

Making ISK

Salvaging is currently worthless compared to finishing missions faster.
The main money makers are LP and faction empire tags.

Faction Rep

Some missions are against empire factions such as Amarr or Caladari.
On some missions, destroying these ships gives you a very small faction loss (-0.002 per 10 min).
However, that is not always the case. During some missions the ships also trigger a large faction loss.
Killing structures - including missile batteries, sentry turrets, and web towers - give a big faction loss (-0.24 per 10 min).
The battleships in these missions drop empire faction tags that are worth A LOT of money.
So generally, you should accept these missions and destroy the ships but NOT the structures.

Repairing Faction Rep

Important Notes

- Rep is shared between Cal/Amarr and Gal/Min.
- If you are ‘banned’ (-5 or lower rep) from a faction’s space you can first work in their shared faction’s space.

Skills

- Social - Level 5
- Diplomacy - Level 5
- Connections - Level 4 (train to L5 when you have downtime)

One Time Only

- Career Agents x3 - [Career Agents](#) +0.17 rep
- Circle Agents x1 - [Circle Missions](#) +0.15 rep
- Data Centers x3 - [Data Centers](#) +0.17 rep (tag agent) +0.05 (courier) +0.25 (mini arc)

Repeatable

- Mission Agents
 - Every 16 you get a storyline mission. +0.09 rep

Repeatable (Every 90 Days)

- Empire - Epic Arc
 - **!! +1.25 rep !!**
 - These are very difficult!
- Sisters of Eve - Epic Arc
 - **!! +0.85 rep !!**
 - Does not apply rep to a shared faction.
 - Requires no faction (Gal/Min/Cal/Amarr) -5.0 or lower.
 - The faction’s Navy will warp on your location, anywhere in space, and blap you with a battleship fleet.

Storyline Missions

- Always do these missions (except the Materials one). They appear every 16 normal missions.
- They provide faction/corp reputation increase to overcome declining missions.
 - However, they don’t provide agent rep if that’s what you need most.
 - For agent rep you will just need to stop declining missions.
 - It’s roughly 1 mission complete per 1 mission declined.

Covering Your Tracks (little loot)

unmasking traitor
-medium faction change, 8m3 transport

Extract The Renegade (20mil loot)

- **Big faction loss/gain for turning in mission. Killing ships is fine.**

Evolution✓

- Enemies: Drones. No loot. **Very heavy omni damage!**
 - Recommend keeping 70 km range from battleships (15m bounty for all battleships).
- Should be able to quickly destroy the infested structure and warp out before any major damage is done to you.
- You only need to kill the infested structure in the first room.
 - Battleships are worth a lot of isk but the rooms are deadly. Especially the 2nd room.

Record Cleaning🇲🇩🇲🇩

- Enemies: Mercenaries. Use acid gate if in a well tanked BS. Capture hostage and warp out.

Shipyard Theft💎(50-70 mil)

- Enemies: Serpentis (EXPL). Rooms must be cleared.
- The 1st room only dropped 2 mil loot.
- The 2nd room dropped 30 mil loot from the storage silo.

Soothe the Salvage Beast✔

- 20 mil in bounty/reward.
- Enemies: Drones. No loot. Very heavy EX/KI damage!
- Each data core spawns another pack of drones at 10km.

Materials For War Preparation⊖

- Use a Miasmos to transport 8000 kernite to the station.
- WARNING: You lose major rep from opposite empire factions.

Transaction Data Delivery✂

- Use any frigate.

Special Delivery

- 2 trips in a hauler or 1 trip in a freighter.
- With level 4 Amarr hauler (Mammoth) or level 5 Gallente hauler (Iteron Mark-V) it can be done in one trip without a freighter.
 - Time with 40k hauler 4 jumps: 5 minutes
 - Time with shuttle (2 trips): 9 minutes
 - In other words, the slower 40k hauler is still faster than anything else that takes 2 trips.

