

Mission Order and Recommendations

Notes: COSMOS missions require an adequate level of appropriate Faction Standing before you will be offered specific missions. Also, having higher levels of certain Social Skills will allow you to do higher level missions quicker, and get more out of them (standing, pay, et cetera).

Social to Level 4
Connections to Level 4

You may also need to do Faction Tag turn-ins to reach appropriate Faction Standing. I can't recall the standing required to do level one COSMOS missions, but do try to at least be in positive standing. The other missions require:

Level Two requires 2.00 Faction standing
Level Three requires 4.00 Faction standing
Level Four requires 6.00 Faction standing

It's best to start in Minmatar space and do the level one and level two missions, first. Then skip over to Gallente space and do the level one, two, and three missions over there (since doing all the level ones and twos should enable you to do level threes). Then return to Minmatar space for level three and level four missions.

Useful Links

Notes: For more detailed information, including screenshots of mission offerings, etc, see these links:

<http://www.eve-odessa.com/guides/en/cosmos.html>
<http://eveinfo.com/cosmos/minmatar/>
<http://eveinfo.com/cosmos/gallente/>
<http://myeve.eve-online.com/ingameboard.asp?a=topic&threadID=581293>

and doing agent name google searches may turn up various links from:
<http://majko1.evolink.ro/eve/.....>
which have thusfar been excellent sources of information, as well.

Minmatar COSMOS Shopping List

Note: Many COSMOS missions can be done ahead of time, and it is wise to. Thus, the "shopping list" of items to garner.

Note: Mission Details farther below may mimic shopping list requirements. Thus, the shopping list.

Note: Place items in storage in Nakugard until needed

Things you'll need to purchase or provide yourself

One Unit of "Amarr Navy Captain Insignia I" (Amarr tag)
150 units of Oxygen

Kill Asteroid Belt rats throughout the Ani Constellation for the following drops

nine Finger Bones (0.9 m3)
one Portable Power Generator (10.0 m3)

ID Slices drop from Maru ships of the same name (very low drop rate)

1 Mikado ID Slice (to get into Maru Prison Facility)
- Hjoramold X, Moon 17
3 Sniper ID Slices (0.3 m3)
- Nefantar Ruins in Barkrik
- Hjoramold X Moon 8
8 Hacker ID Slices (0.8 m3)
- Hjoramold X Moon 8
- 'Maru Prison Facility' (Hjoramold X, Moon 17)

Nefantar Ruins in Barkrik (BC or smaller)

Ancient Nefantar Sculpture (requires Archeology using Analyser on debris)

Contested Minmatar Military Depot in Inder (Cruiser or smaller)

Lagaster Malotoff's Tag
Nanom Basskel's Ship Logs

Gate to Overrun Headquarters

Angel Cartel Scanner Data chip (0.1 m3) from Scanner Tower

Contested Mimater Legendary Stronghold in Hjoramold (BC or smaller)

Gist Database Codes from Arrak Nutan (Harkin's Gate -> to Hieron's Blasted Base ->)

Contested Minmatar Army Complex in Traun (BC or smaller)

First Room

2 Runic Tablets (0.2 m3) from Gist Repair Stations (first room)
1 BROKEN ComLink Scanner (2.0 m3)(NOT "Destroyed ComLink Scanner") from ComLink Scanners
Retrieve 5 podded Republic Pilots (0.5 m3)

Overrun Security Outpost

3 Mysterious Portal Parts (3.0 m3) from Portals
1 Navy Issue Amplifier (200.0 m3) from Republic Navy Container
Sadry Damoklet's Head (0.1 m3) from Unmarked Bestower
Okham's Head (0.1 m3)
Cracked Keycard (0.1 m3) from Old Nefantar Bunker
3 units of Refugees (3.0 m3) from Old Nefantar Bunker
1 Sample of Septicemic Agent (0.5 m3) from Cybertron wrecks

