

:: EVE ONLINE ::

NULLSPACE OVERHAUL

Presented by

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1. Introduction

I would like to start off with clearing up some facts. I lived most my eve career in 0.0 space. I have however been out of game for some time and never been at the top of the food chain in 0.0 wars. Therefore my view on 0.0 might not be perfect, but somebody who is too close involved in 0.0 could have a clouded vision as well.

However, I'm not a new player at eve online and player versus player has been in my eve blood since I started playing.

I started thinking about changing 0.0 after reading the some of the blogs and that WiS (walking in stations) would not be the next expansion. I knew it was time to put out my word on nullspace.

I would also like to note, that English is NOT my main language, I'm from Belgium and therefore you will find A LOT of flaws in my English, I'll try to have it read over by some people. But this text will not be perfect, errors/comments can always be addressed to me in an Eve-mail (character= Hoder Daynari).

2. Wording list

Since I won't be using full names throughout the entire text I will sum up the abbreviations here first to lessen the hassle later on.

0.0 = nullspace (space with security level 0.0)

DD = Doomsday (weapon only mounted on titans)

DDD = Double DoomsDay (most likely killing any fleet bs on the grid)

MS = Mothership (supercapital)

POS = Player Owned Station

Tit = titan (woops, kidding ^.^)

These will be the ones that will be used the most, for everything else I would like to link to <http://www.ian-net.myby.co.uk/evedict.html> (Thanks to Scrapheap for the link and the maker of this file to make my life easier).

3. System and POS changes

3.1 Goals for nullspace

At this moment, obtaining a new 0.0 system, means you have to get in there with a normal fleet, bash the cyno jammer.

Get your caps in and rape the POS'es in that system and replace them with yours.

With the upcoming of this new titan-age (conga lines with titans etc) this is getting quite annoying as most fleet battleships (150km+ sniping) are hard to make DDD proof. And thus elimination of entire fleets with 2 or more titans isn't that rare.

Alliances seem to have no isk drawbacks either atm and the wars only come down to logistics and the group that can bring the biggest number/biggest ships.

The proposed changes I have in hand, will counter the DDD(or more) and make fleet battles fun and entertaining again, systems will be more fun to capture and more appropriate to defend.

These changes will probably not make the server issues any worse, on the other hand, they might improve them. But only marginally, it's still up to CCP to work out the need for speed stuff.

3.2 System Core

Every 0.0 system, gets one main "Structure", this structure, from now on called the

SYSTEM CORE. (=SC)

This system core would be anchored about 1 000 000 km above the sun landing spot (my suggestion would be at sun itself, but the visual effects from the sun can be a serious bitch or at a random, central spot). System cores will be a basic item, no tech II/III, no faction, no named.

This system core would be similar as the one from faction warfare and will decide who get's sov for that system.

I'll leave the looks on this up to CCP, or somebody else who wants to have fun with creating that.

The SC would be like a sort of pos, however, starting with 0 shields and 0 armor. The only hp it would have would be a hull, with 100 000 000 (100 mil) hitpoints, with 0/0/0/0 resists.

Once the SC is destroyed, the sov is lost for the alliance who was in control of the SC and a new, raw SC can be anchored, the structure would have to be dropped within 10km of the SC point (can be put on overview) and would take 1h to online. After that the sov can start changing, but later on that more.

This 100mil hp seems a little, so why not give it some additional defenses? Well yes, let's do that.

After the SC is online, the SC will have 2 hardpoints where items can be attached.

These hardpoints will always be the same and there will be no fitting issues on this part. The first hardpoint will be the armor hardpoint. The second one will be the shield hardpoint.

Each of these hardpoints have their own grid/cpu and it will be possible to have faction/small/medium/large shield/armor hardpoints. The fitted shield/armor hardpoints will decide the use of the system and it's defences/utility.

The hardpoints will function like posses so new items will be able to online on them. It will be possible to switch out hardpoints, but only if the hardpoints are stripped from all equipment, for instance, offlining a hardpoint will offline all the equipment that was equipped on that hardpoint. As suspected, offlining/onlining will take some time and can only be done after the initial SC is online.

When a shield hardpoint is online and a armor hardpoint is online, only the shield hardpoint will be targetable.

The shield will have it's set amount of shieldhitpoints (depending on the size and faction/nofaction), 1 armor hitpoint and 1 hull hitpoint (shields can't leak into armor/hull though).

Similar to that, the armor hardpoint will have 0 shields, it's armor hitpoints, again based on

the size and faction/nofaction. And 1 hull hitpoint.

