

Missions and Advanced Missions 101



Updates

V1.1:

Changed Security in Advanced section to show the true level 5 standing req's

Changed both END OF's to show the forum url.

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Missions In General

1. What Are Missions?
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Advanced Missions

1. What's the difference between Basic and Advanced?
2. Rewards
3. Standings
4. Security
5. What to expect
6. A closer look into Level 5's

(Section 2)

**This class was presented
by Mattch on the 19th
August 2009**



What Are Missions and the types?

Missions are one of the main ways to earn money in EVE. Each mission is put into a category, in this lesson I will focus upon the main 2 types, Combat and Courier.

Missions are a group of objectives that need to be completed.

Certain missions require you just to blow everything up, others require you to collect a special item that's dropped when a certain NPC Rat is destroyed.

Some missions are harder than others and this can be determined though the Agents Level and Quality, which I will cover in the next page.

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Agents



The Agent Overview

Whenever you dock in a station on the right hand side there is a column called **STATION INFORMATION**, this shows everything related to the station but most importantly it shows any agents that are in that station.

To get to the agent screen click the **AGENTS** tab as shown in the image

You will then get a screen like this:

Each agent has a level and quality, the higher these are the more standing you need to talk to them.

The level states how hard the mission is.

The Quality states the rewards (higher quality = better reward.)

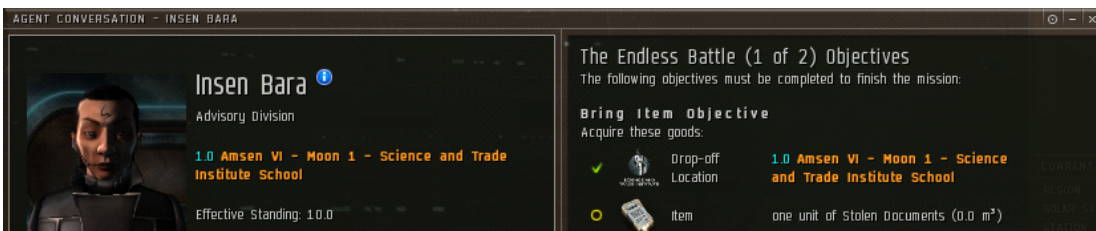
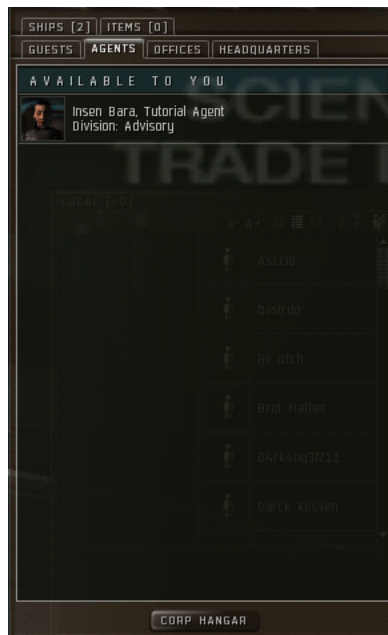
The Division shows what group that agent belongs to.

Each division has a defined chance of giving each type of mission, for example the Security division has a 98% Chance of a combat mission and a 2% Chance of a courier mission.

The screen then shows all the agents that you can and cannot use,

in this case I'm docked in the Caldari starter station so there is only 1 Agent and is available to anyone.

To speak to the agent just double click them and you will be presented with a screen like this:





This screen gives you all the information you need for the mission, in this case it's a level 1 mission called the Endless Battle that's part of a chain series which can be seen by the (1 out of ?)

I will now break the screen down for you to explain everything

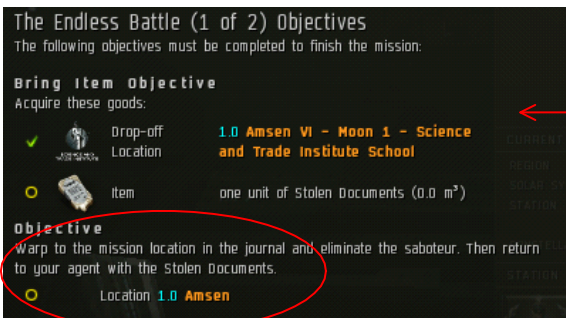
Turn to the next page.

The Mission screen broken down.

