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COSMOS A.K.A. Agents in Space

Index of COSMOS agents is available in-game (links working in-game included), please check [this page](#).

- You are tired of repeating missions ?
- Low rewards ?
- Or you just need a bit higher Standing to anchor CT in High Sec ?

COSMOS - is a right choice.

There is a few things you should know about, before you start:

- you can make their missions only once in a lifetime, they will never be repeated.
- this missions are harder then regular.
- sometimes this agents would not give you a bookmark to location, and you'll have to look for a system name in a description of the mission.
- this agents require reasonably high standing, rather then trying to raise standing with each agents corp, get your corresponding faction standing up.
- some of agents wich can be found at described locations would not affect your Minmatar/Gallente standing, this agents described [here](#)

I'm going to describe only Minmatar & Gallente agents (but if someone willing to share information about-[e-mail me](#), i can post it here)

Then you are in a specified system - look for a beacon in your overview, warp there.
Agent is on one of the ships drifting in space at location.

Minmatar, Gallente & SOE COSMOS.

Agents sorted by:

[Location](#) | [Faction & Corporation](#) |

Sorted By Locations:

- I. [Nakugard Solar System - "The Glass Edge"](#)
- II. [Barkrik Solar System - "The Carnivall" & "The Hyperbole Nexus"](#)
- III. [Inder Solar System - "Dreamport" & "Rich man's Run"](#)
- IV. [Uriok Solar System - "Culture Recess" & "Insurgent Encampment"](#)
- V. [Traun Solar System - "Sister Camp "&"Thin Red Line "](#)
- VI. [Lanngisi Solar System "Sanctum Psychosis"& "The Asylum "](#)
- VII. [Hjoramold Solar System "Machine Head" & "Lord Bastion "](#)
- VIII. [Barmalie "The Ebony Tower"](#)
- IX. [Audaerne Solar System "Natura Seminary"](#)
- X. [Fluekele Solar System "Contested Gallente Roden Shipyard Outpost" & "Central Administration"](#)

XI. [Colelie Solar System "Survey Station"](#)

XII. [Alsottobier Solar System "Arid Park"](#)

XIII. [Jolia Solar System "Grand Future Info Center "](#)

XIV. [Abenync Solar System "Federate Data Center "](#)

Sorted by Faction & Corporation

Minmatar Faction

Boundless Creation

[Sungur Tyrfin](#) lvl3, required standing 4.0 | Hjoramold

Brutor Tribe

[Tarak Harkund](#) lvl3, requiredstanding 4.0 | Uriok

[Bukar Robaerger](#) lvl3, requiredstanding 4.0 | Traun

[Nabur Verkot](#) lvl3, required standing 4.0 | Hjoramold

[Rozor Mothrus](#) lvl3, requiredstanding 4.0 |Barkrik

Eifyr & Co

[Remy Ouch](#) lvl2, required standing 2.0 | Lanngisi

[Godun Sakt](#) lvl3, required standing 4.0 | Lanngisi

The Leisure Group

[Kraimir Mork](#) lvl1, standing 0.0 | Nakugard

Republic Fleet

[Sinogor Nitrut](#) lvl2, requiredstanding 2.0 | Inder

[Krak Hakkaras](#) lvl3, requiredstanding 4.0 | Traun

[Poreg Murchor](#) lvl4, required standing 6.0 | Traun

Republic Parliament

[Penda Rakken](#) lvl2, required standing 2.0 | Nakugard

[Mwaku Ristiger](#) lvl3, required standing 4.0 |Barkrik

Republic Security Services

[Them Burkur](#) lvl2, required standing 2.0 | Nakugard

Krusual Tribe

[Dalkar Kersos](#) lvl3, required standing 4.0 | Nakugard

Sebiestor Tribe

[Schebach Korten](#) lvl3, required standing 4.0 |Uriok

[Dagras Kutill](#) lvl3, requiredstanding 4.0 |Barkrik

[Jippon Frain](#) lvl4, required standing 6.0 |Barkrik

Vherokoir Tribe

[Ramakell Tikrest](#) lvl3, required standing 4.0 | Uriok

Urban Management

[Vlas Takson](#) lvl2, required standing 2.0 | Inder

[Ekdit Spitek](#) lvl2, required standing 2.0 | Hjoramold

The Servant Sisters of EVE Faction

Food Relief

[Beris Nitrus](#) lvl1, required standing 0.0 | Lanngisi

The Sancturay

[Sifor Patrenn](#) lvl3, required standing 4.0 | Uriok

[Nina Darrchien](#) lvl2, required standing 2.0 | Inder

Sisters of EVE

[Fynnir Torsont](#) lvl3, required standing 4.0 | Traun

Gallente Faction

Some of Gallente agents require specific items wich can be achived from another mission.
Here is a way::

[Pandon Ardillan](#) lvl2, required standing 2.0 | Barmaille

[Preaux Gallot](#) lvl2, required standing 2.0 | Audaerne

[Ystvia Lamulette](#) lvl2, required standing 2.0 | Barmaille

[Nilla Elermare](#) lvl3, required standing 4.0 |Fluekele

[Aminn Flosin](#) lvl3, required standing 4.0 |Fluekele

Garoun Investment Bank

[Mattheu Rochet](#) lvl2, required standing 2.0 | Inder

Caille University

[Preaux Gallot](#) lvl2, required standing 2.0 | Audaerne

[Ystvia Lamulette](#) lvl2, required standing 2.0 | Barmaille

[Astroo Openau](#) lvl3, required standing 4.0 | Alsottobier

[Croir Arghe](#) lvl4, required standing 6.0 | Alsottobier

The Scope

[Pandon Ardillan](#) lvl2, required standing 2.0 | Barmaille

Roden Shipyards

[Nilla Elermare](#) lvl3, required standing 4.0 |Fluekele

[Aminn Flosin](#) lvl3, required standing 4.0 |Fluekele

[Schabs Xalot](#) lvl3, required standing 4.0 |Coleile

[Ardoen Dasaner](#) lvl2, required standing 2.0 | Jolia

Federal Intelligence Office

[Onruen Coen](#) lvl3, required standing 4.0 |Fluekele

Fedmart

[Vausite Yrier](#) lvl0, required standing 0.0 | Abenync

Special (This agents would not help you to rise faction standing)

Freedom Extension

[Fara Bokh](#) lvl1, required standing 0.0 | Lanngisi

Minmatar Mining Corporation

[Eutor Jogmundt](#) lvl2, required standing 2.0 | Traun

Sebiestor Tribe

[Temer Rugaert](#) lvl2, required standing 2.0 | Tvink

Six Kin Development

[Acraun Maertigor](#) lvl2, required standing 2.0 | Barkrik

Vherokoir Tribe

[Abotur Kverkinn](#) lvl3, required standing 4.0 | Hjoramold

To be continued.....

Be careful then using this walkthrough, missions can be updated within any patch.

Blueprints issued by agents can be different, standing increase relies on your social skills & current standing with agent's corp.

Be carefull then using this walkthrough, missions can be updated within any patch.

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