Ishukone-Raata Enforcement Directive [I-RED]
IshuNet™ Task Network Infosheet

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ONLY THE VERY BEST
WEAR THIS UNIFORM

ISHUKONE-RAATA

"Gariushi's dream shall never die" - John Revenent, YC 116

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Introduction

Sensing the need to fulfill and accomplish a growing list of daily tasks under limited resources, the IshuNet™ Task Network was founded in mid-YC118 as a joint collaboration between the Revenent Defence Corporation (RDC) and the Ishuk-Raata Enforcement Directive (I-RED). The purpose of the network is to delegate tasks to independent contractors in order to open up time and resources for more crucial operations. This is achieved by assigning specific tasks to independent contractors and, of course, offering monetary rewards as incentive for completing them. Furthermore, an I-RED loyalty point store was also created as additional incentive for those who complete tasks. Contractors can cash out loyalty points they earn from completing tasks and purchase a variety of goods at reduced prices. This is on top of the handsome ISK rewards offered by these tasks. Thus, the contractors themselves gain a significant benefit from completing tasks and I-RED also benefits by being able to dedicate resources to more important activities.

The IshuNet™ system and associated GalNet assets were transferred to the custody of the Ishukone-Raata Certified News corporation in the year YC118. This branch of I-RED, in many respects, functions similarly to the newly independent Scope Network. Leading the corporation is the illustrious former Intaki Syndicate singer, Selenna Solange. Solange was recruited into the ranks of I-RED, and uses her cultural and political influence in the Intaki Syndicate to promote the ideals I-RED embodies. As charismatic, witty, and intelligent as she is beautiful, Solange is making great strides towards bolstering the presence of I-RED.

With a solid team behind the reins, the IshuNet™ Task Network looks set to be a very successful program under the Syndicate Stability Initiative II©.

Tasks

There are a variety of tasks which independent contractors may take up, and they are categorized as follows: distribution, security, and espionage and exploration. Each category can be further divided into various classes, with increasing rewards based on higher classes of tasks. The only exception to this class structure are E&E tasks. Distribution tasks will be the most reliable method to acquire rewards in a steady, and relatively safe, manner. Security tasks will yield the highest rewards of all three types of tasks, but they will also prove the most difficult. E&E tasks will yield the best LP value for your efforts, and may present a danger depending on the location of the assignment.

Distribution tasks involve the ferrying of goods from one location to another. These are the most abundant type of tasks offered by the IshuNet™ Task Network. Here you can expect to use standard industrial ships, blockade runners, deep space transports, freighters, or any other vessel you deem appropriate to get the job done. Payout for these tasks will be influenced by load requirements, system security rating, and urgency. "General" loads can be accommodated by standard industrial ships; "specialized" loads will require a deep space transport or blockade runner; "heavy" loads will require the use of a freighter. Urgency will affect the task rewards, and also place increasingly more strict time requirements the more urgent the task is.

Security tasks involve encounters with hostile entities. These are the second most available tasks offered by the IshuNet™ Task Network. You will find using combat-ready ships to be of most value, ranging from frigates all the way up to capital ships. Payout for these tasks

will be influenced by system security rating, urgency, and fervor. Urgency will affect the task rewards, and also place increasingly more strict time requirements the more urgent the task is. Fervor relates to the skill and intensity of the hostiles you will encounter, and also affects task rewards with increasingly higher fervor hostiles. "Intense" fervor hostiles will start overheating offensive and defensive modules, while "extreme" fervor hostiles will do this and employ the use of combat boosters and have enhanced ship statistics.

Espionage and exploration tasks involve 1) monitoring and reporting on the movements and activities of specific targets, and 2) tracking down hidden facilities or objects and subsequently hacking, looting, and delivering any recovered items. These will be the least frequently occurring tasks in the IshuNet™ Task Network. Your vessels of choice here will tend to favor any class of hull which can afford the use of a covert ops cloaking device, and scanning ships will also be highly beneficial. Payout for these tasks will not be influenced by other modifiers - what you see is what you get. Depending on the specific task, your skills at probing down a particular object may or may not be put to the test.

Interested contractors are free to pick and choose tasks at their leisure. There will be a limited amount offered per week, and security and E&E will generally only be offered during certain times. Furthermore, tasks with different modifiers will employ a stacking bonus with each modifier. These modifiers stack multiplicatively.

