

# Caldari Epic Arc Guide

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Penumbra

## Introduction

This is an epic mission arc mission guide that will take you through the various encounters and tasks in the Caldari epic arc level 4 mission chain called “Penumbra”. While the guide contains detailed info on encounter opponents and provides hints on trigger spawn mechanics, this was not been my primary goal. Instead I focused on noting down all mission briefings and communications to provide clear insight in the ongoing story. I have included mission debriefings too, when they have contained a little more information than simply a pad on the back for a job well done. Also, in the end of the guide is an “[Info on](#)” section where all background info to the various missions is included.

This particular epic arc starts out at the agent Aursa Kunivuri, who is located at the [Nugoeihuvi Information Centre](#) beacon in the Josameto solar system. Before Aursa is willing to hand over the first mission of the arc ([The Intermediary](#)) you need to have a minimum of 7.0 in effective standing (skills included) with either the Expert Distribution corporation or the Caldari State faction. **No other standing levels matter!** As such, it does not matter what standings you have with any of the other corporations or factions that agents in the arc belongs to; you will have access to them as long as you have managed to start the arc. Though, completing a mission will provide an increase in standing with the corporation any particular agent belongs to.

There are no time constraints on acceptance and completion of epic arc missions, only on the bonus rewards. But if you fail a mission or lose a mission critical item you can no longer complete the arc. An epic arc mission chain can be restarted after every 3 months (90 days), no matter if you failed or completed it the last time.

## Variation in hostile NPC spawns

The composition of hostile NPCs you will encounter in the missions can vary within the ship classes as well as in numbers of ships within each class. This does not happen in all encounters or for all ship classes within some encounters. To report this, I list the possible ship type variants and write the total number of ships.

## The final boss

When getting to a final encounter mission, you will be met with NPCs who are a bit out of the ordinary. Often one, sometimes more, of the NPCs in that mission will have what is called “advanced AI”, the same type of NPC AI applied to Sleeper drones in Wormhole space. This means a bit more cleverness from that NPC side than the rest. As example, such an NPC will target more than one hostile at a time, may switch between targets based on threat and can fire one weapon group (guns) against one target while firing another group (missiles) against a different target. They also try to position themselves a bit cleverer than by simply approaching you.

Some arc paths do not have an encounter mission in its ending, and as such, will have no final boss.

**Important in regard to this particular epic arc**

There are two major paths though this arc starting at the first arc branch points ([The Paths that are Hidden](#)). One where you side up with the Nugoeihuvi Corporation and another where you side up with the Hyasyoda Corporation. Both these paths have a unique item reward by the end of the arc (Nugoeihuvi Synth Blue Pill Booster's for the Nugoeihuvi mission path and Hyasyoda Mobile Laboratory for the Hyasyoda mission path). While both paths have missions unique for that path they also share missions, though sometimes there will be different mission dialogue depending on which path you are on. It is not possible to change path when one first has been selected. Only exception is the final mission [Home in Peace](#) which both paths have as alternate ending mission, but by selecting that you will receive none of the unique item rewards.

This epic arc cannot be completed without going to either low or no security space. Do not despair though; the missions are of simple courier types and the cargo can easily fit in a shuttle or, better yet, a covert ops frigate. Also some missions will require you to have the Hacking skill trained and others that you can use system scanning exploration probes (see [Mission Overview](#) for which).

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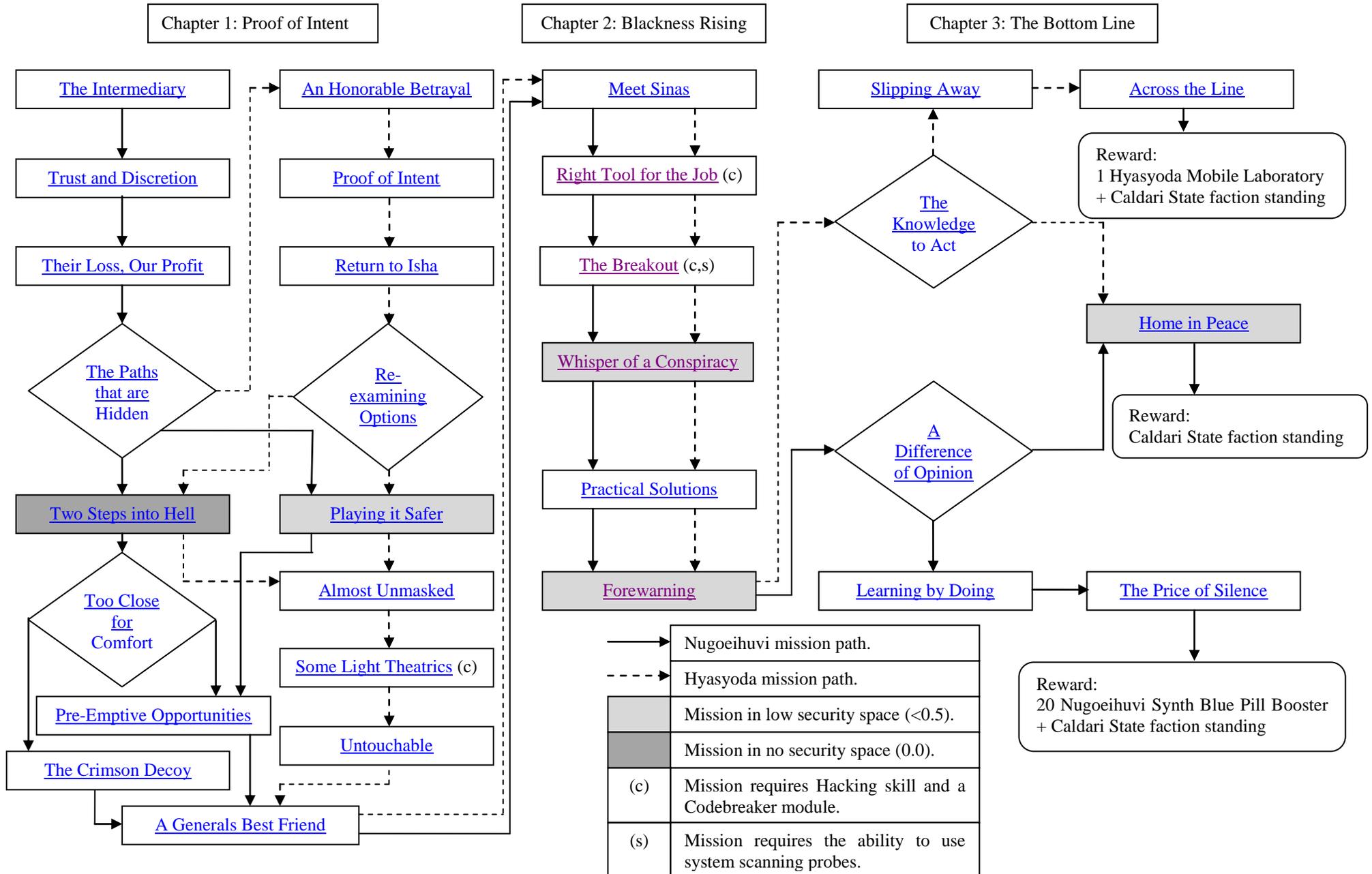
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# Mission Overview



## Missions

**Mission name:** A Difference of Opinion

**Agent name:** Sinas Egassuo

**Mission type:** Branch point

**Mission briefing:**

“Name”, good. I talked to that old friend of mine about a compromise between Ishukone and the other corporations, and we’ve managed to come up with a solution he believes they’ll agree to.

We’re meeting shortly, but I wanted to update you on the progress. I believe we can solve this amicably, without pushing Ishukone into a corner. I can’t imagine a better result myself, given the current situation.

It comes down to you, though. I’m well aware that Katsen must have other ideas about how to deal with this. He likely wants you to keep digging, I imagine. Well, you’re free to go off and start that war if you think it necessary, but I won’t be there to fight alongside you.

Sometimes conflict isn’t the solution. Take it from a man who has been fighting his whole life. There’s some things my guns could never change, “name”. Either you understand that, and you’re with me, or you can go the other way and learn that lesson yourself.

I’ll push for a compromise either way, but it would help to have you in my corner on this one, more than you might appreciate.

### **Branch 1: Learning by Doing**

From the look of things, you’re not coming with me on this last leg, are you? I can tell you share Katsen’s conviction on this. You want Ishukone to pay for looking after their won people and turning their back on the rest. Well, I can understand it, “name”. It’s admirable even, but not something I can support. You can’t teach a Caldari ethics by holding a gun to their head; things just don’t work that way, no matter how well- intentioned.

Well, like I say this is something for you to figure out yourself. Maybe someday you’ll recognize your error. Until then, safe flying my egger friend. Regardless of anything else, you’ve done more for me, and more for those people out there, than most others would do in a lifetime. I may disagree with how you’re handling the endgame, but what you got you here was a good head and a good heart.

Good luck with whatever you do, and try to remember what I said.

### **Branch 2: Home in Peace**

If I’m honest, I wasn’t sure that you and I would ever see one another again. I know that Katsen probably offered you all kinds of things to continue pursuing Ishukone. You didn’t take it though, so good work. Maybe there were other temptations, perhaps? A few other bets you were hedging on the side? Hmm, yes, don’t worry, I won’t push the matter, but something tells me you’re starting to appreciate things many Caldari forget to.

So then... let me catch you up. My friend and I believe a deal can be struck easily if we put aside the question of moving recovered Ishukone personnel to their Headquarters in Malkalen. If you were to offer your help, it would lend a tremendous amount of credibility to the operation. Ishukone may not trust you, but they trust the Navy, and they will trust you have the ability to do the job, if not the loyalty. Personally, I know you'll do what's right. You wouldn't be here otherwise.

There's a huge risk here though, "name". You'll be moving people from a low security system in a warzone through to the heartlands of State space. Thousands of lives will depend on your ability to maintain a low profile.

**Notes/hints:** None.

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**Mission:** [Previous](#), [Overview](#)

**Mission name:** A General's Best Friend

**Agent name:** Katsen Isha

**Mission type:** Encounter

**Mission briefing:**

Ah, "name", welcome back. Word filtered back to me that Hyasyoda investigation came to an abrupt and explosive halt. Good work.

Now that we're clear, we're free to pursue that matter I mentioned earlier. There was someone I wanted you to meet. I'm afraid I can't do it myself; he and I must be careful not to be associated with one another. This is not for any good reason, "name", it is simply the way our judgmental world works. A Caldari Navy officer of his kind cannot afford the rumors that a friendship with me brings. You will learn though, in time, how little truth there is to them. You've already shown a great capacity to see through the surface of things, to the heart. You wouldn't be here still if that wasn't the case.

My friend's name is Sinas Egassuo. He is a man in a similar position to me, working quietly in the engine room, seeking results, not glory. He too, works as an Advisor, and almost every important operation undertaken by our Navy in the last decade bears his imprint. You will hear talk of Caldari patriots in your time in your time in the State, and doubtless already have. This man is a living definition of one.

You will find him somewhere around Josameto, just look for the Caldari Navy compound in the system, and be careful. He may not be known and loved by the Caldari people, but the leadership of the Gallente Navy is well acquainted with him and his work, and has long wanted him dead. His outfit deals with assassins and bounty hunters on a daily basis. Expect nothing less when you find the compound.

Oh, and if his surname seems familiar that's because you've properly met his sister. She works as a capsuleer liaison for the Navy's Command Division in Motsu. I wouldn't mention anything about her though; sisters are a sore spot for him.

**Objective:** Report to given agent.

*Deadspace entrance guards:*

None.

*Reinforcement wave 1:*

1 Gallente Navy Sin (battleship)

*Reinforcement wave 2:*

5 Gallente Navy Sin (battleship)

10 Gallente Navy Arazu (cruiser)

5 Gallente Navy Nemesis (frigate)

**Notes/hints:** Upon warping to the stage you will receive the following message:

*"Warning! You are entering a Class 7 military zone. Unidentified vessels will be shot on sight."*

As you approach the acceleration gate for the next gate the reinforcement wave 1 will spawn and you will receive the following message: *“Captain, this egger is on to us. I’ve lost cloak”*

After a short time interval reinforcement wave 2 will spawn.

*Deadspace stage 1 guards:*  
None.

**Notes/hints:** When entering this stage you will receive the following message from the agent Toras Egassuo:

*“You best explain what you’re doing here, pilot, apart from getting shot at by Gallente. That was a nice move uncovering them, but you still need to explain your presence immediacy.*

*Someone will be awaiting you at the Outpost.”*

When you get within closer range of the Caldari Navy Outpost you will be contacted by the agent Sinas Egassuo with the following message:

*“Katsen old friend! What’s with the new ride? I thought you hated those ships?*

*Err, wait a second. Who exactly the hell are you? Katsen didn’t tell me... oh, never mind. You’re that egger he’s been working with. Right, yes... I see now.*

*Listen, I need you to talk with Katsen again. Tell him that I need fifty million ISK. I was going to ask him in person but obviously he’s not here for that. And no, I can’t speak over FTL with him myself, too risky to be... well, it’s complicated. Just open up comms with him, you needn’t travel back to Poinen.”*

**Debriefing:**

He wants fifty million ISK? Hmm, it worries me when a Caldari navy officer with an almost limitless budget asks for money, usually means he needs to do something off the books.

