

Ninja Mining Mission

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For the most part ninja mining doesn't earn much unless its mining missions. With running mining missions comes farming up LP for items with that faction. And unlike running missions in highsec where most can go afk, there can be someone or a group hunting you down and making it interesting. For running ninja mining missions I go with the ship Endurance. Most guides I have seen go with the Prospect, Skiff or its T1 counterpart. But with it you can hold a level 2 and level 3 ore mission in the ore hold which makes farming more efficient if you find a station with a level 2 and level 3. And here are other reasons:

- 3 Second alignment
- NPCs have a harder time landing hits
- Drones for weaker NPCs (Frigates and Destroyers)
- Shield resistance bonus for when you take a hit
- Ore and Ice harvesting bonus
- Can run cloak without speed reduction.

Many have mention that the Prospect gets a higher yield than the endurance. Speed is always nice till you reach Level III missions where you need to gather ice. The Endurance get its bonus, and for ore missions you have one of 2 types. Many rocks with little in them or one rock with all of the ore in it. With the many rocks you can pop almost all of them with a $\frac{3}{4}$ cycle and the one rocks take 10 minutes or a bit more depending if you need to hide from others. Nice thing that you have over the Prospect is drones and shield resistances, which can be used to take out the weaker NPCs and tank anything that might land a hit. The Prospect has a covert ops cloak , Sig deduction and gas bonuses (which won't be need till IV missions). I will not be including a Prospect fitting due to I didn't use them to do any missions. Granted they would be able to do all the missions the same as the Endurance but without ice bonuses.

Skills

Bare Basic Requirements :

Power Grid Management 4

CPU Management 4

Electronics Upgrades 5

Ship Command 3

Mining Frigate 5

Industuary 5
Expedition Frigate 1
Cloaking 1
Science 3
Astrometrics 3 (If your not going with a T2 Core Probe Launcher)
Navigation 1
Afterburner 4
Shield Upgrades 4
Electronic Warfare 4
Mining 4
Mining Upgrades 4
Mechanics 1
Hull Upgrades 2
Drones 5
Light Drone Operation 5 (Highly recommend using T2 drones to take out rats faster)
Gallente Drone Specialization 1
Advanced Drone Avionics 1
Social 3
Mining Connections 1 (Level asap, I know everyone has other skills to train)

Endurance

Mining Frigate bonuses (per skill level):

5% reduction in Ice Harvesting duration

5% bonus to Ore Mining yield

Expedition Frigates bonuses (per skill level):

5% reduction in Ice Harvesting duration

4% bonus to all shield resistances

Role Bonus:

300% bonus to Ore Mining yield

50% reduction in Ice Harvesting duration

50% reduction in Cloaking Devices CPU requirement

- Cloak reactivation delay and targeting delay reduced to 5 seconds

- No penalty to ship max velocity when using Cloaking Devices

Ninja Miner Mission Fit

[Endurance, Ninja Miner Missions]

Nanofiber Internal Structure II

Mining Laser Upgrade II

Mining Laser Upgrade II

1MN Afterburner II

Medium Shield Extender II

EM Ward Amplifier II

Burst Jammer II

Miner II

Prototype Cloaking Device I

Core Probe Launcher II

Small Polycarbon Engine Housing II

Small Anti-Thermal Screen Reinforcer I

Hobgoblin II x3

Hornet EC-300 x3

Ice Harvester Upgrade II x2

Mobile Depot x1

Ice Mining Laser II x1

Fit Explain

Hull:

The Endurance an easy choice for a little ship with big perks. First the ore hold can accommodate 15,000 m3 which is the size of the Skiffs ore hold. With that you can have more than enough space to run up to level 3 mining agents. Level 4 mining missions require more space than your Endurance can hold which would make it a multiple haulings or capsuleer mission.

Level 1 - Up to 2000 m3 of ore

Level 2 - Up to 6000 m3 of ore

Level 3 - Up to 9000 m3 of ore or 10000 m3 of ice

Level 4 - Up to 45000 m3 of ore, 20000 m3 of ice or 5000 m3 gas.

300% mining yield role bonus plus 5% per level for mining frigate, which should be 25% just getting into the hull. That's already 325% for yield of ore which makes ore mining missions last a few minutes.

