

Karox's Guide to Almost Everything in Eve
Part 6 – Missions
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For many people, running missions is the main source of their income, and what they spend most of their time doing in Eve, working for any corporation that will offer them work, attacking the various pirate factions that are out in the big blackness of space.

Some find it as a necessary evil, and only a means to an end to get enough cash to do something else. Some don't run missions ever – if so, look for another guide, this one isn't for you.

What does it need?

Missions fall into several broad categories: Kill (pretty easy to figure out the point of this one), Courier (take package A to point B and don't drop it), Mining (demolish that asteroid for me, there's a good boy) and Trade (get me this item, I don't like shopping – typically, only Tutorial, R&D, Storyline and Event agents offer Trade missions).

As you can imagine, kill missions are a lot more suited to combat pilots, and generally form the bulk of missions that are run, but the other 3 subcategories are available to generate income for those that are not quite as combat minded.

All missions come in up to 5 levels currently, with the difficulty in completion increasing as they ramp up. Level 4 is generally considered the highest level that can be completed by a soloist, but on the other hand, level 5 agents are still fairly rare in space, with only a handful available.

Courier & Trade

Courier and Trade missions are fairly straightforward; it's just a case of being given a task and doing it. These are either to get something from a station and bring it back, take something to some other station, or to provide an item as it is requested, either by manufacturing the item or buying it from the market. The mission may require a collateral payment at the time the mission is accepted. It will be returned to you on successful completion of the mission, but be aware that the collateral can be quite large for higher level missions (as much as a million ISK at level 4, and even 5M for a particular level 4 storyline mission). If you fail the mission, perhaps because your ship was destroyed in low security space, then you'll lose the collateral.

As the difficulty level increases, the potential size of the cargo increases – at level 4, the cargo may be a single item with a few thousand m3 volume. The increased cargo size isn't always the case though, and it's perfectly normal to have courier missions at level 4 which can be done in a shuttle. Some common mistakes made on courier/trade missions: Don't forget to put the mission item in your cargo hold before leaving the station. The agent won't let you turn in the mission if the required item(s) are inside another container, such as a giant secure container, or if the items are in split locations, such as some in your cargo hold and some in the station hangar. You *and* your cargo must be in the destination station when you talk to the agent to turn in the mission.

Combat

Combat/Kill/Encounter missions (depending on your preference of what to call them) involve several computer controlled enemies flying toward you, trying to turn your expensive ship into expensive scrap metal. They are frequently against the various Pirate factions (Angels, Sansha, Guristas and Serpents) but can occasionally involve members of opposing factions, rogue drones, and other factions make occasional guest appearances – for example the Seven, a mercenary corporation, the Mordus Legion and Rogue Drones.

Be sure to pay attention to the mission objectives. Sometimes you have to destroy all the enemy ships at the encounter. Sometimes you only have to destroy a single enemy ship. Sometimes you

have to destroy a structure, and sometimes all you have to do is pick up an item and return it to your agent. Note: if you have to destroy a target ship and then pick up an item to return to your agent, the item usually will be found in a jettison canister in space next to wreck of the target. There are a few missions, though, where an item you need can be found inside a wreck or after destroying a structure.

Mining

Mining missions are of course best suited to a ship with a good mining capability. Be aware that some of these missions involve combat. For example, there could be a rare asteroid which is guarded by mercenaries or drones. You can destroy the enemy ships in order to mine unmolested or simply tank the damage of the defending force. Also, once you start mining in a mission, random pirate ship spawns can be expected, just like when mining in a standard asteroid belt. These spawns are not related to the mission and their danger level is based on the security status of the system where the mission is located.

With mining missions, the required volume of ore can generally be expected to increase with higher level mining missions (from a few hundred m3 at low level to as much as 45K m3 at level 4). Also, higher level missions will require you to mine a "higher grade" of ore. The ore will be a mission-specific variant of a standard ore. You can't buy or sell these ores on the market (though you might find them on contracts), and they don't refine into anything useful. At low level, the mission ores will be variants of ores found in high security belts. At level 3, they will usually be variants of low sec ores, and at level 4, they will usually be variants of 0.0 sec ores. If you use mining crystals, the standard crystals work just fine – a Veldspar crystal will work for a mission variant of Veldspar.

