

# Kapikulu's Obeisance EVE Online Design Discussion

## Missions vs. Standings [Leave a comment](#)

While not a “mission runner” myself, I have run my share of missions. Like most aspects of Eve, I wanted to understand how the gameplay mechanics worked and what sort of gameplay would emerge from the mission structure. Although I have a lot of observations about mission running, the one aspect I want to cover in this post is the relationship between missions and standings.

My main observation about missions and standings is that someone has put a lot of work devising a framework but that it feels very underutilized. For the most part, mission runners gain factional standings solely to access higher level agents. In some limited situations some players gain faction standing for hi-sec POS setups. The way the system is set up currently, mission runners spend the least amount of time with an agent necessary to gain sufficient faction to access a higher level agent. Once they have achieved level 4 (or level 5) agents, all progression stops and mission grinding for ISK or Loyalty Points ensues.

But that belies the very complex network of standings that have been created for Eve. For starters take the standings relationship matrix below:

(<https://kapikulu.files.wordpress.com/2010/07/eve-faction-standings3.jpg>).

The first thing to note is that these standings only affect the “storyline” missions that appear every 16 normal missions. Each major faction lists its standings in a “liked by” format. I presume this allows a mission runner or other player interested in faction effects to be able to see how a successful mission affects other faction standings. For example, if you were doing storyline missions for a Caldari corporation, then you should get the biggest derived modification in standing with Mordu’s Legion which has a 9.00 “like by” standing. However, I do not see that in actuality. I understand that likely there is a complex calculation like security status gains that takes into account current standing versus max standing. But even given that, derived modifications don’t seem to follow the “liked by” standings closely.

Several interesting things come into focus once I compiled the table, that is, turning the “liked by” standings listed in game into a “likes” standings matrix. I was surprised to note that the table isn’t a mirror and there are interesting interrelations amongst the factions.

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	Liked by	Amarr	Ammatar	Caldari	Khanid	Mordu	Gallente	Minmatar	Thukker tribe	ORE	The InterBus	SOE	CONCORD	Jove	The Society	The Syndicate	Serpentis	Angel Cartel	Sansha's Nation	Guristas	Blood Raiders
Likes																					
Amarr	A		9.00	5.00	0.50	5.00	2.00	5.00	5.00	1.25	0.25	1.00	3.00	0.50	0.25	2.00			8.00	7.00	8.00
Ammatar	M	9.00		6.00	0.50	4.00	3.00	6.00	7.00	1.00	0.75	0.50	3.00	0.50	0.25	3.00		2.00	7.00	6.00	9.00
Caldari	C	7.00	4.00		4.50	9.00	5.00	2.00	2.00	2.00	1.50	0.25	3.00	1.75	1.00	2.00			7.00	9.00	7.00
Khanid	A	6.00	0.50	6.00		6.00	2.00	4.00	3.00	2.00	0.75	0.25	3.00	1.00	0.25	1.00			6.00	3.00	7.00
Mordu's Legion	C,G	5.00	0.25	9.00	1.00		3.00	2.00	1.00		1.50		3.00	0.75	1.50	6.00		0.75	4.00	7.00	
Gallente	G	2.00	2.00	5.00	1.00	2.00		8.00	1.00	2.00	3.00	8.00	3.00	0.25	1.50	2.50	9.00	8.00			
Minmatar	M	5.00	3.00	2.00	5.00	4.00	8.00		4.00	4.00	1.25	2.50	3.00	2.50	2.00	1.00	7.00	9.00			
Thukker tribe	M	4.00	7.00	3.00	2.50	1.00	2.00	3.00		1.00	0.25	1.00		0.25	0.50				2.00	4.00	
ORE	G	3.00	1.00	2.00	3.75		5.00	4.00	1.00		0.50	0.25	3.00	1.00	1.50	1.00	6.00	3.00			
The InterBus	C,M,A,G	0.25	0.75	1.50	0.75	1.50	3.00	1.25	0.25	0.50		5.00	9.00	1.25	1.50	1.00	1.00	3.50	1.75	2.00	4.00
SOE	C,M,A,G						8.00	4.00	0.25	3.00	5.00		5.00	2.00	6.00	3.00	7.00	7.00	4.00	1.00	3.00
CONCORD	C,M,A,G																1.00	1.00	3.00	2.00	2.00
Jove	J	0.50	0.50	1.75	1.00	0.75	0.25	2.50	0.25	1.00	1.25	2.00			9.00	1.00					
The Society	J	0.25	0.25	1.00	0.25	1.50	1.50	2.00	0.50	1.50	1.50	6.00		9.00		3.00	1.25	0.75	1.75	1.00	1.50
The Syndicate	G		3.00		1.00	6.00	6.00	5.00		5.00	1.00	3.00		1.00	3.00		7.00	5.00	1.00	2.00	1.50
Serpentis	C		1.00		2.00		9.00	6.00		7.00	1.00	3.00	1.00		1.25	5.00		8.00	2.00	1.00	4.00
Angel Cartel	C,M,A,G		2.50		0.25		7.00	8.00		9.00	3.50	2.00	1.00		0.75	4.00	8.00		3.00	2.00	4.00
Sansha's Nation	C,M,A,G	7.00	5.00	7.00	5.00	5.00			3.00		1.75		3.00		1.75	1.00		2.00		3.00	5.00
Guristas	C,G	7.00	0.75		2.00	8.00			2.00		2.00		2.00		1.00	1.00	3.00	3.00	7.00		4.00
Blood Raiders	A	8.00	4.50	7.00	3.00	6.00			2.00		3.00		2.00		1.50	1.00	2.00	2.00	4.50	5.00	-

