

# Player Owned Structures (POS) AND YOU!



## Updates

First version so no "updates" yet, if you would like to contribute to the guide post here:

<http://www.eve-ivy.com/forum/viewtopic.php?t=21196>

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## Skills and Standings

To anchor a POS you first need to have the skill "Anchoring." This is only a requirement for most of the of the modules but not the actual tower itself, to anchor ALL of the modules its best to train it up to level 3 or level 4.

As mentioned, the tower has no requirement itself apart from ISK to buy it and maintain it.

If you wish to anchor a POS in High security space you need to have a 5.0 standing with whatever faction owns that space, you also need to buy a Faction Starbase Charter for each hour.

So if your in Amarr Space you need to have 5.0 Standings and 24 Amarr Starbase Charters to keep it active for 1 day.

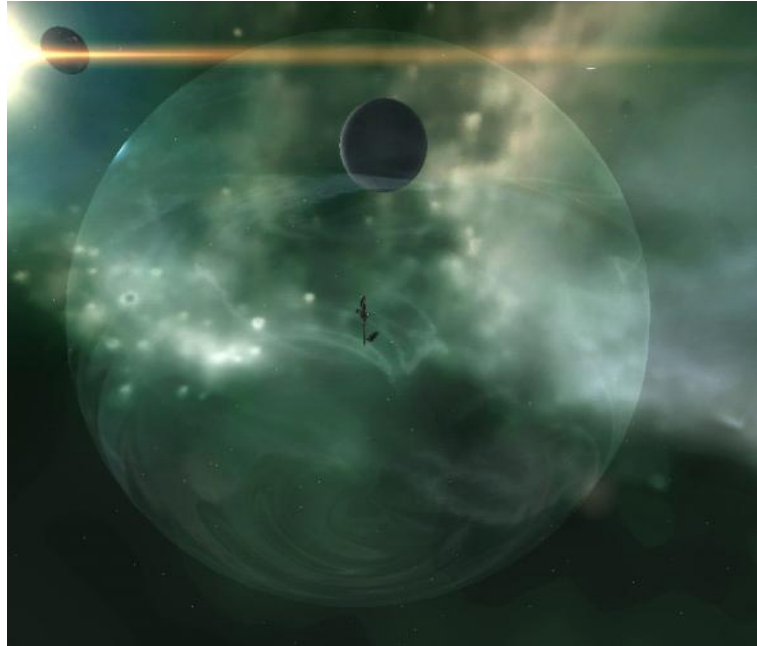
PURPOSE	NAME	QTY (PER CYCLE)	QTY (PRESENT)	TIME LEFT	
Online	Amarr Empire Starbase Charter	1	0		
Online	Ammatar Mandate Starbase Charter	1	0		
Online	Caldari State Starbase Charter	1	0		

## Defence

The first form of defence that EVERY pos, no matter where it is, is its force field. This prevents anyone without the password or in your corp / alliance from entering, it also prevents people outside the shield from locking anything inside apart from the tower itself but this works both ways.

There is only 1 way to de-activate the field and that is to either, not set a password or to destroy the tower / offline it.

You can also anchor offensive modules such as, Guns, Ewar etc. I will cover this in a later section.

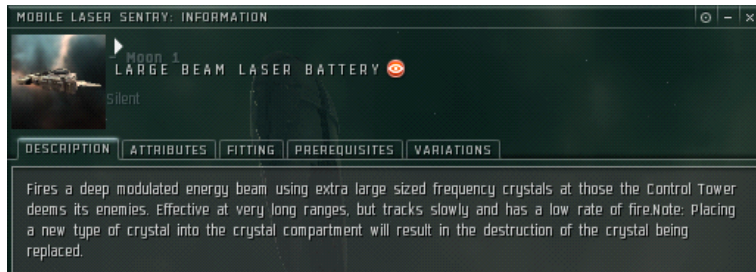


## Structures and what they do!

There are many structures but I will only cover a few of the most used, they are

1. Guns
2. Ewar
3. Labs
4. Assembly Arrays
5. SMA (Ship Maintenance Arrays)
6. Corp Hanger Arrays

### Guns:



This is the main type used upon a Large Amarr Control tower which, ingame, is just called a Amarr Control Tower.

This is exactly the same as a beam laser on a gun but with massive damage and really long ranges.



It can only hit capital ships and BS's but they are usually mixed with Medium and Small lasers.

