

Sovereignty

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After reading Goumindong from Goonswam's [post](#),

[<http://myeve.eveonline.com/ingameboard.asp?a=topic&threadID=635828>]

I had a bunch of ideas based from the main idea in his post.

So I just through it together in this little document.

I would like to hear some feedback from this on the forums, even if you don't like the idea.

Faction Warfare [FW]

To join faction warfare your Corp/Alliance CEO must travel to the capital of the Faction the Corp/Alliance will have standings to. Or he can go to his Corp office to choose to be an independent.

When a Corp/Alliance has chosen a faction, they will begin at 0 standings to that faction.

Corp/Alliance standings are separate from an individuals standings.

Bonus: Notification of FW events, stories missions and choice of inclusion in all parts/roles of FW – Corp/Alliance, Parts/roles of importance depends on standings/Devs/and how much ingenuity a Corp/Alliance has. (This does not include an individuals FW standing.)

0.Sovereignty can be claimed from 0.4 Sec Space to 0.0 Space.

A Corp/Alliance CEO can go to is office and make a claim on any system that is not in 0.5 Security Space or high and does not already have sovereignty 1 or higher and as long as the Corp/Alliance has more than 30 members.

Sovereignty 0.1

Must have a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

Bonus:

Recognized on the map as the "Corp/Alliance ELECT (1 day)" in that system.

1% reduction in the cost for station services in that system (if any)

Faction Warfare Bonus:

If Corp/Alliance standings are below 0.1 to your Faction, your standings will raise to 0.1.

Sovereignty 0.2 [Maximum Sovereignty for 0.4 Sec]

Must have a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

Bonus:

Recognized on the map as the "Corp/Alliance ELECT (2 days)" in that system.

2% reduction in the cost for station services in that system (if any)

Faction Warfare Bonus:

If Corp/Alliance standings are below 0.2 to your Faction, your standings will raise to 0.2.

Sovereignty 0.3

Must have a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

Bonus:

Recognized on the map as the "Corp/Alliance ELECT (3 days)" in that system.

3% reduction in the cost for station services in that system (if any)

Faction Warfare Bonus:

If Corp/Alliance standings are below 0.3 to your Faction, your standings will raise to 0.3.

Sovereignty 0.4 [Maximum Sovereignty for 0.3 Sec]

Must have a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

Bonus:

Recognized on the map as the "Corp/Alliance ELECT (4 days)" in that system.

4% reduction in the cost for station services in that system (if any)

Faction Warfare Bonus:

If Corp/Alliance standings are below 0.4 to your Faction, your standings will raise to 0.4.

Sovereignty 0.5

Must have a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

Bonus:

Recognized on the map as the "Corp/Alliance ELECT (5 days)" in that system.

5% reduction in the cost for station services in that system (if any)

Faction Warfare Bonus:

If Corp/Alliance standings are below 0.5 to your Faction, your standings will raise to 0.5.

How to Contest Sovereignty 0.1-0.5

After making a claim on the same system, must get a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

Loss of one Sovereignty level will occur if the Corp/Alliances efficiency rating is not the highest.

Sovereignty 0.6 [Maximum Sovereignty for 0.2 Sec]

Must have a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

Bonus:

Recognized on the map as the "Corp/Alliance ELECT (6 days)" in that system.

6% reduction in the cost for station services in that system (if any)

Faction Warfare Bonus:

If Corp/Alliance standings are below 0.6 to your Faction, your standings will raise to 0.6.

Sovereignty 0.7

Must have a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

Bonus:

Recognized on the map as the "Corp/Alliance ELECT (7 days)" in that system.

7% reduction in the cost for station services in that system (if any)

Faction Warfare Bonus:

If Corp/Alliance standings are below 0.7 to your Faction, your standings will raise to 0.7.

Sovereignty 0.8

Must have a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

Bonus:

Recognized on the map as the "Corp/Alliance ELECT (8 days)" in that system.

8% reduction in the cost for station services in that system (if any)

Faction Warfare Bonus:

If Corp/Alliance standings are below 0.8 to your Faction, your standings will raise to 0.8.

How to Contest Sovereignty 0.6-0.8

After making a claim on the same system, must get a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

If the Corp/Alliances efficiency rating is not the highest, their Sovereignty will drop to 0.5

Sovereignty 0.9 [Maximum Sovereignty for 0.1 Sec but continues to 0.0 Sec]

Must have a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

Bonus:

Recognized on the map as the "Corp/Alliance ELECT (9 days)" in that system.

9% reduction in the cost for station services in that system (if any)

Faction Warfare Bonus:

If Corp/Alliance standings are below 0.9 to your Faction, your standings will raise to 0.9.

