The Empire

High-Sec POS FAQ

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Some things I wanted to say:

  Hello there! I decided to make this small FAQ because I noticed the same questions appear over and over again in the Stations, Starbases and Outposts forum. Some of these questions are mentioned on other guides and some are not. I made this so that others could find all the common questions and answers in one single place, without having to read all the information that does not apply to High-Sec POS.

  This FAQ is intended for Empire High-Sec POS, mostly for R&D. On Low-Sec and 0.0 space some rules may be different.

  If you have a question that's not here, please post it on the forum thread. I will try finding an answer for it and will be added to the FAQ.   Same thing applies if you find something that's incorrect or outdated.

  I do not claim to be the POS guru, most things I have found out by trial and error or on the forums. I thank all the guys/girls on the forums that have provided answers. I also thank my wife for going on vacation for the holidays with the kids, providing me with the long forgotten quietness of an empty house, perfect environment to write a FAQ (and play EVE without interruptions YEAH!).

  I hope you find the FAQ useful.

About the format:

  I'm using PDF format because it's a standard most people can read without problems. I though about just posting the FAQ's text on the forums, but the <table> tags doesn't work there and I needed tables. Plus many cool guys do it this way :P

Disclaimer Stuff:

  All virtual property belongs to CCP. When we say *OUR POS* we are really saying *CCP's POS that we manage and play with for a monthly fee*.

  All information here is what I think it is and may be wrong. Don't blame me if you lose time, ISKies or whatever. M'kay?

  It may have typos, I know.

1) **Can I have a POS in High Security Empire space?**

Yes you can in 0.5, 0.6 and 0.7 systems.

2) **What are the requirements to anchor a POS in high sec?**

The NPC Faction with sovereignty should have good standings towards your corp. It needs to be 10x the system's security rating:

- For 0.5 systems, 5.0 Corp Standings
- For 0.6 systems, 6.0 Corp Standings
- For 0.7 systems, 7.0 Corp Standings

3) **What skills I need to anchor the POS and it's modules?**

You need Anchoring at level one. You can always verify by looking up the module on the market and viewing it's info. Try it with the "mobile laboratory", you will see a tab that says "req. skills" and in there lists "anchoring level 1".

4) **Where do I see my corporate standings?**

There are a few ways. If you have permissions in your corp (CEOs & Directors do) one is to:

- Open your "corporation" window.
- Go to "politics" tab.
- Go to "standings" tab.
- Go to "liked by" tab. A list will appear, with the factions on top.
- Right click on the faction you are interested.
- Choose "show compositions".

There you will see the correct current standings from the faction to your corp, as well as the standings from each contributing member.

5) **How do I raise my standings?**

You run missions for an NPC corp that's part of the Faction you are interested. Every 16 missions, you get an "Important" or "Storyline" mission. Each mission will raise your standings with the NPC corp while each storyline mission will raise your standings with the NPC faction.

6) I have enough standings but my corp doesn't. What can I do?

Leave your corp, create a new one and wait till new corp standings rise.   Or talk with your corp-mates about temporally leaving the corp. Wait for standings to rise. Anchor the tower. Have your corp-mates come back.

7) How long does it take to raise my corporate standings? *also see Q #26*

Corp standing changes are calculated at downtime. They slowly change towards the average standing of all your (* contributing) corp members. Slowly here is defined as one forth of the difference between your current standing and the average standing.

Daily Standing Change = (Average Standings – Current Standings) / 4

Here is an example using that formula in a spreadsheet. The sample corp has one member with 5.50 standings, and the corp has no standings (0.00) initially.

	Corp Standing	Average Standing	Standings Difference	Change After DT	
Day 1	0.00	5.50	5.50	1.38	
Day 2	1.38	5.50	5.50	1.38	
Day 3	2.75	5.50	4.13	1.03	
Day 4	3.78	5.50	2.75	0.69	
Day 5	4.47	5.50	1.72	0.43	
Day 6	4.90	5.50	1.03	0.26	
Day 7	**5.16**	5.50	0.60	0.15	Bingo!
Day 8	5.31	5.50	0.34	0.09	
Day 9	5.39	5.50	0.19	0.05	
Day 10	5.44	5.50	0.11	0.03	
Day 11	5.47	5.50	0.06	0.01	
Day 12	5.48	5.50	0.03	0.01	
Day 13	5.49	5.50	0.02	0.00	
Day 14	5.49	5.50	0.01	0.00	
Day 15	5.50	5.50	0.01	0.00	
Day 16	5.50	5.50	0.00	0.00	
Day 17	5.50	5.50	0.00	0.00	
Day 18	5.50	5.50	0.00	0.00	
Day 19	5.50	5.50	0.00	0.00	
Day 20	5.50	5.50	0.00	0.00	

* Corp members with no standings are not taken into account for the calculations. Only those that appear in the "show compositions" section do.