Alright, tell Sinas the ISK is on its way. I want you to work with him on whatever he’s got going on. You can keep an eye on how he’s spending all that money while you’re at it.

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**Mission:** Previous ([The Crimson Decoy](#) or [Pre-Emptive Opportunities](#); Nugoeihuvi mission path), [Previous](#) (Hyasyoda mission path), [Overview](#), [Next](#)

**Mission name:** Across the Line

**Agent name:** Arikio Kuretsu

**Mission type:** Encounter

**Mission briefing:**

Welcome back to Wuos, “name”. It’s reassuring to see you here, I have to admit. After all that time undercover, we were starting to worry that you’d forgotten your loyalties. Here you are though, and you come bearing all kinds of vital information. Your loyalty and commitment is not characteristic of you kind, but then, everything about you has exceeded expectations. I have little doubt that on this last most important mission, you will not fail me either.

Katsen Isha is a man with gifted with considerable political acumen, and his known associates make for a long list of people I don’t want to screw around with. We have learned a great deal from the information you’ve leaked us and uncovered much of the important details about this man. For the longest time, he seemed incorruptible and untouchable; a man with no bad habits, no sordid secrets and no exploitable desires, all surrounded by some serious corporate heavyweights. That impression of him has changed.

Although you helped us find a number of interesting things, we recently followed up on a lead you provided us and stumbled upon something that utterly dwarfs anything else so far unearthed. We have identified the one thing that he actually cares about; his family. We also have the coordinates of their current location in our possession.

It’s unfortunate, I’m not about to pretend otherwise, but if capturing his family is the only way to get a genuine assurance of silence out of this man, then it is the path we must tread. Isha is skating damn close to treason, he deserves far worse. We cannot let Ishukone’s operations be undone because of Nugoeihuvi’s lust for profit.

If you are willing and able to assist us, then I can give you the coordinates of a central Nugoeihuvi Storage facility; a quiet, not-so-well-protected little area that NOH staff use to store their ships and documents. Nobody would ever want to live there, and nobody actually living there would ever be that comfortable. It’s the perfect place for a man with many enemies to hide what he values most.

Thousands of Caldari prisoners are depending on us to save them, and now it comes down to you, “name”. Either our operation can continue under the radar, and thousands can be saved, or it can become a scandal that costs us ISK, our reputations, and the lives of countless Caldari. Isha must be stopped.

**Objective:** Provide 1 Deteis Family (0.1 m3) to agent.

*Deadspace entrance guards:*

Nugoeihuvi Caretaker (battleship)

*Reinforcement wave 1:*

6 Nugoeihuvi Battleship (battleship)

4 Nugoeihuvi Elite Cruiser (cruiser)

9 Nugoeihuvi Frigate (frigate)

**Notes/hints:**

The Nugoeihuvi Caretaker is located far away from the stage entrance point and will not aggress initially. When moving closer toward him reinforcement wave 1 will spawn next to him and all will aggress. Some of the elite frigates might web and warp scramble your ship. The Elite Cruisers will do heavy ECM jamming making targeting nearly impossible for a solo pilot. The Deteis family is obtained from the Office Facility structure.

When warping to the deadspace location you will receive the following message:

*“This unassuming facility appears to house a number of different storage departments, allowing Nugoeihuvi staff to safely stow away anything from ships to chemical goods. As with most of these compounds, all goods are held in the strictest of confidence. Nugoeihuvi maintains complete discretion through the application of lethal force to anyone foolish enough to venture in to these dens of secrets. Regardless of their intentions, those who have crossed the line inside can never be allowed to live.”*

After destroying all guards you will receive the following message from the agent Arikio Kuretsu:

*“Excellent work. Now, you need to act quickly before more reinforcements arrive. You’re looking for habitation modules with life support systems, nothing else here could keep people alive.”*

**Debriefing:**

You’ve done it, “name”. You’ve actually done it. Those people are, without a doubt, Katsen Isha’s family. We can guarantee his silence now, an absolutely excellent result.

You’ve brought a potentially disastrous situation to a clean and comfortable end. We are all indebted to you for it, particularly those who lives will be spared when our rescue teams continue to find them out there, waiting for someone. Your actions give us all hope.

I know it hasn’t been an easy journey for you; getting mixed up in the machinations of corporate agendas and personal grudges is never pleasant. It’s the darker side to our society, and not something anyone ever wants to contend with. The way you handles everything however, it was exemplary. If only more Caldari would work for peace and stability like you did, we would be faring even better as a nation.

I’d like to give you something as thanks. I’m sure it’s not much to a capsuleer like you, but all the same, we in Hyasyoda would like you to have it. We salvaged it from the research facility that Serpentinis overtook – the same you were misled into raiding. I like to think that it will remind you of everything you accomplished, and that good things can come out of bad situations if you only work at it.

Thank you one again, “name”, and fly safe. We won’t forget what you’ve done for us.

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**Mission:** [Previous](#), [Overview](#)

**Mission name:** Almost Unmasked

**Agent name:** Katsen Isha

**Mission type:** Courier

**Mission briefing:**

Ah, you're back, "name". Good. I hope your journey out toward Syndicate hasn't left you too burned out; I'm going to need you to act quickly on something else. It turns out we have one more loose end to tie up.

My people tell me that Hyasyoda have already launched an investigation into the blueprint theft. Worse yet, I am hearing talk about the sort of funding coming their way. The amounts are disconcerting – enough to pay for a capsuleer's services in addition to a whole fleet of mercenaries and investigators. The situation is dangerous for us, "name" Our tracks are well covered, but, as they often say at Hyasyoda, only the paranoid survive.

They've deployed their security wing, the Corporate Police Force, into "various locations of interest." I've learned that Onirvura was listed as an area to investigate. They're right here in the constellation, setting up a temporary base for interrogation and imprisonment. Fortunately for us, the CPF has hired mercenary crew to handle facility defenses while they set up. This gives us an opportunity to strike at them without it constituting a direct attack on Hyasyoda personnel. That is simply not an option.

I cannot guarantee how long these mercenaries will be on duty, however, nor what kind of reaction your arrival on scene will provoke. What I do know is that if you can destroy the Logistics Center quickly, it will set them back for weeks. The paths that lead back to us will undoubtedly have faded by the time they can resume their investigation.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Mission:** Previous ([Two Step into Hell](#) or [Playing it Safer](#)), [Overview](#), [Next](#)

**Mission name:** An Honorable Betrayal

**Agent name:** Katsen Isha

**Mission type:** Courier

**Mission briefing:**

Thank you, and good luck.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Forewarning

**Agent name:** Sinas Egassuo

**Mission type:** Encounter

**Mission briefing:**

We've got them, "name". The decoded data from that node has given us undeniable proof. Ishukone has been engaged in the unauthorized exchange of Caldari prisoners of war, and worse yet, they've only been focusing on the rescue and recovery of their own people. The information you recovered reveals a number of staging points where they ferry their people back to the State.

In fact, Katsen suspects the only reason they evacuated others was to keep the number of prisoners relatively normal and inconspicuous. I don't know about his claims, but I sure know what I've seen out there on the job.

The next step from here is to let Ishukone know they've been compromised. The leverage that grants will allow us to return Mikano safely and without incident. More importantly though, it also means we can get them to stop this amateurish exchange they have going on, even if only momentarily. If they want to rescue our families, then they should be doing a proper damn job of it like the Navy, not this half-assed nonsense that leaves a paper trail extending across the cluster. This current setup will get everyone killed or blackmailed if it is allowed to continue.

You're off to another P.O.W holding ground, "name", same as before. This time though, you won't be liberating anyone. In fact there is not even a Federation presence inside this facility. It is where the Ishukone prisoners have been held before being escorted back home. Your job is simply to deliver a document from Katsen. In it, he explains the extent to which we could ruin Ishukone with this information, and then requests a meeting. We're pretty confident they'll make time to schedule us in.

Due to the extreme sensitivity of this information, we'd prefer by far if you could personally deliver the document. You've proven so dependable that we hoped a quick flyover wouldn't be too much to ask?

Thank you, "name". There are Caldari out there as we speak, sitting in the darkness, waiting in silence. I've been in their situation, and it's not easy to fight the fear and depression. I remember though, the thought I held on to in the darkness, the thought that kept me going. It was hope. Hope for rescue.

You alone can give these people hope. Do not forget the duty that rests on your shoulders, it is the most sacred thing we Caldari know.

**Objective:** Provide 1 Encoded Message (0.1 m3) to given deadspace location.

*Deadspace entrance guards:*

6 Ishukone Watch Battleship (battleship)

10 Ishukone Watch Frigate (frigate)

**Notes/hints:** The encoded message will be granted to you upon acceptance of the mission. The deadspace location is situated in low security space, and the encoded message has to be dropped off in the Conference Center structure. The guards are friendly unless fired upon.

When warping to the deadspace location you will receive the following message:

*“Despite the outward appearance, this facility is clearly under the control of friendly forces. Long-range scans of the fleet ahead reveal a sea of Ishukone identifier tags.”*

If you are following the Hyasyoda mission path; when approaching the conference center you will receive the following message by the agent Arikio Kuretsu:

*“Hello again, pilot. It’s good to see you doing so well. You’ve come far, very far, and we’re indebted to you for everything you’ve done.*

*We’ve been watching you gather the evidence that you’ve come here to deliver; you shouldn’t worry, it has all been properly discredited and the appropriate co-verification documents have also been misplaced. Thanks to you, we’ve been able to anticipate Nugoeihuvi’s moves and ensure that any hard data, anything truly conclusive, was relocated to a more secure location or isolated from collaborating evidence. Our mission to rescue more prisoners remains intact, but only barely.*

*We need to act conclusively now and settle this matter before Nugoeihuvi think up some other scheme to undo us. I have just the assignment for you that will make this happen.*

*I’ll be honest and straightforward with you, as you’ve more than earned it. We plan to hold Katsen Isha’s family until he can learn to hold his tongue. It is – ultimately – the only reasonable recourse left to us after being hounded like this. One family threatened so that many, many more might simply live. I think you know what must be done.*

*I look forward to speaking with you shortly.”*

**OR**

If you are following the Nugoeihuvi mission path; when approaching the conference center you will receive the following message by the agent Landea Vrankef:

*“Welcome pilot. We’ve been expecting you. I’m told you have a message to deliver. You should bring it to the conference facility.”*

After dropping off the message at the conference center you will receive the following message from the agent Landea Vrankef:

*“We’ll need a moment to read... and decode... this.”*

If you are following the Hyasyoda mission path, this is followed by another message from Landea Vrankef:

*“Greetings pilot. Thank you for making the delivery, pointless as the task may seem.*

*You’ll have to forgive the bluntness, but I’ve been asked to request that you ignore any and all orders about how to proceed in this matter unless they come directly from Ishukone it self – the corporation running these operation, let’s not forget. It has come to our attention that other corporations aligned with our interests may be attempting to pursue other means to resolve this current situation. We politely request that you ignore such ideas. Though well-intentioned, such actions will only serve to further destabilize an already volatile situation.*

*Agent Ekimo Areshi is at our headquarters in Malkalen, ready to brief you about bringing this matter to an appropriate end. You should report to her at your first convenience. First, though, you should return back to Sinas, before he starts wondering why it took so long to deliver a simple note. You may be all but done with that duo for now, but there's no reason to raise their suspicion until things have been finally settled."*

**OR**

If you are following the Nugoeihuvi mission path, this is followed by a different message from Landea Vrankef:

*"Amusing. You think what you have will get you that far? Do some research and you will find plenty out there to disagree with it. Our mission here is a thankless, precarious one, done for the good of the State, and it is not one about to be brought to an end by some overly curious Nugoeihuvi operative and his capsuleer friend. We've come too far to let vultures like you swoop in and ruin everything with your juvenile fantasies.*

*You and your buddies are in way over your heads. I suggest you leave this matter alone and return to the shallow end of the pool where you belong. All you've done so far is risk the lives of innocent people."*

This is followed by a message from the agent Katsen Isha:

*"What crap. I hope you see that for the nonsense it is. These people – or if we're being honest here, these **Ishukone personnel** – are at risk because the Watch doesn't know how the hell to run a covert operation.*

*We're done here. I want you to return to me to debrief, once you're done worming out of whatever Sinas will want you to do. He seems to want a compromise but there's no such thing when it comes to Ishukone. We need more evidence, trust me. It's the only way they'll ever agree to look after more than their own."*

**Debriefing:**

Well that was interesting, eh? I could almost see how red-faced that Watch Commander was.

