

Tab 1

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Introduction:

Low-sec has not undergone a significant overhaul in ISK or resource generation systems since 2008. The most recent updates came with the *Uprising* and *Havoc* expansions, yet many areas remain untouched and in need of revitalization. Enhancing resource generation requires both refining existing systems and exploring new opportunities.

This discussion is divided into two parts: the first addresses areas in need of iteration, while the second introduces fresh concepts for development. Many of these ideas have already been presented to CCP, and a condensed summary follows below.

Topic 1: Removing barriers of entry to resource generation in FW low-sec

Barrier 1

Problem: Awoxing remains a pervasive issue within Faction Warfare, with players exploiting corporation standing mechanics to maintain dedicated alts specifically for this purpose. This loophole allows them to engage enemy forces without the risk of their corporation being expelled from Faction Warfare, undermining the integrity of the system.

Solution: Make enlisted corporations and alliances war eligible and/or a awox flag that restricts LP gain and allows people to shoot the awoxer over multiple day span.

Barrier 2

Problem: Defenders that run battlefields receive a less LP reward due to the defenders penalty modifier that depends on the system contestation. If a system is at 0% the offenders group receives 100% lp reward whereas the defenders receive a minimal amount. The asymmetry means there is lack of PvP content and LP generation and battlefields stay up for days not being run.

Solution: Remove the defenders LP penalty.

Barrier 3

Problem: The ongoing awoxing issue in the warzone has led to a rapid decline in standings for many groups, making it increasingly difficult to maintain their eligibility in Faction Warfare. This also has caused a lot of new players to leave FW. Standings management remains the biggest barrier to participation, requiring players to run epic arcs every three months, hire others to do it, or create alts to sustain their corporations. This forces alliances to frequently complete epic arcs or rely on standing alts to remain active in Faction Warfare. Major FW alliances, such as FI33t and SEDIT, have attempted to counter this by declaring war on awoxers—an approach that only works if they own structures. There is a limited number of ways to gain standings within FW. Most of them are only time only used to gain standings, whereas epic arcs are every 3 months.

Each career agent planet gives 7.5% standings. Soe arc gives 0.875 in standings with social V. Empire gives 10% standings. Also gallente/amarr arcs give 10% to syndicate/sansha respectively. Pirate arcs give 30% standings to Guristas/angels No other way, easily for other pirates. Storyline missions give decent standings but you lose standings with other factions

Solution: Implementing a loyalty point system tied to Faction Warfare standings could offer a more dynamic and rewarding progression. Within the community, there is a strong preference to either overhaul or eliminate the current standings mechanics. Additionally, introducing faction standing tags could provide a more flexible and engaging way to manage reputation. Buff the standings gained from the sisters of eve arc.

Barrier 4

Problem: Many players who have sided with the empires do not engage with the insurgencies. Many in the pirate factions do not interact with the empire factions, as the system do not interact with each other. Currently empires ignore insurgencies because the loss of a system does not impact empire players enough. More opportunities to interact with one another would increase lp generation and pvp opportunities

Solution: Integrating the two systems to interact with one another would create more content. For example, allowing pirate factions to contest battlefields would create more interaction for resource generation and PVP content. Creating more reasons for empire factions to be forced to engage in insurgencies.

Barrier 5

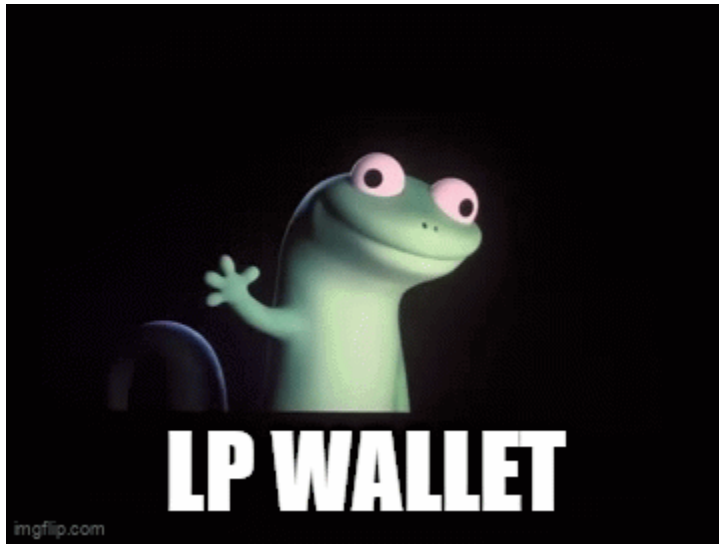
Problem: Sourcing tags for LP store items has become increasingly difficult in the modern post-*Uprising* Faction Warfare, with limited methods available for acquisition. Many essential items require tags, but purchasing them often results in a net loss, making it a non-viable option. These tags come from missions that harm the opposing factions' standings as you kill the enemies factions rats. As a result, most LP store transactions are concentrated on a small selection of items, failing to create a sufficient LP sink to stabilize LP store prices.

