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Eve engineering complex guide

November 8th, the day America will begin to fall and crumble as the vote opens..... Wait, wrong subject! Let's try this again... November 8, date set to change EVE Online as we know it; literally if you ask me. From adding something we never imagined, a free-to-play model, to what I'm going to talk about in this article; new structures! The industry is the backbone of EVE and no one can deny that. Without industrials, you don't have any nice ships to shoot with. This November we are getting a shake-up by introducing what we previously knew as Industrial Arrays, renamed Engineering Complexes as they are now officially called since the release of this latest Dev Blog. The Dev Blog was published just over a week ago since writing this and will be one of the steps in removing POS from the game. Don't worry, they're not going anywhere just yet because they're still serving functions that won't be available for a little more time, but it's really a start. That's going to change and shake up a lot of industrial gaming - that's for sure. In Dev Blog we are introduced to three types of complexes that will be coming out: Raitaru (medium-sized complex), Azbel (large class complex) and Sotiyo (extra large class complex). All of these new structures have special bonuses for industrial activities, such as science-based manufacturing and labor time, as well as bonuses for the efficiency of engineering platforms. Now let's look at all these new structures! RAITARURole Bonus: 25% bonus to all structure engineering rig effects 5% reduction in manufacturing and science required time 25% reduction in Engineering Service Module fuel consumption Slot Layout: 3H, 2M, 1L, 3 Service, 1 Launcher Fittings: 1,200,000 PWG, 15,000 CPU Defense (shields / armor / hull): 4,800,000 / 4,800,000 / 4,800,000 Resistances (EM/Therm/Kin/Exp): 20 / 20 / 20 / 20 DPS Cap: 5000 Fighter Slots: 0 Tubes Weekly vulnerability hours: 9 Capacitor (amount / recharge / cap per second): 100,000, 3600s, 27.8 Max Locked Targets: 8 Docking allowed for: all subcapital ships, freighters The required materials for building a Raitaru are: Structure Construction Parts 1 Structure Hangar Array 1 Structure Storage Bay 1 Structure Laboratory 1 Structure Factory 1 Structure Repair Facility 1 Structure Reprocessing Bay 1 Structure Docking Bay 1 Structure Office Center 1At current market prices this represents a build cost of approximately 700 million ISK (price is subject to capsuleer market fluctuations). AZBELRole Bonus: 25% bonus for all structures engineering rig effects 10% reduction in production and science required time 25% reduction of engineering fuel service module Fuel efficiency: 4H, 3M, 2L, 5 Service, 2 Launcher Equipment: 2,500,000 PWG, 30,000 CPU (shields/armor/hull): 14,400,000/14,400,000/14,400,000 Resistances (EM/Therm/Kin/Exp): 20/20/20/20 DPS Cap: 15,000 Combat Slots: 3 Tubes, 3 Light, 2 Support Weekly Vulnerability Hours: 18 Conditior (Quantity/Charging/Cap Per Second): 200,000, 7200s, 27.8 Max locked targets: 8 Docking allowed for: all subcapitalised ships, cargo ships Necessary materials for the construction of Azbel are: Structural parts 6 Structure Hangar Array 4 Structure Storage Bay 4 Structure Laboratory 8 Structure Factory 8 Structure Repair Facility 84 Structure Reprocessing Plant 4 Docking Structure Bay 4 Structure Market Network 4 Structure Medical Center 4 Structure Office Center 4 Structure Ad Nexus 4At current market prices it represents a construction cost of about 5.2 billion ISK (price is subject to capsule market fluctuations). SOTIYORole Bonus: 25% bonus for all structures engineering rig effects 15% reduction in production and science required time 25% reduction in engineering service fuel consumption module layout: 6H, 4M, 3L, 6 Service, 3 Launcher equipment: 4,000,000 PWG, 50,000 CPU defenses (shields/armor/hull): 72,000,000/72,000,000/72,000,000 resistance (EM/Therm/Kin/Exp): 20/20/20/20 DPS Cap: 75,000 fighter slots: 5 tubes, 5 Light, 3 Support Weekly Vulnerability Hours: 36 Conditior (Quantity/Charging/Cap Per Second): 400,000, 14,400s, 27.8 Max Locked Targets: 8 Docking Allowed for: All Subcapital Ships, Standard Capital Ships The necessary materials to build the Sotiyo are: Marines 250 Janitor 250 Janitor 2500 Structure Construction Parts 60 Structure Hangar Array 40 Structure Warehouse Bay 40 Structure Laboratory 80 Structure Factory 80 Structure Repair Facility 10 Structure Reprocessing

