

CO2 At the Crossroads 2016-11-25

Looking back down the road.

It would be wrong to dwell on all the “he said” “she said” moments leading up to the current situation that Co2 now face, but it is important to cover some of the more influential actions in their not so recent past. For the sake of brevity a great deal of a truly interesting story for several of the null sec player factions has been condensed or omitted completely. This has been done only that we can quickly frame the story so far with a view to looking ahead.

Co2 lived very comfortably within The Imperium for a long time. This is proven only too well by their growth. If they did not have an environment and space to grow in then that would not have been the case. Now if you want to attribute this success to the fine leadership style of Gigx then so be it. But it cannot be denied that Co2 benefited greatly from being a member of The Imperium.

Agent provocateurs of the Casinos were already at play back in November 2015. Co2 have implied at least that this fact was passed on to The Imperium diplomats as should only be rightly the case of a good friend. This is a view not shared by The Imperium.

With over 50 alliances forming the MBC/CFC 2.0, it was only too evident to The Imperium that their normal N+1 strategy was not going to work. The call for all to base from Saranen went out. This call was not heeded by some at all, Co2 being one of these.

The battle that set The Imperium’s strategy for weathering the MBC/CFC 2.0 storm was held in M-O. After a 9 hour form up and engagement Co2 announced that they would be resetting all other members of The Imperium in 20 minutes time. Such short notice being given was considered to be unusual at best.

This act on the part of Co2 was applauded by the MBC/CFC 2.0 and they were showered with the dirty ISK of the now banned IWI owners. They were heralded as a strong independent alliance that had seen the light and turned to the good side.

So with The Imperium building a new home in Delve and the MBC/CFC 2.0 having “gud fites” in their manufactured hug box a certain sort of peace settled over null.

Co2 flipping allowed them to retain Tribute where they continued to play the hurt party. Constructing a Keepstar in their capital system of M-O was a sign of not only their intent to stay but also one of perceived safety.

A certain type of peace settled across much of null. For those wanting the shakes that come with large scale battles, that only null sec can truly offer, there is only one thing worse than war itself, and that is peace.

THE FOUNDATIONS OF A NEW WAR

As with any conflict the real reasons for a war are rarely truly apparent when it is under way. It is only afterwards that “a truth” gains traction and credibility. There are a number of plot devices here that could easily explain the move against Co2. Was it that they are considered to be untrustworthy allies? Is it the continued hunger of Co2 for sources of ISK? Was it to simply place PH next to Test in order for PH to develop? Perhaps it was through the utter failure of Co2 diplomats? With POSs due to be removed from the game could it even be a way for PL to secure new streams of income? Could it even be as simple as some real world slight against someone’s partner? Only time will tell, but it does make for interesting speculation.

However, it is very likely that some of the above will be cited in the future as being cause for the war against Co2. One can only hope that there will be other additions to the narrative as the stories in Eve are often complex beasts. With so many rich stories to tell in Eve it really is a surprise that there are not more books or films about the exploits of its player base.

THE CURRENT STATE OF THE STATE OF CO2

Although relations between Co2 and their main ally Test are still seemingly healthy enough there can be little doubt that they are becoming more strained. With Test less willing to commit assets due to interesting tactical decisions by Co2 as well as the doctrines they fly this is probably prudent on the part of Test. This was especially evident after the battle of SH1 and the greater commitment being shown from PL of late.

Despite a rousing alliance meeting in which Gigx declared that they are taking back Tribute slowly but surely, the events of the last week have made those words look like hollow propaganda from a leader losing control.

The hostile entities that Co2 now face are becoming more mocking as they did against The Imperium. This is mainly in part to the types of engagements that Co2 are willing to take and the fleets that they field for them.

There is still much praise being shown for Co2 and Test from some parties. Some of this is likely to be genuine although there has been speculation that this praise is simply to nudge Co2 into a single glorious battle. A battle they are unlikely to win or perhaps even to ever recover from.

LOOKING TO THE FUTURE

With a kill of an active Keepstar yet to be had, there is a “server first” still to be claimed. One that the elite raiding alliances of Eve will be hard pressed to skip past. Especially given that Co2 are soon to have little or no help. Test will not commit as they are probably having flashbacks to their previous dealings with the PamFam. If Test hinders operations then their newly found home in Vale could easily become the next target of interest. There have already been noises made from PL members that Test are not making any friends here.