Solutions:

- Replace or remove tags purpose for gaining faction standings to zero.
- Add items that do not require tags and increase isk/LP cost as appropriate, or remove tag requirements completely
- General iteration on what's in LP stores, adding BPC's or items that remove more LP from the system

Barrier 6:

Where is the LP ledger? It needs to be implemented, which was promised now over two years ago.



Topic 2: LP stores

Problem: Non-FW loyalty point stores have not been updated in a very long time. There are many LP stores compared to the six loyalty point stores for faction warfare. Updating the values and items within the loyalty point stores would return new life to these stores. Most LP stores only profitable items are implants from running lvl 5 missions.

Solutions: Split and properly narrow down hardwirings to the faction philosophy (ie: no laser turret related hardwirings in minmatar LP stores). This should include militia and normal LP stores. Tanking, navigation, engineering, industry and science are not changed, only weaponry-related hardwirings. Changing ammo to become “faction ammo” instead of faction specific ammo.

Topic 3: FW Missions

Problem: Faction warfare missions are currently not being ran due to their low payouts (rightfully so). However, FW missions were the primary way to gain tags that then were used to buy items in the LP stores. The reason why these missions are not being ran even before the LP payout nerfs is because you kill the opposing factions' rats that then diminish your standings. For example, if you are gallente then you are absolutely screwed from entering Jita. Therefore, players do not run FW missions. Many in the playerbase believe that this content should die out and focus should be on group style pvp/isk making in faction warfare or plexing. You also require 4.0 standings with your faction to run these missions.

Topic 4: Missions in Low-Sec

Problem: Level 5 missions have a high barrier for entry, but were developed when marauders and barghests were not implemented. These site designs were supposed to be high end group

level missions that paid out very lucratively. However, the LP stores have not been updated and people just solo these missions. The barrier is that the LP stores are not well balanced and it was meant to be run as a high-risk and high reward site. Increasing the difficulty of the site and payouts while also improving the LP stores would help with income generation. Making the missions more interesting would be a welcomed change.

Solution:

- Developing lvl six missions or group missions that are focused on group style missions that requires 3-4 people to complete.
- Problem: Similarly, missions levels 1-4 could also be reworked. Rewards should be updated to reflect the current costs to play eve and purchase ships.

Topic 5: FW I-HUBS, Incentives, and Structural Dominance in Low-Sec

Introduction:

Faction Warfare (FW) and Low-Security space (Low-Sec) offer some of the most dynamic PvP opportunities in *EVE Online*, yet smaller groups often struggle to establish themselves against dominant alliances. Without reliable ISK-making options and sustainable growth mechanics, many corporations are unable to compete, limiting the overall health and engagement of these regions. Several barriers exist that prevent smaller groups from thriving, including restrictive mechanics, dominance by larger entities, and a lack of viable economic incentives.

This proposal examines key obstacles preventing small groups (100 or fewer active characters) from effectively generating ISK in FW and Low-Sec. We will explore ways to overcome these barriers through improved reward systems, faction warfare infrastructure upgrades, and mechanics that encourage asymmetrical warfare.

Barrier 1: Lack of Long to Mid-Term Incentives

Problem: Currently, there are limited long-term incentives for smaller groups to stay active in FW. While LP (Loyalty Points) serves as a FW's primary currency, rewards are largely tied to Plexing and Battlefields/Ice Heists. However there is currently no driver that compels a group to undock, unless their home system is being directly contested. Even then, Defensive Plexing (D-Plexing) is unengaging, not rewarding, and causes burnout in line members.

Solution: Implement a monthly or bi-monthly campaign that rewards FW corporations/alliances/individuals for contributions toward a shared objective.

- Exclusive LP bonuses that increase based on long-term engagement.
- Limited Blueprint Copies (BPCs) for navy faction ships or modules to stimulate in-game markets.
- A structure that ensures small groups receive proportional rewards without needing to compete directly with large FW power blocs.