Level 4 mining missions may also ask you to mine ice or harvest a gas cloud. Note that these require different skills and ship modules than for mining ores. You may want to simply decline gas harvesting missions since the skill and gas harvester modules are very expensive and are of no use in high security space (other than mining missions). Also, gas harvesting is painfully slow, unless you have the ability to use a full rack of 5 gas harvesters.

How it all works

Mission acquisition is based around a standings system, ranging from -10.0 to +10.0. As each character works for, or disrupts the operations of any given corp, they get adjustments to that standing. Generally, if you have intentions to work for a corporation, it is best to keep standings to as high a level as they can be kept at.

There are 3 different types of standing that a player can gather – faction standing, corporation standing and personal standing.

Faction standing is the view of what the entire faction thinks of you – for example, if you have +5.3 with Minmatar, it is likely that you will not be well liked by the Amarr and may have -2.5 or less. This is earned by either participating in the Factional Warfare section of the game, or for the mission runners, performing 'important' (also known as storyline) missions, which give a direct standing boost to the faction you are with (or standing loss if you fail the mission)

Corporate standing is awarded at the corporate level – for example, if you do missions for the Caldari Navy eventually the corp will notice you and allow you to take part in the higher and higher level missions, for greater rewards

Personal standing is awarded by a specific agent, and raises quite rapidly, each successful mission means that the agent likes you more and more, or conversely, dislikes you more and more if you keep on failing or rejecting their missions.

In order to get an agent to allow you to work for them, you need an appropriate level of standing

with their faction, corp, or personally with them in order to meet their minimum requirement. The standing required is determined by this formula:

Required standing = $2 * (\text{agent level} - 1) + (0.05 * \text{agent quality})$

Which works out to:

Level 1: Requires -1.0 standing for a -20 quality agent, and +1.0 standing for a +20 quality agent.

Level 2: Requires +1.0 standing for a -20 quality agent, and +3.0 standing for a +20 quality agent

Level 3: Requires +3.0 standing for a -20 quality agent, and +5.0 standing for a +20 quality agent

Level 4: Requires +5.0 standing for a -20 quality agent, and +7.0 standing for a +20 quality agent

Level 5: Requires +7.0 standing for a -20 quality agent, and +9.0 standing for a +20 quality agent

I'll explain quality level in a little while.

There are a few ways to get this standing to the required level, the most common one is to get more and more corp standings as you work your way up the mission-running ladder, gaining higher and higher standings to allow you to move up to the next level agent as you become more and more recognized within the corporation.

If you run missions for one corp within a faction and can build up your faction standing high enough through storyline missions or you get a high faction standing from partaking in faction warfare, it will allow you to access any mission from any corp in that faction as if you had corp standing to the equivalent value.

Another roundabout way to get this standing is to run missions with friends. As you run missions, there is an option to complete them as a fleet, which shares the standing gain with members of the fleet (up to 10 members). This allows the lower reputation members to catch up with the more rapid standing gains which are provided from a higher level mission even though they only earn a fraction of the total standing they would have done if they were running the mission solo. This also works for personal standings – if there is only one agent that someone is interested in working with, its possible to get extremely rapid standing gain with that agent to allow you to speak to them (and only them) to get missions by being in a fleet with someone who hands in missions to that agent

Note that fleet members will share all rewards equally, except for faction standing gain from storyline missions and rewards that consist of a single item. The fleet members do not need to be in the same location as the person turning in the mission, but they do need to be logged in and a member of the fleet at the time the mission is turned in. Also, the mission rewards are based solely on the social skills and standing of the person who accepts (and subsequently turns in) the mission.

Level, quality, and rewards

Each agent is listed by 2 values – level and quality. The level of the agent determines the difficulty of the missions they will offer. Higher level missions tend to be more difficult or dangerous and therefore give better rewards. Mission rewards can vary widely for different missions of the same level, though, since some missions are considered harder or easier to complete.

Quality has no effect on the difficulty or types of missions that are offered, but it does affect mission rewards. In general, higher quality agents offer better rewards, including higher loyalty points and standings gain. Note, though, that there's another important factor in determining mission rewards. Mission payout also depends on the security status of the agent's system, so a 0.5 system will pay more than a 0.7 system, and a 0.2 security level agent will pay more than a 0.5 system agent, if the quality level is identical.