Rumour has it that PL has been absent of late not only due to the Alliance Tournament. They have been practicing for another event. Keepstars are a formidable structure and should not be treated lightly. Thankfully CCP offers the SISI test server where new tactics can be practiced with no real losses, unlike the live server.

In probably a last ditch attempt to buy some time Co2 have even taken to re-timing their Keepstar so that it will not be vulnerable until this coming Monday. Only then will we see if the first of the Keepstar timers will be set by the PamFam.

It is increasingly unlikely that Co2 will be holding Tribute for much longer and that PH will be looking to claim the space for themselves. So what then for Co2? Will they stage from lowsec? This would seem unlikely given that they resisted staging to lowsec before and were somewhat outraged at the thought historically. Perhaps Co2 will consider moving elsewhere and starting afresh? Yet again Co2 have long declared Tribute to be their rightful home, so moving too far from it may not be an option. Additionally given the wonderful diplomatic work by Co2 in the past it is unlikely that any group would suffer Co2 moving anywhere too close with them. Well any group aside from Test that is.

The last option may be the best one for Co2 although at a further risk to Test. It would be unlikely for the PamFam to extend their efforts into Vale unless suitable provocation

occurred. So if Co2 were to move into the far east of Vale and keep their heads down then they could see some respite. Once PH had secured Tribute and for the larger members of the PamFam to have moved to farm the next entity then Co2 would be well placed to retake Tribute.

There is no doubt that Co2 are at a crossroads and the choices Gigx makes in the near future are inevitably going to have a serious impact to his alliance.

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Tribute War Intensifies 2016-11-27

IN THE BEGINNING

Despite Co2's love of Tribute, those members who have been with them for their entire journey will know that their roots prior to this were in Venal. It can be argued that there are a great deal of similarities between MoA and Co2, at least in their formative days. MoA used to solely live in NPC Pure Blind and ensure that The Imperium matters were kept in check. Well, the less attentive ones at least.

MoA did not last for long within The Imperium and continued to role play in Pure Blind. Co2's performance within The Imperium ensured that they remained a member for many years and grew in a way that MoA did not. But both have very similar origins of using NPC null space to offer a foundation for their respective alliances.

Gigx, leader of Co2, has again been rallying the troops. Contrary to his earlier morale sessions, he seems to have resigned himself to not being able to fight for Tribute in quite the way he had expected. With the combination of Norther Coalition (NC), Pandemic Horde and Pandemic Legion (PL), PanFam, demonstrating how easy it is to use capitals to secure an objective, reality has been restored.

Given the history of Gigx, this seems a somewhat rational move which is a little unexpected. Perhaps this is due to the influence of SUAS gaining more control within Co2 as a whole. If SUAS is more in control then it is unlikely for Machariel fleets to be self-destructed as has been seen before.

Now we see Co2 making a similar move to Venal. From Venal they will be able to harass a number of regions quite easily while based in the comparative safety of NPC null space. Although it is not expected for Co2 to field the dreaded Cormorant doctrines most flown by MoA as yet, it may be in their future.

There has been a drop in membership from the Co2 ranks of late. Although some of this could be attributed to the kicking of members who would rather rat than participate, there are also signs of others leaving for other reasons. There has even been a good deal or two in the M-OEE8 market place. There was an accidental fire sale of a Titan for 100 million from Co2. Normally they are 100 billion.

With the pressure of war on income and personal assets, and the prospect of a guerilla styled conflict in the future, more Co2 members are likely to consider moving on to fairer pastures. There is a glimmer of hope that a halt to a large reduction in Co2's numbers occur, which will be covered a little further into this article.

THE CURRENT STATE OF M-O

The Co2 Keepstar in the system M-O now has company. Horde, NC and PL have placed their own Astrahus citadels within easy reach of the Co2 Keepstar.

The benefits of a citadel are only too apparent to both sides of this conflict, with the large structures offering safe grid movement and the ability for friendly ships to tether and be secure. Each has three timers that need to be won in order for it to be removed. No simple task at the best of times should it be defended. A veritable oasis in a hostile landscape. It should also be noted that the offensive capabilities of a citadel, regardless of size, are not to be underestimated. Their doomsday weapon can do 90,000 damage, destroying multiple supercapitals in one shot.

