

Profit Report: Pirate Epic Arcs

400 to 600 Million ISK in roughly 5 to 7 hours

Roughly 100 Million ISK an Hour

Every 3 Months

Multiplied by 3 characters per account

=

Up to 1.8 Billion ISK every 3 Months

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Background

The Pirate versions of the Epic Arcs have big rewards and big risks. There are currently two Pirate Arcs, one for Guristas and one for Arch Angels.

The rewards are as follows...

Arch Angel:

Cynabal BPC (1 run)
Domination Target Painter

Guristas:

Gila BPC (1 run)
Guristas Muftispectral ECM

Plus both have nice per mission ISK rewards.

The market prices for those modules change often, however at the time of the writing of this guide, the Arch Angel Rewards were around 400 million ISK and the Guristas were about 200 million ISK.

Now that's some great easy ISK by itself, but you can game the system and get up to 1.8 Billion and you can do it every 3 months.

Rules we are going to exploit:

- Epic Arc's are basically tough Level 1 Missions (easy for most characters)
- They can be run every three months
- Each paying account has 3 characters
- Every character has an independent 3 month timer

This means, you can either do it the easy way and be satisfied with 600 million every 3 months, or should you want to get as much as possible, you could do it with all three of your characters and pull in close to 1.8 billion every three months.

There are however a few catches...

First of all it requires standings to begin the Arc's and second they are in Null Sec and very dangerous.

Requirements

In order to begin these missions you will need a minimum standing of about 4.4 with one of the starting corporations. This is the standing needed to start a Level 3 Quality 7 Mission.

However there are 4 starting agents per Arc. Therefore you have 4 different corps that you can start at and chances are you already have the standings for one of them if you have missioned in the past.

Here's a list of the Corporations and Starting Points:

Archangels Arc

Angel Sound

Starting Agents/Location:

Agent	Faction	Corporation	System	Region
Aton Hordnert	Minmatar	Republic Security Services	Egbinger	Molden Heath (lowsec)
Arajna Ashia	Amarr	Amarr Navy	Sendaya	Derelik (lowsec)
Ellar Stin	Angel Cartel	Dominations	Konora	Metropolis (lowsec)
Abdiel Verat	Angel Cartel	Archangels	K-QWHE (Archangels Assembly Plant)	Curse (nullsec)

Guristas Arc

Smash and Grab

Starting Agents/Location:

Agent	Faction	Corporation	System	Region
Atma Aulato	Caldari	Ytiri	Obe	The Forge (lowsec)
Arment Caute	Gallente	Federal Intelligence Office	Orvolle	Placid (hisee)
Yada Vinjivas	Guristas Pirates	Guristas	Taisy	Lonetrek (lowsec)
Kori Latamaki	Guristas Pirates	Guristas	H-PA29 (M2 - Guristas Assembly Plant)	Venal (nullsec)

The main mission corps for Amarr, Minmatar, and Gallente are covered. The Caldari one is Ytiri which is a mission corp, however I think most Caldari go with Caldari Navy.

Should you choose to use all three of your characters for this you will need to raise each of their standings to the required level as well as invest the time to train them a little so they can handle the difficulty of the missions.

Beyond standings, the only other requirements are a Interceptor / Frigate and the skill to navigate through station and gate camps.

Threats

Because these missions take place in Null Sec, you are guaranteed to come across people who want to blow up your ship. On top of that, other players know where people run Epic Arcs and they very profitably camp the agent stations and the routes in and out of the area.

There are a few things we can do to minimize the threats...

First, timing is critical. Do not try these missions on a busy weekend night. Do them on the slowest time you can find. Typically the slowest days in EVE are Monday and Tuesday. Even better, if you can do them just before or after downtime.

Second, you need a ship that can push through camps with ease.

When it comes to the ship the best choice is usually a Combat Interceptor. However, a T1 frigate may be used in some cases, and with slightly more risk you can use an Assault Ship.

