

# CAPTURING FACTION WARFARE SYSTEMS

MINMATAR REPUBLIC / FEBRUARY 8, 2022 / NO COMMENTS

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## FACTION WARFARE OFFENSIVE OVERVIEW

Faction warfare complexes are key elements of Minmatar territory control. By capturing complexes, pilots gain loyalty points and contribute to the capture of systems for the Minmatar Republic. This gains us more territory, and **increases our benefits from participating in faction warfare.**

[[https://wiki.eveuniversity.org/Faction\\_warfare#System\\_upgrades\\_and\\_warzone\\_tier](https://wiki.eveuniversity.org/Faction_warfare#System_upgrades_and_warzone_tier)]

To capture a complex, we need an understanding of basic ships **and** the faction warfare map.

## FACTION WARFARE MAP

The Minmatar Republic (and our allies the Gallente Federation) is in a constant struggle against Amarr Empire (and the Caldari State). By capturing complexes, we are eventually able to siege systems- bringing them under our control. Furthermore, pilots gain loyalty points for every complex that they capture- an excellent income source.

The first step to understanding faction warfare is understanding the map.

**Amarr vs Minmatar Map** [[https://evemaps.dotlan.net/map/Amarr\\_VS\\_Minmatar#sov](https://evemaps.dotlan.net/map/Amarr_VS_Minmatar#sov)]

**Caldari vs Gallente Map** [[https://evemaps.dotlan.net/map/Caldari\\_VS\\_Gallente#sov](https://evemaps.dotlan.net/map/Caldari_VS_Gallente#sov)]

Systems controlled by the Amarr and Caldari are offensive Minmatar systems. We can offensively capture complexes in these systems, leading to higher loyalty point gains and adding victory points to the system (0.7% per complex). After the bar reaches 100%, we can siege the system.

## FACTION WARFARE COMPLEXES

Below is a table of the faction warfare complexes, and the ship class they can be captured by. The most balancing factor of faction warfare is that complexes only allow certain types of ships. This leads to fair engagements.

Complex Name	Capture Time	Ship Class Allowed	DPS Required	Recommended Starter Ship
Novice Outpost	10 minutes	Frigate	50	Tristan
Small Outpost	15 minutes	Destroyer and below	100	Algos
Medium Outpost	20 minutes	Cruiser and below	200	Vexor, Hound
Large Outpost	20 minutes	Battleship and below	400	Myrmidon, Hound
Open Outpost	20 minutes	Battleship and below	400	Myrmidon, Hound

There are variants of the ‘Outpost’ name- you may see something like a Novice Facility.

## FACTION WARFARE INCOME

When capturing a complex, you obtain loyalty points. These loyalty points can be converted to items which are sold on the market. The typical low effort conversion rate is 800 ISK/LP, but this figure can be much higher.

Complex Size	Minimum (T1) Loyalty Point Reward	Maximum (T5) Loyalty Point Reward	ISK/HR Range
Novice	5000	32500	24-156 million ISK
Small	8750	56875	28-182 million ISK
Medium+	12500	81250	30-195 million ISK

Open	15000	97500	36-234 million ISK
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Tiers (T1) are determined based on how well Minmatar is doing in the war zone. Typically we are T2 or T3.

As you can see from the table above, faction warfare can be extremely lucrative.

## RECOMMENDED SHIPS

When you are first starting out, **it's all about return on investment**. Ships that specialize in drones are great when you're learning mechanics, and they are extremely powerful.

Below are a list of ships designed to put **money in your pocket**, and **keep you alive long enough** for other militia members to come and assist.

+ **Tristan**

+ **Algos**

+ **Vexor**

+ **Myrmidon**

After you build up a small amount of wealth, you'll be able use advanced tactics to change up your ships- and even engage enemy pilots alone.

## ADDITIONAL RESOURCES

- [Faction Warfare](#)
- [Faction Warfare Strategies](#)
- [Frigate Guide](#)

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