

Carebear COSMOS Extreme v1.2

Hello and welcome to my first EVE Cosmos mission guide!

There are lots of carebears out there doing their Cosmos missions. There are also lots of Cosmos guides out there, making their every Cosmos venture predictable, safe, warm and fuzzy. ;)

What most of those guides lack are those few pirate faction agents that offer you path through alternative ways...

Well, to drive away that last remnant of uncertainty from you, some carebears just go to extreme! ;P

Enjoy! :)

Angel Cartel

Mission 1:	Skurk Tekkurs	- level: 2 - quality: 0	-> Page 2
Mission 2:	Anou Dechien	- level: 2 - quality: 0	-> Page 12
Mission 3:	Krakan Rost	- level: 3 - quality: 0	-> Page 21
Mission 4:	Trex Ameisoure	- level: 2 - quality: 0	-> Page 36
Mission 5:	Nassor Tromkurt	- level: 4 - quality: 0	-> Page 56

Guristas Pirates

Mission 1:	Tatsuo Rahkamo	- level: 1 - quality: 0	-> Page 69
Mission 2:	Rie Nissiken	- level: 2 - quality: 0	-> Page 74
Mission 3:	Arato Sirkya	- level: 3 - quality: 0	-> Page 83
Mission 4:	Yka Katori	- level: 3 - quality: 0	-> Page 92
Mission 5:	Siringwe Opainen	- level: 3 - quality: 0	-> Page 99

Angel Cartel

Mission 1

Agent: **Skurk Tekkurs** - level: **2** - quality: **0**

Corporation: **Archangels**

Faction: **ANGEL CARTEL**

Division: **Security**

Location: **The Forge**

Constellation: **Okkelen (Caldari COSMOS)**

System: **Vahunomi (0.5)**

Bacon: **Abandoned Astro Farm**

You need an effective faction, corp, or personal standing of at least **2.00** to use this agent.

Part 1 of 4



Skurk Tekkurs 

Security Division

0.5 Tekkurs's Crow in Vahunomi

Effective Standing: 2.1

Designated Driver - The Garage (1 of 4)

I'm setting up an escape route for my friend Krakon Rost, for some job he's planning. I already got two fast ships, a Crow and a Raptor, lined up as the getaway vessels. I'm plotting the escape course as we speak. I want to use the Crow as the first getaway ship, then switch over to the Raptor to confuse the police and any potential pursuers.

All I need now is a convenient place to stash the Raptor. It must be a place far from the prying eyes of the police. I've heard a rumor that local bandits in this constellation operate a garage somewhere in the area. That would be an ideal place to keep the Raptor. The only problem is, I don't know where it is. And the bandits are of course pretty secretive about the garage's location. But from what I've heard, the outlaw Wrecker, Despoiler, and Destructor bandits are the keepers of this fabled lore. Go kill some of them and see if any of them coughs it up.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



Designated Driver - The Garage (1 of 4) Objectives

The following objectives must be completed to finish the mission:

Bring Item Objective

Acquire these goods:

- | | | | |
|---|---|----------------------|--|
|  |  | Drop-off
Location | 0.5 Tekkurs's Crow in Vahunomi |
|  |  | Item | one unit of Secret Garage Coordinates
(0.1 m ³) |

Rewards

The following rewards will be yours if you complete this mission:

-  one hundred thousand credits

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 2 hours.

-  25000 credits

Item (Secret Garbage Coordinates) drops from rats in asteroid belts, in the same system (Outlaw Wreckler, Outlaw Despoiler or Outlaw Destructor). You can get the item BEFORE you take the mission.

Part 2 of 4



Skurk Tekkurs 

Security Division

0.5 Tekkurs's Crow in Vahunomi

Effective Standing: 2.2

Designated Driver - The Decoder (2 of 4)

Congratulations again on a job well done. Sad thing is, these bandits are obviously more paranoid than most: The data chip you gave me is encoded with some heavy-duty codelock. The codebreaker I'll need for this is not something available on the common market.

I did some digging around, and turns out there's a black marketeer operating out of the Chief Executive Panel station in Otitoh. Strange place for such an operation, but I gather he's working under the protection of some high-level official there. Only goes to show what a strange place Okkelen is these days. Anyway, Rost wants me here, so I need someone to get that decoder for me. And as you did so well the last time, I think you're the one.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



Designated Driver - The Decoder (2 of 4) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-   Pickup Location **0.5 Tekkurs's Crow in Vahunomi**
-   Drop-off Location **0.5 Ottoh VII - Moon 3 - Chief Executive Panel Academy**
-   Cargo one unit of Data Chip Decoder (specific item) (0.1 m³)

Rewards

The following rewards will be yours if you complete this mission:



Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 15 minutes.



Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:



Simple courier mission through high sec (3 jumps).

Part 3 of 4



Skurk Tekkurs 

Security Division

0.5 Tekkurs's Crow in Vahunomi

Effective Standing: 2.2

Designated Driver - Clean Out (3 of 4)

I've finally managed to crack this damn data chip open, thanks to the decoder you got me. The garage is in the middle of nowhere, as I expected. No wonder the police have no idea of its whereabouts. It's just too perfect a place to switch ships. Definitely worth all this hassle.

I'm ready to ship the Raptor out to this garage, but first it has to be cleared out. I think you're the right person for that task. It shouldn't be too hard, though — there are probably just a few mechanics over there — but just to be on the safe side you might consider bringing some pals along. As soon as you accept this mission, I'll upload the location of the garage into your ship computer.

I have a nice reward lined up for you for doing this for me.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



Designated Driver - Clean Out (3 of 4) Objectives

The following objectives must be completed to finish the mission:

Bring Item Objective

Acquire these goods:

-  Drop-off Location **0.5 Tekkurs's Crow in Vahunomi**
-  Item one unit of Mechanical Parts (1.0 m³)

Objective

Kill all the bandits and bring back a mechanical part to finish this mission.

-  Location **0.5 Vahunomi**

Rewards

The following rewards will be yours if you complete this mission:



one unit of 'Balefire' Rocket Launcher Blueprint (5 run, copy, material level: 1.0, productivity level: 4)

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 1 hour.



80000 credits

Combat mission!

Complex: **Deadspace pocket**
System: **Vahunomi (0.5)**

Single Group: (20-25 km)

5 x Frigates (Bandit Mechanic)



Easy combat mission, deadspace pocket in the same system.
Container with item (Mechanical Parts) drops from the last ship killed.

Part 4 of 4



Skurk Tekkurs

Security Division

0.5 Tekkurs's Crow in Vahunomi

Effective Standing: 2.2

Designated Driver – State of Mind (4 of 4)

Okay, I'm all set with my preparations, so now all I have to do is wait for Rost to finish ... well, whatever it is he's doing. My guess is it has something to do with the bank vault here in Vahunomi, but I have no idea really. Go talk to him about that, if you haven't already.

There's only one more thing I need, and then everything is perfect. It's my custom to down a bottle of spiked Quafe just before the action heats up. The only problem is, I don't have any with me, and as far as I know there's none to be found in this godforsaken constellation. Thankfully, I've located a supermarket station in the next constellation that carries it. Can you bring me a bottle? Such a simple task, I know, but I will pay you well for it.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



This is an important mission, which will have significant impact on your faction standings.

Designated Driver - State of Mind (4 of 4) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-  Pickup Location **0.7 Olo II - Expert Distribution Retail Center**
-  Drop-off Location **0.5 Tekkurs's Crow in Vahunomi**
-  Cargo one unit of Spiked Quafe (specific item) (0.1 m³)

Rewards

The following rewards will be yours if you complete this mission:



one unit of 'Undertaker' Heavy Missile Launcher Blueprint (3 run, copy, material level: 10, productivity level: 4)

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 30 minutes.



50000 credits

Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:



30000 credits.

Simple courier mission through high sec (3 jumps).

Faction standing gain 0,822 %.

(with Social 4 skill)

Mission 2

Agent: **Anou Dechien** - level: **2** - quality: **0**

Corporation: **Archangels**

Faction: **ANGEL CARTEL**

Division: **Surveillance**

Location: **The Forge**

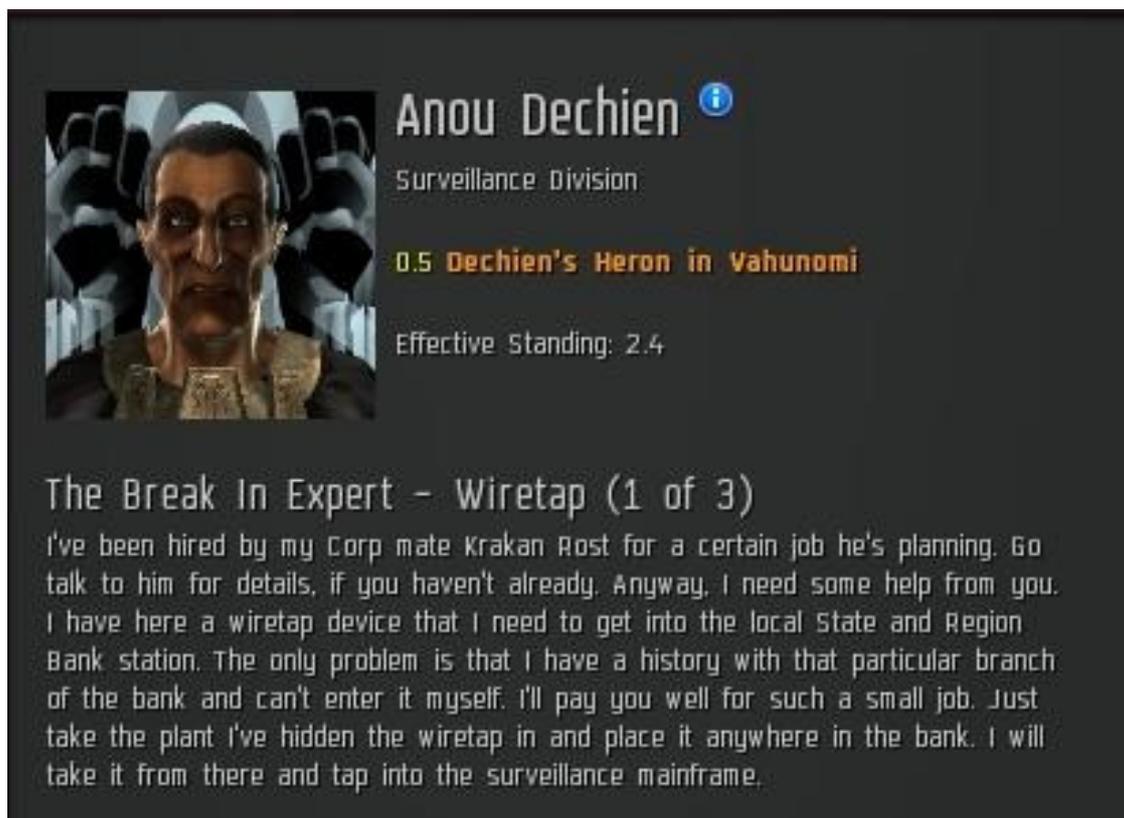
Constellation: **Okkelen (Caldari COSMOS)**

System: **Vahunomi (0.5)**

Bacon: **Abandoned Astro Farm**

You need an effective faction, corp, or personal standing of at least **2.00** to use this agent.

Part 1 of 3



The screenshot shows the agent profile for Anou Dechien. On the left is a portrait of the character. To the right, the name 'Anou Dechien' is displayed with an information icon. Below the name, it says 'Surveillance Division'. A mission title '0.5 Dechien's Heron in Vahunomi' is shown in orange. Underneath, the 'Effective Standing' is listed as 2.4. At the bottom, the mission title 'The Break In Expert - Wiretap (1 of 3)' is followed by a block of text: 'I've been hired by my Corp mate Krakan Rost for a certain job he's planning. Go talk to him for details, if you haven't already. Anyway, I need some help from you. I have here a wiretap device that I need to get into the local State and Region Bank station. The only problem is that I have a history with that particular branch of the bank and can't enter it myself. I'll pay you well for such a small job. Just take the plant I've hidden the wiretap in and place it anywhere in the bank. I will take it from there and tap into the surveillance mainframe.'

The Break In Expert - Wiretap (1 of 3) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-   Pickup Location **0.5 Dechien's Heron in Vahunomi**
-   Drop-off Location **0.5 Vahunomi X - Moon 4 - State and Region Bank Vault**
-   Cargo one unit of Wiretap Plant (specific item) (0.1 m³)

Rewards

The following rewards will be yours if you complete this mission:

-  one hundred thousand credits

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 10 minutes.

-  40000 credits

Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:

-  20000 credits.

Simple courier mission in the same system.

Part 2 of 3



Anou Dechien 

Surveillance Division

0.5 Dechien's Heron in Vahunomi

Effective Standing: 2.4

The Break In Expert - Sabotage (2 of 3)

Thanks again for a job well done with the wiretap. It looks as if there's someone attempting to set up a surveillance fence around the bank. That fence would make my job very difficult. Whoever is doing this is too clever by far, he's using state of the art scanners called Barbed Wire Scanners that are very hard to tamper with.

I managed to break into the cargo manifest at the State War Academy station in Ishisomo and discovered that a bunch of these scanners are sitting there waiting to be shipped out here. I have an accomplice on the station, but he doesn't have the means to deal with them. I want to provide him with those means. Rost gave me a crate of dynamite he's not using and I want you to smuggle it into the State War Academy station. My accomplice there will then use it to sabotage the scanners, making it all look like an accident of course. We have to move quickly before the scanners are shipped out, so I'm enticing you with a nice bonus reward if you get there within 20 minutes.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



The Break In Expert - Sabotage (2 of 3) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-  Pickup Location **0.5 Dechien's Heron in Vahunomi**
-  Drop-off Location **0.7 Ishisomo VIII - Moon 11 - State War Academy School**
-  Cargo one unit of Dynamite Crate (specific item) (80.0 m³)

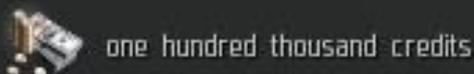
Rewards

The following rewards will be yours if you complete this mission:



Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 20 minutes.



Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:



Simple courier mission through high sec (2 jumps).

Part 3 of 3



Anou Dechien 

Surveillance Division

0.5 Dechien's Heron in Vahunomi

Effective Standing: 2.4

The Break In Expert – Keychain (3 of 3)

I'm almost done with the job assigned to me. One last thing remains. A keychain to enter the outer security vault in the bank. I've been trying to get my hands on one for days now, but the personnel in the bank is on high alert. Thank Fate for human failings, though.

I have a friend that works in a brothel the Kazka bandits operate over in the contested complex in Sakkikainen. She contacted me earlier to let me know one of the assistant bank managers is indulging himself there now. I told her to get the hell out of there, because I would be bringing hellfire on the place in a short while. I need you to go into the Kazka complex, find the brothel and blow it up. The keychain is made from enforced Nockium, so it will survive unscathed. Bring me the assistant's keychain to me and you'll get a great reward.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



This is an important mission, which will have significant impact on your faction standings.

The Break In Expert – Keychain (3 of 3) Objectives

The following objectives must be completed to finish the mission:

Bring Item Objective

Acquire these goods:

-   Drop-off Location **0.5 Dechien's Heron in Vahunomi**
-   Item one unit of Assistant's Keychain (0.1 m³)

Rewards

The following rewards will be yours if you complete this mission:



one unit of 'Balefire' Rocket Launcher Blueprint (5 run, copy, material level: 1.0, productivity level: 4)

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 1 hour and 30 minutes.



one hundred thousand credits

Combat mission!

Complex: **Contested Kazka Headquarters**
System: **Sakkikainen (0.6)** (1 jump away)

This is a one tough place if you fly T1 ship, only frigate / destroyer class ships are permitted here, there are multiple groups of enemies, cruisers and frigates, instant agro on warp in and warp scrambler.

If you are going in solo, with T1 frigate of destroyer, there is probability that you will get blown up right on entry, so be careful.

To make your life much, much easier, I recommend going in with T2 ships (stealth bomber, assault frigate) or if you are not skilled enough, bring some friends.

Goal here is to destroy **Brothel**, which is located in 1st pocket, this can be done by killing only three groups of enemies.

Also possibility here is that you get lucky because someone has already cleaned the place or taken the agro for you, than and all you need to do is to blow up Brothel, take item and get out.

Respawn timer is something like 15 min.

