

Caldari COSMOS by Jowen Datloran

Okkelen constellation

Introduction

My aim with this guide is to provide a thoroughly description of all available agent mission and deadspace complexes in the Okkelen constellation. I have tried with this guide to gather as much info of the story going on in Okkelen between the various Caldari and pirate corporations trying to settle in the harsh frontier. As such, I try to include interesting message pop-ups and mission debriefings where appropriate. Hopefully this can be of interest for some.

I do not believe there is a „correct order” to access the agents in. Instead you should look at those that your standings give you access to and read through their mission descriptions. You will quickly find out if the agent requires previous missions to be completed before you can access them, or if their missions are too difficult for you to handle. It is important to note, that most COSMOS missions can be done only once per character, so failing a storyline mission will close off all following missions for that agent as well as mission from agents that requires certain items that you no longer can possibly achieve.

I try to give as good as possible descriptions of the encounter/combat missions by listing the hostile guard ships you will meet at the mission site. The listed ship class and eventual bounty should make it possible to approximate how difficult the encounter will be. I have not listed any info regarding pick up and drop off stations for courier missions, as there is nothing difficult in setting a destination and press autopilot. The “Trade/hunt” mission type tag means that to complete this mission you need to go fight some NPCs to get a specific item from their wreck or from a container they will drop upon destruction (often in one of the public deadspace complexes). The “Trade/search” mission tag means that either the required item is given to you by another agent or that the item can be found in a structure/container which requires little to no combat to access. Often the items required for Trade missions can be bought off the market from people who have been able to acquire spares.

Mission rewards

I care little for listing potential item rewards and standing increases that other guides do, as I believe that a better guide focus on helping you through to the reward, which by its nature will be a pleasant surprise anyhow. You do not want to know what is your present on beforehand, do you? Though in general, you will achieve standing increase with the corporation any particular agent belong to for any storyline mission you do for him/her and a major boost to corporation and faction when completing the last storyline mission in the agents mission chain (the ones marked **Important!**). The actual increases will be dependent on the mission difficulty, agent level and how fast previous mission runners have completed the mission. Many missions will also payout monetary rewards and some will hand out attribute enhancing implants. The level of the implant will be dependent on mission difficulty and agent level, but which attribute the implant enhances will be random. Other times you will be rewarded blueprint copies (generally 3 runs) of special COSMOS related weaponry and modules (the ones listed as Storyline under module variations). These can require Guristas components that can be found inside spawn containers (requires a Codebreaker module to open) in the Contested Caldari Lai Dai Refinery complex in the Airmia system or in the Contested Caldari Mining Facilities complex in the Friggi system. Otherwise

they might need Talocan components found inside spawn containers (requires Analyzer module to open) in the Contested Kazka Headquarters complex in the Sakkikainen system or in Devil's Dig Site complex in the Otitoh system. The Talocan Technology skillbook can be found at the Sakkikainen and Otitoh locations too (low chance random spawn), but the Caldari Encryption Methods skillbook and the decryptors needed to construct Guristas type of storyline modules can only be found randomly at Radar type of exploration sites throughout the New Eden starcluster.

[Index by System/Complexes](#)

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Systems

System Name	Security Level	Complexes	DED Rating	Agents
Airmia	0.6	Contested Caldari Lai Dai Refinery	3	
		Grand Crag Watch		Oniya Arkimo
		Station Foundation Site		Istei Poyri
				Kusan Niemenen
Friggi	0.5	Bandit Hideout		Sokei Kirku
				Aisha Gojivi
				Siringwe Opainen
				Yka Katori
		Clear Water Spring	2	Maro Yama
				Mirmon Gorgoz
Ihakana	0.4	Contested Caldari Mining Facilities	3	
		Sentinel Rise		Helmi Nakamuta
				Yoko Pihraya
		Hangman's Hill		Arato Sirkya
				Rie Nissiken
				Tatsuo Rankamo
Ishisomo	0.7	Shady Acres		Chichiro Rati
				Yochuka Eskaila
		NOH Recruitment Center		Hansu Turu
				Ryuki Sakkaro
				Tekirye Awazhen
		Rusty Ridge Mine		Retin Ariato
Otitoh	0.5			Yru Hatamei
		Devil's Dig Site		Arvo Watanen
				Eteri Tazaki
				Taru Kubona
				Varma Fujimo
		Gate to Friggi		Emma Tharkin
				Kaiko Maina
				Zoun Makui
Otomainen	0.5	The Diamond Ace Den		Mintu Oshima
				Ryoke Aura
		Urigamu's Warehouse	3	
		Contested Guristas Outrider Post	6	Akemon Tolan
		Foul Creek Ranch		Fumiku Viljanen
				Goru Nikainen
				Kochi Utrainen

		Red Rock Outpost		Hotaru Ahti
				Tamoko Raytio
		Rush Town Ruins		Akira Helkelen
				Hitami Magye
				Zabonn Michi
		Tsunu's Private Compounds	5	
Sakkikainen	0.6	Bandit Hideout	2	
		Contested Kazka Headquarters	3	
		Frontier Stockade		Kaiya Tuuri
				Matani Jitainen
		Settler's Waystation		Daitsu Ikonen
				Raidon Setala
				Ikimara Hochi
				Midoki Urigamu
				Ratan Saturi
Vahunomi	0.5	Abandoned Astro Farm		Anou Dechien
				Krakan Rost
				Skurk Tekkurs
		Cactus Mill Lookout		Jali Tanaka
				Mika Etsuya
				Tida Aikato

Note that all complexes are listed here; only those with a marker on the interplanetary map. Other small complexes, often located near moons or hidden as cosmic signatures, are listed here but can still be found in the [Deadspace Complexes](#) section.

Agent List

Amarr Empire

Agents	Location	System	Corporation	Level	Diff. Rating ¹⁾	Repeat. Mission?
Akemon Tolan	Contested Guristas Outrider Post	Otomainen	Imperial Navy	4	Listed: 7.5 Level 4	No

Angel Cartel

Agents	Location	System	Corporation	Level	Diff. Rating ¹⁾	Repeat. Mission?
Anou Dechien	Abandoned Astro Farm	Vahunomi	Archangels	2	Listed: none Level 2	No
Krakan Rost	Abandoned Astro Farm	Vahunomi	Archangels	3	Listed: none Level 3	No
Skurk Tekkurs	Abandoned Astro Farm	Vahunomi	Archangels	2	Listed: none Level 2	No

Caldari State

Agents	Location	System	Corporation	Level	Diff. Rating ¹⁾	Repeat. Mission?
Aisha Gojivi	Bandit Hideout	Friggi	Sukuuvesta Corporation	3	Listed: none Level 3	No
Akira Helkelen	Rush Town Ruins	Otomainen	Zainou Biotech	3	Listed: 7 Level 3	No
Arvo Watanen	Devil's Dig Site	Otitoh	Science and Trade Institute	3	Listed: 5.5 Level 3	No
Chichiro Rati	Shady Acres	Ihakana	Caldari Navy	4	Listed: none Level 4	No
Daitsu Ikonen	Settler's Waystation	Sakkikainen	Ishukone	2	Listed: none Level 3	Yes
Emma Tharkin	Gate to Friggi	Otitoh	Caldari Navy	4 ²⁾	Listed: none Level 0	No
Eteri Tazaki	Devil's Dig Site	Otitoh	Lai Dai Protection	3	Listed: 5.5	No

			Service		Level 3	
Fumiku Viljanen	Foul Creek Ranch	Otomainen	Science and Trade Institute	2	Listed: none Level 3	Yes
Goru Nikainen	Foul Creek Ranch	Otomainen	Nugoeihuvi Corporation	3	Listed: 5.5 Level 3	No
Hansu Turu	NOH Recruitment Center	Ishisomo	Nugoeihuvi Corporation	1	Listed: none Level 1	No
Helmi Nakamuta	Sentinel Rise	Friggi	Caldari Provisions	2	Listed: none Level 0	No
Hitami Magye	Rush Town Ruins	Otomainen	Mercantile Club	3	Listed: 5 Level 3	No
Hotaru Ahti	Red Rock Outpost	Otomainen	Deep Core Mining	4	Listed: 7.5 Level 4	No
Ikimara Hochi	Settler's Waystation	Sakkikainen	State and Region Bank	3	Listed: none Level 3	No
Istei Poyri	Station Foundation Site	Airmia	Nugoeihuvi Corporation	2	Listed: none Level 2	No
Jali Tanaka	Cactus Mill Lookout	Vahunomi	Caldari Navy	2	Listed: none Level 2	No
Kaiko Maina	Gate to Friggi	Otitoh	Caldari Navy	4 ²⁾	Listed: none Level 0	No
Kaiya Tuuri	Frontier Stockade	Sakkikainen	Lai Dai Protection Service	2	Listed: 3.5 Level 2	No
Kochi Utrainen	Foul Creek Ranch	Otomainen	Mercantile Club	3	Listed: 5 Level 2	No
Kusan Niemenen	Station Foundation Site	Airmia	Poksu Mineral Group	1	Listed: none Level 2	No
Maro Yama	Clear Water Spring	Friggi	Caldari Navy	3	Listed: none Level 2	No
Matani	Frontier Stockade	Sakkikainen	Lai Dai	1	Listed:	No

Jitainen			Corporation		1 Level 1	
Midoki Urigamu	Settler's Waystation	Sakkikainen	Propel Dynamics	3	Listed: 5 Level 3	No
Mika Etsuya	Cactus Mill Lookout	Vahunomi	Caldari Navy	2	Listed: none Level 2	No
Mintu Oshima	The Diamond Ace Den	Otitoh	Echelon Entertainment	3	Listed: none Level 3	No
Oniya Arkimo	Grand Crag Watch	Airmia	Lai Dai Corporation	2	Listed: none Level 2	No
Raidon Setala	Settler's Waystation	Sakkikainen	Chief Executive Panel	2	Listed: 4 Level 2	No
Ratan Saturi	Settler's Waystation	Sakkikainen	Prompt Delivery	4	Listed: none. Level 4	No
Retin Ariato	Rusty Ridge Mine	Ishisomo	Wiyrkomi	2	Listed: none. Level 2	No
Ryoke Aura	The Diamond Ace Den	Otitoh	Expert Distribution	3	Listed: 5 Level 3	No
Ryuki Sakkaro	NOH Recruitment Center	Ishisomo	Prompt Delivery	1	Listed: none. Level 1	No
Sokei Kirku	Station Foundation Site	Airmia	Ytiri Corporation	2	Listed: none Level 3	Yes
Tamoko Raytio	Red Rock Outpost	Otomainen	Lai Dai Corporation	3	Listed: 5.5 Level 3	No
Taru Kubona	Devil's Dig Site	Otitoh	Mercantile Club	1	Listed: none. Level 3	Yes
Tekirye Awazhen	NOH Recruitment Center	Ishisomo	Internal Security	3	Listed: none. Level 2	No
Tida Aikato	Cactus Mill Lookout	Vahunomi	CBD Corporation	1	Listed: none. Level 3	Yes