Combat options are still available to Co2 should they wish to take them. They have in fact made a couple of good moves in the last week. The re-timing of the Keepstar vulnerability window gave them a full week to consider their options. Although the first vulnerability timer is due out on Sunday, November 27, there would of course have to be an additional two timers before the first live Keepstar death would be seen.

Co2 moved the main part of their capital fleet to Aunenen last Wednesday. Some commentators saw this as the evacuation of key Co2 assets to relative safety. Although this

is perfectly plausible the fact is that Co2 now have an option to jump their capital fleet into M-O should the opportunity present itself. This is something that the PamFam are likely to not be overly fearful of but will have to take into consideration. It is also interesting to see the Lenny Trade Network being used in this way.

Orders have also been given for the Co2 sub-cap fleet to remain at the Keepstar for its defence.

THE FIRST KEEPSTAR TIMER IS DUE

There was some talk of Co2 selling the Keepstar, but this has been an idea rejected by Gigx in his most recently [leaked](#) alliance meeting. The Co2 Keepstar will either be defended or destroyed.

All the pieces are now relatively well set. Co2 of course in M-O with their cap fleet in Aunenen. Test close by in TVN along with OOS, Snuff and Project Mayhem also not too far away. Co2 and Test alliance bring 13k members to the field alone. Last Wednesday saw 700 active Co2 players just in the M-O system to cover their capital move. Approximately 100 Co2 players were then seen in Aunenen. The 100 observed are likely to form the bulk of their capitals but even more are likely to be present with some just catching up.

The PamFam also have similar numbers for their core of Horde, PL and NC. The types of ships that can be fielded by them is very different. PL and NC have a capital fleet that will match anything that Co2 and friends could muster and far more besides. The PamFam also have many other “blue not blues” they can call upon to offer sub-capital support.

Even with the advantage in fire-power and numbers from the PamFam there are still elements that are beyond their control. These can come from the antics of bomber fleets known to be operating in the area, as well as any other third party interested in some “dank frags.” This is unlikely to truly upset the balance of power on the Keepstar grid but may deter the PamFam should an embarrassing loss or two occur.

THE EVER CHANGING LANDSCAPE OF NULL

SUAS has embedded himself well within the Co2 command structure and at times seems to be more in charge than Gigx. With SUAS also pushing for organisational changes it is very likely that his control will increase as time goes by. Gigx playing a smaller part in the

decision making in Co2 is also supported by the unusually shrewd moves with the capital move to Aunenen, the Keepstar vulnerability window and of course the move to Venal.

On the Meta Show today there were also a number of additional developments that may give hope to, or even alter drastically, the plans of Co2. It was "leaked" by KillahBee that Horde no longer have any intention to occupy Tribute.

KillahBee also stated that the Co2 super capital production in Vale is at risk as well as Vily's Fortizar in TVN.

Even though the PamFam are set to win this war they may have inadvertently created more issues for themselves than they had expected. With no one lined up to occupy Tribute there is nothing to stop Co2 from just moving right back in again. There are also not many candidates available who would be able to deal with the combined efforts of both Test and Co2.

If this were to happen, then the only positive gain the PamFam will have got from this endeavour is a Keepstar kill, and of course even that is not for certain. No matter the outcome of the Keepstar the PamFam would have not endeared themselves to either Co2 or Test. If PL and NC were then to leave the North, then Co2 and Test could exact considerable damage to the area and would be well motivated to do so.

With a number of timers to deal with for the Keepstar and a change in heart for the plans of Horde, the immediate future of Tribute has just become a lot more uncertain. Regardless of the longer term plans for Tribute it is still expected for lots of people to be around for the Keepstar.

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THE FINAL COUNTDOWN FOR THE CO2 KEEPSTAR

2016-12-06

The Time is Now

There has been a war between Co2/Test and PanFam in the northern regions of New Eden. Co2 have now almost lost all of their territory in Tribute and PanFam have started to encroach on space within the Vale of the Silent.

Co2 have all but abandoned Tribute with only a token number of pilots hanging around in M-OEE8. The M-OEE8 system was, however, to become quite busy this last Sunday (4 December)

The M-OEE8 system is the home of the Co2 Keepstar. A Keepstar is one of the largest player made structures in Eve Online and will set you back several hundred billion ISK to own one. Not only does a Keepstar allow you to dock the largest ships in the game but it also has, at least on paper, some very formidable defensive power. Quite simply a Keepstar is often the centrepiece of any nullsec alliance able to own one.