Permitted ships in Contested Kazka Headquarters:

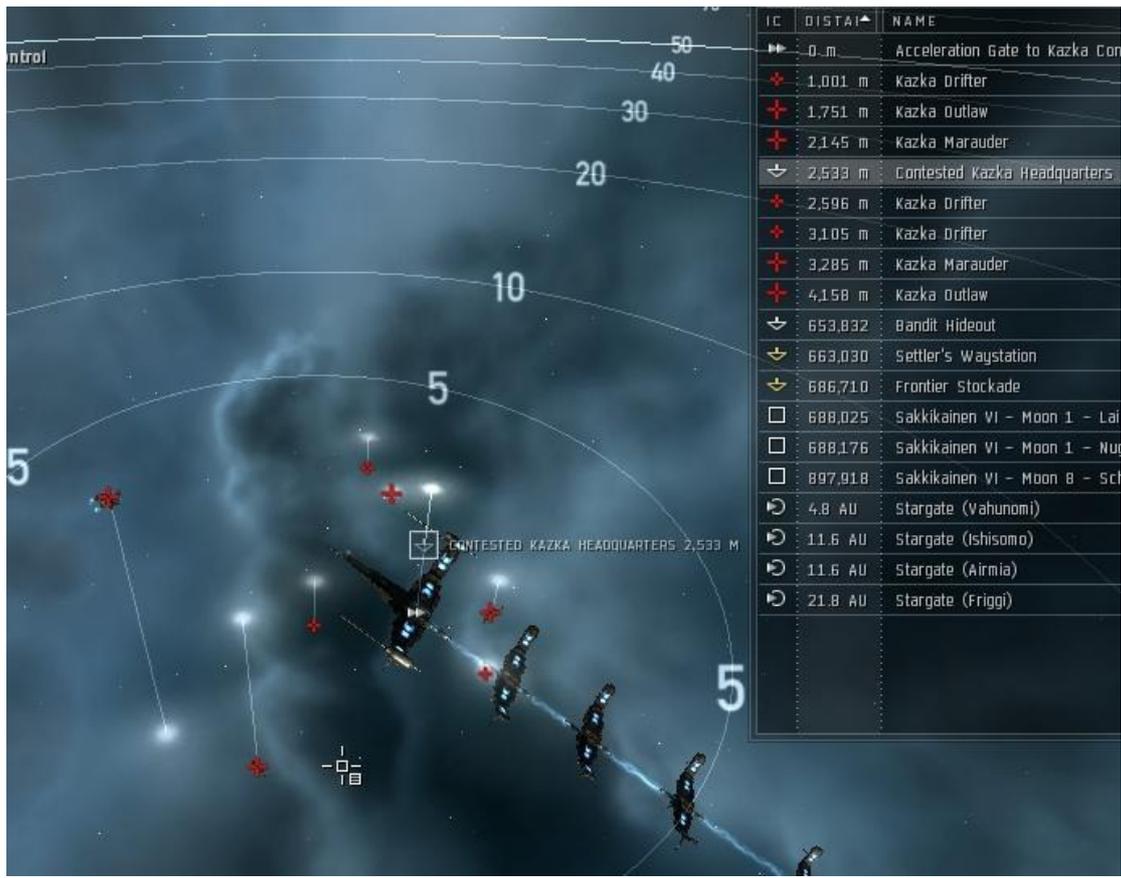
- Frigate
- Shuttle
- Rookie ship
- Assault Ship
- Destroyer
- Interdictor
- Covert Ops
- Interceptor
- Stealth bomber
- Electronics Attack Ship

Entry Gate

Single Group (Auto-Aggro): (0-5 km)

3 x Frigates (Kazka Drifter)

4 x Cruisers (Kazka Outlaw/Marauder)



This are actually rats that may appear in front of the entry gate so you CAN switch ships and easily clear them out in any type of stronger ship, or just fast activate jump gate and get in to complex, because they are not locked.

Pocket 1 (Kazka Control Tower)

1st Group (Auto-Aggro): (15-20 km)

3 x Frigates (Kazka Bandit)

1 x Cruiser (Kazka Outlaw)

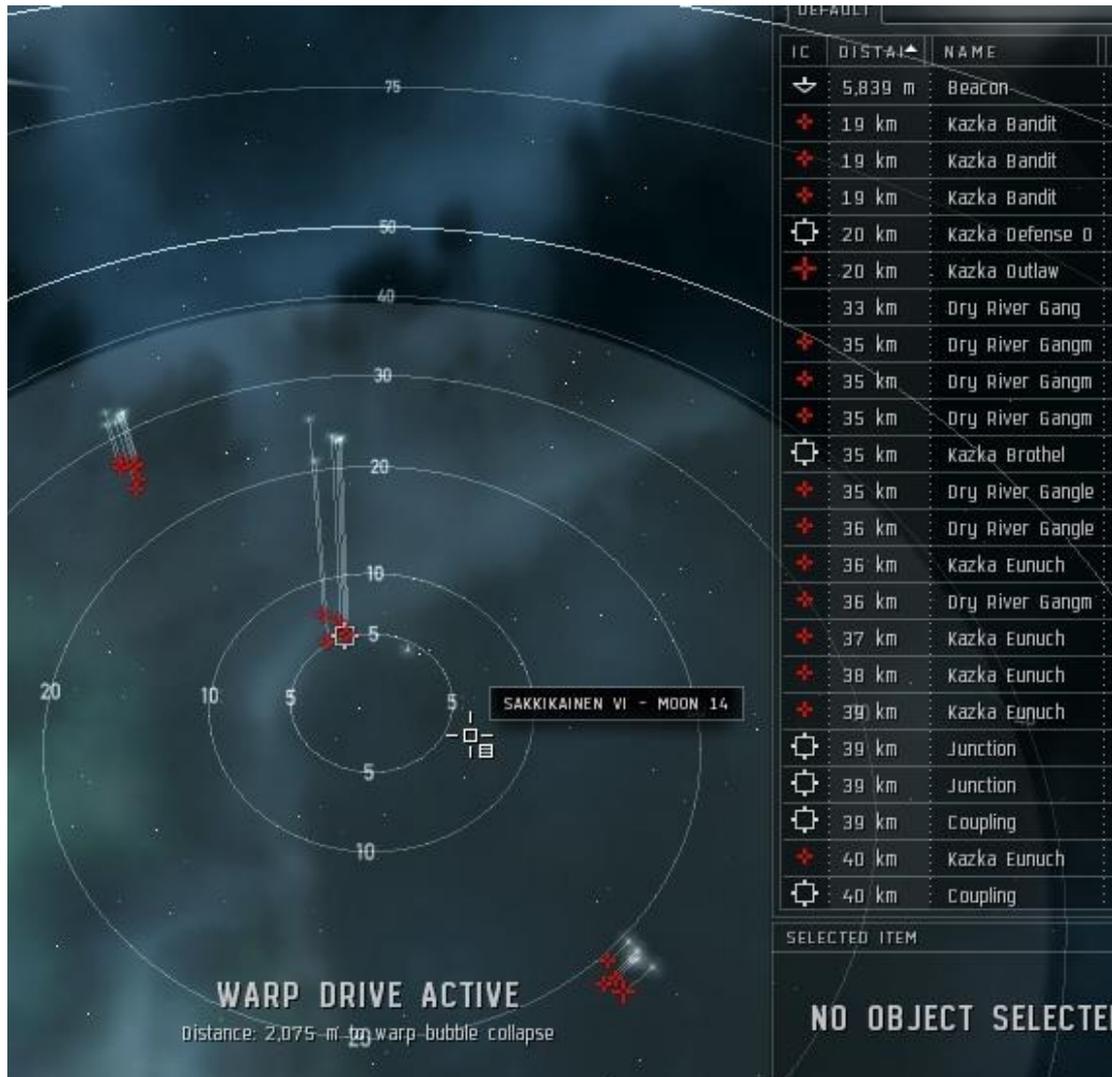
Warp Scramble Field

2nd Group (Brothel Group): (30-35 km)

5 x Frigates (Kazka Eunuch)

Groups 3-5

- no need to kill them for this mission



Pockets 2-4

- no need to clear them for this mission

Assistant's Keychain drops from **Kazka Brothel**.

Clearing out other groups or pockets is not needed for this mission.

(If you loot any Bandit Spurs, save them for next mission).

Faction standing gain 4,0552 %.

(with Social 4 skill)

Mission 3

Agent: **Krakan Rost** - level: **3** - quality: **0**

Corporation: **Archangels**

Faction: **ANGEL CARTEL**

Division: **Command**

Location: **The Forge**

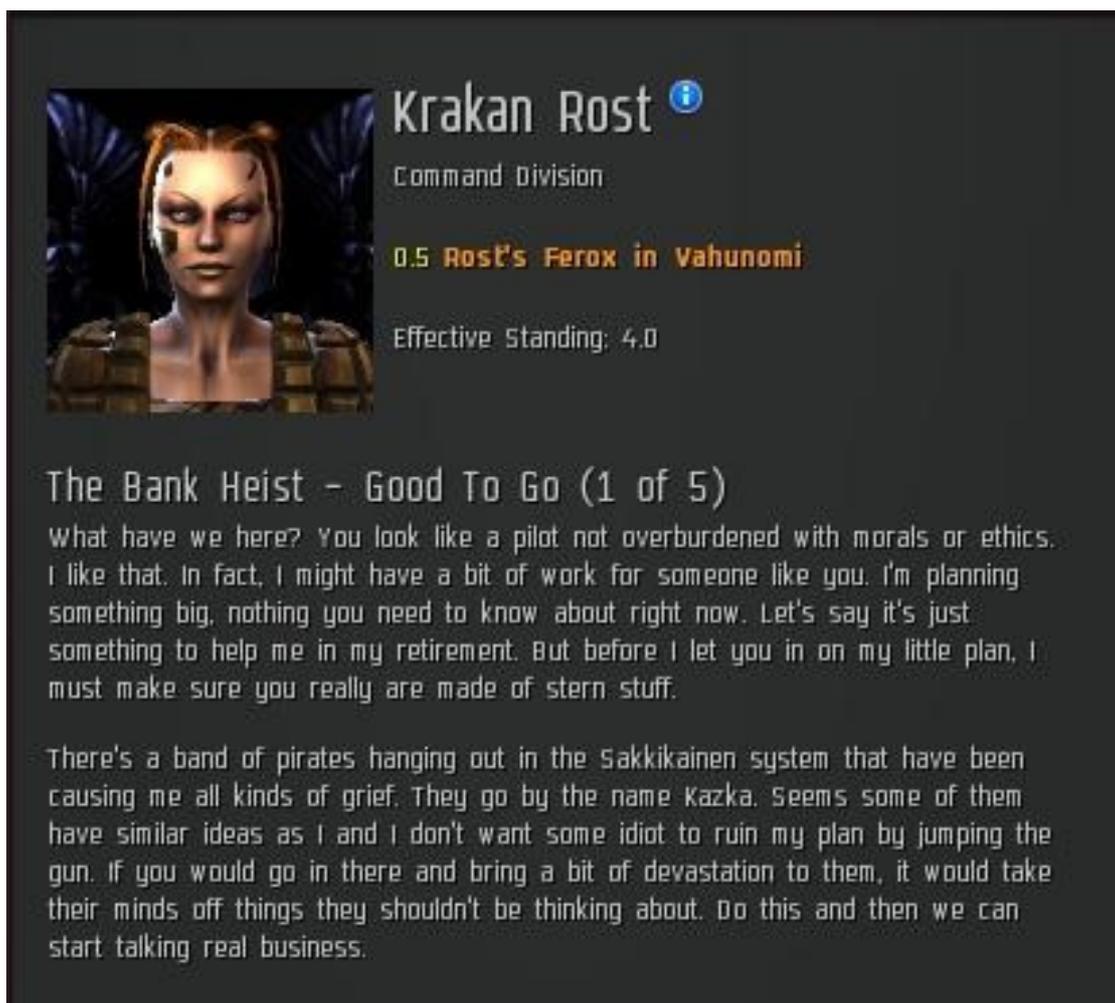
Constellation: **Okkelen (Caldari COSMOS)**

System: **Vahunomi (0.5)**

Bacon: **Abandoned Astro Farm**

You need an effective faction, corp, or personal standing of at least **4.00** to use this agent.

Part 1 of 5



The screenshot shows the agent profile for Krakan Rost. On the left is a portrait of a female character with orange hair and face paint. To the right of the portrait, the name "Krakan Rost" is displayed in white with a blue information icon. Below the name, it says "Command Division". A yellow text line reads "0.5 Rost's Ferox in Vahunomi". Below that, it says "Effective Standing: 4.0".

The Bank Heist - Good To Go (1 of 5)

What have we here? You look like a pilot not overburdened with morals or ethics. I like that. In fact, I might have a bit of work for someone like you. I'm planning something big, nothing you need to know about right now. Let's say it's just something to help me in my retirement. But before I let you in on my little plan, I must make sure you really are made of stern stuff.

There's a band of pirates hanging out in the Sakkikainen system that have been causing me all kinds of grief. They go by the name Kazka. Seems some of them have similar ideas as I and I don't want some idiot to ruin my plan by jumping the gun. If you would go in there and bring a bit of devastation to them, it would take their minds off things they shouldn't be thinking about. Do this and then we can start talking real business.

The Bank Heist - Good To Go (1 of 5) Objectives
 The following objectives must be completed to finish the mission:

Bring Item Objective
 Acquire these goods:

		Drop-off Location	0.5 Rost's Ferox in Vahunomi
		Item	twenty units of Bandit Spur (2.0 m ³)

Rewards
 The following rewards will be yours if you complete this mission:

 four hundred thousand credits

Bonus Rewards
 The following rewards will be awarded to you as a bonus if you complete the mission within 1 hour and 30 minutes.

 150000 credits

Combat mission!

Complex: **Contested Kazka Headquarters**
 System: **Sakkikainen (0.6)** (1 jump away)

Bandit Spurs drop in Contested Kazka Headquarters, in Sakkikainen, from ships in the first room. I have given initial info about Kazka complex in previous mission. If you don't die on entry and manage you aggro carefully after that, killing groups one by one, it is just matter of time and grinding until you get 20 units of Bandit Spurs. It might take some time and few runs to gather enough.

Pocket 1 (Kazka Control Tower)

1st Group (Auto-Aggro): (15-20 km)

3 x Frigates (Kazka Bandit)

1 x Cruiser (Kazka Outlaw)

Warp Scramble Field

2nd Group (Brothel Group): (30-35 km)

5 x Frigates (Kazka Eunuch)

3rd Group (Dry River Gang House): (25-35 km)

6 x Frigates (Dry River Gangleader)

4th Group (Gate to Kazka Development Depot): (50-75 km)

4 x Frigates (Kazka Drifter)

3 x Frigates (Kazka Bandit)

5th Group (Gate to Kazka Asteroid Cluster): (75-95 km)

5 x Frigates (Kazka Drifter)

2 x Cruisers (Kazka Marauder)

Pockets 2-4

- no need to clear them for this mission

IC	DISTANCE	NAME
❖	28 km	Dry River Gangmember
❖	28 km	Dry River Gangmember
❖	28 km	Dry River Gangmember
⊕	29 km	Kazka Brothel
❖	29 km	Dry River Gangmember
❖	30 km	Kazka Eunuch
❖	31 km	Dry River Gangleader
❖	31 km	Kazka Eunuch
❖	31 km	Kazka Eunuch
❖	31 km	Dry River Gangleader
❖	48 km	Kazka Drifter
❖	48 km	Kazka Bandit
▶▶	49 km	Acceleration Gate to Kazka Deve
❖	49 km	Kazka Bandit
❖	50 km	Kazka Bandit
❖	63 km	Kazka Drifter
❖	63 km	Kazka Drifter
❖	64 km	Kazka Drifter
▶▶	67 km	Acceleration Gate to Kazka Aster
▶▶	80 km	Acceleration Gate to Kazka Troph
+	84 km	Kazka Marauder
❖	87 km	Kazka Drifter
❖	88 km	Kazka Drifter
❖	88 km	Kazka Drifter
❖	89 km	Kazka Drifter
+	89 km	Kazka Marauder
❖	89 km	Kazka Drifter
⬇	22,342 k	Contested Kazka Headquarters
⬇	655,008	Bandit Hideout

Alternatively, you can buy Bandit Spurs through CONTRACTS, when I was doing this mission, offers were around 6,0 – 10,0 mil. for 20 spurs.