A rule of thumb to compare the impact of security status to agent quality is that 0.1 sec status difference is worth about 5 points in quality. In other words, you can expect similar rewards from a

quality 5 agent in a 0.5 sec system, a quality 10 agent in a 0.6 sec system, and a quality 15 agent in a 0.7 sec system.

Loyalty Points

Except for R&D and storyline agents, loyalty points are also awarded for each successfully completed mission.

These loyalty points are a 'reward scheme' which is given out on a corporation level to reward the pilots who run missions for them. They can be traded in exchange for skill books, implants, or faction-specific blueprint copies, modules, ammunition or ships. These can either be used to enhance your own combat ability, or can be sold on to others for a tidy profit. How much is an LP worth, you might ask? The old rule of thumb was 1000 ISK per LP, and there are, in fact, a few items that can be sold at that kind of exchange rate. Many items, however, have dropped so much in price, that they will only net about 500 ISK per LP or less, so choose carefully if you want to exchange your LP for items that will bring a profit. These are all market driven prices, there's no easy way to trade Loyalty Point items directly back into the system, they need to be traded to another player in exchange for their cash.

In order to trade your loyalty points for items, the pilot needs to get to a station owned by the corp they have loyalty points with and access the LP Store which brings up a new screen with a list of items they can buy and the LP cost with it. Many items will require additional payments, such as either ISK, or faction dog-tags, and possibly tech 1 items in the case of buying faction modules to fit into your ship. All stations belonging to the same corp will have the same items available in their LP store, but different corps (especially if they belong to different factions) will have a different selection of LP store items. If you want to do research ahead of time, there's a good database to show LP store items: http://www.ellatha.com/eve/LP_Stores.asp

Skills

The numbers of skills needed to be a proficient mission runner are long and varied. Basically the skills required to perform the mission are anything that makes your ship function. The mission runner does however have a good use for the social skill set, which are directly involved with interactions between the factions.

The social skill itself is the first that should be trained – this allows a much faster increase in standings as the levels are gained. For example, training to social 4 would give a 1.2x modifier on each faction standing gain that is awarded.

The Connections skill is also very important. It requires social 3 as a prerequisite, but it boosts your standings with a 'dummy figure' which boosts your own standing up beyond your current level. With a few levels in connections, many pilots can start on level 2 agents without the initial level 1 mission requirement as they gain 1.2 standing before they even speak to an agent from the corp.

The negotiations skill is used as a direct boost to your mission reward money, but as this reward is often only a small portion of the money that can be made from a mission (the rest will come from loot and bounties) it's a skill of lower importance. It's nice to have, but it's not worth getting until social and connections are high enough that you are happy.

Diplomacy is a skill which is needed to offset some of the corporations that you have annoyed. As missions are completed, there is a chance that faction kills and storyline missions could end up making another faction dislike you. If you reach too low of a standing with them, it is possible they may attack you on sight in their space. Also, if you intend to run missions for them in order to raise that bad standing, you need to get back to at least -1.0 standing to use the minimum L1 QL-20 agent for any given corp. Note that diplomacy is only used for empire corporations. If you need to get standing back up with the pirate corporations as you wish to run with them for missions, the Criminal Connections skill is used instead.

Note that Diplomacy will only allow you to get at most a 2.0 standing increase to your negative standings – if you have lower standings than that, you will have to run missions for corporations that are friendly to the corp that is not happy with you, and with luck, they will not have too bad a standing, and from that, you can get derived standings from doing important/storyline missions which will eventually improve your standings with the corporation that does not like you.

There are also advanced connections skills which alter the amount of loyalty points you receive from a mission. Each agent type has 2 skillbooks which can be used (such as for example, Bureaucratic Connections and Military Connections for Internal Security agents) to boost loyalty points. These skill books are very useful as there is no way to boost LP output of an agent beyond their system location, but most require a significant skill and ISK investment to begin to use them.

A quick guide to a mission

The first task in a mission is to find an agent that will allow you to work for them. There are a few ways of doing this, the easiest is to use an out of game tool such as <http://eve-agents.com/> or <http://eve.grismar.net/explorer/> (the latter also works in the in-game browser) to search for an agent, and compare your standings with the required standings to use it.

You can also search for the corporation that you wish to work for, and look in their agents list – those that you have the standings to work with are listed under the 'available' section under each division heading and those who you need additional standing for are listed under the 'not available' section.