After the shield module is destroyed, the armor hardpoint will become targetable and after that is destroyed, the SC will be targetable.

3.2 The armor hardpoint

The armor hardpoint will have 4 to 7 fitting slots, called armor slots. Small armor hardpoints will have 4, medium 6 and large 7. Faction variation only increase the total armor. In total there will be 4 sorts of armor hardpoints: minmatar, amarr, gallente and caldari. Also faction models like true sansha, dark blood, ... will be included in the list.

The total armor on the base hardpoints will be the same, only the npc factions will have a 20% increase in hitpoints (true sansha, ...). Below is a table with the hitpoints on the armor hardpoints:

SIZE/HITPOINTS	NON FACTION	FACTION(+20%)
SMALL	50 000 000	60 000 000
MEDIUM	75 000 000	90 000 000
LARGE	100 000 000	120 000 000

Following that, the resists will be according to this table (true sansha follows amarr, etc).

FACTION/RESIST	EM	EXP	KIN	THER
MINMATAR	30%	0%	0%	15%
AMARR	0%	30%	15%	0%
CALDARI	0%	15%	0%	30%
GALLENTÉ	15%	0%	30%	0%

(these are not according to the minmatar, amarr, gallente, caldari standards, but these are balanced ...).

The armor fitting slots are split up in 2 groups: the normal armor point and the special armor points.

Small armor hardpoint:	4 normal	0 special
Medium armor hardpoint:	6 normal	0 special
Large armor hardpoint:	6 normal	1 special

In the normal points, one could put corporation/alliance hangars (ships only), item hangars (10 000m³/member, possible to have multiple of those who then stack to 20k, 30k, ...), repairshops, insurance offices, silo's (huge volume, but only ores/ice shizzle can go in here, add new module to a pos so it can auto transport the mined item off to the SC silo's), ship fitting hangar (allows you to take a ship from the ship hangar and change the fit around with the items from the item hangar) also corporation hangars could be added, these have high volume (less then silo) and would function like corporation hangar in a station.

One last module that can be fitted on the normal armor hardpoints are supercapital anchor point (=sap?), these have a special function and will be explained below.

(this part might still need some tweaking)

Supercapital Anchor Points, simply said, these would allow a mothership, titan to dock up to these points. The points can be given random names and no other ships can dock up to them. Once the pilot of the ms/titan is docked up to this anchor point the normal view will open and they will have the basic selections to choose from. So a mothership could anchor to this SAP then change to a rifter for instance and undock from the armor hardpoint. The mothership itself would then stay safe on the anchor point. The SAP's would be accessible by anyone with the appropriate roles/password (additional password can be set).

Now these saps would not only give an anchor point to the supercapital pilots, it would also benefit the SC. If a clonevat bay is present on one of the ships anchored to a SAP, the armor hardpoint would get a new medical tab, so people can set their clones to the system. People who had jumpclones on the clonevatbay from that supercapital will also be able to jumpclone to the system. When the supercapital with the clonevatbay undocks, people who had their clone set to the SC will get a warning, asking them if they want to set the clone back to another system or leave it in the clonevatbay. This could improve the use of clonevatbays and make transportation between systems more easy.

Next to this, once a mothership is anchored, the shield and armor hitpoints gain a 5% boost to the hitpoints (shields would get this on the spot aswell, not like the gang bonus with siege warfare, more like armored warfare). A mothership pilot would still be able to launch it's drones and get a POV on one of his drones (ms pilot is free to pick which drone) and able to

control them in the entire system.

A titan anchored, would give an instant 10% boost to the shield/armor hp and the titan pilot will be the only one able to control the shield weapons (later more on that, but basically they fire random, titan pilot can concentrate them).

These normal armor modules would declare the use of systems, filling them with all silo's would make the logistics from jumping around easier and would gather mined items from some/all the posses in a system in some silo's.

Adding a corporation hangar to the fitted modules would allow the system to be used as waypoint for capital travels (fuel etc). When a ship/item/repairshop/insurance office are added, the system core can be used for a fleet to refit/refill or take out other ships.

Putting up 4 SAP's on a small systemcore in a system right behind the lines would make the access and switches between titan and ms pilots a lot smoother. Other than that, titans would be usable for defensive purposes as well and not only for their DD.

The armor hardpoint will always be present within 10km from the SC, people who are allowed in the shield (when shield hardpoint is online) can always dock up to the armor hardpoint, depending on what mods are installed on that, they will have different options to choose from. While the ship and item hangars are always personal, the corp hangar is accessible by anybody who has access to that tab, same goes for the SAP's.