Varma Fujimo	Devil's Dig Site	Otitoh	Lai Dai Corporation	4	Listed: 7 Level 4	No
Yochuka Eskaila	Shady Acres	Ihakana	Internal Security	4	Listed: none. Level 4	No
Yoko Pihraya	Sentinel Rise	Friggi	Sukuuvestaa Corporation	1	Listed: none. Level 3	Yes
Yru Hatamei	Rusty Ridge Mine	Ishisomo	Lai Dai Protection Service	3	Listed: none. Level 2	No
Zabonn Michi	Rusty Town Ruins	Otomainen	Mine Drill	4	Listed: 8 Level 4	No
Zoun Makui	Gate to Friggi	Otitoh	Chief Executive Panel	4 ²⁾	Listed: none Level 0	No

Guristas Pirates

Agents	Location	System	Corporation	Level	Diff. Rating ¹⁾	Repeat. Mission?
Arato Sirkya	Hangman's Hill	Ihakana	Guristas	3	Listed: none Level 3	No
Rie Nissiken	Hangman's Hill	Ihakana	Guristas	2	Listed: none Level 2	No
Siringwe Opainen	Bandit Hideout	Friggi	Guristas	3	Listed: none Level 3	No
Tatsuo Rankamo	Hangman's Hill	Ihakana	Guristas Production	1	Listed: none Level 0	No
Yka Katori	Bandit Hideout	Friggi	Guristas	3	Listed: none Level 3	No

Minmatar Republic

Agents	Location	System	Corporation	Level	Diff. Rating ¹⁾	Repeat. Mission?
Mirmon Gorgoz	Clear Water Spring	Friggi	The Leisure Group	2	Listed: None Level 3	No

- 1) The agent difficulty rating is a number some agents have in the info description on the ships they are flying. Not all agents have one listed, and my personal experience is that their interpretation is not entirely clear. To improve this, I have made my own evaluation based the difficulty compared to missions given by normal agents. As such, I have given all agents my personal difficulty evaluation, based primarily on the difficulty of the combat mission parts of the agents storyline, going from level 0 (simple courier and trade missions) to level 4 (at least one mission with a combat difficulty equal to an average level 4 missions).
- 2) These are special agents that allow you to trade Guristas Criminal Tags into 2 run faction ship blueprint copies. The required faction standing (modified by skills) to gain access to these agents are the following:
 - [Kaiko Maina](#) – 8.50 Caldari State standing
 - [Emma Tharkin](#) – 9.20 Caldari State standing
 - [Zoun Makui](#) – 9.90 Caldari State standing

Agents

Agent name: Aisha Gojivi

Location: Bandit Hideout

System: Friggi

Agent Corporation: Sukuuvesta Corporation

Agent level: 3

Listed difficulty rating: None.

Mine difficulty rating: 3

Mission name: Nefarious Business – A Small Favor (1 of 4)

Mission type: Courier

Mission briefing:

Some associates of mine over at the Nugoeihuvi publishing station in system need some, uh, props delivered to them. Just a few completely fake small arms, that's right. Nothing real, nothing dangerous, certainly nothing that could, ya know, kill anyone. Entertainment materials, you understand. Heh heh. If you can show me you're trustworthy, I may have something else for you later on. What do ya say?

Objective: Transport 2500 Pistols (5000.0 m3) to given destination.

Notes/hints: None.

Mission name: Nefarious Business – Songbird (2 of 4)

Mission type: Trade/hunt

Mission briefing:

I just got word that an operative working for the Hyasyoda corporation is about to make his way out of this system. Apparently, he's carrying evidence of several months' worth of "illicit arms deals" between the Nugoeihuvi corporation and my own. It's all complete hogwash, of course, but at this point in time neither our bosses nor our investors could stand to take the PR hit and the bothersome investigation that would no doubt follow.

This troublesome rodent has just left the Nugoeihuvi station in system, and my associates and I would be much obliged if you could find time to dispose of him for us. His name is Motani Ihura, and he hangs around in the contested mining facilities here in-system. Retrieve the evidence and bring it back to me, and you'll be even further within my good graces. How about it?

Objective: Provide 1 Nugoeihuvi Transaction Logs (1.0 m3) from the [Contested Caldari Mining Facilities](#) in Friggi.

Notes/hints: The transaction logs are dropped by the cruiser designated Motani Ihura which is located at the Contested Veldspar Field stage of the complex

Mission name: Nefarious Business – Friendly Competition (3 of 4)

Mission type: Encounter

Mission briefing:

A few independent gun runners have been poking their noses around in my system, undercutting my business. I've decided this won't go on any longer, and they will have to die. If you want to act as the arbiter of my wrath, I'll reward you handsomely. I don't know if these fellas are working for someone or if they're acting independently, but if you succeed in your task it won't matter anyway. So what do you say?

Objective: Destroy all guards.

Deadspace stage 1 guards:

2 Gun Runner (cruiser) 27500/25000 ISK

2 Gun Runner (frigate) 10000/9500 ISK

Notes/hints: The frigates web and warp scramble.

Mission name: Nefarious Business – Texas Scramble (4 of 4)

Mission type: Courier (**Important!**)

Mission briefing:

Okay, there's been a spot of trouble. It seems the gun runners you hit for me earlier weren't no small timers, but contractors for a much bigger individual, one I'm not so sure I want to go up against. For your sake as well as mine, I need you to remain absolutely quiet about the business we've done together. I also need you to do one last job for me, one which I'll pay you handsomely for. I'm going to lay low for a while, so I need to set up a paper trail leading to somewhere else while I prepare to make my escape. If they find me here, I'm done for.

I need you to take these documents and get them to an associate of mine in a nearby station so he can start pulling the wool over their eyes. This is extremely important, and if you do this for me I'll give you one of my prized "Revolver" Railguns, tweaked to perfection by my very own self. What's your answer?

Objective: Transport 1 Doctored Arrivals & Departure Logs (0.1 m3) to given destination.

Notes/hints: None.

Agent name: Akemon Tolan
Location: Contested Guristas Outrider Post
System: Otomainen
Agent Corporation: Imperial Navy
Agent level: 4
Listed difficulty rating: 7.5
Mine difficulty rating: 4

Mission name: Escape from the Lion's Den – Mission Impossible (1 of 3)

Mission type: Trade/hunt

Mission briefing:

Unbelievable. I never expected to get out of this hell-hole in one piece. I've been stuck here for the last few days, tortured day and night by Guristas scoundrels trying to find information I don't have! It's been a total nightmare so far ...

However freeing me isn't as easy as it sounds. And I won't tell you how, until you prove to me that you're telling the truth. For all I know, you could be a Guristas agent in disguise, looking for security breaches.

To prove your worth, bring me Jakon's head. Jakon Tooka is the Blood Raider criminal I was sent here to capture over a year ago. Banished from the Blood Raider territories and with me on his tail, he had no choice but to flee.

After many months of searching for him, I finally discovered his scent here in Okkelen. I tracked him down to Otitoh, but that's as far as I got. A Guristas fleet ambushed us, killing everyone save myself. Since then they have kept me here in this run-down prison facility, attempting to scrounge out any valuable information that I have.

Once I have proof that Jakon is slain, I can return home with pride. I would rather spend my last hours in this stinking cell than fly back to the Emperor with my tail behind my legs. I will await your return anxiously, “name”.

Objective: Provide 1 Jakon's Head (0.1 m3) from the [Otitoh VII – Moon 19](#) deadspace complex in the Otitoh system to agent.

Notes/hints: Jakon Tooka has a very low spawn rate so it is better to acquire his head before accepting this mission.

Debriefing: Incredible! You have succeeded where I failed, “name”, and for that I salute you. You can find your reward in my belongings near the entrance of the prison.

Mission name: Escape from the Lion's Den – Key to Survival (2 of 3)

Mission type: Trade/hunt

Mission briefing:

The reason I haven't asked you to release me from this habitation module yet is simple, if I leave the prison structure I die. The Guristas commander, Myrkai, had a micro-sized explosive device implanted into my brain. It activates as soon as I leave the area, or if someone tampers with it. They didn't say how powerful the explosion would be, but probably enough to destroy any ship I am in along with myself.

Upon checking the data logs here in the prison after you opened my cell, I discovered a device which acts as a remote control for the bomb inside my skull, apparently it's the only thing that can deactivate it. But I can't access this device, it requires a data chip that only Myrkai has access to. I'm convinced Myrkai has it stored in the officer's quarters near the prison, where he resides. If you could just find it for me, I'd be eternally grateful.

You'll find the officer's quarters nearby, but I warn you, it's equipped with a very high tech EM forcefield. It might take you a while to destroy it, and as soon as the guards at the lookout posts notice you firing on the structure they will attack.

Objective: Provide 1 Myrkai's Data Chip (0.1 m3) from the same stage as the agent is located at.

Notes/hints: The data chip is dropped by the Guristas Officer's Quarters structure.

Debriefing: Great work! I'll get right to disabling this damn explosive device.

Mission name: Escape from the Lion's Den – The Getaway (3 of 3)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

Now that I've disabled the explosive device preventing me from leaving this place, it's time to make my getaway. I managed to forge some documents, using the prison's central computer, that should allow me to escape the Guristas installation unharmed, but they require that I fly a Guristas Shuttle. The documents say I am being moved to another installation in Okkelen, this should allow me to leave unharmed. Although I'm no expert on Caldari ships, I've had some basic training that should be adequate to fly those shuttles.