Corp/Alliance receives 1000LP for every day Sov 0.9 is held in that system.

How to Contest Sovereignty 0.8-0.9

After making a claim on the same system, must get a higher kill to death efficiency rating (against other claimants) than all other claimants (if any).

If the Corp/Alliances efficiency rating is not the highest, their Sovereignty will drop to 0.8

Normal Sovereignty

Sovereignty 1 [Territory] Requirement

A Command Centre is automatically set to claim sovereignty. At least 3 Command Centres need to be in place for seven days, and then sovereignty should be gained after the following downtime.

Bonus:

Your alliance is visually represented on the starmap as being the sovereign of the solar system

You can only deploy outposts in solarsystems where your alliance holds sovereignty.

Outposts and conquerable stations held by your alliance are invulnerable until you lose sovereignty.

Your Starbases get 25% bonus to their fuel efficiency.

Your alliance is able to anchor capital shipyard production facilities, thus enabling the construction.

You can only deploy Declaration Embassy's in solarsystems where your Corp/Alliance controls sovereignty.

Faction Warfare Bonus:

If Corp/Alliance standings are below 1 to your Faction, your standings will raise to 1.

Corp/Alliance Receives 100,000LP

Faction enemies will receive an LP bounty for each member of your Corp/Alliance they destroy.

Based on ship Class:

Frigate: 100LP

Cruiser: 500LP

Battle Cruiser: 800LP

Battleship: 1000LP

Capital Ship: 10,000LP

Super Capital Ship: 20,000LP

How to challenge Sov 1:

A total of 5 Command Centres can be anchored in one system at one time. At least 3 Command Centres need to be in place for seven days, and then sovereignty should be gained after the following downtime.

Sovereignty 2 [*Protectorate*] Requirement

A single Declaration Embassy claims sovereignty over a Planet when it is anchored at one of its moons. More than 50% of the systems planets must be claimed. [Only one Declaration Embassy can be anchored per planet]

Territory level sovereignty undisrupted for fourteen days

Bonus:

Cynosural field generator arrays can be anchored within the system (Note: Only one may be anchored per system).

Scanner arrays can be anchored within the system (Note: Only one may be anchored per system).

Faction Warfare Bonus:

If Corp/Alliance standings are below 2 to your Faction, your standings will raise to 2.

Hostile Faction NPC's appear in asteroid belts.

Corp/Alliance Receives 200,000LP

How to challenge Sov 2:

A single Declaration Embassy claims sovereignty over a Planet when it is anchored at one of its moons. More than 50% of the systems planets must be claimed. [Only one Declaration Embassy can be anchored per planet]

Sovereignty 3 [*Protectorat*] Requirement

Protectorate level sovereignty undisrupted for fourteen days

Bonus:

Twinned jump bridge structures can be anchored (Note: Only two may be anchored per system).

Cynosural field jammer structures can be anchored (Note: Only two may be anchored per system)

Faction Warfare Bonus:

If Corp/Alliance standings are below 3 to your Faction, your standings will raise to 3.

Hostile Faction NPC's create exploration complexes.

Corp/Alliance Receives 300,000LP

How to challenge Sov 3:

A single Declaration Embassy claims sovereignty over a Planet when it is anchored at one of its moons. More than 50% of the systems planets must be claimed. [Only one Declaration Embassy can be anchored per planet]

Sovereignty 4 [*Constellation Capital*] Requirement

Province level sovereignty undisrupted for thirty days.

Constellation Sovereignty needs to be in effect for your alliance within the constellation.

Bonus:

Sovereignty of the system cannot be contested, and is locked into place until the system is forced to a lower sovereignty level.

Faction Warfare Bonus:

If Corp/Alliance standings are below 4 to your Faction, your standings will raise to 4.

NPC Faction Navy Fleet patrols the stargates in Capital system.

Corp/Alliance Receives 1,000,000LP

Constellation Capital Sovereignty Warfare

If one of the following requirements is met, Constellation Capital sovereignty will change to a contested mode:

The alliance holding Constellation Capital sovereignty loses sovereignty control of the majority of the systems in the constellation.

The alliance holding Constellation Capital sovereignty loses control of the minimum of three outposts or conquerable stations.

The alliance holding Constellation Capital sovereignty loses control of the capital outpost or conquerable station.

Sovereignty 5 [*Imperial Region*] Requirement

Constellation Capital Sovereignty undisturbed for 60 days.

Constellation Sovereignty needs to be in effect for your alliance within 5 constellations.

Bonus:

Can Deploy Capital Outpost Nodes.