Part 2 of 5



Krakan Rost ⓘ

Command Division

0.5 Rost's Ferox in Vahunomi

Effective Standing: 4.0

The Bank Heist - Dynamite! (2 of 5)

You've proven yourself to be a tough fighter, kid. I like your style. Now onto business. Maybe you have guessed it already, but the target is the local bank vault. Simply put, I'm gonna pick that place clean. And I want you to help me. Do well and you'll get a healthy cut of the profit.

That bank vault is ripe for the taking, but it's actively bolstering its defenses as we speak, so we need to act fast. There's a crate of dynamite I've procured sitting on a station not far from here. I want you to pick it up, I plan on using it to blast my way into the security vault in the bank. It's a mundane task, I know. But I'm sure that if you keep your thoughts on all that gold that awaits us, you'll be back in a jiffy.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



The Bank Heist - Dynamite! (2 of 5) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-  Pickup Location **0.6 Poinen II - Moon 3 - Expert Distribution Retail Center**
-  Drop-off Location **0.5 Rost's Ferox in Vahunomi**
-  Cargo one unit of Dynamite Crate (specific item) (80.0 m³)

Rewards

The following rewards will be yours if you complete this mission:



Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 30 minutes.



Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:



Simple courier mission through high sec (5 jumps).

Part 3 of 5



Krakan Rost ⓘ

Command Division

0.5 Rost's Ferox in Vahunomi

Effective Standing: 4.1

The Bank Heist - Hit List (3 of 5)

The planning for entering and leaving the bank is already well under way, but we're still left with finding the best targets once we're inside. I've been working on that while you've been away. I was getting rather frustrated in not finding anyone within the State and Region Bank that I could bribe. Then I got the bright idea of checking out some corporations associated with the bank. And wouldn't you know, I found this cash-strapped guy with the Caldari Funds Unlimited. It's an ideal match; he has all the information I need and I have all the money he craves.

I've already made all the arrangements with him, but the information he's giving us is too sensitive to send over the communication lines. I need someone to go and pick up that list and as you're still wearing your courier boots you're the best pilot for the job. To sweeten the deal a little I'll give you some Paradise Cruise Missiles as a reward. You can occupy yourself on the way by thinking of all those you'll want to blow up with them.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



The Bank Heist – Hit List (3 of 5) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-  Pickup Location **0.6 Liekuri VII – Moon 1 – Caldari Funds Unlimited Investment Bank**
-  Drop-off Location **0.5 Rost's Ferox in Vahunomi**
-  Cargo one unit of Safe-Deposit Box Owner List (specific item) (0.1 m³)

Rewards

The following rewards will be yours if you complete this mission:

-  one hundred units of Paradise Cruise Missile

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 30 minutes.

-  one hundred thousand credits

Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:

-  25000 credits.

Simple courier mission through high sec (5 jumps).

Part 4 of 5



Krakan Rost ⓘ

Command Division

0.5 Rost's Ferox in Vahunomi

Effective Standing: 4.1

The Bank Heist - Crisis Control (4 of 5)

We have a bit of a situation here. While you were gone I received credible information that the bank we're about to hit is planning to install a new safe in their vault. I'm afraid the TNT you got for me earlier isn't enough to crack that baby open. We could hit the bank early, but the preparations are still not done, so I won't risk it. And if we wait while I get better explosives it could be too late.

So I took a big risk and put the word out in the underworld that I was looking for a solution. An hour ago I was contacted by this suVee gal in a nearby constellation. A buddy of hers found a way to crack this new safe and she's willing to sell us the secret. Time is of the essence, so I'll go out on a limb and double your pay if you manage to bring it back to me within 15 minutes.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



The Bank Heist - Crisis Control (4 of 5) Objectives

The following objectives must be completed to finish the mission:

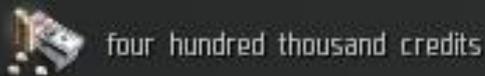
Transport Objective

Transport these goods:

-  Pickup Location **0.7 Olo III - Moon 1 - Sukuuvestaa Corporation Warehouse**
-  Drop-off Location **0.5 Rost's Ferox in Vahunomi**
-  Cargo one unit of Plan to Crack Impregnable Safe (specific item) (0.1 m³)

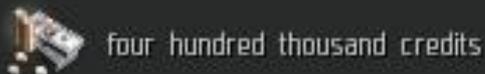
Rewards

The following rewards will be yours if you complete this mission:



Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 15 minutes.



Simple courier mission through high sec (3 jumps).



Krakan Rost ⓘ

Command Division

0.5 Rost's Ferox in Vahunomi

Effective Standing: 4.1

The Bank Heist - Inside Track (5 of 5)

We're in the final stages of our planning. I'm in the process of tying up loose ends at the moment. I've been digging up more stuff about our friend with the Caldari Funds Unlimited. The man, Uchi Pakkori, is a total sleazeball by the looks of it. I can't trust him, he's liable to try and sell what he knows to the police.

I was going to take care of this myself, so I set up a meeting with him. But like the rat he is he smelled the ambush and fled. Now we have to take him out fast, before he comes out of his hiding hole and starts babbling. I've tracked down Pakkori's hiding place. He's locked himself up in an old warehouse over in Airmia system. He's hired some thugs to protect him, so they have to be dealt with as well.

Pakkori always wears an exceptionally ugly hat. With its wide brim I think he sees himself as some sort of a cowboy riding the steppes of Caldari Prime. I don't know. But that hat is as good as DNA, because no one else is crazy enough to wear something as ugly as that. Go and blow up his hiding hole and bring me his hat. I don't care if it has some burn marks on it, I'll probably use it to wipe my arse anyway. You'll be handsomely rewarded for this, but be careful. With the amount of money I paid Pakkori he could have hired a whole battalion to protect him. Not that I expect it from the cheap bastard, but you never know.

This is an important mission, which will have significant impact on your faction standings.

The Bank Heist - Inside Track (5 of 5) Objectives

The following objectives must be completed to finish the mission:

Bring Item Objective

Acquire these goods:

- | | | | |
|---|---|-------------------|---|
|  |  | Drop-off Location | 0.5 Rost's Ferox in Vahunomi |
|  |  | Item | one unit of Pakkori's Hat (0.1 m ³) |

Rewards

The following rewards will be yours if you complete this mission:



one unit of Snake Eyes Explosion Dampening Field Blueprint (3 run, copy, material level: 15, productivity level: 6)

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 2 hours.



two hundred thousand credits

Combat mission!

Complex: **Contested Caldari Lai Dai Refinery**

System: **Airmia (0.6)** (2 jumps away)

What makes this complex relatively easy is that there is no auto-aggro on warp in and you can fly cruiser type of ships in it.

It is doable in decent T1 cruiser, T2 is preferred of course.

Item you are looking for is in the second room (**Contested Plagioclase Field**), in order to be able to warp there you need to clear whole first room.

Problem you might encounter here is very fast respawn (around 10 minutes), so good dps is needed, looting and salvaging should be left for latter or bring some friends.

Permitted ships in Contested Caldari Lai Dai Refinery:

- *Frigate*
- *Cruiser*
- *Industrial*
- *Assault Ship*
- *Heavy Assault Ship*
- *Transport Ship*
- *Destroyer*
- *Interdictor*
- *Covert Ops*
- *Interceptor*
- *Logistics*
- *Force Recon Ship*
- *Stealth Bomber*
- *Electronic Attack Ship*
- *Heavy Interdictor*
- *Combat Recon Ship*
- *Strategic Cruiser*

Pocket 1 (Contested Veldspar Field)

1st Group: (35-45 km)

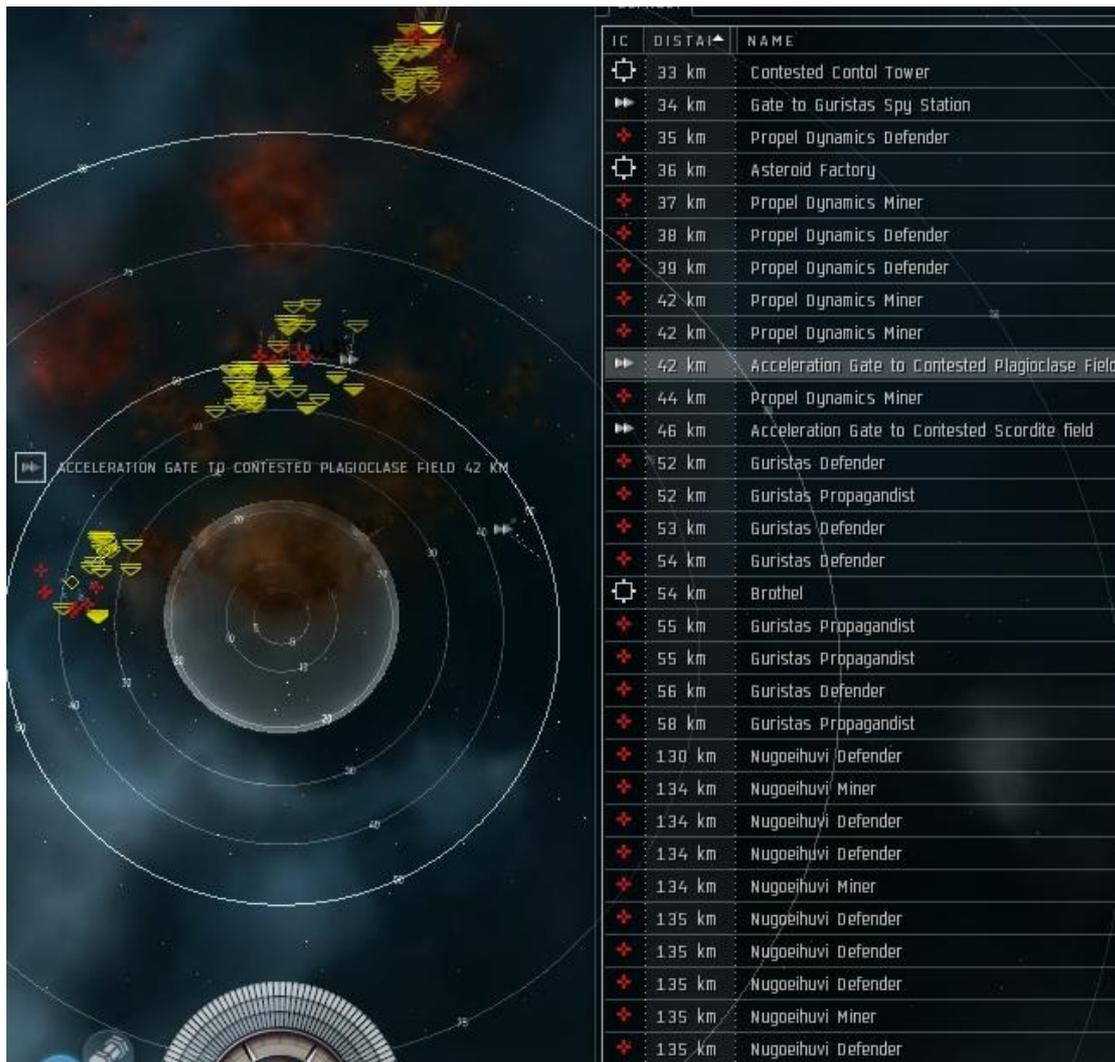
- 4 x Frigates (Guristas Dynamics Miner)
- 4 x Frigates (Guristas Dynamics Defender)

2nd Group: (50-60 km)

- 4 x Frigates (Guristas Propagandist)
- 4 x Frigates (Guristas Defender) **Warp Scramble**

3rd Group: (125-140 km)

- 7 x Frigates (Nugoeihuvi Defender)
- 3 x Frigates (Nugoeihuvi Miner)



You need to kill all the enemies within 10 min. and then hurry up to Acceleration Gate to Contested Plagioclase Field.

Pocket 2 (Contested Plagioclase Field)

1st Group (Barricaded Warehouse group): (45-55 km)

5 x Cruisers (Guristas Maniac / Guristas Outlaw)

1 x Frigate (Guristas Propagandist)

6 x Frigates (Guristas Defender) **Warp Scramble**

Groups 2-3:

- no need to clear them for this mission

Pockets 3-4

- no need to clear them for this mission



Pakkori's Hat drops from **Barricaded Warehouse**.

Clearing out other groups or pockets is not needed for this mission.

Alternatively, much faster way without killing is to buy Pakkori's Hat through CONTRACTS if available, when I was doing this mission, offers were around 1,8 – 4,9 mil.

Faction standing gain 1,4446 %.
(with Social 4 skill)

Mission 4

Agent: **Trex Ameisoure** - level: 2 - quality: 0

Corporation: **Salvation Angels**

Faction: **ANGEL CARTEL**

Division: **Distribution**

Location: **Sinq Laison**

Constellation: **Algintal (Gallente COSMOS)**

System: **Parchanier (0.6)**

Bacon: **Latent Transmitter**

You need an effective faction, corp, or personal standing of at least **2.00** to use this agent.

Part 1 of 4



Trex Ameisoure ⓘ
Distribution Division

0.6 Ameisoure's Enyo in Parchanier

Effective Standing: 2.1

Antagonism - Empty Cargo (1 of 4)

Well, well, what have we here? An eager puppy pilot all raring to go? Asking every stranger to be his friend. Tut, tut, did your mother never tell you not to talk to strangers, Selestill? But now that you're here, what to do with you? Ah, well, maybe you're not as green behind the ears as you seem. Might be I have something for you after all. You might not like it, but it's all I have at the moment.

What I'm talking about is a simple errand, so it shouldn't tax your skills too much. My friends at Egonics Inc. have come up with new tapes for the Latent Transmitter that I need to collect from them.

I can see you're curious about the transmitter, but what you don't know can't hurt you. Hm, I guess that's not exactly true, is it? Well, anyway, don't worry: I'll keep you all safe and tucked in. Run this errand for me and perhaps my opinion of you will rise above the level of "haughty indifference." Then I might allow you to sink your teeth into a juicier bone next time around.

Antagonism - Empty Cargo (1 of 4) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-  Pickup Location **0.8 Auberulle VIII - Moon 1 - Egonics Inc. Development Studio**
-  Drop-off Location **0.6 Ameisoure's Enyo in Parchanier**
-  Cargo one unit of Latent Submission Tapes (specific item) (0.1 m³)

Rewards

The following rewards will be yours if you complete this mission:

-  three hundred thousand credits

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 30 minutes.

-  one thousand units of medium Federation Navy Iridium charges

Simple courier mission through high sec (4 jumps).



Trex Ameisoure 

Distribution Division

0.6 Ameisoure's Enyo in Parchanier

Effective Standing: 2.1

Antagonism - Sending a Message (2 of 4)

Perhaps on your long journey to Auberulle and back you spent the idle minutes wondering what a member of the Angel Cartel was doing here in Algintal? I asked that exact same question when our chief told me he was sending me here. What is there here in Algintal for the Cartel? We have no presence to speak of here and even less authority. The few Angels who frequent the area are loners and nuts, acting pretty much of their own accord.

Well, to put things bluntly, we want to usurp the stranglehold the Serpentis and Thukkers have on smuggling and other lucrative activities here on the Gallente side of the Federation/Republic borders. The Thukkers, those devious buggers, are putting the latent transmission technology of Egonics Inc. to good use, but I've managed to worm my way into the deal.

But while I'm engaged in political machinations with the Thukkers and Egonics, the Serpentis are running rampant. I need you to take them down a peck or two. One of their main areas of operation is over in the Skeleton Comet complex in Deltale. They wrenched the place from Federation hands some years ago and now consider it their own little haven. Hitting them there would send a clear message that there's a new player in the sandbox and that they'd better watch out.

To put it simply: Go over there, locate some Serpentis smugglers, and pop them. Return with the smuggler tags they drop to claim your reward ... and of course glowing praises from me.

Antagonism - Sending a Message (2 of 4) Objectives
 The following objectives must be completed to finish the mission:

Bring Item Objective
 Acquire these goods:

		Drop-off Location	0.6 Ameisoure's Enyo in Parchanier
		Item	five units of Smuggler Tag (0.5 m ³)

Rewards
 The following rewards will be yours if you complete this mission:

 one unit of 'Moonshine' Energized Thermic Membrane I Blueprint (3 run. copy, material level: 10, productivity level: 4)

Bonus Rewards
 The following rewards will be awarded to you as a bonus if you complete the mission within 2 hours.

 five hundred thousand credits

Combat mission!

Complex: **Contested Gallente Skeleton Comet**
 System: **Deltole (0.5)** (2 jumps away)

Smugler Tags drop in Contested Gallente Skeleton Comet, in 1st room. This is relatively easy complex, there is no auto-aggro on warp in and any type of Battlecruiser is more than in enough to clear this room, just don't aggro the whole room on you. BC is also maximum ship type allowed in this complex. Depending on a drop rate, it might take some time to gather 5 tags, but respawn is pretty fast (I had most luck with Serpentis Drug Runners).

