

# **Incursion Profit Report**

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## Introduction

Incursions are a new form of PVE in EVE Online. The basic premise is that NPCs are invading and they attack random constellations throughout EVE.

They are a welcome change from traditional Missions or Plexes because they require a real fleet to complete them. That teamwork helps pilots to learn fleet discipline and making PVE a little less painful.

In this report we are going to cover the quick and dirty of how to get ISK out of Incursions. If you want more in depth info there are plenty of sites out there that can give it to you for free. This report will simply provide you with the boiled down basics you need to get started.

## Finding an Incursion

First thing you need to do is find an Incursion. You can do this by looking in your Journal under the Incursions Tab. Then simply sort by Jumps to find the nearest one.

Another great way to find them is to join the player channels created for them. Join both “BTL Pub” (Shield Fleets) and “The Ditanian Fleet” (Armor Fleets) incursion channels then look at the MOTD (message of the day) to see where they are focusing and head that way.

## How to get into a Fleet

Here's the part most people struggle with and it can be solved pretty easily.

The first thing you need to do is make sure you are in a ship that is in demand. This typically means a Logistics ship or a Faction BS for DPS.

Fleets want to knock sites out as fast as possible and a good fleet with lots of DPS gets that done, so by offering them something like that you help them and your self.

**What you should do:** Pony up for a decent ship with a good fitting!

For fittings check: <http://incursions.nexsoft.de>

Next you need to make sure you X up with the proper format so it's easier to read for Fleet Commanders. The proper format is: x (Your Ship Type) (Link Your Fit) (The Constellation of the Incursion)

**Example:** *x Nightmare Nightmare fit Selonat*

Finally you need to try to get to know other people who do Incursions. Get to know Fleet Commanders, other players, etc. When they know you they will try to get you into fleet sooner.

### **How not to get Killed**

First of all, you should only do incursions in high sec at first and until you know and trust the Fleet Commander and fleet members.

Second, make use of the player created Blacklist to screen out pilots known to kill people. To get the blacklist, join: "Public Incursion Blacklist"

Finally, DO NOT EVER TAKE FROM SOMEONE ELSE'S CAN OR WRECK. You are there for the LP and Rewards so there is no need to go stealing stuff that will get you flagged.