I know you're probably eager to bring me along in your own ship, "name", but I'd rather not risk your life needlessly, nor my own. This plan of mine is pretty much fool proof, as long as you can get the shuttle here in time. I don't know how you managed to get in here before, but I'm sure you can do it again.

You'll find a Guristas shuttle in their supply depot within this complex, to get past the acceleration gate you'll need a Guristas Crystal Tag. Once you've brought it here I'll reward you generously.

Objective: Provide 1 Guristas Shuttle (500.0 m3) from the fourth stage of the deadspace complex the agent is located in.

Notes/hints: The Guristas Shuttle is dropped by the Shuttle Storage Silo structure. Note the no Guristas Crystal Tag is required to complete the mission.

Agent name: Akira Helkelen
Location: Rush Town Ruins
System: Otomainen
Agent Corporation: Zainou Biotech
Agent level: 3
Listed difficulty rating: 7
Mine difficulty rating: 3

Mission name: A Mad Scientist's Dream – Payment (1 of 5)

Mission type: Courier

Mission briefing:

Good of you to stop by, "name"! And you couldn't have chosen a better time to show up — I've got some things that need to be taken care of, and you seem like the perfect pilot for the job.

It has been my goal for the past two decades to terraform this beautiful planet, Otomainen V, which we locals call Oshuron. Its temperature is extremely hostile to human life at present, but I believe its position in the solar system and its abundant supply of frozen H₂O and CO₂ makes it perfect for terraforming. I've even come to the conclusion that scientists residing in this once prosperous community here, in Rush Town, had plans to start the terraforming themselves, but never got around to it before the exodus.

To start the process, I need to acquire a form of extremely simple microorganism that has the ability to survive the terrible conditions on the icy planet. I've located a number of hot springs far beneath the surface that are ideal for harvesting microorganisms, and I believe they will eventually cause a chain reaction on the planet that will lead to a thickening of the atmosphere and thence to global warming.

Now, I'm sure you're thinking, "Where do I fit into your marvelous scheme?" Well, all I need you to do is bring this stack of sealed containers, filled with old goods I scavenged from the ruins in the area, to an acquaintance of mine at Helkelen's Blackbird in Otomainen. Once that task is complete, I will receive a passcard to a stash of viral agents that have been genetically modified to withstand extreme temperatures, which is exactly what I need to start the terraformation process. But enough of that.

Finish your first task and then I will tell you what to do next. Just don't lose the passcard!!

Oh, and if you're on time, I might even give you some ISK for your troubles.

Objective: Transport 10 Large Sealed Cargo Container (1000.0 m³) to given destination.

Notes/hints: By completing the mission you are rewarded 1 Private Citizen Tsuna's Passcard (0.1 m³) which is used at the entrance stage of the [Tsuna's Private Compounds](#) deadspace complex in the Otomainen system.

Mission name: A Mad Scientists Dream – Simple Microorganisms (2 of 5)

Mission type: Trade/search

Mission briefing:

Alright, now that we have the passcard, it's time to get the goods. The viral agents that I need are located in a small secluded area near our moon, guarded by Mordu's ships. The Legionnaires were hired by Tsuna Qayse, an obnoxiously wealthy Caldari State citizen who happens to be a major shareholder in the Nugoeihuvi Corporation. She hired the mercenaries to protect her assets, which include the viral agents you are to retrieve for me. My source within the Mordu's Legion — the same person who provided us with the passcard — tells me Qayse intends to sell the viral agents on the black market. Unfortunately I don't have the kind of money she's asking for, but that's where you come in.

I want you to fly to her compound in Otomainen and retrieve the stash. You might encounter some resistance from Mordu's guards within the complex, but just try avoiding any direct confrontation. The viral agents are located in a secure location within a high-tech science laboratory in the first area of the complex. The passcard will get you through the acceleration gate.

When you find the science labs, destroy them and retrieve the viral agents. They won't be harmed in the explosion, as they are protected by a safety evacuation system, according to my source. Find the ejected container after the labs have been obliterated, and grab them. Bring them back to me immediately, and just ignore the Legionnaires who may attack you as you attempt to destroy the science labs. Sounds simple, doesn't it!?

You'll be well rewarded for your efforts.

Objective: Provide 400 Potent Viral Agent (200.0 m3) from the first stage of the [Tsuna's Private Compounds](#) deadspace complex in the Otomainen system to agent.

Notes/hints: The viral agents are dropped by the Science Lab structure. Note: as a bonus for completing this mission you are rewarded 500 Metal Scraps (2500.0 m3) and you cannot turn in the mission unless you have cargo capacity to carry that or let the timer for the bonus reward time out.

Debriefing: Magnificent! I just can't wait to test my theory...!

Now, don't *you* look at me like that. I never said my plan was foolproof. I've only done, er, preliminary calculations on the effects these viral agents will have on the planet, true ... but it's worth a try! And if this works, Zainou will make a fortune, and maybe I'll be able to redeem myself within the scientific community!

Mission name: A Mad Scientists Dream – Transportation (3 of 5)

Mission type: Trade/search

Mission briefing:

Wonderful! However, now that I have the viral agents, I need a way to transport them down to the planet's surface. I'd like a small ship, one that's easy to fly and can maneuver handily in the harsh atmosphere of the planet. A shuttle will do nicely. I only know how to fly the Caldari one, so you'll have to bring me that specific type.

Don't tarry, my life's work depends on this!

Objective: Provide 1 Caldari Shuttle (500.0 m3) to agent.

Notes/hints: The shuttle can be bought of the market or produced yourself if you so desire.

Mission name: A Mad Scientists Dream – The Drill (4 of 5)

Mission type: Trade/search

Mission briefing:

Alright, now that I have the shuttle, there's just one more thing I need before I can get started. To infest the hot springs with these microorganisms, I will need to get to them through an enormous ice sheet. The only way to do that is to have an extremely powerful drill. And I know just the place to acquire one. Well, actually, four.

Jorek Lephny is an old mining tycoon who has been operating in the asteroid belts and moon orbiting Otomai V for quite some time. The old coot has a mining outpost equipped with a hoard of high-tech drilling equipment, among other things. These drills should do the trick for me, but I need at least four of them in case of breakage or malfunction, which is quite likely due to the scope of the task at hand. The only problem is this: Lephny is extremely paranoid, and we had a falling out of sorts a few years back when I, er, borrowed some of his minerals to construct my lab equipment. He has also had to deal with many pirate attacks through the years and, as a consequence, recently hired a seasoned mercenary veteran from the Mordu's Legion to protect his assets. This mercenary operates a battleship, and he might pose some problems for you if Lephny refuses to hand over the drilling parts willingly.

You will find Lephny's mining outpost in a small asteroid belt near here. There is an acceleration gate close by, inside Rush Town, which will send you to it. Once there, use any means necessary to get those drilling parts! They are located inside the mining outpost itself. Good luck.

Objective: Provide 4 Drill Parts (400.0 m3) from the [Rush Town Ruins](#) deadspace complex in the Otomai V system to agent.

Notes/hints: The drill parts are dropped by the Lephny's Mining Post structure which is located in the Otomai V Mining Operations stage of the complex.

Debriefing: Now that I have the drill parts, it's just a matter of assembling them and getting them to work! I can't wait!

Mission name: A Mad Scientists Dream – Last Hindrance (5 of 5)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

I am now on the verge of starting my project, but there is one last hindrance to be eliminated. There is a suspicious-looking craft hovering by a lone rock formation near here. I've tried hailing it, but I get no response. The ship is registered to Ratei Jezzor, whom I have never seen before in these parts. I'm convinced he is an agent working for Caldari Customs, here to spy on us.

I'd like you to take care of him for me, “name”. This task will be the last one I give you, I am sure, before I'm on my way into the great annals of history. Just make certain he doesn't bother me when I make my descent to the planet. My life's work depends upon it!

When you finish this final job, you will have done me a great service that I can probably never repay in full. But I hope you'll like my gift — it's an ultra-rare mineral that I scavenged from one of the ruins here in Rush Town. I have no use for it, but you might.

I hope you know what I meant when I said, “Take care of him”...

Objective: Provide 1 Ratei's Insignia (0.1 m3) from the entrance stage of the [Rush Town Ruins](#) deadspace complex in the Otomainen system to agent.

Notes/hints: The insignia is dropped by the cruiser designated Ratei Jezzor which is located at the same stage as the agent. By completing this mission you are rewarded 1 Neophite (0.1 m3) that is used in the first story line mission by [Ryoke Aura](#) in the Otitoh system or in the third storyline mission by [Goru Nikainen](#) in the Otomainen system. As Ryoke gives you the neophite back after completing his storyline mission chain and Goru do not, it can be advised to go to Ryoke before Goru.

Debriefing: Excellent! Now everything is in place for this historic moment. I can just smell the sweet scent of success! Once the ice blue planet has turned green, my pesky colleagues will be forced to admit they were wrong about me.

Nyahahahaaaaa!

Agent name: Anou Dechien
Location: Abandoned Astro Farm
System: Vahunomi
Agent Corporation: Archangels
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 2

Mission name: The Break In Expert - Wiretap (1 of 3)

Mission type: Courier

Mission briefing:

I've been hired by my Corp mate Krakan Rost for a certain job he's planning. Go talk to him for details, if you haven't already. Anyway, I need some help from you. I have here a wiretap device that I need to get into the local State and Region Bank station. The only problem is that I have a history with that particular branch of the bank and can't enter it myself. I'll pay you well for such a small job. Just take the plant I've hidden the wiretap in and place it anywhere in the bank. I will take it from there and tap into the surveillance mainframe.

Objective: Transport 1 Wiretap Plant (0.1 m3) to given destination.

Notes/hints: None.

Mission name: The Break In Expert - Sabotage (2 of 3)

Mission type: Courier

Mission briefing:

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

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

Objective: Transport 1 Dynamite Crate (80.0 m3) to given destination.

Notes/hints: None.

Mission name: The Break In Expert – Keychain (3 of 3)

Mission type: Trade/search (**Important!**)

Mission briefing:

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

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

Objective: Provide 1 Assistant's Keychain (0.1 m3) from the first stage of the [Contested Kazka Headquarters](#) deadspace complex in Sakkikainen to agent.

