

The Voice of VOLT

The Volition Cult [VOLT] Alliance Public Newsletter

"When people are pure, laws are useless; when people are corrupt, laws are broken. We have but one aim; to eradicate the corrupt from New Eden. The Volition Cult has chosen purity. The only choice you need to make is whether to stand with us, or against us."



Quarterly Newsletter
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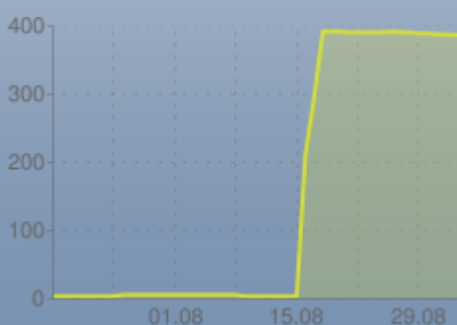


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Editorial

Welcome back everyone. Its been a long time since we published one of these public newsletters as we decided to stop when the alliance went into hibernation and we merged all of the VOLT corporations into one corporation back in 2010. As the alliance has been reformed on the 16th August 2011, so has the Voice of VOLT newsletter, albeit with a new look and quarterly release schedule rather than monthly release schedule we used to do.



Unsurprisingly we have a lot of newsworthy information to share to those of you interested this quarter. Ignoring the obvious news above, we also have coverage of who the new corporations are that have joined the alliance and what they have done to lead them here. We have been very lucky to attract a number of high calibre PvP organisations in that respect and from the looks of our killboard it shows.

Our corporations got together and reformed this alliance as you know, but we will also go into detail about how we established the fundamental goals of the alliance, giving an insight into the leadership style we have adopted and why we are hopeful it will work well having learned from the mistakes of

others in the past.

We also have the usual share of battle reports and combat statistics that have been

made fit for public consumption. The number of good battles we had in our first half a month of being an alliance is staggering.

We also thank our scouts, logistics pilots and top killers in our Epic Win Scale, while also mocking some of our enemies in an Epic Fail Scale.

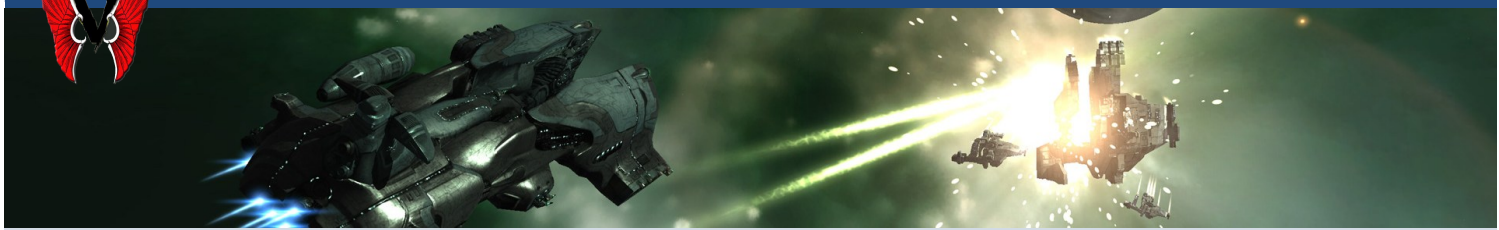
Plus a few other tidbits like a final word from one of our corporations CEO's on the last page too.

Hope you enjoy...





(noun) volition, will (the capability of conscious choice and decision and intention)
"the exercise of their volition we construe as revolt"- George Meredith



Battle Reports

13th August 2011: Arrival

VOLT was moving to our new home, so we needed to say hello to our neighbours. V.L.A.S.T wanted to say hello to us too, but with one of their fail hot drops...

Our fleet commander formed up a pitchfork fleet using cheap Battlecruisers to try and scan down a Drake rattling in 75FA-Z. The Drake had finished and got safe, but as the fleet returned, a Dominix was following trying to bait the fleet.