They have a max range of 375km WITHOUT ammo, you can make them go up to 500km with T2 radios but a lot of people use T1 or T2 Multifrequencies as it doesn't matter about the range loss. All the guns take 1 size to big in ammo



Large take XL, Mediums L, Small M.

## Structures and what they do! Cont.

### **Ewar:**

This takes place in the form of Neuts, Scrams, Jammers and webs just like a normal ship would

They are exactly the same as the ship types in what they do with the exception of a bigger range so there's not much to cover apart from where you place them as they are usually the "primary" target when attacking a POS.

When being webbed, scrambled or Jammed there is a period of about 5 seconds where they de-activate allowing you to try and warp out so its good to be aligned

### **Labs:**

Labs are the same as the ingame research but in a sense much cheaper as the only thing you are paying for is the Fuel for the POS and the BPO / BPC

When using a lab it is good to be aware that if the tower is offlined or put into Reinforced mode you will lose the bpo / bpc that you are researching.

**Assembly Arrays:**

These are used to create ships, when you create a ship all you need to do is load the minerals and BPO / BPC into the "cargo" of the assembly array and then do exactly what you would do in a station.

Again if the tower is offlined / Reinforced you will lose everything.

**Corp Hanger Arrays:**

These are the equivalent to the Corporate Hangers in a station and are often used to store extra fuel. They are used on virtually every pos created as they can hold, Ammo, Modules, Fuel etc.

If you are making a base out in wormhole space these are MUST HAVES!

**Ship Maintenance Arrays or SMA's:**

These are used to "dock" your ships in, they are big enough to hold 1 Dread.

They are also used to refit with, you must have the modules in you cargo bay though!

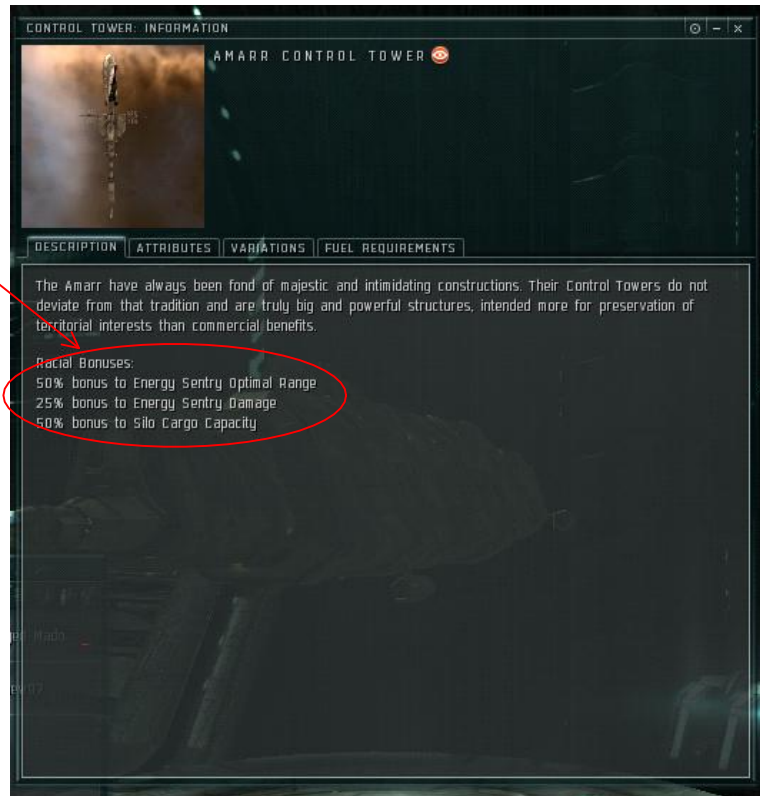


## Uses and Types of POS

Every pos has a type of use for example, Deathstar pos's which involve just sticking offensive modules until it can hold no more and setting it to attack everyone are most used with Large towers.

Every POS tower has a bonus

Amarr is good for deathstar and  
For setting up mining ops as  
It has a bonus to the silo  
Storage.



## Uses and Types of POS Cont.

There are many different uses but the most common type now is the "cheap outpost" this involves making a POS with SMA's labs, refineries and assembly arrays, which is basically everything an outpost would have but without actually making the outpost.