Permitted ships in Contested Gallente Skeleton Comet:

- *Frigate*
- *Cruiser*
- *Shuttle*
- *Rookie ship*
- *Assault Ship*
- *Heavy Assault Ship*
- *Battlecruiser*
- *Destroyer*
- *Command Ship*
- *Interdictor*
- *Covert Ops*
- *Interceptor*
- *Logistics*
- *Force Recon Ship*
- *Stealth Bomber*
- *Electronic Attack Ship*
- *Heavy Interdictor*
- *Combat Recon Ship*
- *Strategic Cruiser*

Pocket 1

1st Group: (65-75 km)

5 x Frigates (Serpentins Junkie)

2nd Group: (55-75 km)

3 x Destroyers (Serpentins Ruffian)

3rd Group: (60-70 km)

1 x Cruiser (Serpentins Knucklebuster)

3rd Group: (90-105 km)

5 x Cruisers (Serpentins Drug Runner)

4th Group: (90-105 km)

3 x Cruisers (Corelum Gofer)

3 x Frigates (Coreli Gofer)

IC	DISTANCE	NAME
[Icon]	39 km	DarkLord420
[Icon]	68 km	Serpentis Ruffian
[Icon]	68 km	Serpentis Ruffian
[Icon]	68 km	Serpentis Knucklebuster
[Icon]	69 km	Serpentis Ruffian
[Icon]	69 km	Serpentis Junkie
[Icon]	71 km	Serpentis Junkie
[Icon]	71 km	Serpentis Junkie
[Icon]	71 km	Serpentis Junkie
[Icon]	72 km	Serpentis Junkie
[Icon]	78 km	Corelum Gofer
[Icon]	83 km	Gate to Serpentis Survey Site
[Icon]	84 km	Gate to Drone Infested Corridor
[Icon]	85 km	Corelum Gofer
[Icon]	86 km	Corelum Gofer
[Icon]	92 km	Serpentis Drug Runner
[Icon]	93 km	All-You-Desire Haven
[Icon]	96 km	Serpentis Drug Runner
[Icon]	101 km	Serpentis Drug Runner
[Icon]	102 km	Coreli Gofer
[Icon]	103 km	Coreli Gofer
[Icon]	105 km	Serpentis Drug Runner
[Icon]	110 km	Coreli Gofer
[Icon]	31,515 k	Contested Gallente Skeleton Comet

Alternatively, faster way without any killing is to buy Smuggler Tags through CONTRACTS if available, when I was doing this mission, offers were around 0,5 – 2,0 mil for 5 tags.

Part 3 of 4



Trex Ameisoure 

Distribution Division

0.6 Ameisoure's Enyo in Parchanier

Effective Standing: 2.1

Antagonism - Mean Business (3 of 4)

The Serpentis are not taking us seriously enough, it seems. My spies tell me their leadership thinks your strike was a one-time occurrence that they need not concern themselves with. And more importantly, it did little to weaken their grip on the smuggling in the constellation. So we need to take more drastic steps to show them that we mean business.

With all the hype surrounding the Wiyrkomi's presence here in Algintal, smugglers have to be extra careful. The Serpentis are no idiots, and they've reacted fast. They built a huge repackaging factory in the middle of nowhere, where they ship all their illegal goods to be repacked into something looking a bit less suspicious. I understand they learnt the technique from the Thukkers, who've done the same for years. Be that as it may.

What I'm asking of you is no small feat. Take out the repackaging factory, and the Serpentis will not only become very aware of our presence here, but their operation will take a severe hit. My informant has given me the coordinates of the repackaging factory, but I have only very limited information about the defenses around the installation. No doubt they're formidable, so taking a few friends along is a good idea. But I'm pretty sure the defense systems are not yet fully operational since the factory only recently opened.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



Antagonism - Mean Business (3 of 4) Objectives

The following objectives must be completed to finish the mission:

Bring Item Objective

Acquire these goods:

		Drop-off Location	0.6 Ameisoure's Enyo in Parchanier
		Item	one unit of Shattered Forgery Tools (1.0 m ³)

Objective

Blow up the Repackaging factory and retrieve the Shattered Forgery Tools. There are many guard groups, so be careful not to aggro too many at once.

		Location	0.5 Colelie
---	---	----------	--------------------

Rewards

The following rewards will be yours if you complete this mission:

	one unit of 'Pilfer' Energized Adaptive Nano Membrane I Blueprint (3 run, copy, material level: 1.0, productivity level: 4)
---	---

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 1 hour and 30 minutes.

	one unit of Social Adaptation Chip - Basic
---	--

Combat mission!

Complex: **Deadspace pocket**
 System: **Colelie (0.5)** (3 jumps away)

You can comfortably do this mission in Battleship.
 It starts a bit scary because you are warped in the middle of six groups of enemies, but if you are careful with aggro, this mission is relatively easy (and sweet...).

After warp in, there are enemies in every direction around you and very close, but only one group auto-aggroes. To get out from the middle, move in direction from which that first group is attacking you (up) and kill them, that way you will have clear route out without aggroing any other group (careful with drones). When you gain some safe distance you can just pick groups one by one and kill them. You don't even need to kill all the enemies around entry point, but you need to clear all groups around Repackaging Factory (groups 5-9), because they will all aggro when you shoot the station.

These ship groups are NOT permitted:

- Capsule
- Dreadnought
- Mothership
- Titan
- Freighter
- Carrier

Pocket 1 (Repackaging Factory)

1st Group (Auto-Aggro): (5-10 km)

3 x Cruisers (Serpentis Forger)
1 x Battleship (Sepentis Killer)

2nd Group: (10-20 km)

3 x Cruisers (Serpentis Forger)
1 x Battleship (Sepentis Killer)

3rd Group: (10-20 km)

3 x Cruisers (Serpentis Forger)
1 x Battleship (Sepentis Killer)

4th Group: (15-20 km)

3 x Cruisers (Serpentis Forger)
1 x Battleship (Sepentis Killer)

5th Group: (15-25 km)

4 x Battlecruisers (Serpentis Sentry)

6th Group: (15-25 km)

4 x Battlecruisers (Serpentis Sentry)

7th Group: (30-35 km)

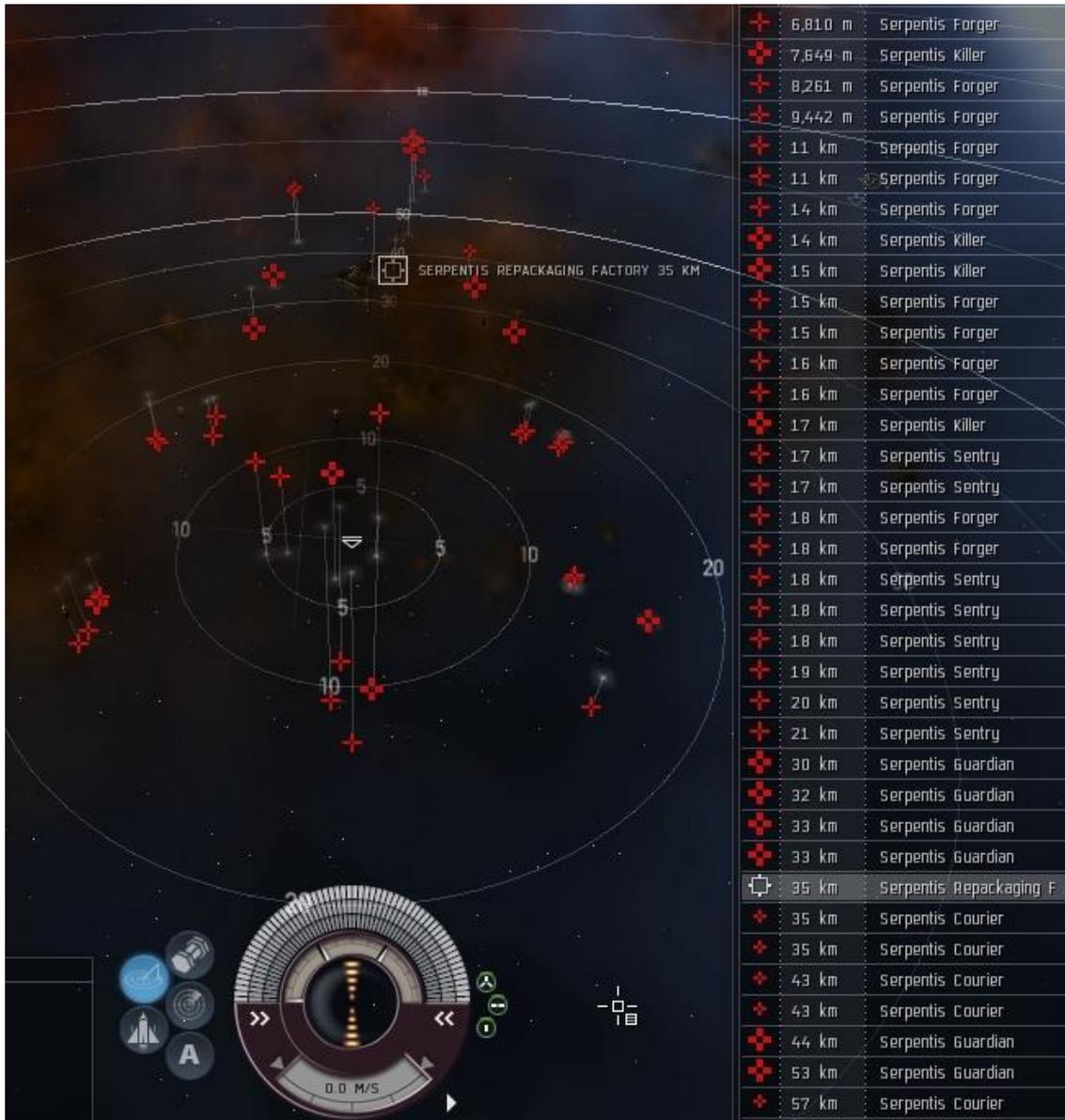
2 x Battleships (Sepentis Guardian)

8th Group: (30-35 km)

2 x Battleships (Sepentis Guardian)

9th Group: (30-60 km)

5 x Destroyers (Serpentis Courier)
4 x Battleships (Sepentis Guardian)





Shattered Forgery Tools drop from **Serpentis Repackaging Factory**. Station has lots of hit points, so it is going to take some time (and ammo) to kill it.

What makes this mission sweet is that drops from station are few T1 modules and five implants, among them two +5 implants worth on market +120 million ISK each.

Part 4 of 4



Trex Ameisoure

Distribution Division

0.6 Ameisoure's Enyo in Parchanier

Effective Standing: 2.2

Antagonism - No Contest (4 of 4)

Oh, we got their attention now, Selestill! The Serpentis are seething, and it's all thanks to you. There's only problem: Now that the Serpentis know that we Angels are barging in, they're planning to retaliate. How very idiotic of them! Heh. Well, of course we must counter their counter-threats.

My most loyal and reliable source within the Serpentis tells me that an elite strike force is arriving from Fountain. I'm already quivering in my boots, as you can see. No, seriously, the fools have made one grave error. The strike force's gear arrived ahead of the team itself. It is now sitting deep inside the skeleton Comet complex over in Deltale. "Only by exploiting the errors of others can we enlighten the world," my mother always told me, and who am I to defy my mother, eh? We must act quickly.

Go to the Skeleton Comet complex, locate the Serpentis Command Outpost, and destroy it. Then return with the strike force's gear to me. That should paralyze their whole operation.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



This is an important mission, which will have significant impact on your faction standings.

Antagonism - No Contest (4 of 4) Objectives

The following objectives must be completed to finish the mission:

Bring Item Objective

Acquire these goods:

		Drop-off Location	0.6 Ameisoure's Enyo in Parchanier
		Item	one unit of Strike Force Gear (2.0 m ³)

Rewards

The following rewards will be yours if you complete this mission:

 one thousand units of large Federation Navy Thorium charges

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 2 hours.

 one unit of 'Pilfer' Energized Adaptive Nano Membrane I Blueprint (3 run, copy, material level: 10, productivity level: 4)

Combat mission!

Complex: **Contested Gallente Skeleton Comet**
 System: **Deltole (0.5)** (2 jumps away)

Serpentis Command Outposts is located in **Remote Corleum Safe Haven**, last (3rd) room of the Contested Gallente Skeleton Comet. This is first mission in this guide that you can't do alone, and toughness of this mission depends on how many players you got helping you. To make this mission easier, I would recommend at least 5 people in battlecruisers or similar ships with good dps and afterburner fitted.

As stated before, battlecruiser is also maximum ship type allowed in this complex.

Pocket 1 (Contested Gallente Skeleton Comet)

First room is described in previous mission (2 of 4).

You don't have to kill anything in here because all gates are unlocked any you can just pass through. Any ships that aggroes you and your group can be killed fast or just tanked until you get to next gate.

Goal here is to enter gate to **Drone Infested Corridor**, 83 km away from entry point.

Pocket 2 (Drone Infested Corridor)

This is where it gets tough. Gate to **Remote Corleum Safe Haven** remain open only in the period of time when all enemies in this room are dead.

What makes this tricky is that respawn for most groups of enemies is **5 min**, and some groups respawn as far as 150 km from gate you are suppose to enter, so you really need 2 groups of people with you, one to stay on the spot and clear all incoming respawn and one to rush to the next gate and enter it with you.

Enemies are grouped in 3 different clusters: Drones, FON group and group near the Remote Corleum Safe Haven gate, so I will describe them one by one:

Group near the Gate to Remote Corleum Safe Haven (right side)

1st Group: (50-60 km)

2 x Frigates (Coreli Assistant)
2 x Cruisers (Corelum Runner)
1 x Serpents Sentry Gun

2nd Group: (80-90 km)

2 x Frigates (Coreli Assistant)
2 x Cruisers (Corelum Runner)
1 x Serpents Sentry Gun

3rd Group: (100-110 km)

2 x Frigates (Coreli Assistant)
2 x Cruisers (Corelum Runner)
1 x Serpents Sentry Gun

This group is easy to kill and has much longer respawn time so you probably only need to kill it once right on the start.

The image shows a tactical map from a game, likely Star Wars: The Old Republic, with a list of enemy units on the right. The map displays a central base with concentric rings and various enemy icons. The list on the right provides the following data:

+	52 km	Corelum Runner
+	52 km	Coreli Assistant
+	53 km	Serpentis Sentry Gun
+	54 km	Corelum Runner
+	56 km	Coreli Assistant
▶▶	78 km	Gate to Remote Corelum S
+	81 km	Corelum Runner
+	82 km	Coreli Assistant
+	85 km	Serpentis Sentry Gun
GATE	86 km	Coreli Assistant
+	87 km	Corelum Runner
+	95 km	Watch Drone
+	99 km	Demolisher Drone
+	103 km	Watch Drone
+	106 km	Coreli Assistant
+	106 km	Coreli Assistant
+	108 km	Corelum Runner
+	109 km	Serpentis Sentry Gun
+	109 km	Corelum Runner
+	111 km	Demolisher Drone
+	112 km	Demolisher Drone
+	112 km	Watch Drone
+	114 km	Watch Drone
+	122 km	Drone Perimeter Guard
+	125 km	Drone Perimeter Guard
+	125 km	Drone Perimeter Guard
+	129 km	Demolisher Drone
+	149 km	FON Activist
+	151 km	FON Operation Station
+	151 km	FON Activist
+	151 km	FON Activist
+	152 km	Drone Worker
+	153 km	Drone Worker
+	153 km	FON Zealot
+	153 km	FON Activist
+	155 km	FON Activist

Vast Drone Hive group (left side)

4th Group: (100-180 km)

2 x Frigates (Watch Drone)

5th Group: (100-130 km)

2 x Cruisers (Demolisher Drone)

6th Group: (120-140 km)

3 x Cruisers (Drone Perimeter Guard)

7th Group: (110-200 km)

2 x Frigates (Watch Drone)

8th Group: (110-160 km)

2 x Cruisers (Demolisher Drone)

9th Group: (150-170 km)

2 x Cruisers (Drone Worker)

10th Group: (160-180 km)

2 x Cruisers (Drone Worker)

11th Group: (160-180 km)

2 x Cruisers (Drone Worker)

12th Group: (160-200 km)

2 x Cruisers (Demolisher Drone)

13th Group: (200-220 km)

3 x Cruisers (Drone Perimeter Guard)

14th Group: (210-230 km)

3 x Cruisers (Drone Perimeter Guard)



From this point you have to hurry because most of Drone ships are on 5 min. respawn timer. Start your clearing of all drone ships and once you are near the end destroy Vast Drone Hive because it will delay respawn of drones (and shooting the hive will also aggro all the drones on you which might come in handy if some drone are far away and out of range).

