

= Bloodbath of B @-@ R5RB =

The Bloodbath of B @-@ R5RB or the Battle of B @-@ R5RB was a massive @-@ scale virtual battle fought in the MMORPG space game Eve Online , and was possibly the largest player versus player battle in history . Pitting the Clusterfuck Coalition and Russian alliances (CFC / Rus) against N3 and Pandemic Legion (N3 / PL) , the 21 @-@ hour @-@ long conflict involved over 7 @, @ 548 player characters overall and a maximum of 2 @, @ 670 players in the B @-@ R5RB system at one time . The in @-@ game cost of the losses totalled over 11 trillion InterStellar Kredit (ISK) , an estimated theoretical real @-@ world value of \$ 300 @, @ 000 to \$ 330 @, @ 000 USD . This theoretical value is derived from time cards which are purchasable for real currency and can be converted into a tradable item in @-@ game .

Part of a larger conflict known as the Halloween War , the fight started after a single player controlling a space station in the star system B @-@ R5RB accidentally failed to make a scheduled in @-@ game routine maintenance payment which made the system (a key staging area used by N3 / PL in the war) highly vulnerable to capture . The CFC and Russian coalitions began pouring players into the system in a swift offensive , and N3 / PL moved in a large fleet of players as a response as well . A massive battle erupted in the system and numerous smaller engagements occurred throughout the game universe as players attempted to block reinforcements from joining the battle . CFC / Rus gained a clear win by inflicting heavy losses on N3 / PL and successfully capturing B @-@ R5RB . The losses totalled 576 Capital @-@ class ships including 75 Titans (the largest ships available to players) , along with thousands of smaller vessels .

To commemorate the sheer size and cost of the battle , the game 's creators , CCP Games , erected a permanent monument in the system B @-@ R5RB named " The Titanomachy " , consisting of non @-@ salvageable capital ship wrecks .

= = Background = =

Eve Online is a MMORPG space game in which players engage in a variety of activities including mining , piracy , manufacturing , trading , exploration , and combat . A few dozen players form corporations (called clans , guilds or alliances in other video games) , and these corporations in turn can formally join in alliance with other corporations . Many of these alliances create informal coalitions to work toward common goals and fight competing alliances . The Halloween War was a conflict in the game universe which started around Halloween in late October 2013 and pitted the CFC and " Russian " coalition and their allies against the N3 and Pandemic Legion coalitions and their allies . B @-@ R5RB , located in the Immensea region , served as the staging ground for all Pandemic Legion fleets . A few days before the fighting in B @-@ R5RB , the CFC and Russian coalition suffered a decisive loss to N3 and Pandemic Legion forces in the Battle of HED @-@ GP in the Catch region , due to the N3 / PL 's " Wrecking Ball " formation of Titan and Supercarrier " supercapital " ships in the center of a huge sphere of mainly Archon carriers .

= = Battle = =

= = = Outbreak of conflict = = =

On January 27 , 2014 (YC 116 in @-@ game) , the one @-@ year anniversary of the immense Battle of Asakai , player corporation " H A V O C " , a member of Nulli Secunda , which in turn is a part of the N3 / Pandemic Legion coalition , mistakenly failed to make a scheduled payment to in @-@ game security force CONCORD . This resulted in the star system B @-@ R5RB losing its sovereign status , which meant that other players could capture the system without needing to wait for the normal " reinforcement timers " (real time waiting periods of several days designed to allow defenders to rally) . An enemy scout discovered Nulli Secunda quietly attempting to regain control with their Territorial Control Units (TCU) . At around 14 : 00 UTC , with an hour remaining on the

clock before Nulli Secunda could regain control , the CFC and Russian coalition sent a capital fleet to the station . RAZOR Alliance took the station , and the Russians destroyed the N3 / PL Territorial Control Unit and set up its own TCU in order to establish control . As capturing this system would enable them to trap Pandemic Legion assets , including hundreds of capital and sub @-@ capital ships , inside and prevent them from joining the war , CFC Alliance and Russian @-@ heavy coalition forces scrambled to gain control of the system , with thousands of players logging on and preparing their fleets . Manfred Sideous of Pandemic Legion claimed that the missed payment resulted from a bug , as he had enough ISK in his holding corporation wallet and had autopay checked .

= = = Battle for B @-@ R5RB = = =

Pandemic Legion and N3 moved to retake the system , but the Russians destroyed all Territorial Control Units anchored in the system . N3 / PL then deployed their super @-@ carrier and carrier fleet in the " Wrecking Ball " formation just off the system 's space station , a formation which had previously defeated the CFC and Russian alliance . As the conflict was a surprise and occurred on a Monday workday , CFC and Rus decided to take advantage and gain field superiority before N3 and PL could respond and so deployed their entire capital fleet to the system . Meanwhile , they deployed their sub @-@ capital fleets to N3 staging systems , including I @-@ NGI8 and GXK @-@ 7F , to delay any reinforcements .

Each side then attempted to rush all available pilots into the system , and the game 's time dilation software engaged . Time dilation is a game feature created by developer CCP Games to handle heavy loads on the game server without the game lagging or disconnecting players . In time dilation , the game slows to ten percent normal speed , with each second of game time displaying as ten seconds of real time . The two sides traded Titan kills every hour , when their Doomsday weapons could fire again , and the system became filled with warp disruption bubbles , making extraction difficult . For a while neither side gained any real advantage , though CFC / Rus managed to on @-@ line their Territorial Control Units and held a slight lead in the number of enemy Titans destroyed . Throughout the engagement , related battles played out across the entire game universe as fleets tried to block reinforcements , destroy fleeing capitals and super @-@ capitals , or trap pilots attempting to enter the fray .