You did well, "name". Don't doubt it for a second. I need to relay another message to Katsen and then we'll discuss how to proceed from here.

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**Mission:** [Previous](#), [Overview](#), [Next](#) (Nugoeihuvi mission path), [Next](#) (Hyasyoda mission path)

**Mission name:** Home in Peace

**Agent name:** Sinas Egassuo

**Mission type:** Courier

**Mission briefing:**

You made the right choice for the men and women out here, don't doubt it for a second.

Now that we have you on board, I'm going to get my friend to float the deal to his superiors. I've no doubt in my mind that they'll jump at the opportunity the moment they learn that we have you by our side. By the time you make it to teskanen, they should all be assembled in the Caldari Navy station there.

Take them home, "name".

**Objective:** Transport 10000 Caldari Prisoner of War (5000 m3) to given destination.

**Notes/hints:** The pickup location is at a station in low security space.

**Debriefing:** You've done well, "name", remarkably well.

I remember when Katsen first sent you my way. I thought you would be just another egger looking for IKS and glory. There's something different about you though, I think. You at least seem to care about the rest of us, and given everything you're capable of and everything you must have in your life, that's not something I'm about to take for granted.

The word from Ishukone is that they've received everyone safely. They're more grateful than I've seen them in a long time. You have to understand, "name", before your arrival the evacuation process was little more than a trickle of loyal citizens back to their home. Once you arrived, the flood came – month's worth of people safely moved in a single trip. You've opened their eyes, showed them in a way only a capsuleer could have that a change was needed.

The next move from here will be to expand Ishukone's operations to include everyone, regardless of their parent corporation. They'll be collaborating with a few interested parties on that, to ensure none of us repeats the mistakes of the past.

You've done all you can here, though. More than most could have hoped for. I don't have much in the way to give you as thanks, but I've made a few calls. You might not think it to look at me, but I know a few well-placed people. Your selfless service to the Caldari people will not go unnoticed.

Also, Ishukone wanted to pass this ISK on to you as a token of thanks. Apparently that money represents part of the demanded ransom from Katsen for his silence. Ishukone can focus on everyone now, which means no more scandal, and no more opportunities for blackmail. A practical like Katsen could learn a thing or two about other ways to make profit, eh? You deserve it more than he does, he said as much himself.

And that's it, "name". Debriefing over. You are dismissed.

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**Mission:** [Previous](#) (Nugoeihuvi mission path), [Previous](#) (Hyasyoda mission path), [Overview](#)

**Mission name:** Learning by Doing

**Agent name:** Sinas Egassuo

**Mission type:** Courier

**Mission briefing:**

Report to Katsen Isha and pursue further evidence to prove Ishukone's guilt. There is a high probability that the only remaining evidence is the original copies of the mission documents. These would likely be stored in a central location close to Ishukone Headquarters and guarded ferociously.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Meet Sinas

**Agent name:** Katsen Isha

**Mission type:** Courier

**Mission briefing:**

It sounds like Sinas is on to something. I want you there to help him in any way you can. He's headed back to his post in Astoh, so you're off to Black Rise to meet him. "Name", if you've never been there, then you should know that it can be a dangerous place; the leadership of the Federation's capsuleer militia has set its sights on nothing less than total Gallentean occupation of the region. An absurd goal, but they're welcome to try.

From the sounds of it, Sinas will need you for something around there. My advice would be to start by flying an interceptor or frigate down that way. If on the off chance he needs you to do some heavy lifting, then you can go back for something larger. My impression is that he'll want speed and discretion here though; if it was something a fleet of Ravens could hit he'd have handled it with his own crew already.

Anyhow, fly out there, see what's up, and keep in mind what I told you about him. If you can trust me, you should trust him.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Playing it Safer

**Agent name:** Katsen Isha

**Mission type:** Courier

**Mission briefing:**

Playing it safe is a wise option, if not a lucrative one.

Even still, I'm sure you're aware that low-security space has its dangers. Carelessness out there will get you killed as easily as jumping into a nullsec stargate blockade, so don't get complacent.

Our people in KFR-ZE come down to State space via Faurulle at times. This is the quickest route out of Syndicate and often the most desirable one for that very reason. We've lost a few convoys recently, trying to pass through PF-346 along the shortest route to State space. In case you don't know it, "name", the PF-346 system has been made notorious by your own kind as something of a deathtrap. I think it is perhaps best for all involved that we take no risks on this one and use the Faurulle drop-off.

This is where you will be taking the formulas. I will have my people on standby at a secure facility in-system. Please, though, do not linger there. There are no stations in system, so anyone noticing you will know that you're out in space and thus an easy target. The very last thing we need is some pirate capsuler scanning you down in one of our own facilities, and especially not *that* one.

Can I count on you for this?

**Objective:** Provide 1 S.I Formula Sheet (0.1 m3) to given deadspace destination.

*Deadspace entrance guards:*

6 Nugoeihuvi Battleship (battleship)

10 Nugoeihuvi Cruiser (cruiser)

1 Nugoeihuvi Quartermaster (cruiser)

11 Nugoeihuvi Frigate (frigate)

**Notes/hints:** You have to go nine jumps into low security space, when trying to travel in high security space as much as possible, to deliver the formula. The guards are friendly unless fired upon. The formula sheet is obtained in a previous mission. It has to be dropped off at a deadspace location in a container labeled Cargo Facility 90-78.

Upon warping to the location you will receive the following message:

*"Welcome to Nugoeihuvi Cargo Storage Facility 90."*

*If you are receiving goods, proceed to the loading bay designated by your Receipt Manifest. Be sure to have access to all relevant information, including security clearance codes, before attempting to dock.*

*If you are making a delivery, please report to the cargo quartermaster or proceed to your designated drop-off location. Unless otherwise specified, report all hazardous goods immediately upon entry.*

*Any failure to comply with Nugoeihuvi protocol will be met with lethal force."*

When arriving at the location you will receive the following message:

*“Welcome to Faurulle, Pilot. Please proceed to the cargo Storage Bay 90-78.*

*No need to state your cargo – you have already been cleared. We have agents on standby to receive the goods.”*

After you drop off the formula sheet you will receive the following message from the agent Arvalo Ho:

*“You are Katsen’s courier, yes? Good work on the delivery; we can take it from here.*

*We have confirmed the receipt of the goods, so you are free to return to Onirvura whenever you please. Just be careful on your way back along the low-sec route; Serpentis forces have been very aggressive around this area lately.”*

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**Mission: [Previous](#) (Nugoeihuvi mission path), [Previous](#) (Hyasyoda mission path), [Overview](#), [Next](#) (Nugoeihuvi mission path), [Next](#) (Hyasyoda mission path)**

**Mission name:** Practical Solutions

**Agent name:** Sinas Egassuo

**Mission type:** Courier

**Mission briefing:**

I've managed to get a message over to Katsen. He's already begun to make some arrangements but I have to say "name", this is going to be a particularly dicey assignment, for all of us.

Katsen is convinced he knows the man for this job. In fact, he claims that if anyone can decipher this data node, it will be this man. His name is Vira Mikano and he's a senior decryption analyst with Ishukone Watch.

Yeah, that's right. I said Ishukone Watch.

Katsen's plan is to have some of his people "redirect" Mr. Mikano from his office in Oipo to your personal hangar on the station. From there, you will put him aboard your ship and safely escort him back here to Astoh.

Let me stress something before you leap in, "name". Mikano is a family man, and a well-respected Caldari too. Hell, I once had drinks with him. If the lives of many more Caldari weren't at stake here, I wouldn't consider abducting him for even a moment, but desperate situations call for practical solutions. We need him to help us, and there is no chance in hell he'd do that without a little pressure, but he must not come to any harm whatsoever.

Only accept this assignment if you're absolutely ready for it. I'll relay your acceptance to Katsen the moment you give me the nod. After that, there's no turning back.

**Objective:** Transport 1 Vira Mikano (3.0 m3) from given destination to agent.

**Notes/hints:** None.

**Debriefing:**

I think we may have just pulled it off, "name". Unbelievable, but then most of Katsen's plans are.

We'll take care of Mikano from here. He'll be more than safe, don't worry. Once he has given us what we need he'll be promptly returned to his families.

We're taken a scan copy of the data node you uncovered. Katsen says it won't take long before Mikano decodes it for us.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Pre-Emptive Opportunities

**Agent name:** Katsen Isha

**Mission type:** Encounter

**Mission briefing** (if previous mission was [Playing it Safer](#)):

“Name”, good. I hope the visit to Faurulle didn’t take too much out on you. Once again, good work out there. Sadly, it turns out we have one more loose end to tie up.

My people tell me that Hyasyoda have already launched an investigation into the blueprint theft. I suppose this is a play to lend an air of legitimacy to the racket they’ve been running. The situation is an amusing one, yet also dangerous for us. Our tracks are well covered, but - as they often say at Hyasyoda - only the paranoid survive.

They’ve deployed their security wing, the Corporate Police Force, into “various locations of interest.” I’ve learned that Onirvura was listed as an area to investigate. They’re right here in the constellation, setting up a temporary base for interrogation and imprisonment. Fortunately for us, the CPF has hired mercenary crew to handle facility defenses while they set up. This gives us an opportunity to strike at them without it constituting a direct attack on Hyasyoda personnel. That is simply not an option.

I cannot guarantee how long these mercenaries will be on duty, however, nor what kind of reaction your arrival on scene will provoke. What I do know is that if you can destroy the Logistics Center quickly, it will set them back for weeks. The paths that lead back to us will undoubtedly have faded by the time they can resume their investigation.

Good, then. Remember, “name”: The Logistics Center is your only target. You can limit the loss of life here by taking it down quickly and then getting the hell out. If you linger, they will most likely swarm you with reinforcements and pin you down. Don’t get complacent just because they’re mercs – Hyasyoda is funding them and will make damn sure they get their money’s worth.

**Objective:** Destroy the Logistics Center.

*Deadspace entry point guards:*

2 Mercenary Overlord (battleship) 250000 ISK

5 Mercenary Lieutenant (cruiser) 90000 ISK

5 Mercenary Fighter (frigate) 5000 ISK

*Reinforcements wave 1:*

2 Mercenary Overlord (battleship) 250000 ISK

2 Mercenary Lieutenant (cruiser) 90000 ISK

3 Mercenary Elite Fighter (frigate) 10000 ISK

*Reinforcements wave 2:*

2 Mercenary Overlord (battleship) 250000 ISK

2 Spider Drone I (drone)

*Reinforcements wave 3:*

2 Mercenary Wingman (frigate) 30000 ISK

6 Mercenary Elite Fighter (frigate) 10000 ISK

*Reinforcements wave 4:*

6 Mercenary Corporal (cruiser) 110000 ISK

*Reinforcements wave 5:*

6 Mercenary Overlord (battleship) 250000 ISK

6 Mercenary Corporal (cruiser) 110000 ISK

1 Mercenary Commander (cruiser) 85000 ISK

4 Mercenary Wingman (frigate) 30000 ISK

3 Spider Drone II (drone)

**Notes/hints:** The mercenary wingmen might web and warp scramble your ship. The Spider Drones will web your ship very quickly. Upon warping to the destination you will receive the following message:

*“This is a private facility. Unauthorized entry will be met with lethal force.”*

Upon destroying the logistics center you will receive the following message:

*“All units, withdraw! The Center is down. Repeat, the center is down. Mission failure. Bug out to rally point now!”*

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**Mission: Previous** ([Too Close for Comfort](#) or [Playing it Safer](#)), [Overview](#), [Next](#)

**Mission name:** Proof of Intent

**Agent name:** Arikio Kuretsu

**Mission type:** Trade

**Mission briefing:**

Hmm, that's quite a story "name" If you weren't a known friend of the State I' be inclined to think you were attempting some kind of scheme. Regardless, I should still throw your ass out of here and have Hyasyoda set your status to kill on sight. That will not get us anywhere however.

My superiors have been informed of the situation and have asked me to request something from you, but before doing so, to also make something explicitly clear.

The facility you were instructed to raid? It has not been under Hyasyoda control for almost a year now. I was told that if you do your research you should find that we also legally rented the area from Sukuvestaa too, before Serpents overran it and forced us out. Of course, SuVee could pay the House of Records and the Caldari Business Tribunal a few administrative fees to make that information disappear, if someone were to ever poke around.

What I think you may also find interesting to know, though, is that around the time our lease was coming up for renewal, Serpents began to show up in larger numbers and with better equipment. We always suspected someone local was funding them, a rogue Guristas outfit or even Gallente extremists, but the idea that it might be one of our own corporations, at a time like this, it just never crossed our mind.