Orders came for the fleet to reshuffle quickly to Strategic Cruisers, and when the Dominix pilot left Serpentis Prime, the new Tech 3 VOLT Fleet followed to catch him on the other side.

Until the fleet decloaked, the Dominix pilot had no idea the fleet composition had changed from Tech 1 Battlecruisers to Tech 3 Strategic Cruisers with Logistics.

With the VOLT fleet opening fire on the Dominix, a Rapier uncloaked and lit a Cynosural Field for a Thanatos Carrier to jump in. Additional V.L.A.S.T ships warped on grid to help, but their efforts were futile. The VOLT fleet dispatched the Rapier almost instantly, then a Harbringer and finally the Dominix while the Thanatos pilot made a tactical withdraw. Not a bad start in Fountain.

Kills	3
Losses	1
Damage Done	0.34B
Damage Received	0.2B
Efficiency	94.62%

15th August 2011: Booted from FA

Having informed Fatal Ascension that we wanted to leave, they kicked us so to celebrate being free to shoot any and all former blues, one of our fleet commanders formed up a casual roam.

Our victory lap of fountain started with catching a Usurper. Cynabal while trying to catch up with a Brutal Genesis fleet. Shortly after was another Usurper. pilot flying a Purifier who was not very bright and decided to warp to the fleet and decloak to let us kill him.

After that, a Brutal Genesis Dramiel was caught and killed, but most Fountain residents never engaged the fleet so a quiet evening.

Kills	4
Losses	0
Damage Done	0.58B
Damage Received	0B
Efficiency	100%

16th August 2011: Usurpers get Usurped

This morning our PvP'ers had started early and Usurpers were taking the brunt of it.

First up was a Pilgrim that thought he could get some easy kills from us or some good solo PvP? One of our Hurricanes took him down solo pretty much instantly.

Next another Usurper. came to try PvPing, but in the most terrible of Hurricane fits so was also quickly dispatched. As this point Usurper. were forming up fleets to fight out 3 pilots, but with poor coordination on there part, they lost two more Battlecruisers while

outnumbering us five to three. At this point loot was dropped off as we presumed that was it.

Just before downtime, Usurper. returned and gave the middle finger in local. *gasp* So VOLT formed up again, but lost a Battlecruiser in the skirmishes before the server went down for downtime.

After downtime, fleets formed up again for some revenge, with another fight that resulted in Usurper. losing two more Battlecruisers.

Kills	14
Losses	3
Damage Done	0.56B
Damage Received	0.06B
Efficiency	90.58%

21st August 2011: Frigate Roam

Having been racing around in Strategic Cruisers and Logistics for a few weeks, it was decided to do something a little different, so VOLT formed up 38 pilots in plenty of Thrashers, Griffins, Interceptors and an Interdictor.



Plan was to head towards 6VDT-H and kill what we can before either dying or running like hell.

Continued on Page 4...



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Corp Focus

With all these new corporations joining The Volition Cult alliance and helping reform it into what we have now, it seems fitting to do some quick introductions into who we are, where we came from and how we ended up here.

The Rising Stars [TRGSS]

The Rising Stars [TRGSS] corporation was formed way back in 2006 and is currently led by breiti and a small team of very experienced directors. While they have many players who have five or more years experience in Eve Online, they also have much younger players and aim to provide for their members of varied ages and experience.

As a result, they even have their own academy corporation which aims to train new players in the ways of Eve Online, and help new players with the harsh learning curve of the game.



In the past, many of the members were German, but these days members are from all over the world as the corporation is now international operating in EU and US timezones. They also publically state that they don't force players into specific gameplay and that its left to members to decide how they want to play although there is the obvious emphasis on PvP.

Having joined a few alliances in their history, they have plenty of PvP and

Null Sec experience. It was their time in Mostly Harmless alliance where they met [MAX H] and [.VC].