To maximize your safety you should use Warp Core Stabilizers (aka Warp Stabs) plus a MWD (Microwarp Drive) to get you to and from the mission location. Basically, just take one of the Fittings from the next section and add a MWD and two or more warp stabs when you are traveling. You can then refit you ship at the agents station from your cargohold.

Next, you must know how to navigate through camps. Much of this comes from experience however, I have produced some videos about it on the main (free part) of the website.

Fittings

In this section I will post fittings for each races Combat Interceptor as well a fit for the Rifter which I think is nicely suited for this. The fits are in EFT import/export format, simply copy them to clipboard then load EFT and it will import them.

[Malediction, Epic Arc]

Damage Control II

Micro Auxiliary Power Core I

Small Armor Repairer II

1MN Afterburner II

Small Capacitor Booster II, Cap Booster 200

X5 Prototype I Engine Enervator

Medium Pulse Laser II, Multifrequency S

Medium Pulse Laser II, Multifrequency S

Medium Pulse Laser II, Multifrequency S

[empty high slot]

Small Ancillary Current Router I
Small Energy Collision Accelerator I

[Crow, Epic Arc]
Damage Control II
Micro Auxiliary Power Core I
Co-Processor II

1MN Afterburner II
Small Capacitor Booster II, Cap Booster 200
Medium C5-L Emergency Shield Overload I

Standard Missile Launcher II, Sabretooth Light Missile
Standard Missile Launcher II, Sabretooth Light Missile
Standard Missile Launcher II, Sabretooth Light Missile
[empty high slot]

Small Bay Loading Accelerator I
Small Warhead Calefaction Catalyst I

[Taranis, Epic Arc]
Damage Control II
Small Armor Repairer II
Energized Adaptive Nano Membrane II

Cold-Gas I Arcjet Thrusters
Small Capacitor Booster II, Cap Booster 200
X5 Prototype I Engine Enervator

125mm Railgun II, Antimatter Charge S
125mm Railgun II, Antimatter Charge S
125mm Railgun II, Antimatter Charge S
[empty high slot]

Small Ancillary Current Router I
Small Hybrid Burst Aerator I

Hobgoblin II x2

[Claw, Epic Arc]
Damage Control II
Adaptive Nano Plating II
Reactive Plating II

Small Armor Repairer II

1MN Afterburner II

Small Capacitor Booster II, Cap Booster 200

200mm AutoCannon II, EMP S

200mm AutoCannon II, EMP S

200mm AutoCannon II, EMP S

Rocket Launcher II, Gremlin Rocket

Small Projectile Burst Aerator I

Small Projectile Collision Accelerator I

[Rifter, Epic Arc]

Damage Control II

Energized Adaptive Nano Membrane II

Small Armor Repairer II

1MN Afterburner II

Small Capacitor Booster II, Cap Booster 200

X5 Prototype I Engine Enervator

200mm AutoCannon II, EMP S

200mm AutoCannon II, EMP S

200mm AutoCannon II, EMP S

Rocket Launcher II, Gremlin Rocket

Small Projectile Burst Aerator I

Small Projectile Collision Accelerator I

[empty rig slot]

Getting Paid

Now that you have your ship ready to go, simply head to the starting agents system listed in the Requirements section and find him out in space somewhere. Talk to him and he will tell you some far off null sec system to go to. Go there and then you can start your missions.

I believe there are about 20 missions for each Arc and it usually takes me 2 to 3 hours to complete an Arc from start to finish depending on how many camps there are.

The most difficult part will be getting in and getting out.

Most importantly, you will have to decide how you want to get paid for your faction loot. The highest paying option is to run it all out to high sec, but this is risky. Should you die on the way out you lose

everything.

The safe option is to sell your loot right there at the station you get it. You will have to discount your price a little, usually 10% or more, but this is the safest option.

Should you run the camps to get out, make sure you fit your warp stabs and MWD, never warp gate to gate when there is even one other person in local (to avoid bubble camps), and keep your scanner running.