POCHVEN ENTRY MANUAL
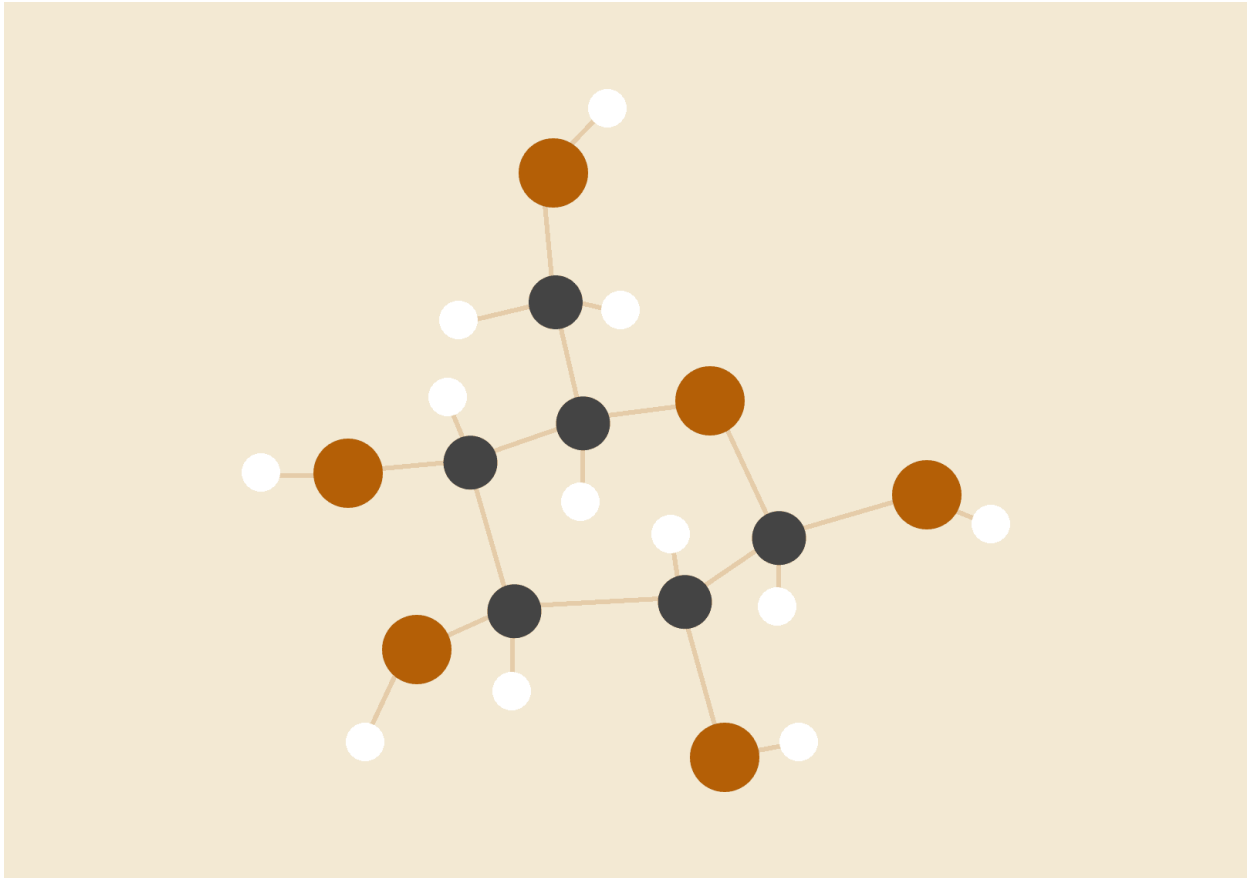
HOW TO LOCATE AND UTILIZE ENTRIES TO TRIGLAVIAN SPACE

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A PDF version of this text as well as a list of all C729 candidate systems and a JSON data file of the relevant systems and information are available.

INTRODUCTION

Pochven consists of 27 former k-space systems transformed into a new region. Gates within the region require a high positive standing to the Triglavians. The former gates were disabled, and now there are no permanent connections to the rest of New Eden. Instead, entry and exit is via wormholes or by specific filaments. The purpose of this manual is to give a practical introduction and an overview for how to enter Triglavian space, to facilitate continued operations against the invaders. We assume the reader is familiar with how filaments and wormholes work in general.

Systems in Pochven are divided into three Krais, one for each of the three Triglavian Clades (Veles, Perun, and Svarog). Each of the Krais has a home system (Archee for Veles, Niarja for Svarog, Kino for Perun). There are six border systems between Krais (Ahtila and Senda between Veles and Svarog, Arvasaras and Sakenta between Veles and Perun, Otanuomi and Urhinichi between Perun and Svarog). The rest of the systems are called "internal". Since YX123-05-04 gates between other systems have been open for all; entering home systems via gates requires 7.0 Triglavian standing.

A full description of Pochven is beyond the scope of this guide, but the region is similar to wormhole space in many respects. Local is delayed. Bombs, booshes and bubbles work except in certain deadspace pockets. Unlike in wormhole space, structures cannot be anchored and cynosural fields cannot be lit.
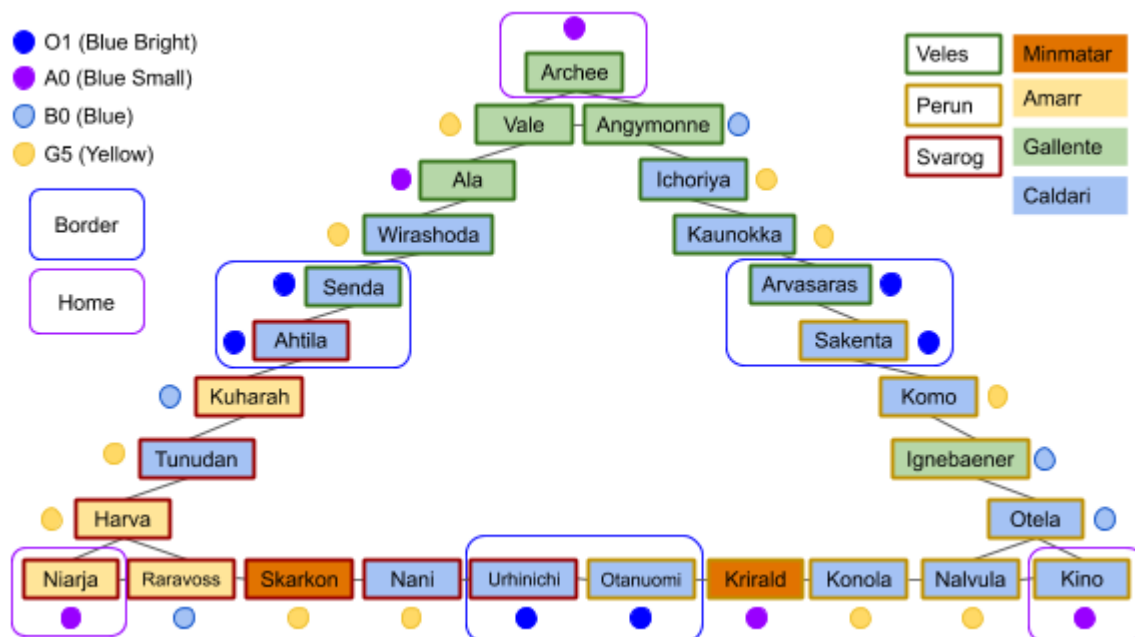
POCHVEN WORMHOLES

Five types of wormholes connect to Pochven. There are no real static wormholes into Pochven or out of Pochven. If a wormhole expires or is rolled, it immediately respawns, but the origin point always moves within certain limits. This means it is not possible to control entry/exit to Pochven systems the same way it is to wormhole systems via their statics.

Each wormhole to Pochven has guarding entities. The wormhole end away from Pochven will always have Triglavians on it; the end in Pochven will have Drifters, Rogue Drones, or Edencom at it, depending on the *type of the wormhole* (not its exact location). The guarding entities appear both as stationary escalating "sites" at the wormhole itself and as roaming entities in the system.

The Pochven wormhole types are as follows:

> ● **X450**: originates in Pochven, connects to nullsec. 1B kg total mass, 300M kg max jump mass (up to orca, BS), 16 hour lifetime. Guarding entities: Rogue Drones.

> ● **R081**: originates Pochven, leads to C4 class wormhole space. 1B kg total mass, 300M kg max jump mass (up to orca, BS), 16 hour lifetime. Guarding entities: Drifters.

> ● **U372**: originates in drone regions, connects to Pochven, 1B kg total mass, 300M kg max jump mass (up to orca, BS), 16 hour lifetime. Guarding entities: Rogue Drones.

> ● **F216**: originates in wormhole space, connects to Pochven, 1B kg total mass, 300M kg max jump mass (up to orca, BS), 16 hour lifetime. Guarding entities: Drifters.

> ● **C729**: originates in systems 3 jumps from the Pochven systems on the old map, 1B kg total mass., 410m kg max jump mass (up to orca, BS, bowhead), 12 hour lifetime. Guarding entities: Edencom.

Note that the last three wormhole types (U372, F216, C729) can only be opened from outside of Pochven or by the random effect of wormholes opening inside the last 16 hours of their lifetime (which these wormholes always are). The first two types (C450, R081) spawn inside Pochven.

For the first four types (X450, R081, U372 and F216) there are few of them and they move around, so no system in Pochven is guaranteed to have one at any given time. The C729s, however, is where it gets interesting.

ENTERING POCHVEN VIA THE C729 WORMHOLES

Every Pochven system has a C729 wormhole at all times. However, they act in an inverted fashion from normal J-space statics: the C729 "entrance" spawns outside of the system, with the K162 "exit" inside. The C729 side will spawn in a system that was within 3 jumps of the Pochven system when looking at the map from before Pochven was created. If the wormhole expires or is rolled, a new C729 will spawn in one of those systems, connecting to the same Pochven system. Here, normal wormhole logic returns, and the wormhole only becomes visible on the Pochven side if someone warps to it, or by random chance.

This means that if you scan all signatures in all the systems that used to be within 3 jumps from a Triglavian system, you are 100% guaranteed to find the C729 entry to that system. These systems can be highsec, lowsec, nullsec, and in some cases, even other Pochven systems. Wormholes do not spawn in Jita (and this includes, according to observations so far, C729s).

It also makes it difficult, if not impossible, to control the entry from k-space to a Pochven system from inside the system: if you roll the wormhole, a new one will immediately spawn inside a relatively small region. To quickly locate the new wormhole from outside of Pochven immediately after the existing C729 is rolled or expires, you only need to note in which systems a new signature has appeared and to scan that signature. You can use the Agency list of cosmic signatures to help in this (Cosmic Signatures under Exploration).

The end of this document has a schematic of the candidate systems for each Pochven system and links for them on Dotlan.

ENTERING POCHVEN VIA FILAMENTS

In addition to wormholes, you can enter Pochven via filaments. There are filaments for 1, 5, and 15 people for each type. To use a filament, the people wishing to enter into Pochven must be in a fleet, everyone's safeties must be on yellow or red, and no one can have a combat timer. Fleet must be at least 1000km away from celestials and stations.

When you activate the filament, it launches you to a random spot in space in a Pochven system. Destination system is random among the systems determined by the filament type. Using the filament incurs a 15 minute capsuleer combat timer to everyone involved - this stops you from using one more often than every 15 minutes.

You cannot activate entry filaments from inside Pochven, but have to exit (via a wormhole or using an exit filament) first.

The types of entry filaments are:

- "Pochven" Home - takes you to a random home system (Niarja, Archee, or Kino)

- "Pochven" Border - takes you to a random border system (Senda, Ahtila, Arvasaras, Sakenta, Urhinichi, Otanuomi)

- "Pochven" Inner - takes you to a random inner system (all other systems but homes and borders)

- One "Cladistic" Krai filament for each Triglavian clade (Veles, Perun and Svarog) - takes you to a random system in the Krai in question (see map)

In addition there are two kinds of exit filaments, Glorification "Devana" that take you to a random Triglavian minor victory system, and Proximity "Extraction" that takes you to somewhere close to the Pochven system on the old map.

Filaments can regularly be looted from wrecks of various related entities and be sold on the open market. As such, they are usually available in all the major market hubs.

RECOMMENDATIONS FOR LOCATIONS FOR STAGING FOR ATTACKS INTO POCHVEN

The areas of space where wormholes to each Pochven system can be found vary a lot.

Some areas are completely high sec, some include low and a few even null systems. Most areas are connected, but for some systems the removal of the gates means that the candidate area is split into two, sometimes quite a few jumps in between. Certain Pochven systems are in range of each other, meaning that there is a chance that they do not at a given time have a connection to k-space at all.