In this section I will explain the parts of the mission screen.

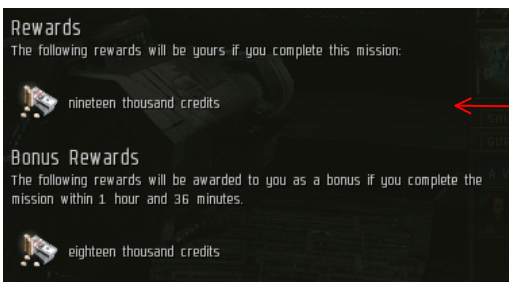


This screen is the conversation with the agent about the mission. It also tells you how long it will take before you can decline the mission without a standing loss (circled)

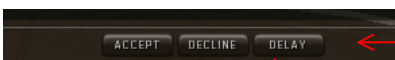


This screen is the first section on the right side that shows the Objectives and the Location of the mission

Location = Circled



Underneath that is the rewards section shows the Main reward upon completion (arrow) and under is the bonus if completed with the time stated.

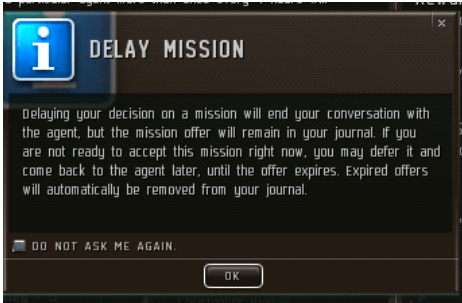


Finally is the options bar with the 3 options

Accept



Delaying the mission is the same
As hitting Close, when you delay
A mission you will get a screen like
this:



Turn the page

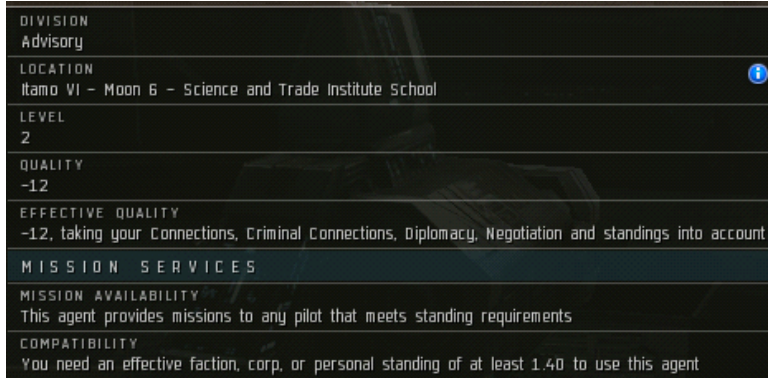
Decline

Delay

You can only decline a mission every 4 hours
without a standing loss, if you do it again
before the 4 hours is up you will lose a small
amount of standing with the Agent,
Corporation and faction.

Standings and Skills

Every agent requires a certain amount of standing to use, the higher the level and quality of the agent the higher the standing for example:

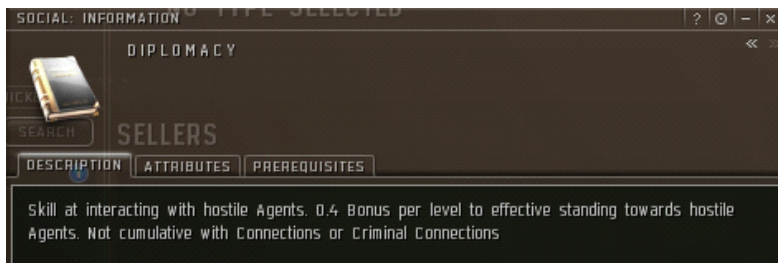


This agent is a level 2 with a quality of -20 and requires you to have a standing of 1.40 with the corporation he works for to use.

Skills

Skills can help you with a verity of things when using agents, all of these can be found in the SOCIAL section.

For example:



Any agent that is in a corporation that does not like your faction will be affected, E.G.

You are a Caldari member so Gallentine and Minmatar do not like you, this will increase your standing with the faction and member corporations by X0.4 multiplier.

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Security

Another factor to any rewards is the security status of the system you are doing the missions in, 1.0 will have a smaller reward than 0.5 as there is a smaller risk if you are attacked by another player.