Some relationships are uneven – faction A likes faction B more than faction B likes faction A. For example, the Caldari like the Amarr at a level 7 while the Amarr like the Caldari at a level 5. Amarr arrogance? Are the Caldari going to be jilted?

- In some cases, there is only a one-way relationship. The Amarr dislike the SOE at a level of -1 whereas the SOE have no standings influence with the Amarr.
- The pirate factions are not a band of brothers. They have likes and dislikes amongst their ranks.
- The Syndicate seems to be a pirate faction if you look at their standings distribution – except for

the fact that they like ORE at a level 5 but are disliked by ORE at a level -1. That relationship seems to offer a lot of storyline potential. Is ORE a secret conduit to the pirate factions? (I admit I have not read a whole lot of the Chronicle backstory articles – so perhaps this has already been explored)

- The Amarr, Ammatarr, Caldari, Khanid, Mordu's Legion seems a more cohesive stronger bloc than the Gallente, Minmatar, Thukker, ORE bloc. Thukker seems to be the fly in the ointment showing negative standings with Gallente and ORE (and vice versa). Btw, Thukker seems to be set against InterBus and SOE as well – even the pirate factions have negative standings with them. With only the Minmatar as allies (do we even count the Jove?), they seem to be weak and ineffective, “storyline” speaking. If you can't form alliances then you will be seen as easy prey – at least historically that is the case.
- One would look at the InterBus and say they would be an ideal faction to build faction standing with everyone else (except Thukker and the pirate factions). Well you would be wrong. Apparently InterBus does not give out storyline missions from which to get derived bonuses to other factions. In fact the only way to build faction with InterBus is by derived modification through mission running with other factions. But there is one benefit for running InterBus missions – as they are friendly with all Empire factions, there are no missions (at least in my limited testing) where there are Empire enemy encounters (like the Gallente enemies in some Caldari missions). So were a mission runner to get derived InterBus faction up to a level to use level 4 agents – he or she would likely never have to decline a mission due to faction hits as there wouldn't be any. There are several level 4 agents in 0.5+ space for InterBus.

These are some observations at the faction level. Within each faction there are a host of corporations. Corporations are each associated with only one faction. Each corporation has several (to many) divisions. Each division has a unique distribution of mission types. Afk mission runners will gravitate toward the Archives, Production and Accounting agents as their encounter missions only make up 6%, 6% and 9% of given missions (courier being 92%, 91% and 91%). There are places where people have posted the mission type distribution by division. But there seems to be little to few reasons for any player let alone a mission runner to try and develop a wide array of corporation standings or division standings within a corporation – except as an alternative to a primary mission grinding agent if they have to decline a mission or two. But there is no interaction/relationship/influence between divisions of a corporation or between corporations – and only one interaction between the corporation and the main faction, and that is the once-every-16-missions storyline encounter.

So what I see is this very diverse and interesting standings matrix:

- Multiple factions and faction blocs
- Complex standings interactions between individual factions
- Large number of corporations making up most factions
- Many divisions within each corporation
- Different mission type portfolios according to division

But all this seems to be used very little in actual gameplay, which to me is a waste of good design work, potential and existing mechanics. I have some ideas how to leverage this potential, but I will leave that to a later post.

Posted July 10, 2010 by [kapikulu](#) in [Eve Online](#), [MMO Design](#)

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