Destroyed Nefantar Base (requires Repaired Keycard from Bukar Robaerger not consumed)

1 Transputer Orb (2.0 m3) from Black Viper
Norak Pakkul's DNA (0.1 m3)

Contested Minmatar Guerilla Base in Tvink (BC or smaller)

Gate to Overrun Supply Bunker

Retrieve 4 Angel Drug Addict tags (0.4 m3) from Drug Addict wreck
Godun Sakt's Questionable Holoreel (0.5 m3) from Angel Thief wreck
Godun Sakt's Diamond Drill (10.0 m3) from Angel Thief wreck

Do the following dirty deeds

Go to Ice Field in Barkrik and retrieve Kyan Magdesh's DNA

Scan Hjoramold IX with a scan probe to find the Cosmic Agent Site Signature.
You need a Hacker ID Slice to get through the gate.
Travel through the gate to retrieve Rekker's Keycard ID

Scan Hjoramold X, Moon 17 with a scan probe for Cosmic Agent Site Signature
Retrieve Kardimo Palettan (3.0 m3)

Get keycard to Sispur's Estate from Famon Gulch in the Carnival at Barkrik
Sisper's Estate is in Hjoramold
Retrieve Sispur's Security Camera Logs from the Control Tower (kill guards first)

Minmatar COSMOS Mission List

Note: several Courier Missions lead one through or into Low Security systems--these have notations.
Note: mission details may mimic the shopping list instructions, above. Thus, the shopping list.

Note: missions offered by Caldari and Amarr are not detailed in the following list (at the moment)

Barkrik

Gate to Hjoramold

Makor Desto *Very Special* 30 Diamond Tags **

Agent requires exceptional standing (above 9.8) and offers faction BS BPs

Thora Desto *Very Special* 30 Angel Gold tags **

Agent requires exceptional standing (9.20 effective) and offers faction ship BPCs (Fleet Stabber 2 run)

Mutama Czeik *Very Special* 30 Angel Silver tags **

Agent requires exceptional standing (8.20 effective) and offers faction ship BPCs (Firetail 2 run)

Nefantar Ruins

3 Sniper ID Slices (0.3 m3) (very low drop rate)

Ancient Nefantar Sculpture (requires Archeology using Analyser on debris)

The Carnival

Dagras Kutill Minmatar 3

1 of 3

Combat: Retrieve Empty Data Chip

2 of 3

Special: Receive Kutill's Data Chip,

3 of 3

Take this, do not fail mission 2

Rozor Mothrus Minmatar 3

1 of 3

Courier: Move Frozen Livers (100.0 m3) to Eram

2 of 3

Combat: Retrieve Mangled Corpses (1.0 m3)

3 of 3

Special: Retrieve Kutill's Data Chip – go back and kill him

The Hyperbole Nexus

Akraun Mertigor *Special* NA

This agent has a repeatable mission, however DOES NOT affect your faction standing

Mwaku Ristiger Minmatar 3

1 of 4

Courier: Deliver Ambassador (3.0 m3) to Orduin

2 of 4

Combat: Retrieve Inspector (2.0 m3)

3 of 4

Courier: Deliver Inspector (2.0 m3) to Orduin

4 of 4

Special: One Unit of "Amarr Navy Captain Insignia I" required (Amarr tag)
Scan at Barkrik V to look for Cosmic Agent Signature

Jippon Frain Minmatar 4

1 of 3

Complex: Contested Minmatar Legendary Stronghold (BC or below)
Gate to Harkin`s Gate -> Gate to Hieron`s Blasted Base -> Third Gate
Get Gist Database Codes from Arrak Nutan

2 of 3

Courier: Move Reports (0.1 m3) to Uisper (*Low Sec*)

3 of 3

Combat: Destroy Kael Nutan (hard tank:)

Hjoramold

Contested Mimater Legendary Stronghold

Get Gist Database Codes from Arrak Nutan (Harkin`s Gate -> Gate to Hieron`s Blasted Base ->)