A fourth way to find an agent is to look at the universal map and switch the search options to agents that can be used – each system that has an agent that you can access is shown as a green dot. The larger the green dot, the more available agents. Move your mouse over a green dot and a list will pop up detailing each available agent showing agent name, division, level, quality and in which station they can be found.

Be prepared to fly around a lot searching for agents, as they are rarely ever all in the same system as you move from agent to agent.

As mentioned before, each agent belongs to a subsection of the corporation, they could be from the Internal Security division, the Personnel division, or others. This determines the chance you will get a specific type of mission (though all missions are random) whenever it is selected. Different sources give different information about what those chances are, probably because it sometimes changes after a patch. The Eve Online website player guide gives a table showing the percentage chance for each type of mission from each division (reproduced below), but since that didn't seem to agree with players experience, some players set up a database to track missions: <http://www.starvingpoet.net/?page=Missions> which is mirrored at <http://www.evegeek.com>

Just be aware that tables like this aren't necessarily completely accurate. The starvingpoet.com data is a bit skewed by the relatively recent reintroduction of mining missions, while the table is probably 4 or more patches old and may roll together the percentages for regular agents and storyline agents – player experience has shown that storyline agents don't give the same distribution of mission types as regular agents in the same division.

Division	Mission types			
	Encounter/kill	Courier	Trade	Mining
Accounting	0%	88%	12%	0%
Administration	47%	47%	6%	0%
Advisory	14%	58%	14%	14%
Archives	0%	92%	8%	0%
Astrosurveying	13%	25%	13%	50%
Command	88%	6%	6%	0%
Distribution	5%	85%	5%	5%
Financial	12%	70%	18%	0%
Intelligence	74%	21%	5%	0%
Internal Security	100%	0%	0%	0%
Legal	67%	27%	6%	0%
Manufacturing	0%	48%	4%	48%
Marketing	17%	77%	6%	0%
Mining	0%	10%	5%	85%
Personnel	28%	66%	6%	0%
Production	0%	52%	13%	35%
Public relations	28%	66%	6%	0%
R&D	0%	50%	50%	0%
Security	94%	6%	0%	0%
Storage	6%	71%	6%	17%

After finding the agent you want, you must travel to their station and speak to them. A new dialogue box will appear with a brief summary of the mission and 3 choices (or 4, in the case of “locator” agents – these agents can be paid to reveal the location of capsuleers). The text may be different, but the choices are the same – the top choice is to accept the mission, the middle one is to reject the mission, and the bottom one gives detailed information.

It is generally a good idea to check the detailed info on the mission **before** accepting the mission – this tells you for instance if the mission will take you into low sec, where you could get attacked by other players, or if you need to carry a lot of cargo on the mission, which you may not have a ship suitable for the task. It also usually lets you know if there will be combat involved and whose faction of ships you will be facing to allow you to plan your offensive and defensive strategies. And it may warn you of specific threats you can expect to face.

If you wish, you can reject one mission every 4 hours without any negative effects, if the mission that is drawn for you is not to your liking. If you reject a second or subsequent mission within this 4 hour period, it will negatively affect your standings with the agent, their corp, and their faction (though the faction penalty is small). Don't sweat the timer too much, since (as long as you haven't checked the “don't ask me this again” box) you will receive a pop-up “are you sure?” warning you that you're about to hurt your standings by refusing the mission.

Finally, if you have made the decision to accept the mission, all that is left to do is to undock from the station, and carry out your agent's wishes. After a successful completion of the mission, you return and speak to the agent (though note that if you are dropping off cargo for a courier mission at a remote station, your agent will appear in the agents tab at the end station to allow you to finish the mission from there) and get your reward.

This reward is typically cold, hard cash, but if you have completed the mission within the time specified on the bonus mission period, you will get the bonus payment that is also listed. Other mission rewards exist too of course, modules and implants can be rewards for missions as well as cash, the exact reward you will be given is listed on the mission information screen.

If for whatever reason you fail the mission (usually because you were killed and can't retrieve your ship without dying again and just need to simply abandon the mission) there is an option to leave

the mission, but there is an associated standing drop with doing this, just as if you refused 2 missions within 4 hours of each other. Also, if you allow a mission to expire after you accepted it, you'll be penalized exactly as if you failed a mission.