8) Where can I anchor the POS?

You can only anchor it at a moon.

9) How many Towers can be anchored in a single moon?

Only one.

10) **What CAN I do on a High Sec POS?** *also see Q #25

BPO Research mostly. Research slots in empire High-Sec NPC station have long
wait queues, many weeks in some cases. And once you get the slot, you can only
use it for 30 days, then you have to queue your job again.   BPO Research in POS
labs is done faster.

Manufacturing can also be done using assembly arrays (with some restrictions)
but there is no bonus to material requirements and those arrays are resource
hungry. IMO, as there's no shortage of NPC manufacturing facilities in High-Sec,
POS manufacturing is not attractive.

11) How do I research my BPOs at the POS remotely?

 You need to train "Scientific Networking". It allows *YOU* to be away from the
BPO and the Mobile Lab.

- The BPOs must be placed at Corp hangar in NPC station in the same system at the
POS. You can't remote research from your personal hangar, needs to be corp
hangar
- Your BPO can't be on a different system. It needs to be in the same system as the
POS. Only *YOU* can be systems away from the lab, not the BPO.

12) In High Sec POS, can I mine moons, build capital ships, refine?
No, no and no.

13) How much does it cost to set up a high sec POS?

Depends on which one:
Small POS   100M
Medium POS 200M
BIG POS   360M

And then the modules:
Mobile Lab   90M each
Corp Hangar   9M each

Guns/Missile/Stasis batteries add to that amount. But POS defense is a whole topic on itself. Since we are discussing the High Sec carebearing aspect, I won't discuss that in depth.

14) Does it cost more to operate a POS in high sec than in low sec or 0.0?

Yes. You have one additional fuel item, "starbase charters". But comparing the cost of the rest of the fuel items, the charter's cost is pennies.

In 0.0, you can also get fuel bonus if you hold sovereignty.

15) How much does it cost to maintain a High Sec POS?

Again, depends on the size and the amount of modules you put in:
Small POS   around 50M per month
Medium POS around 100M per month
BIG POS   around 200M per month

16) Can I mine my own fuel?

Some items yeah. Some have to be bought on the market. But if you don't have good mining/refining skills, better stick to what you do well, earn ISK and buy the fuel.

17) Can I launch a POS for myself, not for my corp?

You can't. POS needs to be "launch for corp". You can make a new corp where you are the only one and deploy the POS for your new one-man corp.

Again, **YOU CAN NOT LAUNCH POS for YOURSELF**. You can't! M'kay?

18) Can I rent lab slots on my POS to the public?

No. The interface kind of suggest that you can, but you can not. You can however, make a deal with somebody and:

- Your client gives you his BPO.
- You research it.
- Your clients pay your fee.
- You deliver him the researched BPO.

But that method requires TRUST, as nothing stop you from keeping your client's 1.6B Rokh BPO for yourself.

19) How many research slots can I have?

Depends on how many labs you deploy. Each lab has:

- 3 Material Research Slots
- 3 Production Efficiency Slots
- 1 Copy slots
- 5 Invention Slots.

To start, if you are alone, a Small Gallente or Caldary POS can support up to 3 labs. That's 9 ME, 9 PE, 3 Copy slots, and 15 Invention slots. More than you could ever handle (with one character).

20) More than I could handle? Is there a limit?

Your skills are the limit. With both "laboratory operation" and "advance laboratory operation" at level 5, you could only operate a maximum of 11 slots. To overcome this limit, you can create a research alt.

21) What is a good choice for a research alt?

Caldary industry-engineer (achura). They come with Lab OP V out of the box. You can start training Adv Lab OP and Scientific Networking right away.

22) Is it hard to haul all the fuel?

Depends on two things:

- How good are your hauling skills
- How much do you like hauling.

23) What happens if my corp's standings drop below the requirements?

As long as you don't un-anchor the tower, nothing. You can off line/online modules (useful to save fuel when a module is not in use). You can add more modules, move them around etc. It's even reported that you can off line the tower itself, but I haven't tried that one myself.