Plant 10 Docking Structure Bay 10 Structure Market Network 10 Structure Medical Center 10 Structure Office Center 10 Structure Mission Network 1 Structure Electromagnetic Sensor 1 Structure Acceleration Coils 1 Structure Advertising Nexus 8At of the current market price it represents the cost of construction of about 30 billion ISK (the price is subject to fluctuations of the capsule market). Personally, I feel like this is really going to be very interesting and I'm pretty excited, however one thing I want to mention is their defense. Putting these side by side with their citadel colleagues you can see that their defence is pretty poor - which is given because it has to be a disadvantage. From first impressions only on the medium, it will take less work to bring down one than it actually is to build and anchor. The medium itself comes without a fighter's gulf to defend even, where his colleague has a fighter bay. Not only that, but it also has a longer window of vulnerability compared to the citadel, You'd think it would be the other way around. Draft prices weren't listed, but if they're similar to citadels, it's going to be nice up there, too. Estimates of the draft range from the medium around 7 Bil, the big 52 Bil, and the extra large clocking in at 500 Bil. Another point I want to mention is that while in dev blog mentions that only extra-large will be able to dock capital (like Rorqual) seems to speak differently on the test server - Azbel provides binding technology and has docking capabilities for capital ships and below. So it looks like it's been changed, now it needs at least a big engineering complex to fit Rorqual in. It's a good change in my book! With the new structures, we will also have new platforms and modules. They will be listed below with platform scaling based on where the EC will be anchored (again, similar to citadel colleagues): Engineering Service Modules and Rigs Standup Manufacturing Facility I - allows the production of items and ships. This does not include capital and supercapital class ships that have their own dedicated service modules Standup Capital Shipyard I - enables the production of capital ships and can only be installed in large and XL citadels and engineering complexes in lowsec, nullsec and wormhole space Standup Supercapital Shipyard I - enables the production of supercapital ships and is exclusive to the Sotiyo XL Engineering Complex. This service module also requires the sovereignty of the capsule alliance and the upgrade of the Supercapital Building Facilities Infrastructure Hub Standup Research Lab I - allows you to research and copy the draft Standup Invention Lab I - allows the invention of Tech 2 and Tech 3 blueprint Sach Engineering Rig has three sets of bonuses: one base value for highsec space, one for lowsec space that has a 50% greater bonus than the base value, one for nullsec and a wormhole that has a 67% higher bonus than the baseline. Tech 1 platforms that provide input benefits of production materials have the following bonuses: Highsec: 2.4%, Lowsec: 3.6%, Nullsec: 4% Tech 2 platforms that provide production material input have the following bonuses: Highsec: 2.88%, Lowsec: 4.432%, Nullsec: 4.8% Tech 1 platforms that provide manufacturing or scientific benefits for job speed have the following bonuses: Highsec: 24%, Lowsec: 36%, Nullsec: 40% Tech 2 platforms that provide manufacturing or scientific benefits for job speed have the following bonuses: Highsec: 28.8%, Lowsec: 43.2%, Nullsec: 48% Tech 1 platforms that provide benefits of reducing the cost of science have the following bonuses: Highsec: 12%, Lowsec: 18%, Nullsec: 24% So these are new toys for us industrialists. Now we have and new information and the ability to play with the EC on a test server - and who doesn't like to play with new shiny toys? But still, there are some concerns that linger. It might be premature, but lowsec industrialists seem to be losing the boost that the Thukker Component Assembly Array gives to produce capital components because there appears to be no counterparts for the complexes. Solo industrialists also seem to be affected by maintenance costs, as well as poor defenses that leave them powerless. Putting a structure that starts at 700mil, not including the cost of all platforms and modules, doesn't seem very appealing