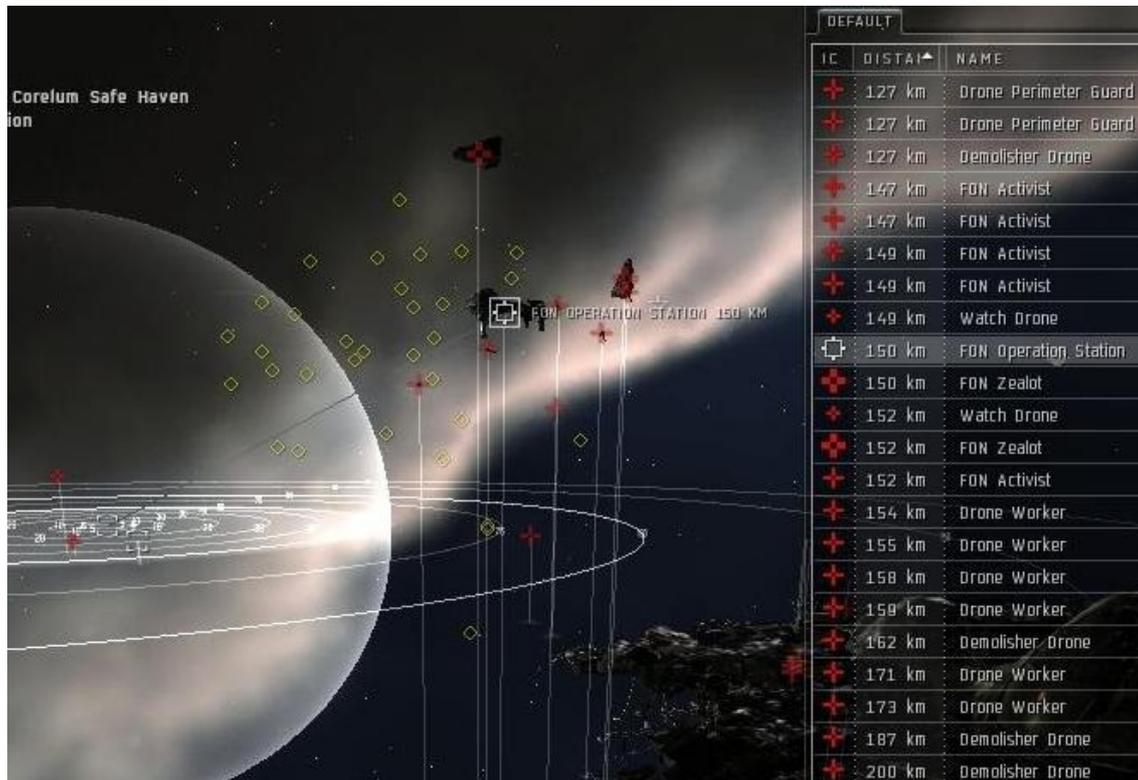
Don't pull the FON Station group until drones are near the end because FON battleships do high damage.

FON Operation Station group (centre)

15th Group: (140-160 km)

5 x Cruisers (FON Activist)

2 x Battleships (FON Zealot)



Once Drones are near the end or dead, blast away with everything you got on FON group. At the same time start dividing your groups, one group should turn on afterburner and rush to the next gate, killing everything in range on its way, and second group should finish off FON and start coming back to drone positions because those first drones that you have killed are going to start respawning fast right about now, and you don't want to be out of range when that happens.

It is absolutely critical that you kill FON Operation Station and make it your primary target, because it will delay respawning of FON group with those nasty battleships. If they reappear before you enter the gate you will have to kill them all over again. Also if you have trouble and try to warp out don't click on anything related to Skeleton Comet because it won't work, warp out to station, gates or any other celestial object.

If all goes well you should be able to enter Gate to **Remote Corleum Safe Haven**, hopefully with some friends.

Pocket 3 (Remote Corleum Safe Haven)

1st Group: (35-40 km)

3 x Cruisers (Runner Thug)
1 x Frigate (Runner Boss)

2nd Group: (45-50 km)

3 x Cruisers (Serpentis Misfit)
2 x Battleships (Serpentis Hired Muscle)



First group is easy to kill, second one depends on how many people were able to enter the gate, I recommend at least two battlecruiser class ships, because you might not be able to take out all those ships alone and getting blown up here, near the end, is major fail.

Strike Force Gear drops from **Serpentis Command Outpost**.

Since this complex is pretty busy, there is also possibility that some ninjas have entered the pocket with you, if they steal your item, just wait until station respawns. Also in the second station here is item for other (Thukker tribe) Cosmos mission, so you might take that as well.

Faction standing gain 0,3135 %.
(with Social 4 skill)

Mission 5

Agent: **Nassor Tromkurt** - level: 4 - quality: 0
Corporation: **Guardian Angels**
Faction: **ANGEL CARTEL**
Division: **Security**

Location: **Metropolis**
Constellation: **Ani (Minmatar COSMOS)**
System: **Tvink (0.5)**
Bacon: **The Crystal Dust Compound**

You need an effective faction, corp, or personal standing of at least **6.00** to use this agent.

Hardest part about this missions is getting the standing with Guardian Angels to actually be able to talk to the agent. :)

There are also few frigates flying around agent location.

The Crystal Dust Compound

1st Group (Auto-Aggro): (5-10 km)

3 x Frigates (Cyber Raider/Nomad) **Target Painting**

Part 1 of 4



Nassor Tromkurt ⓘ

Security Division

0.5 Tromkurt's Vagabond in Tvink

Effective Standing: 6.8

Drug Trade - Creating Illicit Substances (1 of 4)

Interested in getting into the drug business, eh? Well, I'll tell you, it isn't as easy as people think. You've got to start at the bottom and work your way up. Perhaps if you complete a few tasks for me, I will reward you with something that's worth your trouble. We're setting up a new plantation of ... well, you don't need to know what. All you need to know is that for the plants to grow well, we need many components, and one of them is soil. Makes sense, huh?

Get me 300 units of soil and deliver them here, and then I'll give you your next mission.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



Drug Trade - Creating Illicit Substances (1 of 4) Objectives

The following objectives must be completed to finish the mission:

Bring item Objective

Acquire these goods:

- | | | |
|---|---|---|
|  | 
Drop-off
Location | 0.5 Tromkur's Vagabond in Tvink |
|  | 
Item | three hundred units of Soil (450.0 m ³) |

Rewards

The following rewards will be yours if you complete this mission:



Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 20 minutes.



Trade mission!

Easy trade mission, just buy **300 units of Soil** on the market in the nearest system and bring it to the agent, cost is around 21000 ISK.

You need cargo space of 450 m³.

Part 2 of 4



Nissor Tromkurt i

Security Division

0.5 Tromkurt's Vagabond in Tvink

Effective Standing: 6.8

Drug Trade - Laboratory Maintenance (2 of 4)

Back already? Alright, here's your next task.

The condition of our laboratories has been deteriorating lately. Some of the equipment is getting old and needs replacing. Go to Ragnarg VI - Moon 6 - Aliastra Warehouse and pick up replacement laboratory equipment. When you have it, bring it back to me immediately.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



Drug Trade - Laboratory Maintenance (2 of 4) Objectives
 The following objectives must be completed to finish the mission:

Transport Objective
 Transport these goods:

		Pickup Location	0.4 Ragnarg VI - Moon 6 - Aliastra Warehouse (Low Sec Warning)
		Drop-off Location	0.5 Tromkurt's Vagabond in Tvink
		Cargo	five units of Replacement Laboratory Equipment (5.0 m ³)

(The route generated by current autopilot settings contains low security systems!)

Rewards
 The following rewards will be yours if you complete this mission:

 122000 credits

Bonus Rewards
 The following rewards will be awarded to you as a bonus if you complete the mission within 34 minutes.

 159000 credits

Courier mission with pick up point in **Low Sec** (6 jumps).

First two systems of this courier mission are in low sec: **Ragnarg (0.4)** and **Hagilur (0.4)**.

There is active pirate corporation around this area, so take all the precaution before doing the mission. Losing the mission item means mission fail.

Part 3 of 4



Nassor Tromkurt 

Security Division

0.5 Tromkurt's Vagabond in Tvink

Effective Standing: 6.8

Drug Trade - Narcotics Officers (3 of 4)

The number of narcotic officers in the constellation has been on the rise lately. This is bad for business, as people don't like dealing when there could be somebody watching behind their back. I have a feeling those cops are planning something, so I want you to head over to the contested Guerilla Base and take some of them out. Hopefully, that will throw them off balance. Bring be 5 of their tags so when you come back, I'll know you won't be lying.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



Drug Trade - Narcotics Officers (3 of 4) Objectives

The following objectives must be completed to finish the mission:

Bring Item Objective

Acquire these goods:

		Drop-off Location	0.5 Tromkurt's Vagabond in Tvink
		Item	four units of Minmatar Republic Narcotic Officer's Tag (0.4 m ³)

Rewards

The following rewards will be yours if you complete this mission:

 588000 credits

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 2 hours and 52 minutes.

 792000 credits

Combat mission!

Complex: **Contested Minmatar Guerilla Base**
 System: **Tvink (0.5)** (same system)

Minmatar Republic Narcotic Officer's Tags drop in **Contested Minmatar Guerilla Base** in Tvink, from two groups of ships, in the first room.

Complex can entered in Battleship or any other type of strong ship and there is no auto-aggro on warp in.

There are quite a few ships here, but you only need to grind Minmatar Narcotics Officers for the tags. There is first group on the right side with only 1 BS which is relatively easy to kill and much harder group far away which has 3 BS with very good tank and dps. You should avoid aggroing big center group for this mission.

These ship groups are NOT permitted:

- *Capsule*
- *Dreadnought*
- *Mothership*
- *Titan*
- *Freighter*
- *Carrier*

Entry Gate

1st Group (Auto-Aggro): (35-50 km)

4 x Frigates (Cyber Raider/Nomad) **Target Painting**

You can ignore this group.

Pocket 1 (Contested Security Post)

1st Group (right side): (40-50 km)

5 x Frigates (Minmatar Republic Narcotics Officer 1st Rank)

3 x Cruisers (Minmatar Republic Narcotics Officer 2st Rank)

1 x Battleship (Minmatar Republic Narcotics Deputy)

Groups 2-6:

- no need to kill them for this mission

7th Group (far away): (105-120 km)

6 x Frigates (Minmatar Republic Narcotics Officer 1st Rank)

2 x Cruisers (Minmatar Republic Narcotics Officer 2st Rank)

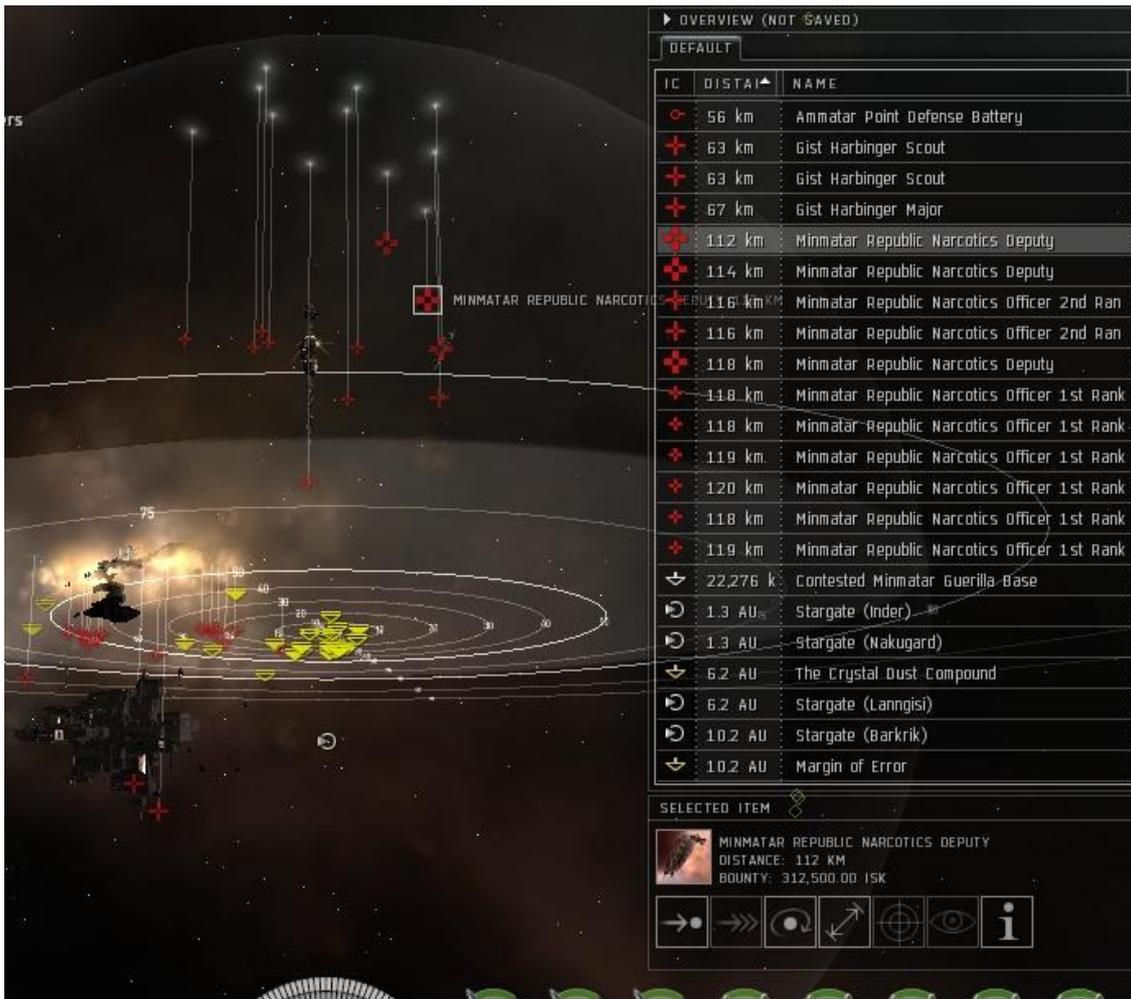
3 x Battleships (Minmatar Republic Narcotics Deputy)

Pocket 2 (Overrun Supply Bunkers)

- no need to clear them for this mission

IC	DISTANCE	NAME
+	30 km	Gist Precursor
o	31 km	Ammatar Point Defense Battery
+	32 km	Gist Harbinger
+	32 km	Gist Precursor
+	33 km	Angel Drug Addict
+	33 km	Angel Drug Addict
+	34 km	Gist Harbinger
o	34 km	Ammatar Point Defense Battery
+	35 km	Gist Precursor
+	35 km	Gist Precursor
+	42 km	Angel Drug Addict
+	42 km	Gist Harbinger
+	42 km	Gist Precursor
+	43 km	Gist Harbinger
+	43 km	Minmatar Republic Narcotics Officer 2nd Rank
+	44 km	Minmatar Republic Narcotics Officer 1st Rank
▶▶	44 km	Gate to Overrun Supply Bunkers
+	44 km	Minmatar Republic Narcotics Officer 1st Rank
+	44 km	Minmatar Republic Narcotics Officer 1st Rank
+	45 km	Gist Precursor
+	45 km	Minmatar Republic Narcotics Officer 2nd Rank
+	45 km	Minmatar Republic Narcotics Deputy
+	45 km	Minmatar Republic Narcotics Officer 1st Rank
+	45 km	Minmatar Republic Narcotics Officer 1st Rank
+	49 km	Minmatar Republic Narcotics Officer 2nd Rank

In a decent battleship, killing 1st group is easy, just be careful not to agro big center group close by. Only strong ship here is BS which has hard tank to break and good dps. If you are lucky you will get all of the tags needed from this group on the first run. If not, just wait for respawn, it is around 10 min.



Alternatively, you can also get tags from the group far away, but it has 3 tough battleships to kill. You have been warned. :)

Pick up all tags and save any extra for the next mission.

You can also try to buy Minmatar Republic Narcotic Officer's Tags through CONTRACTS if available, when I was doing this mission there wasn't any decent offers.