As you would expect, with such a prize to be had, there are always going to be parties interested in killing one wherever possible.

After some remarkably well-played timer mechanics on the part of Co2, the inevitable came to bear. There was to be no more dodging timers and the Co2 Keepstar was due to come out of its invulnerability window.

Friday, December 2

The Keepstar timer was due to come out of invulnerability at 13:00. The window of opportunity was set for 7 hours. Around 19:00 a handful of NC capitals arrived on the Keepstar grid hugging NC's own citadel. This was not to develop any further and the PanFam staging systems did not show any signs of forming for an attack on the Keepstar.

PanFam have been busy with continuing to erode IHubs, TCUs and Stations owned by Co2 and Test. This has not always gone PanFam's way with Co2/Test being able to nab a few decent kills along the way.

PanFam have also been developing their Rorqual fits to actually mine entosis nodes, instead of the more customary asteroid belts that these mining platforms are supposed to handle. An interesting use of game mechanics that you would rightly associate with a group always looking to test boundaries.

So at 20:00 the Keepstar became secure again with the next vulnerability timer due in a further 17 hours.

Saturday, December 3

As with the previous day the Keepstar became vulnerable at 13:00. This time it was for 8 hours and surely PanFam would be more proactive today. This indeed was the case this time around. Shortly before 19:00 PanFam arrived with approximately 700 members.

The forces of PanFam spread out around the Keepstar and notably they were only in sub-caps. PL in Typhoons, NC in Machariels, PH in Hurricanes, MC in a Ferox fleet with Darkness also present in T3 cruisers.

There were just over 1000 pilots in M-OEE8 at peak yet surprisingly only just over 40 of them were Co2.

With PanFam being uncontested, they simply reinforced the Co2 Keepstar without event. The second Keepstar timer would be for 18:42 the following day.

Speculation as to where Co2 and Test had got to was soon in play. The first rumour to surface was that the Co2 leader gigX had gone AFK while gunning the Keepstar. This would have explained why there was no form up from Co2/Test as well as the Keepstar not firing any of its very lethal weapon systems.

After many hours of silence, GigX appeared and made claims that the weapon systems of the Keepstar had been off-lined by a spy. Spying has always had a special place in Eve Online as there are few games that nefarious activities can have such a real and devastating impact. At first, these claims were aimed at PanFam but were soon also pointed towards The Imperium. This version of events also had a certain sort of credibility, especially as Co2 had been seen to have security issues of late with some information leakage.

Evidence was presented to support both cases as you would only expect. There was now the question of, had Co2 just made their defensive capabilities against PanFam more impotent?

Sunday, December 4

Calls had been going out from both Co2 and PanFam for the armour timer of the Keepstar around New Eden. Who would heed the call, and more importantly to which banner would they flock, would be seen in due time.

With the Keepstar timer due out at 18:42 M-OEE8 had already seen a marked increase in its local pilot count. With this increase in pilots, there was, of course, an increase in TiDi. TiDi is the mechanism used by CCP to slow game play to ensure as far as possible that all pilot commands are completed successfully. The interesting thing to note here is that the Keepstar repair cycle would not be affected by TiDi, which some regard as a failing at best or an exploit at worst.

The race was on for PanFam to get into position around the Keepstar in order to apply the necessary damage to pause the repair cycle. Once the repair cycle was paused, the next phase of damage could be applied.

With so many pilots clamouring to enter M-OEE8, the game servers were understandably being pushed to their limits. Over 4400 players were seen in this single system alone. A truly massive presence only comparable to a few events seen before.

Despite the increase in pilots in system, PanFam had not yet been able to apply the damage required to pause the repair cycle. The minutes continued to count down from the initial 15-minute timer. With 4 minutes remaining on the repair cycle the timer was finally paused. PanFam would now need to ensure that enough damage was applied to the Keepstar to prevent the repair mode from starting back up again. All the time they would need to ensure that they also had control of the immediate battlefield.

Arguably Co2 and friends were facing 2 to 1 odds, with the knowledge that there were also considerable additional forces available to PanFam, in the form of capital ships.

