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This Guide has been updated to take into account changes made up to, and including the Crius Expansion.

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Monday, January 14, 2013

The Beginner's Guide to Faction War Plexing

This Guide has been updated to take into account changes made up to, and including the Crius Expansion.

The Basics

Plexing is the means by which Faction War pilots take, or defend systems within a warzone.

- *Offensive Plexes* - A plex is considered an 'offensive' plex if you are running it in a hostile system. Running these plexes make the system more contested. If a system reaches 100% contestation, the system becomes vulnerable, and the I-HUB can be attacked.
- *Defenseive Plexes* - A plex is considered a 'defensive' plex if you are running it in a friendly system. Running these plexes make the system less contested. If a system reaches 0% contestation, it will be considered 'stable.'

Each system has a base point value of 3,000 victory points, and each plex is worth around 20 victory points.

Influence of Dust 514



Some systems may have more or less than **3,000** points toward stability or vulnerability depending on the number of temperate planets in the system, and the status of the Dust 514 war on those planets. Dust 514 players can affect the base system points by up to **+12.5%** for each available planet. Systems with no temperate planets have a static, **3,000** point value.

Nuts and Bolts

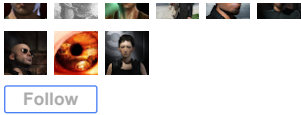
So, let’s get down to business. What does running a plex actually entail? Where can they be found, and what should be expected?

Find a Plex

You can find available plexes in system via your probe scanner:

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If no plexes show in the scanner, it might mean that there are no available plexes at the moment. This is rare, but occasionally happens if pilots are actively running plexes in a system.

Plexes remain 'hidden' and only visible in the probe scanner until a pilot warps to it.

	Distance	Name	Type
➔	24.9 AU	Abandoned Research Outpost	Celestial Beacon
☉	5.9 AU	Huola - Star	Sun B5 (White Dwarf)
➔	4.2 AU	Kourmonen	Stargate (Amarr System)
🔍	5.7 AU	Minmatar Infrastructure Hub	Minmatar Infrastructure Hub
➔	25.8 AU	Minmatar Medium Outpost	Medium Military Beacon
➔	4.5 AU	Minmatar Novice Outpost	Novice Military Beacon
➔	25.0 AU	Otalen	Stargate (Amarr System)
➔	24.7 AU	Roushzar	Stargate (Amarr Region)

Plexes that have been activated will become public knowledge to players in that system, through a beacon. If you have the relevant overview settings setup to show these beacons, the beacon will appear on your overview. The beacon will remain until the plex is completed, and pilots can warp to it without using their system scanner to find the plex.

 **LINGO: FW pilots call a plex 'popped' when it has been opened.**

Note: A non-militia pilot cannot count down a timer in a plex, though they can enter it freely if other restrictions, such as ships restrictions, are met.

You Should Know

There are a few things you should know about gates, beacons, and spaces within FW plexes:

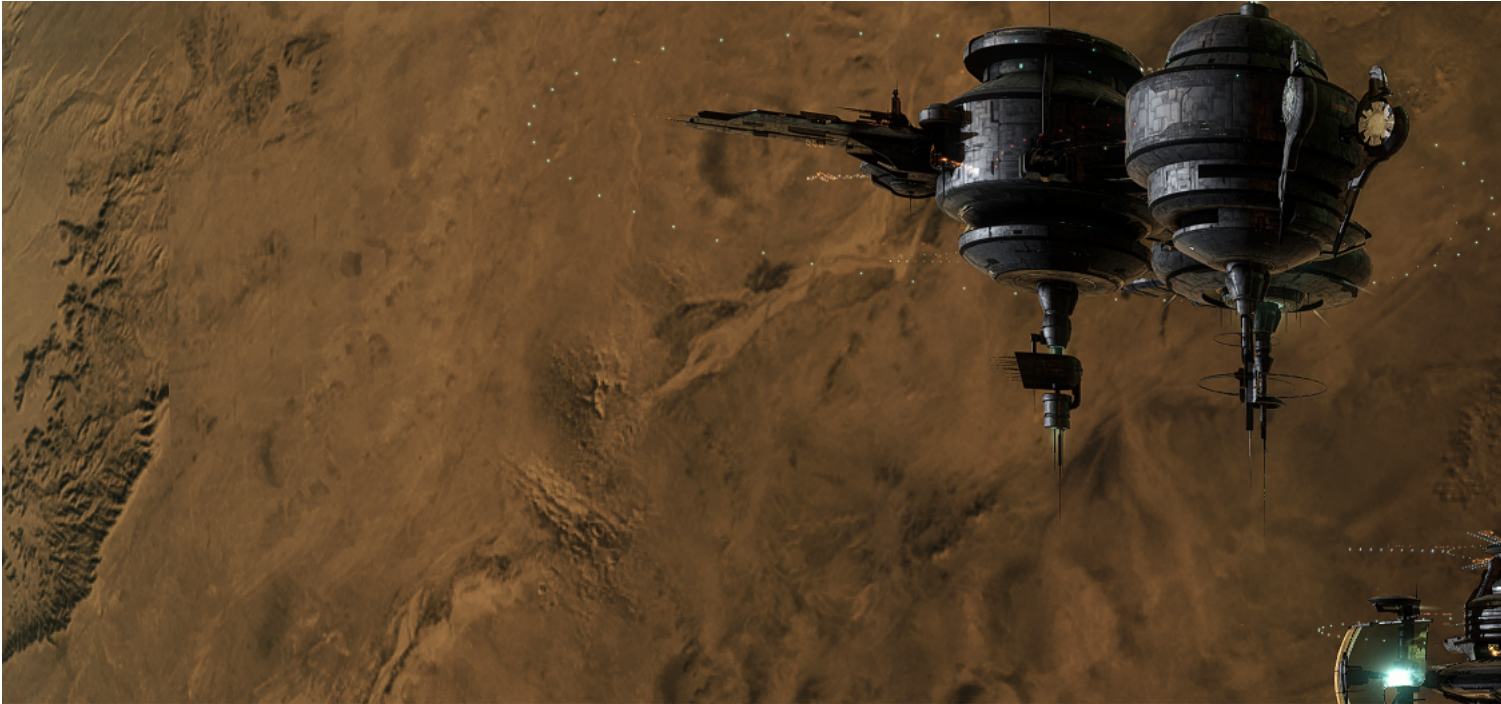
- You cannot light a cyno inside a plex, or on grid of a plex's acceleration gate.
- Warping to fleet members inside a plex, or on grid of a plex's acceleration gate will cause you to land on the acceleration gate at 0.
- You cannot warp to objects, or pilots if both you and they are on-grid together inside, or outside of a plex.
- You cannot cloak within 30K of a plex's beacon.

Pro Tip: Faction War pilots have developed the habit of warping to a plex beacon at 10km instead of at 0. You will still land within activation range of the plex's gate, but will be far enough away so that the gate itself doesn't impede your warp. (You won't get 'stuck' in it.)

Running a Plex

There are several conditions that must be fulfilled before a button will count down in favor of your militia:

- You, or a member of a friendly militia must be within range of the plex's capture point



- Secondly, you must be in range of the timer in order to receive a share in the LP reward. We will talk about specific LP rewards available in a later section.



Completing a Plex


When a plex completes, several things will happen:

1. You will gain 20 Victory Points, and the system’s contestation level will update, appropriately.
2. You will receive the appropriate LP reward payment, if you were in range of the timer.
3. You will receive a standings increase for your militia.
4. The plex’s beacon will disappear.
5. The plex will despawn.

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 **LINGO: FW pilots say they have ‘capped’ a plex when it is completed.**

You Should Know

There are a few things you should know about completing plexes:

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No tank lasts forever

7 years ago

not yield any LPY payouts.

- You cannot 'buffer' a stable system, but you can slightly buffer a vulnerable system. (In other words, a system can't be more than 0% contested, but can be slightly over 100% contested.) This means that running a single defensive plex while the system is vulnerable will not necessarily take it out of a vulnerable state.

The Anatomy of a Plex

Now, I will discuss the specifics of the structure of plexes, including plex geography, spawning cycles, restrictions, types, LP reward amounts, and etc.

Plex Types and Restrictions

There are currently four primary plex sizes. Each size has certain restrictions, limiting ship sizes that can enter the plex:

Size	Ship Restriction
Novice	Tech 1 & Faction Frigates
Small	All Frigates and Destroyers
Medium	All Frigates, Destroyers, and Cruisers*
Large	Unrestricted

**Note: Tech 3 Cruisers can only enter unrestricted plexes.*

Spawn Rate

Novice, Small, Medium, and Large Compound plexes each spawn in about 30 minutes from the time of completion. It is possible, however, to have multiple Compounds of the same size available in the same system --especially after downtime if earlier Compounds were not completed.

Facility and Stronghold plexes spawn randomly based upon factors that have not been made public by CCP. These plexes tend to spawn the most directly after downtime.

Plex Loyalty Point Payouts

Loyalty Points are used as a currency within Faction War, and can be turned in through the militia Loyalty Point store for a variety of items including faction ships and modules.