Anomic

Tips

Always bring drones.
Always check your hardener type.
Always check for ammo.

Team

- Use drones on all but Hawk.
- Vengeance (EM)
- Activate all modules. Approach and kill with Occult.
- Enyo (Kinetic)
- Activate all modules. Orbit 6.5km and kill with Occult.
- Hawk (Kinetic)
- Approach and web each logi and kill with Bayron.
 - It’s faster and safer to kill the logi first.
 - Approach and web the Hawk and kill with Occult.
- Jaguar (Explosive)
- Overheat hardener and deploy drones.
 - Activate all modules. Keep at a range 6 km and kill with Occult.
 - This one is very tough and close.

Agent

- Serpentise/Daredevil
- Approach and double web. Kill with Bayron and overload armor rep to be safe.
- Blood Raiders/Cruor
- Approach with all modules activated. Wait for damage to ramp up with Occult ammo.
 - Do not attempt with less than 14 JG/s cap.
- Guristas/Worm (Kinetic)
- Approach with all mods on. Get in range of warp scram.
 - You must overheat your MWD to catch it.
 - Don’t turn off the MWD until you have fully caught it.
- Angel/Dramiel
- Keep at a 5km range. Kill with Occult.

Base

–Extremely difficult missions that involve multiple anomic agents.

Serpentise/Talos

- Incoming damage: 413 KI / 413 TH (x3) = 2478 dps
- Surprisingly easy IF you manually fly correctly with a T2 frigate.

Blood Raiders/Ashimmu

- This one is very difficult.
- Incoming dps: 260 EM / 100 TH (Ash), 200 EX / 150 KI (Sent x2) = 710 omni dps
- Incoming neut: 67.7 GJ/s (Ash), 40 GJ/s (Sent x2) = 107.7 GJ/s
- Using the Drek, I had to overheat armor AND use medium drones as a sacrificial tank.
 - Can not be done without deadspace reps OR medium drones.

Angel/Escort Dramiels

- This one is extremely difficult as they orbit extremely fast and hit you very hard.
- Vigilant works but only if you use T2 ammo, a deadspace armor rep, AND you have Minmatar cruiser at least level 4.

Guristas/Supercarrier

- This one is just bonkers. Look up a guide and follow it to a tee.

L4 Security Missions

- 💎 = Kill everything and loot it all.
- ✓ = Kill everything but don't loot.
- 🚩 = Blitz / Rush
- 🛑 = Skip / Decline / Quit

Decline🛑

- Typically these missions take a long time and offer little reward.
- Decline only if you have excess agent/corp standing.

Anomic (Agent / Base / Team)

- No penalty for declining.
- Only attempt if you know exactly what you are doing.

Anomaly (The)

Long, boring, and little reward.

Attack of the Drones

- You have to kill a ton of ships with small bounties. If done wrong it can also pop your ship.

Buzz Kill

- **So many small ships** that have to be killed and they drop nothing of value.

Duo of Death

- Very short mission and quick with an MTU. Very little reward however.

Infiltrated Outposts

- Can be done fast. In the 2nd room kill the mid-way-distance group with 2 BS in it and the bunker next to them.

Intercept the Saboteurs

- A lot of ships have to be destroyed and tanked and no good loot.

Massive Attack

- Kind of slow, little reward. Last room can be kind of blitzed by destroying the left group.

Mordus Headhunter (The)

- This one can kind of be blitzed by only destroying the right side group with the Mammoth in the last room.
- Still a ton of enemies to kill and tank.

Pirate Slaughter

-2 locked gates, not terrible

Ritualistic Raids

Long, tough, no rewards.

Rogue Drone Harassment

- Tiny LP reward but quick mission.

Rogue Slave Trader (The)

- Part 1: Destroy the Slave Pens and loot it. Done.
 - Take out the battleship when you warp in.
 - Marauders can tractor beam the cargo.
- Part 2: Clear the first room. In the 2nd room kill the slavers. Done.