when it also has a long time to take down the structure if their solo corp gets wardc'd. So I see how this pushing (or forcing) solo industrialists to either join a larger corps/alliance or be pushed to NPC stations. For the null industrialists, the big concern I couldn't push aside wasn't even in the devblog text, but in the image that was posted at the very end, and it shows a physical image of titanium being built (he confirmed that it really was a build animation; not just an animation of the 'final product' coming out of the oven). As someone who actively participates in the high end industry, this is not only a risk for industrialists working to build them, but also in logistics at the alliance and coalition level where free information is basically given where you currently have to work for that information. Of course it will generate content, but it's taking out the work involved in gathering information about the production status of supers and titans in the EC said. Why THE CCP? Edit (10/24): CcP Fozzie appears to have stated on EVE Online forums that the animation we've seen is just a potential feature, not 100%, stating: To be clear, the exterior representation of the supercap construction is a potential future feature that we can't 100% promise at this point. It definitely won't be in the initial launch of Ascension. which is refreshing that they may be pondering/reworking this idea. A lot of players can agree with me that the current POS system is terrible and that this is a step in the right direction overall - however with that said, also looking at the costs with the information we currently have so far, they will certainly be more expensive to manage when you consider that the hull price is far more expensive on its own than the simple POS, platforms, modules and fuel needed for maintenance. Starting some mathematics on the cost of buying/making and maintaining a small one compared to the middle EC, (accordingly there is no small EC, so I will use the lowest structure in this comparison) we come to this: Basic Raitaru Un-Rigged (Cost Estimate) Structure: 700 MIL Service Modules: Invention: 400 MIL (Fuel: *5 per hour/cycle) Production: 200 MIL (Fuel: *5 per hour/cycle) Research: 200 MIL (Fuel: * Hour/cycle) Module Total: 800 MIL (Fuel: *15 per hour/cycle) Basic equipment: 200 MIL Fuel required: 360 blocks per day Monthly need: 10,800 Fuel price: 1 block at 23,000 ISK 43,200 x 423,000 = 248,400,000 Initial investment + First 30 days: 1,948,400,000 Control Tower Mali (Cost Estimate) Tower: 100 MIL Basic modules / Weapons: 500 MIL Fuel: 10 per hour fuel required: 240 blocks per day Monthly need: 7,200 Fuel price: 1 block at 23,000 ISK 7,200 x 23,000 = 165,600,000 Initial investment + First 30 days: 765,600,000 ISK * = Considered fuel bonus for engineering service modules Keep above average that service module costs are estimated based on required BPO materials in an unprecedented state in which POS modules and fuel have been estimated at jita's current market value since writing this, and fuel values are based on everything that works all the time. The difference in any case, even if the values are slightly excluded, is that the maintenance of a small tower with basic functions compared to the basic middle Raitaru structure will be a little more expensive. This will certainly be a costly change for the basic structure when you also consider the value of everything together (hull/fuel/mods/services), plus (which is not included in this), platforms - which are also expensive only on their own (with a basic full set starting at 300mil and up to more than bil depending on the type of platforms you want to use). This is something that, I think, will best be able to be fully used by a decent size corp/alliance; not so much by solo industrialist (as previously pointed out) because you also have to be able to defend it with so many ISK is on the line plus increased maintenance costs. You can do offline modules if you don't need them to save fuel costs; but it's still an expensive investment to have sitting in a space that you can't just pack back so easily. Despite everything, however, I'm still pretty excited in general and over time we'll see what the full effects will be. It will be a shake-up, but a much-needed earthquake. Did you enjoy this article? Consider supporting zebra crossing. Zebras.

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