For ease of operations into a Pochven system, we ideally want the entry area to be small and in high-security. We also want it to be connected, to avoid travelling several jumps between candidate systems. Entries to other Pochven systems are undesirable, as they can mean the system goes unreachable from outside for times. Based on these characteristics we can construct a desirability score for the systems.

In Table 1 are listed all Pochven systems in the order of their estimated suitability for attack.

The candidate systems are far from equally distributed over known space. In cases where the exact system of Entry into Pochven does not matter, it is generally more feasible to use filaments than wormholes, but in the rare case one wants to enter via wormholes but the exact destination does not matter, choosing a staging area in a region with multiple potential entry systems makes sense. For this reason, the Caldari State is in a unique position; made even more practical by the proximity of Jita 4-4. Table 2 shows the number of C729 candidate systems in each region.

As for EDENCOM preparedness, there are six Fortress systems and twelve EDENCOM minor victory systems that have entries into Pochven. These are shown in Table 3. While for independent capsuleer operations at this point in time EDENCOM victories matter little, for EDENCOM official operations a presence of a Fortress or Minor Victory in a compact candidate area might present a significant staging advantage. Archee and Angymonne are the two systems with both a high invasion suitability score and an EDENCOM fortress in the candidate area; Harva, Nani, and Vale candidate areas have good suitabilities and an EDENCOM Minor Victory.

Table 1. Suitability of Pochven systems for invasion staging via C729 wormholes.

System	Invasion suitability score	All highsec	Fully connected	Number of candidate systems	Compactness score
Senda	93%	✓	✓	7	1.67
Harva	88%	✓	✓	10	1.11
Nani	83%	✓	✓	10	1.56
Archee	74%	✓	✓	12	1.73
Otela	67%	✓	✓	13	2
Urhinichi	66%	✓	✓	14	1.77
Angymonne	62%	✓	✓	15	1.79
Krirald	61%		✓	10	1.67
Konola	60%		✓	9	2.13
Sakenta	59%	✓	✓	16	1.75
Arvasaras	58%		✓	11	1.7
Vale	55%		✓	12	1.73
Wirashoda	46%			8	1.5
Ignebaener	43%		✓	15	2.36
Kuharah	41%		✓	9	1.88
Tunudan	30%			13	2.73
Otanuomi	25%			17	2.47
Komo	18%	✓		23	3.59
Ahtila	18%			21	2.65
Ichoriya	18%			19	3.59
Kaunokka	17%			11	2.63
Nalvula	16%		✓	21	3.25
Ala	15%			15	5.43
Kino	12%			14	3.58
Raravoss	8%			21	6.2
Skarkon	5%			17	6.38
Niarja	3%	✓		26	7.48

Table 2. Number of candidate systems at different regions and the percentage of that region having potential entries to Pochven.

Region	Candidate systems	Systems	Percentage
The Citadel	47	81	58%
The Forge	41	88	47%
Black Rise	22	47	47%
Lonetrek	36	94	38%
The Bleak Lands	12	35	34%
Everyshore	17	53	32%
Essence	20	65	31%
Pochven	7	27	26%
Molden Heath	8	37	22%
Domain	37	189	20%
Sinq Laison	20	107	19%
Verge Vendor	6	44	14%
Tribute	5	54	9%
Etherium Reach	7	100	7%
Metropolis	11	158	7%
Derelik	8	117	7%
Kador	2	85	2%
Curse	1	50	2%
Placid	1	71	1%
Vale of the Silent	1	118	1%

Table 3. Potential C729 entries to Pochven from EDENCOM victory systems. (Fortresses in bold.)

Pochven system	Edencom entry candidates	Invasion suitability score
Ahtila	**Samanuni**	18%
Ala	**Adrallezoen**, **Fasse**, Mormelot, Saidusairos	15%
Angymonne	**Odixie**	62%
Archee	**Adrallezoen**, **Bawilan**	74%
Arvasaras	-	58%
Harva	Madimal	88%
Ichoriya	**Samanuni**	18%
Ignebaener	Ladistier	43%
Kaunokka	-	17%
Kino	-	12%
Komo	Nourvukaiken	18%
Konola	-	60%
Krirald	Anher, Bei	61%
Kuharah	-	41%
Nalvula	-	16%
Nani	Nourvukaiken	83%
Niarja	-	3%
Otanuomi	**Hentogaira**	25%
Otela	-	64%
Raravoss	Sasiekko	8%
Sakenta	Nourvukaiken	55%
Senda	-	93%
Skarkon	Offikatlin	5%
Tunudan	Rairomon	30%
Urhinichi	-	66%
Vale	Pemene, Tierijev	55%
Wirashoda	-	46%

CANDIDATE AREA SCHEMATICS

In the following pages, we give a map of the areas surrounding each Pochven system in space. Each map shows the potential systems for entry to Pochven a particular Pochven system and their immediate surroundings. Commentary on the nature of the area has been included.

Key to the schematics
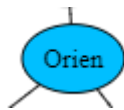
High sec system, potential entry

Low sec system, potential entry

Nullsec (incl Pochven) system, potential entry
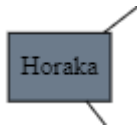
A system connected to the entry systems

Center of the scan area (the system with the least combined distance to other scan systems)

AHTILA

Includes non-high-sec systems, well connected (apart from the Pochven system), 21 systems to scan. Potential connection to elsewhere in Pochven. Invasion suitability score 18%.
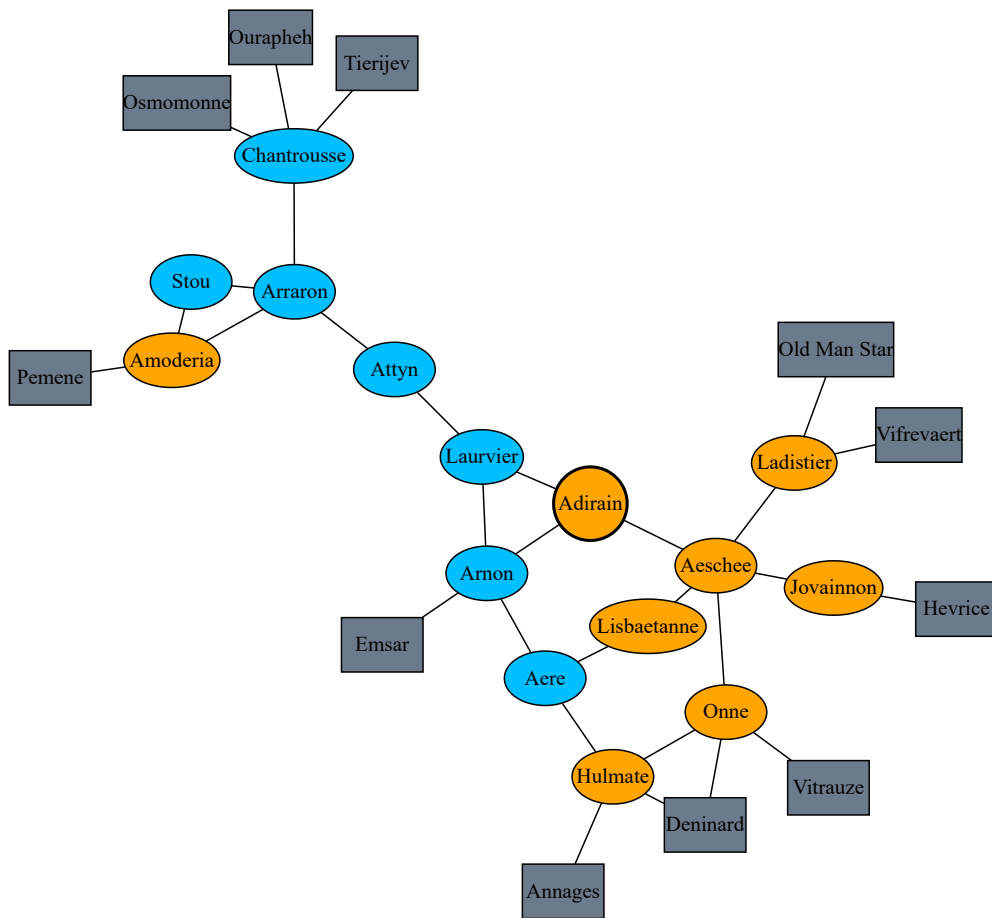
Regions / Dotlan: [Black Rise](), [Lonetrek](), [Pochven]()
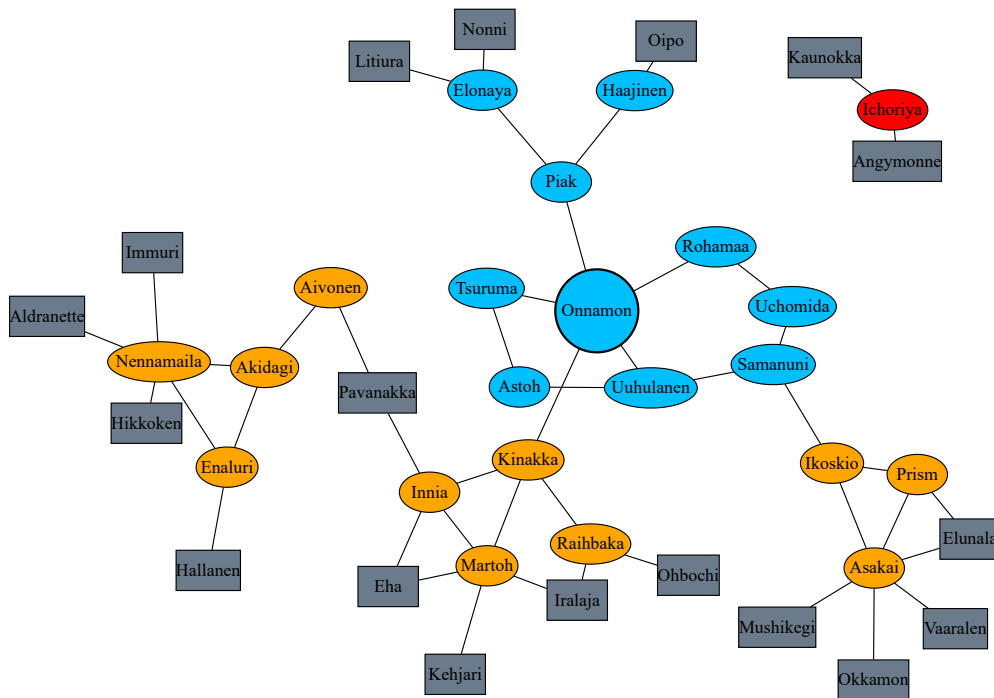
ALA

Includes non-high-sec systems, disconnected. 15 systems to scan. Invasion suitability score 15%.

