

I'm not robot!



## Faction Warfare



## What high-sec thinks I do



## What null-sec thinks I do



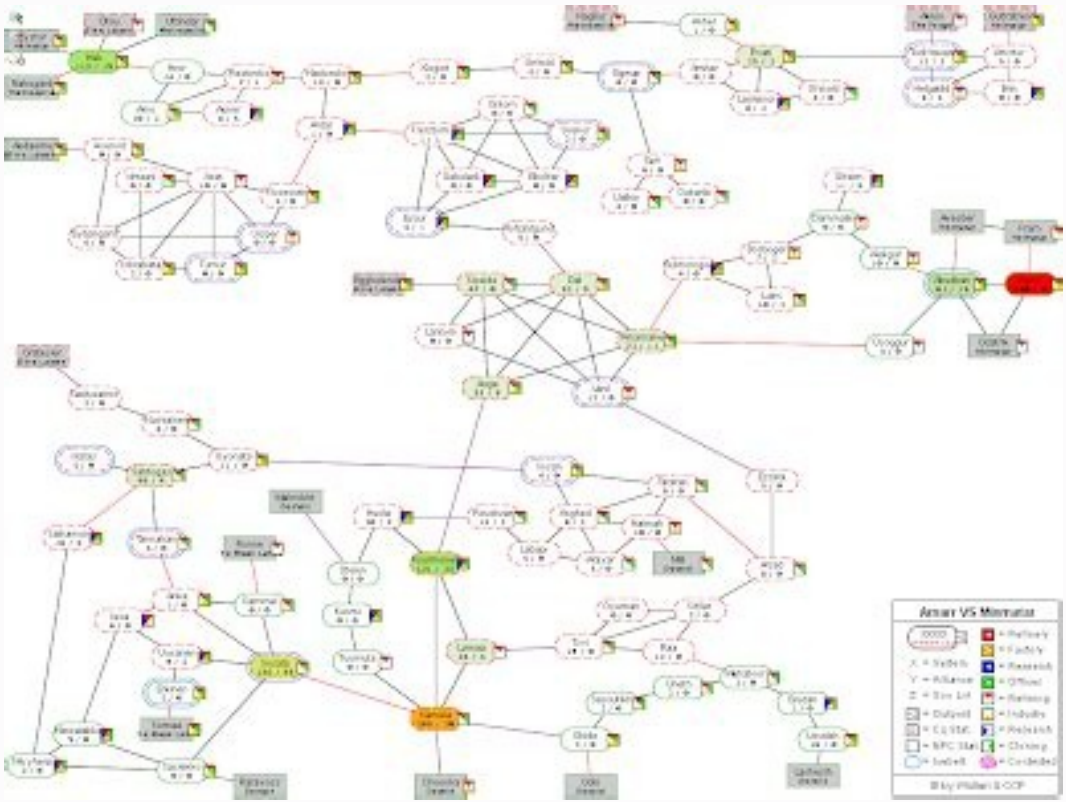
## What low-sec thinks I do



### What I think I do



## What I really do



Eve online factional warfare guide. Eve factional warfare beginner's guide.

[illegible]