Lord Bastion

Abotur Kyerkinn Special NA

This agent has a repeatable mission, however DOES NOT affect your faction standing

Sungur Tyfin Minmatar 3

1 of 3

Combat: Retrieve ST 58 Memory Chip (0.1 m3)

2 of 3

Courier: Retrieve ST 59 Memory Chip (0.1 m3) from Evati (**Low Sec**)

3 of 3

Combat: Retrieve ST 60 Memory Chip (0.1 m3)

Sydri Namian Amarr NA

Machine Head

Ekdit Spitek Minmatar 2

1 of 3

Special: Scan for Cosmic Agent Signature at HJOR X Moon 17
Retrieve Kardimo Palettan (3.0 m3)

2 of 3

Combat: Retrieve Searcher Drone's Memory Chip (0.1 m3)

3 of 3

Special: Take a FAST Cruiser tank

Nabur Verkort Minmatar 3

1 of 3

Combat: Destroy

2 of 3

Courier: Retrieve Reports (0.1 m3) from Abudban

3 of 3

Special: Requires keycard to Sispur's Estate from Famon Gulch in the Carnival at Barkrik
Retrieve Sispur's Security Camera Logs from the Control Tower (kill guards first)

Robikk Gurmurkur Minmatar 4

Unknown. No jobs available.

Sispur's Estate

Requires keycard to Sispur's Estate from Famon Gulch in the Carnival at Barkrik
Retrieve Sispur's Security Camera Logs from the Control Tower (kill guards first)

Inder

Contested Minmatar Military Depot (Cruiser or smaller)

Lagaster Malotoff's Tag

Nanom Basskel's Ship Logs

Gate to Overrun Headquarters

Angel Cartel Scanner Data chip (0.1 m3) from Scanner Tower

Dream Port

Mattheu Rochet Minmatar Gallentee 2

1 of 3

- 2 of 3 Courier: Deliver 450 units (450.0 m3) of Electronics to Barkrik
- 3 of 3 Courier: Move 180 units of Small Arms (360.0 m3)
- Courier: Move 650 units of Confiscated Vitoc (325.0 m3)

Sinogor Nitrut Minmatar 2

- 1 of 3 Combat: Kill mission
- 2 of 3 Courier: 130 units of Mariners (260.0 m3) from Ivar
- 3 of 3 Complex: Contested Minmatar Military Depot (Cruiser or below)
Gate to Security Blockade
Gate to Overrun Headquarters
Angel Cartel Scanner Data chip (0.1 m3) from Scanner Tower

Vlas Takson Minmatar 2

- 1 of 3 Courier: Retrieve 400 units of Soil (600.0 m3) from Heild (**Low Sec**)
- 2 of 3 Courier: Retrieve 60 Planetary Vehicles (120.0 m3) from Aldagolf
- 3 of 3 Retrieve 450 Small Arms (900.0 m3) from Yona

Rich Man's Run

Tauma Rikkiryo Special NA

This agent has a repeatable mission, however DOES NOT affect your faction standing

Nina Darrchien Sisters of Eve 2

- 1 of 3 Courier: Deliver Research Tools (1.0 m3) to Lanngisi
- 2 of 3 Courier: Move 1500 units of water (375.0 m3) from Traun to Lanngisi
- 3 of 3 Courier: Move 100 Construction Blocks (400.0 m3) from Barkrik to Lanngisi

Lanngisi

Sanctum Psychosis

Beris Nitrus Sisters of Eve 1

- 1 of 2 Courier: Move 1000 units of Antibiotics (200.0 m3) from Traun to Lanngisi
- 2 of 2 Courier: Move 5 units of Dairy Products (2.5 m3) to Hjoramold

Remy Ouche Minmatar 2

- 1 of 3 Courier: Retrieve Blood Sample (0.1 m3) from Inder
- 2 of 3 Courier: Deliver Analyzed Blood Sample (0.4 m3) to Anher (**Low Sec**)
- 3 of 3 Complex: Also, ANY three refugees will count, including off the market.
Gate to Overrun Security Outpost
3 units of Refugees (3.0 m3) from Old Nefantar Bunker