10% bonus to POS fuel efficiency

15% Bonus to Command Centre fuel efficiency.

Faction Warfare Bonus:

If Corp/Alliance standings are below 5 to your Faction, your standings will raise to 5.

Faction Navy Fleets patrol all gates within Empiric Region sovereignty.

Can rent Imperial Region systems to your allied Faction for large amounts of LP.

Rented systems will increase in security status per standings level. Each higher level of security status equals higher number of NPC Faction Navy protection for system.

At standings 6, rented system becomes Security Status 0.1

At standings 7, rented system becomes Security Status 0.2

At standings 8, rented system becomes Security Status 0.3

At standings 9, rented system becomes Security Status 0.4

Imperial Region Sovereignty Warfare

If one of the following requirements is met, Imperial Region sovereignty will change to a contested mode:

The alliance holding Imperial Region sovereignty loses sovereignty control of the majority of the systems in the Imperial Region.

The alliance holding Imperial Region sovereignty loses control of the minimum of 10 outposts or conquerable stations in Imperial Region Sovereignty.

The alliance holding Imperial Region sovereignty loses control of the capital outpost or conquerable station.

Station Types:

POS's are still important

Even though in this system POS's are no longer the way to gain SOV, they are still the backbone to the logistical/industrial/financial parts of your alliance.

Other structures are now being anchored at moons which means there is less space to put your POS's and there for you have to be more selective about how you place structures and what role you will have your POS's perform.

This does mean that when you lose a POS that it can be a big deal. Which also means that smaller alliances that normally wouldn't make a dent in a larger alliance will now have more viable targets to go for and can strike some painful blows to larger alliances logistical/industrial/financial parts.

Structure Interface Bandwidth [SIB]

The SIB is very similar to Drone Bandwidth. It allows you to use other structures that do not require CPU/PG from your station. But there is a downside. These structures [Advanced Turret Batteries and Shield Enhancement Stations] cannot connect to an online POS. For example; a POS must first offline, and then a Shield Enhancement Station will be anchored at a moon and put online. You then select which POS the SES will interface with [the offline POS] and then online the POS.

However you can interface more than one structure at a time and there for have backups should one of them be destroyed.

If the stations that provide SIB to all your POS's are destroyed, all your POS's will lose their SIB and the interfaced structures will go offline.

[Primary Structures]

Command Centres: [cc][maximum of 5 CC's total can be deployed per system] [Sov 1 structures]

Deploying **CC's** is the first step claiming Sov1. A total of 5 can be anchored in one system and to claim Sov1 you need have at least 3/5 of the CC's in the system for 7 days.

Knowing what your Alliances strengths/weaknesses are will help you decide what CC's to choose.

If your Alliance strength is in small fast ships and your weakness is a lack of capital ships, you can tailor system defences to play on your strengths and strengthen your weaknesses.

Defence Grid Command Centres [DGCC] [Class: Large Tower]
[Base Price: 1,000,000,000]

The DGCC allows you to bolster and shape you defence to your Alliances strengths and help cover its weaknesses. As well as giving all your POS's a bit more CPU/PG which can be used for 1 or 2 extra guns or shield hardeners. It also allows you to anchor ATB's which can allow you form your defence toward combating Capital ships or against smaller faster ships.

Anchoring the DGCC as the majority can really make the system quite offensive from station to station. Forcing the enemy to have to resort to using small fast ships against the defences of one POS, Capital ships against another and more inventive methods against the next, depending how you set up your defence.

Bonus:

All Stations in system receive 1000 **Structure Interface Bandwidth**.
2% Bonus to POS Power Grid and CPU in system.

DGCC Allows all stations in system to interface with Advanced Turret Batteries.

Logistic Command Centre [LCC] [Class: Large Tower]
[Base Price: 1,000,000,000]

The LCC can really solve a lot of headaches when it comes to the logistics of running sovereign space. It gives the ability to save on fuel and helps with efficiency of your industry.

This can be handy in a system with a low number of moons. Deploying 5 LCC's can make the most out of the few POS's in the system.

Bonus:

5% bonus to POS fuel efficiency in system.

2% bonus to Reactor Arrays, Moon Harvesting Arrays and Refining Arrays efficiency.

Energy Equalizing Command Centre [EMCC] [Class: Large Tower]
[Base Price: 1,000,000,000]

Anchoring at least 1 of these CC is essential. The EECC bolsters you SIB and allows you interface with an SEP. Allowing you to make some of those stations you painstakingly anchored invulnerable and forcing the enemy to use brains as well as brawn when deciding how best to invade your space.