50% reduction role bonus ice harvesting timer and a 5% per level for both mining frigate and Expedition frigate when you reach level 3 ice missions.

You can use the cloak without speed reduction. Yea you can't warp around like the Prospect covert ops cloak, but a good pilot can work around that.

Shield resistance bonuses and drones. Good for taking out weaker NPC ships and tanking NPCs that your drones can't take out.

Mods

Highs

- Miner II or Ice Mining Laser II -

No brainer , going to need one or the other go do mission.

- Core Probe Launcher II - Sometimes you're in a pickle and can't leave the way you came in. Can always scan a way to highsec.
 - Prototype Cloaking Device I - I go with the cheapest of the cloaks. Less cpu and power grid. Plus there isn't a speed decrease so no need to splurge.
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Mids

- 1mn Afterburner - won't blow up your sig like a microwarpdrive.
 - Medium Shield Extender II - buffer if hit by NPCs.
 - EM Shield Amp II - to boost EM resistance
 - Burst Jammer II - last ditch effort to break scrams and warp. Be aligned before pressing, will break locks but ganker can relock. This is by no means guaranteed.
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Lows

- Mining Laser Upgrade II or Ice Harvester Upgrade II - up your yield or decrease Ice harvesting timer.
 - Nanofiber Internal Structure II - faster align time and increase in speed.
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Rigs

- Polycarbon Engine Housing II - Speed and little alignment
 - Small Anti-Thermal Screen Reinforcer I - to make all resistances above 50%
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Notes and Tips

The Setup

I like to run these with 2 capsuleer, one doing the mission and another as a scout. Both will be in copycat Endurance in case one gets caught I have another to pick up slack. But a covert ops scout ship will do. If you not running 2 capsuleer or more you can still run the missions just prepare before running the mission [BookMarks are key to lone wolf]

Bookmarks

You will need Insta-dock and unlocks to get out of stations alive. Gankers will put eyes in the station to know when your docked. If you have the proper bookmarks they will have a very hard time catching you unless they have a bubble at the undock. Make many safe spots that cover the system so you can fly to and D-Scan. And also make gate bookmarks that are not perpendicular to the gate. If you warp to spot it shouldn't drag you into a bubble. If you have time to prepare get these before you start to ninja missions.

D-Scan

Now I can't stress this enough but D-Scan will save your ass if used and used properly. You can spam D-Scan every 3 secs so make good use of it. It will let you know if anyone is scanning you down. They can never core probe you down in a mission, only combat probe you. If you see combat probes or a scanning ship on D-Scan cloak up and wait it out. Most the time of you don't provide content they move on to the next system. Same move for when new names present themselves in local. Cloak up, unlike normal PvP where you're just looking for kills, your main weapon is to outsmart and outwit your opponent.

Agents

That is all based on your risk factor. If you're looking for a thrill go out to NS and see how fast you get your heart pounding. If your looking to keep semi safe stick to LS. FYI the lower the security rating the better the payout for completing the mission. Faction Warfare LS also has its perks if your faction of choice and empire are in league and have control.

Choosing the right agent - Level, Quality, Type, Location, Location Security

- Level indicates difficulty
- Quality indicates reward (ISK, standing, LP) - effective quality rises with standing for that agent, so if you've done 20 missions for a quality 0 agent, you might get better rewards than for a quality 10 agent you haven't used yet.

• Effective QL is worked out thus: **Effective Quality = Base Quality + (5 * Level of Negotiation) + Effective Standing**

• Type indicates what you'll be asked to do - kill, courier, science, mining, etc.

• Location - you don't want to make 20 jumps to get to an agent if there's one in your system with the right level/quality/type

Location security - I've heard reward size is inversely proportional to security rating, so you'll get better rewards in a .5 system than a 1.0 system, all other things being equal. Has this been confirmed?

(Source from <http://www.eveinfo.net/complexes/ind~1479.htm>)

Moving Around

One of the first things I do when planning to do missions in LS/NS is look where I'm going and what I'm going to run into. More than likely you will run into gate camp, catch/drag bubble, or have someone hunting you. Not all the time but be prepared for the worst.