Fara Bohk Special NA

This agent has a repeatable mission, however DOES NOT affect your faction standing

Bring 4 x Sleeper manuscripts (1 mill each) for a 30,000 isk reward

The Asylum

Godun Sakt Minmatar 3

1 of 4

Complex: Contested Minmatar Guerrilla Base in Tvink
Gate to Overrun Supply Bunker
Retrieve 4 Angel Drug Addict tags (0.4 m3) from Drug Addict wrecks

2 of 4

Complex: Contested Minmatar Guerrilla Base in Tvink
Gate to Overrun Supply Bunker
Godun Sakt's Diamond Drill (10.0 m3) from Angel Thief wreck

3 of 4

Complex: Contested Minmatar Guerrilla Base in Tvink
Gate to Overrun Supply Bunker
Godun Sakt's Questionable Holoreel (0.5 m3) from Angel Thief wreck

4 of 4

Courier: Move 10 units of Electronics (20.0 m3) to Bei

Suky Karkinen Caldari NA

Nakugard

Reactor Factory

Tzumi Pokkolen Caldari NA

Mitsu Hekken Caldari NA

The Glass Edge

Kraimir Mork Minmatar 1

1 of 2

Purchase and deliver 150 units of Oxygen

2 of 2

Combat: Retrieve Grace Tarsis from deadspace location

Penda Rakken Minmatar 2

1 of 3

Courier: Transport Medicaments (1000.0 m3) from Teonusude to Nakugard

2 of 3

Complex: Nefantar Ruins in Barkrik (BC or smaller)
Retrieve Ancient Nefantar Sculpture
(requires someone w/Archeology using an Analyser on debris)

3 of 3

Complex: Contested Minmatar Military Depot in Inder (Cruiser or smaller)
Gate to Seized Supply
Gate to Overrun Military Headquarters
Retrieve tag from Lagaster Malotoff

Them Burkur Minmatar 2

1 of 3

Courier: Transport Encoded RSS Brief (0.1 m3) to Inder

2 of 3

Complex: Contested Minmatar Military Depot in Inder (Cruiser or smaller)
First room
Retrieve Nanom Basskel's Ship Logs

3 of 3

Combat: Destroy Slave Containment Facility

Dalkar Kersos Minmatar 3

1 of 3

Special: You need a Hacker ID Slice to get through the gate.
Scan Hjoramold IX with a scan probe to find the Cosmic Agent Site Signature.
Travel through the gate to retrieve Rekker's Keycard ID

2 of 3

Courier: Retrieve 500 units of small arms (1000.0 m3) from Floseswin (**Low Sec**)

3 of 3

Combat: Scan Barkrik planet 1 and retrieve Kyan Magdesh's DNA

Traun

Contested Minmatar Army Complex

First Room

2 Runic Tablets (0.2 m3) from Gist Repair Stations (first room)

1 BROKEN ComLink Scanner (2.0 m3)(NOT "Destroyed ComLink Scanner") from ComLink

Scanners

Retrieve 5 podded Republic Pilots (0.5 m3)

Overrun Security Outpost

3 Mysterious Portal Parts (3.0 m3) from Portals

1 Navy Issue Amplifier (200.0 m3) from Republic Navy Container

Sadry Damoklet's Head (0.1 m3) from Unmarked Bestower

Okham's Head (0.1 m3)

Cracked Keycard (0.1 m3) from Old Nefantar Bunker

3 units of Refugees(3.0 m3) from Old Nefantar Bunker

1 Sample of Septicemic Agent (0.5 m3)

Destroyed Nefantar Base (requires Repaired Keycard)

1 Transputer Orb (2.0 m3) from Black Viper

Norak Pakkul's DNA (0.1 m3)