Part 4 of 4



Nassor Tromkurt

Security Division

0.5 Tromkurt's Vagabond in Tvink

Effective Standing: 6.9

Drug Trade - Stolen Shipment (4 of 4)

Bad news, Selestill. One of our most trusted drug carriers got ambushed and killed just a few hours ago. His death matters little, but what is important is that the police managed to confiscate the entire shipment. He was on his way here when the attack occurred and fortunately, our agent managed to erase all travel and destination logs.

Those cops ego's are growing, they think they can walk all over us without having to face the consequences. I think not. Go back to the contested Guerilla Base and return until every single one of them has been hunted down and killed.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



This is an important mission, which will have significant impact on your faction standings.

Drug Trade - Stolen Shipment (4 of 4) Objectives

The following objectives must be completed to finish the mission:

Bring Item Objective

Acquire these goods:

-   Drop-off Location **0.5 Tromkurt's Vagabond in Tvink**
-   Item eight units of Minmatar Republic Narcotic Officer's Tag (0.8 m³)

Rewards

The following rewards will be yours if you complete this mission:



one unit of 'Inception' Target Painter I Blueprint (3 run, copy, material level: 20, productivity level: 8)

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 1 hour and 18 minutes.



272000 credits

Combat mission!

Complex: **Contested Minmatar Guerilla Base**

System: **Tvink (0.5)** (same system)

This mission is EXACTLY the same as previous mission, only this time you need **8 Minmatar Republic Narcotic Officer's Tags**.

29 km	Gist Precursor
29 km	Gist Precursor
30 km	Angel Drug Addict
31 km	Gist Harbinger
31 km	Ammatar Point Defense Battery
32 km	Angel Drug Addict
36 km	Ammatar Point Defense Battery
37 km	Gist Harbinger
38 km	Gist Precursor
38 km	Angel Drug Addict
40 km	Gist Harbinger
42 km	Gist Precursor
44 km	Gate to Overrun Supply Bunkers
44 km	Gist Precursor
45 km	Minmatar Republic Narcotics Officer 2nd Ra
46 km	Minmatar Republic Narcotics Officer 2nd Ra
47 km	Minmatar Republic Narcotics Officer 2nd Ra
49 km	Minmatar Republic Narcotics Deputy
49 km	Gist Harbinger
51 km	Angel Drug Addict
51 km	Ammatar Point Defense Battery
51 km	Angel Drug Addict
53 km	Angel Drug Addict
53 km	Angel Drug Addict
53 km	Minmatar Republic Narcotics Officer 1st Ra
53 km	Minmatar Republic Narcotics Officer 1st Ra
54 km	Gist Harbinger
54 km	Gist Precursor
54 km	Minmatar Republic Narcotics Officer 1st Ra

Faction standing gain 5,0265 %.
 (with Social 4 skill)

Guristas Pirates

Mission 1

Agent: **Tatsuo Rahkamo** - level: **1** - quality: **0**

Corporation: **Guristas Production**

Faction: **GURISTAS PIRATES**

Division: **Distribution**

Location: **The Forge**

Constellation: **Okkelen (Caldari COSMOS)**

System: **Ihakana (0.4) (Low Sec Warning)**

Bacon: **Hangman's Hill**

You need an effective faction, corp, or personal standing of at least **0.00** to use this agent.

Part 1 of 2



Tatsuo Rahkamo ⓘ

Distribution Division

0.4 Rahkamo's Buzzard in Ihakana (Low Sec Warning!)

Effective Standing: 0.0

Spirit Man - Firewater (1 of 2)

Let me be the first to welcome you to the Ihakana system. I fear it may be the only welcome you'll receive, it's rough out here. I should know, small time crooks like me can easily be swallowed up by all the big sharks swimming around. I tried to make it as a peddler of neural boosters, but I couldn't stand the pressure. So now I'm just a small time booze dealer, making sure to keep my operation modest enough not to attract any unwanted attention.

I can't complain with how things are going, business is brisk. It's gotten to the point where I can't even keep up with all the orders coming in. Would you be interested in taking a small load of my fine merchandise over to the Ishisomo system? There's a NOH development studio there and it seems developers never get enough booze. Lucky for me.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



Spirit Man - Firewater (1 of 2) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

- ✓  Pickup Location **0.4 Rahkamo's Buzzard in Ihakana**
(Low Sec Warning!)
-  Drop-off Location **0.7 Ishisomo IV - Nugoeihuvi Corporation Development Studio**
-  Cargo ten units of Firewater (2.0 m³)

(The route generated by current autopilot settings contains low security systems!)

Rewards

The following rewards will be yours if you complete this mission:



Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 15 minutes.



Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:



Courier mission with starting point in **Low Sec** (3 jumps).

There is an active pirate corporation in Ihakana (0.4), so take all the precaution before doing the mission. Losing the mission item means mission fail.

Part 2 of 2



Tatsuo Rahkamo i

Distribution Division

0.4 Rahkamo's Buzzard in Ihakana (Low Sec Warning)

Effective Standing: 1.7

Spirit Man - Rotgut (2 of 2)

My suppliers can't keep up with all this demand for their excellent moonshine. So I've taken the liberty of modifying the booze a little bit. Yes, yes, I admit it, I'm adding water to it. To make certain the drunkards I deal with won't notice, I've come up with a devilish little scheme.

An old schoolmate of mine is a janitor on the School of Applied Knowledge over in Sakkikainen. Some graduation students there have come up with a strange little mixture they call Rotgut. I don't know the scientific mumbo-jumbo for how it works, all I know is that it increases the intoxication effects of alcohol many times. That's exactly what I need for my watered-down wares. I need someone discreet to pop over there and get me a bit of this Rotgut. Then, once the new concoction is ready, all I have to do is lay back and watch the dimes roll in.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



This is an important mission, which will have significant impact on your faction standings.

Spirit Man - Rotgut (2 of 2) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-  Pickup Location **0.6 Sakkikainen VI - Moon 8 - School of Applied Knowledge**
-  Drop-off Location **0.4 Rahkamo's Buzzard in Ihakana (Low Sec Warning!)**
-  Cargo one unit of Rotgut (specific item) (0.2 m³)

(The route generated by current autopilot settings contains low security systems!)

Rewards

The following rewards will be yours if you complete this mission:



one unit of 'Balefire' Rocket Launcher Blueprint (1.0 run, copy, material level: 5, productivity level: 2)

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 1 hour.



30000 credits

Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:



ten thousand credits.

Courier mission with end point in **Low Sec** (2 jumps).

Faction standing gain 0,2910 %.
(with Social 4 skill)

Mission 2

Agent: **Rie Nissiken** - level: **2** - quality: **0**

Corporation: **Guristas**

Faction: **GURISTAS PIRATES**

Division: **Personnel**

Location: **The Forge**

Constellation: **Okkelen (Caldari COSMOS)**

System: **Ihakana (0.4) (Low Sec Warning)**

Bacon: **Hangman's Hill**

You need an effective faction, corp, or personal standing of at least **2.00** to use this agent.

Part 1 of 3



Rie Nissiken 

Personnel Division

0.4 Nissiken's Condor in Ithakana (Low Sec Warning!)

Effective Standing: 2.3

House of Flowers - Lucia (1 of 3)

I have just the thing you want. I don't know if you've heard of me yet, but if you spend more time in this constellation you're sure to. Anyway, the name's Rie Nissiken. I'm owner and proprietor of the House of Flowers, finest little ladies' house in this here corner of the universe. Now, most days everything's just hunky-dory, but today I seem to have a problem.

See, there's this little sweetheart called Lucia whom I've been grooming to be one of my girls. She's a natural at it, and happy with the job and the money it pays, but there's a problem: her overbearing, abusive ex-fiancee, Roark. Just yesterday he grabbed her and whisked her off in his ship, screaming and cursing that this lifestyle wasn't for her.

Now, call me libertarian, but I do believe people should be allowed to choose what they do for a living. I think Roark needs to learn that the hard way. If you agree, then how about this: there's a little watering hole built in an old astrofarm in system, where he and scum like him hang out. Head on over there, show him the light, and bring darling Lucia back to me. Sound good?

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



House of Flowers - Lucia (1 of 3) Objectives

The following objectives must be completed to finish the mission:

Bring Item Objective

Acquire these goods:

		Drop-off Location	0.4 Missiken's Condor in Ihakana (Low Sec Warning)
		Item	one unit of Lucia Deep (0.1 m ³)

Objective

-  Location **0.4 Ihakana** (Low Sec Warning)

Rewards

The following rewards will be yours if you complete this mission:

-  20000 credits

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 16 minutes.

-  20000 credits

Combat mission!

Complex: **Deadspace pocket**
 System: **Ihakana (0.4) (Low Sec Warning)**

Single Group: (20-25 km)
 1 x Cruiser (Roark)



Easy combat mission, deadspace pocket in the same system.
 Container with item (Lucia Deep) drops from the ship (Roark).

Part 2 of 3



Rie Nissiken 

Personnel Division

0.4 **Nissiken's Condor in Ihakana** (Low Ser Warning)

Effective Standing: 2.3

House of Flowers - Escort Service (2 of 3)

I have just the thing you want. There is a high-level executive party tonight at the Nugoeihuvi Corporation Publisher station in Friggi, and they've asked us to provide some discreet female companionship for some of these discerning gentlemen. If you can bring a few of my ladies safely down to the station, I will see to it that you're rewarded for your efforts.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



House of Flowers - Escort Service (2 of 3) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

		Pickup Location	0.4 Nissiken's Condor in Ihakana <i>(Low Sec Warning!)</i>
		Drop-off Location	0.5 Friggi VIII - Moon 20 - Nugoeihuvi Corporation Publisher
		Cargo	ten units of Exotic Dancers (10.0 m ³)

(The route generated by current autopilot settings contains low security systems!)

Rewards

The following rewards will be yours if you complete this mission:

 8500 credits

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 10 minutes.

 9800 credits

Courier mission with starting point in **Low Sec** (1 jump).

There are actually two ways in and out of Ihakana (0.4) from high sec, one is directly to Friggi (0.5), and second one is, little less used, around way trough Otitoh (0.5), so this might be helpful while you do this missions, if one of the gate is camped.

Part 3 of 3



Rie Nissiken 

Personnel Division

0.4 Nissiken's Condor in Ihakana (Low Sec Warning!)

Effective Standing: 2.3

House of Flowers - Hell Hath No Fury (3 of 3)

Something just came up that's right up your alley. Today is a dark day for the House of Flowers, Selestill. A group of ruthless cads came barging into my beautiful establishment just yesterday, drunken and loutish, and manhandled some of my girls rather badly. Now, there's nothing which makes me quite as mad as just that - pathetic cowards rough-housing my ladies just for kicks.

These bastards like to hang out at the Red Roid, a sleazy, run-down miner's dive in this system. One of them is the proprietor, and the others are his two sons. They cater to the slimiest of clientele; half-hearted miners from the contested facilities in Friggs, good for nothing but downing firewater shots and killing plants with their breath. I want you to go in there, kill these worthless scum and destroy their disgusting little honky-tonk. For that, you will have my gratitude and a shedload of cash to boot.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



This is an important mission, which will have significant impact on your faction standings.

House of Flowers - Hell Hath No Fury (3 of 3)

Objectives

The following objectives must be completed to finish the mission:

Objective

- Location **0.4 Ihakana** (Low Sec Warning!)

(The route generated by current autopilot settings contains low security systems!)

Rewards

The following rewards will be yours if you complete this mission:



eight hundred thousand credits

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 24 minutes.



24000 credits

Combat mission!

Complex: **Deadspace pocket**
System: **Ihakana (0.4) (Low Sec Warning)**

Single Group: (15-20 km)

1 x Cruiser (Sleeban Iratur)

2 x Frigates (Umeld Iratur, Honim Iratur)



Easy combat mission, deadspace pocket in the same system.
Structure (The Red Roid) also needs to be destroyed.

Faction standing gain 0,6700 %.
(with Social 4 skill)

Mission 3

Agent: **Arato Sirkya** - level: **3** - quality: **0**

Corporation: **Guristas**

Faction: **GURISTAS PIRATES**

Division: **Internal Security**

Location: **The Forge**

Constellation: **Okkelen (Caldari COSMOS)**

System: **Ihakana (0.4) (Low Sec Warning)**

Bacon: **Hangman's Hill**

You need an effective faction, corp, or personal standing of at least **4.00** to use this agent.

Part 1 of 2



Arato Sirkya ⓘ

Internal Security Division

0.4 Sirkya's Cormorant in Ihakana (Low Sec Warning)

Effective Standing: 4.1

High Noon - A Few Cards Short (1 of 2)

Sure I've got something. Have you ever had a nemesis, Selestill? If you have, you know how it feels. That everpresent lingering burn in the pit of your stomach, sweat and chills when you see his name written, the obsession, the overpowering strength of emotion. In fact, it's not unlike... ahem. Yes, well.

So! I have a nemesis. And hoo boy, what a nemesis. He's the most down-and-dirty rat bastard you'll ever meet, the meanest of the mean, vilest of the vile. Heck, he even has the Zs and Xs in his name to prove it. And tomorrow at noon, we've decided to settle our differences once and for all. A straight-up duel, the way men used to do it when men were men, women were women, violets were blue and that one other thing.

But, you see, I think my nefarious tub of nemesishood isn't playing with a full deck. A bit loopy in the head, you know? He's gotten it into his head that he can bring an additional friend to a two-man duel, that low-down fink, and furthermore, he thought he could do it without my finding out! So what I need you to do is head on down to the contested mining facilities over in Friggi and dispatch the friend he thought he'd be clever enough to bring, then grab his ID tags from the wreckage and show them to me as proof he's dead. We're gonna have a fair duel if it kills me.

The guy's name is Garp Soolim. Take him out for me, would ya?

High Noon - A Few Cards Short (1 of 2) Objectives
 The following objectives must be completed to finish the mission:

Bring Item Objective
 Acquire these goods:

		Drop-off Location	0.4 Sirkya's Cormorant in Ihakana (Low Sec Warning!)
		Item	one unit of Garp Soolim's ID Tag (0.1 m ³)

Rewards
 The following rewards will be yours if you complete this mission:

 462000 credits

Bonus Rewards
 The following rewards will be awarded to you as a bonus if you complete the mission within 2 hours and 52 minutes.

 334000 credits

Combat mission!

Complex: **Contested Caldari Mining Facilities**
 System: **Friggi (0.5)** (1 jump away)

Garp Soolim is located in **Contested Scordite Field**, 2nd room (right side) of the Contested Caldari Mining Facilities.

This complex is for maximum Battlecruiser type of ships, and mobs are frigates and cruisers, with no aggro on warp in, so at first it looks relatively easy, but it has few nasty tricks: most of the room aggroes you when you attack, so it is easy to get overwhelmed, there are few stronger type of ships with long range and there are some surprises like warp scramble and jamming.

