

Designed by the Upwell Consortium to function as the successor and improvement over starbase jump bridges, the Ansiblex Jump Bridge is the flagship of their new Fast Logistical EXpansion (FLEX) ...

Jump bridges should be a feature of the local geography, not a replacement of it. These changes might suck for some of the members here, but they're good for the game.

This channel is all about PC gaming. Currently focused on EVE Online, but other types of games will be shown over time. New to EVE Online? Sign-up and play for FREE!

The three navigational structure types are the Ansiblex Jump Bridge, the Pharolux Cyno Beacon, and the Tenebrex Cyno Jammer. All three structures come with a built-in service module but ...

The Ansiblex enables point-to-point FTL travel even for ships that lack their own jump drives, and a matched pair of bridges provides a transport connection between two star systems within its ...

Right clicking brings up a menu, but not one which has an obvious activation command. The Jump Bridge is a Titan (or a Black Ops Battleship but that's specialist) class ship, it will be fairly ...

Jump Bridges allow corporations to link two Starbases in nearby systems and establish an artificial jump corridor, granting instantaneous transit capability between the two.

Upwell Structures are large player-made structures. They provide services and docking facilities which in many ways mirror those provided by NPC stations, but they differ somewhat in their ...

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Hi, we're getting these 3 new structures soon, but it looks like they are pretty much just citadelish replacements for the current: jump bridge, cyno beacon, cyno cammer.

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