Regions / Dotlan: [Sinq Laison](#) , [Everyshore](#), [The Bleak Lands](#)
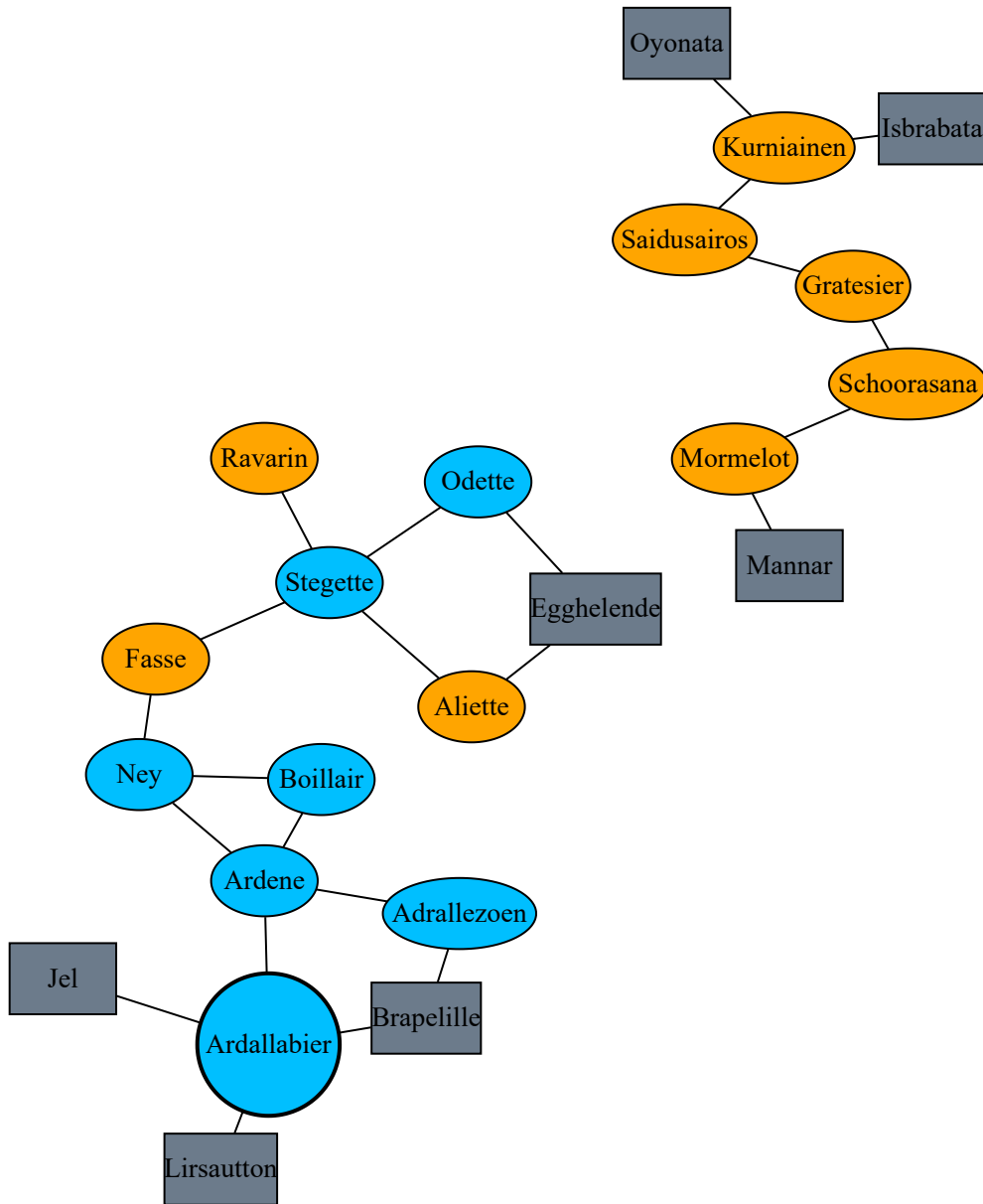
ANGYMONNE

All high security, well connected, 15 systems to scan. Invasion suitability score 62%.

Regions / Dotlan: [Everyshore](#)
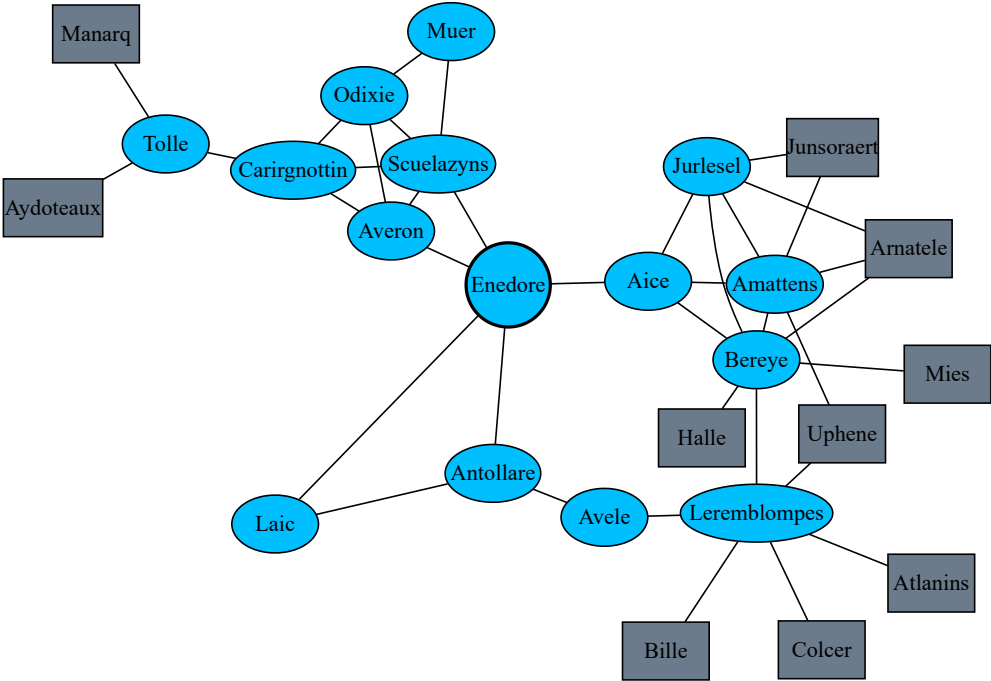
ARCHEE

All high security, well connected, 12 systems to scan. Invasion suitability score 74%.

Regions / Dotlan: [Sinq Laison](), [Everyshore]()
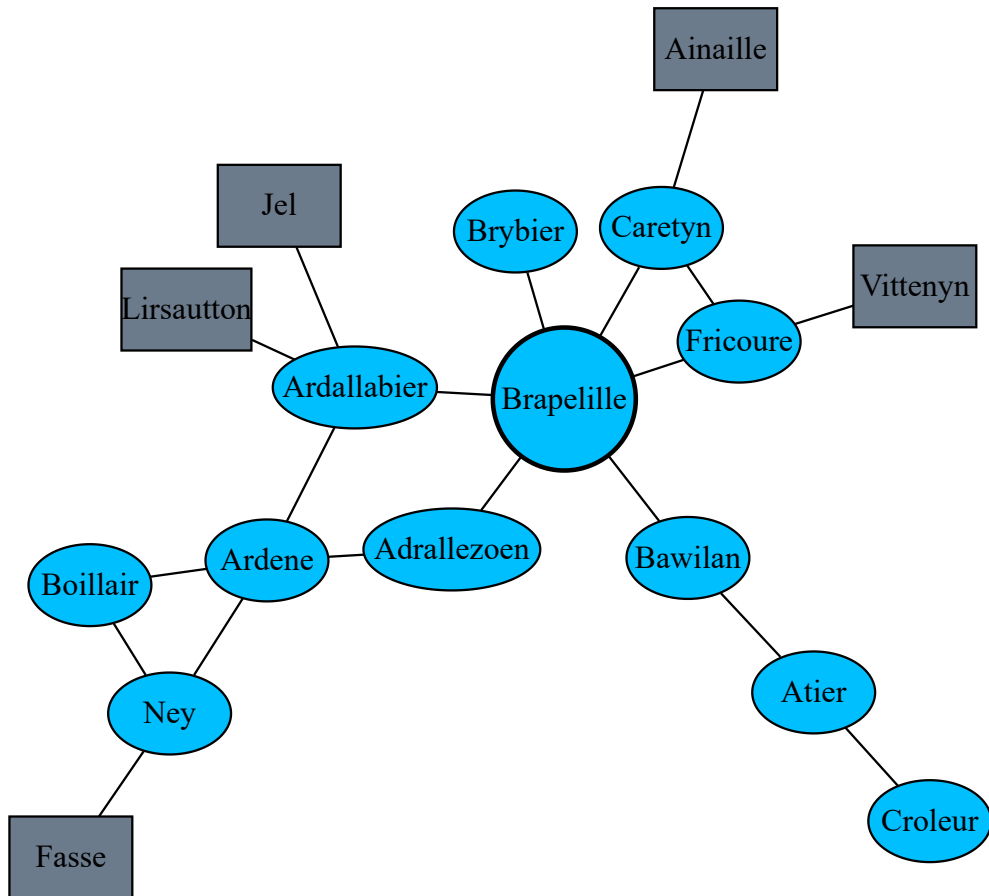
ARVASARAS

Includes non-high-sec systems, well connected, 11 systems to scan. Invasion suitability score 58%.
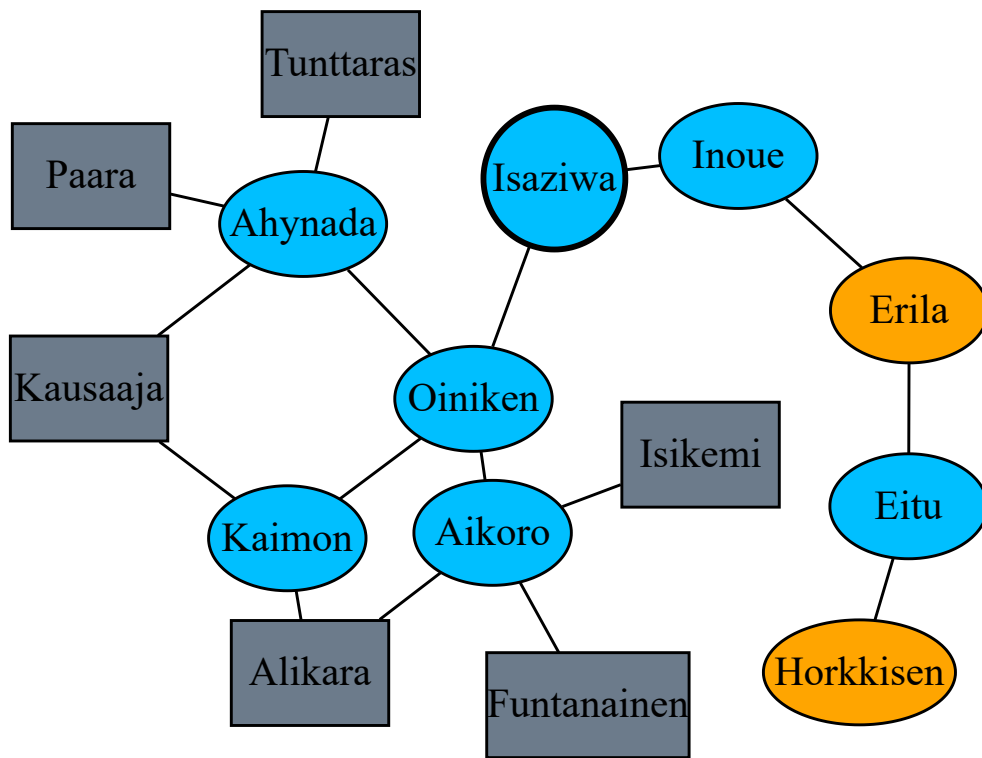
Regions / Dotlan: [The Citadel](), [Lonetrek](), [The Forge]()
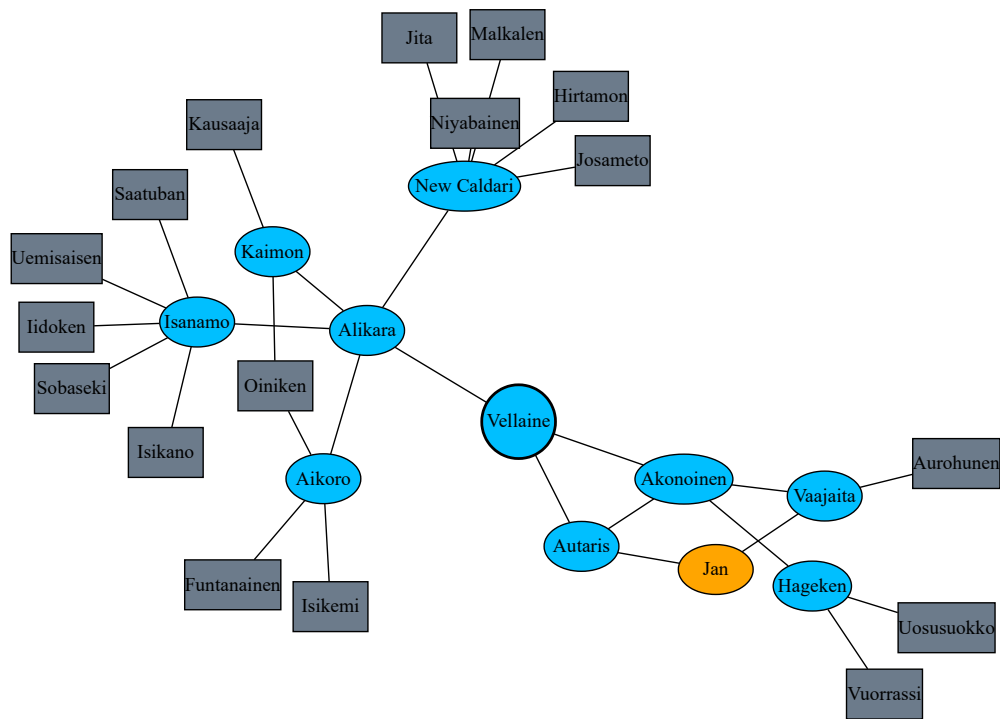
HARVA

All high security, well connected, 10 systems to scan. Invasion suitability score 88%.