Score (The)

- Lots of smaller enemies that lock every gate.

Silence the Informant

This mission sucks now.

- EXP for Elite drones and EM for smaller drones. Thermal for mercs.
- First room: Loot the 5x elite drones (worth 25m isk). **Don't bother looting anything else.**
 - 2022 Update: Loot only worth 4 mil. :(
- 2nd room: Clear everything. Took around 8-10 min to complete the mission from the 2nd room.
- Last room: Kill just the lone pirate and warp out.

Smuggler Interception

- Sadly, you have to clear both rooms to complete the mission. It's not a bad mission, just not ideal.

Unauthorized Military Presence

- Actually not a bad mission. Can be blitzed by ignoring the first room and only killing the transport ship group.

Vengeance

- **So many ships** that have to be killed and they drop nothing of value.

Blitz

Assault (The)

- First 2 rooms can be skipped. Last room needs to be cleared.

Blood Raider Spies (The)

- Kill the spies and 3 destroyers and the mission is complete.
- Very low reward.

Cargo Delivery

- Use any frigate or shuttle. Loot the item and warp out.

Damsel In Distress

- Target furthest Kruul's Pleasure Garden. Get 60km from the hub. Blow it up.
 - If you do not get max range, you might lose your ship. The risk is not worth the time saved.
- Kill Zor, bookmark, loot after turning in the mission.
 - Zor drops a hacker card worth 10 mil and a possible 100 mil implant.

Dread Pirate Scarlet

- !!! TESTING -> better to just kill/loot??
 - Kill/loot time = 34min; 10 mil in LP + 14 mil loot, 35 mil bounty + 3 mil reward = 64 mil / 34 min = 1.9 mil/min
 - Blitz time = 3.5min; 10 mil in LP + 5 mil bounty + 3 mil reward + 2mil chip = 20 mil / 3.5 min = 5.7 mil/min
 - Way, way, way more \$\$\$ per time by blitzing.
- First 3 rooms can be skipped with Gate Key.
- It's possible with a high Alpha and/or EM damage to one shot Anire Scarlet in the 3rd room (after 2nd warp gate).
 - Drops 3 mil implant.
- 4th room only requires Anire Scarlet killed.
 - There are 2 frigates that scam.

Recon

- Part 1 & 2: Use any frigate or shuttle.
- Part 3: Use MJD and MWD.

Right Hand Of Zazzmatazz (The)

- Kill Zor (use TH/KI). Loot Zor. Kill HQ. Warp out.
- Zor makes up 25% of the entire fleet's DPS.
- Looting Zor requires a decent tank but he can drop an implant worth around 115 mil.
 - He also drops a hacker card worth 6-10 mil.

Stop the Thief

- Kill the Overlord. Kill Shadow. Warp out.

Loot

In the Midst of Deadspace

Total Amarr rep loss = -0.75 (or -1.00) | Total Cal rep loss = -0.24 | Total Loot = 170 mil

1. Used EM ammo. Thermal is good too. No need to kill any structures. Requires very good tank.
 - i. -0.24 Amarr rep per 15 min (usually 2x).
2. Use any frigate.
3. Can be blitzed using a frigate. (-0.24 Amarr rep if you kill ships.)
4. -0.24 Amarr rep per 15 min (usually 1x).
5. Very minor Caladari rep loss. If you kill the plant it gives -0.24 Cal rep.

Pot and Kettle

Total Amarr rep loss = -0.50 | Total Loot = 100 mil

- 1st: Attack the prophet last. Kill elite (divine) frigates first as they will tackle your drones.
 - Blitz: Kill the prophet and warp out. (The room is worth 13-15 mil isk).
- 2nd: Use sentry drones or weapons to blow up the mines. Warp out.
 - If you don't move your ship most of the enemies won't attack.
 - -0.24 rep with Amarr
- 3rd: Use any frigate.
- 4th: Kill the 5 outpost defenders as they spawn! They deal crazy damage! (The room is worth 6-13 mil isk.)
 - -0.24 rep with Amarr (for killing outpost defender)
 - Recon ships will not spawn without killing defenders.
- 5th: Attack one group at a time. Kill elite ships first. (frigates = divine ; larger ships = templar) (Room worth 70m.)