Reclamation Wreck

Bedium Queres *Amarr* *NA*

Damos Ossiam *Amarr* *NA*

Sister Camp

Bukar Robaerger *Minmatar* *3*

1 of 3

Complex: Contested Minmatar Army Complex (BC or below)
Gate to Overrun Security Outpost
Retrieve Okham's Head (0.1 m3)

2 of 3

Complex: Contested Minmatar Army Complex (BC or below)
Gate to Overrun Security Outpost
Cracked Keycard (0.1 m3) from Old Nefantar Bunker

3 of 3

Complex: Contested Minmatar Army Complex (BC or below)
Gate to Overrun Security Outpost
Gate to Destroyed Nefantar Base (requires Repaired Keycard)
Retrieve 1 Transputer Orb (2.0 m3) from Black Viper

Fynnir Torsont *Sisters of Eve* *3*

1 of 3

Courier: Transport Infected Refugees (600.0 m3) from Traun to Lanngisi

2 of 3

Combat: Retrieve Formula for Septicemic Agent (0.1 m3)

3 of 3

Complex: Contested Minmatar Army Complex (BC or below)
Gate to Overrun Security Outpost
1 Sample of Septicemic Agent (0.5 m3) from Cybertron wrecks

Thin Red Line

Eutor Jogmundt Special NA

This agent has a repeatable mission, however DOES NOT affect your faction standing

Krak Hakkars Minmatar 3

1 of 3

Special: Retrieve 8 Hacker ID Slices (0.8 m3)
Cycle between 'Maru Prison Facility' (Hjor X, moon 17) and
Hjor X Moon 8 to garner Hacker Slice drops (low drop rate)

2 of 3

Courier: Move Case of Sealed GI Paradise Missiles (250.0 m3) from Hek to Traun

3 of 3

Complex: Contested Minmatar Army Complex (BC or below)
First Room
Retrieve 1 BROKEN Comlink Scanner (2.0 m3)(NOT "Destroyed Comlink
Scanner") from Comlink Scanners

Poreg Morcher Minmatar 4

1 of 5

Complex: Contested Minmatar Army Complex (BC or below)
First Room
Retrieve 5 podded Republic Pilots (0.5 m3)

2 of 5

Courier: Move Body Bag (20.0 m3) to Hakasalki (**Low Sec**)

3 of 5

Combat: Retrieve 4 Republic Fleet Deserters (4.0 m3)(special: tough tanks)

4 of 5

Courier: Retrieve Republic Repair Kit (1.0 m3) at Helgatild (**Low Sec**)

5 of 5

Complex: Contested Minmatar Army Complex (BC or below)
Gate to Overrun Security Outpost
Gate to Destroyed Nefantar Base (requires Repaired Keycard)
Retrieve Norak Pakkul's DNA (0.1 m3)

Tvink

Contested Minmatar Guerilla Base

Gate to Overrun Supply Bunker
Retrieve 4 Angel Drug Addict tags (0.4 m3) from Drug Addict wrecks
Godun Sakt's Diamond Drill (10.0 m3) from Angel Thief wreck
Godun Sakt's Questionable Holoreel (0.5 m3) from Angel Thief wreck

Margin of Error

Temer Rugaert Special NA

This agent has a repeatable mission, however DOES NOT affect your faction standing

Madri Asshala Amarr NA

The Crystal Dust Compound

Hinrich Tekrawhol Thukker Tribe NA

Misnik Sarbaert Thukker Tribe NA

Nassor Tromkurt Angel Cartel NA

Uriok

Assassin's Overhang

<u>Nafrid Sharum</u>	<u>Amarr</u>	<u>NA</u>
<u>Aradin Ucham</u>	<u>Amarr</u>	<u>NA</u>

Culture Recess

<u>Ramakell Tikrest</u>	<u>Minmatar</u>	<u>3</u>
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1 of 3