Regions / Dotlan: **Domain**
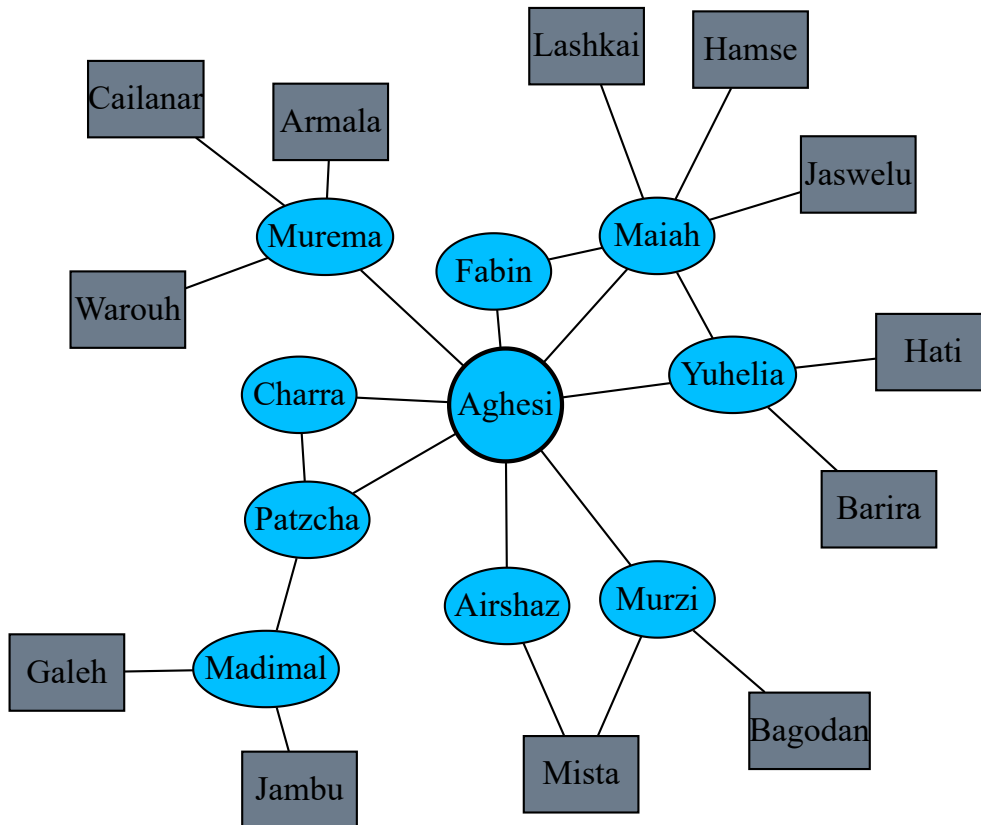
ICHORIYA

Includes non-high-sec systems, well connected (apart from the Pochven system), 19 systems to scan. Potential connection to elsewhere in Pochven. Invasion suitability score 18%.

Regions / Dotlan: [Black Rise](#), [Lonetrek](#), [Placid](#), [Pochven](#)
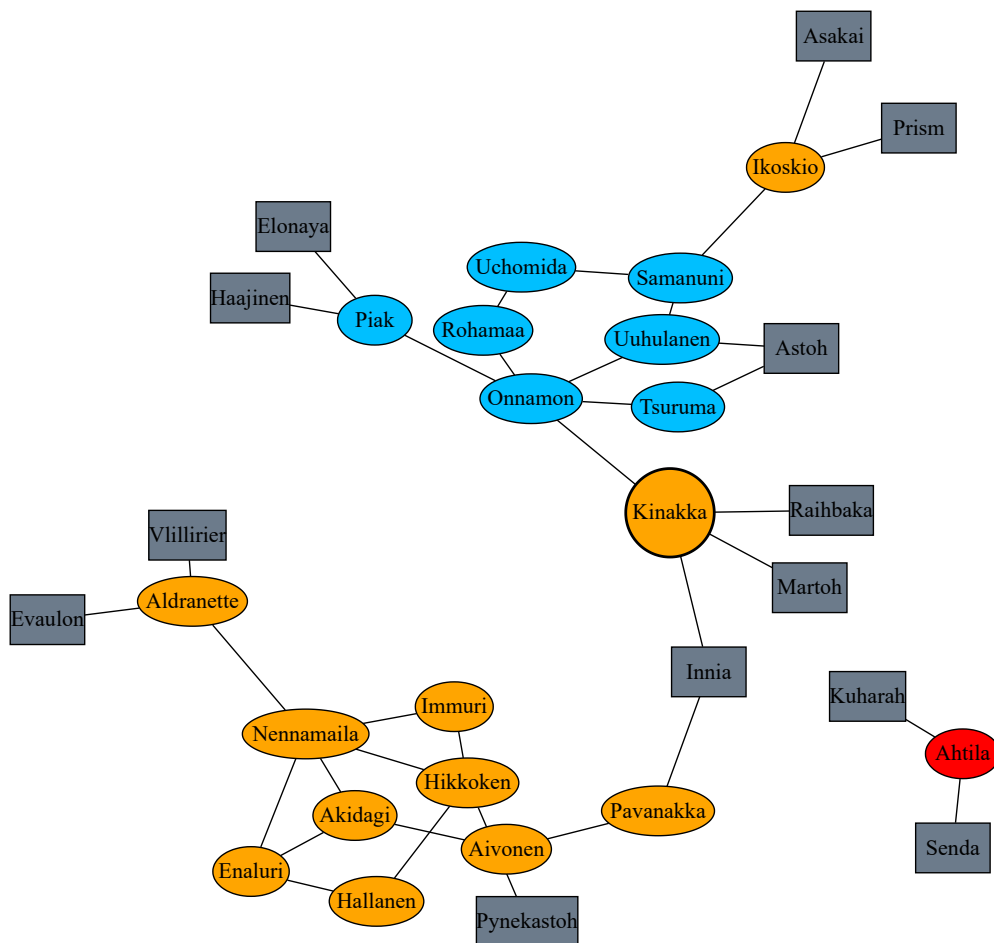
IGNEBAENER

Includes non-high-sec systems, well connected, 15 systems to scan. Invasion suitability score 43%.

Regions / Dotlan: [Essence](), [Verge Vendor]()

KAUNOKKA

Includes non-high-sec systems, disconnected. 11 systems to scan. Potential connection to elsewhere in Pochven. Invasion suitability score 17%.

Regions / Dotlan: [Lonetrek](#), [The Citadel](#), [Pochven](#)
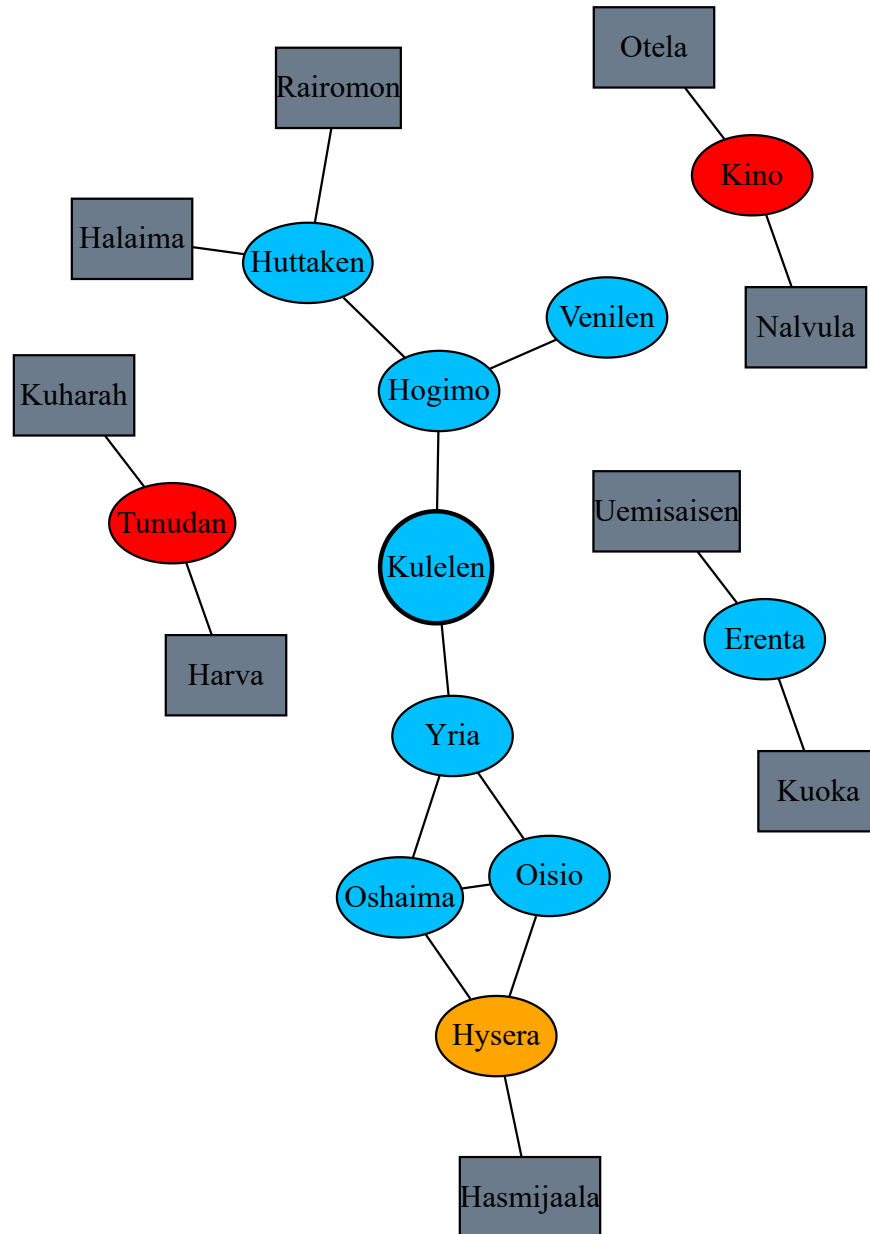
KINO

Includes non-high-sec systems, disconnected. 14 systems to scan. Potential connection to elsewhere in Pochven. Invasion suitability score 12%.

Regions / Dotlan: Lonetrek, The Citadel, Pochven
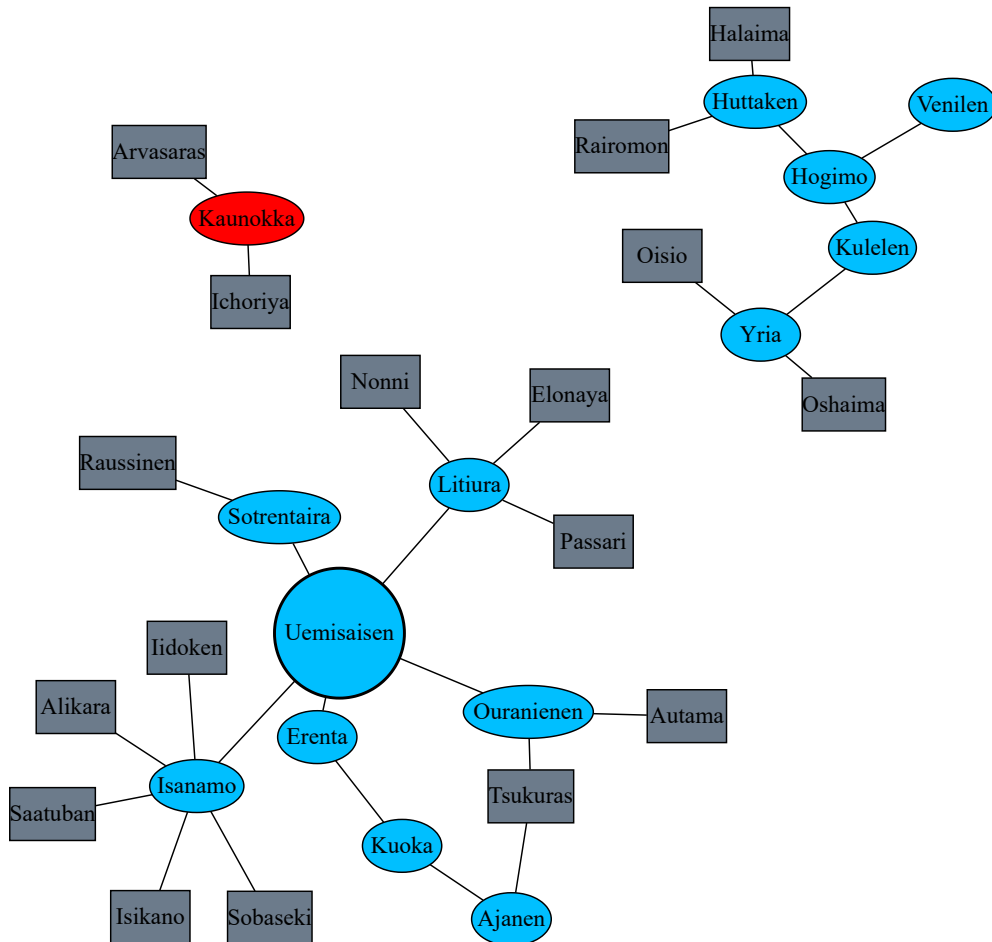
KOMO

All high security, disconnected. 23 systems to scan. Invasion suitability score 18%.