Notes/hints: The Assistant's Keychain drops from the Kazka Brothel structure which is located in the Kazka Control Tower stage of the complex.

Agent name: Arato Sirkya
Location: Hangman's Hill
System: Ihakana
Agent Corporation: Guristas
Agent level: 3
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: High Noon – A Few Cards Short (1 of 2)

Mission type: Trade/hunt

Mission briefing:

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

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

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

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

Objective: Provide 1 Garp Soolim's ID Tag (0.1 m3) from the [Contested Caldari Mining Facilities](#) deadspace complex in the Friggi system to agent.

Notes/hints: The ID tag drops off Garp Soolim who is located in the Contested Scordite Field stage of the complex

Mission name: High Noon – (2 of 2)

Mission type: Courier (**Important!**)

Mission briefing:

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

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

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

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

Objective: Transport 250 Rocket Fuel (500.0 m3) from agent to given destination.

Notes/hints: None.

Agent name: Arvo Watanen
Location: Devil's Dig Site
System: Otitoh
Agent Corporation: Science and Trade Institute
Agent level: 3
Listed difficulty rating: 5.5
Mine difficulty rating: 3

Mission name: Artifact Excavations – Food for the Needy (1 of 5)

Mission type: Trade

Mission briefing:

So good of you to drop by, “name”. I've been looking for a freelancer to do a few tasks for quite some time. You see, I'm one of the chief supervisors of the STI archaeology team here in the Devil's Dig Site, and we've encountered a few problems recently that we need help solving.

Your first task is to retrieve a large quantity of frozen food to feed the wretched pilgrims who are camped in the asteroid bunkers near here. The last shipment of food still hasn't arrived, and some of them have become desperate. We'd rather not have a riot on our hands, so I'd like you to retrieve enough food to last them a few more days, until we can figure out why that last shipment didn't make it.

These pilgrims are mostly just poor souls who believe this dig site may contain relics of religious importance. Some are simply tourists who wish to take a look at the site with their own eyes, and our daily tours through the ancient ruins and relic museum have been a valuable fundraising mechanism for us in the past. So a famine crisis here would not only cause a riot, but it would be bad for business as well.

I suggest you look for the food somewhere on the market nearby. It's bound to be sold somewhere in The Forge.

Objective: Provide 500 Frozen Food (250.0 m3) to agent.

Notes/hints: The frozen food has to be purchased off the market.

Debriefing: Well done, “name”! I'll have this food shipped directly to the pilgrims' quarters. And you'll be glad to hear I have another assignment waiting for you.

Mission name: Artifact Excavations – Tools in Short Supply (2 of 5)

Mission type: Courier

Mission briefing:

The second task I'm going to give you is to retrieve a large shipment of research tools from our friends in Lai Dai, from their station in Sakkikainen VI - Moon 1 - Lai Dai Corporation Factory. We ordered the tools a few weeks ago and they are finally ready, but our contract with Promptus Delivery recently expired, so we've had to look for other non-conventional means to get them here.

If you can get this done within a few hours, I might even throw in a bonus. How does that sound?

Objective: Transport 50 Research Tools (50.0 m3) from given destination to agent.

Notes/hints: None.

Debriefing: Oh. Good. These tools will definitely come in handy; our staff has doubled in the past year and we've been severely lacking in high-tech equipment. Talk to me again in just a moment if you'd like some more work!

Mission name: Artifact Excavations – Bandits Beware (3 of 5)

Mission type: Trade/hunt

Mission briefing:

We've finally figured out why the food supply convoy hasn't made it here yet: Apparently it was ambushed by a gang of bandits led by a local Minmatar scoundrel, Makele Kordonii. He's loosely allied with the Angel Cartel organization, which has some small influence in Okkelen, and has a gang of Caldari outlaws under his control. He has a hideout near one of the moons of Otitoh VI, from which he launches his attacks on unwary passersby. This latest attack was the last straw! I demand that he be brought to justice once and for all. Find him at his hideout, then bring his identification tag to me. you'll be well rewarded for your efforts.

Objective: Provide 1 Makele's Tag (0.1 m3) from the [Otitoh VI – Moon 2](#) deadspace complex in the Otitoh system to agent.

Notes/hints: Makele Kordonii is located at the first stage of the complex.

Debriefing: Good! Makele will bother us no more, at least not until those bastards in the Cartel manage to clone him. You've done me good service; I have some other work for you.

Mission name: Artifact Excavations – Final Blow (4 of 5)

Mission type: Trade/hunt

Mission briefing:

Makele's gang is still at it, even after his death. This time a convoy of simple pilgrims was completely obliterated barely 1 AU from our dig site. This is completely unacceptable. I would like you to deliver another blow to the pirate scum that infest our troubled system. Once you have collected enough of their identification tags, then return to me for your reward.

Objective: Provide 25 Bandit Spur (2.5 m3) from to agent.

Notes/hints: The spurs are dropped by Bandit type of pirates that are found in the various deadspace complexes throughout the constellation.

Debriefing: Again you surprise me with your vigor and ingenuity, “name”. You are a fine pilot. If you’re willing, I have one final task for you before you leave.

Mission name: Artifact Excavations – Deliver the Special Report (5 of 5)

Mission type: Courier (**Important!**)

Mission briefing:

As a final favor, “name”, I’d like you to bring this special report to our colleagues in the School of Applied Knowledge, who are co-organizing this project of ours here in Devil's Dig. The report details our progress for the past month, including the defeat of Makele and his pirate goons. Because of all the commotion recently, I completely forgot to send our monthly report in the last convoy heading toward Sakkikainen VI - Moon 8 - School of Applied Knowledge. Our relationship with them is already strained, given the recent setbacks, and I'd rather not complicate matters further by being late when it comes to such important matters. I'm already nervous thinking about the next project manager's meeting I have to attend with their employees...

Get this done for me in time, and I'll reward you generously.

Objective: Transport 1 Data Sheets (1.0 m3) to given destination.

Notes/hints: None.

Debriefing: You’ve been a great boon to me in these difficult times, “name”. I’m afraid I don’t have any more work for you, but I’m sure we’ll meet again someday. Feel free to stop by the ancient ruins here sometime, and bring the family! I’d love to show you some of the artifacts we’ve discovered in the last few years.

Agent name: Chichiro Rati
Location: Shady Acres
System: Ihakana
Agent Corporation: Caldari Navy
Agent level: 4
Listed difficulty rating: None.
Mine difficulty rating: 4

Mission name: The Regiment – Stolen Deed (1 of 4)

Mission type: Trade/hunt

Mission briefing:

Are you settling here in the Shady Acres as well? No? Lucky for you. My regiment retired last year after decades with the Navy. Our retirement gift was a piece of land in the Shady Acres. I can see the wisdom in it from the State's point of view; who are better suited to settle a bandit-infested territory than a group of Navy veterans? But that doesn't mean I have to like it. I was hoping that after a lifelong service they would cut me a little slack in my final days. But if life in the Navy has taught me anything it is never to give up.

I'm the first of my regiment to arrive here, the others will arrive in the next few weeks. I'm aiming to make this place a little friendlier for their arrival than it was for me. A few days after I arrived this guy came along claiming he was a representative for the Shady Acres development firm. He even had credentials to back up his claim and everything. In my naivety I lent him the deed to my land here. He took it and I haven't seen him since. I've heard rumors that he's hanging out in the old mining facility over in Friggi system. Along with a lot of other bandits, I understand. All I can tell you is that he was a member of the black mask gang, so concentrate your search on them.

I'm stuck here guarding my possessions, this territory is much too dangerous for me to leave them alone for even an hour. I would be much obliged if you could get my deed back. So much so that I would be willing to give you some navy issue ammo for your trouble.

Objective: Provide 1 Shady Acres Deed (0.1 m3) from the [Contested Caldari Mining Facilities](#) deadspace complex in the Friggi system to agent.

Notes/hints: The deed drops occasionally from the Black Mask Bandit battleships which are located at the in the Contested Plagioclase Field stage of the complex. Note that Sanku Pansya, who is also located at this stage, needs to be killed for the final mission in this mission chain.

Mission name: The Regiment – Arms Race (2 of 4)

Mission type: Encounter

Mission briefing:

The bandits here in Ihakana aren't too happy with all these Caldari settlers coming here. Who can blame them? This constellation has been their little playground for years and now suddenly the State is arriving in force, effectively putting the bandits in a straight jacket. But they're planning something big, I can feel

it in my bones. Call it an old warhorse's instinct, if you will.

I've pulled some strings with some friends in the Navy. One of them gave me the coordinates for a location favored by the local bandits for smuggling. And from another I got reliable news that a large shipment of armaments is due to be smuggled into the system. Even an old army idiot like me can put two and two together. The arms dealers are using the place as a rendezvous and if we could take them out in a lightning strike it will save us all a lot of grief down the road.

Now, be careful. These bandits are not taking any chances, so don't expect them to be sitting in some indies waiting to be taken out. From past experience with these guys they're probably using battleships as smuggling vessels. I'm giving you some top-notch torpedoes as a reward for this mission, that should be incentive enough for you to round up a posse and take these guys down.

Objective: Provide 1 Rifles (2.0 m3) to agent.

Deadspace entrance stage:

3 Bandit Arms Dealer (battleship) 187500 ISK

Notes/hints: The last of the arms dealers destroyed drops the rifles.

Mission name: The Regiment – Break Out (3 of 4)

Mission type: Encounter

Mission briefing:

It seems these cursed bandits are more clever than I gave them credit for. They've become aware of my attempts to weaken them and are paying back in kind. Not since I was serving against the Anarchists way back when have I encountered such ruthlessness. My fiancé, Nakyo Fukoren, was making her way out here on my bequest. We've been looking forward to finally being able to settle down and start a family together. But she was ambushed on the way and kidnapped.

She's being held in a secret prison facility operated by the local bandits. I called in all the favors owed to me to get this information, but I don't care. Nakyo is everything to me. I'm even willing to offer you all my life savings as a reward if you can get her back to me. And if you get her back to me within the hour I'll even throw in a very rare BPC.