Smash the Supplier

Total Amarr rep loss = -0.25 or ZERO | Total Loot = 75 mil

- This mission is very good because you can quit the mission after killing all the ships which gives you 90% of the isk and nearly 0 rep loss.
- As soon as you accept the mission, ships start spawning in waves. The quicker you are, the easier it is.
- If you are in a gun ship, kill the Imperial Agatho cruisers and all the frigates first. Snipe them before they get close.
- Otherwise the target order is always Templar (elite) battleships followed by normal battleships.
- Requires 75 km range to avoid elite (templar) battleship damage. They are roughly 3 BS's worth of dps.
- Elite frigates (divine) and elite cruisers (templar) will attack and EWAR drones.
- The 3 industrials drop no loot and are not required for mission complete.
- The control tower destroys the other 3 structures and gives the major rep loss.

Surprise Surprise

Total rep loss = ZERO | Total Loot = 20 mil

1. Fly over to sit near the transport ship.
2. Attack, but do not kill, the transport ship. Clear the room while sitting still on an MTU.
3. Kill everything but towers and focus on Caldari as they spawn.
 - i. Without MTU you will need to bookmark, turn in the mission, and return back so there are no web towers.
 - ii. Do NOT kill towers or you will lose major faction rep.
 - iii. Do NOT kill the transport ship. Major faction rep loss.

Gone Berserk

- EoM rats. 10m in bounty. 15m in loot.

Kill

Extravaganza

- Don't attempt the 6th room unless you are an experienced BS pilot.
 - It's a ship killer with not much to gain and is optional.
- Destroying buildings is for preventing backup spawns.
- Guristas
 - Heavy kinetic damage!
 - Pocket 1 - Destroy → All ships (Ignore towers)
 - Pocket 2 - Destroy → Ion Field, Moon Harvester → All ships
 - Pocket 3 - Destroy → 3 batteries → Refinery, Generator, Post → All ships
 - Pocket 4 - Destroy → 4 batteries → 3 weak structures → All ships
 - Pocket 5 - Destroy → All battleships and battlecruisers (Ignore towers)
- Angels
 - Pocket 1 - Destroy → 2 structures → All ships.
 - Pocket 2 - Destroy → All ships.
 - Pocket 3 - Destroy → Battleship only. (Ignore towers)
 - Pocket 4 - Destroy → Storage silo and telescope→ All ships → Loot silo for implant.
 - Pocket 5 - Destroy → All ships (or just all battleships if you have the tank).

Mining Misappropriations

Awesome, all battleship.

Pirate Invasion

- Destroy the closest group. Then destroy 6 furthest battleships.

Worlds Collide

Tips

- Highly suggest bringing a MJD with sentry drones (for the second room).
 - Otherwise you will need a large tank.
- Only ever attack what attacks you first. After that, attack one group at a time!
- Keep drones off auto-attack. They like to attack other groups early and agro the entire pocket.
- Drones will be focused and killed fast.

Rooms

- Choose Guristas/Blood Raiders gate.
 - 1st gate can be skipped using Zbikoki's Hacker Card obtained from Zor.
 - Do not use the hacker card. It is consumed and sells for 6-12 mil.
 - Once you kill the battleships you should see a message that the gate is unlocked.
- In the 2nd room kill the battleships first. They do most of the damage.
 - Save the frigates for last so your drones don't agro the entire pocket.
- In the last room you only have to kill the closest group to you (they will start attacking you) and then you can loot the damaged heron.