Regions / Dotlan: [The Citadel](), [Lonetrek](), [The Forge]()
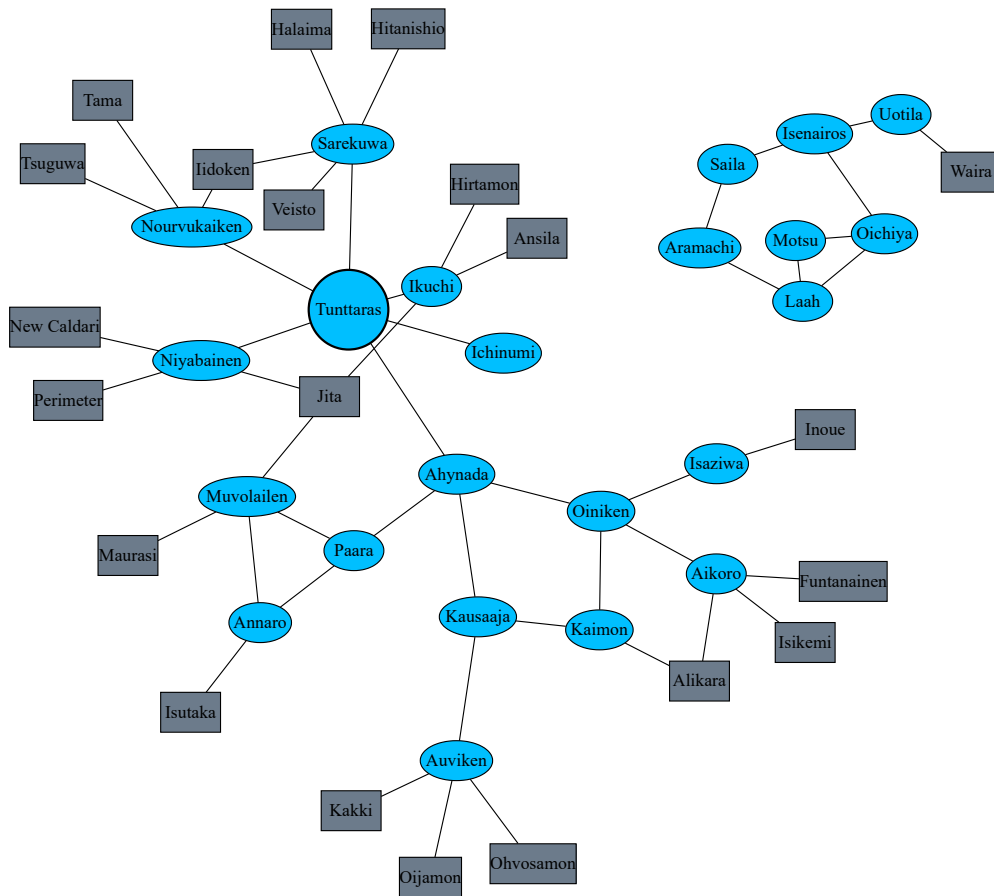
KONOLA

Includes non-high-sec systems, well connected, 9 systems to scan. Invasion suitability score 60%.

Regions / Dotlan: [The Citadel](#)

KRIRALD

Includes non-high-sec systems, well connected, 10 systems to scan. Invasion suitability score 61%. Care must however be taken moving through Hagilur, which is a known chokepoint frequented by pirates and other hunters.

Regions / Dotlan: [Metropolis](), [Sinq Laison]()
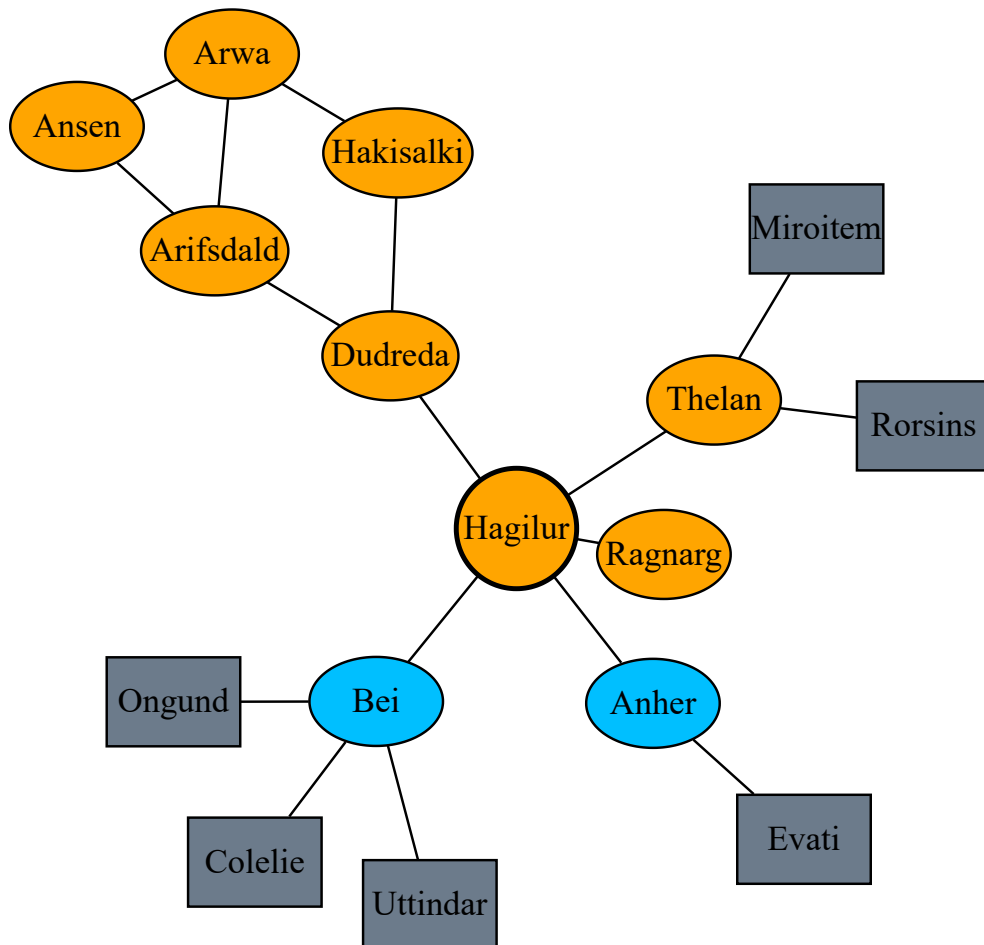
KUHARAH

Includes nullsec, well connected, 9 systems to scan. Invasion suitability score 41%.

Regions / Dotlan: [Curse](), [Derelik]()

>
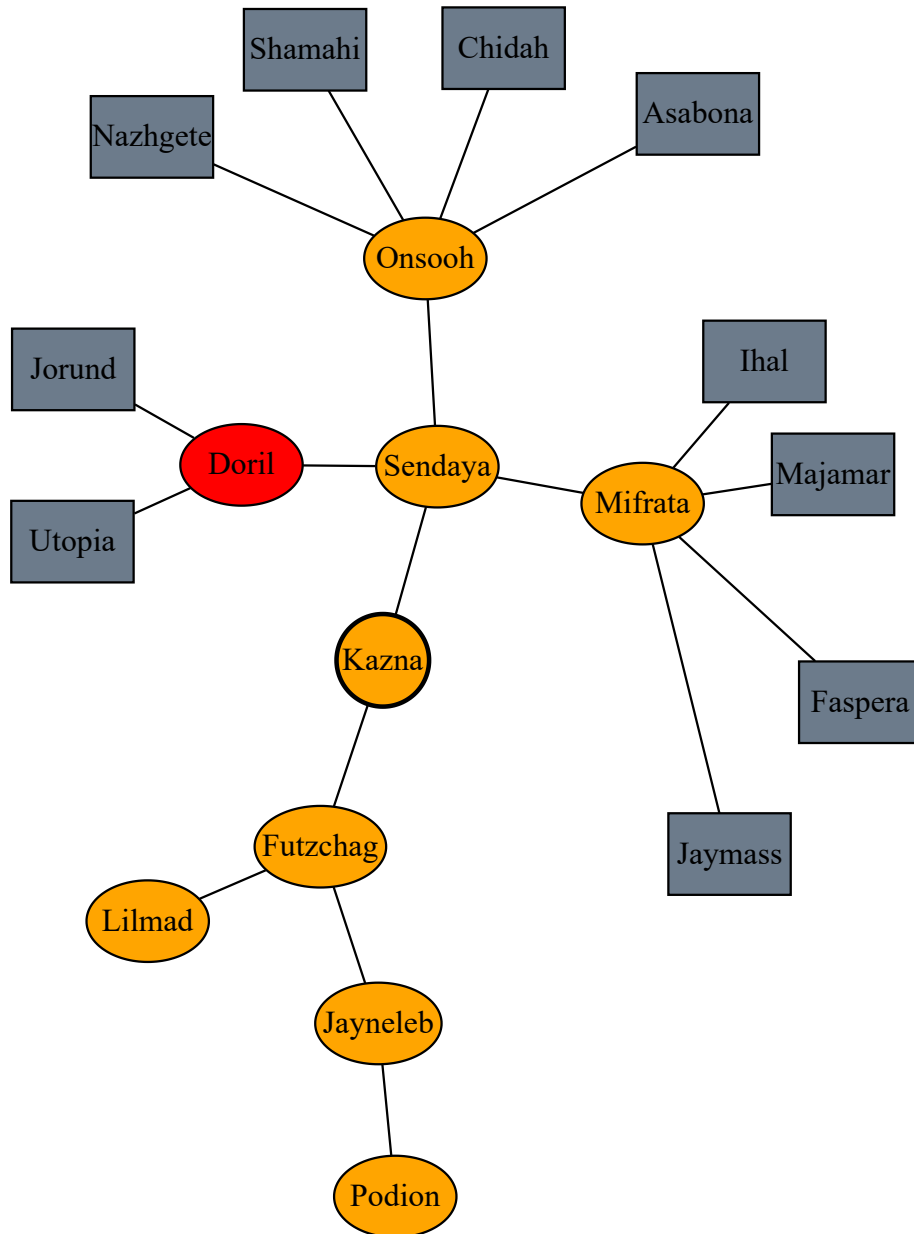
NALVULA

Includes nullsec, well connected, 21 systems to scan. Invasion suitability score 16%.

Regions / Dotlan: [Lonetrek](), [Tribute](), [The Forge](), [Vale of the Silent]()
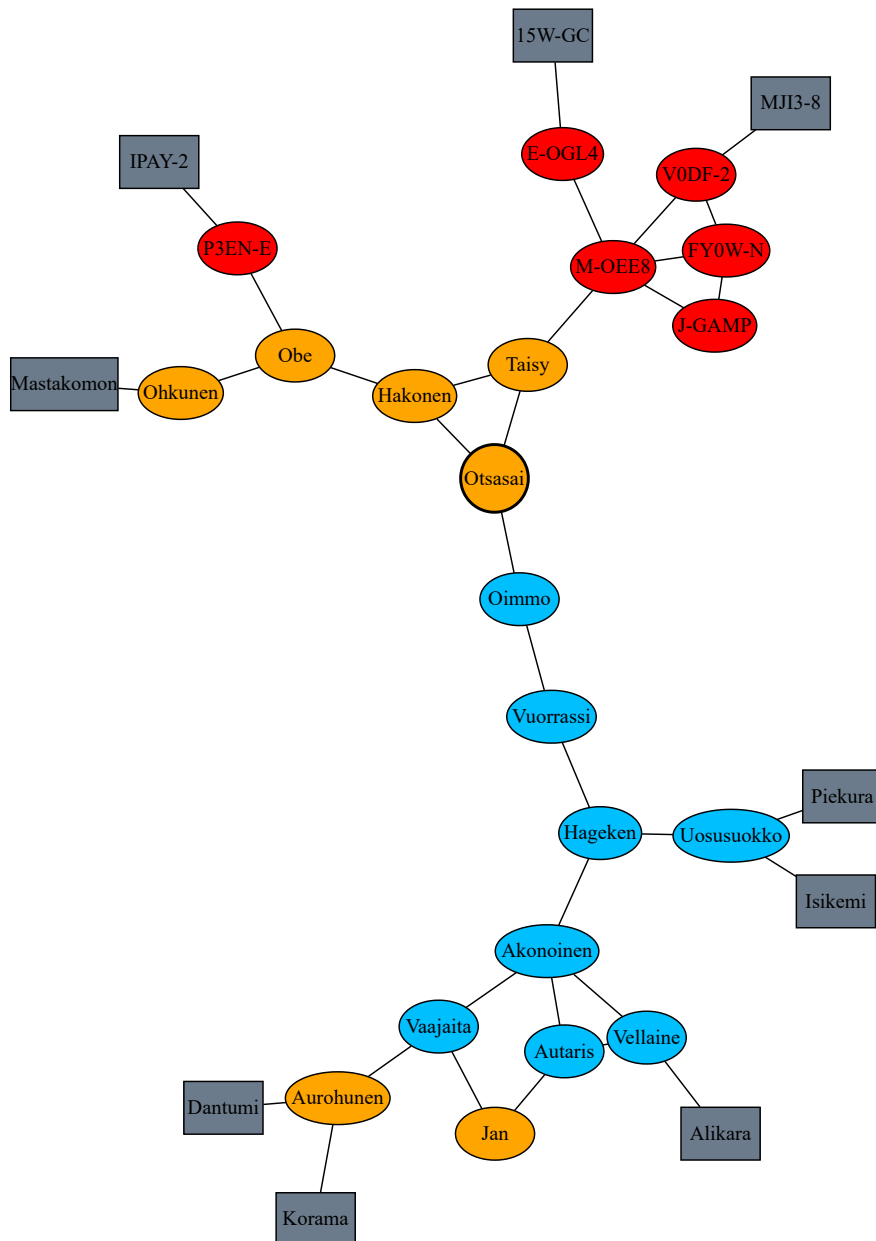
NANI