Max Hamburgers [MAX H]

Max Hamburgers [MAX H] corporation was formed in 2009 by staff working in Max Hamburgers, which non-Swedes will be surprised to hear is actually a real hamburger chain in Sweden.

Made up entirely of members from Sweden, the corporation has a fairly mature player base with strong community feel with focus on friendship and fun.



They started as a High Sec corporation initially, growing and saving funds for a move into Null Sec. In 2010, Mostly Harmless went out on a limb and accepted the corporation although it had no null sec experience.

While tough at first, MAX H took the opportunity to improve and after some reshuffling where lokitoki81 took over as CEO, they eventually proved themselves as an able PvP force and went on to excel beyond others.

While in Mostly Harmless alliance, they flew with [TRGSS] and [.VC.], later



helping restart [VOLT] with us.

Volition Cult [.VC.]

Volition Cult [.VC.] was formed out of a merger of member corporations of [VOLT] in 2007 and, as a result now contains members from [VOLT] founding corporations from 2006.

During the first three quarters of 2011, Volition Cult led by PBA lunax, left The Volition Cult



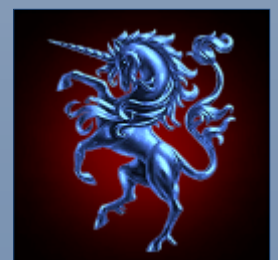
alliance and joined Mostly Harmless alliance and later Fatal Ascension alliance before realising that the only way we could properly enjoy ourselves was to return to The Volition Cult alliance where we can better control what we want to do.

Made up of members from all over the world, the corporation is similar to TRGSS with an international presence and similar gameplay policies.

Grensvegters [-GV-]

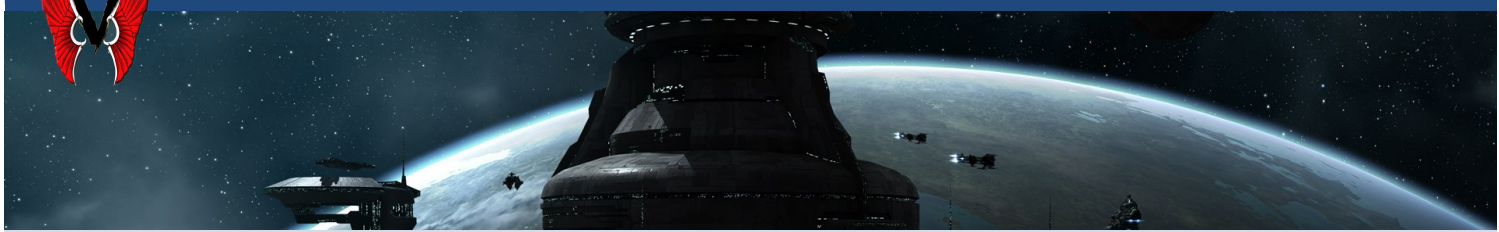
Grensvegters [-GV-] is a small corporation made up of members from South Africa who have been long term supporters of The Volition Cult alliance and long term friends of Volition Cult corporation.

Currently they are led by CEO Appo Sade but, over the years, members from Grensvegters have worked with members from Volition Cult on many occasions.





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Battle Reports

Continued from Page 2...

21st August 2011: Frigate Roam

On the way we started getting Intel that Test Alliance Please Ignore was forming up something we could only have dreamed of... Rifter Swarm. They were even boasting in local "TEST do the best swarms ever".

We got to APM-6K and headed into the pipe as they left 6VDT-H. As we got to JGOW-Y, DurrHurrDurr entered local so we knew they were coming soon.



They landed on the other side of the gate with loads of Rifters, Faction Frigates and Assault Frigates so we put our necessary ships at range and let them jump into us to engage. As they jumped, our Interdictor bubbled and cross jumped to avoid being killed. It was now 37 VOLT vs 39 TEST.

Kills	33
Losses	14
Damage Done	0.47B
Damage Received	0.14B
Efficiency	76.67%

In short, we raped them, killing all the faction and tech two ships and a drake. Our pilots did well so we started

to head back.