The tide of the battle started to turn when Manfred Sideous , the initial N3 / PL fleet commander , handed control to Vince Draken , CEO of Northern Coalition . Vince Draken managed to concentrate fire on and destroy several CFC / Rus Titans , and forced some additional Russian Titans to leave the system with depleted shields and armor . However , N3 / PL overestimated their success and began to focus their attacks on the Titan belonging to Sort Dragon , the commander of all remaining Russian forces in the field . This Titan had very high damage resistance , and Sort Dragon drew upon his entire fleet to assist in repairing it , enabling it to hold out much longer than most other Titans up to that point . By the time his Titan fell , the CFC / Rus had managed to destroy five N3 / PL Titans , putting the alliance well ahead . James Carl , a member of the N3 / Pandemic Legion coalition , reported to the Associated Press that " It looks like CFC is winning , but we 're hoping now that all of our US players are online , we 'll turn the tide . " But when the US @-@ timezone players logged on and reinforcements became available , PL did not see the numbers they had expected , and the CFC blockaded adjacent systems to prevent them joining the battle . Eventually , N3 / PL could no longer destroy any Titans , and ordered a retreat . They switched their fire onto CFC / Rus 's Dreadnoughts in an attempt to take out as many ships as possible during retreat . Due to their spy network , CFC knew that N3 / PL had ordered a retreat and deployed Interdictors and Heavy Interdictors to prevent the withdrawal . N3 / PL lost several more Titans , Super Carriers , and Capitals in the extraction , with many trapped by the warp disruption bubbles strewn throughout the battle area .

= = Aftermath = =

Over 7 @, @ 548 unique characters participated in the overall battle , of which 6 @, @ 058 participated directly in the B @-@ R5RB system with a maximum of 2 @, @ 670 in system at the same time . These numbers included 717 unique player corporations and involved 55 unique player alliances . Joystiq called the battle potentially the largest recorded PvP battle in any game to date . The 21 @-@ hour @-@ long conflict resulted in the loss of 75 Titans , 13 Super Carriers , 370 Dreadnoughts , and 123 Carriers , along with thousands of smaller ships and innumerable fighters and drones . N3 and Pandemic Legion lost 59 Titans while the CFC and Russian coalition lost only 16 . An estimated 11 trillion ISK in assets was lost during the battle , and media outlets reported the battle as the biggest and most expensive in EVE Online 's history , estimating that the battle cost \$ 300 @, @ 000 ? \$ 330 @, @ 000 in real @-@ world money . This estimate comes from a figure listed in the official report by CCP Games , which the report based off a theoretical conversion of pilot license extensions , or PLEX , into real @-@ world USD . While direct conversion of real currency into ISK , or vice versa , is strictly prohibited , and PLEX units are purchasable in @-@ game , additional PLEX units can be purchased for \$ 20 USD , and it is from this theoretical real @-@ world value that the estimated dollar amounts lost in the battle are drawn . However , this does not mean this amount of real @-@ world money was expended , as many ships were purchased through in @-@ game currency or corporation assets . Dr. Eyjólfur Guðmundsson , an economist hired by CCP Games to oversee EVE Online 's economy , stated that " To me , as an economist , that doesn't really matter . In both cases this is economical value that is created by people's work , either in real life or in virtual life . They put their blood , sweat and tears into making stuff so they can have an advantage in a battle , because in this battle like in any other battle in meet worlds , in real life , it is the resources you have available . "

Alexander Gianturco , who goes by the in @-@ game character The Mittani , CEO of Goonwaffe (the largest corporation in the Goonswarm Federation alliance and hence the largest alliance in the CFC) , reported to Polygon near the end of the battle that " As vengeance for [the battle of] Asakai goes , it 's somewhat ironic ; our forces lost three Titans and seven supercarriers last year in Asakai , and lost the battle . This year we 've killed 40 + hostile Titans and we have seven more hours of killing before downtime . " Also near the end of the battle , Ali Aras wrote on TheMittani.com , an Eve Online @-@ devoted website , that " The kills made here decide not only this war , but the next , and the next after that . " Aras also noted some of the economic repercussions , stating that " the price of Tritanium has been creeping upwards , anticipating the flurry of industrial production to come . "

Following the Battle of B @-@ R5RB , Pandemic Legion withdrew from the Southeast theater and formed an agreement with the CFC which allowed them to evacuate billions of assets from the B @-@ R5RB system . Other N3 forces retreated in from the south , and in the following few days CFC alliances managed to capture a total of twenty three systems in the regions Immensea , Catch , Tenerife , and Feythabolis from N3 / Pandemic Legion alliances . The CFC then withdrew from the southeast theater . In the weeks after , the Russian bloc suffered internal troubles , allowing N3 to regain all of the territory lost after B @-@ R5RB and conquer most of the Russian bloc 's territory . In the longer term , B @-@ R5RB established CFC , later re @-@ branded as The Imperium , as the predominant superpower in Eve Online , with little serious resistance challenging the coalition for the next two years .

= = Commemoration = =

Once the game went into downtime , developer CCP Games announced that it would create an in @-@ game monument in the B @-@ R5RB star system to commemorate the battle . " Titanomachy " was created using brand new Titan wreck models introduced with Eve Online : Rubicon 's 1 @. @ 1 release which came out immediately following the battle . CCP Games posted on the Eve Online website that they planned to install " Titanomachy " during downtime of January 31 , and were " hard at work placing the wrecks in a hauntingly beautiful arrangement . " Placed around the seventh planet in the B @-@ R5RB system , the installation is " off grid " from the space @-@ station . CCP Games stated that " Thereafter , any player who plays [Eve Online] can make the dangerous

pilgrimage there and marvel at the scope of destruction . We expect some of the ' travel ' bloggers to do full write @-@ ups on it almost immediately and [Eve Online] videographers to make some moving tributes as well . "