The jail she's being kept in is a high-security one, with stasis cells to make any break out attempts impossible. But those stasis cells are going to help us to set her free after all. They can withstand massive explosions, even the destruction of the jail itself. And that's exactly what I want you to do. Once you've blown up the prison, the stasis field around the cells will quickly run out of its internal power batteries. Then you'll be able to pick Nakyo up, but you'll have to act quickly because she will be exposed in space once the stasis field goes down. Please hurry, “name”, I could never forgive myself if something happened to her.

Objective: Destroy all guards and provide 1 Nakyo Fukoren (1.0 m3) to agent.

Deadspace entrance stage:

5 Bandit Jailor (battleship) 250000 ISK

4 Prison Cruise Missile Battery (missile battery) 55000 ISK

Notes/hints: The Bandit Jail structure drops Nakyo Fukoren upon destruction.

Mission name: The Regiment – Unforgiving (4 of 4)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

I'm totally devastated, “name”. Those filthy bandits ravished my beautiful Nakyo while she was in their hands. Now she is but a broken shell, always breaking down in sobs and flinching every time I try to touch her. It's unbearable. I'm not usually a vengeful man, but these beasts went too far. I want you to be my avenging angel. Excuse me for sounding so melodramatic, it's my grief talking.

I know the name of the man that gave the orders for the kidnapping and mistreatment of my fiancé, one Sanku Pansya. He and his gang hang out in the contested mining facility over in Friggi system, I'm sure you know where to find it. I want that son of a gun dead. Bring me his head as proof that his evil doings have been avenged. You will receive a great reward for doing this, a blueprint copy I intended to pass down to my first born son. I fear he may never be conceived now.

Objective: Provide 1 Pansya's Head (0.1 m3) from the [Contested Caldari Mining Facilities](#) deadspace complex in the Friggi system to agent.

Notes/hints: Sanku Pansya is located in the Contested Plagioclase Field stage of the complex.

Agent name: Daitsu Ikonen
Location: Settler's Waystation
System: Sakkikainen
Agent Corporation: Ishukone
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: The More the Merrier

Mission type: Trade/search

Mission briefing:

The Chief Executive Panel may have charged only a couple of the mega-corporations with the task of settling Okkelen, but that doesn't mean the others have to sit idle by on the sidelines and watch Lai Dai and NOH hog all the glory. And all the riches, more importantly.

Ishukone wants to keep a watchful eye on the goings on here. I'm one of several covert and not-so covert operators roaming the constellation gathering intelligence. Personally, I'm particularly interested in the spy station operated by the Guristas pirates over in Airmia. Why spend a lot of time and resources to do something that others are already doing? If you are proficient hacker and have all the right equipment, you could do much worse than snoop around there and collect some choice tidbits to sell to information peddlers such as myself.

Objective: Provide 2 Guristas Light Weapon Console (0.2 m3) from the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: The Light Weapon Consoles can be found inside the Guristas Data Storage and Guristas Encrypted Data Storage structures that are located in the Guristas Spy Station stage of the complex.

Agent name: Emma Tharkin
Location: Gate to Friggi
System: Otitoh
Agent Corporation: Caldari Navy
Agent level: 4
Listed difficulty rating: None.
Mine difficulty rating: 0

Mission name: <unknown>
Mission type: Trade/search
Mission briefing:
<unknown>

Objective: Provide 30 Guristas Gold Tag (3.0 m3) to given destination.

Notes/hints: You are rewarded 1 Caracal Navy Issue blueprint copy (2 runs) when completing this mission. The Guristas Gold Tags are randomly dropped by Guristas types of pirates all over the New Eden star cluster.

Important: You need an effective faction standing with the Caldari State of 9.2 or more to be able to start this mission.

Agent name: Eteri Tazaki
Location: Devil's Dig Site
System: Otitoh
Agent Corporation: Lai Dai Protection Service
Agent level: 3
Listed difficulty rating: 5.5
Mine difficulty rating: 3

Mission name: Foul Play – Organizing the Search (1 of 3)

Mission type: Courier

Mission briefing:

So you're the cigar smokin' traveler people have been talkin' about in these parts, eh "name"? I've got just the job for you, a lil risk involved but nothin' someone with your abilities can't handle. You see, there was a terrible, *terrible* crime committed here in Otitoh recently, in the Lai Dai station. A dastardly sexual predator by the name of Ryoke Aura raped a young woman, my wife to be exact, in her quarters while I was away on duty. The no-good sheriff in these parts hasn't been able to track him down yet, and I think he's even given up on the search.

I can't let this pass, my wife deserves better! I want to inform the media about this, maybe if they plaster the bastard's face all across the region someone will notice him and contact the proper authorities. Bring this holoreel to <station>, my friend in the media center there will make sure it's shown on State television at least once in the next week. It depicts the suspect leaving my wife's bedroom in a hurry, with his cloths all ruffled up like he had just put them on.

Objective: Transport 1 Holoreels (0.5 m3) from agent to given destination.

Notes/hints: None.

Mission name: Foul Play – Ryoke's Friend (2 of 3)

Mission type: Trade/hunt

Mission briefing:

It's now time to take the law into our own hands, "name". Since the Sheriff is completely incompetent, we have no choice. I've done a little background research on Ryoke, and I've discovered that he has a close relative living near here, in Ihakana. If anyone knows Ryoke's whereabouts, it would be this guy. He's called Zvarin Karsha, and is a small time peddler dealing in foodstuffs and other goods. I heard he and his escort are currently located near the State and Region Bank in Ihakana. Go there and find him, then bring him alive to me. You will be well rewarded for your efforts.

Just a word of caution, Zvarin has a powerful escort which you'll properly have to deal with. Don't go unprepared.

Objective: Provide 1 Zvarin Karsha (3.0 m3) from the [Ihakana VI – State and Region Bank Investment Bank](#) deadspace complex in the Ihakana system to agent.

Notes/hints: Zvarin Karsha is dropped by the ship of the same name.

Mission name: Foul Play – Finding Ryoke (3 of 3)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

I've managed to force Zvarin to cough up the location of his nephew, Ryoke. He admitted that Ryoke was actually a Guristas Pirate! I should have known it would turn out this way ... not only is this guy a rapist but he's also a member of the most feared criminal organization in the Forge!

Zvarin also gave me the location of his nephew. It took some 'convincing' on my part, but eventually he gave in. Ryoke is apparently on duty in the Guristas Stronghold in Otomainen. They use the area as their main base of operations in this constellation. Bring me his head, on a plate if possible. Nyhaha!

Objective: Provide 1 Ryoke Laika (1.0 m3) from the first stage of the [Contested Guristas Outrider Post](#) deadspace complex in the Otomainen system to agent.

Notes/hints: Ryoke Laika is dropped by the ship of the same name which is located in the Contested Veldspar Field stage of the complex.

Agent name: Fumiku Viljanen
Location: Foul Creek Ranch
System: Otomainen
Agent Corporation: Science and Trade Institute
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: Deadly Diplomat
Mission type: Trade/search
Mission briefing:

I'm working toward my doctorate in Archaeology from the Science and Trade Institute. I'm already done with my thesis, but before my advisory committee allows me to submit it, they're demanding I get some more field experience. So they've sent me out here to collect some artifacts from the fabled dig sites here in Okkelen.

I've been out here for some time trying to get into these areas, but to no avail. I'm simply outclassed. The main dig site is over in Otioh, but the excavation there is heavily infested with rogue drones, so it's very hard getting anything from there. I've heard rumors that something of interest might be found here in Otomainen, but I haven't found anything substantial yet. But I have one good lead. I understand that the artifacts the infamous Kazka bandits have pillaged or looted throughout the constellation are stored in their headquarters over in Sakkikainen.

If you're willing to help, assuming you have some basic knowledge of archaeological practices, I think that Sakkikainen is the best bet for finding something of interest that is not too dangerous to collect. My committee is mainly interested in old manuscripts, so if you could find something of that nature, I would be willing to pay you good money for it.

Objective: Provide 4 Talocan Sketch Books (4.0 m3) from the [Contested Kazka Headquarters](#) deadspace complex in the Sakkikainen system to agent.

Notes/hints: The sketch books regularly spawns within the Looted Data Processor structures in the Kazka Trophy Room stage of the complex.

Agent name: Goru Nikainen
Location: Foul Creek Ranch
System: Otomainen
Agent Corporation: Nugoeihuvi Corporation
Agent level: 3
Listed difficulty rating: 5.5
Mine difficulty rating: 3

Mission name: Gambler's Debt – The Stolen Shuttle (1 of 3)

Mission type: Trade/search

Mission briefing:

I used to be a respectable Caldari State citizen, with an unfortunate habit of finding myself in the nearest casino whenever I am on vacation. It so happens that a few weeks ago, when I was spending the night in the Diamond Ace Den, I got caught up in a bet with someone I shouldn't have. I was drunk at the time and not thinking straight, but excuses aside I lost the bet and didn't have the cash available to pay for it. So you see I'm kind of in a ... erm ... tight spot at the moment.

I've been hiding here ever since the incident in the Den. Nobody ever comes to these old ruins, so I'm pretty sure I'll survive. But I'm terribly bored, this feels like a prison to me. So you must help me clear my name, it's the only way I'll be able to leave this place with my head intact.

The man who won the bet against me is Jakon, an infamous Amarrian scumbag of the Blood Raider cult. He lives in Otitoh along with his Kazka Bandit friends. I wouldn't approach him if I were you, rumor has it that he can kill a man simply by looking at him. I don't know if it's true or not, but just stay clear of him will you.

Anyway, my first problem is that I lost my shuttle when I made my hasty escape from the Diamond Ace Den after I lost the bet. I had parked it outside but it was surrounded by Kazka goons, so I had to find another means of escape. The shuttle has some valuables on board, just some family photos and personal information, nothing a pirate would care for. Not to mention I received it as a birthday present from my father, and I definitely wouldn't want him to find out about my current situation.