For a gate camp in LS you can crash back where you came or [more risk/fun] you can activate prop mod and cloak up. Hopefully you don't get locked (can't cloak then) or decloaked. You can't warp while cloaked but you can gain distance to continue your journey. Some will chase you through a few systems but for the most part LS gate camp stay in the same place.

For NS you could deal with drag or catch bubbles. As such you should never fly gate to gate, very quick way to end up with the pod express home. Even if someone isn't in local don't mean they didn't leave a bubble. It's just a small hurdle but hit many of them and they bug you.

Stuck with a gate that is way too damn far to d-scan and someone also in local, could be a bubble? A way to get within d-scan range is to drain your cap to the point where you warp only as far as the cap you have. Make a Belt cause you will need to activate your burst jammer, afterburner and miner. Should have a minute of cap to blow off so find a belt that don't have rats. Also hope you get close to the gate to get a d-scan range.

Now what do you do if you don't have a clear route to your agent? One way is to wait it out till the path is clear, or risk the gate camp and hopefully make it. The other way and my preferred way is through wormholes. Find one that is close or cuts out the gate camp and travel from there. Same thing for getting out.

Ohhh Shit, I been Scanned or Warp Scrammed

So you been scanned down by combat probes, **Don't Panic**. This happened because you were light on D-Scan or the Scanner knows what he/she is doing. Well first off he can't warp on top of your ship. Like all missions they take you to a beacon, but that doesn't mean they don't have a covert ops cloak. So the moment you think they're scanning down move off any colidables and cloak up. Maybe they won't really get a full scan down or by the then they don't see anything cause your cloaked up by the time they get there..

Worst case is they scanned you down without you picking up a probe on d-scan, and they are already getting into position to pounce. Depending on what is going after you there is a 0 to 5 second delay for them to lock you. At that moment fly up/down of colidables and try to cloak, you could get lucky. Or Unlucky if he decloaks you or gets a lock. At that moment you should align and activate you burst jammer and EC-300s to break lock.

Missions

The LP payouts in the links don't reflect if you're doing it in LS or NS, or skills in Mining Connections

Level 1 - Up to 2000 m3 of ore

Level 2 - Up to 6000 m3 of ore

Level 3 - Up to 9000 m3 of ore or 10000 m3 of ice

Level 4 - Up to 45000 m3 of ore, 20000 m3 of ice or 5000 m3 gas.

(source from <http://explore-eve.blogspot.com/p/miner-way-ore-corp.html>)

Level I mining missions

- Augumene Allergen

- [Augumene Allergen \(1 of 5\)](#)

- [Augumene Allergen \(2 of 5\)](#)

- [Augumene Allergen \(3 of 5\)](#)

- [Augumene Allergen \(4 of 5\)](#)

- [Augumene Allergen \(5 of 5\)](#)

- [Passing the isk](#)

- [Starting Simple](#)

- [Asteroid catastrophe](#)

- [Mercium Experiments](#)

- [Bountiful Banidine](#)

Level II mining missions

- [Mercium belt](#)
- [Unknown Events](#)
- [Down and Dirty](#)
- [Understanding Augumene](#)
- [Claimjumpers](#)

Level III mining missions

- [Coming 'Round the Mountain](#)
- [Beware They Live](#)
- [A Better World](#)
- [Persistent Pests](#)

Level IV

There are a bit problem with 4th level missions: a lot of ore, up to 44.000 - 48.000 m3. It's impossible to do it on Venture - you can do on it the Gas missions only (about 4500 m3 of gas). For others - you need Procurer/Skiff/Mackinaw - it's brilliant idea to fly it in nulls. So, you have to join local alliance, but it will not save you from all the problems, or do such missions in high sec only. Or have just have fun :) it won't be profitable, but funny.

Of course, in high sec there aren't ORE corporation , aren't cool stuff in LP-shop.

There are three type of level 4 missions: gas, ice and ore. For gas mission you need Venture, for Ice, Mackinaw/Retriever is the best choice.

Ore missions are splitted for two subtypes

- a lot of asteroids, but there are near 17-18 km.
- one asteroid but far away (about 10-48 km).

Good news: if enemy scan you, they warp not to you, they warp to the mission entry point. Accordingly, if you are behind asteroids, you have space gap between you and guests about 25-50 km. If you aren't sleep, you have good chance. Also you must constantly scan and check for combat probes.