Tab 1

Barriers and Problems with Low-Sec PvE

Topic 1: FOB Sites in Low-Sec

Low payout for high risk

- Rewards (~20–30M ISK per character) are unchanged from high-sec levels despite far greater risk in low-sec.
- ISK/hr can be lower than basic anomalies.
- Players want more 5–10 person PvE sites with higher payouts proportional to risk.
- Capitals and supers are used, but rewards don't match the risk of being tackled.

Cheesable payout scaling

- Alts can soak rewards (up to 40 characters).
- Stacking payout ≈ 800M ISK, mostly via multiboxing.
- Skews content away from small-gang/fleet gameplay.

Annoying structure aggro

- NPC rats target drills or citadels.
- Insufficient DPS to force them off structures.
- Constant aggro notifications create "ping spam."
- Players must repair drills, adding chores instead of engaging gameplay.

Bad loot tables

- Loot is mostly junk (subcap structure parts).
- Little reason to run FOBs beyond ISK payout.
- Low-sec loot doesn't feel upgraded versus high-sec.
- Players want faction drops for citadels to make content competitive.

Inconsistent spawns & scaling

- Some FOBs spawn battleships + frigates, others cruisers.
- Mechanics unclear and gameplay loop feels tedious
- Many avoid content or cheese mechanics rather than fully engage.

Topic 2: DED Sites

ISK payout

- Lower than other PvE if multiboxing.
- Mainly viable for mid-tier and single-account players.=

Overseer's Effects (OPEs)

- Base payouts too low, especially lower tiers.
    - Example: 4/10 gives ~1.2M vs 5/10 at ~40M.
- Suggested increases: ~75M for 4/10, ~130M for 6/10.

Loot tables

- A-type modules = main profit driver, should remain rare.
- Module distribution inconsistent across sites (e.g., Angels/Serpentis 6/10).
- Some items don't scale logically with difficulty/security status.
- Example: A-type coatings, X-type hardeners.

Difficulty scaling

- Huge jumps in some factions/sites (e.g., Angel 4/10 → 5/10).
  Needs smoother progression.

Tier 1–3 sites

- Needs to be buffed to the modern era of sites and isk making.

Site availability

- Some systems (e.g., Galeh) don't spawn DED/data/relic sites.

Site-specific notes

- **DED Rated Complexes:** No true escalation mechanic. Run for variety/bait, not steady income. Better for mid-tier than veteran players.
- **Besieged Covert Research Facility:** Quick and fun, but rewards rely on rare BPC drops. Needs consistent baseline ISK.
- **Observatory Flashpoint:** Strong PvE idea, but ruined by EDENCOM standing losses and multibox domination.
- Standings losses running DEDs due to killing rats (e.g., Angel rats, angel cartel cannot run these sites)

Broader issues

- **Standings:** Too easy to ruin, too slow to repair. Creates barriers (e.g., Angel rats blocking Amarr space).
  Balance philosophy:

  - Nullsec shouldn't automatically have the best loot.
  - Add 10/10's to low-sec.
  - Adjust module distribution without locking everything to null.
  - Sites should provide meaningful risk/reward without flooding markets.

Consensus points

- Improve OPE/base payouts.
- Smooth difficulty scaling.
- Adjust loot tables to reflect modern module values.
- Keep A-type rarity but improve consistency.
- Add more site variety (e.g., Besieged CRFs).

Topic 3: Low-Sec Mining

Nullsec competition

- Null now gets Isogen (A0 blue stars, sov belts) and Nocxium (sov belts), reducing low-sec's niche.

Spawn randomness

- High-value belts spawn unpredictably (backwaters or high-traffic FW hubs).
- Often sit untouched 2–3 days until despawn.

Ore density imbalance

- Rocks vary wildly (20–90k m³ vs 200–300k m³).
- Favors cherry-picking, increases APM, inefficient for larger fleets/rorquals.

Anomaly quality

- Belts mix good and poor ores.
- Players mine good ore, leave trash → sites linger.

Opinions: belt spread

- Ochre/Gneiss belts too spread out, inefficient to mine.

Suggestions

- Predictable spawning: Regionally consistent, not static.
  - Example: 1 static ore anomaly per dead constellation (respawns every 24h), more frequent in FW zones.

- Anomaly size tuning:
  - Large Ochre/Gneiss for big groups/rorqs.
  - Small versions more frequent, maybe as deadspace pockets with better ore.

- Rock density rework: Fewer, larger rocks (250k–1.5M m³). Reduces cherry-picking, lowers APM, supports rorquals.
- Spawn rates: More small/average anomalies for small groups.
- Remove waste negative feedback loops.
- Add mining-gated sites or FW mining missions to tie PvP and mining together.

Topic 4: Core Issues with L5 Missions

Excessive LP generation

- Optimized setups: 1M LP/hour.
- Devalues LP across all corps.
- Makes other mission levels irrelevant.

Safety / risk profile

- Citadels in every constellation mean no gating for expensive ships.
- Attentive runners nearly uncatchable (MJD + cruise fits can escape probes).
- High reward with near-zero risk.

Geography / accessibility

- Agents far from FW zones or active low-sec.
- Quiet constellations allow monopolization.
- Null groups (e.g., Fraternity) farm at scale, tanking LP values.

Market distortion

- LP stores dominated by L5 output (esp. implants).
- Pirate faction alternatives + tag requirements distort balance.
- Implants ~400 ISK/LP, but oversupply crashes other categories.

LP Store & Tag Discussion

- **Tags as bottleneck:**
  - Many mods rarely stocked due to tag scarcity.
  - Proposal: reduce/remove tag requirements.