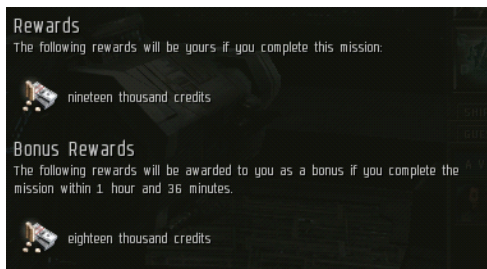
Low security and 0.0 Systems will bring the best rewards possible.

When doing missions in these kind of security areas its best to have an extra player just to protect you from player pirates and not just to do the mission.

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Rewards

Every mission has a set reward, a bonus and maybe some loyalty points which are displayed when you talk to the agent.



Rewards can be increased by your social skills



Bonus's can vary between, extra ISK, Ships, Modules, Ammo, Implants, extra Loyalty Points.

This depends on the Type, Level, Security and Division of the agent / mission.

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In depth look to Combat

Most combat missions require you to just warp in and clear all the mission areas or "pockets". Pockets are connected by acceleration gates for example, when you warp in you are in Pocket # 1 when you use an acceleration gate you are in pocket # 2

Occasionally you will get a combat mission that is different and can include the following:

Destroy all enemies and retrieve a certain item,

Destroy a structure,

Kill a certain enemies which are usually defined with a different name e.g. The Thief



All NPC rats have a weakness and a strong point, it is usually good to have a look at a guide before starting to know what to defend against and what to use as your main damage type.

A good site I use is <http://www.eve-ivy.com/igb/missions/rat.html> It works best ingame.

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In depth look at Courier

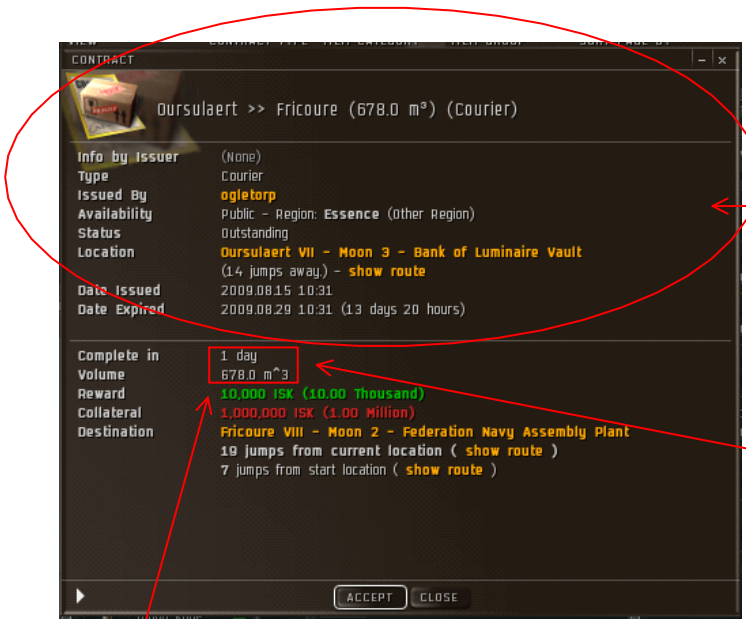
Courier is the second most common mission through eve but is also a profession within itself.



You can get set couriers from agents just like anything else but to expand upon this you can get courier contracts that are made by players for players.



I will now break down this courier contract below.



The main information on any contract, Type, Issuer, Status, Location and Expiry is all you should worry about

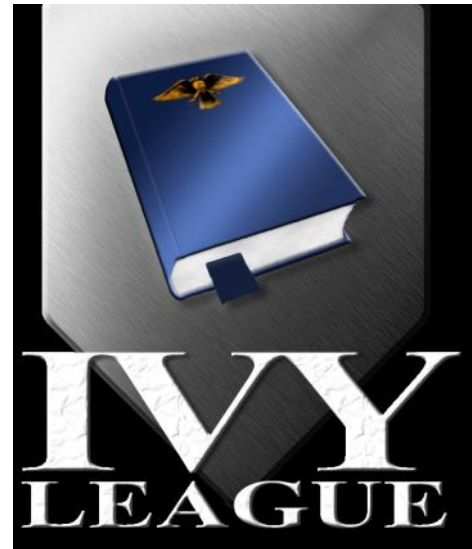
This is the time you have to complete the contract in and how much space it will take up.