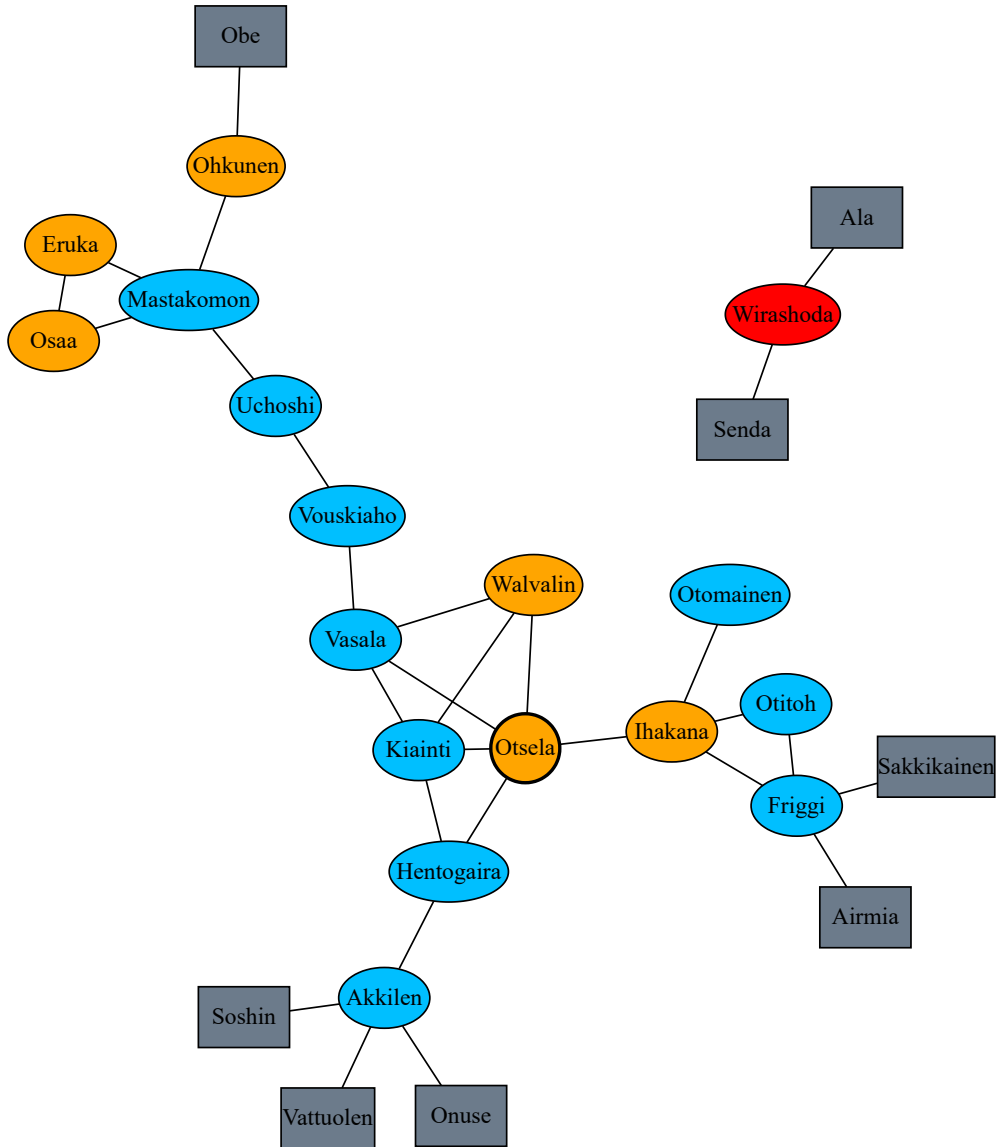All high security, well connected, 10 systems to scan. Invasion suitability score 83%.

Regions / Dotlan: [Lonetrek](#)

NIARJA

All high security, disconnected. 26 systems to scan. Invasion suitability score 3%.

Regions / Dotlan: [Domain](), [Kador](), [The Citadel](), [The Forge]()
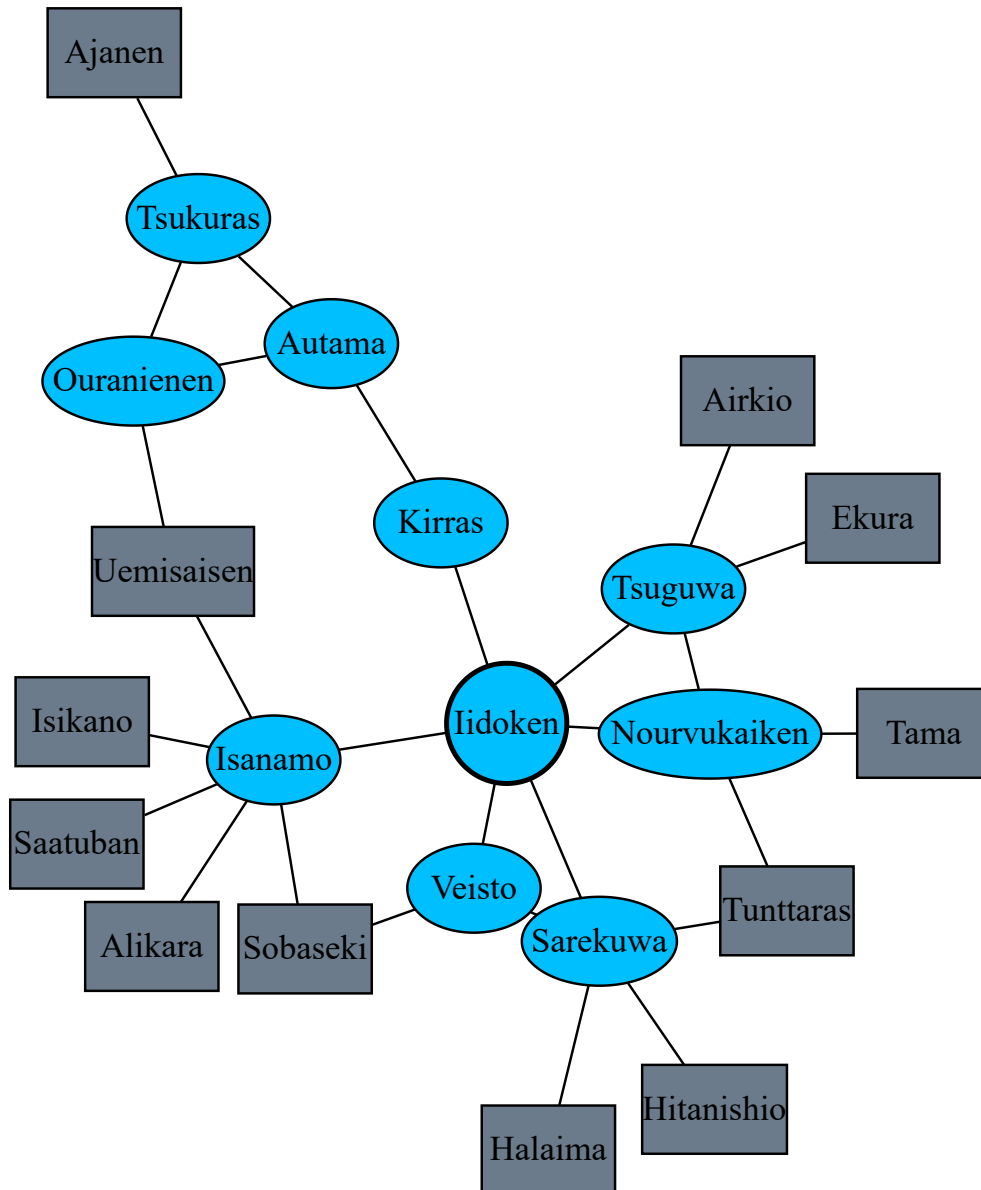
OTANUOMI

Includes non-high-sec systems, well connected (apart from the Pochven system), 17 systems to scan. Potential connection to elsewhere in Pochven. Invasion suitability score 25%.

Regions / Dotlan: [The Forge](), [Pochven]()

OTELA

All high security, well connected, 13 systems to scan. Invasion suitability score 67%.

Regions / Dotlan: [The Citadel](), [The Forge](), [Lonetrek]()
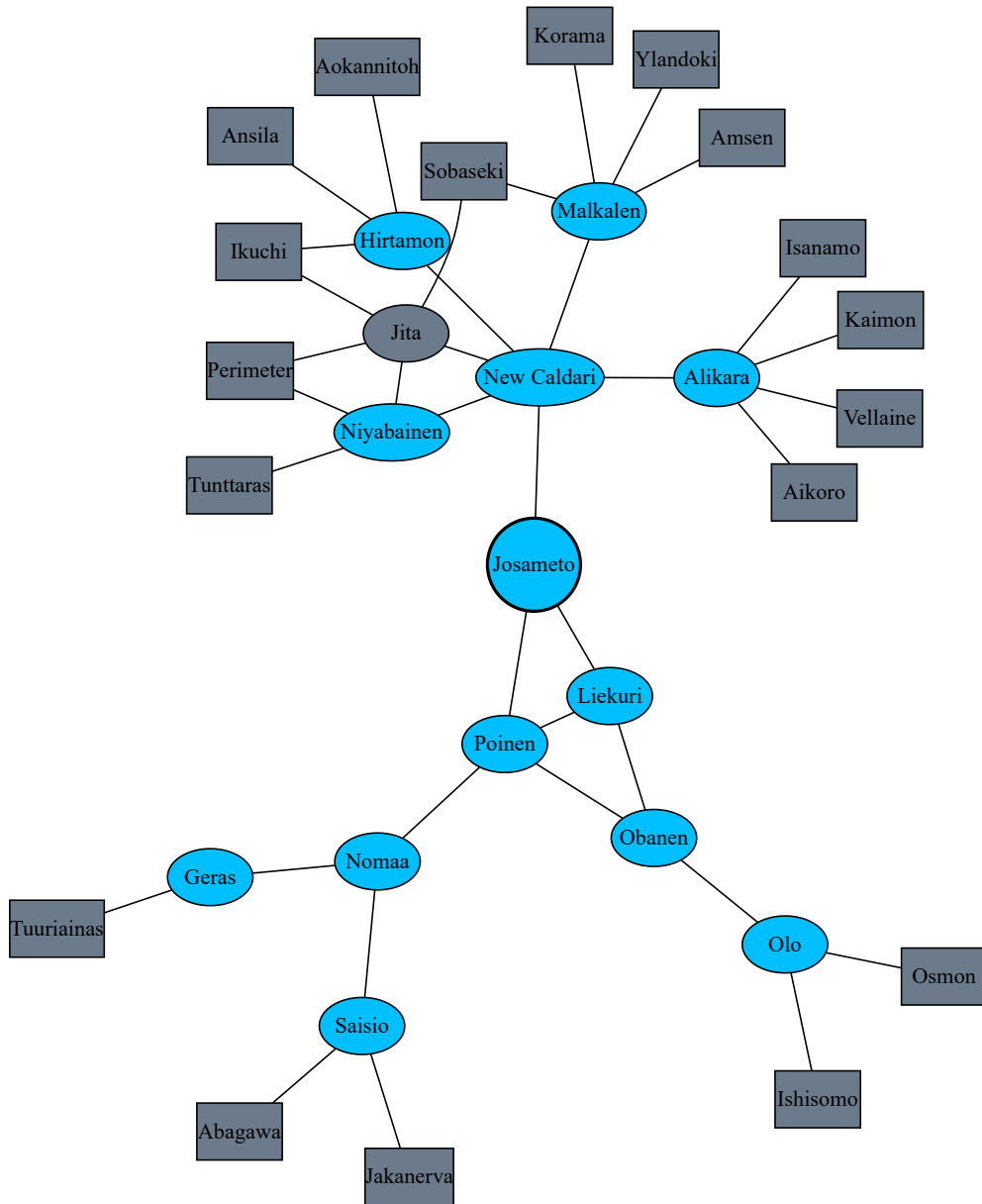
RARAVOSS

