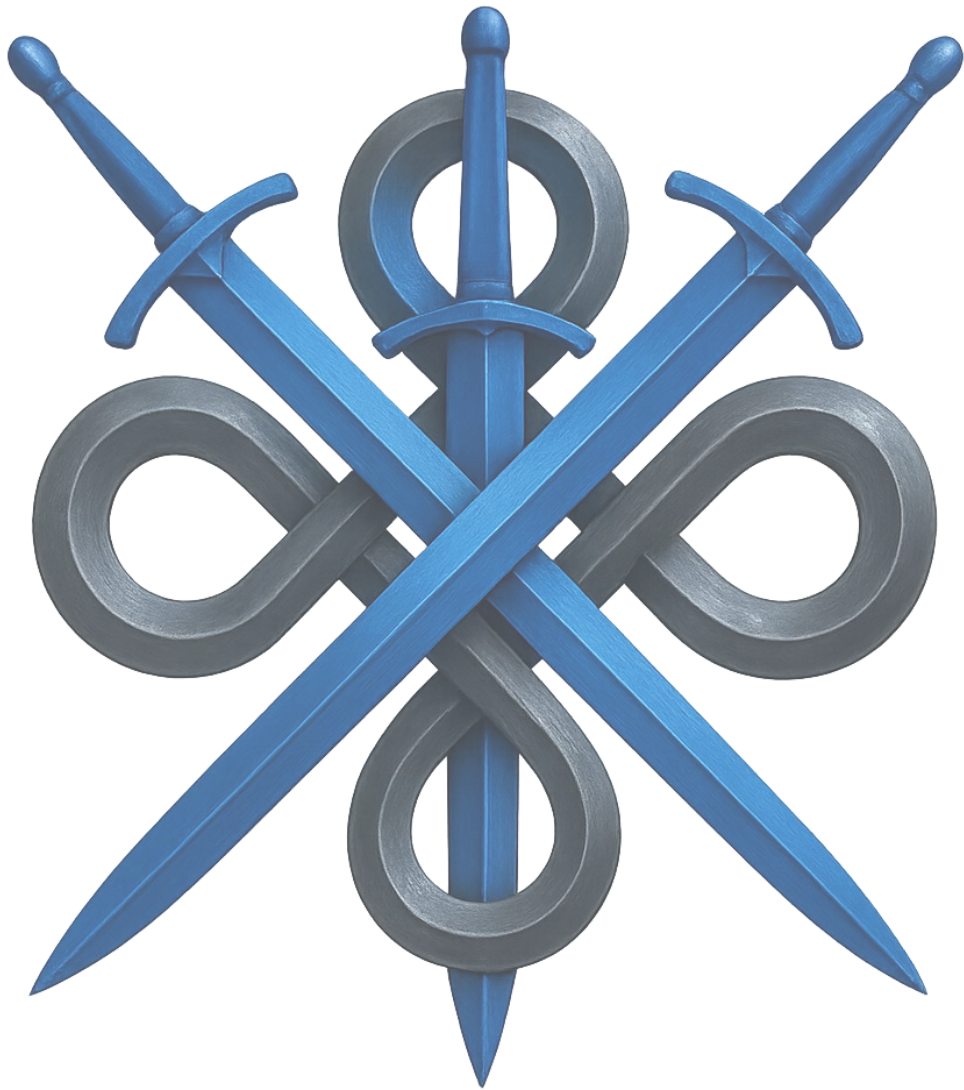
- The exact procedure that I use.
- In the overview select the wormhole
- Approach
- Look at
- Then if you are close enough turn on the prop mod and click the jump button.
- If you are not close enough, either wait till you are close enough or pulse your prop mod. Note If you pulse you will need to be closer to turn the prop mod on full time then if you landed in range.
- If you choose not to pulse, approach. When in range, turn on prop mod then click jump.
- This procedure minimizes the chance of mistake. If you do not have the prop mod on when you jump back you just seriously increased the chance of a roll out for the next roller. That is why I am very careful on this side to not make a mistake.

When you have multiple roamers to roll

- In this case I use a concept called “round robin”
- My source of this phrase is from computing, but here is what it means.
- Fleet your rollers up.
- Then go to the first hole.
- Make your hot/hot passes.
- If you reach crit, wait till all holes are crit before you finish.
- Proceed to the next roamer, and repeat.
- Then continue going from roamer to roamer until all of them are crit.
- Switch your fleet to Sigils and then complete each one
- This technique allows you to burn off the “polarization” or cool down you get for each hot/hot or cold/hot pass you make.
- You can complete it faster by not having to deal with the cool down.

Wormhole Attributes

- At the time of this writing, a comprehensive location for information about wormholes, resides here:
- https://wiki.eveuniversity.org/Wormhole_attributes
- This includes wormhole types and mass amounts, how to identify K-space holes and much more good information.



The End