upgrade levels) currently controlled by that faction. Dettlan also controls the system agents and the system state (stable/contested/vulnerable), but not the system upgrade level or the faction tier. Factional Warfare Main article: Factional Warfare NPC corporations ("militias") have a number of agents which offer missions to pilots enlisted with their militia (and their allied militia). These missions are similar to the encounter missions offered by agents of Empire corporations, but they are run exclusively in the war zones (although they do not contribute to capturing or defending star systems in those war zones). You are rewarded with ISK and loyalty points (LP) for completing these missions. Rewards While the primary reason for Factional Warfare is to encourage PvP in low-sec, players are also rewarded directly for participating in the Factional Warfare mechanics. Complexes and i-Hubs If you capture a complex you are rewarded with loyalty points (for your faction's militia corporation, so a pilot flying for the Gallente would receive LP for the Federal Defense Union). The LP rewards for capturing a complex in an enemy-held system ("offensive plexing") depend on the size of the complex and on your faction's tier. You have to be within the complex' capture radius at the moment it's completed (i.e. when the timer runs out) to receive a reward; if there are multiple pilots within the complex at the moment it's completed, the LP reward is split evenly between them (irrespective of how long they have been there). You get no rewards for partially completing a complex! The LP rewards for capturing a complex in a friendly-held system. This example is based on a novice complex at tier 2 (base reward: 10,000 LP). Complex size Tier 1(-50% LP) Tier 2(base) Tier 3(+75% LP) Tier 4(+150% LP) Tier 5(+225% LP) Novice 5000 LP 10,000 LP 17,500 LP 25,000 LP 32,500 LP Small 8750 LP 17,500 LP 30,625 LP 43,750 LP 56,875 LP Medium 12,500 LP 25,000 LP 43,750 LP 62,500 LP 81,250 LP Large 12,500 LP 25,000 LP 43,750 LP 62,500 LP 81,250 LP Open 15,000 LP 30,000 LP 52,500 LP 75,000 LP 97,500 LP If you capture a complex in a friendly-held system ("defensive plexing"), you receive a reduced reward based on how contested the system is. The formula for this is[12]: LP reward = Base reward of complex \* (Contested percentage of the system/100) \* 0.75 This means capturing a complex in a friendly-held system will pay out, at most, 75% as much as capturing an equivalent complex in an enemy-held system, and the closer the system is to 'stable', the lower the reward. The base reward for destroying an infrastructure hub ("i-Hub") is 40,000 LP, split between all the pilots who damaged the i-Hub. Tier 1(-50% LP) Tier 2(base) Tier 3(+75% LP) Tier 4(+150% LP) Tier 5(+225% LP) Infrastructure hub 20,000 LP 40,000 LP 70,000 LP 100,000 LP 130,000 LP Missions Missions in Factional Warfare, just like missions anywhere else in Eve, pay in both ISK and loyalty points (LP). The rewards from these missions depend on both the mission level (i.e. their difficulty) and the security rating of the system where the agent is located (the lower the security rating, the higher the rewards). Any levels of the Negotiation and Security Connections skills you have trained increase the ISK and LP rewards, respectively. In addition (just like with capturing complexes), the LP rewards are also affected by your faction's tier (so if a mission normally pays, say 1000 LP, but your faction is at tier 3, you would receive 1000 + 75% = 1750 LP). Since these different bonuses stack, the LP rewards from high-level missions (when combined with a high faction tier and a few levels of the Security Connections skill) can be very high indeed. Note that, unlike missions in Empire space, the NPC enemies you kill in Factional Warfare missions do not have bounties on them and drop very little loot (other than Navy tags, which can be sold or used to buy items in the LP store). Destroying enemy player's ships The recent update suggests that the LP reward is approximately equal to Tier 5 level rewards (+225%). A flat 3.25 multiplier has been added to the equation, but testing is needed to confirm that this is the exact value. In addition to any loot you may recover from the wreck of any enemy player's ships you destroy, you will also receive loyalty points based on the value of the ship[13] you killed (including modules and the contents of their cargo bay): LP reward = 3.25 \* (value of ship hull - value of ship insurance + value of modules/rigs/subsystem/cargo) / 10000 As with capturing complexes, if several pilots are involved in killing a ship, the reward is shared equally between them[14]. The LP reward scales with faction tier, but is capped at 50,000 LP per kill. Factional Warfare LP store As with all corporations which reward loyalty points (LP), the four faction militia corporations each have a LP store where you can buy implants, modules, ships, blueprints and skillbooks with the LP you have earned. These stores stock a similar range of items to their respective faction navies' LP stores, but at a discount (for example, the Apocalypse Navy Issue costs 600,000 LP from the Amarr Navy LP store, but only 250,000 LP from the 24th Imperial Crusade LP store). A long, long time ago... Before the Inferno expansion, the faction tier directly reduced prices in each militia's LP store (so an item would be cheaper the higher the faction tier)[8]. This led to a massive see-saw as the factions earned their LP at lower tiers, then made a massive push to tier 5, cashed out all their LP into items (promptly crashing the markets for those items), before letting their tier drop again. Standings and ranks Main article: Factional Warfare Standings Participating in Factional Warfare can impact your standings towards, notably, the militia corporations and the empire factions. High standings towards your faction militia corporation not only grants you access to higher-level mission agents, but also awards you "ranks" (which are visible on the "decorations" tab in your character sheet). You are promoted to a higher rank every time your standings reach an integer number (i.e. 1.0, 2.0, 3.0 - unmodified); when you are promoted, you also receive a one-off bonus to your standings with your faction. Otherwise, your rank is purely cosmetic. Permanent war Being enlisted in a Factional Warfare militia (be it as a solo player or as a corporation) means that you are constantly at war with: The first of these is similar to being a member of a player-run corporation which is at war with another player-run corporation. You can attack pilots who are enlisted in the enemy militia anywhere in New Eden (CONCORD or sentry guns will not interfere) without impacting your security status (and, of course, they can also attack you!). This effect is most felt in high-sec, where you now have to be on the lookout for enemy players. The second of these restricts your movement through high-sec systems controlled by the two enemy factions. If you enter one of these systems, you will get a text warning on your screen; if you don't leave the system promptly, you will be attacked by NPC faction navy ships. These ships are more powerful the higher the security rating of the system you are in, and will use electronic warfare against you (such as neutros and webs). They will point you, but they will web you first, meaning if you warp off immediately it requires a very slow ship to be caught. They also do not scram, so if you are caught, you can still MJD to escape. Unlike CONCORD, it's certainly feasible to survive encounters with them - but they make travel through enemy-held high-sec a hassle at the least). The in-game star map (or a third-party site like Dettlan) can help you to plan safe routes. Additionally, you cannot dock in stations controlled by the enemy NPC factions in the war zones (but you can dock at enemy NPC stations in all other parts of space). This means that if you have items or ships in a station which is now held by the enemy faction you cannot access them until your faction takes the system back (although, in a pinch, you can create a contract to a neutral player, alt, or hauling service to get your items out). Leaving Factional Warfare You can leave Factional Warfare at any time through the Militia window if you joined as a solo player (or, for an entire corporation, the CEO or Director can do this). You will keep any loyalty points you have earned, but will no longer be able to participate in the formal Factional Warfare mechanics (capturing complexes and systems, or running missions). Additionally, you can re-enlist at any time (provided you meet the criteria). If at any point your (unmodified, i.e. without taking skills into account) standings towards your faction drop below 0.0, you will receive a warning mail to raise them back up at the next downtime. If you have not recovered your standings until the downtime after that (i.e. two downtimes after the standing drop), you will be instantly kicked out of the FW militia. The same rules apply for corporation who join FW, except that in that case it's the corporation's faction standings which counts. After you leave Factional Warfare the navies of your enemy factions will still attack you for several hours (even if you join the opposing faction militia!) Your status as an "enemy of the state" does not show up in your standings, so be careful when you attempt to travel. Either re-logging into your character or waiting up to 16 hours is enough for the enemy navies to forget about you, though this mechanic remains unexplored as to whether it is functioning as intended or in any form of consistency.[15] References

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