Something definitely isn't right here. I suspect Nugoeihuvi learned of the facility through Sukuvestaa, who I can only guess, never wanted us to extend our lease for some reason. NOH, doing what it does best, brought in some thugs to clear the matter up. That's until you arrived and, I hope, saw that something wasn't adding up.

Now, the question is whether or not we can trust you. Obviously we are happy to share this information, but there is more to the story than we will share with an egger who has stolen from us. If you are serious about seeing this affair brought to a just end, then you will return what you took and prove your intentions.

Do anything less and you will still be considered an enemy of Hyasyoda Corporation. It's as simple as that.

**Objective:** Provide 1 S.I Formula Sheet (0.1 m3) to agent.

**Notes/hints:** The formula sheet was obtained in a previous mission.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Re-examining Options

**Agent name:** Katsen Isha

**Mission type:** Branch point

**Mission briefing:**

Welcome back, "name". I hope your time has been well spent considering our options.

Hyasyoda seems to have calmed down a little for now, but it's when they get quiet that I actually start to worry. They likely already have something in motion. I'm not interested in seeing if my instincts are right. We should shift these formulas as soon as possible.

As I told you before, I've already lined up a buyer for us. All you need to do is move the goods. As I also explained, my associates – that is, the ones with an interest in highly illegal booster manufacture – they're stationed at a somewhat remote NOH office outside of CONCORD jurisdiction, where the Chief Executive Panel finds it difficult to keep a close eye on everything.

Ideally, I would like you to deliver the goods to our facility in KFR-ZE yourself, but I can make arrangements for the staff at KFR to retrieve it from a nearby low-security system if you prefer. That will, of course, reduce your cut of the profits. If you can fly a Covert Ops or an Interceptor or anything like that, then I would recommend you make use of it now, but how you proceed in light of this situation is up to you. All I want is for the sale to be made soon; I don't care how.

**Branch 1: [Two Steps into Hell](#)**

I'm sure you're aware of how dangerous Syndicate can be. Serpentis are everywhere, and your fellow capsuleers have given the region a reputation for constant violence and war. I have mapped a route you could take through Genesis, via Faurulle, that will limit the amount of lawless space you need to traverse. That will make the trip longer, but safer. I guess it depends on how you feel about the short route and the jump into PF-346 it entails. That one system alone must have claimed million of souls over the years; it is notoriously dangerous.

Personally I would advice discretion, and that you limit your risks. I suggest you take something evasive, be that through speed or cloaking, and avoid the busiest systems. I will have an agent on standby in KFR-ZE at a secure Nugoeihuvi facility near our Station offices. I suggest you avoid the station unless there is a need to dock there. Capsuleer pirates love to corner unaware travelers there; we have to deal with the combat at our doorstep all the time.

**Branch 2: [Playing it Safer](#)**

Our people in KFR-ZE come down to State space via Faurulle at times. This is the quickest route out of Syndicate and often the most desirable one for that very reason. We've lost a few convoys recently, trying to pass through PF-346 along the shortest route to State space. In case you don't know it, "name", the PF-346 system has been made notorious by your own kind as something of a deathtrap. I think it is perhaps best for all involved that we take no risks on this one and use the Faurulle drop-off.

This is where you will be taking the formulas. I will have my people on standby at a secure facility in-system. Please, though, do not linger there. There are no stations in system, so anyone noticing you will know that you're out in space and thus an easy target. The very last thing we need is some pirate capsuleer scanning you down in one of our own facilities, and especially not *that* one.

**Notes/hints:** None.

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**Mission:** [Previous](#), [Overview](#)

**Mission name:** Return to Isha

**Agent name:** Arikio Kuretsu

**Mission type:** Courier

**Mission briefing:**

This Katsen Isha... he needs to be brought down, and we have to be exceptionally careful about how we do it. Dealing with Nugoeihuvi requires cunning and guile. You've shown sound judgment by coming to us early, "name". The problem is that it will only get worse if you leave things as they are now. We need answers to the questions you've brought to light.

We will count on you to earn Isha's trust, so you can uncover whatever you need to help us. We need you on the inside if we're ever going to see this resolved; Nugoeihuvi are too well trained at covering up their tracks.

We will be there every step of the way to assist you. I've granted you provisional support from one of our best counter-intelligence teams. They will observe your actions from a distance and monitor any relevant data from your fluid router cache. Anything Isha says to you over FTL, we will have. Anything your camera drones see, we will see.

You will have to keep your assignment strictly confidential, even from other Hyasyoda members. Nobody can know. Not your lover, not your mother, not even the Maker. If you need to get in touch, I will be here. Otherwise, act as if this conversation never happened.

Do we have a deal?

**Objective:** Report to given agent.

**Notes/hints:** You are granted 1 S.I Formula Sheet (0.1 m3) upon acceptance of the mission.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Right Tool for the Job

**Agent name:** Sinas Egassuo

**Mission type:** Encounter

**Mission briefing:**

Welcome to Astoh, “name”. I appreciate you coming by. Katsen just send me the ISK, too. Thank you for being our middle man on that one. You may want to make yourself comfortable in that egg for a moment; I’ve a bit to cover here for your briefing.

As you know, my name is Sinas Egassuo. As you probably do not know, my job is to coordinate search and rescue operations, as well as the liberation of Caldari Prisoners of War taken during battle in Black Rise. This duty I have fulfilled without hesitation, and I am proud to have led such operations.

It is by carrying out this task, however, that I’ve come to notice something strange. Whenever we rescue people, there are often less Ishukone crew members and staff than the rest. It’s never enough to be conspicuous or noticeable, but I notice it, and I find it conspicuous. I can’t explain it though, and neither can the people we recover.

My suspicion is that Ishukone personnel are being taken elsewhere, perhaps being treated more kindly due to their Liberal philosophies and good history with the Gallente. It wouldn’t surprise me to see the Federation trying to divide us over something like that, but we’d have to know about it first, and they don’t seem keen on that happening.

I need you to investigate the matter for me and find out what’s going on. I can brief you on the details of the assignment once you accept, but until I have that commitment, I’m not willing to trust you with the information. Sorry “name”, but Katsen’s recommendation only gets you so far.

So, are you committed to the fight ahead of us or not?

Your first step will be to acquire a special type of security ID handed out to Federation Navy P.O.W transports operating in Black Rise. I’m uploading the coordinates of the facility where they can be found.

The target will be a shipyard that implants these ID tags on ships. First, you’ll need to secure it. I have reliable intelligence claiming that an initial strike on their Communications Array will mean they can’t call out for reinforcements, so you may want to factor that in to your battle plan.

Once the area is cleared, you’ll need to hack into the shipyard, so train up some basic hacking skills if you’ve never done so before. Even at the most basic level of training, a codebreaker in the hands of a capsuleer can tear most security systems into shreds, and that’s all we need for this job.

In case I gave you the wrong impression earlier, “name”, this facility will be heavily defended. If you brought down a faster, smaller ship to Astoh then leave it here. We’ll need it soon enough, don’t worry. For now though, I suggest you arm yourself to the teeth. This won’t be easy.

And that’s it. Briefing over, “name”. Good luck.

**Objective:** Destroy all guards and provide 1 FedNav F.O.F. Identifier Tag AC-106V:FNSBR (0.1

m3) to agent.

*Deadspace entrance guards group 1:*

- 4 └ Federation Praktor Centurion (cruiser)
- └ Federation Praktor Legionarius (cruiser)
- 4 └ Elite Federation Machina (frigate)
- └ Elite Federation Phalarica (frigate)

*Deadspace entrance guards group 2:*

- 8 └ Elite Federation Arcus (frigate)
- └ Elite Federation Libertus (frigate)
- └ Elite Federation Manica (frigate)
- └ Elite Federation Matara (frigate)
- └ Elite Federation Pelekus (frigate)

*Reinforcement wave 1:*

- 4 └ Elite Federation Liburna (cruiser)
- └ Elite Federation Navis (cruiser)
- 4 └ Federation Praktor Belos (frigate)
- └ Federation Praktor Harpago (frigate)

*Reinforcement wave 2:*

- 2 └ Elite Federation Mentis (cruiser)
- └ Elite Federation Quadrieris (cruiser)
- 3 └ Elite Federation Arcus (frigate)
- └ Elite Federation Pelekus (frigate)

*Reinforcement wave 3:*

- 1 Federation Covinus (battleship)
- 2 Federation Praktor Hexeris (battleship)
- 5 └ Elite Federation Quadrieris (cruiser)
- └ Federation Praktor Centurion (cruiser)
- └ Federation Praktor Legionarius (cruiser)
- 5 └ Federation Praktor Belos (frigate)
- └ Federation Praktor Harpago (frigate)

*Reinforcement wave 4:*

- 2 Federation Praktor Phanix (battleship)
- 2 Federation Praktor Praeses (battleship)
- 4 Federation Calo (battlecruiser)
- 1 Federation Praktor Bearcus (battlecruiser)
- 3 Elite Federation Arcus (frigate)
- 2 Elite Federation Pelekus (frigate)

**Notes/hints:** The Elite Federation Libertus and Manica might web and warp scramble your ship. The reinforcement waves arrive with an unknown time interval, but only start spawning after aggression towards any of the initial groups. The identifier tag is obtained from the CPF Federation Navy Shipyard structure which requires a successful attempt with a Codebreaker module and the

destruction of all guards in the entrance group 2 to access.

When warping to the site you will receive the following message:

*“Hidden away in a deadspace pocket riddled with heavy electrostatic interference, this facility doesn’t seem to have been around for very long. As the compound draws nearer and the static begins to dissipate, the scanner fills with the signatures of Federation Navy ships, suggesting they are using it as a staging point for incursions deeper into state space. All of the targets Sinas mentioned appear to be present. This is definitely the place.”*

Upon destruction of the Broadcast Tower structure you will receive the following message from the agent Sinas Egassuo:

*“Alright, good work so far. Now head over to the Shipyard and hack your way in. You’re looking for an FOF Identifier Tag, the one marked “FNSBR”. Quickly now, you need to get it before reinforcements arrive and identify you.”*

Destroying this tower also prevents further reinforcement waves from spawning.

**Debriefing:** I can see why Isha is so fond of you. You certainly delivered on your promises there, “name”, good work. Now we need to out that ID tag to use. I hope to see you again for another briefing on that.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Slipping Away

**Agent name:** Sinas Egassuo

**Mission type:** Courier

**Mission briefing:** None.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Some Light Theatrics

**Agent name:** Arikio Kuretsu

**Mission type:** Encounter

**Mission briefing:**

“Name”, welcome back. We’ve been watching.

You’ve done well so far, but this current situation threatens to undermine everything. This Isha character is far smarter than we gave him credit for and I fear he knows even more than he has trusted you with. We are working on something that should remove him from the picture, but for now we have to act quickly; our investigations team and their work must remain secure.

The task that lies ahead of you is a large one, “name”. We not only need to reposition our people out of Nugoeihuvi’s way, but we also need to convince Isha that you have destroyed the facility and everyone in it. After we learned that our location had been compromised, we did a dull electronics sweep of the area. The loyalty of the staff working here was never in question, so we knew it had to be electronics surveillance.

Sure enough, we found a series of bugs in our surveillance systems. We have not interfered with them in any way so far. Our plan, “name”, is to have you disable them only moments before you move everyone out. Immediately after that point, we will trigger the detonation of explosive charges already set in each compromised facility. When Nugoeihuvi notice their surveillance has gone down, they’ll suspect one of two things; that you have carried out your task, or that their bugs have been compromised. We want it to be the former, understood?

There is much at stake here, “name”. Your mission must be carried out flawlessly. Please be aware before taking it on, that you will need the ability to hack into hostile Nugoeihuvi surveillance systems. If you cannot hack, find someone who can, or quickly learn the basics yourself. That should be enough.

**Objective:** Provide 5 CPF Security Personnel (15.0 m3) to agent.

*Deadspace entry guards:*

None.

**Notes/hints:** When arriving at the destination you will receive the following message from the agent Arikio Kuretsu:

*“The moment you safely disable the bug, we’ll send out a short-range ECM pulse. This should stop the device from restarting immediately – just long enough for you to do your work. Don’t be surprised if you lose a lock, though.*

*The moment you have disabled NOH’s surveillance tapes, get our people out of the facility and **clear the area**. You will need to be at least 10km away to avoid any explosive kickback.*

*It is important that you don’t waste time after the hack, pilot. You will only have around thirty seconds to act after that point. If we wait any longer it will look suspicious.”*

The security personnel are obtained from the CPF Habitation Module structure which requires a successful attempt with a Codebreaker module to access. 30 seconds after the personnel have been

moved from the habitation module it will explode damaging anything nearby.

**Debriefing:** You know, “name”, all I ever see from your kind is death and destruction, until today, at least. We are – and I am – humbled to have you working for us.