Your first task is to retrieve this shuttle for me. Bring it here and I'll reward you well. You'll find it near one of the moons orbiting Otitoh VII, which is pretty close to the Diamond Ace Den. I tried going back after it myself just after I escaped, but I fled when I saw all the Kazka ships guarding it. I forget which moon it was, you'll have to find it yourself, can't be too hard though. Also, expect a number of cruisers as well as warp scramblers guarding it. You'll probably need friends to help you out clearing the guards, as well as an industrial to transport the shuttle to me. Jakon probably expects me to show up sooner or later looking for my shuttle, so he'll keep it there until he finds me.

Objective: Provide 1 Goru's Shuttle (500.0 m3) from the [Otitoh VII- Moon 19](#) deadspace complex in the Otitoh system to agent.

Notes/hints: The shuttle spawns inside the Kazka Loot Container which is found at the site.

Debriefing: Amazing! I didn't expect you to come back in one piece, "name" But now that you're back, with my shuttle, I'm starting the will to go on. I've been on the verge of suicide for the past days while hauled up in this barren dust-strewn wasteland, but you've just given me hope again! Stick around, there's just a couple more things I need you to do for me before we're through.

Mission name: Gambler's Debt – Dopamine Needed (2 of 3)

Mission type: Courier

Mission briefing:

To ease my suffering, I require my entertainment systems. I left them on <station> before I set off to the Diamond Ace Den, and I'm sure Jakon has some friends of his snooping about the area incase I try to get back to my apartment there. You'll have to be extra careful not to be spotted, I wouldn't want them following you back here, that would be the end of me for sure.

You might be asking yourself, why does he want these items of his if he's gonna escape from this place anyway? Well simply put, I can't trust my life with you "name", the Kazka Bandits are just too powerful in these parts. If something happens to you, I wouldn't want to be stuck here for the rest of my life without anything to pass time with.

Objective: Transport 5 Consumer Electronic (10.0 m3) from given destination to agent.

Notes/hints: None.

Debriefing: You did good, "name". Now there's just one thing left to be done, clear my name!

Mission name: Gambler's Debt – Repay the Debt (3 of 3)

Mission type: Trade/search (**Important!**)

Mission briefing:

There's just one final task I need you to complete. And that is to help me acquire the one item that will help me clear my name. I'm looking for a piece of neophite mineral, which is an extremely valuable mineral found in very remote areas of the galaxy. I am certain that Jakon will forget my bet in exchange for this priceless item. I've heard that you can find it somewhere in Okkelen, but I can't be too sure. If you stumble upon it in your travels, then let me know. Don't bother accepting this mission if you don't have it or know how to acquire it, because I have no idea where to find this item.

Objective: Provide 1 Neophite (0.1 m3) to agent.

Notes/hints: The neophite is obtained from either the last storyline mission by [Akira Helkelen](#) in the Otomainen system or by the last storyline mission by [Ryoke Aura](#) in the Otitoh system. As Ryoke also requires neophite to start his mission chain it can be advised to get the neophite from Akira first, then hand it in to Ryoke and finish his storyline mission chain before accepting this mission.

Debriefing: Unbelievable! I wasn't even too sure that neophyte exists, but you found it! I'm forever in

your debt, “name”.

Agent name: Hansu Turu
Location: NOH Recruitment Center
System: Ishisomo
Agent Corporation: Nugoeihuvi Corporation
Agent level: 1
Agent quality: 0
Listed difficulty rating: None.
Mine difficulty rating: 1

Mission name: Nugoeihuvi Servant – Proving One’s Loyalty (1 of 3)

Mission type: Courier

Mission briefing:

So, you're interested in working for the Nugoeihuvi corporation, yes? This whole constellation is filled with riches, and I must admit, we could use some help in our quest to claim it all. Many large corporations have their eyes set on this place, but they won't get there before we do.

I have a few tasks for you. If you can complete them without messing anything up, perhaps we can begin to trust you. Firstly, I want you to take these weapons and deliver them to <station>. Our agents there are want to be well prepared should there be an uprising. The locals have been giving them some troubles lately and it’s time to show them who's boss.

Do you think you're up for it?

Objective: Transport 7 Nugoeihuvi Rifles (7.0 m3) to given destination.

Notes/hints: None.

Mission name: Nugoeihuvi Servant – Creating Trust (2 of 3)

Mission type: Encounter

Mission briefing:

Those weapons you delivered are being put to good use as we speak, “name”. You did an excellent job; I'm beginning to see your qualities as a pilot. I can start giving you some worthwhile assignments now.

We at Nugoeihuvi cannot allow any security liabilities; spies try to infiltrate our ranks every day, and because of that we have to be extremely careful of where we place our trust. If you wish to prove yourself to us further, then go to this location and destroy these targets. They pose a substantial security threat to our nearby operations, and that is something we cannot allow. Complete this and we can be sure you are not on their side.

Objective: Destroy all guards.

Deadspace stage 1 guards:

2 COSMOS Caldari Demolisher (frigate) 6500 ISK

1 COSMOS Caldari Invader (frigate) 2750 ISK
2 COSMOS Caldari Infiltrator (frigate) 2250 ISK
2 COSMOS Caldari Imputor (frigate) 1750 ISK
1 COSMOS Caldari Arrogator (frigate) 1250 ISK

Notes/hints: None.

Mission name: Nugoeihuvi Servant – Advancing in Rank (3 of 3)

Mission type: Courier (**Important!**)

Mission briefing:

Well, it seems this will be your last assignment for me. My commanding officers have noticed your abilities and want to give you some tougher assignments. This is the first step to greatness, my friend. Don't screw it up.

These reports contain your employment and assignment history. Take them to <station> for them to examine. If everything checks out alright, you can report back to me and I will tell you where to go next.

Objective: Transport 2 Nugoeihuvi Reports (0.2 m3) to given destination.

Notes/hints: None.

Agent name: Helmi Nakamuta
Location: Sentinel Rise
System: Friggi
Agent Corporation: Caldari Provisions
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 0

Mission name: Ranch Hand – Building Blocks (1 of 3)

Mission type: Courier

Mission briefing:

Greetings there, friend. The name's Helmi, Helmi Nakamuta. I'm here as an independent contractor working under the Caldari Provisions banner, subcontracting courier jobs to pilots who want them, helping to build this here frontierland. I got a job for you, if you want it. You need to be fast, though.

Got this shipment of construction blocks here need to get to the State and Region Bank station in Ihakana, one system over, reeal quick like. You bring 'em there within 20 minutes, I may have another job for ya.

Objective: Transport 150 Construction Blocks (600.0 m3) to given destination.

Notes/hints: Warning: Ihakana is a low security system and often gatecamped by player pirates.

Mission name: Ranch Hand – Relief Work (2 of 3)

Mission type: Courier

Mission briefing:

You did good on that last job, partner. I'm glad to have made your acquaintance.

I have a shipment of wheat here that needs to get to one of the settlements on Ishisomo III real fast. They're havin' a bit of a hard time foraging, what with the sparse natural resources on that old rock. If you can get this stuff to the Propel Dynamics Factory in Ishisomo within 10 minutes, it can be on the next suborbital shuttle down, and in some grateful family's belly tomorrow. What do you say?

Objective: Transport 560 Wheat (644.0 m3) to given destination.

Notes/hints: None.

Mission name: Ranch Hand – Oasis Bringer (3 of 3)

Mission type: Courier (**Important!**)

Mission briefing:

Glad you're back. There's an emergency in Vahunomi; a colony of archaeologists on one of the moons there have had an accident that rendered them devoid of drinkable water. Their distress call has only just been received, and due to factors of atmospheric interference we have no real way of knowing exactly

how long they've been down there without water.

I need you to bring this supply of water to the State and Region Bank Vault in Vahunomi as soon as humanly possible. If you make it there fast enough, I'll throw in a very special reward. Go. Hurry.

Objective: Transport 3000 Water (750.0 m3) to given destination.

Notes/hints: None.

Agent name: Hitami Magye
Location: Rush Town Ruins
System: Otomainen
Agent Corporation: Mercantile Club
Agent level: 3
Listed difficulty rating: 5
Mine difficulty rating: 3

Mission name: Mercantile Settlers – Confirmation for Your Good Intentions (1 of 5)

Mission type: Trade/search

Mission briefing:

Who are you? I sent a request to my colleague, Kochi Utrainen, to find some suitable mercenaries for hire to help us out on a few missions. If you are interested, I suggest you seek him out first. I won't deal with anyone who hasn't been approved by Kochi. Now leave me alone, please.

Well, if you have the voucher, then hand it over! If not, then get lost.

Objective: Provide 1 Utrainen's Employment Voucher (1.0 m3) to agent.

Notes/hints: The voucher is obtained by the last storyline mission from the agent [Kochi Utranian](#) in the Otomainen system.

Debriefing: Ah so you're not just some low life begging for work, eh. If Kochi found you acceptable, then I'm sure you're perfectly capable for the missions I have to offer. Now let's get started...

Mission name: Mercantile Settlers – Jorek Lephny (2 of 5)

Mission type: Trade/hunt

Mission briefing:

Before you begin I'd like to explain a few things to you, "name". I am Hitami Magye, of the Mercantile Club, which is a prominent corporation within the Caldari State. I came here with a little over 130 other settlers on a project put together by our Chief Operative, Anken Aronainen. Most of the others are miners or engineers, which are here to complete our building project in the area. We are building a small structure which is to serve as the Mercantile Club's headquarters in Otomainen. It is to serve as the meeting place between various State officials of this solarsystem. More you need not know.

The project has just started, but we've run into a few problems already. First of all, it was our intention to use the surrounding asteroid belts as a means to acquire minerals for maintaining our structures, as well as components for building extensions to them once we have imported the necessary equipment and facilities. The problem is this run-down craphole, which was supposed to be abandoned, apparently has some rather stingy inhabitants. One of them is a crazy old miner called 'Jorek Lephny', who refuses any sort of deal with us to share the vast wealth of asteroids near here, which he claims as his own.

His license ran out ages ago, so we decided to ignore him and mine the area anyway. That's when we

encountered his equally insane friend, Markus. Markus is ... or was ... part of Mordu's Legion, and was hired by Lephny who has made quite a fortune since he started strip mining the area. Markus is on a contract for Lephny to protect his assets from random pirate assaults, which I take it he has to deal with on occasion. However, I didn't expect him to attack law abiding citizens of the State ... but I was wrong. He destroyed our Badger and all our mining equipment on board, but allowed the miners to escape on the ejected capsule.