On our way back, we managed to catch a Jaguar, Myrmidon, Sabre, Crusader, Daredevil, Tempest and Hurricane too though.

22nd August 2011: Standing Fleet

So to start this operation, our fleet commander being a master baiter, used his master baiting skills to bait a Usurper. Legion in MN5N-X which was quickly killed.

After a short break, we got Intel that a BDEAL fleet was camping a Godfather fleet, so we formed up in Battlecruisers and Logistics to see if we could get in on the action.

Our fleet commander coordinated and staggered our attack, with damage targeted at enemy Tempests initially. As two of their Battleships and two Battlecruisers went down to our smaller fleet, they lit a Cynosural Field and brought 3 Thanatos Carriers into play as support.

Being outgunned, we lost a second Battlecruiser, so the order was given to pull back. But considering we were hot dropped, we did awesome.

Kills	4
Losses	4
Damage Done	0.45B
Damage Received	0.12B
Efficiency	78.73%

24th August 2011: .EXE Darwin Award

We got intel that Anat Tenner of Executive Outcomes [.EXE] was doing a Sanctum in PXF-RF so our fleet commander formed up a fleet which was

seven jumps out. As the fleet was two jumps out, we know we would have been reported in EXE Intel channels but the Carrier pilot was not paying attention and shortly after our scout in PXF-RF was ordered to tackle the Carrier.

The fleet was still over a minute away, so we sent in a second scout who was using a Noob Ship, which got a point while our first scout disengaged still alive. As the Velator was killed, the rest of the fleet started to arrive and multiple points were put on the Carrier.

After two minutes of fighting at the back of EXE space, the Thanatos Carrier started to bleed into structure. Shortly after it died, but scouts nearby reported heavy movement by EXE as they formed up for revenge.

Kills	1
Losses	0
Damage Done	1.51B
Damage Received	0B
Efficiency	100%

Our fleet returned home, and after a quick break and a few more single kills, we reshipped to 27 Frigates and bumped into a 6 TEST Battlecruiser Fleet. EXE meanwhile were still hunting us and during the fight, local was spiking as more enemies tried to kill us, so we disengaged after killing what we could.

Kills	6
Losses	9
Damage Done	0.28B
Damage Received	0.11B
Efficiency	71.67%

More Battle Reports on Page 6...



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Insight into Formation

Now VOLT is reformed, lets explain how we did things, or continue to do things behind the scenes. Hopefully you enjoy the insight...

Internal Talks on Morale

If you think back to every time VOLT has moved space, or more recently how VC has decided to leave an alliance, there is a often a clear point in time beforehand where fleet commanders speak up about concerns.

With the Fatal Ascension situation, this was mentioned on many occasions, building up to a critical turning point where it was clear FA's change in direction was not something we wanted. With Mostly Harmless it was more calm though, with our members simply losing interest and our FC's raising it, so we knew we had to look for something more fun.

After the disappointment from MH and FA, where in both cases the alliances moved in a direction of Leadership and PvP we did not like, and with our FC's reminding command of this, it was clear that reforming VOLT was the only way to ensure stability for longer time frames.

Talks between Corps

With the collapse of Mostly Harmless, Max Hamburgers and The Rising Stars had still not found a new alliance, but were starting to run roaming operations together and had come to

similar conclusions regarding PvP directions and leadership styles as VC.

Initially, our Fleet Commanders in VC were selling the idea of roaming in FA to the other corporations, but when it became apparent that FA's leadership style and PvP direction was changing, the talks moved more around the idea of VOLT being reformed.



Hinting Ideas to Members

Around this time, in VC we start one of the "Morale" threads with a poll asking for comments on how you think things are going. Its often clear before this point that we have to do something different, but these threads allow command to "test" ideas without giving too much away.

Just as well, because when FA later learned we were leaving, they kicked us to try and trap our assets.