Permitted ships in Contested Caldari Mining Facilities:

- *Frigate*
- *Cruiser*
- *Assault Ship*
- *Heavy Assault Ship*
- *Battlecruiser*
- *Destroyer*
- *Command Ship*
- *Interdictor*
- *Covert Ops*
- *Interceptor*
- *Logistics*
- *Force Recon Ship*
- *Stealth Bomber*
- *Electronic Attack Ship*
- *Heavy Interdictor*
- *Combat Recon Ship*
- *Strategic Cruiser*

Pocket 1 (Contested Veldspar Field)

1st Group (around Mining Asteroid): (35-45 km)

- 5 x Frigates (Pith Expeditionary Force)
- 3 x Cruisers (Pith Expeditionary Leader)

2nd Group (around Mining Asteroid): (35-50 km)

- 3 x Frigates (Pith Expeditionary Force)
- 2 x Cruisers (Pith Expeditionary Leader)
- 1 x Cruisers (Motani Ihura)

3rd Group (Gate to Contested Scordite Field): (35-65 km)

- 3 x Cruisers (Pith Expeditionary Leader)

4th Group (Gate to Contested Plagioclase Field): (45-70 km)

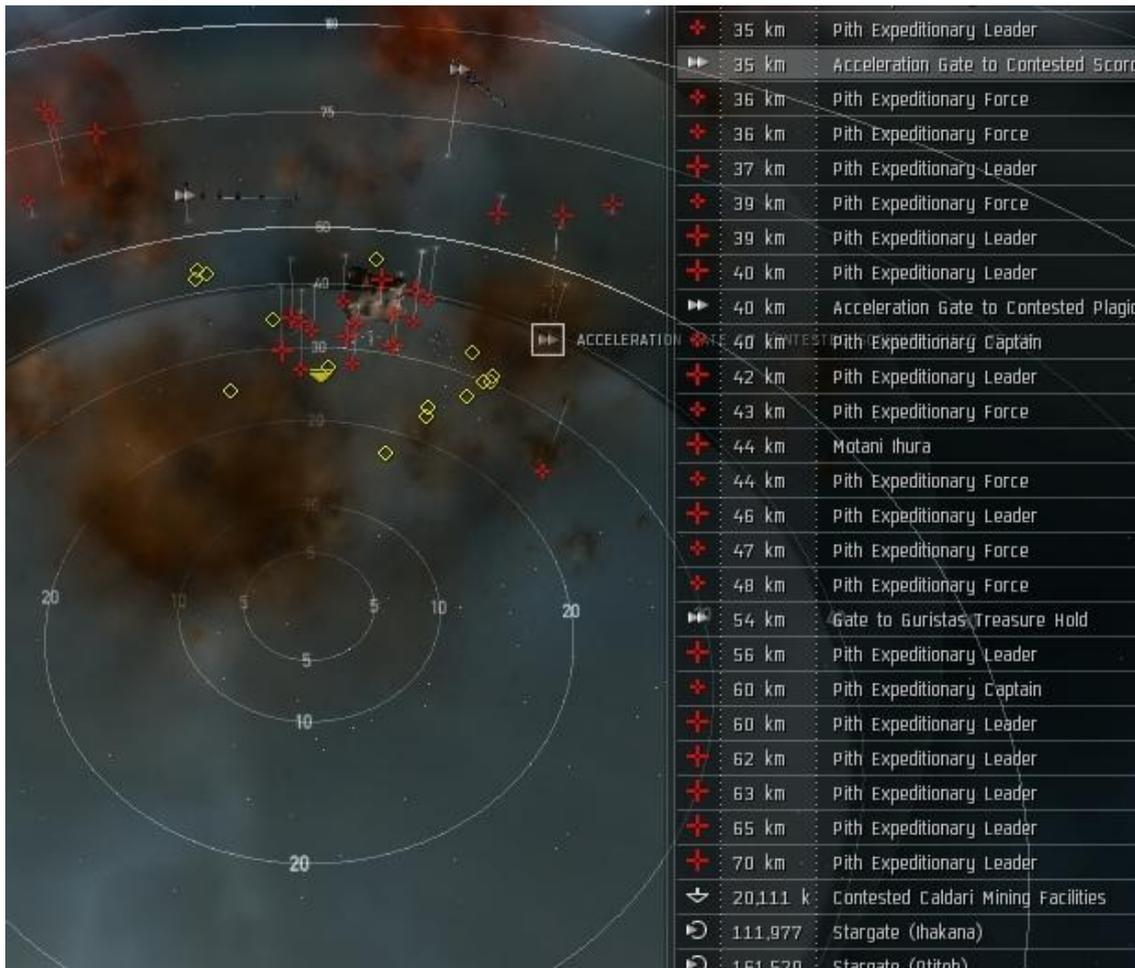
- 3 x Cruisers (Pith Expeditionary Leader)

5th Group: (35-65 km)

- 1 x Frigate (Pith Expeditionary Leader) **Warp Scramble**

6th Group: (35-65 km)

- 2 x Frigates (Pith Expeditionary Capitan)



You actually don't have to kill the whole room in here because gate to **Contested Scordite Field** is unlocked any you can pass through, especially if someone has already cleaned the room before you. If you engage and there are all the spawns in the room, be careful not to get overwhelmed or warp scrambled, because mobs will all aggro you once you open fire.

Pocket 2 (Contested Scordite Field)

1st Group: (30-40 km)

2 x Cruisers (Pith Empire Applicant)

2 x Frigates (Pith Empire Applicant) **Jamming**

2nd Group: (35-45 km)

4 x Cruisers (Pith Empire Applicant)

2 x Frigates (Pith Empire Applicant) **Jamming**

1 x Frigate (Pith Empire Scout)

3rd Group: (35-45 km)

1 x Cruisers (Pith Applicant Leader) **Jamming**

1 x Cruisers (Wolf Skarkert)

1 x Cruisers (Garp Soolim)



IC	DISTANCE	NAME
+	33 km	Pith Empire Applicant
+	34 km	Pith Empire Applicant
+	34 km	Pith Empire Applicant
+	38 km	Pith Empire Applicant
+	39 km	Pith Empire Applicant
+	40 km	Pith Empire Applicant
+	41 km	Wolf Skarkert
+	42 km	Pith Empire Applicant
+	42 km	Pith Empire Applicant
+	43 km	Pith Empire Scout
+	44 km	Garp Soolim
+	44 km	Pith Applicant Leader
+	44 km	Pith Empire Applicant
+	44 km	Pith Empire Applicant
↓	31,591 k	Contested Caldari Mining
↻	108,646	Stargate (Ihakana)
↻	170,663	Stargate (Ottoh)
↓	359,855	Clear Water Spring
□	997,682	Friggi VII - Moon 12 - L
↓	15.1 AU	Sentinel Rise

No immediate aggro on warp in, but once you open fire groups 1 and 2 will all aggro in few seconds. Be careful not to get overwhelmed, also few ships are using jamming.



Garp Soolim's ID Tag drops from Garp Soolim.

Alternatively, you might find and buy **Garp Soolim's ID Tag** through CONTRACTS, when I was doing this mission, there were few offers, cheapest one was around 2,0 mil.

Drop off point is in **Low Sec** (1 jump away).

Part 2 of 2



Arato Sirkya i

Internal Security Division

0.4 Sirkya's Cormorant in Ihakana (Low Sec. Warning!)

Effective Standing: 4.2

High Noon - Tipping the Scales (2 of 2)

For you, my friend, there's always something. Now that Xyzorn's putrescent minions have been eliminated, it's time to see if we can't hedge our own bets a bit. What, did you think I was going to sit by and let that cheating bastard get a fair fight? Not a chance.

I have a few friends down at the station where we're going to have our duel. We're going to set up a little surprise for the old fella, but for them to work their magic they're going to need a spot of rocket fuel.

What, why are you looking at me that way? Trust me, there are perfectly good and honorable uses for rocket fuel within the context of a man-to-man duel. You think it's a coincidence that "fuel" and "duel" rhyme? Don't be naive, my friend.

Get the fuel to the Propel Dynamics factory at Ishisomo VII, and you'll have my eternal gratitude.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



This is an important mission, which will have significant impact on your faction standings.

High Noon - Tipping the Scales (2 of 2) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-   Pickup Location **0.4 Sirkya's Cormorant in Ihakana**
(Low Sec Warning!)
-   Drop-off Location **0.7 Ishisomo VII - Moon 14 - Propel Dynamics Factory**
-   Cargo 250 units of Rocket Fuel (500.0 m³)

(The route generated by current autopilot settings contains low security systems!)

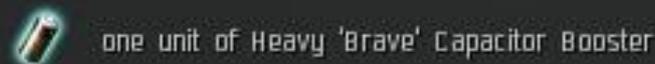
Rewards

The following rewards will be yours if you complete this mission:



Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 20 minutes.



Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:



Courier mission with starting point in **Low Sec** (3 jumps).

You need cargo space of 500 m³.

There is an active pirate corporation in lhakana (0.4), so take all the precaution before doing the mission. Losing the mission item means mission fail.

Faction standing gain 0,7000 %.
(with Social 4 skill)

Mission 4

Agent: **Yka Katori** - level: **3** - quality: **0**
Corporation: **Guristas**
Faction: **GURISTAS PIRATES**
Division: **Security**

Location: **The Forge**
Constellation: **Okkelen (Caldari COSMOS)**
System: **Friggi (0.5)**
Bacon: **Bandit Hideout**

You need an effective faction, corp, or personal standing of at least **4.00** to use this agent.

Part 1 of 2



Yka Katori 

Security Division

0.5 Katori's Cormorant in Friggi

Effective Standing: 4.3

Interception - Data Miner (1 of 2)

For you, my friend, there's always something. Gurista High Command has tasked me with a very important assignment. Our intelligence reports that a Caldari Navy convoy is headed out here, bearing arms, supplies and equipment for Navy forces in the area. We intend to intercept this convoy and re-route the cargo to our own complex in Otitoh, but we need to do it covertly so contracting non-Gurista operatives such as yourself is a necessity.

The convoy has an undercover scout headed through this system. What I'm gonna need you to do right now is find and intercept this scout, then bring me back the convoy disposition file so we can tell our strike force what they're up against. The scout, Huriki Vunau, is known to be at a rendezvous point with an associate in the contested mining facility complex in system. Find him, kill him, and report back to me with the file.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



Interception - Data Miner (1 of 2) Objectives
 The following objectives must be completed to finish the mission:

Bring item Objective
 Acquire these goods:

		Drop-off Location	0.5 Katori's Cormorant in Friggi
		Item	one unit of Caldari Navy Convoy Disposition File (0.1 m ³)

Rewards
 The following rewards will be yours if you complete this mission:

 78000 credits

Bonus Rewards
 The following rewards will be awarded to you as a bonus if you complete the mission within 42 minutes.

 98000 credits

Combat mission!

Complex: **Contested Caldari Mining Facilities**
 System: **Friggi (0.5)** (same system)

Huriki Vunau is located in **Contested Plagioclase Field**, 2nd room (left side) of the Contested Caldari Mining Facilities.

Pocket 1 (Contested Veldspar Field)

This room is described in the previous mission, only difference here is that you need to enter gate to **Contested Plagioclase Field**.

Pocket 2 (Contested Plagioclase Field)

1st Group: (25-40 km)

2 x Frigates (Pith Tech Runner) **Jamming**
2 x Cruisers (Pith Researcher)

2nd Group: (30-50 km)

2 x Frigates (Pith Tech Runner) **Jamming**
2 x Cruisers (Pith Researcher)

Group 1 and/or 2 might Auto-Aggro

3rd Group: (30-40 km)

2 x Frigates (Pith Tech Runner) **Jamming**
2 x Cruisers (Pith Researcher)
1 x Cruisers (Huriki Vunau)

4th Group: (30-40 km)

5 x Battleships (Pansya's Bodyguard)
1 x Battleship (Sanku Pansya)

5th Group: (35-50 km)

4 x Battleships (Black Mask Bandit)

First order of business here is NOT to aggro the battleships if possible (groups 4 and 5) because killing them solo with T1 BC is mission impossible.

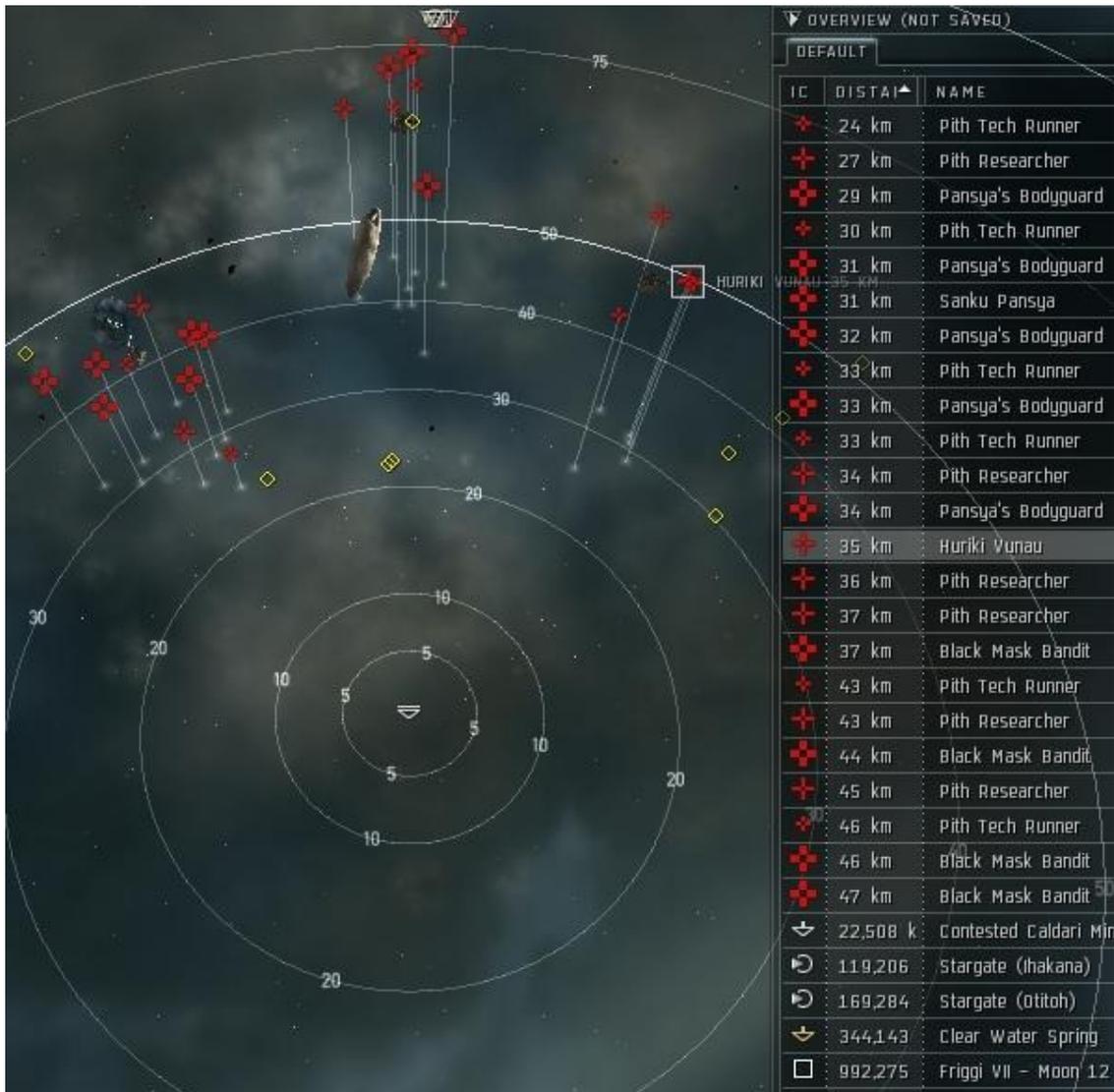
Since group 1 and 2 (that might auto-aggro) are on the same spot as battleships, you need to be careful what you shoot at and when, same goes for drones.

If you get auto-aggro I recommend that you kite the group that aggroed you away from battleships, kill it, then pick the group 3 from distance.

If you turn around fast enough and move away, you might avoid auto-aggro.

Then position yourself so that group 3 and Huriki Vunau is in your range to kill it and battleships are as far away from you as possible. Once you fire at Huriki Vunau you will get aggro from groups 1, 2, 3 and 5.

If you get overwhelmed, warp away and then come back for the loot and mission item.



Caldari Navy Convoy Deposition File drops from **Huriki Vunau**.

Alternatively, you might find **Caldari Navy Convoy Deposition File** through **CONTRACTS**, though when I was doing mission I didn't find any reasonable offers.

Part 2 of 2



Yka Katori 

Security Division

0.5 Katori's Cormorant in Friggi

Effective Standing: 4.4

Interception - The Messenger (2 of 2)

I have just the thing you want. Our intelligence operatives have compiled the information you brought, along with information provided by others, in a dossier which should give our strike force all it needs to intercept that convoy and grab whatever goodies they're carrying. They'll never know what hit them.

I need you to take the dossier to a station in Ottoh and leave it in your hangar there. One of our agents from the outpost in Ottoh will get to it, hopefully in time for us to make the strike as quickly and efficiently as possible. If you can do this quickly, I'll throw in an extra reward for you. Good luck.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



This is an important mission, which will have significant impact on your faction standings.

Interception - The Messenger (2 of 2) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-   Pickup Location **0.5 Katori's Cormorant in Friggi**
-   Drop-off Location **0.5 Ottoh IV - Moon 1 - Lai Dai Corporation Factory**
-   Cargo one unit of Encoded Gurista Intelligence Dossier (specific item) (0.1 m³)

Rewards

The following rewards will be yours if you complete this mission:

-  seventeen thousand credits

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 5 minutes.

-  one unit of 'Noose' Cruise Missile Launcher Blueprint (3 run, copy, material level: 15, productivity level: 6)

Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:

-  480000 credits.

Courier mission through high sec (1 jump).

Be aware of the fact that you only have **5 minutes** for delivery to get bonus 'Noose' Cruise Missile Launcher Blueprint.