I will leave it at that, for now. You have done enough today that I would feel overbearing trying to dump yet more work on your shoulders. Whenever you are ready though, we would like to brief you on one last assignment before you return to Katsen Isha. Until then, rest well. You’ve certainly earned it.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** The Breakout

**Agent name:** Sinas Egassuo

**Mission type:** Trade/search

**Mission briefing:**

It's time for you to put that ID tag to use and see firsthand what it is we're fighting against down here.

Though you've no doubt heard of the fearless and capable pilots in the Caldari Militia, I wouldn't make the mistake of thinking the situation in Black Rise is a stable one. The region is a war-zone, and will probably remain that way for some time. Even though they're capsuleers like you, our militia cannot be everywhere at once, and it is in their absence that the Federation often makes progress.

We've been receiving reports of a new prison facility being erected somewhere in the Aokinen constellation. It's a decent distance away and in low-security space no less. Your mission is to discover the prison's location, bypass the security forces and slip inside. Once you've made your way inside there will be people of ours to free. If you've never done any exploratory scanning before, then now would be a good time to learn. The Federation is skilled at hiding their secrets, but I have a feeling that a facility this size will be found easily enough. What do you say, "name"?

**Objective:** Provide 1 Caldari Prisoner of War (0.5 m3) to agent.

**Notes/hints:** You are granted 1 FedNav F.O.F. Identifier Tag AC-106V:FNSBR (0.1 m3) upon acceptance of the mission. The Aokinen constellation is the same constellation as the one the agent is located in, and contrary to the mission briefing, it contains no low security systems. The prisoner of war is found in a Federation Detention Facility structure in the first stage of the [Federation Detention Facility FNSBR-106V deadspace complex](#). This complex spawns randomly in any system in the Aokinen constellation and requires exploration type of probes to track down. It is categorized as an "unknown" type of cosmic signature. The detention facility structure requires a successful run with a Codebreaker to access.

Upon entering the stage 1 of the complex you will receive the following message from the agent Sinas Egassuo:

*"Look around you, observe the sickening game, the twisted way the Gallente want to wage this war. Our people are in there, prisoners inside our own borders.*

*You have to decide; who to save, and who to damn. The moment you hack in and liberate one prison, the rest will initiate lockdown and self-destruct. There is no way around it, no Federation staff, just drones that carry out... their job.*

*Save who you can. Do not make a distinction between one prisoner and another, egger. They are all Caldari."*

**Debriefing:** You did well, "name", despite the circumstances. I hope this operation has opened your eyes to the truth of this war.

The empty Ishukone facility you discovered is the strongest proof yet that there is something going on here. I'm beginning to see it in a new light, too. I hate to say it, but my suspicion is that Ishukone

has some kind of prisoner exchange program with the Federation. It's the only explanation for everything I've seen so far.

Stick around, "name". I have another lead that you can follow up for me.

---

**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** The Crimson Decoy

**Agent name:** Katsen Isha

**Mission type:** Branch point

**Mission briefing:**

Misdirection, then. Good. This will give you a chance to appreciate how we often like to approach problems here in Nugoeihuvi.

Hmm, very well, “name”. Try not to lose your ship out there; you crew would not like their new masters.

**Objective:** Destroy all guards and provide 1 NOH Signal Operators (1.0 m3) to given destination.

*Deadspace entry guards:*

2 Dark Corpus Harbinger (battleship) 1106250 ISK

3 Corpus Cardinal (battleship) 993750 ISK

1 Corpus Apostle (battleship) 543750 ISK

3 Corpus Oracle (battleship) 487500 ISK

2 Corpum Dark Priest (cruiser) 79688 ISK

2 Corpum Shadow Sage (cruiser) 76875 ISK

1 Dark Corpum Revenant (cruiser) 60000 ISK

1 Dark Corpum Arch Templar (cruiser) 54375 ISK

2 Elder Corpii Engraver (frigate) 28125 ISK

1 Elder Corpii Raider (frigate) 24750 ISK

*Reinforcements wave 1:*

2 Corpus Pope (battleship) 1218750 ISK

5 Corpatis Phantom (battlecruiser) 146250 ISK

1 Elder Corpii Upholder (frigate) 21375 ISK

1 Elder Corpii Herald (frigate) 20250 ISK

**Notes/hints:** You are granted the Signal Operators upon acceptance of the mission. When warping to the site you will receive the following message:

*“Nothing other than the name gives any clue as to what purpose this deadspace compound serves. Clearly, whatever the Blood Raiders here are doing is not meant to be something anyone lives to talk about.”*

Destroying all Dark Corpus Harbinger battleships from the initial group triggers spawning of reinforcement wave 1. The Elder Corpii Herald and Upholder might web and warp scramble your ship.

**Debriefing:** I heard you tore them apart, “name”. I can’t say I’m surprised, either by their presence or by their swift disappearance at your hands. You are a constant reminder of why I should bother with the hassle of enlisting capsuleers.

I’ve received word from our operators that the comms tower is online now. They’ll begin transmitting shortly. It looks like we’re in the clear. Excellent news, I’m sure you’ll agree.

When you feel up to it, I still had someone I wanted you to meet, now that our first order of

business is finally settled.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** The Intermediary

**Agent name:** Aursa Kunivuri

**Mission type:** Courier

**Mission briefing:**

Ah, hello “name”. I suppose you heard that I was looking for work?

Well, that was half right. I’m just an intermediary; Katsen Isha is the man you need to report to. He asked me to arrange for some extra assistance with a few jobs he has in mind.

I should warn you though; sometimes business dealings with Isha can get a little involved. He’s the typical hard-working Deteis type and will expect the same of anyone on his payroll.

**Objective:** Report to given agent.

**Notes/hints:** You are granted Dossier – Author Unknown Report (0.1 m3) upon acceptance of the mission.

The dossier reads:

*This dossier appears to be an excerpt of internal employee profiling done by Nugoeihuvi Corporation.*

*“...Isha is something of an enigma, even to the few of us who know him. Apparently he’s spent over 30 years here at NOH. Nobody has many details since he doesn’t seem to keep any staff. I’ve heard he makes use of pod pilots whenever he needs anything done but I’ve no idea where the funds for that come from, perhaps the NOH directorate.”*

*“My House of Records contacts tell me he started work here in the Internal Security division of NOH. He now works in another department, unofficially titled as “Advisory”. It’s anyone’s guess when he moved across or what his work entails. In situations like these nobody asks questions.”*

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**Mission:** [Overview](#), [Next](#)

**Mission name:** The Knowledge to Act

**Agent name:** Sinas Egassuo

**Mission type:** Branch point

**Mission briefing:**

“Name”, good. I talked to that old friend of mine about a compromise between Ishukone and the other corporations, and we’ve managed to come up with a solution he believes they’ll agree to.

We’re meeting shortly, but I wanted to update you on the progress. I believe we can solve this amicably, without pushing Ishukone into a corner. I can’t imagine a better result myself, given the current situation.

It comes down to you, though. I’m well aware that Katsen must have other ideas about how to deal with this. He likely wants you to keep digging, I imagine. Well, you’re free to go off and start that war if you think it necessary, but I won’t be there to fight alongside you.

Sometimes conflict isn’t the solution. Take it from a man who has been fighting his whole life. There’s some things my guns could never change, “name”. Either you understand that, and you’re with me, or you can go the other way and learn that lesson yourself.

I’ll push for a compromise either way, but it would help to have you in my corner on this one, more than you might appreciate.

**Branch 1: [Home in Peace](#)**

If I’m honest, I wasn’t sure that you and I would ever see one another again. I know that Katsen probably offered you all kinds of things to continue pursuing Ishukone. You didn’t take it though, so good work. Maybe there were other temptations, perhaps? A few other bets you were hedging on the side? Hmm, yes, don’t worry, I won’t push the matter, but something tells me you’re starting to appreciate things many Caldari forget to.

So then... let me catch you up. My friend and I believe a deal can be struck easily if we put aside the question of moving recovered Ishukone personnel to their Headquarters in Malkalen. If you were to offer your help, it would lend a tremendous amount of credibility to the operation. Ishukone may not trust you, but they trust the Navy, and they will trust you have the ability to do the job, if not the loyalty. Personally, I know you’ll do what’s right. You wouldn’t be here otherwise.

There’s a huge risk here though, “name”. You’ll be moving people from a low security system in a warzone through to the heartlands of State space. Thousands of lives will depend on your ability to maintain a low profile.

**Branch 2: [Slipping away](#)**

In any other situation, a request for more time would be fine, “name”. But here there are hundreds, thousands of people waiting on us. What am I supposed to tell my friend in Ishukone, too? That things have to wait because the capsuleer we’ve been depending on needs to deal with something else? Your request comes at a bad time, friend.

**Notes/hints:** None.

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Mission: [Previous](#), [Overview](#)

**Mission name:** The Paths that are Hidden

**Agent name:** Katsen Isha

**Mission type:** Branch point

**Mission briefing:**

Apparently Hyasyoda are more furious than I anticipated. I'm thinking we should probably move the formula sooner rather than later. I don't exactly want their Corporate Police Force prying into our business.

I've already lined up a buyer for us. All you need to do is move the goods. There's a slight complication though. As I'm sure you can appreciate, my associates – that is, the ones with an interest in highly-illegal booster manufacture – they're stationed at a somewhat remote NOH office outside of CONCORD jurisdiction, where the Chief Executive Panel finds it difficult to keep a close eye on everything.

Ideally, I would like you to deliver the goods to our facility in KFR-ZE yourself, but I can make arrangements for the staff at KFR to retrieve it from a nearby low-security system if you prefer. That will, of course, reduce your cut of the profits. If you can fly a Covert Ops – or an Interceptor – anything like that, then I would recommend you make use of it now, but how you proceed in light of this situation is up to you. All I want is for the sale to be made; I care less about how.

**Branch 1: [Two Steps into Hell](#)**

I'm sure you're aware of how dangerous Syndicate can be. Serpentis are everywhere, and your fellow capsuleers have given the region a reputation for constant violence and war. I have mapped a route you could take through Genesis, via Faurulle, that will limit the amount of lawless space you need to traverse. That will make the trip longer, but safer. I guess it depends on how you feel about the short route and the jump into PF-346 it entails. That one system alone must have claimed million of souls over the years; it is notoriously dangerous.

Personally I would advice discretion, and that you limit your risks. I suggest you take something evasive, be that through speed or cloaking, and avoid the busiest systems. I will have an agent on standby in KFR-ZE at a secure Nugoeihuvi facility near our Station offices. I suggest you avoid the station unless there is a need to dock there. Capsuleer pirates love to corner unaware travelers there; we have to deal with the combat at our doorstep all the time.

**Branch 2: [Playing it Safer](#)**

Our people in KFR-ZE come down to State space via Faurulle at times. This is the quickest route out of Syndicate and often the most desirable one for that very reason. We've lost a few convoys recently, trying to pass through PF-346 along the shortest route to State space. In case you don't know it, "name", the PF-346 system has been made notorious by your own kind as something of a deathtrap. I think it is perhaps best for all involved that we take no risks on this one and use the Faurulle drop-off.

This is where you will be taking the formulas. I will have my people on standby at a secure facility in-system. Please, though, do not linger there. There are no stations in system, so anyone noticing you will know that you're out in space and thus an easy target. The very last thing we need is some pirate capsuleer scanning you down in one of our own facilities, and especially not *that* one.

**Branch 3: [An Honorable Betrayal](#)**

You want more time? Very well, “name”.

I’ll hold the job for you a little longer, but if I get the impression that you won’t be returning, then I’ll just hand it off to somebody less busy. Business is business, my friend.

**Notes/hints:** You are granted 1 S.I Formula Sheet (0.1 m3) upon acceptance of any of the missions.

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**Mission:** [Previous](#), [Overview](#)

**Mission name:** The Price of Silence

**Agent name:** Katsen Isha

**Mission type:** Encounter

**Mission briefing:**

Welcome back to Poinen “name”, it’s good to see you again, particularly under these circumstances. To be honest with you, I had some concerns that you time with Sinas changed the way you see things. He’s a good friend; a patriot, as I told you earlier, but this talk of coming to a compromise with Ishukone betrays the weaker side to him. There is no such thing as a fair deal from the likes of Ishukone – they won’t agree to help others unless they get to help themselves first.

We Practicals know when to make and break deals, and we always remember the larger picture. It’s time to forget about Sinas and remember the fighting men and women abandoned by Ishukone rescue teams. That won’t stop until we make it stop, “name”.

You’re flying to Malkalen, to a major security headquarters for Ishukone Watch known as “Base 3”. This station acts as an archive for all Ishukone Watch operations in Black Rise. This is an internal archive, meaning it will house not only the original reports, but their full, uncensored glory, too. As you might expect, that information is well guarded. They know that can’t hide the evidence from Nugoeihuvi, all they can do is put it behind a fleet. You are our best weapon now, “name”.