Finalising Details

At this point, its pretty much confirmed, but VC had to do things in a way to buy us time to get assets safe. To the other corps credit, TRGSS, MAX H and GV were thankfully understanding of our issues and worked around a VC timescale to a certain extent.

Conversations were discussed about structure, processes, channels, website needs but most of it was in hand. We actually started with a rather official and complicated structure but then scaled it back as keeping it simple is just easier for what we want to do.

Forming the Alliance

VC executed its departure plan and finally informed its members and shortly after FA, who reacted adversely to the news.

Over the next few days, the corporations submit applications to join and 24 hours after PBA lunax accepts the applications we are all in VOLT and free to start work on what we want to do.

First Days

The key to a smooth migration is often to maintain player confidence in the plan, and for that to work you need to hit the ground running from day one, which is why our fleet commanders arrange PvP Roams from the start. In general, after a week we were settled.

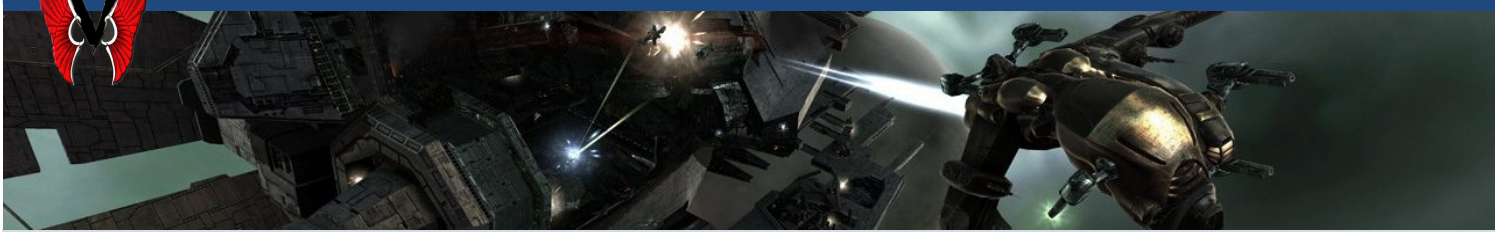
Moving Forward

There is still more to be done behind the scenes but its pretty relaxed. The current mood is nice, with no real stress. Its something not experienced for a long time.





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Battle Reports

28th August 2011: Fight with BR1CK

VOLT had formed up with 41 Battlecruisers, but at the same time BR1CK had brought their 32 Battlecruiser Fleet to Fountain for some fun so we bumped into them in Z30S-A.



Overall we did very well, with minimal losses and credit to BR1CK for giving us the good fight. So we headed home for a break.

Kills	19
Losses	7
Damage Done	1.07B
Damage Received	0.25B
Efficiency	81.38%

Next we went to harass G0dfathers [DADDY] who were attempting to camp with bombers, smart bombing Typhoons, drag bubbles and various support. Before we departed, we reshipped into smaller faster ships and headed out to 75FA-Z.

While avoiding bombers, the fleet warped to engage a Zealot that was oddly stationary, landing within close range it did not last long and the fleet then moved onto attacking a couple of Typhoons at range, while still avoiding

bombing runs from bombers.

Kills	5
Losses	1
Damage Done	0.4B
Damage Received	0.01B
Efficiency	96.81%

After this our fleet returned home, as this was the third fight in the same evening we had won.

30th August 2011: YZ Hell

VOLT formed up a fleet to engage a large Goonswarm Federation [CONDI] and Test Alliance Please Ignore [TEST] fleet that was next door to us in YZ-LQL.

Meanwhile other enemies of ours were having the same idea as The G0dfathers [DADDY] and Executive Outcomes [.EXE] also formed up.

While being heavily outnumbered

over the five or so skirmishes that continued for over an hour we managed to do fairly well.