LP payouts are given for both defensive plexing, and offensive plexing. The formula for offensive plexing payouts are as follows:

Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
50%	Base	Base + 75%	Base + 150%	Base + 225%

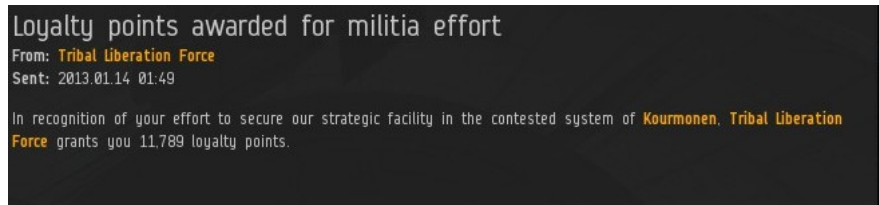
The base amount given depends on the size of each plex, with smaller plexes having a smaller base payout then larger plexes. Below is a chart of each plex size, and the amount of LP paid depending upon each Warzone Control Tier:

Size	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Novice	5,000	10,000	17,500	25,000	32,500
Small	8,750	17,500	30,625	43,750	56,875
Medium	12,500	25,000	43,750	62,500	81,250
Large	15,000	30,000	52,500	75,000	97,500

$$LP\ Gain = Base\ value\ of\ plex \cdot (Contested\ percentage\ of\ the\ system/100) \cdot 0.75$$

Where the 'Base value of plex' is the amount you would receive if the plex was an offensive plex. (ie: the base value times your Warzone Control factor.)

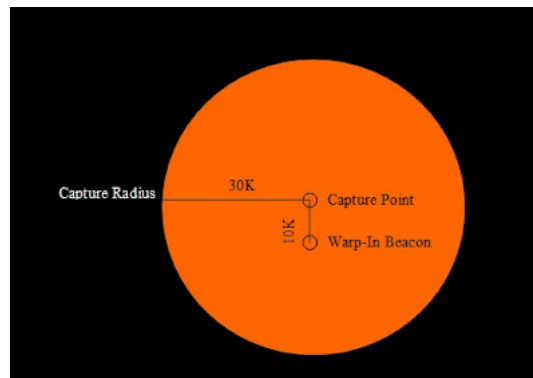
Therefore, running a Medium plex in a system that is 50% contested will yield
 $43,750 \cdot (50/100) \cdot 0.75 = 16,406\ LP$



Note: Upon completing a plex, you will receive a notification specifying how much LP you earned. You can view your total LP in your journal, under "Agents-->Loyalty Points"

Journal		
Agents	Expeditions	Contracts
Missions	Research	Loyalty Points
Corporation	Loyalty Points	
Tribal Liberation Force	988659	

Geography



The warp-in on all plexes is 10K from the capture point. However, the capture radius (the distance you need to be from the capture point to continue counting down the timer) is 30K. Therefore, you will land within the capture radius when you enter a plex.

External Factors

As I mentioned earlier, there are restrictions to warping to fleet members in and around plexes, as well as restrictions to other movement scenarios.

- If you are somewhere else in system, and warp to a fleet member on-grid of the plex's acceleration gate or inside the plex, you will land on the acceleration gate at 0.

on the acceleration gates of plexes.

- You cannot warp directly to the plex's acceleration gate when you are inside the plex already. Attempting to warp to the plex beacon while you are inside the plex will **fail**. You must first 'bounce' to another location, and then warp back to the plex.

What This Means:

- If a fleet member is tackled on the acceleration gate, while you are inside the plex, you will **not** be able to warp **directly** to your fleet member, or directly back to the acceleration gate.
- If a fight is going on 200K away from the warp-in inside the plex, or 200K off the acceleration gate, you cannot warp to a fleet member in the midst of the fight, whether you are on-grid with them or not.
- You cannot drop cans to allow friendly, but non-fleeted militia members to warp to an engagement on the acceleration gate, or inside the plex.

You can still warp to a plex at some distance. (For example, at 50K, or 100K, etc.) This will land you at that distance from the gate. However, warping to a fleet member at 50K or 100K will still land you on the gate at 0.

NPCs

One to Two NPCs will spawn inside each plex, and will respawn occasionally after a random period of time. If you are running the plex offensively, you must kill all hostiles, including hostile NPCs before the timer will continue to count down.

NPCs output relatively little DPS, and can usually be soloed by a ship of maximum size the plex will allow. (IE: You can solo a medium in a cruiser, a small in a destroyer or frigate, etc.)

The NPCs will not do any sort of electronic warfare against you, however, they cannot be speed tanked.

Frequently Asked Questions About Plexing

1. *Will I lose/gain standings for completing plexes?*

Answer: Yes. You will gain standings in your militia's corporation, and will lose standings with hostile militia.

2. *I completed a plex, and it didn't disappear. Is it broken?*

Answer: It could take as long as 15 minutes for a plex to completely disappear. Sometimes, it is not instantaneous.

3. *Can neutrals get inside my plex?*

Answer: Yes. Neutrals can enter plexes, although they cannot count down the timer.

versa. You cannot, however, target and destroy vulnerable r-hubs for your ally.