Another use is a Mining Outpost which has silos, mining arrays and SMA's to mine gases and ores out of a moon for T3 production

## The states

There are 3 different states of POS:

Online

Reinforced

Anchored

These the same for POS's apart from Reinforced which is called "Incapacitated"

Online and Anchored are pretty self explanatory

Reinforced means that the POS tower has taken 75% shield damage and as soon as it hits 25% left it goes into "reinforced" this consumes the Strontonium Clatherate in the pos to prevent ANY damage being done to the POS.

The max amount you can put in is 2 days worth.

Incapacitated means that the module has taken 1% structure damage and as soon as it hits 99% left it becomes "incapacitated" this basically means that the module cannot do ANYTHING it cannot even be unanchored so you must RR it up to 100% struc and it will become "anchored"

## Fueling + Transporting

When first creating a POS freighters cannot help you at all, you need to use a rigged or T2 fitted industrial or anything with 9km3 to move the Large tower you will be using.

You also need to move atleast 1 hour worth of fuel to be able to online it.

When it is online you can get a freighter, if possible, to fuel it up and move modules as the shield allows freighters to unload and fill up there cargo holds!

## POS destruction

So your pos was destroyed?

Modules stolen?

There's not much you can do against this apart from make sure, if you make another one, that the defence is much better.

There are some Player run businesses that insure you for these but they are risky as you have to give them ISK for it.

It is generally inadvisable to set-up a POS outside HighSec if you not in an alliance you trust as in Highsec CONCORD will defend the POS for you.

## Strategies for setup and ships

When you setup a POS its best to anchor and online most, if not all, of you defence modules first so you have some kind of defence against attacks as a lot of POS deaths have happened during the anchoring / setup as the user is unable to defend it properly

The best ship to use at the beginning if you are safe is a industrial and then move onto a freighter.

If you can maybe use a carrier as it provides defence at the same time you setup! But the downside is you have to move outside the shield to lock.

## Cost

It costs quite a lot to run a POS and in some cases I have seen it take up to 500mil / Month just to keep it online

The only time you should have a POS is if you can earn the monthly cost + extra otherwise your just wasting your time and isk.

To cut the costs down you can mine ice which can be reprocessed into some kinds of fuel but you have to be able to mine enough to cover the fuel / month.

## WAR!

When your corp is in war your POS can be attacked without any consequence apart from your own defence.

As you might know from the loss of the Unis POS you have to have fleets and modules that can protect it as CONCORD does not do anything in HighSec areas.



## Wormhole Uses

Although CCP never wanted WH space to be a "home" many corps do this.

All you need to do is find a reliable way to bring in fuel.

A lot of wormhole people use them as an outpost where they will logoff to store there ships or just do the "cheap outpost" way again,

Living in WH space is risky as it has no local but also the sites randomly spawn in the WH chain and not in the WH your actually in.

## Downloads!

Below are some good types of 3rd Party programmes to use.

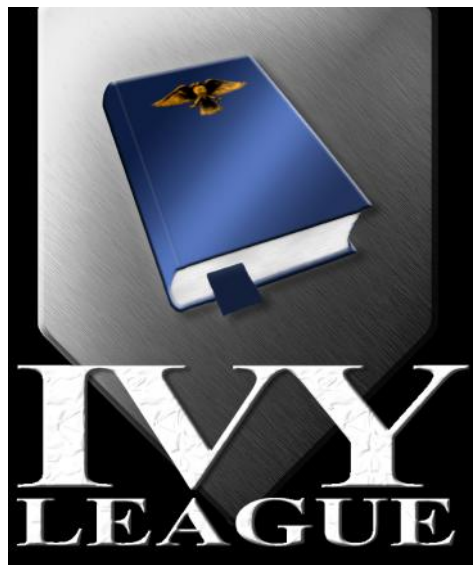
EveHQ Is a combination of EFT, EVEMON and MYPOS

MYPOS is a setup guide which will tell you what fuel you need etc.

**EVEHQ** - <http://www.evehq.net/>

**MYPOS** - [http://www.cassandraslight.com/index.php?option=com\\_content&view=article&id=44&Itemid=56](http://www.cassandraslight.com/index.php?option=com_content&view=article&id=44&Itemid=56)

End of guide.



This ends the basic section of my Guide, I hope you learnt lots and use this in the future.

If you have any suggestions or feedback please post at <http://www.eve-ivy.com/forum/viewtopic.php?t=21196>

or contact me in-game to  
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