Classes & Rewards

Distribution Tasks

Class 1: Intra-system transport
      Loyalty Points: 100 LP
      ISK: 500,000 ISK

Class 2: Intra-constellation transport
      Loyalty Points: 200 LP
      ISK: 1,000,000 ISK

Class 3: Inter-constellation transport (1-2 constellations away)
      Loyalty Points: 300 LP
      ISK: 1,500,000 ISK

Class 4: Intra-regional transport (2+ constellations away but within same region)
      Loyalty Points: 400 LP
      ISK: 2,000,000 ISK

Class 5: Inter-regional transport
      Loyalty Points: 500 LP
      ISK: 2,500,000 ISK

S.S. Modifiers: x2.0 for null sec routes; x1.5 for low sec routes; x1.0 for high sec routes
Urgency Modifiers: x1.0 for "none"; x1.1 for "moderate"; x1.2 for "high"; x1.35 for "critical"

Example Payout: You accept a class 3 distribution task that takes place in null sec and carries with it a moderate level of urgency. Upon completion of the task, your rewards will be 660 LP and 3,300,000 ISK.

Security Tasks

Class 1: Encounter against a transport, transport fleet, or transport facility; minimal resistance; restriction: Frigates

> Loyalty Points: 200 LP
>
> ISK: 500,000 ISK

Class 2: Encounter against a mining vessel, mining fleet, or mining facility; low resistance; restriction: Destroyers & below, no T2/T3 hulls

> Loyalty Points: 700 LP
>
> ISK: 3,000,000 ISK

Class 3: Encounter against a cruiser-sized entity with possibility of escort, or a moderately armed facility; moderate resistance; restriction: Cruisers & below, no T2/T3 hulls

> Loyalty Points: 1,750 LP
>
> ISK: 5,000,000 ISK

Class 4: Encounter against a battlecruiser-sized entity with possibility of escort, or a heavily armed facility; heavy resistance; restriction: Battlecruisers & below, no T3 cruisers

> Loyalty Points: 3,500 LP
>
> ISK: 10,000,000 ISK

Class 5: Encounter against a Serpentis or Guristas capital ship with proper verification (a camera drone capture with system and timestamp visible); extreme resistance; size restriction: none; not eligible for any modifiers

> Loyalty Points: 25,000 LP
>
> ISK: 25,000,000 ISK

S.S. Modifiers: x1.5 for null sec systems; x1.25 for low sec systems; x1.0 for high sec systems

Urgency Modifiers: x1.0 for "none"; x1.1 for "moderate"; x1.2 for "high"; x1.35 for "critical"

Fervor Modifiers: x1.0 for "average"; x1.2 for "intense"; x1.4 for "extreme"

E&E Tasks

Search and Rescue: Involve tracking down a disabled vessel, wreckage, or facility in need of assistance, and returning recovered personnel or contents to the agent

> Loyalty Points: 3,500 LP
>
> ISK: 5,000,000 ISK

Secret Sandcastles: Involve uncovering the location of hidden facilities, recording their locations and activities, and delivering the intel to the agent

> Loyalty Points: 2,500 LP
>
> ISK: 2,000,000 ISK

Person of Interest: Involve tracking down a target individual, reporting on their movements and activities, and delivering the intel to the agent

> Loyalty Points: 3,750 LP
>
> ISK: 2,250,000 ISK

Hidden Treasures: Involve uncovering the location of facilities or objects which will require hacking to gain access to contents which must be retrieved and delivered to the agent

> Loyalty Points: 3,750 LP
>
> ISK: 2,500,000 ISK

Smuggler Buster: Involve either tracking down a suspected smuggler or discerning a suspected smuggler by use of a ship scanner module or cargo scanner module

> Loyalty Points: 3,500 LP
>
> ISK: 2,750,000 ISK

The Hunt: Involve reporting the location of Guristas or Serpentis capitals, with camera drone capture for verification

> Loyalty Points: 4,000 LP
>
> ISK: 6,000,000 ISK

Accessibility

For the time being, tasks will only be offered in the Syndicate region. The I-RED loyalty point store may be accessed in the XS-XAY Reppola Logistic Support citadel or the Malkalen V - Moon 1 - Ishukone Corporation Factory station in the Malkalen solar system.

Interested contractors must register with the IshuNet™ service in order to participate in IshuNet™ Task Network offerings. Registration simply entails sending a mail to Selenna 'Scarlet' Solange stating your interest to register with the service, and paying a registration fee of 10,000,000 ISK per month to Ishukone-Raata Certified News. You may cancel your registration at any time, but you will not be refunded the registration fee regardless of how early in the month it is that you decide to cancel.

The locations of IshuNet™ Agents can be found below:
- Distribution - Roirdan Bouchate - XS-XAY Reppola Logistic Support
- Security - Korsavius - XS-XAY Reppola Logistic Support
- E&R - Selenna 'Scarlet' Solange - 6-U2M8 Oriki Commercial Center

Travel Advisory: Note that the 6E/MHC gates are oftentimes camped by a pirate corporation under the ticker UFO. Alternate route recommended.

Scouting Service: Revenent Defence Corporation is offering scouting services for a minimal fee. Contact Korsavius for more info.

Important Sources

Syndicate Stability Initiative II© Announcement

IshuNet™ Loyalty Point Store Catalogue

IshuNet™ Task Network Announcement