

Guild Station Details

- ○ Huge progress has been made on guild stations. Here is the update that I'd like to share with everyone. The new system, **The Hydian Way**, will serve as a **Guild Stations** (*currently live*) hyperspace-only star system that you can travel to only in space. Here there will be single Space Station, the **Guild Station**.
 - If you have deployed a guild station then you can have a conversation with the station and choose your guild station from the list, and you'll be transported (docked) at your guild station. These are no longer instance based so the limit for how many stations is about *27,000*, yes that's right. That's the limit for how many POB objects can be placed, without overlap, on a 16,000 x 16,000 x 16,000 space zone grid!
 - Player's will be able to purchase a **Schematic: Guild Station** from a new vendor in *Mos Eisley, Tatooine* called the **Guild Vendor**. They can work with other players to craft the actual station deed. It will require an enormous amount of resources and will only be craftable by a *Structures Trader*. The deed can be taken by any player to the *Hydian Way* system, and anywhere in this system it can be deployed.
 - Deploying a station deed only means that you now have access to your very own guild station via the *Guild Space Station* within the *Hydian Way* system. (As described above).
 - Guild Stations will act exactly like Guild Halls on planets, except they are non-destructable, non-packable, and will hold the maximum storage capacity of *5,000* items. This cannot be increased. Ownership of a guild station can be transferred using the `/transferStructure` command. Maintenance costs for the guild station will be *500 / hour* or *12,000 / day*. Failure to pay maintenance will put the structure into an in-accessible state, where all items on the structure will be non-retrievable, and only the station owner will be allowed in the station until the station maintenance has been paid.

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