I won’t lie- I’m sending you into a fortress. I have no more doubts about you though. You have come this far and not once strayed from the path we have walked together. I know you will deliver.

*Deadspace entrance guards:*

- 1 Ishukone Watch Commander (battleship)
- 6 Ishukone Watch Raven (battleship)
- 4 Ishukone Watch Moa (cruiser)
- 4 Ishukone Watch Rook (cruiser)
- 2 Ishukone Watch Buzzard (frigate)
- 2 Ishukone Watch Hawk (frigate)
- 4 Ishukone Watch Kitsune (frigate)
- 8 Ishukone Watch Cruise Missile Battery 55000 ISK
- 2 Ishukone Watch Stasis Tower 35000 ISK

**Objective:** Provide evidence of Ishukones treason.

**Notes/hints:** The Ishukone Watch Hawks might web and warp scramble your ship. When warping to the site you will receive the following message:

*“Private military compounds like these houses the very finest of corporate security fleets. Decked out with the latest high-end military technologies, these fortresses perform vital roles protecting corporate assets and other shadowy interest. During the liberation of Caldari Prime, it was compounds like these that supplemented the Caldari Navy’s military infrastructure, ensuring the success of the most ferocious surprise attack in recent State history. In this era of heightened tension, many stations still stand as supplemental bases for Caldari Navy contingency plans. Others though, have returned to much older tasks, guarding over the secrets of their parent corporation, and serving its own agenda ruthlessly.”*

When approaching the **central building** you will receive the following message:

*“Take what you need, just leave the rest of us alive, we beg you...”*

This completes the mission and spawns a container with 1 Ishukone Operational Reports (0.1 m3).

**Debriefing:**

Simply impressive work, “name”, but after seeing you come back to Poinen, I knew you would pull it off and make it look easy. Ishukone has played all their cards now; it’s our turn to make the moves. My turn, more precisely. I’ve no further need for a capsuleer, but I have to say, you’ve been more than worth the ISK you cost. Since you’ve been with me for the long haul and, I believe, have as much personal interest in this matter as I do, let me tell you how Nugoeihuvi plans to proceed from here.

First, we will use the rock-solid evidence you recovered to extort the people behind this. My people are still doing the final calculations, but our figures are based on the average compensation given to a family who loses someone in battle, then multiplied for each person we estimate they left behind, then tripled.

Once they pay – and they *will* pay – that ISK will find its way into various Caldari State veteran’s funds; a series of unrelated donations from a number of wealthy capsuleers. Your lot could do with some good press, and I will not allow Ishukone to milk their “donation” for any RP value.

In the future, Ishukone rescue operations will operate under simple guideline: the recovery of Caldari prisoners of war. Ishukone may be a family of its own, I don’t deny the way things work, but the larger family we are all a part of comes before anything else.

You have taught them this lesson, “name”, reminded of this simple truth. There are few who could have done so, and out of those, even less who have been willing to try. I can’t thank you enough, or offer anything that will appropriately compensate you for your troubles. I do have the remaining ISK I had budgeted for hiring you though, it’s of no use to me now, so please take it.

I also have something interesting that arrived from KFR-ZE a few days ago. You could call it the fruits of our earlier labor. Consider it a gift, from one friend to another.

Fly safe out there, “name”, and try to remember the things you saw in our short time together.

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**Mission:** [Previous](#), [Overview](#)

**Mission name:** Their Loss, Our Profit

**Agent name:** Katsen Isha

**Mission type:** Encounter

**Mission briefing:**

Welcome back, "name". Now, before we get to anything else there's the matter of money. If I'm going to be paying for your services, then securing some funds is our first priority. My knowledge plus your capabilities equals ISK.

I want you to acquire some valuable formulas for me. They're hidden away inside a deadspace research facility not far from here. I managed to come across the coordinates after a booster-addled Hyasyoda employee let slip about an arrangement to carry out illegal research in exchange for a cut of the profits... and clearly some of the merchandise too.

As it turns out, our little friends in Sukuuvestaa are the legal owners of the space where this little operation is underway, something that certainly helps our situation. They've agreed to have Peace and Order security forces busy themselves with other things while you get to work.

Very foolish of Hyasyoda to mix themselves up with criminals in someone else's backyard, I'm sure you will agree. I like to see it as an opportunity, however. Not only will we be securing State borders, but also teaching them a valuable lesson about owning one's choices fully. What do you say?

Excellent, here are the coordinates. You'll be flying into a heavily-guarded facility owned by Serpents forces. Find their laboratories and take them out. Intel reports a large amount of Core Admiralty docked inside or patrolling nearby in battleships. They won't be flying alone, so expect smaller support craft wherever you see them.

Once you've recovered the formula sheets we can make arrangements to sell them. You'll need me for that, so don't get any smart ideas about keeping them for yourself. No successful Caldari ever worked alone.

**Objective:** Destroy the Hyasyoda Research Facility and provide 1 S.I Formula Sheet (0.1 m3) to agent.

*Deadspace entry point guards:*

- 2 T Core Grand Admiral (battleship) 1162500 ISK
  - └ Core High Admiral (battleship) 993750 ISK
- 4 T Core Admiral (battleship) 881250 ISK
  - └ Core Vice Admiral (battleship) 768750 ISK
  - └ Core Rear Admiral (battleship) 543750 ISK
- 2 T Corelum Guardian Chief Sentinel (cruiser) 281250 ISK
  - └ Corelum Guardian Chief Infantry (cruiser) 270000 ISK

*Reinforcements wave 1:*

- 5 T Core Grand Admiral (battleship) 1162500 ISK
  - └ Core High Admiral (battleship) 993750 ISK
  - └ Core Admiral (battleship) 881250 ISK
- 4 T Coreli Guardian Protector (frigate) 28125 ISK

- | Coreli Guardian Defender (frigate) 27000 ISK
- | Coreli Guardian Patroller (frigate) 23625 ISK
- | Coreli Guardian Watchman (frigate) 22500 ISK

*Reinforcements wave 2:*

- 4 | Core Vice Admiral (battleship) 768750 ISK
  - | Core Flotilla Admiral (battleship) 712500 ISK
  - | Core Rear Admiral (battleship) 543750 ISK
- 5 | Corelum Guardian Chief Infantry (cruiser) 270000 ISK
  - | Corelum Guardian Chief Sentinel (cruiser) 79688 ISK
- 4 | Coreli Guardian Protector (frigate) 28125 ISK
  - | Coreli Guardian Defender (frigate) 27000 ISK
- 1 | Coreli Guardian Scout (frigate) 19125 ISK
  - | Coreli Guardian Initiate (frigate) 18000 ISK

*Reinforcements wave 3:*

- 8 | Coreli Guardian Safeguard (frigate) 25875 ISK
  - | Coreli Guardian Guard (frigate) 24750 ISK

**Notes/hints:** The Guardian Initiate or Scout might web and warp scramble your ship. Reinforcement waves 1 will arrive after one of the Core Admiral battleships from the initial group has been destroyed. Reinforcement waves 2 will arrive after one of the Core Admiral battleships from reinforcement wave 1 has been destroyed. Wave 3 will arrive after the Hyasyoda Research Facility has taken about 50% shield damage. The formula sheet is dropped by the Hyasyoda Research Facility structure. Inside the Hyasyoda Security Compound can be found 1 Hyasyoda Captain (0.1 m3) with the following description: *“Recovered from a battered security compound, this Hyasyoda captain met an untimely end. His demise suggests that perhaps Hyasyoda wasn’t in total agreement with Serpentis about the arrangements made in Onirvura.”*

When entering warp to the site you will receive the following message:

*“You are entering a private facility owned and operated by Hyasyoda Corporation. Unauthorized visitors will be forcibly removed from the premises. This is your only warning.”*

This is followed by another message when you enter the site:

*“... entering ... facility owned and operated by Hyasyoda ... will be forcibly ... is your only ... unknown breach in ... deploying countermeasures ... unknown breach in ... deploying countermeasures ...”*

**Debriefing:** Excellent work, “name”. I have to say... it’s somewhat pleasing to watch Hyasyoda executives seethe quietly about a theft they cannot report. Hopefully they’ve learned the same lesson we in NOH did many years ago. Well... no... actually, I hope they screw up this badly every day.

Get back to me when you’re ready to discuss how we’re going to sell this.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Too Close for Comfort

**Agent name:** Katsen Isha

**Mission type:** Branch point

**Mission briefing:**

“Name”, good. I hope you’ve recovered from the Syndicate trip. Once again, good work out there. Unfortunately, it turns out we have one more loose end to tie up.

My people tell me that Hyasyoda have already launched an investigation into the formula theft. I suppose this is a play to lend an air of legitimacy to the racket they’ve been running. The situation is an amusing one, yet also dangerous for us. Our tracks are well covered, but – as they often say at Hyasyoda itself – only the paranoid survive.

They’ve deployed their security wing, the Corporate Police Force, into “various locations of interest.” I’ve learned that Onirvura was listed as an area to investigate. They’re right here in the constellation, setting up a temporary base for interrogation and imprisonment. Fortunately for us, the CPF has hired a mercenary crew to handle facility defense while they set up. This gives us an opportunity to strike at them without it constituting a direct attack on Hyasyoda personnel. That would muddy the waters a bit, as I’m sure you can appreciate. Mercs or not, though, they’re getting a little too close for comfort.

I should mention also that we can still resolve this peacefully too, if you prefer. The intel that has brought them here can be manipulated, perhaps, and lead them elsewhere. I care very little about how you want us to proceed, as long as this situation is dealt with. I want to go to sleep tonight knowing our assets and our reputations are safe.

**Branch 1: The Crimson Decoy**

It appears that the CPF investigation team is in Onirvura because of some intel – intel I believe we can manipulate. I have learned that they partially decrypted a communication between my people here and our blueprint buyers in KFR-ZE. Fortunately for us, they couldn’t fully decipher the location we were transmitting to, thank the Maker. My guys re-encrypt their comms every few seconds, so all they know is that this area is where the transmission originated and destination system started with KF, and has a Z and E in its name. Still, too close for comfort.

Ever heard of KFIE-Z, “name”? It’s a dead-end system in Delve. The Headquarters of the Blood Raider Covenant, in fact. It’s the perfect decoy for us; we can make it look as if opportunistic Blood Raiders hit the Serpentis facility, and there was little more to it all than that. We just need to sell the lie. There is an old Blood Raider compound not far from here. Inside it, there should be a transmitter system we can use. All you need to do is secure the area and deliver my people safely to the Communications Tower so they can send out a fake transmission. The CPF should pick it up and follow the signal down to Delve... if they’re feeling suicidal, that is.

Rumor has it the place has long since been abandoned, but I’ve come to distrust intel I don’t get first-hand. Besides, any time those Sani Sabik cultists are not making noise, you should be concerned. The quiet ones are the very worst. I suggest you go in expecting that.

**Branch 2: Pre-Emptive Opportunities**

This Corporate Police Force investigation must be brought to an end before it can uncover anything that could lead back to us, unlikely as that may be. The forces inside the facility right now are not

Hyasyoda or CPF personnel, just some hired mercs. This gives us an opportunity to strike preemptively at the compound without causing an incident and further complicating matters.

I cannot guarantee how long these mercenaries will be on duty, however, nor what kind of reaction your arrival on scene will provoke. What I do know is that if you can destroy the Logistics Center quickly, it will set them back for weeks. The paths that lead back to us will undoubtedly have faded by the time they can resume their investigation.

**Notes/hints:** None.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Trust and Discretion

**Agent name:** Katsen Isha

**Mission type:** Courier

**Mission briefing:**

Welcome to Poinen, “name”. I have been expecting you. In fact, I was quite pleased to have someone offer up their services so soon after I put the word out.

As I’m sure you know by now, my name is Katsen Isha. I work part-time as lawyer and consultant for Nugoeihuvi Corporation in the Onirvura Constellation where much of company’s most important business is handled.

That brings me to the first task I have for someone, perhaps you. Some associates of mine have come across a fragile package that must be handled delicately. You needn’t take it far, and I’ve had your path cleared of any obstacles. Transport is simply a matter of discretion on your behalf. Could you deliver the package to our headquarters in Josameto?

I’m glad to see you’re enthusiastic, but let me make this clear; you’re not the first egger I’ve worked with. I say this so you know that I am well aware of just how capable – and yet completely unreliable – your type can be.

If you work with me, I expect results and integrity. I’ll keep plenty of ISK flowing in your direction, but you’re going to have to earn it. I don’t pay for half-assed jobs. Forgive the bluntness, “name”, but I would rather be proven wrong, than told that I am.

**Objective:** Transport 1 Questionable Cargo (3.0 m3) to given destination.

**Notes/hints:** None.

**Debriefing:** Thank you. It is good to see that even on the little tasks I can trust in your discretion. This is so often where it matters most

Take some time to enjoy yourself in Onirvura, and get back in touch with me when you’re ready to truly begin our work together.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Two Steps into Hell

**Agent name:** Katsen Isha

**Mission type:** Courier

**Mission briefing:**

I'm glad I can rely on you for something like this, "name". It seems so many capsuleers are becoming more risk-adverse these days. It's a mindset I simply can't understand.