The game servers were continuing to struggle. Especially now that all the damage was being calculated and catering for all the additional elements such as drones, missiles and bombs that are created during battle. A mass disconnect was seen at around 19:30 with many hundreds of pilots simply being dropped from the server. This led to many rushing to get back online to see if they had died or whether they had the chance to catch back up with their respective fleet.

With more and more ships being killed and pilots leaving the system to simply go to bed the game servers settled somewhat. Newer players that had not witnessed such a large battle

before also quietened and worried less about modules not cycling properly. While more veteran players recited stories of old in between target broadcasts.

To list all the separate engagements between all the present parties would be impossible. There were some remarkably good elements of game play executed during the fight. A PH Hurricane fleet was all but wiped out by a bombing run. Darkness decided to drop Dreads. Most importantly the Keepstars' weapon systems were firing, which means that the reports of them being off-lined by a spy was a lie.

By 21:30 it was evident that there was little that could be done to counter PanFam. With very little of the health offered by the armour of the Keepstar left Co2 et al were de-aggressing and getting safe. PanFam continued to chip away at the Keepstar until it reached its final timer.

The final bill of the battle was well in excess of 200 billion for all present. This is expected to always be increased by losses in surrounding systems, as well as those unfortunate to survive the battle only to be killed on the way back home. Ultimately Co2 had lost the strategic objective and PanFam is now well poised to deliver the final blow to Co2's jewel in the crown.

The Stage is Set

With the final timer for the Co2 Keepstar set for Saturday, 10 December 2016, at 18:43 there is likely to be a planning phase on both sides. What each side in this conflict will ultimately do is yet to be seen. Will even more favours be called in? Was the pretense of the Keepstar weapons being off-lined an opportunity missed? Given the recent decline in Co2 membership will they even be able to form a meaningful last stand? You could not even discount the chance of a capital battle.

A week is a long time in politics and this is also true within Eve Online. So it would not be impossible for further agreements to be made between the warring parties.

There is no doubt that something will happen; so get involved and make your own history. It should also be noted that The Imperium is holding their alliance tournament at that time. So if TiDi is getting to you and you want to watch some action then be sure to tune in to The Imperium's Twitch channel.

A Final Thought

At this time there has not been a good name to stand out for this war. So here are a few suggestions for this and possibly future wars. Let us know which ones you like.

The "Valued Allies" War

World War Co2

The "We told you so" War

The Backstabber's Brawl

Care4War should be reserved for the Lenny trade network scheme.

Please feel free to add your own suggestions and you may be lucky enough to have your idea stolen.

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ON THE CO2 WAR: A TRIBUTE LEFT BEHIND

2016-12-17

THE TL;DR OF THE "BACKSTABBER'S BRAWL"

How the Tribute war started seems to be settling with GigX, the leader of Co2, simply being GigX. Not well known for his ability to play nicely with others seems to have riled NC in some way. Although it is quite likely that NC were just looking for any excuse to flex their power to demonstrate their own ability and independence. PH then joined in on the fray, on the side of NC, and were keen to take Tribute for themselves. The justification for this was the anticipated influx of Alpha Clones, the free-to-play accounts, as well as easier logistics to Jita. Despite this looking like an easy win for NC and PH alone, the involvement of Test on the side of Co2 hampered the plans of NC and PH.

The combined forces of Test and Co2 meant that NC and PH were soon calling on others to assist in their campaign. Early on we saw a major engagement in the SH1- system where both sides used capitals. This did not go too well for Co2, and Test wisely kept its capital

fleet out of the engagement. With a convincing win for PanFam, NC/PL/PH and others, it was all too clear that Test and Co2 would not win a capital escalation.

With the capital fight already decided, it was now a process of slightly more arduous grinds for sovereignty. PanFam soon took to being more strategic in the way that these battles were executed. The fight for Tribute then became a simple matter of the erosion of Co2 space pushing ever closer to the Co2 home system of M-O. The progress of PanFam was accelerated once a greater commitment from PL was present after their victory at the CCP Alliance Tournament.

The victories that Co2 and Test could claim were small in reality. Sensibility had not completely abandoned them, and there were a few very interesting moves that they made to secure their major assets. The capital fleet of Co2, for instance, was moved to the safety of the New Eden Trade Network Keepstar in Aunenen. This was actually a very smart move on their part and ensured not only safety but also the potential to use this fleet in combat if Co2 were so inclined.