This is of course a treasonous act, and should be dealt with appropriately. I requested military aid from my superiors, but for some reason they would rather I use hired freelance mercenaries to do the job. Something about the legal implications ... anyway here is where you come in. Use one of the stargates in Rush Town to get to the asteroid belt where Lephny is currently stationed at. Find Lephny, and bring him to me. I will make sure he is brought to a mental institution where he belongs. I don't expect you to go up against Markus, he's way too powerful. Once Lephny has been take care of, I'm sure Markus will leave.

Just make sure you don't kill him, "name", if he's alive we will stand a better chance of striking a deal with Markus should he come after him. We want to avoid a confrontation with that mercenary at all costs.

Objective: Provide 1 Jorek Lephny (1.0 m3) from the [Rush Town Ruins](#) deadspace complex in Otomainen to agent.

Notes/hints: Jorek Lephny is dropped by the cruiser of similar name which is located in the Otomainen V Mining Operations stage of the deadspace complex.

Debriefing: Back already? That was fast. Maybe Kochi was right about your abilities as a pilot after all.

Mission name: Mercantile Settlers – To the Health Clinic (3 of 5)

Mission type: Courier

Mission briefing:

Now that we have Lephny, we need to transfer him to the health clinic where we'll keep him until he comes to his senses. My superiors within the Mercantile Club have rented a spot for him at <station>. Bring him there for me today will ya, before he drives my men insane with his endless yammering.

Objective: Transport 1 Jorek Lephny (1.0 m3) from agent to given destination.

Notes/hints: Trip is through low security space.

Debriefing: Ah it's good to be rid of that silly old coot. Now we can get back to business. I have a couple additional jobs for you, "name", if you're interested.

Mission name: Mercantile Settlers – Laser Shortage (4 of 5)

Mission type: Trade/search

Mission briefing:

Since our Badger was destroyed by Markus a while back, with most of our mining equipment on board, we need to find some new supplies. I have ordered a shipment already, but Prompt Delivery is taking it's sweet time to deliver it here. In the meantime, I'd like you to acquire some Miner II's for me, 5 to be exact. If you get them here in time, I'll let you have one of our Co-Processors in exchange, plus a bonus payment should you be extra fast.

The faster you are, the happier our miners will be!

Objective: Provide 5 Miner II (25.0 m3) to agent.

Notes/hints: If one does not want to go through the hassle of inventing and construing the Miner II modules themselves, they can easily be bought fairly cheap off the Market.

Debriefing: Good job, “name”, now our project should get back on track in no time.

Mission name: Mercantile Settlers – Outlaws (5 of 5)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

We've been scouting the area's near here and have come across an abundance of outlaws. These pirates are a bit strange for city slickers like me, they wear very old fashioned garments and carry spurs (on their boots) instead of insignias as an identification marker. And they seem even more bold than their compatriots deeper within Caldari space, attacking us without warning. A few of our ships have been destroyed, and it's probably only a matter of time before they strike at our position here in Rush Town.

The toughest of the lot that we've encountered so far seem to be the pirates carrying the 'outlaw' spurs. They fly cruiser class ships, and are quite deadly. I can't afford to hire you on a permanent basis, “name”, so I'll have to make do with clearing the area for us. You can find most of the outlaws hauled up near Otomainen II's moon. I don't care where you find them, just eliminate as many as you can. Bring back 40 of the outlaw spurs and I'll reward you with an ancient treasure map we discovered in one of the ruins here. I haven't been able to make heads or tails of the map, but someone with your experience might be able to make use of it. Good luck.

Give em hell.

Objective: Provide 40 Outlaw Spurs (4.0 m3) to agent.

Notes/hints: Contrary to the mission description are there no Outlaw type of pirates at Otomainen II – Moon 1 (in fact, there are no pirates at all at that moon). Instead they can be found on Outlaw type of pirates that are located in the various public deadspace complexes throughout the constellation.

By completing this mission you are rewarded 1 Ancient Treasure Map (0.1 m3) which is used in the first mission by the agent [Mintu Oshima](#) in the Otitoh system.

Debriefing: Back so soon? I didn't expect you to finish it in time... Well take the darn map and be off with you.

Agent name: Hotaru Ahti
Location: Red Rock Outpost
System: Otomainen
Agent Corporation: Deep Core Mining
Agent level: 4
Listed difficulty rating: 7.5
Mine difficulty rating: 4

Mission name: Hotaru's Dilemma – Trespasser (1 of 4)

Mission type: Trade/hunt

Mission briefing:

Those bastards, the Zhara have gone over the line this time. First they offered to buy me out, then when I refused they sent in some of their goons to 'convince' me to change my mind. When that failed Gatti himself flew in on his blasted battleship and drove me out with force. And to top it all, the corrupt security forces won't do anything! That asteroid belt is mine, I tell you, MINE!

If you want to help me out, then you gotta prove yourself by killing Gatti. You'll find him camping the Otomainen XIII asteroid belt. He's a wealthy land-owner who has close ties with the Kazka Bandits. The Zhara family are very powerful in these parts, so I doubt killing Gatti will be enough to end this matter, but it's a start. Once you've finished the job, bring me evidence of his demise and I'll give you your reward.

Objective: Provide 1 Gatti's DNA (0.1 m3) from the [Otomainen XIII – Asteroid Belt 1](#) deadspace complex to agent.

Notes/hints: The DNA is dropped by the battleship designated Gatti Zhara.

Debriefing: Gatti's demise will surely anger the Zhara family, who will undoubtedly send more of their goons to settle the score. I'll need you here for a few more assignments before I can safely fly back to my veldspar roids.

Mission name: Hotaru's Dilemma – Empty the Load (2 of 4)

Mission type: Courier

Mission briefing:

Now what I need you to do is deliver a batch of veldspar ore to a location not far from here. I was supposed to drop off the batch there for one of my clients, but Gatti's attack 'complicated' matters. I dare not leave my current location, if an agent of the Zhara family or Kazka Bandits spots me, I'm done for.

I managed to smuggle the ore out of the asteroid belt during my escape, so as long as you can bring an industrial over here then you're all set to go.

Objective: Transport 10000 Veldspar (1000.0 m3) from agent to given destination.

Notes/hints: Note the large load volume.

Mission name: Hotaru's Dilemma – Break the Blockade (3 of 4)

Mission type: Trade/hunt

Mission briefing:

I just received a transmission from my family on Otomainen XI, apparently the Kazka Bandits have erected a blockade at key areas around the planet to prevent anyone associated with me to leave or enter in one piece. Of course the local authorities haven't lifted a finger yet to stop these pirates from going along with their business, since XI is so sparsely populated and the Kazka Bandits have close ties to some of the corrupt officials here.

Since the planet is not technically habitable, my family has to live inside an enclosed bio dome, and we are totally dependent on supply convoys to survive. We have a little agriculture going on down there inside the dome, but not enough to feed the entire population. I'm afraid that if the Kazka become desperate, they might cut off our food supply and force the mayor to order my family to leave. That would surely be their death sentence.

The blockade is comprised of Kazka thugs, lead by one of their leaders, Pata Wakori. Kill their leader, and I'm sure you'll kill the blockade.

The deadspace pocket is hidden from passive sensors. You will need to use probes to scan down the Kazka blockade. Take care of them quickly will you, time is of the essence here.

Objective: Provide 1 Pata Wakiro's DNA (0.1 m3) from the [Kazka Blockade](#) deadspace complex in the Otomainen system to agent.

Notes/hints: The DNA is dropped by the battleship designated Pata Wakiro which can be found in the first stage of the complex. Note that you need to use Scan Probes to find the complex.

Debriefing: I am very pleased, "name". My wife just called, and she said your attack on their forces allowed her and my nephew to escape unharmed away from Otomainen XI.

Mission name: Hotaru's Dilemma – Moa Parts (4 of 4)

Mission type: Courier (**Important!**)

Mission briefing:

Now for your final task, I need you to collect the parts for my new Moa cruiser. Once it has been assembled, I'll be ready to take on the remnants of those goons the Zhara sent to wreck havoc in my asteroid belt. With Gatti assassinated, I have no fear of those pirates anymore.

You'll find the crates containing the parts in <station>, where I bought them off an old junk collector. I need them transferred to my workshop here in the Red Rock Outpost immediately.

You've been of enormous assistance so far, “name”, so you fully deserve the generous reward I have in store for you when this job is done.

Objective: Transport 21 Moa Parts (630.0 m3) from given destination to agent.

Notes/hints: None.

Debriefing: Great, now take your reward and be off with you. I've got to start assembling that Moa immediately, before scavengers show up on my property. No time for chit chat!

Agent name: Ikimara Hochi
Location: Settler's Waystation
System: Sakkikainen
Agent Corporation: State and Region Bank
Agent level: 3
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: Banker's Stash – Stolen Goods (1 of 3)

Mission type: Trade/hunt

Mission briefing:

A few days ago, I was entrusted with guarding the freighters transporting Jedon Hekkiren's belongings to a vault in the Vahunomi system. All went well at first, until we were beset by pirates while traveling through Otomainen. Led by a nefarious criminal, Zaphiria Oddin, they managed to overpower my team after a brutal fight. I lost some very good friends that day.

Fortunately, or should I say unfortunately, I managed to escape with my life and with most of the crates containing Jedon's belongings. If I don't get the rest of the crates back, though, Jedon will have my head! I fear his wrath even more than I fear the Guristas. But without the rest of my escort team, I don't have a chance of defeating Zaphiria and her henchmen.

She is probably holed up in the Guristas Outrider Post within Otomainen, near where they ambushed us. The last I heard, she was inside the Guard Outpost of the deadspace complex.

Objective: Provide 10 Jedon Hekkiren's Belongings (500.0 m3) from the [Contested Guristas Outrider Post](#) deadspace complex in the Otomainen system to agent.

Notes/hints: Jedon Hekkiren's Belongings drops of the cruiser designated Zaphiria Oddin who is located at the Contested Veldspar Field stage of the complex.

Debriefing: My god. I really didn't think you stood much of a chance! And I never thought I'd see those crates again.