If you are unable to complete a mission, but you don't want to "fail" it, you can come back to it later. Wrecks and jettison canisters won't last forever – they'll typically disappear within a couple hours, but as long as the mission objectives have not been completed and the mission has not expired, the structures and NPC ships will remain.

Be aware that if the mission objective is to retrieve an item, the mission will be marked complete as soon as that item "drops". If you fail to retrieve the item, you won't be able to complete the mission, and the mission will not reset unless you put in a petition. As jettison cans last in space for somewhere between 1 and 2 hours, time is not at a premium if you need to get this item usually, but if you leave it overnight, it will definitely have disappeared. This can also be a problem with mission probers who have been known in the past to move into someone's mission and grab the primary item as soon as it drops (staying hidden in a cloaked ship), leaving the mission runner stranded and unable to hand in the mission. For some missions, if there is a standard market item needed to be handed in, this can generally be bought on the market and handed in as the mission item instead – unless of course the mission is listed as a 'specific item.' Usually if there is an item that can be taken from the market, there are secondary requirements for the mission, such as having to destroy all ships for instance.

Farming Missions

Note that incomplete missions will 'reset' after server down time each day. If that happens, the mission will go back to exactly the configuration it was when you started – all structures, asteroids and NPC ships will return when you next warp to the mission start point.

This mechanic can have some benefits however. If you manage to get a mission which has lots of high paying bounties, for example, Angels Extravaganza or Worlds Collide level 4, which feature rewards in the region of 10-20 million in ship bounties alone, many people will simply clear as much of the mission as they can without triggering it as being complete (usually killing everything but one or two enemies in the final mission room) and allow it to then reset during the next downtime, where the mission can be ran again, as all of the enemies will re-appear and they can be killed again. It needs to be kept in mind that the mission should not be allowed to expire (this can be checked on the mission information) or else you will lose standings.

Another good mission if you have a mining capable ship is Rogue Slave Trader, Part 2 (possibly only available at level 3) as on the first room of this mission, there is 400k units worth of Omber asteroids (8x 50k asteroids) which can be gathered once per day. This can be similar for all other missions that have asteroids in the mission area, but note that many do not provide any 'premium' asteroids. Bear in mind that there will be equivalent belt level pirates appearing on occasion if these type of deadspace mining is used.

Remember of course that if you are farming a mission again and again every day whilst it is active, you can't get another mission from that agent whilst it's active. This is when having lots of agents available can be a great help, as you can have one with a repeating high value mission, and more that you cycle through as you complete and hand in each mission that they give you.

Deadspace

Most missions that don't involve going from station to station often take place in deadspace. This is a close approximation to a 'dungeon' in that it can only be accessed from a gate in space which is what your agent sends you to.

What often happens with a mission is that your agent will send you to a location, and at that location will be a deadspace gate, which may or may not be defended by enemies. You need to

typically defeat the enemies to allow the gate to be accessed, and you activate it as much as any system jump gate would be. It flings you through space to the next deadspace pocket along which may end up being several such pockets interlinked.

There are some operational issues with deadspace – firstly, any attempt to warp from a point outside deadspace to a point inside deadspace will always take you to the start of the deadspace 'dungeon'. Also, any attempt to warp from one point in deadspace to another point in deadspace will simply fail. You may, however, warp out of deadspace to any point in regular space, such as an asteroid belt, a predefined bookmark in regular space, a station, or other static object in space. Secondly, microwarp drive modules will not function in deadspace (though drones and NPCs are still allowed to travel at microwarp drive speeds). It is possible, though, to use afterburners to improve speed in deadspace.

Looting & Salvaging

Often, the largest potential source of income from a combat mission is all the loot and salvage that can be pulled from destroyed wrecks. A wreck that appears as a filled triangle contains some kind of loot that you can transfer to your cargo hold. In addition, if you have the right module fitted, any wreck can yield salvage. The larger the wreck, typically the higher the chance that it will produce salvage and that the salvage will be high value (some salvage items are worth hundreds of thousands of ISK per unit).

The salvaging skill is a very important early skill for mission runners if you intend for missions to be a significant source of income. The higher your skill level, the better the chance that a salvage cycle will be successful. Note that a successful cycle might only remove the wreck from space without producing any useful salvage. Most wrecks can be salvaged with just 1 level of the salvaging skill, but there are some wrecks that are only salvageable by capsuleers with higher salvaging skill. In addition, the science skill (to level 4) is recommended, in order to use tractor beam modules.