Kills	20
Losses	13
Damage Done	1.07B
Damage Received	0.86B
Efficiency	55.26%

31st August 2011: Fight with Evoke

Evoke were baiting us, and we had to jump into their well planned camp to get kills. After some planning we jumped our 32 Battlecruisers into there 24 Battleships and won decisively.

Kills	15
Losses	7
Damage Done	1.72B
Damage Received	0.41B
Efficiency	80.69%





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Epic Fail Scale

This quarter, Usurper. [STOLN] alliance has won the epic fail scale with an epic fail of 30.67% efficiency against us. Quite how they have allies I don't know, but it's a shame that an alliance that is so inexperienced in PvP can survive in null sec. It will be hard for anyone to beat this looking forward.

Statistics from VOLT Killboard

Usurper.	30.67%
Executive Outcomes	35.62%
V.L.A.S.T	38.42%
Test Alliance Please Ignore	41.05%
The Godfathers	41.63%

Notable mentions of fail should also go to Anat Tenner, member of Dark-Rising [-DARK] corporation who are members of Executive Outcomes [.EXE] alliance. He was killed while ratting in a Carrier, by getting tackled by our Rookie Ship scout, while our fleet had to travel two jumps to finish the job.

Anat Tenner, you should just unsubscribe to Eve Online because you fail so badly. Seriously, you're worse than Usurper. alliance.

Epic Win Scale

Simply grabbing the top killers from our Killboard unfortunately misses out our Logistics Pilots and Scouts who help make kills possible and minimise our losses.

So first place on the epic win scale goes to everyone in the alliance who has ever flown these roles. You know who you are.

First Place on the Epic Win Scale

Our Scout and Logistic Pilots will be joint first place on our win scale for August. We would love to be able to list all of you, but due to killmail mechanics and security we can't.

Second Place on the Epic Win Scale

Pujolis1 of Volition Cult [.VC.] was our top killer for August with 115 kills, so is second place on the win scale.

Third Place on the Epic Win Scale

Haarizy of Max Hamburgers [MAX H] corporation should also get an honourable mention as he was second top killer in August following very closely with 111 kills. In fact a few days before the end of August he was leading the killboard.

Fourth Place on the Epic Win Scale

Silvenstream of The Rising Stars [TRGSS] corporation came third on the top killers in August, narrowly beating a handful of other pilots close behind so is fourth on our Epic Win Scale.

Social Networking

Regardless of who may hate such things, due to demand we did create a Facebook Group many years ago for members, ex-members, enemies and friends of The Volition Cult alliance.

As we have reformed the alliance, it seems suitable to remind people that this exists and has an active discussion of recent battles or news relating to the alliance. Search for it if you're interested and click join.

Contact Details

Public Channel: public-volt

Diplomats: Menlo123, Enyalius Jin

VC Contact: PBA lunax

TRGSS Contact: breiti

MAX H Contact: Lokitoki81

GV Contact: Appo Sade

Website: <http://www.eve-volt.net/>





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Until next time, fly safe...



Thanks for reading and hopefully enjoying this quarters newsletter. We are always looking for feedback, if you would like to let us know what you think, contact us...

Agent Stone (Contact via Evemail)

Luth Curmal (Contact via Evemail)

Keela Danne (Contact via Forums)

Gareth Barkwill (Proof-reader)

If you would like to contribute to this newsletter with battle reports, news articles or images, please let us know via the alliance forums.

<http://www.eve-volt.net/>

CEO's Final Word

After 8 months of shooting sovereignty structures and daily call to arms ordered by alliances, which were run by technetium moon addicts who only wanted to see numbers to kiss Goons ass, we'd had enough.

I can say "finally we have our freedom back".

We might not have the best space to make money or build supercapitals but at least we decide ourselves what to do. Together with The Rising Stars, Max Hamburgers, Grensvegters, I foresee a bright future ahead. Yes, the initial months will be tough, but our killboard already shows that we can handle it.

So I am convinced we will reach and excel in our goals in the future.

grtz luna

PBA lunax, CEO of Volition Cult