Timers for the Co2 Keepstar in their capital system of M-O were now being set by PanFam. Gigx seems to have made an error on the initial timer by being in the Keepstar gunning position and then going AFK. This meant that the Keepstar defences were virtually non-existent and PanFam were able to set the initial timer with only minor event. News of the initial timer soon spread throughout New Eden, and favours were being called in from both sides. Approximately 4400 pilots would be present for the second armour timer of the Co2 Keepstar in M-O. Although GigX had claimed a spy had turned off the Keepstar's defences, they magically appeared to be working this time around. This was all to no avail. PanFam had brought the superior numbers and compositions. So the Co2 Keepstar entered its final timer cycle. This was set perfectly for the weekend and it was certainly going to be of interest to a lot of the New Eden population.

Around 5700 pilots would be present in M-O for the final timer. Remarkably the server did not crash but was undoubtedly under great strain. A new record of pilots present and fighting in a single system was reached. A great deal of coverage was given to this event. Not only was it the largest single collection of pilots in a single system but the prize of a live Keepstar kill was also gifted.

Just as with the beginning of this war, the end is just as untidy. Within New Eden, there is often not a clear victory unless your enemy is disbanded to the winds, in what is typically

referred to as a “fail-cascade”. With the Co2 Keepstar destroyed and their space taken, they had already committed to moving to the NPC space of Venal. With Test seemingly next on the dance card of PanFam they made a surprising announcement, they are moving to Curse. Even more surprisingly is that Co2 will apparently be going with them.

THE PIECES OF THE PUZZLE

Although it would be very easy to simply leave this story as-is, there are a number of as-yet unanswered questions. It is first necessary to recap on some of the assembled pieces. The following should only be considered a highlight reel in many respects.

Seraph IX Basarab was, by his own extensive words, a major factor in the Casino War. The part Seraph played harkens back to the latter part of 2015 when they were approaching Co2 to work out a deal for Co2 to abandon their long-standing allies within the Imperium. At the time their corporation of Angry Dragons was in the well-known alliance of Psychotic Tendencies (TISHU). TISHU has subsequently folded with some more competent players joining PL. Prior to the collapse of TISHU, they moved close to PL staging. Angry Dragons joined Co2 at the end of August 2016. Seraph IX Basarab has claimed that the leaders in the Casino War all credit him with being instrumental in the success that they had against The Imperium. The sudden and unexpected departure of Co2 from The Imperium key to their victory.

ShutUpAndShave (Suas) has also been presented as being a major player during the Casino War, again on the side of the PamFam/Money Badger Coalition. Suas also has an interesting history leading up to them becoming a seemingly key component of the Co2 command structure. Suas took his corp from his previous alliance, one he had started, and joined Co2 at the end of July 2016. Suas claimed during his meeting where he split from The OSS that he wanted to focus on PvP and leave the production and mining life behind. Anyone who knows anything about Suas will find this odd given their previous boasting about their ability to produce en-mass. It would also be foolish to not note that Black Omega Security also was within PL for over 4 years. Suas also ran the buy-back program for PH when they left Querious to move to Fade. It may even surprise you that most of the Keepstars produced so far have all been done with the aid of Suas. There is considerably more to the back story of Suas, far too much to include here, but the character of the player is undoubtedly set.

The OSS was the former alliance of Black Omega Security which is run by Suas. There was a great deal of talk that the ties between The OSS and BOS would remain strong despite

their apparent separate paths. A cursory glance at Dotlan would also seem to suggest that The OSS have also suffered in the Tribute War. That is until you look at who holds the stations and infrastructure hubs. Somehow Mercenary Coalition has only decided to take the Territorial Claim Unit for systems “lost” by The OSS. The OSS have managed to retain all other structures which seems odd for a publicly declared carebear alliance that could not keep the mighty PvP warrior Suas as their leader.

You should remember that Co2 has claimed that Mercenary Coalition “back stabbed” them during the Tribute War. This was due to Mercenary Coalition first having a mercenary contract in play for Querious and then simply saying “this is not our fight” to Co2. The last days before the fall of the Co2 Keepstar most certainly had Mercenary Coalition on the side of PamFam. It would seem that the diplomatic efforts of Co2 had either been unwilling or unable to mend the relationship with Mercenary Coalition. Mercenary Coalition seem to have been doing rather well of late though despite the conflict surrounding their home nullsec systems. So well in fact that they retain ownership of the Keepstar in Basgerin which is part of New Eden Trade Network, unlike the other Keepstars which are controlled by Chribba’s alt corps. They also seem comfortable in actually staging in Basgerin.