- **Counterpoints:**

  - Risk of shifting demand without solving LP inflation.
  - Implant market absorbs LP, but green mods don't.
  - Bottleneck may just move.

Player perspectives

- Pro-nerf: Too much LP with too little risk.
- Caution: Nerfs risk making L5s irrelevant.
- Alternative views:

  - Ease tags for diversity.
  - LP oversupply is the real issue.
  - Risk comes from systemic safety, not ship choice.

Suggestions floated

- Adjust LP payout scaling.
- Move/redistribute L5 agents closer to active LS warzones.
  Reduce safety mechanics (more gating, probing runners easier, fewer citadels).
- LP store reworks:
  - Reduce/remove tags.
  - More distinctions between empire mods.
  - Higher ISK/LP options to spread demand.

- Long-shot: Allow L5 LP to upgrade systems like FW LP.

Topic 5: PvPvE Site Design

Conflict drivers

- Expand PvPvE formats (Flashpoints, Zarzakh, Drifter Crisis).
- Contestable sites to drive fights.

Fleet scaling

- Balance for 10–30 pilots.
- Reward fleets, discourage trivial multiboxing.

Dynamic encounters

- Adaptive, non-repetitive mechanics.

Mixed fleet roles

- Require subcaps, capitals, Rorquals, and other roles.
- Promote coordination instead of one-doctrine farming.

Standings & accessibility

- Standings penalties discourage participation
- Negative standings = logistics nightmares (EDENCOM camps, NPC guns).
- Many ignore local PvE and run wormhole mechanics instead.
- Suggestion: Soften standings hits for group PvE.

Site variety & rewards

- DED/Data sites: Low ISK/effort ratios, ignored. Add escalations.
- Scaling: Add 8/10–10/10 to low-sec as aspirational goals.
- Localized content: Constellation-based spawns, unique loot pools.
- Mining: Green ore sites underwhelming; need upgrades.
- Group income: Desire for non-structure-based group PvE (e.g., low-sec homefronts)

Topic 6: NPC Low-Sec Stations: Feedback & Opportunities

Current issues

Services gap vs citadels

- NPC stations lack QoL features of citadels (free repairs, universal clone bays).
- Solo/small groups without citadels face friction.
- Decrease office costs very expensive

Kickout stations

- Certain NPC station models cause docking/undocking issues (e.g., Minmatar kickouts).
- Some factions disproportionately affected.

Industry in NPC stations

- Outdated and uncompetitive.
- Hauling into low-sec not worth risk.
- Industry consolidated into citadels, locking out small groups.
- Mandatory reactions worsen reliance on citadels.

Accessibility & incentives

- Industrial players daytrip for resources, return to high-sec for production.
- Opportunity cost too high.

Suggested improvements

Baseline QoL services

- Free module repair in all NPC stations.
- Universal clone bays.
- Keep citadel uniqueness (faster clones, tethering).

Station models & variety

- Ensure non-kickout station every 3–5 jumps.
- Preserve variety/terrain by not standardizing.

Industry & market services

- Revamp NPC industry:
  - Progression: highsec NPC < highsec player < lowsec NPC < lowsec player < nullsec NPC < nullsec player.
  - Compete with baseline Raitarus, weaker than citadels.
  - Consider corp-rented access unlocks.
  - Hide some industrial activity to protect small groups.

Incentivize low-sec living

- Improve risk/reward to make low-sec better than daytripping.
- Make NPC stations viable hubs for entry-level industry/markets.

Topic 7: Barriers to PvE: Edencom/Triglavian Guns and System Effects in Low-Sec

- Add artificial punishment undermining risk vs reward.
- Danger comes from NPC guns instead of player choice.

Problems:

- Fleets/solo pilots volleyed with no counterplay → stifles PvP. Players are punished for engaging in PvE
- Logistics punished further by standings.
- New players confused by standings mechanics.
- Lingering system bonuses distort balance.

Result:

- Less dynamic, less engaging environment.
- Reliance on relic mechanics instead of player skill.

Removing EDENCOM/Trig guns + bonuses would:

- Restore sandbox PvP.
- Reopen low-sec for opportunity and conflict.
- Improve clarity for new players.

Topic 8: Sotiyos

NPC & AI issues

- EWAR NPCs orbit at gun optimal, not EWAR optimal.
- Battleships lack prop mods, easily kited.
- NPC weapon ranges too short.
- Targeting logic inconsistent.
- Poor application to small/fast ships.

Recommendation: Improve NPC AI/fittings.

Site accessibility

- Hauler scan mechanic buggy/deniable.
- Killing/bugging haulers blocks others.
- No meaningful gameplay.

Recommendations:

- Remove haulers.
- Make Sotiyos warpable via Agency/permanent beacon.

- If haulers stay, ensure respawn and no exploits.

Spawn mechanics

- Scaling inconsistent (capitals vs frigates).
- Escalation logic random.

Recommendation: Standardize spawn scaling.

Structural/gameplay issues

- NPCs reinforce random structures.
- Structure bashing is unengaging.
- Rewards weak (rare faction BPCs only).
- Exploits/cheese:
    - Spawn range 351km, trivial for supers.
    - Won't chase past 1500km.
    - Defense fleets sometimes fail.
- Loot cache size (400k m³) requires freighters.

Recommendations:

- Redesign objectives beyond structure grind.
- Extend NPC ranges, improve chase.
- Ensure defense fleets spawn.
- Reduce cache size for standard haulers.

Broad consensus & goals

- Sotiyo mechanics are outdated, buggy, obscure.

Goals:

- Accessible and contestable sites.
- Better NPC AI/behavior.
- Remove exploit-prone hauler scanning.
- Modernize Sotiyos into competitive PvPvE content.