

Guide: How to make ISK with Factional Warfare missions

Hey guys,

being a PVP pilot in Factional Warfare is a costly business. Even as a good pilot you will inevitably lose ships from time to time. Depending on how much you play and what ships you fly this can amount to several 100M ISK per month.

So you need to have a good and reliable source of income. There are many ways to make ISK in Eve, but most require a lot of SP and time investment in order to work.

One very effective way – especially for pilots in Factional Warfare – is to run Factional Warfare missions.

Please note that this blog is aimed mainly at Caldari Militia pilots, so some concepts might not work in the same way for FW missions from other militias (e.g. the militia NPC will use different kinds of EWAR according to their race and you will need to adapt your ship fitting and tactics accordingly).

Benefits

By running Level 4 Factional Warfare missions you can make a couple 100M ISK in one evening with little risk. All you need is a stealth bomber with decent missile skills and standings of 5.0 or higher with either State Protectorate or Caldari State. (If you don't have the standings yet, the fastest way to get them is to run lower level FW missions, or run a fleet with a friend who has the required standings.)

Introduction video

You will find all information you need in this great **[video guide](#)** from subsparx.



Choosing missions

Not every missions can be done with a stealth bomber, so you want to choose your missions carefully. e.g. some missions of multiple pockets with an acceleration gate in between. These can not be flown with with a stealth bomber.

Its good practice to decline missions that are not suitable. Note that you can decline a mission from one agent every 4 hours without getting any standing loss.

Here is the list of L4 missions that are suitable for a stealth bomber (in alphabetical order):

- **Cost of Hubris** – Kill the Field Commander
- **Dead Man Tells No Tales** – Destroy Tactical Command Post
- **Lethal Strike** – Kill the Field Commander (Level 4: kill BIG damp guards first !!)
- **The Reprisal** – Kill the Sector Command
- **Roidiest Rage** – TRICKY mission to run because is has no acceleration gate, so you risk to be caught by WTs or pirates – Warp in at 20-30km, kill three industrials at left side
- **Uproot** – Destroy the Starbase Main Reactor