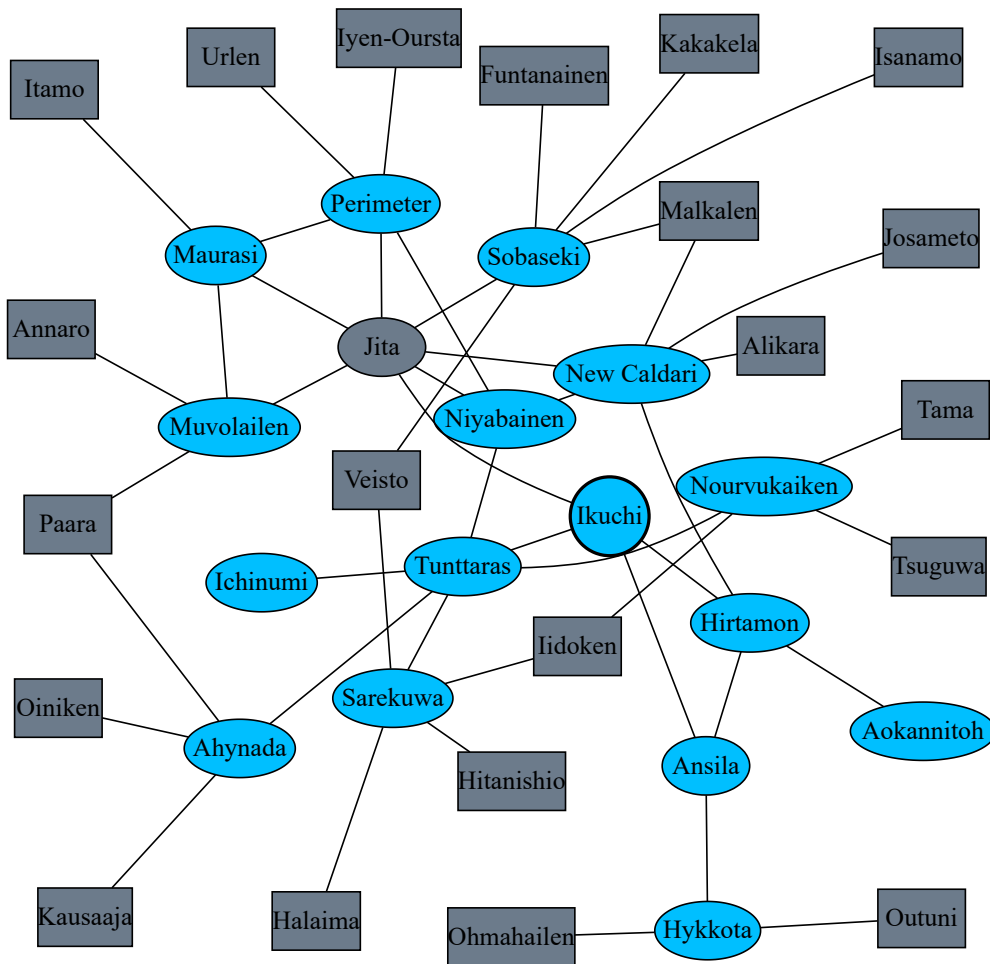Includes non-high-sec systems, disconnected. 21 systems to scan. Invasion suitability score 8%.

Regions / Dotlan: [The Bleak Lands](#), [Domain](#)
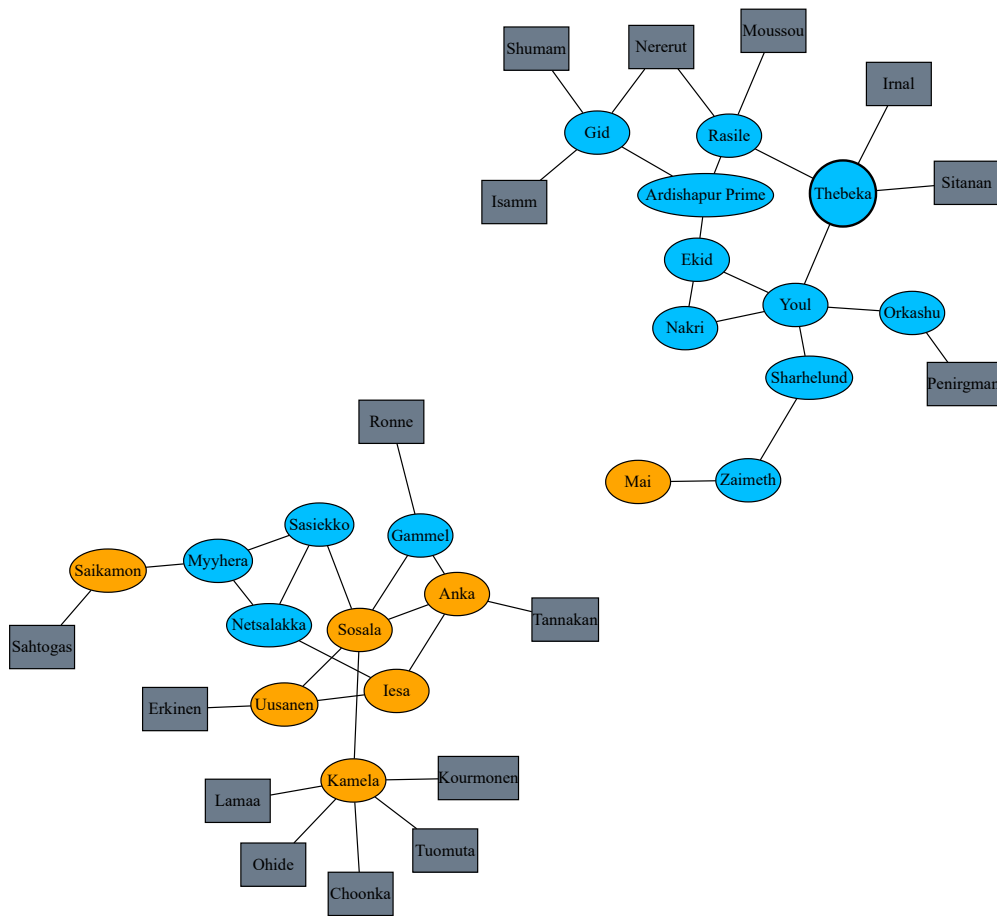
SAKENTA

All high security, well connected, 16 systems to scan. Invasion suitability score 59%.
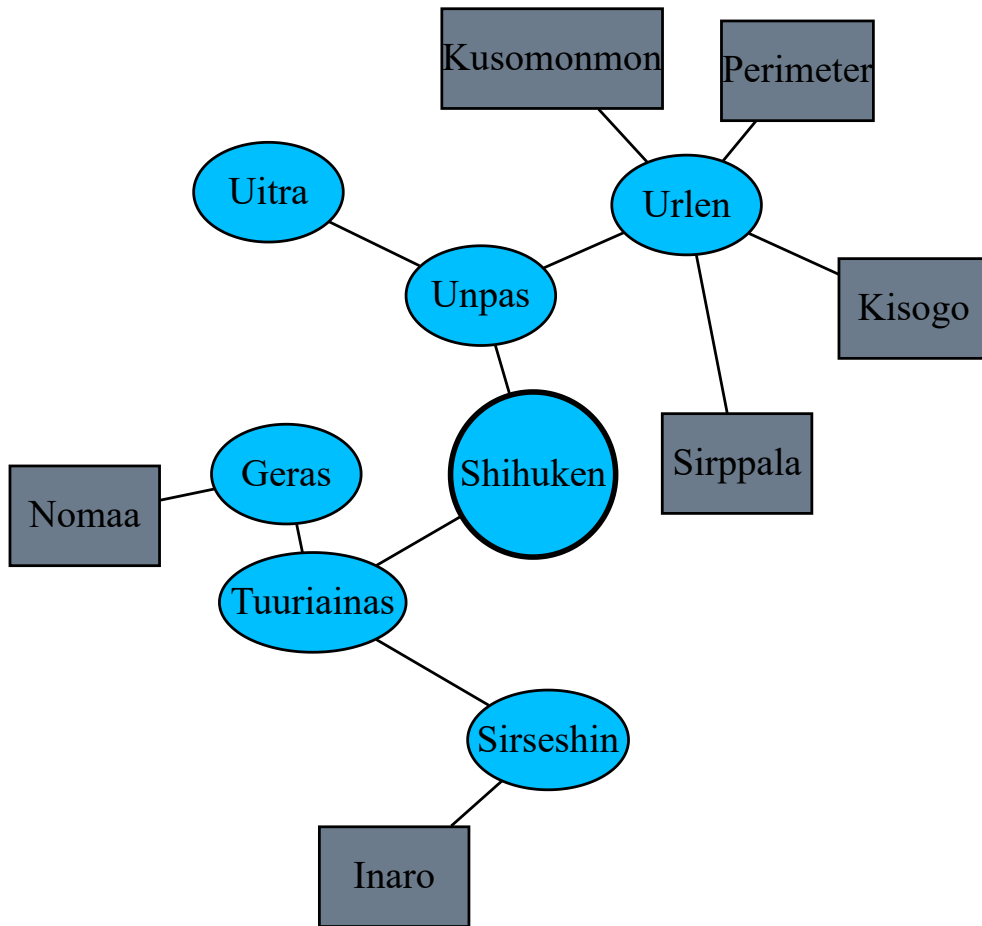
Regions / Dotlan: [The Citadel](), [The Forge](), [Lonetrek]()

SENDA

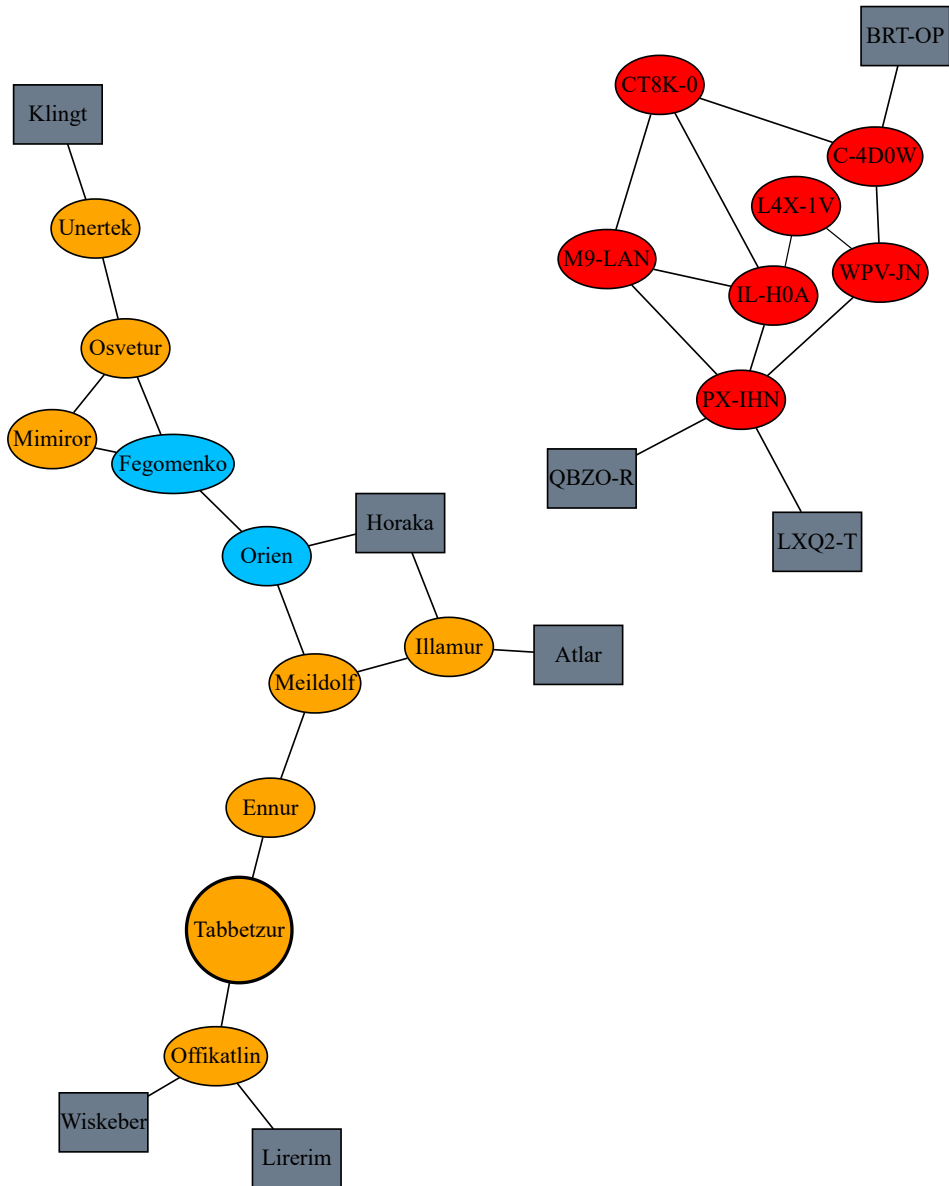All high security, well connected, 7 systems to scan. Invasion suitability score 93%.