Special: Retrieve Portable Power Generator (10.0 m3)
Kill Asteroid Belt rats throughout Ani Constellation for drop

2 of 3

Courier: Retrieve Custom Made Antenna (200.0 m3) from Hek

3 of 3

Complex: Contested Minmatar Army Complex (BC or below)
Gate to Overrun Security Outpost
Retrieve Navy Issue Amplifier (200.0 m3) from Republic Navy Container

<u>Sifor Patrenn</u>	<u>Sisters of Eve</u>	<u>3</u>
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1 of 4

Complex: Contested Minmatar Army Complex (BC or below)
Retrieve 2 Runic Tablets from Gist Repair Stations (first room)

2 of 4

Courier: Deliver Patrenn's Stash (300.0 m3) to Ragnarg (**Low Sec**)

3 of 4

Combat: Retrieve two units of Broken Science Equipment (2.0 m3)

4 of 4

Complex: Contested Minmatar Army Complex (BC or below)
Gate to Overrun Security Outpost
Retrieve 3 Mysterious Portal Parts (0.3 m3) from Portals

Insurgent Encampment

<u>Schebach Korten</u>	<u>Minmatar</u>	<u>3</u>
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1 of 3

Courier: Retrieve Tri-Vitoc (0.5 m3) from Eystur

2 of 3

Special: Retrieve 3 Sniper ID Slices (0.3 m3)
Camp Nefantar Ruins in Barkrik (very low drop rate)

3 of 3

Combat: Retrieve Forged Waypoint Logs (0.1 m3)

<u>Tarak Horkund</u>	<u>Minmatar</u>	<u>3</u>
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1 of 4

Special: Retrieve nine Finger Bones (0.9 m3)
Kill Asteroid Belt rats throughout Ani Constellation for drop

2 of 4

Courier: Deliver Prophecy Virus (0.1 m3) to Dudreda (**Low Sec**)

3 of 4

Courier: Deliver Freed Pet Slaves (10.0 m3) from Traun to Lanngisi

4 of 4

Complex: Contested Minmatar Army Complex (BC or below)
Gate to Overrun Security Outpost
Retrieve Sadry Damoklet's Head (0.1 m3) from Unmarked Bestower

Gallente COSMOS Shopping List

Note: Many COSMOS missions can be done ahead of time, and it is wise to. Thus, the "shopping list" of items to garner.

Note: Mission Details farther below may mimic shopping list requirements. Thus, the shopping list.
Note: Place items in storage in a nearby system until needed

Things you'll need to purchase or provide yourself

4662 units of Dense Veldspar (466.2 m3)
2000 units of Omber (1200.0 m3) (may also be mined in mission deadspace pocket)
200 units of Soil (300.0 m3)

Contested Gallente Roden Shipyard's Outpost in Fluekele (thinking Cruiser or smaller)

Retrieve Isona Flosin's Corpse from her ship wreckage
one unit of Jark Makon (1.0 m3) from his ship
Maqeri Camcen's DNA (0.1 m3) from his ship

Do the following dirty deeds

Proceed to Jolia VII, Asteroid Belt I
Kill Pourpas Auten for Serpentis Data Chip Decoder (0.1 m3)

Gallente COSMOS Mission List

Note: several Courier Missions lead one through or into Low Security systems--these have notations.
Note: mission details may mimic the shopping list instructions, above. Thus, the shopping list.
Note: missions offered by Caldari, Thukker, or Angels are not detailed in the following list (at the moment)

Alsottobier

Arid Park

Astroo Openau Gallente 3
1 of 3

Courier: Retrieve Data Chip (0.1 m3) from Audearne

2 of 3

Courier: Deliver Wirykomi Scandel Holoreel (0.5 m3) to Fluekele

3 of 3

Courier: Move 200 units of Silicate Glass (200.0 m3) to Deltole

Croir Arghe Gallente 4

1 of 3

Courier: Deliver 400 Recon Speeders (800.0 m3) to Deltole

2 of 3

Courier: Deliver 500 units of Rocket Fuel (1000.0 m3) to Fluekele

3 of 3

Courier: Transport 600 units of Custom Built Guidance System (1200.0 m3)

