

## Factional Warfare Mission Reports

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This page contains intel about the Factional Warfare missions. Please note that you have to be enlisted with the respective militia to be able to run these missions.

We are currently still missing many FW mission reports and would very much appreciate your support to fill the gaps and further improve the existing ones.  
If you like to contribute please read [this](#) for further instructions or contact [Erik Kalkoken](#) in game.

Title	Level	Faction			
Level 1					
Change of Plan	1				
Covert Assistance	1				
Decapitation	1				
Knife in the Throat	1				
Level 2					
Dark Lesson, A	2			Gallente	
Level 3					
Chain Reaction	3				
Contingency Plans	3			Gallente	
Exposed	3				
Gate Blitz	3			Gallente	
Left Hook, A	3			Gallente	Minmatar
Morale and Morality	3			Gallente	
Supply Interdiction	3			Gallente	
Tightening the Noose	3				Caldari
Level 4					
Cost of Hubris, The	4				Minmatar
Cutting the Net	4				
Dead Men Tell No Tales	4			Gallente	
Halt the Invasion	4	Amarr		Gallente	Minmatar
Lethal Strike	4				
Reprisal, The	4			Gallente	
Roidiest Rage	4			Gallente	
Shades of Grey	4				Minmatar
Supply Interdiction	4			Gallente	Minmatar
Uproot	4				

Hint: If you don't find the mission for your enemy faction, don't worry. One FW mission are more or less the same for all factions. Main differences are the enemy faction damage type, ship resistances (e.g. therm is best for Gallente ships) and most importantly the race specific EWar type (e.g. Gallente use Senor Damping, Caldari use ECM).