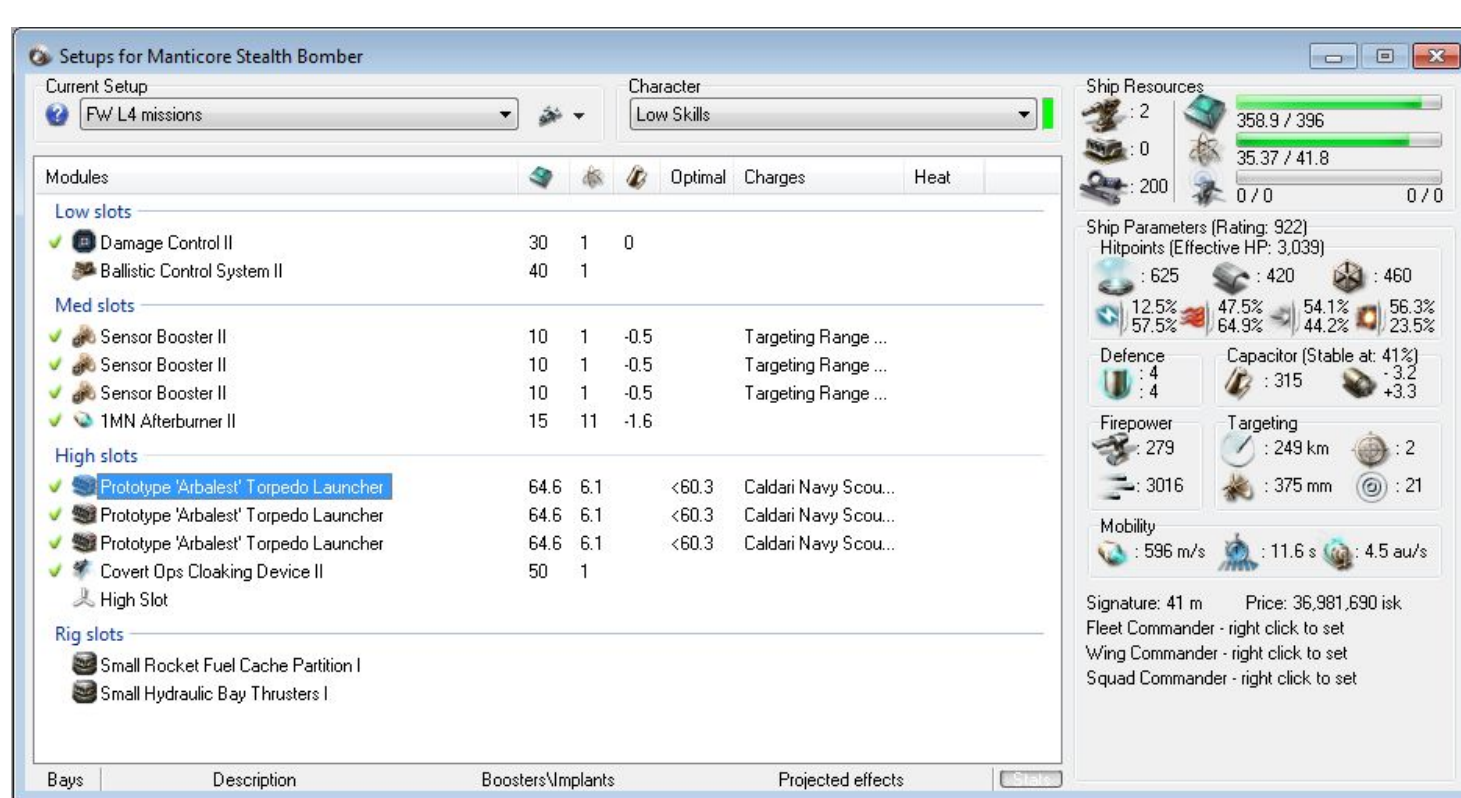
For more details on each mission you might also want to check out the **FW mission intels** on eve-survival.org. It describes for many L4 missions the mission layout including ship types, EWar, waves, etc.

FW Mission Hubs

In order to maximize your ISK/hour rate you want to pick up several missions at once, e.g. 3 – 6 for one run. It also makes sense to pick up both L4 and L3 missions.

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Ballistic Control Systems II

Appendix B: Targeting Budget Constraint

Sensor Reader II: Targeting Range Script

1MN Afterburner II

Prototype ‘Arbalest’ Torpedo Launcher, Caldari Navy Scourge Torpedo
Prototype ‘Arbalest’ Torpedo Launcher, Caldari Navy Scourge Torpedo
Prototype ‘Arbalest’ Torpedo Launcher, Caldari Navy Scourge Torpedo
Covert Ops Cloaking Device II
[empty high slot]

Small Rocket Fuel Cache Partition I
Small Hydraulic Bay Thrusters I

Closing

Fly save and don’t forget to donate some of your LPs to the iHubs so that we can keep a high tier level in the warzone.

A big shout-out to **Subsparx** and **BEETHOVENSMITH** for their valuable input to this blog.

Best regards,
Erik

Appendix

FW mission hubs (L3 / L4)

Caldari Militia

High Sec

- Elanoda IV (Lonetrek)
- Nourvukaiken V (Lonetrek)
- Oshaima IV (The Citadel)
- Onnamon IV (Black Rise)
- Usi III (The Citadel)

Low Sec

- Nisuwa VII (Black Rise)
- Rakapas II (Black Rise)
- Sujarento IV (The Citadel)
- Enaluri II (Black Rise) (2 x agents for both L3 and L4)
- Aivonen VI (Black Rise)
- Asakai II (Black Rise)

- Eha III (Black Rise)
- Innia II (Black Rise)
- Ishomilken V (The Citadel)
- Hykanima I (Black Rise)