Audaerne

Natura Seminary

Preaux Gallet Gallente 2

DO NOT accept missions until you've done ALL missions from Pandon Ardillan in Barmalie

1 of 6

Requires FDN Strike Scene Evidence from Pandon Ardillan (in Barmalie) for missions

2 of 6

Courier: Deliver Aggregated FDN Data (1.0 m3) to Parchanier

3 of 6

Courier: Retrieve 30 units of Fedo Blood (150.0 m3) from Augnais

4 of 6

Courier: Transport 15 Unassembled Drills (180.0 m3) to Augnais

5 of 6

Courier: Purchase 200 units of Soil (300.0 m3) and deliver to Deltole

6 of 6

Gate to Hidden Path

Gate to Yan Jung Ruins at Planet VI, Moon 1

Sebast Mathon Gallente 3

SPECIAL: see http://majko1.evolink.ro/eve/sebast_mathon.html

Requires multiple BCs and Archeology/Hacking

Municipal Junkyard

Krester Ruptofs Thukker Tribe NA

Wrtuk Formur Thukker Tribe NA

Fluekele

Central Administration

Veko Tallaja Caldari 2

Aminn Flosin Gallente 3

1 of 4

Delivery: one unit of Isona Flosin's DNA (received from Nilla Elermare, below)

2 of 4

Complex: Contested Gallente Roden Shipyard's Outpost
retrieve one unit of Jark Makon (1.0 m3) from his ship

3 of 4

Courier: Deliver Large Sealed Cargo Containers (100.0 m3) to Jel

4 of 4

Combat: Destroy Science Lab

Onreun Coen Gallente 3

1 of 5

Courier: Retrieve Onreun's Crash (0.2 m3) from Decon (**Low Sec**)

2 of 5

Combat: Go to Deadspace Pocket: Activate "Danger: Keep Out" gate
Retrieve data chip from warehouse

3 of 5

Combat: Proceed to Jolia VII, Asteroid Belt I
Kill Pourpas Auten for Serpentis Data Chip Decoder (0.1 m3)

4 of 5

Complex: Contested Gallente Roden Shipyard's Outpost
Retrieve Maqeri Camcen's DNA (0.1 m3) from his ship

5 of 5

Courier: Deliver Reports (0.1 m3) to Decon (**Low Sec**)

Contested Gallente Roden Shipyard's Outpost (thinking Cruiser or smaller)

Maqeri Camcen's DNA (0.1 m3) from his ship

one unit of Jark Makon (1.0 m3) from his ship

Isona Flosin's Corpse from her ship wreckage

(Agent located at Complex Entrance)

Nilla Elermare Gallente 3

1 of 1

Complex: Contested Gallente Roden Shipyard's Outpost
Retrieve Isona Flosin's Corpse from her ship wreckage

Pend Insurance Storage Bin

Jolia

Grand Future Information Center

Ardden Dasaner Gallente 2

1 of 3

- 2 of 3 Combat: Kill mission
- 3 of 3 Courier: Retrieve Federal Intelligence Officer (2.0 m3) from Eglennear
- 3 of 3 Courier: Deliver Data Sheets (1.0 m3) to Alentene

Gara Kort Caldari NA

Stargate to Augnais

Babalu Wrezka Gallente 4
 Unknown (presumably requires exceedingly high Gallente standing (9.0+) for BPs)

Jordan Usquen Gallente 4
 Unknown (presumably requires exceedingly high Gallente standing (9.0+) for BPs)

Timothy Sawyr Gallente 4
 Unknown (presumably requires exceedingly high Gallente standing (9.0+) for BPs)

Parchanier

Latent Transmitter

Trex Ameisoure Angel Cartel NA

Drusk Amakkit Thukker Tribe NA