Regions / Dotlan: The Forge

SKARKON

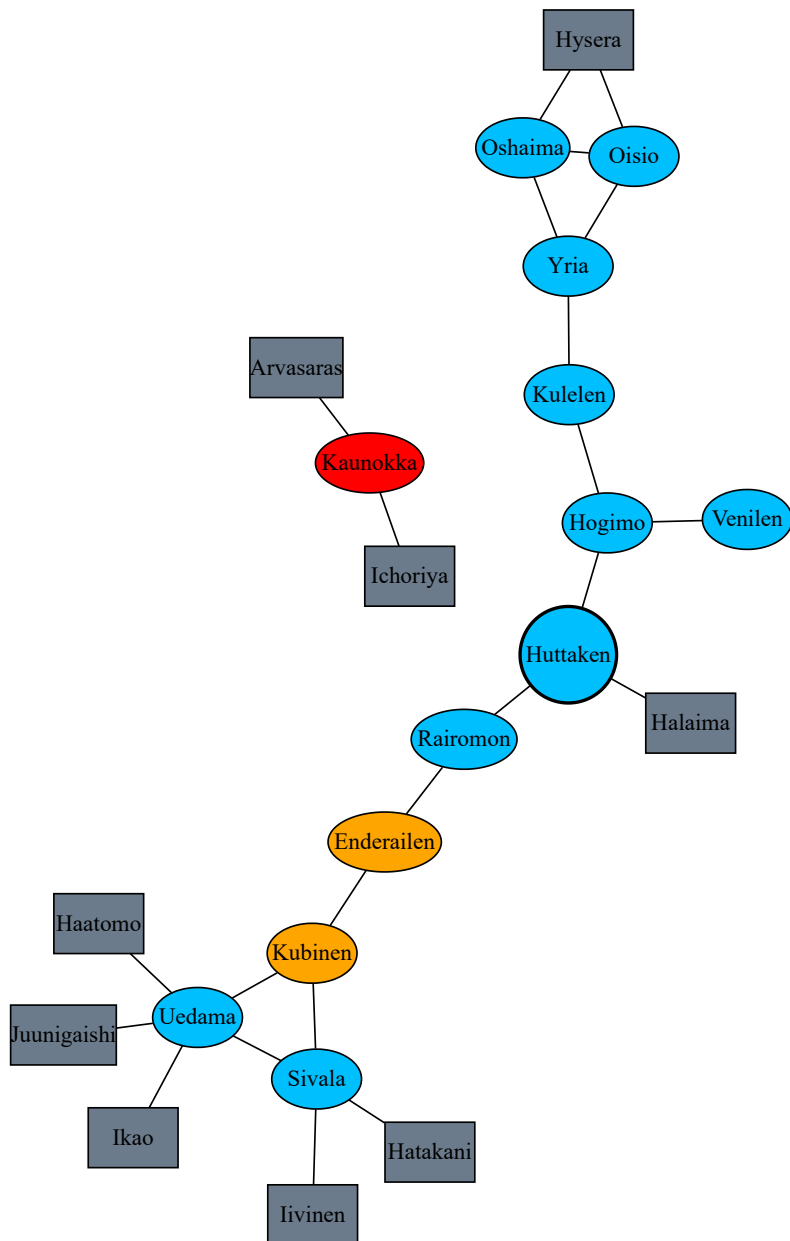Includes nullsec, disconnected. 17 systems to scan. Invasion suitability score 5%.

Regions / Dotlan: [Etherium Reach](), [Molden Heath](), [Metropolis]()

TUNUDAN

Includes non-high-sec systems, well connected (apart from the Pochven system), 13 systems to scan. Potential connection to elsewhere in Pochven. Invasion suitability score 30%.
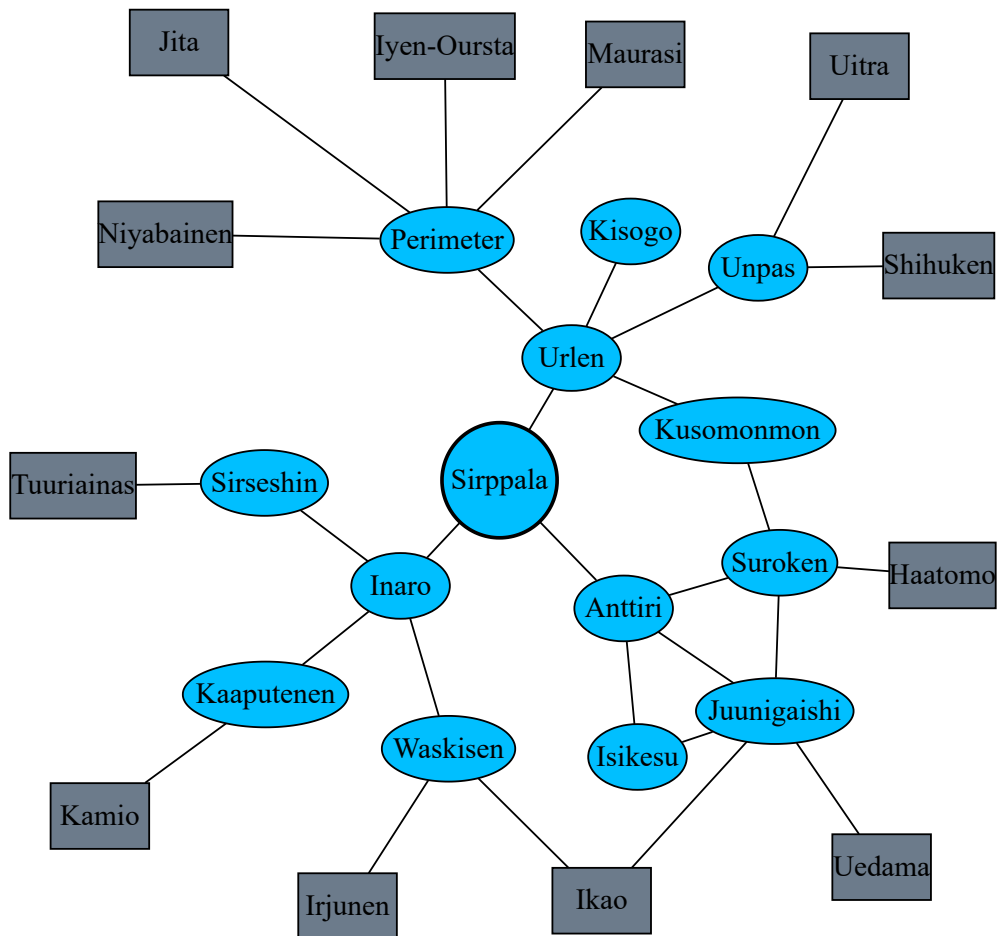
Regions / Dotlan: [The Citadel](#), [Pochven](#)

URHINICHI

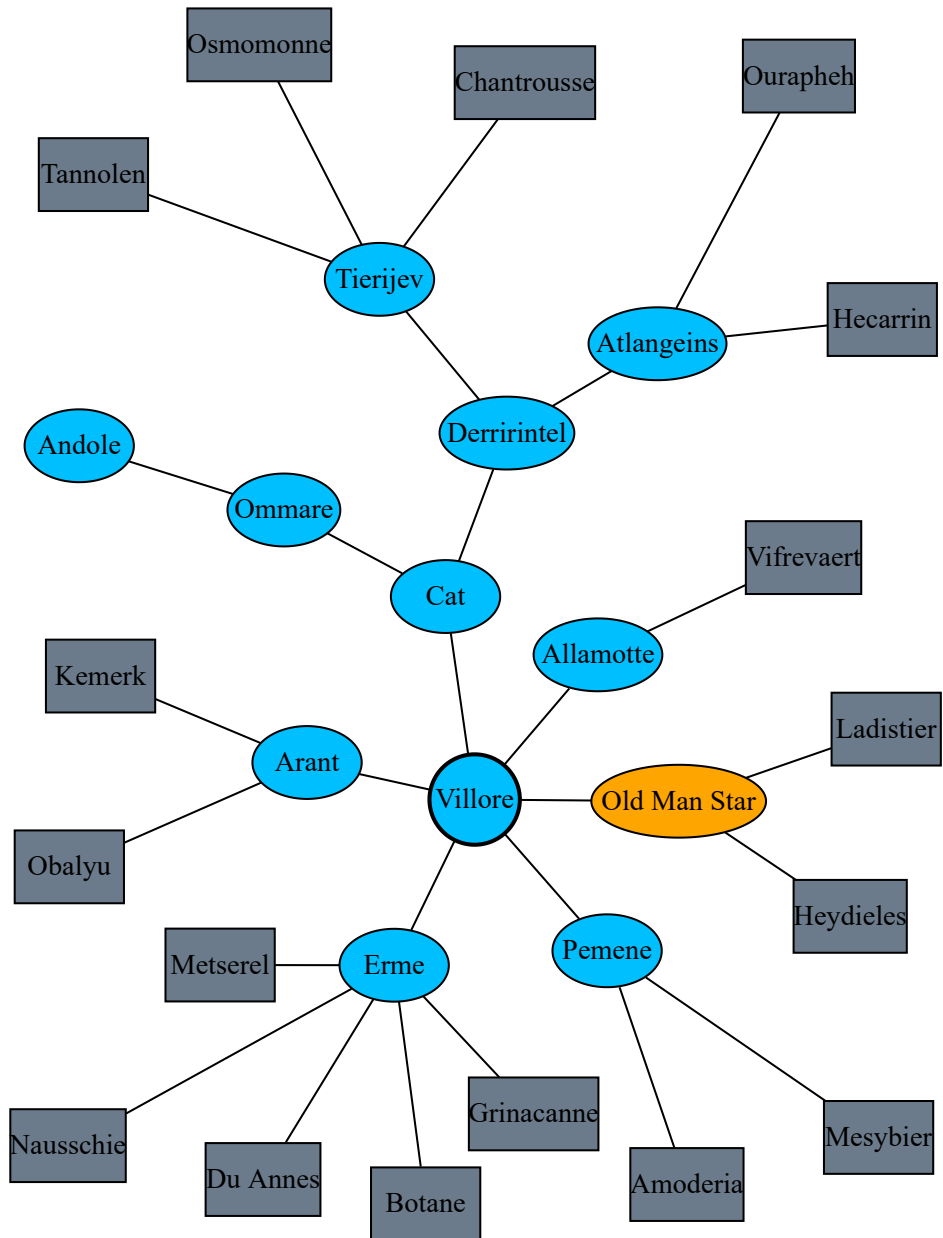All high security, well connected, 14 systems to scan. Invasion suitability score 66%.

Regions / Dotlan: [The Citadel](#), [The Forge](#)

VALE

Includes non-high-sec systems, well connected, 12 systems to scan. Invasion suitability score 55%.

Regions / Dotlan: [Essence](), [Sinq Laison](), [Verge Vendor]()

WIRASHODA

Includes non-high-sec systems, well connected (apart from the Pochven syste), 8 systems to scan. Potential connection to elsewhere in Pochven. Invasion suitability score 46%.

Regions / Dotlan: [The Forge](), [Pochven]()