Bonus:

All Stations in system receive 1000 **Structure Interface Bandwidth**.
2% Bonus to all POS shield HP in system.

EECC Allows all stations in system to interface with Shield Enhancement POS's.

[Secondary Structures]

Declaration Embassy [DE] [Class: Medium Tower] [Sov 2 structures]
Only 1 can be deployed per planet and its moons.
Must have Sovereignty 1 to Anchor DE

After sovereignty 1 the DE has taken the place of POS's in claiming space. The DE allows you to claim sovereignty over a planet by anchoring it at one of its moons. But only one can be anchored to claim a planet, which means your enemy has to destroy your DE to put his one up and claim the planet. By seeding the other moons with defensive stations you can make the enemy really have to work to destroy it. But seeding too many structures to boost its defence will weaken the logistics of your system, so you will have to echo the political climate in that area of space and balance your defences and logistics accordingly.

Bonus:

50% Bonus to Energy Sentry Optimal Range
25% Bonus to Energy Sentry Damage
50% Bonus to Silo Cargo Capacity

[Sub-Structures]

Advanced Turret Battery [ATB]

The DGCC allows you to anchor these powerful next generation defensive batteries. Each type has its obvious upsides but a good FC could figure out their weak spots. So a good balance is often recommended, unless you have the fleet cover the weaknesses. Another thing that makes these different from other turrets is that they orbit the station, a little bit of movement goes along way.

[Amarr Pulse Laser]**ANTI-CAPITAL [ATB]**

The Anti-Capital ATB is a very powerful weapon against the slow moving capital ships. If an entire system is geared toward defence using the 5 DGCC's you can anchor 5 of these guns at each Station. However the only thing they can hit is a broad side of a capital ship which means smaller fast ships could easily get in close and destroy these guns allowing the Capital ships to jump into range.

Fitting

Powergrid: 0

CPU:0

Structure Interface Bandwidth: 1000

Shield

Shield HP: 100,000

Shield Recharge Time: 10,000sec

Armour

Armour HP: 4,800,000

Structure

Speed: 10ms

Orbit Speed: 10ms

Capacity: 1m3 **[Size will vary for other races]**

Mass: 1,000,000Kg

Volume: 5000m3 Packaged

Targeting

Max Locked Targets: 1

Radar Sensor Strength: 46

Ladar Sensor Strength:0

Magnetometric Sensor Strength:0

Gravimetric Sensor Strength:0

Signature Radius: 500m

Scan Resolution: 35

Miscellaneous

Charge Size: X Large

Activation Proximity: 300km

Accuracy Falloff: 100km

Tracking Speed/ Accuracy: 0.00163

Rate of Fire: 20secs

Damage Modifier: 700

Signature Resolution: 1500

Anchoring Delay: 300sec
Un-Anchoring Delay: 60sec
Onlineing Delay: 300sec
Minimum anchoring distance from Starbase shield: 10km
Base Price: 800,000,000

ANTI-Battleship [ATB]

Battleships will have real problems getting close to these guns, and capital ships will have a bit of an issue sniping at them due to their low sig radius. Small fast ships on the other hand could easily duck underneath and close in on these guns.

Fitting

Powergrid: 0
CPU:0
Structure Interface Bandwidth: 350

Shield

Shield HP: 100,000
Shield Recharge Time: 10,000sec

Armour

Armour HP: 1,800,000

Structure

Speed: 100ms
Orbit Speed: 85ms
Capacity: 1m3 **[Size will vary for other races]**
Mass: 1,000,000Kg
Volume: 5000m3 Packaged

Targeting

Max Locked Targets: 1
Radar Sensor Strength: 32
Ladar Sensor Strength:0
Magnetometric Sensor Strength:0
Gravimetric Sensor Strength:0
Signature Radius: 295m
Scan Resolution: 95

Miscellaneous

Charge Size: X Large
Activation Proximity: 200km
Accuracy Falloff: 100km
Tracking Speed/ Accuracy: 0.0337
Rate of Fire: 8secs
Damage Modifier: 100
Signature Resolution: 350
Anchoring Delay: 300sec
Un-Anchoring Delay: 60sec
Onlineing Delay: 300sec

Minimum anchoring distance from Starbase shield: 15km
Base Price: 400,000,000

ANTI-Cruiser [ATB]

HACS and cruisers are going to have a problem getting close to these. High tracking speed means it could keep up with all but the fastest of cruiser class ships. However its light weight which allows its tracking to keep up with cruisers has come at the expense its armour. Battleships could easily deal with these guns, either from range or with a battleships shear brute force.