Faction standing gain 0,3979 %.
(with Social 4 skill)

Mission 5

Agent: **Siringwe Opainen** - level: **3** - quality: **0**
Corporation: **Guristas**
Faction: **GURISTAS PIRATES**
Division: **Surveillance**

Location: **The Forge**
Constellation: **Okkelen (Caldari COSMOS)**
System: **Friggi (0.5)**
Bacon: **Bandit Hideout**

You need an effective faction, corp, or personal standing of at least **4.00** to use this agent.

Part 1 of 4



Siringwe Opainen 

Surveillance Division

0.5 Opainen's Cormorant in Friggi

Effective Standing: 4.4

The Southern Front - Gather Ye Rosebuds (1 of 4)

Yes, I have something for you. As you may know, my organization is looking to find inroads into this constellation and we believe the Friggi system is a key location. Thing is, we've got some of those no-good Caldari troublemakers in this system, and they just won't stop hounding us. What could they ever have against peaceful businessmen like us, I wonder?

Well, no matter. I need you to bring me some information. In order to have a real impact here, we're going to need to have some dirt on our competitors and play it the ol' sly way. Brute force doesn't always work, and we don't really want to get the State's bristles up enough for them to send a Navy detachment down here. That would just ruin the whole peaceful vibe we've got going down here, don't you agree?

I've uploaded some coordinates to your Neocom, there. Upon arrival at these coordinates, you'll find a tiny asteroid belt whose signature is masked due to a deadspace pocket. The Nugoeihuvi chaps — you're familiar with them, right? — have been using this belt to conduct some illicit business with parties unknown. Now, when you arrive they're likely to attack you on sight, so you just use your superior firepower and show them what for. Bring me any evidence you can find of their dealings. I'll make sure you're rewarded properly.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



The Southern Front - Gather Ye Rosebuds (1 of 4) Objectives

The following objectives must be completed to finish the mission:

Bring Item Objective

Acquire these goods:



Drop-off
Location

0.5 Opainen's Cormorant in Friggi



Item

one unit of Unassembled Hybrid Weapons
(5.0 m³)

Objective



Location **0.5 Friggi**

Rewards

The following rewards will be yours if you complete this mission:



59000 credits

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 32 minutes.



73000 credits

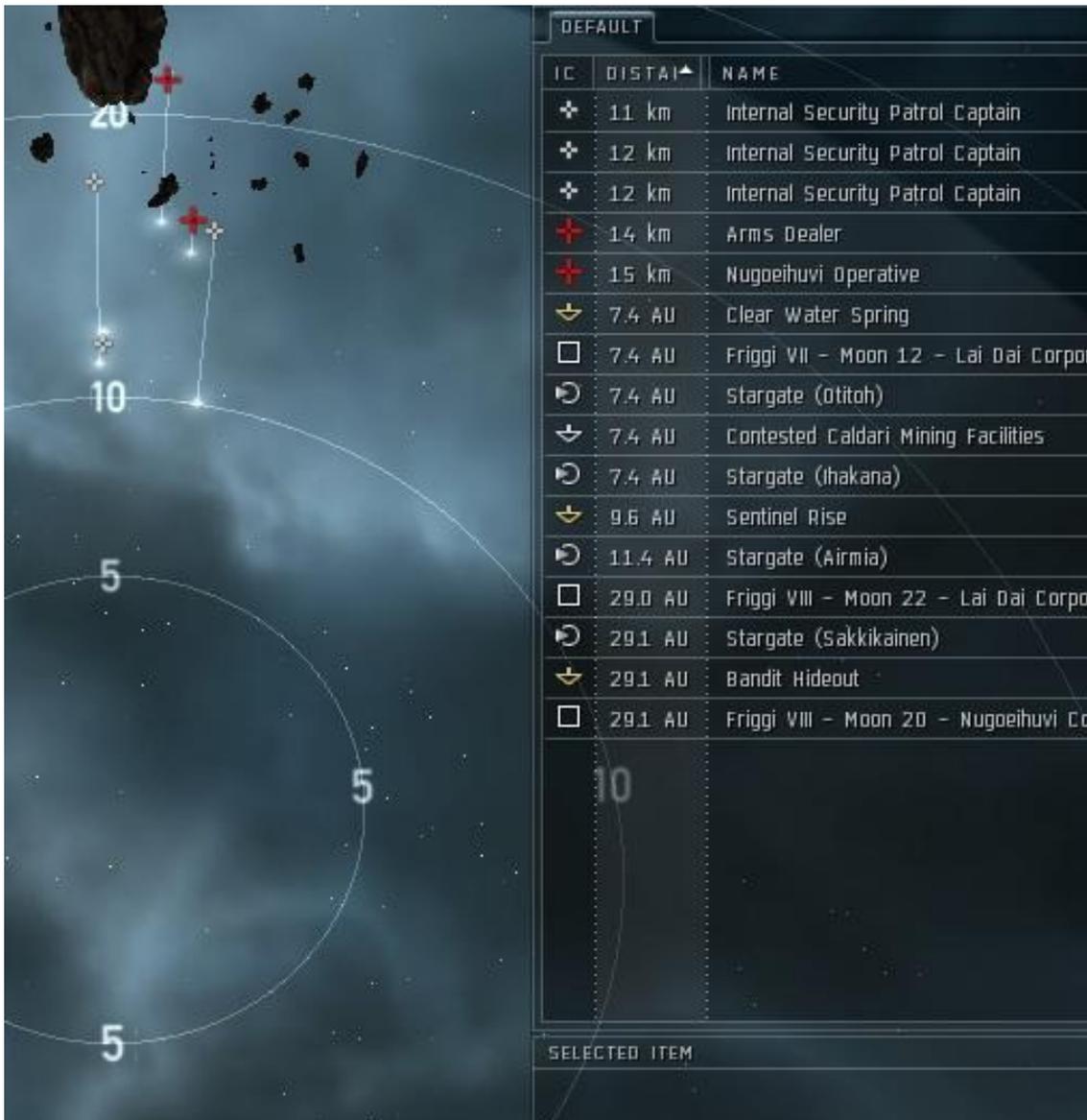
Combat mission!

Complex: **Deadspace pocket**
System: **Friggi (0.5)**

Single Group: (10-20 km)

2 x Cruisers (Nugoeihuvi Operative, Arms Dealer)

3 x Frigates (Internal Security Patrol Capitan) **Web**



Easy combat mission, deadspace pocket in the same system.

Unassembled Hybrid drops from **Nugoeihuvi Operative**.

Part 2 of 4



Siringwe Opainen 

Surveillance Division

0.5 Opainen's Cormorant in Friggi

Effective Standing: 4.5

The Southern Front - Restock (2 of 4)

I have just the thing you want. Okay, first off, the box you brought back with the unassembled weapon parts was a valuable find, so thanks for that. In addition to the weapons, it contained some evidence that Nugeoihuvu have certain plans for this system that conflict with ours - and they're not going about them through the proper, stiff-assed Caldari channels, which puts us in a fine position, leverage-wise.

But on to some other matters at hand. My organization has an outpost in the Otitoh system, one that is in dire need of supplies at the moment. In particular, they require some transmitters to keep the outpost's reconnaissance operations running. We've been expecting a large Caldari Navy incursion for a while now, and capsuleer forces have been hitting the complex pretty hard these past few weeks, so we need to keep a pretty steady stream of supplies coming in. If you can get these transmitters to the Caldari Executive Panel station in Otitoh within 20 minutes and drop them in your hangar there for pickup, I'll make it worth your while.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



The Southern Front - Restock (2 of 4) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-   Pickup Location **0.5 Opainen's Cormorant in Friggi**
-   Drop-off Location **0.5 Ottoh VII - Moon 3 - Chief Executive Panel Academy**
-   Cargo three hundred units of Transmitter (600.0 m³)

Rewards

The following rewards will be yours if you complete this mission:

-  seventeen thousand credits

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 20 minutes.

-  six hundred thousand credits

Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:

-  three hundred thousand credits.

Courier mission through high sec (1 jump).

You need cargo space of 600 m³.

Part 3 of 4



Siringwe Opainen ⓘ

Surveillance Division

0.5 Opainen's Cormorant in Friggi

Effective Standing: 4.5

The Southern Front - One To The Kidney (3 of 4)

Sure I've got something. We have a situation that's come up. There's a Caldari Navy operative in this system by the name of Agent Maro Yama. We've discovered that he's the one who's supposed to be orchestrating the big attack on our Ottoh outpost in the coming weeks. Gurista High Command has instructed me to sabotage his operation, and to this end you can help.

Agent Yama is based at a place called the Clear Water Spring in this system, but anything as crass as an all-out attack will only send the Navy crashing down on our heads in full force, something which would be very detrimental indeed to our expansion efforts in this constellation. Agent Yama does, however, have extensive ties to the Lai Dai Corporation Factory station at Friggi VII - Moon 12, and we know him to have ships and equipment at that station ready for deployment at a moment's notice.

The mission, as it pertains to you, is relatively straightforward. This package here has been made to look like a standard shipment of holofeed receptors, egones and projectors but contains hidden parts that, when assembled correctly, will be capable of doing severe electromagnetic damage to Caldari Navy assets in the station. Bring this there, and don't get caught, and you will have done the Guristas a great service. Do this well, and we might discuss what else you can do for us - and how we can reward you.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.

The Southern Front - One To The Kidney (3 of 4) Objectives

The following objectives must be completed to finish the mission:

Transport Objective

Transport these goods:

-  Pickup Location **0.5 Opainen's Cormorant in Friggi**
-  Drop-off Location **0.5 Friggi VII - Moon 12 - Lai Dai Corporation Factory**
-  Cargo one unit of EMP Charge Components (specific item) (1.0 m³)

Rewards

The following rewards will be yours if you complete this mission:

-  one unit of 'Deuce' Co-Processor 1

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 10 minutes.

-  21000 credits

Collateral

Prior to accepting this mission, the following must be provided by you as collateral, to be returned to you upon successful completion of the mission:

-  six hundred thousand credits.

Simple courier mission in the same system.

Part 4 of 4



Siringwe Opainen i

Surveillance Division

0.5 Opainen's Cormorant in Friggi

Effective Standing: 4.5

The Southern Front - Asset Assault (4 of 4)

For you, my friend, there's always something. It's time to act fast, Selestill. We've just received reports that the Caldari Navy has established a forward outpost in the Otitoh system, in preparation for a strike at our complex in the area. According to our information they have a sizable force there already, and are preparing to move in more people. We're happy to tell you, however, that the EMP charge you placed at the Lai Dai station had its desired effect, severely damaging a substantial number of support vessels and equipment the Navy had meant for use in Otitoh. Now is therefore the time to strike, while they are weakened and working to compensate for the loss of backup assets.

We need you to go in there and take out the Navy's Command and Control center in the area. Any losses you can inflict on them while doing so will be most appreciated, but the primary target is the CCcenter. If that is taken down, the Navy will have to retreat from the area, and our plans for this constellation will be that much closer to fruition. Once the building is destroyed, report back to me and I will see to it that you are rewarded handsomely for your efforts. The Guristas will not forget this one, Selestill. Good luck.

Warning

Declining a mission from a particular agent more than once every 4 hours will result in a loss of standing with that agent.



This is an important mission, which will have significant impact on your faction standings.

The Southern Front – Asset Assault (4 of 4) Objectives

The following objectives must be completed to finish the mission:

Objective



Rewards

The following rewards will be yours if you complete this mission:



one unit of 'Undertaker' Heavy Missile Launcher Blueprint (3 run, copy, material level: 15, productivity level: 6)

Bonus Rewards

The following rewards will be awarded to you as a bonus if you complete the mission within 1 hour:



six hundred thousand credits

Combat mission!

Complex: **Deadspace pocket**
System: **Otitoh (0.5)** (1 jump away)

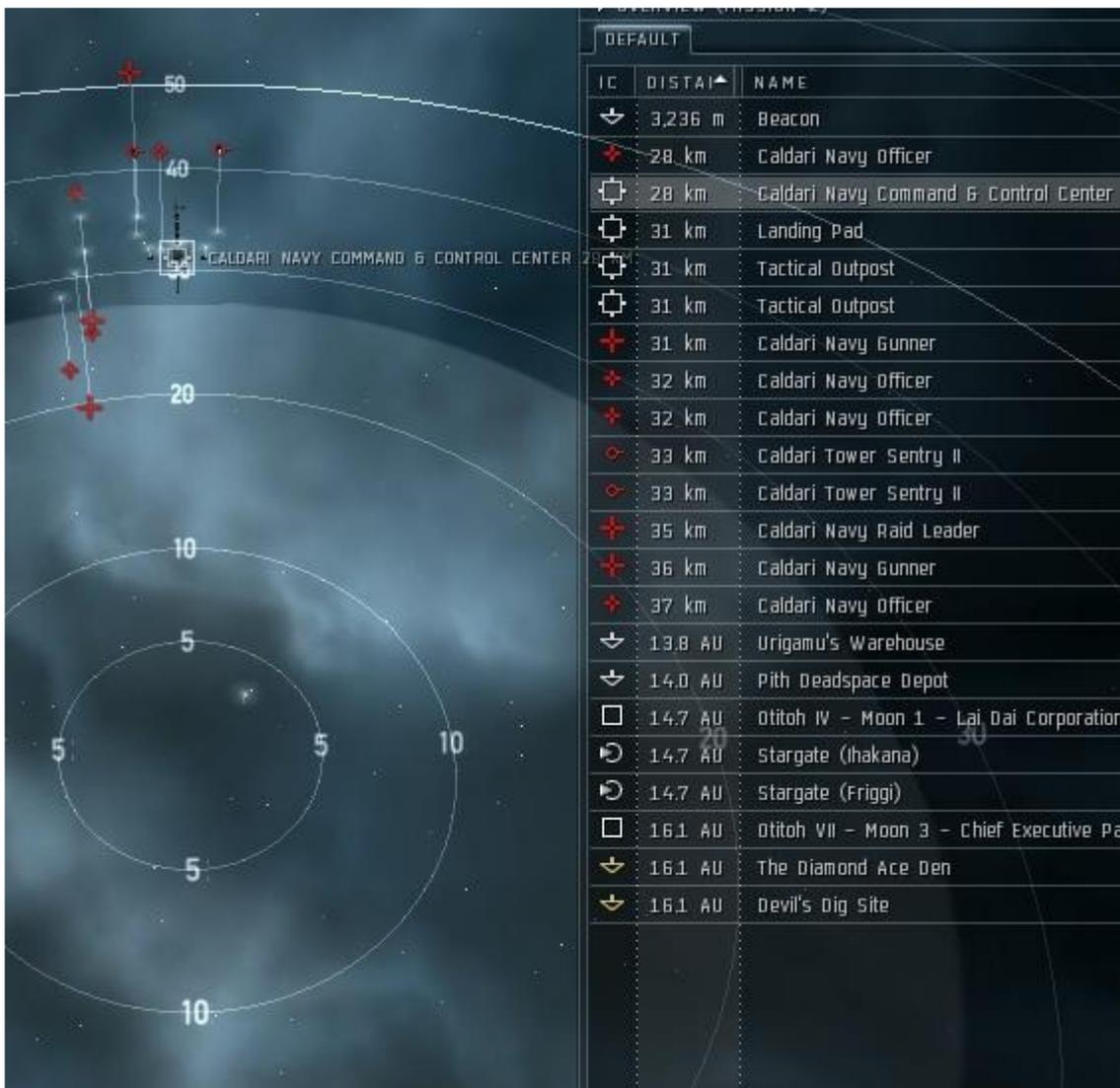
Single Group: (25-40 km)

4 x Frigates (Caldari Navy Officer)
2 x Cruisers (Caldari Navy Gunner)
1 x Cruiser (Caldari Navy Raid Leader)
2 x Caldari Tower Sentry II

Damage output from this group is quite high, but you can fly any type of stronger ship in here, which makes this mission easy.

These ship groups are NOT permitted:

- Capsule
- Dreadnought
- Mothership
- Titan
- Freighter
- Carrier



To complete the mission you need to destroy **Caldari Navy Command & Control Center**.

Be sure to check all the loot, because Caldari Navy Warp Scrambler dropped for me in this mission.

Faction standing gain 1,9011 %.
(with Social 4 skill)

There you go, my first contribution to EVE community (apart from trolling:).
I hope it helps you, at least few of you who don't have Pirate factions on -9,99 standing. ;)

As CCP announced that we will see Pirate Factions Epic Arc in Dominion, I have a feeling that this guide might become more useful.

As for my part, I had fun doing this guide, lurking trough Venal, Fountain and Curse, dodging pirates and locals and exploring new space. :)

Thank you, goodbye!