5. *What happens if I disconnect inside a plex? When I log back in, will I still be inside the plex?*

Answer: It depends on how long it takes you to log back in. Usually, if you log back in immediately, you will return to your location inside the plex. However, if some time transpires, you will instead land on the acceleration gate.



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27 comments:

Anonymous January 14, 2013 at 7:46 PM

Concise and to the point - well written. Thanks and keep it coming...

[Reply](#)



Durrr January 15, 2013 at 9:59 AM

Good noobie guide for FW Susan.

[Reply](#)

Anonymous January 16, 2013 at 3:13 AM

This comment has been removed by a blog administrator.

[Reply](#)

Anonymous January 17, 2013 at 5:31 PM

Thank you so very much for making a guide that will save me personally countless hours explaining how all this works to my friend. As a member of Fwedditi I thank you for this, and I apologise for the sperg we sperg at you and your compatriots from time to time.

Thank you :)

-Random Fwedditor.

[Reply](#)



Florestan Bronstein January 18, 2013 at 2:34 AM

This comment has been removed by the author.

[Reply](#)



Stabs January 21, 2013 at 5:43 AM

Excellent post.

I enjoy your blog very much although I don't recall having commented before. So it might be a bit cheeky to make a request but here goes anyway. Could you do a post about which side to choose? For those of us outside FW it's very hard to know which is a good choice. Are Caldari terrible because they've just been roflstomped or is this the ideal time to join? Are Gallente kinda played out and declining now that they've peaked? Is Poetic right about Amarr resurging? Is it ok to pick a side for RP reasons and if so where are the roleplayers?

Would be much appreciated!

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common confusion --sometimes even for more experienced faction war members.

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Luthar Carrock January 24, 2013 at 6:40 PM

Very nicely done. A well-written and thorough guide.

[Reply](#)

Anonymous February 25, 2013 at 2:41 PM

Thank you. The rare Eve tutorial in normal English.

[Reply](#)

Anonymous April 4, 2013 at 9:20 AM

Realy useful guide, GOOD JOB !

[Reply](#)

Anonymous June 11, 2013 at 7:04 PM

Very nice guide.

One question/comment though: "The NPCs will not do any sort of electronic warfare against you"
Are you sure about that? Because remember getting jammed by a Caldari NPC once.

[Reply](#)

Anonymous August 3, 2013 at 1:38 PM

I have 2 questions:

1. How do i get a System " Stable " ?
2. How do i get a System out of " Vulnerable " ?

[Reply](#)

Anonymous August 30, 2013 at 11:01 AM

I'm a month old newbie trying to do FW and this is the most useful of all the guides available. Many thanks.

[Reply](#)

Anonymous September 1, 2013 at 3:44 PM

Do the faction standings apply to races? Example - if i join Gallente fw will standings with Caldari get worse or just with the opposing militia?

[Reply](#)

Anonymous September 23, 2013 at 7:50 AM

Anon, it's just factional militia standings that suffer. So when you quit beating the snot out of Gallente, and leave FW, you'll still be allowed in their space.

[Reply](#)



jjacobsson October 16, 2013 at 1:46 AM

What is the Warzone Control Tier? How does that work?

[Reply](#)

and lose standings with just the militia corps or do they also gain and lose with the parent governments, that is Amarr and Minmatar proper. How long does it take until you become KoS (-5.0) standings with the parent governments and if you leave FW have to repair that with them before going back into their space?

[Reply](#)



Kirith Kodachi October 29, 2013 at 6:11 PM

Awesome page, used it tonight to understand the Dust link in my FW system.

[Reply](#)

Anonymous January 11, 2014 at 7:14 PM

Bookmarking this page and linking it to my whole corp. Well done!

[Reply](#)



Raziel Walker April 3, 2014 at 1:34 PM

If I am in Amarr militia and run a caldari plex, do I get LP based on amarr or caldari tier?
Base capture for a novice plex is 10 minutes with each larger size adding 5 minutes?

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[Replies](#)



Wagner Júnior April 4, 2014 at 9:51 PM

You get LP based in your militia tier. Novice takes 10 minutes, Small 15 minutes, Medium and Large 20 minutes.

[Reply](#)

Taka May 30, 2014 at 10:38 AM

I quite often link this to people new in Militia who start asking random questions. Any chance of a new post or revision to this one next week when Kronos patch hits? Thanks for your article, it's helped a lot of pilots.

[Reply](#)

Anonymous June 28, 2014 at 2:05 PM

One can't cloak inside a plex now that Kronos has been released.

[Reply](#)

Anonymous August 8, 2014 at 12:19 PM

Great page

[Reply](#)

Anonymous October 8, 2014 at 8:10 PM

Very Nice Page great info Thanks :)

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Anonymous February 10, 2015 at 6:02 AM

it's vice versa , the way english speakgers esp. americans speak it is horrible and thus made you write it wrong

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