Remember that our cargo is precious and there is zero room for error here. If that formula goes missing, so will my desire to work with you. That is our ISK, and the entirety of our business together. Prepare yourself accordingly.

**Objective:** Deliver 1 S.I Formula Sheet (0.1 m3) to given deadspace destination.

*Deadspace entrance guards:*

1 Nugoeihuvi Quartermaster (cruiser)

4 State Transport (industrial)

1 State Transport Freighter (freighter)

**Notes/hints:** You have to go nine jumps into low security space and two through no security space, when trying to travel in high security space as much as possible, to deliver the formula. The guards are friendly unless fired upon. The formula sheet is obtained in a previous mission. It has to be dropped off at a deadspace location in a container labeled Cargo Facility 7A-21. Upon warping to the location you will receive the following message:

*"Welcome to Nugoeihuvi Cargo Storage Facility 7A.*

*If you are receiving goods, proceed to the loading bay designated by your Receipt Manifest. Be sure to have access to all relevant information, including security clearance codes, before attempting to dock.*

*If you are making a delivery, please report to the cargo quartermaster or proceed to your designated drop-off location. Unless otherwise specified, report all hazardous goods immediately upon entry.*

*Any failure to comply with Nugoeihuvi protocol will be met with lethal force."*

When arriving at the location you will receive the following message:

*"Welcome to KFR-ZE, Pilot. Please proceed to the cargo Storage Bay 7A-21.*

*No need to state your cargo – you have already been cleared. We have agents on standby to receive the goods."*

After you drop off the formula sheet you will receive the following message from the agent Arvalo Ho:

*"You are Katsen's courier, yes? Good work on the delivery. He clearly chose the right person for the job.*

*We have confirmed the receipt of the goods, so you are free to return to Onirvura whenever you please. Just be careful on your way back out; Serpentis forces have been very aggressive around this area lately.”*

**Debriefing:** I admit I am impressed. You have shown a surprising level of patience and commitment here, “name”. Here is your pay, you have earned every last Kredit.

Take some time to relax, place a few bets, buy a few drinks... whatever it is you eggheads do in your spare time. When you are ready to continue your work, I have someone I want you to meet.

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**Mission:** [Previous](#) (Nugoeihuvi mission path), [Previous](#) (Hyasyoda mission path), [Overview](#), [Next](#) (Nugoeihuvi mission path), [Next](#) (Hyasyoda mission path)

**Mission name:** Untouchable

**Agent name:** Arikio Kuretsu

**Mission type:** Courier

**Mission briefing:**

You've done well, "name". Without any major interruption to our investigation the team has managed to cover a lot of ground. We now have a much better understanding of the situation, and who this Katsen Isha is.

For one, we have a possible future lead in the House of Records. Apparently some publicly available documents regarding Isha's earliest days at Nugoeihuvi have been archived. We just need to figure which station has the hard copies and then we'll have it.

We noticed something else when you left towards Syndicate to make the blueprint delivery. Isha was on the move himself. Our surveillance team monitored a visit he made to an unknown Caldari Navy compound. The unmarked shuttle he flew there has now been sighted back inside Nugoeihuvi's docking bay at Poinen. Interestingly, it has been given priority docking position, meaning another launch is likely to happen soon.

We don't want to arrive at any conclusions just yet, but our first impression is that Isha is involved in some kind of black market activity, perhaps weapons or information smuggling. We noticed that he mentioned introducing you to someone – we think they may be the buyer. His visit to this Caldari Navy facility raises a lot of questions in that regard.

See what you can do about meeting this friend of Isha's, then discover what you can about them. We'll be watching closely "name", good luck.

**Objective:** Report to given agent.

**Notes/hints:** None.

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**Mission:** [Previous](#), [Overview](#), [Next](#)

**Mission name:** Whisper of a Conspiracy

**Agent name:** Sinas Egassuo

**Mission type:** Encounter

**Mission briefing:**

It seems Ishukone are playing a dangerous game here, “name”. Before we make any moves though, we have to be absolutely certain that things actually are what they look like. What does that mean? It means I need you for another infiltration mission.

We’ve been monitoring the movement of selected Ishukone vessels over the last few days. Our focus is on the handful of diplomatic emissaries they’ve deployed inside Black Rise. Why does Ishukone have diplomats down here? We wondered the same thing, and that’s why we had them followed.

While tracking one particular Ishukone vessel, our surveillance team lost them. They appear to have warped into a derelict research facility, conveniently located inside an area riddled with electromagnetic interference. Now, it’s quite possible that their actions were entirely legitimate. We just don’t know though, I ordered my men not to pursue.

I’m betting that we can send you there without any trouble, no matter what goes down. You capsuleers are invaluable for these sorts of mission where you have no idea how it will go. Would you be willing to scout the area for us and report back what you find?

I knew you would say yes.

I’m not sure to advise you here, “name”, but my suspicion is that this will rely more on scouting and less on combat, so perhaps a small agile frigate is in order. We just have no idea what’s in there though, I’m afraid, so there’s no hard intel to support that assumption.

**Objective:** Provide 1 Encrypted Data Fragment (0.1 m3) to agent.

*Deadspace entrance guards:*

None.

**Notes/hints:** The encounter site is located in low security space. The data fragment is obtained from the Damaged Radio Telescope structure. When getting within 8 km from the telescope you will receive the following message from the agent Sinas Egassuo:

*“Excellent. I’m not detecting any kind of security system. You should be able to freely access the internal hangar.”*

**Debriefing:**

So... an encrypted data fragment, and the cipher appears to be a proprietary mix of Gallente and Caldari designs. That alone is quite telling, but I won’t rush to judgment even now, not until we get this decoded.

Give me a moment to speak with my sister Toras. She can pass a message on to Katsen that we need someone who can decrypt this thing. I’ll be available in a moment “name”, bear with me.

---

**Mission:** [Previous](#), [Overview](#), [Next](#)

## Deadspace Complexes

**Complex name:** Caldari Navy Relay Nexus

**System (security level):** Astoh (0.6)

**DED rating:** None.

**Ship size restrictions:** None

**Beacon description:** Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

*Entrance point*

**Warp-in description:** This small compound acts as a fleet staging point, relaying squads off to their deployment locations inside Black Rise or housing them on their way back to State heartlands. Various Caldari Navy officials make this place their temporary home, and Astoh itself is rumored to house some of the higher-ranked officers involved in daily operations across the war-torn region.

**Agents:** Sinas Egassuo

**Guards:**

5 Caldari Navy Battleship (battleship)

5 Caldari Navy Cruiser (cruiser)

15 Caldari Navy Frigate (frigate)

**Destroyable structures:** None.

**Lootable structures:** None.

**Notes/hints:** The guards are friendly unless fired upon.

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**Complex name:** Federation Detention Facility FNSBR-106V

**System (security level):** Random system in the Aokinen constellation (Speculation: There is one instance of this complex in every system in the constellation. Hacking a detention facility and leaving the complex will make it despawn for a short while, only to reappear at a new location within the system). The complex has to be scanned down using exploration probes. It is categorized as an “unknown” type of cosmic signature.

**DED rating:** None.

**Ship size restrictions:** None.

**Beacon description:** None.

*Entrance point*

**Warp-in description:**

This facility was once the home to a fledgling Caldari mining company that arrived to Black Rise with the hope of striking it rich on all of the untapped resources littering the newly-discovered systems. As with many others who cut corners on security, the company learned the hard way that Black Rise was not as safe an investment as other more established areas of State space. Soon enough their shareholders came to the same conclusion and a buyer for the company was sought.

Noticing both the hard times the company had fallen upon, and the uniquely advantageous location of its headquarters, Federation Navy strategists began to formulate a plan reminiscent of the Serpent’s Coil takeover. Elite raiding parties, spearheaded by some of the Federation’s most capable Black Ops wings, moved in large amounts of personnel and supplies, quickly commandeering the area and fortifying it against attacks. This facility, and many others like it, would serve as a deep foothold within Caldari space, where they could offer logistics to friendly pilots, and project forces even deeper into the heart of the State.

**Agents:** None.

**Guards:**

*Initial group:*

2 Federation Praktor Hyperion (battleship)

1 Federation Praktor Polemo (battleship)

4 └ Federation Covinus (battleship)

└ Federation Praktor Hexeris (battleship)

└ Federation Praktor Navis Praetoria (battleship)

4 └ Elite Federation Arx (cruiser)

└ Elite Federation Auxilia (cruiser)

3 Federation Praktor Phalarica (destroyer)

1 └ Elite Federation Libertus (frigate)

└ Elite Federation Lixa (frigate)

7 └ Elite Federation Lochos (frigate)

└ Elite Federation Machina (frigate)

└ Elite Federation Manica (frigate)

└ Elite Federation Matara (frigate)

└ Elite Federation Phalarica (frigate)

5 └ Federation Praktor Belos (frigate)

└ Federation Praktor Harpago (frigate)

└ Federation Praktor Machina (frigate)

*Reinforcement wave 1:*

- 1 Federation Praktor Dionia (battleship)
- 4 ┌ Federation Praktor Arx (battlecruiser)
  - └ Federation Praktor Auxilia (battlecruiser)
  - └ Federation Praktor Diablic (battlecruiser)
- 3 ┌ Federation Praktor Centurion (cruiser)
  - └ Federation Praktor Legionarius (cruiser)

*Reinforcement wave 2:*

- 2 ┌ Federation Covinus (battleship)
  - └ Federation Praktor Navis Praetoria (battleship)
- 3 ┌ Elite Federation Arx (cruiser)
  - └ Elite Federation Auxilia (cruiser)
  - └ Elite Federation Mentis (cruiser)
- 3 Elite Federation Matara (frigate)

*Reinforcement wave 3:*

- 1 Federation Covinus (battleship)
- 2 Federation Helepolis (battleship)
- 2 Federation Praktor Hexeris (battleship)
- 2 Federation Praktor Praeses (battleship)

**Destroyable structures:**

- 1 Abandoned Asteroid Colony
- 1 Abandoned Asteroid Construct
- 1 Abandoned Asteroid Factory
- 1 Abandoned Asteroid Installation
- 1 Abandoned Asteroid Micro-Colony
- 1 Abandoned Asteroid Mining
- 1 Abandoned Asteroid Prime Colony
- 1 Abandoned Asteroid Secondary Colony
- 1 Abandoned Asteroid Structure
- 4 Cargo Rig
- 1 Habitation Module – Gallente Pilot Lounge
- 3 Habitation Module – Pilot Residence

**Lootable structures:** None.

**Notes/hints:** The Elite Federation Libertus, Lixa and Manica might web and warp scramble your ship. You will also face a large amount of sensor dampening, making targeting hostiles difficult. Reinforcement wave 1 spawns upon destruction of the Elite Federation Libertus or Lixa frigate from the initial group. Reinforcement wave 2 spawns upon destruction of the Federation Praktor Polemo battleship from the initial group. Reinforcement wave 3 spawns upon destruction of all cruiser class vessels from the initial group.

No initial aggression from the guards when entering the stage. The accelerationgate leading to the next stage requires 1 F.O.F. Identifier Tag AC-106V:FNSBR (0.1 m3) to activate. The tag is not

consumed upon gate activation. Remember: There is no need to destroy any of the ships at this stage if you just want to get on to the next. A speedy or stealthy ship can pass by the defenses and go on using the accelerationgate.

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### *Stage 1*

#### **Warp-in description:**

Past the security cordon and deeper into the compound, the bleak vista quickly fills with small prison facilities, each of them capable of holding thousands of captured Caldari citizens. In a particularly dishonorable move, the Gallente Federation implanted self-destruct mechanisms on all of the structures to guard against unauthorized entry. This grim reality was discovered after the first frontal assault rescue missions launched by the Caldari Navy failed entirely to achieve their objective. Since that time, Black Ops squads and other specialized task forces have taken on the noble goal of recovering captured servicemen.

**Agents:** None.

#### **Guards:**

8 Gallente Warden (frigate)

#### **Destroyable structures:**

1 Federation Detention Facility FNSBR-106V.ISH

36 Gallente Lookout

#### **Lootable structures:**

8 Federation Detention Facility FNSBR-106V. (requires a successful attempt with a Codebreaker module to access. Contains 1 Caldari Prisoner of War (0.5 m3). This POW is used in the mission [The Breakout](#)).

**Notes/hints:** No initial aggression from the guards when entering the stage. The guards are of low threat combat efficiency and, by keeping a little distance, be completely ignored. Upon a successful hack of any of the detention facilities you will receive the following message:

*“Warning: Initiating destruct sequence on all facilities.”*

One minute after a successful hack, all the detention facilities will disappear, each dropping a container with either 10 prisoners or janitors inside. It is possible to rescue more than one Caldari Prisoner of War before the minute is up with enough Codebreaker modules and a little luck.