The Collateral is how much you must pay, this is usually done so you don't run away with the goods, this is refunded upon completion and the reward is how much you get paid for completion.

Make sure you can complete it before accepting though!

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End Of section

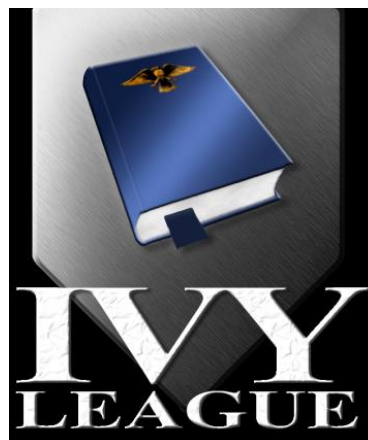


This ends the basic section of my Guide, I hope you learnt lots and use this in the future.

If you have any suggestions or feedback please post at <http://www.eve-ivy.com/forum/viewtopic.php?t=19661&postdays=0&postorder=asc&start=0>

or contact me in-game to either
Match or Matthew97

Please turn to the next section for the Advanced part.



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What's the Difference between Basic and Advanced?

The main Difference is the rewards and the enemies you face, an "advanced" mission is a LVL 4 or LVL 5.

In a level 4 mission you will face all types of ship up to a battleship and these usually require a group of people to complete rewards are much higher and standings are boosted a lot faster but, of course, you need to have a high standing to speak to them.

In this section I will explain about the advanced section of missions and a look into the new level 5 missions!

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Rewards



The main difference from advanced and basic is the amount of money you will earn, it is considerably higher and around 500k - 2 MILLION per mission

Loyalty points come in hundreds and with the correct skills, thousands.

Bonuses also become much better with rarer implants, bigger ships, better ammo and mods and maybe even some faction item.

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Standings

Of course with the bigger rewards and better agents the standings become much higher, many people will start using social skills to get the required skills as it takes a few months maybe even years to get the required standing.

When doing missions for these agents just remember that if you decline within the 4 hour time period you will lose a bigger portion of your standing.

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Security

The same rules apply for the level 4's but level 5's are a major difference for one important reason, but I'll explain that later.

Level 5's are ONLY available in LOW-SEC or Null Sec making them much much more dangerous as you have more chance of player pirates and again the main difference of another new ship type which I will explain later.

Level 5's have the current highest standing requirements In some cases exceeding 6 - 9.0!

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What to expect and a closer look to level 5's!

When you first start doing level 5's you will notice that there is not much of a difference when you first warp in from level 4's , battleships as the highest..

When you get towards the end you will see the thing that makes these "Level 5's", Capital ships, carriers being the highest require strategies to destroy.

Dreadnaughts just like everything else, pound it until it dies.

Carriers are the more difficult as they act like players launching drones and switching them around!

The best way to kill a carrier is as follows:

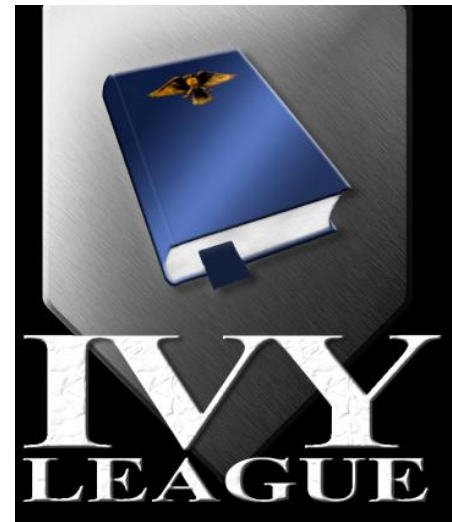
Shoot the carrier until the first wave happens, Destroy the drones

Shoot for wave 2 and destroy the drones and keep going until the carrier is dead.

Just remember that small drones CANNOT be damaged by the carriers drones or dreadnaughts as they move to fast for them, also it is better to destroy everything else before tackling the dreadnaught or carrier.

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End of Guide and Section



This ends the Advanced section of the guide and the Guide itself.

I hope you learnt lots and if you have any feedback or suggestions please post at <http://www.eve-ivy.com/forum/viewtopic.php?t=19661&postdays=0&postorder=asc&start=0>

Or email me at Mattch or Matthew97