24) Will Concord protect my POS from attacks?

ATM Yes. Anyone who shoots at your High-Sec POS will get Concordokken. Even if the attacking force issue a war declaration to yours, the POS won't become a war target. I tested with an alt on numerous occasions and Concord blew him up faster than my POS guns could track him.

However, I haven't found any official announcement explaining if this change was intended. It wasn't like that before Revelations. Some say it's a bug that will get fixed, leaving POS vulnerable to attacks again. I don't know if that true, but just in case, I deployed some guns in my POS. I advice you to do the same.

25) What can I anchor on a High-Sec POS?

I have tested in 0.5, Mobile Laboratories, Corporate Hangar, Ship Maintenance Array and some guns. All of them worked fine. I also tried to anchor a refinery array in 0.5 and it didn't let me. That's all I have tested myself.

From what I have read on the forums, moon mining arrays can't be anchored (of course, no moon mining is allowed). But it seems that silos can be anchored without trouble. That leave us with the question if reactors can be operated in high-sec.

ATM there's no list that I know of. Some players have posted they are making one. I have contacted people in-game to see if they want to contribute more information on what they have tested. Until then, here's the table I have:

High-Sec Module Anchoring Table

Mobile Laboratory	Yes	Yes	Yes
Refining Array	No	No	No
Medium Intensive Refining Array	No	No	No
Intensive Refining Array	No	No	No
Ship Maintenance Array	Yes	Yes	Yes
Capital Ship maintenance Array	No	No	No
Moon Harvesting Array	No	No	No
Moon Harvesting Array II	No	No	No
Corporate Hangar Array	Yes	Yes	Yes
Turret Batteries (ALL)	Yes	Yes	Yes
Missile Batteries (ALL)	Yes	Yes	Yes
Electronic Warfare Batteries (ALL)	Yes	Yes	Yes
Advanced Large Ship Assembly Array	?	?	?
Advanced Small Ship Assembly Array	?	?	?
Capital Ship Assembly Array	No	No	No
Drone Assembly Array	?	?	?
Large Ship Assembly Array	?	?	?
Rapid Equipment Assembly Array	?	?	?
Advanced Medium Ship Assembly Array	?	?	?
Ammunition Assembly Array	?	?	?
Component Assembly Array	?	?	?
Efficient equipment Assembly Array	?	?	?
Medium Ship Assembly Array	?	?	?
Small Ship Assembly Array	?	?	?
Silo	Yes	?	?
Coupling Array	?	?	?
Shield Hardening Arrays (ALL)	Yes	Yes	Yes

26) Do I need to do anything while my standings are raising?

After all members without standings leave the corp, you need to do at least one storyline to kick-start the process. Last time I did this I made one story-line per day but people have reported on the forums that just one is enough.

27) Is there a way to speed up the standing raising process?

You can do more and more story-lines but it's not going to help a whole lot. It's been said on the forums that if you create a brand new corp, it will be born with the standings equal to yours. I haven't tested that method, but as soon as I have a definitive answer I will add it here.

Tips

1. Rent the office before deploying the POS.

     In order to use remote research, you need a corporate hangar. That comes with the office. Some systems don't have offices available or the available ones are just to expensive for your budget at the moment.

2. Don't put in long jobs.

     With NPC labs you has to wait for weeks to get a slot. It made perfect sense to queue for the maximum amount of days possible. But the mobile labs are yours, there's no need to place a job for a month. Quite the contrary, it's a liability. If for some reason you have to off line the LAB or move your research character to another corp, the job will be canceled and the research done on it up to that point will be lost.

3. Create a research alt.

     With the new character creation system, you can create a research alt that has laboratory operation at level 5 out of the box. It will come in handy to queue more jobs than your main is capable of alone. It's also good to have the alt at the NPC station to manage the jobs when they are ready.

4. Get your jump-clones \0/

     Due to recent changes in jump-clone requirements, now you can install a jump-clone with either your standings OR your corp's standings above 8.0 with the NPC corp owning the station. As opposed to yours AND your corp's.

     If you have the standings to deploy a POS, most likely you also have standings to create jump-clones with some NPC corp. The day your corp-mates come back to the corp, the corp's standings with that NPC corp will allow them to install jump-clones there, even if they don't have the personal standings.

     Just tell them to train Infomorph Psychology and install the jump clones that same day, before DT.