Note that the 9 detention facilities (the eight lootable and one unlootable) each have a different suffix (CNAV, KAL, ISH, SUV, HYA, CBD, NOH, LAI, WIY) giving an indication to which corporation the Caldari prisoner inside might belong to. The ISH facility is the unlootable structure.

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**Complex name:** Nugoeihuvi Information Centre

**System (security level):** Josameto (0.6)

**DED rating:** None.

**Ship size restrictions:** None.

**Beacon description:** Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

*Entrance point*

**Warp-in description:** This small complex acts as the first point of contact between many spacebound travelers and representatives of Nugoeihuvi Corporation. Since traffic around major corporate stations is often at or near maximum capacity, Nugoeihuvi and other State organizations frequently set up their own temporary administrative facilities away from the hurried masses.

**Agents:** Aursa Kunivuri

**Guards:**

6 Nugoeihuvi Battleship (battleship)

8 Nugoeihuvi Cruiser (cruiser)

10 Nugoeihuvi Frigate (frigate)

4 State Transport (industrial)

**Destroyable structures:**

2 Caldari Lookout

1 Holding Pattern Beacon

1 Stationary Badger II

4 Starbase Hangar

**Lootable structures:** None

**Notes/hints:** This location contains the agent who starts the arc. The guards are friendly unless fired upon.

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## Info on

### **A Place to Rest**

([The Crimson Decoy](#))

It is not unheard of for Blood Raider vessels to stray into State space. Having something of a relationship with the Guristas in the north, the Covenant has erected various safe havens for members who make the long journey up to Venal through Caldari space.

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### **Bad Habits**

([Their Loss, Our Profit](#))

Rivalry among the corporations of the Caldari State is a daily reality, even today. The breakdown of relations with the Federation, opportunistic Guristas invasions and countless other problems facing the Caldari people have done little to ease inter-corporate tensions, some of which predate the existence of the State itself.

In other situations, rather than unifying the Caldari people, external threats only cause further divisiveness, and it is not uncommon for such issues to be leapt upon and twisted towards serving the agenda of one corporation or another. Survival within the harsh political arenas of the State requires a mastery of political cunning. To succeed requires even more – not only the ability to deeply understand events, but the capacity to shape them as well.

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### **Black Rise**

([Meet Sinas](#))

A cursory glance at the Black Rise region reveals a great deal to those with even the most basic understanding of Caldari internal politics. Kaalakiota, Lai Dai and Wyrkomi led the charge in colonization, each flanked by their private security forces. Supplemented by the Caldari Navy, the State War Academy and Caldari Constructions, the colonization has all the hallmarks of a Patriot faction power play.

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### **Crielere; a parable told to all aspiring young Caldari**

([Across the Line](#) & [Home in Peace](#) & [The Price of Silence](#))

“There once was a great rich merchant,” she began hesitantly, suddenly all too aware that all eyes in the room were on her. But she plunged on regardless, steeling her nerves. “He lived to a grand old age and possessed every wealth a man could dream of. Many looked to him in awe or envy, coveting his treasures and desiring to imitate his great successes. Yet the old man was never happy and on his deathbed, a young clerk working for him asked: ‘You must feel that your life has been one great success story, what with all the wealth you have accumulated.’”

But the old man replied. ‘My life has been one of misery and sorrow. As a young man I chose wealth over family, discarding the love of my life. When I die all that I will leave behind in the world is money. But money is the same all over, mine is no different from anyone else's. Once my wealth has been scattered, all that I will be is dust and vague memories. My life is a failure young man, don't make the same mistakes I did.’”

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## **Hyasyoda Corporation Announces Aid for Ishukone, Scope Article, May 17<sup>th</sup>**

[\(Proof of Intent\)](#)

Hyasyoda Corporation CEO Ahtonen Osmon has announced a crash program of aid to assist the overstretched Ishukone Corporation, following the disaster in Malkalen. Hyasyoda, a long-time partner of Ishukone in the so-called 'Liberal Faction', will provide emergency enabling loans to Ishukone Corporation and direct relief aid to Malkalen system.

"The Hyasyoda Corporation will not stand by and see a great megacorporation of the Caldari State fall to an act of treachery and unprovoked aggression. We are therefore making funds available at preferential rates so that the Ishukone executives who survive can continue to run their organisation and oversee the relief efforts. We are also sending relief ships to the Malkalen system to directly assist the efforts at the Ishukone Headquarters," said Ahtonen Osmon.

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## **Hyasyoda Returns to Bargaining Table after Reppola Intervenes, Scope Article, February 23rd, YC111**

[\(Untouchable\)](#)

Hyasyoda negotiators resumed talks with Zainou today after Ishukone Watch CEO Mens Reppola intervened personally over the weekend. The close friend of the late Otro Gariushi spoke extensively with Hyasyoda CEO Ahtonen Osmon both Saturday and Sunday. Though Ishukone did not disclose the details of the conversation, a press release from Osmon's office called the discussions with Reppola "productive and reassuring," and apologized to Zainou for the delay in resuming negotiations.

Political analysts, such as Taya Otnen, a corporate strategist with the Mercantile Club on this week's Games of State, have called this a shrewd move by the Ishukone Watch CEO. "He's used his authority over corporate security matters to take ownership of the negotiations, whether they succeed or fail," she told host Shiomiken Savalenta. "This may have actually been what Hyasyoda was hoping for; it's no secret that they support Reppola for the CEO seat. It was a very dangerous move, though; if Okalala wins the CEO fight, he'll remember what they did. Next time those contracts are up for review, Hyasyoda may find themselves passed over for another vendor like Sukuuvestaa or Kaalakiota."

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## **Kaalakiota unveils Black Rise survey program, Scope article, March 4th, YC 111**

[\(Forewarning\)](#)

According to Niteloho Koirolen, Kaalakiota Corporation chief spokesperson, the program will be conducted by both the corporation's intelligence division and the Home Guard, the goal being the development of a comprehensive resource database of the Black Rise region. The program will survey the planets and moons across 49 systems in 6 constellations.

"Today's announcement reinforces Kaalakiota's commitment to the development of the Black Rise region," said Koirolen. "Although the State had previously done an outstanding job in Black Rise, there is still a lot to discover. We are sure that our program will ultimately contribute to the welfare of the whole State."

The Black Rise region borders established Caldari and Gallente space and was previously deemed impenetrable, despite many efforts to map it. However, Caldari forces gained access to the region and secretly colonized it. Although it is clear that operations in Black Rise persisted for a longer time, experts claim that the region is still largely unexplored.

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### **Masks of Authority**

[\(Return to Isha\)](#)

Internal Security, the Nugoeihuvi Corporation's force, poses a curious irony in this regard. Though the Nugoeihuvi conglomerate's main preoccupation is the entertainment industry, they have consistently failed to change the prevalent cultural image of their troops as a pack of rough-and-tumble thugs culled from the Caldari underworld, given to the grossest abuses and atrocities. It's very rare for elements of the Caldari State to find the rumor mill outgrinding them in their efforts at propaganda, but that's what's happening to Nugoeihuvi. (In reality, for the record, Nugoeihuvi's soldiers are not any more or less savage than those of the other corporate forces, though broadly speaking they have been noted to harbor a slightly greater proclivity toward drink and drugs.)

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### **Masks of Authority**

[\(Some Light Theatrics\)](#)

Altercations between the corporate forces exist on record, but in almost every case they have been small incidents based on misunderstanding, with warning shots the only ordnance released. A notable exception is an incident known as the Ingalles incident, where soldiers belonging to the Wyrkomi Peace Corps opened fire on a Hyasyoda convoy being escorted by the Hyasyoda's agency, the Corporate Police Force.

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### **Masks of Authority**

[\(Practical Solutions\)](#)

The glossy tropes of the public relations holoreels and the beige glamour of stylized war worship stand in stark contrast to the reality of these agencies, but most people have only a muddy awareness of the dichotomy.

A man can be rudely treated by a brusque and superior Ishukone Watch officer and silently curse him for hours, but as soon as he gets home that evening he is just as likely to prop his feet up and enjoy a rousing serial where the Ishukone Watch's superior technology and cunning allows it to root out Gurista spies and double-cross them into revealing their hideout. So pervasive is the propaganda that it is highly doubtful this man ever draws a parallel between the real thing and the image; the connection he draws, instead, is between the image and the mother corporation it represents.

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### **New Region connected to Stargate Networks by Caldari State, Scope Article, June 11th, YC 110**

[\(Right Tool for the Job\)](#)

In yet another twist in the recent events, multiple reports are coming in of new stargates appearing in systems on the fringes of Caldari and Gallente space. It would appear that the volume of space

known as Black Rise - previously thought to be completely impenetrable - has been secretly colonized by Caldari forces.

Initial reports from capsuleers indicate that the new region contains a wealth of virgin systems, full of resources unexploited thus far by the four empires. Additionally, early cartography has revealed that the region opens an additional border between Caldari and Gallente sovereign space, something officials on both sides are scrambling to prepare for as they readjust strategies. Even as they do so, pod pilots both loyalist and independent are rushing into the area to stake a claim of their own.

It remains unclear exactly how the phenomena shrouding this area were penetrated, or indeed how the Caldari State has managed to colonize the area in complete secrecy. State officials have so far remained tight-lipped on any details, providing no explanations. After such startling events in recent times however, and with officials from all three Empires as well as CONCORD pushing for answers on the matter, it is something they will likely have to address in the nearby future.

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### **Nugoeihuvi Corporation**

[\(The Intermediary\)](#)

The Caldari State's answer to the cultural powerhouses of the Federation, Nugoeihuvi Corporation (more commonly known as simply "NOH") is one of the leading entertainment providers of the cluster.

Nugoeihuvi Corporation is rumored to have dealings with criminals and others of questionable moral character, although their working relationship with the real-estate giant Sukuuvestaa Corporation, for instance, has helped the company maintain at least the appearance of discretion at most times. Every day, all sorts of NOH goods flow freely to consumers across State space, frequently with little or no questions asked.

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### **Paranoia**

[\(Almost Unmasked & Pre-emptive Opportunity\)](#)

Hyasyoda is one of the oldest of the Caldari megacorporations, having been formed shortly after first contact with Gallente when the Caldari were still in their Industrial Age. Throughout State history, Hyasyoda executives have always been conservative and cautious. As a result the corporation has informally claimed as theirs the age old Caldari saying, "only the paranoid survive."

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### **The Liberal Faction**

[\(An Honorable Betrayal\)](#)

The second faction is the liberals, whose views are completely the opposite of the practicals in regards to interstellar trade. The liberals believe in fostering improved relations with all the other empires, creating a world where there are no trade barriers and free-flow of goods. They believe in trade deals that mutually benefit the participants and the empires can come together in a peaceful, prosperous future world only through cooperation. The liberals are led by the Ishukone Corporation and also include the Hyasyoda mega corporation. Their strong position within CONCORD is accentuated by their belief that it is their main vehicle in promoting universal peace and stability so that trade can flow freely and cultures mingle peacefully.

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## **The Patriot Faction**

([A Generals Best Friend](#))

The patriot faction has become increasingly influential since the breakdown in relations with the Federation. The patriots are led by the mighty Kaalakiota Corporation although Lai Dai and Wyrkomi are often just as vocal in their beliefs. The patriots cultivate the Caldari heritage, reminisce about the great Raata Empire of old and joyously celebrate the reclamation of their homeworld, Caldari Prime.

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## **Traditional Caldari Saying**

([Playing it Safer](#) & [Two Steps into Hell](#))

Cross the river before you laugh at the current.

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## **Two Bloodlines, one Race: the Raata spirit in the Deteis and Civire soul**

([The Breakout](#))

*“Look at each other,” Cold Wind told them. “How do you tell one man from the other? How do you know which man to kill?”*

The men struggled to stand up and looked at their armors; the symbols of their Houses were torn and broken, not visible anymore.

*“No two men on this field have the same face, but can you tell them apart now?”*

The men gazed at each other trying to distinguish brothers from enemies, yet the blood covering their faces made all of them alike.

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## **Under the Radar**

([Trust and Discretion](#))

Nicknamed the “Shadow HQ” after its curious location, the Nugoeihuvi station in Poinen sits just one jump out from their Headquarters and shares the system with Internal Security HQ, the security arm of NOH. For certain individuals, the station is ideally situated, offering fast and easy personal access to many of NOH’s highest-ranking officials – whilst remaining on the periphery of things, unnoticed in the shadow of the 13th moon. To those who are charged with the defense of Nugoeihuvi interests, it is not Josameto but Poinen that is considered the nexus, the bustling heart of a corporation that is their whole world.

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