Barrier 2: Dominance by Larger Entities

Problem: Larger groups play a dual role in Low-Sec—they prevent Null-Sec entities from flooding the Warzone, but they also stifle competition and limit opportunities for smaller groups that occupy the same space. The overwhelming capital, supercapital, black ops power projection makes it difficult for smaller groups to hold space, mine, or generate ISK efficiently outside of running plexes.

Solution:

- Capital Protection for Smaller Groups: Introduce mechanics that provide temporary protection from overwhelming capital umbrellas. (*Covered below under I-HUB upgrades*)
- Asymmetrical Warfare Options: Introduce methods for small groups to disrupt larger entities without engaging in direct timer-based fights.
 - Moon Drill Raids: Enable small gangs to raid moon drills for a portion of mined materials without needing to destroy the structure.
 - POCO/Skyhook Flipping: Create a system in which Skyhooks/POCO's within FW space are indestructible and owned by the empire currently holding the system. Then allow small groups to take control of the Skyhooks/POCO's via a capture mechanic that doesn't require full destruction, enabling more fluid economic opportunities.

Barrier 3: FW I-HUB Overhaul

Problem: FW I-Hub upgrades currently benefit all players in a system, often giving unintended advantages to larger groups, and the bonuses are uninspiring. Today's I-HUB upgrade mechanics require minimal LP injections and are affected by the opposing FW simply running plexes in that system. This removes groups' long-term investment in FW space, and doesn't act as an efficient or useful faucet for FW LP.

Solution:

- FW I-Hub upgrades should function like Null-Sec sovereignty upgrades, **acting as an LP sink while benefiting only the upgrading group** and providing additional content within the WZ.
- I-Hub upgrades should be exclusive for traditionally fully enlisted groups that allow them to tailor system benefits to their needs.
- Allow people to donate to the IHUB via the Corporation Wallet.
- These fully enlisted groups can designate a LS FW NPC station as their HQ. Once the group secures the system (Rear-Guard), they unlock the ability to purchase system upgrades at the I-Hub that apply only to their group, preventing others from benefiting from their work.
- These upgrades follow the Null-Sec three-tier system, and increase in LP cost at each level, aligning with mechanics that prepare groups for Null-Sec.

- All unlockables are generally designed to generate additional content or support smaller groups.
- LP Store unlockable BPC's must be manufactured and cost decent amounts of LP, while requiring FW and LS specific inputs.
- LP Store unlockables should only be purchasable by members of the unlocking Corp/Alliance.
- Upgrade Maintenance:
 - Upgrades should require an initial deposit of LP then regular LP replenishment to maintain upgrades. There by requiring groups to stay engaged in the war effort.
 - If an opposing militia takes a group's HQ system, all upgrades reset, forcing the group to choose a new HQ and rebuild, or retake the system and re-purchase the upgrades.
- Supporting Updates:
 - Additional Navy Capital BPC's (Carriers, Faxes, Supers, Titans)
 - A direct LP buyback Corp Project
 - Alliance Projects, taxes, wallets, hangars, etc.

Conclusion: These proposed changes aim to create sustainable and engaging ISK-making opportunities in Faction Warfare and Low-Sec, particularly for smaller groups. Addressing existing barriers through monthly FW contribution rewards, scalable I-Hub upgrades, and new asymmetrical warfare mechanics would allow small groups to generate wealth and compete more effectively. By limiting supercapital dominance and enhancing industrial opportunities, smaller groups can establish themselves, build capital fleets, and transition into larger-scale conflicts.

Ultimately, by refining FW mechanics, ISK-generation, and LP faucets, *EVE Online* can ensure that Low-Sec and Faction Warfare space remains vibrant and competitive, where skill and strategy—not just overwhelming force—determine success.

Topic 6: PvE Sites in Low-Sec

I am currently writing a separate document on this. Gonna be a long one.

Topic 7: Mining/Metenox

Mining

1. Pros of LowSec Ore Mining
 - a. Abundant access to Pyrite, Mexallon, Isogen, Nocxium (high density ore)
 - b. Anomalies with large amounts of total m3
 - c. High valued minerals (Isogen, Nocxium)
 - d. Crokite rocks are massive (m3 wise)
 - e. Good isk/hr to effort/hr ratio when mining specific anomalies
2. Cons of LowSec Ore Mining