While it is possible (and may be the only financially viable option early in a capsuleer's career) to simply put a salvager into a high slot on your ship in order to loot and salvage while you conduct a mission, most mission runners will fit a dedicated salvage ship in order to loot after a mission. What makes this efficient is that when you turn in (or fail) a mission, the deadspace and everything in it disappears *except* the ship wrecks and jettison canisters left behind from destroying things in a mission. If you were careful to bookmark at least one wreck (or canister) in each pocket of the deadspace area, then you can warp directly to those bookmarks after the mission has been turned in, in order to loot and salvage.

Destroyers tend to be the most popular ships for salvaging. Since they have 8 high slots, you can fit an impressive array of tractor beams and salvagers in order to quickly scoop up loot & salvage after a mission. They are also relatively fast and have a reasonably large cargo hold.

Important/Storyline missions

Every 16 successful missions of the same level for a faction will award you with a mail in your inbox from an agent of that faction who needs you to perform a special task. This task will give you a very large boost to your standings with the corp you perform the mission for, as well as to boost your standings with the racial faction that is at the head of that corp.

Note that these missions come from the storyline agent, of the same faction, that is closest (in number of jumps) to the agent for whom you turned in your 16th successful mission. If there are multiple storyline agents the same distance away, it will be randomly determined which of those agents gives you an offer. Unless you plan your missions, by using a database like eve-agents, it probably will not be an agent of the same corp as your regular agent(s).

Note that the main benefit to storyline missions is that they provide faction increase as well as corp

standing increase. These are easiest way to modify your standings with the base factions. There are also COSMOS agents and agents at Data Centers (http://www.eve-wiki.net/index.php?title=Data_Center_Agents) that will modify your faction standing, but those are outside the scope of this guide. Faction standing is generally very important if you intend to place a POS in empire space (more on that in the POS guide).

Note that completing storyline missions will adversely affect any factions that are opposed to the one you are working for, so for example doing a storyline mission for a Caldari state aligned corporation will cause a large loss of Gallente faction, and a smaller loss of Minmatar faction, whilst giving a slight boost to Amarr and a large boost to Caldari.

If you need help

There are many reference guides available for completing combat missions, primary of which is Eve survival mission reports (<http://eve-survival.org/wikka.php?wakka=MissionReports>) which can be viewed in the in game browser. These are player-contributed guides to each mission which lists all of the important points, such as the numbers and type of enemies you should expect to face, as well as the best type of damage to shoot at your opponent (if you can change damage types) and what damage your opponents should expect to be firing at you, to allow for improved defensive fitting options when designing the ship. Each enemy type generally favours one or two damage types, and has weaknesses against one or two. Depending on who you fight this will dictate the loadout that is used for optimal performance.

<i>Faction</i>	<i>Tank against</i>	<i>Damage to deal</i>	<i>Notes</i>
Amarr Empire	EM, Thermal	Thermal	Uses neutralizers
Angel Cartel	All	Explosive	Uses target painters
Caldari State	Kinetic, Thermal	Kinetic	
Equilibrium of Mankind (EOM)	Kinetic, Thermal	Kinetic	
Gallente Federation	Thermal, Kinetic	Thermal	
Guristas Pirates	Kinetic, Thermal		Uses ECM
Khanid Kingdom	EM, Thermal	Thermal	
Mercenaries	All	Thermal	
Minmatar Republic	All	Thermal	
Mordu's Legion	Thermal, Kinetic	Kinetic	
Rouge Drones	All	EM, Thermal	
Sansha's Nation	EM, Thermal	EM	Uses tracking disruptors
Serpentis	Thermal, Kinetic	Thermal	Uses sensor dampeners
The Blood Raider	EM, Thermal	EM	Uses tracking disruptors
Thukker Tribe	Explosive, Thermal	Thermal	

Many NPC enemies do not target switch, therefore once they have their primary target, they will stay with it until they, or their target are destroyed. This can be a great benefit to have one ship come in to take the brunt of the damage, and then other ships or drones follow up once the enemies are concentrating on the target so they can do damage without fear of being blown up. Note however that many missions include respawn mechanics where reinforcements will warp in during the mission, and these can target anyone in their range, which can occasionally mean that these non defensive ships can be caught in the firing line.