Fitting

Powergrid: 0
CPU:0
Structure Interface Bandwidth: 200

Shield

Shield HP: 100,000
Shield Recharge Time: 10,000sec

Armour

Armour HP: 900,000

Structure

Speed: 300ms
Orbit Speed: 220ms
Capacity: 1m3 **[Size will vary for other races]**
Mass: 1,000,000Kg
Volume: 5000m3 Packaged

Targeting

Max Locked Targets: 1
Radar Sensor Strength: 20
Ladar Sensor Strength:0
Magnetometric Sensor Strength:0
Gravimetric Sensor Strength:0
Signature Radius: 345m
Scan Resolution: 255

Miscellaneous

Charge Size: X Large
Activation Proximity: 80km
Accuracy Falloff: 100km
Tracking Speed/ Accuracy: 0.0812
Rate of Fire: 5secs
Damage Modifier: 3
Signature Resolution: 120
Anchoring Delay: 300sec
Un-Anchoring Delay: 60sec
Onlineing Delay: 300sec
Minimum anchoring distance from Starbase shield: 15km

Base Price: 90,000,000

ANTI-Frigate [ATB]

Fast short range and low armour, just like their targets. These guns could make short work of the average frigate class ship. However it is open to attack from anything larger than a frigate that can tank its damage. And like each of the ATB's they are vulnerable to being the victim of EW.

Fitting

Powergrid: 0

CPU:0

Structure Interface Bandwidth: 150

Shield

Shield HP: 100,000

Shield Recharge Time: 10,000sec

Armour

Armour HP: 400,000

Structure

Speed: 600ms

Orbit Speed: 460ms

Capacity: 1m3 **[Size will vary for other races]**

Mass: 1,000,000Kg

Volume: 5000m3 Packaged

Targeting

Max Locked Targets: 1

Radar Sensor Strength: 12

Ladar Sensor Strength:0

Magnetometric Sensor Strength:0

Gravimetric Sensor Strength:0

Signature Radius: 295m

Scan Resolution: 395

Miscellaneous

Charge Size: X Large

Activation Proximity: 50km

Accuracy Falloff: 50km

Tracking Speed/ Accuracy: 1.2

Rate of Fire: 3secs

Damage Modifier: 1

Signature Resolution: 100

Anchoring Delay: 300sec

Un-Anchoring Delay: 60sec

Onlineing Delay: 300sec

Minimum anchoring distance from Starbase shield: 20km

Base Price: 20,000,000

Shield Enhancement Station [SES]

SES's are POS's that can only be anchored once an EECC has been anchored. Once online it interfaces with target offline Corp/Alliance owned Station. Once interfaced with target station and the target station is brought online, the SES will boost the shields of the target station making it invulnerable. It is very useful and powerful defensive toy and the primary target of most fleets. However if it is scouted down, the scout can see which station it is boosting, and if that station is a viable target, expect a fleet not too far behind.

More than one SES can be interfaced with a station.
 SES can only be interfaced with an offline station.
 SES can only be anchored at a moon.

Fitting

Power Grid: 312500
 CPU: 343.75
 Structure Interface Bandwidth: 1000

Shield

Shield: 10000000
 Resists: N/A
 Shield recharge time:200,000 sec

Armour

Armour HP: 2500000

Structure

Capacity: 6875m3
 Mass: 1,000,000kg
 Volume: 2000m3

Targeting

Radar Sensor Strength: 2000
 Ladar Sensor Strength: 2000
 Magnetometric Sensor Strength: 2000
 Gravimetric Sensor Strength: 2000
 Signature Radius: 1000m

Miscellaneous

Activation Proximity: 250km
 Anchoring Delay: 450 sec
 Maximum Structure distance: 35km
 Un-Anchoring Delay: 1,800 sec
 Onlining Delay: 450 sec
 Shield Radius 5km
 Moon Anchor Distance: 100km
 Base Price: 500,000,000

Capital Outpost Node

Imperial Region Sovereignty allows you to buy a new space station structure called a Capital Outpost node [CON]. The CON has all the same stats as a large tower but with 5 main differences.

1: The Capital Outpost Node can only use 50% of the CPU and Power grid for Gunnery placements and shield hardeners.

2: The Capital Outpost Node can only use 50% of the CPU and Power grid for deployable structures other than Gunnery placements and Shield Hardeners.

3: The Capital Outpost Node does not have a reinforced mode.

4: The Capital Outpost Node can be anchored to a Constellation Capital Outpost.

5: The Capital Outpost Node can be anchored to another Capital Outpost Node.

The Capital Outpost Node counts as an extension of the Outpost and so is immune to attack until Imperial Region Sovereignty becomes contested.