- a. Nullsec is gaining access to chunks of the high valued minerals (Isogen, via Blue Star A0 belts and the new Sov Belts, Nocxium via the new Sov Belts, albeit at less mineral density)
 - b. Anomaly spawning. The spawn for these high value belts is random, could be in a backdoor system with 0 people in it, or a high traffic FW frontline system with 100 people in it. Meaning that if an anom spawns in one of those systems it will be left untouched until it despawns 2-3 days later
 - c. Anomaly belt spread. Some of the large anomalies, the Ochre/Gneiss in particular, have massive spread on grid. Makes it difficult to effectively mine
 - d. Ore density. The ore m3 density varies greatly. While some rocks are great and have 200-300k m3 others have 20-30-90k which is not great. Ideally we would want fewer rocks that hold 250k-1.5mil m3 which would allow for less APM on barges/exhumers and allow rorqs to mine again
 - e. Lots of variations of anomalies with poor ore mixed in with good ore. Due to spawn mechanics people cherry pick and site stays up with poor ore that no one wants to mine
3. Pros of LowSec Metenox Drills
- a. Allows groups to focus more on PvP or other activities
 - b. Allows groups to still acquire Moon Goo without having to focus on mining
 - c. Content generation
4. Cons of LowSec Metenox Drills
- a. Reliant on Nullsec for gas
 - b. Hurts the R4 and R8 economy completely
 - c. Shifts content generation from Mining fleets on athanor (or just athanors themselves) to the metenox drill
 - d. Removed the focus on mining, which had the unforeseen consequence of reducing the amount of pyerite and mexallon being mined
 - e. Too much EHP on the drills takes too long to ref
 - f. Too much space in the moon goo bay

Regular ore mining in LowSec is in a weird spot. While we have good ore and high isk sites, due to spawn mechanics the ore is mined at a minimal amount. Moon mining saw a massive shift to the metenox drills. While overall this is a good thing as it still provides LS groups with the income provided by moon goo, previous groups that used to have athanors on moons, saw these taken over by one of the LS powerhouses as they put down drills instead. So a large shift went from moons being more spread out among many corps/alliances to being consolidated under a few specific groups.

To keep LowSec mining a vital part of the game and ecosystem the following is recommended to be looked into.

1. Replace the standard Jaspert anomaly site in every LS system with either Ochre, Gneiss or Crokite (ideally 1 ore but put it on a random spawn with the other 2 so it varies. 1 spawn it might be Ochre, the next Gneiss and so forth). Add in a respawn timer similar to the Sov Anoms (2-4 hours).

2. Increase rock density while decreasing rock quantity. Increase rock density to be anywhere from 250k - 2mil m3 worth of ore with 5 - 20 rocks of each ore/variant. This will allow for less APM needed on multibox miners along with providing rocks large enough to where it makes sense to use roquas.
3. By replacing the ochre/gneiss/crokite sites to every system, the roaming ore anomalies can be removed, or updated to something new. If the bottlenecked minerals see a change that brings consistent rocks to be mined, ultimately prices will decrease some. So to keep it enticing and keep miners out, the roaming ore anomalies can be altered to an escalation site similar to those seen in Null. These sites could contain morphite, megacyte and Zydrine at a lower scale than is found in Null.
4. Introduce a mechanic that allows the player to reduce waste. Whether it be in the form of an implant, boost, skill or module. Or eliminate waste entirely, it's not a healthy mechanic.
5. Abyssal mutaplasms for mining laser upgrades. Introduce a mutaplasmid for mining laser upgrades where we can alter the CPU penalty and yield bonuses.
Ex. (T2 mining laser upgrade)
CPU Penalty: +/- 2.5% (10% - 12.5% - 15%)
Mining Amount Bonus +/- 2.5% (11.5% - 9% - 6.5%)
6. Keep Isogen and Nocxium primarily in Lowsec. Focus 75% of the isogen and nocxium in lowsec. If null gains access to abundant amounts of all ore, then mining will cease to be relevant in any major degree except in null. Mining is not relevant in lowsec just because of how tedious it is to find sites, stay as safe as null is, and mine.

Summary:

Lowsec mining is not bad, but it is not good. With a couple simple changes (jaspet anom to ochre/gneiss/crokite, rock density increased) there should be a good increase in the mineral bottlenecks currently seen. This will keep regular ore mining in lowsec relevant to the overall eve economy and give players another option to make some isk. For moon mining, the focus needs to be on breaking up the monopoly of drills by certain groups and creating diversity. While it is important to not buff mining to where it is ridiculous, the current system just does not provide enough ore/minerals for the game. By increasing our access to ore and having it consistently accessible, I believe lowsec can narrow the gap caused by the current system and help drive a decrease in overall item pricing while maintaining a healthy ecosystem.