Lenny also features still in this story. He will benefit greatly from the New Eden Trade Network and is heavily invested in its success despite still being banned from the game. Lenny has been quite vocal about his pet project and how good it will be for everyone. It will never be used to project military might around the map and will only be a force for the good of Eve Online. Sounds great until you look at who is actually supporting this scheme. The contribution of ISK made by Lenny during the Casino War was considerable. Co2 even benefited from Lenny Bucks. There does seem to definitely be a pattern as to who benefited from the ISK.

IN A SYSTEM, FAR, FAR AWAY

So now onto the Keepstar recently destroyed by forces in the south of New Eden. The Keepstar was dropped under a PL alt corp owned by Rocket X in the system of Jayneleb. When reports of this Keepstar first came about word soon spread quickly. Action would need to be taken quickly if it was to be destroyed and given who was rumoured to be coming to defend it a token force would not be enough for the kill. Co2 were being reported as coming to aid in the defense of the PL Keepstar on Reddit until the initial post was altered. Many were confused or simply outraged at this after what PL had just done to Co2. The mere notion that Co2 would do such a thing felt ridiculous. That is until you start to think

about it. Suas, previous PL member, supplier of Keepstars, builder of things, hoarder of ISK, leader of Co2. Co2 were also keeping their capital forces in the New Eden Trade Network Keepstar in Aunenen. Food for thought if nothing else.

The call for the Keepstar kill went out across the South led by The Imperium. An unusual and unexpected group of alliances that were often not altogether friendly with each other formed to kill the Keepstar. Approximately 1500 attackers appeared in Jayneleb with very few “friendly fire” incidents, which was surprising given who attended. Each of the defending groups scouted the system of Jayneleb to simply make the wise decision of not engaging.

In what can only be called a theatrical battle in PF-Q, at the same time as the Keepstar was due to go online, PL/NC fought Co2. All parties involved came with a lackluster fleet composition and fought over a Fortizar. The butchers bill on each side was in the region of 10 billion ISK a piece. Commentators felt that this was all in order to deflect not only their intended collusion in defending the Keepstar but also as a way to avoid the massacre of the defenders that would ensue should they turn up. With only around 200 pilots on each side, this was a poor showing in attendance given that this was such an “important” fight.

The Jayneleb Keepstar fell. All the assembled attackers returned to their respective homes without any real further incidents.

LOOKING BEYOND TRIBUTE

Test and Co2 have stated their intention to move to Curse. This is an NPC controlled region of null sec so will not offer the benefits of truly owned player space. It will be more than adequate to act as a bridgehead into other space. So the question is, where will Co2 and Test project their power? Only three nullsec regions connect to Curse: Catch, Scalding Pass, and Great Wildlands. It would be too early to predict their intended direction and it is quite likely that we will just see them settle in over the holiday period. Hostilities may ensue once we are into 2017.

Co2 have stated that this is simply a deployment for them in order to assist Test in setting up a new home. Time will tell how committed Co2 are as an ally to Test. One can only hope that the efforts of Test in assisting Co2 were not in vain.

The PamFam are more brazen now than ever with their power. There is not even a hint at hiding the vast control that they have in Eve Online. Leaders are obviously present in renting schemes and evidence of working relationships all too evident. Almost

three-quarters of null sec are arguably under their control. Wormhole space is completely theirs and unassailable. With their involvement in the New Eden Trading Network, you can even say that they are encroaching on low-sec space with hi-sec probably not far behind. For all intents and purposes, it looks as if BoB has risen again.

They say a picture is worth a thousand words, so [here is one](#). This was taken from [a reddit post](#) “discussing” the Jayneleb Keepstar. Also, note that the comment was made by Jintaan who does not really have a dog in this fight.

One of the most attractive elements to many who play Eve Online are the stories. Often there are stories within stories within even more stories. The actual story arcs can play out over many years and are an incredibly interesting and rich source of entertainment. Often you can hear people say “this should be a film”. Now is the time that many within New Eden should be looking to decide on which side they will fight, for the next exciting installment that is Eve Online.