Mission name: Banker's Stash – Complete the Transportation (2 of 3)

Mission type: Courier

Mission briefing:

Now that you've recovered the rest of the stash that was supposed to be transported to Vahunomi, I'd like you to complete the shipment for me. My ship is still badly damaged and I'm in no position to risk another flight through this bandit-infested territory. You seem to be fully capable of completing my assignment, though.

The total shipment is 250 crates. You'll need a sizable industrial ship to complete the mission.

Objective: Transport 250 Jedon Hekkiren's Belongings (12500.0 m3) from agent to given destination.

Notes/hints: None.

Debriefing: Nice, my friend, fast and smooth! Hang on a sec – I have one more assignment for you.

Mission name: Banker's Stash – Bury the Dead (3 of 3)

Mission type: Courier (**Important!**)

Mission briefing:

As a final task for you, "name", I'd like you to transport the remains of two brothers who died when my ship was heavily damaged by Zaphiria and her crew. They were down in the lower decks trying to fix our warp core stabilizer when a Scourge missile hit the hull while our shields were down. After I had fled to Sakkikainen, their bodies were discovered buried under heaps of wreckage and debris. I gathered their remains into a container, and I'd like you to transport it to their father in Usi; he's a teacher there at the State War Academy. I would do it myself, but I have unavoidable business elsewhere right after I get this scrapheap of a ship fixed up, and this really can't wait. The Hakkuran brothers were good engineers and faithful employees, and I want them given a proper burial immediately. Thank you and good luck.

Objective: Transport 1 Hakkuran Brother's Remains (1.0 m3) from agent to given destination.

Notes/hints: None.

Debriefing: You've done me a great service, "name". I don't think I can ever fully repay you, but I hope this reward will somewhat make up for it.

Agent name: Istei Poyri
Location: Station Foundation Site
System: Airmia
Agent Corporation: Nugoeihuvi Corporation
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 2

Mission name: Nugoeihuvi Freelancer - Station Schematic Delivery (1 of 4)

Mission type: Courier

Mission briefing:

Hello there, traveler. Nugoeihuvi is happy that you chose to work for us instead of the other corporations trying to gain control of this constellation. In our quest to be at the top, a station would most certainly ease all our operations and give us an unmeasurable advantage over the other corporations. If you want to prove your loyalty to me, take this station schematic and deliver it to <station>. They are eager to have a look at it before our construction starts, just to make sure everything in order.

Objective: Transport 1 Nugoeihuvi Station Schematics (0.1 m3) to given destination.

Notes/hints: None.

Mission name: Nugoeihuvi Freelancer – Construction Blocks (2 of 4)

Mission type: Courier

Mission briefing:

The station construction will be starting in a few days, and right now we are gathering minerals for the operation. I need you to head to a nearby system, pick up 13 construction blocks and bring them over to <station>. Do this for me and I will give you your next assignment.

Objective: Transport 13 Construction Blocks (52.0 m3) between given destinations.

Notes/hints: None.

Mission name: Nugoeihuvi Freelancer – Workers Need Air... (3 of 4)

Mission type: Trade/search

Mission briefing:

Construction is about to start, but we still require more components for the station. Right now, hundreds of workers are being imported from nearby colonies. In order to keep them alive we will need some more Oxygen. Find 137 units of Oxygen and bring it to me.

Objective: Provide 137 Oxygen (137.0 m3) to agent.

Notes/hints: The oxygen has to be bought of the market or produced on a planet.

Mission name: Nugoeihuvi Freelancer – Bad News (4 of 4)

Mission type: Trade/hunt

Mission briefing:

Thank heavens you're back, “name”. I have horrible news. Propel Dynamics found out about our station construction and are planning an attack on this facility within the next hour. I'm sending all my men to destroy their forces located at the Lai Dai Refinery in order to halt the attack. Please go there and bring back five Propel Dynamics dogtags as proof of your actions.

Objective: Provide 5 Propel Dynamics Dogtag (0.5 m3) from the first or second stage of the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: The dogtags are dropped by the Propel Dynamics type of ships which are located in the Contested Veldspar Field and the Contested Scordite Field stages of the complex.

Agent name: Jali Tanaka
Location: Cactus Mill Lookout
System: Vahunomi
Agent Corporation: Caldari Navy
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 2

Mission name: Bank Security – The Fence (1 of 3)

Mission type: Courier

Mission briefing:

Ah, welcome, “name”. I have something for you, but first a brief explanation might be in order: Mika Etsuya brought me out here to help him set up surveillance equipment around the bank vault in the State and Region Bank station in the system. Then he got his hands full with something else, so he leaves it to me to do the dirty work he’s supposed to be doing. Not as if this hasn’t happened before, mind you...

The security in the bank vault is woefully lacking. I’m frankly surprised no one has robbed the place already. Heck, if I wasn’t such a coward when it comes to guns, I would probably do it myself. Uh, I’m joking, of course, so don’t go running off to Mika to tell on me. Anyway, I’m trying to install a station-wide surveillance fence, which would sound the alarm if any unidentified ships approached. It’s not easy, but I’m using the latest technology for this, a so-called "Barbed Wire Scanner." These scanners can be very easily linked to each other to create a very potent security perimeter.

The only problem is, it’s pretty hard to get a hold of these scanners. Basically, what is out there are just prototypes and sample modules sent to potential customers. I’ve already managed to round up a few, but I need a whole heap of these bloody things. That’s where you come in.

I just located one on a Spacelane Patrol station in a nearby constellation. I’m stuck here setting up the scanner array control unit, so I want you to pick it up for me. Interested?

Objective: Transport 1 Barbed Wire Scanner (2.0 m3) from given destination to agent.

Notes/hints: None.

Mission name: Bank Security – Bug Error (2 of 3)

Mission type: Trade/hunt

Mission briefing:

My colleague Etsuya is up to something over in the Sakkikainen system. He asked me to plant some bug devices on several bandits hanging out at Kazka’s headquarters. I managed to bug a few of them when they docked for refit recently. Now all their transmission are intercepted and relayed to us. All well and good, if you ask me, but we’ve had a slight hitch.

One of the bug devices is faulty and needs to be removed. It’s creating an echo in the communication

system that might be picked up by an alert bandit. If those guys find the bug, then the rest of the bugs are lost too. Not to mention the fact that they'll be much more careful about these things in the future. We can't let that happen, so we need to retrieve the device, pronto.

Trouble is, simply waiting for this bandit, Dyklan Harrikar, to dock here again is not an option. Somebody has to track the guy down, blow him to pieces, and retrieve the device so his buddies won't find it when they go digging through the debris. Now, I'm not a fighter and Etsuya is too busy tracking down some counterfeit money or something. Naturally, I thought of you, thought I'd recommend you get some friends to help you out.

Just get into the Kazka headquarters, locate Dyklan Harrikar, and take him down. Sounds easy, right? Don't forget to retrieve the broken tracking device from his wreck; we can't afford to let his allies know we're tapping them.

Objective: Provide 1 Broken Bug Device (0.1 m3) from the second stage of the [Contested Kazka Headquarters](#) deadspace complex in the Sakkikainen system to agent.

Notes/hints: The bug device can be found on the wreck of Dyklan Harrikar who is located in the Development Depot stage of the complex.

Mission name: Bank Security – The Safe (3 of 3)

Mission type: Courier (**Important!**)

Mission briefing:

Well, the barbed wire scanner fence is almost operational. But poor Etsuya is still neck deep in this counterfeit business and has had little time to take care of the other security issues still unresolved at the bank. I feel sorry for the guy, with all these responsibilities and not enough time... but it's not like he doesn't bring it on himself sometimes. Still, I'm trying to help him out as best I can.

While searching for more Barbed Wire scanners, I came upon a really impressive safe that would solve a lot of problems for the bank if it was installed there. I pulled some strings with some navy friends and they got me the safe. I've already talked to the bank manager at the station and he's agreed to fund the whole thing. However, I have to oversee the last stages of setting up the security perimeter; it's taken longer than I expected due to some unforeseen malfunction and unlucky accidents. But I hope to have it up and running in a few days.

Thing is, as I'm sure you'd already guessed, I need someone to get the safe and bring it to the bank station for me. The safe is located at a Perkone station not far from here. Just be careful — you might have to travel through some rough territory to get there.

Objective: Transport 1 Impregnable Safe (120.0 m3) between given destinations.

Notes/hints: None.

Agent name: Kaiko Maina
Location: Gate to Friggi
System: Otitoh
Agent Corporation: Caldari Navy
Agent level: 4
Listed difficulty rating: None.
Mine difficulty rating: 0

Mission name: Improving Relations

Mission type: Trade/search

Mission briefing:

We have a policy here within the Caldari State that our more prominent members fly a suitable ship according to their status, both to give them an edge during combat and to uphold our image, especially within our borders. We have recently decided to extend this benefit to mercenaries or freelancers employed by us that have shown admirable bravery and skill in the field, or earned the right through countless hours of dedicated service to our corporations.

As you undoubtedly already know I have been assigned the task of allocating these ships to their deserved owners. After looking at your record, we decided that you, “name”, are worthy of such an honor. There is just one catch, since you aren't an official member we need something in exchange for this gift. Cough up 30 x Guristas Silver Tag and the Caldari Navy Hookbill Blueprint is yours.

I'll be expecting those tags soon. With your track record, I'm sure I won't be disappointed.

Objective: Provide 30 Guristas Silver Tag (3.0 m3) to given destination.

Notes/hints: You are rewarded 1 Caldari Navy Hookbill blueprint copy (2 runs) when completing this mission. The Guristas Silver Tags are randomly dropped by Guristas types of pirates all over the New Eden star cluster.

Important: You need an effective faction standing with the Caldari State of 8.5 or more to be able to start this mission.

Debriefing: Enjoy your reward, “name”.

Agent name: Kaiya Tuuri
Location: Frontier Stockade
System: Sakkikainen
Agent Corporation: Lai Dai Protection Service
Agent level: 2
Listed difficulty rating: 3.5
Mine difficulty rating: 2

Mission name: Community Service – Pirates at Large (1 of 4)

Mission type: Trade/hunt

Mission briefing:

You're a blessing from the gods, "name". I've been scrounging the local bars for some sturdy, no-nonsense fighter pilots for weeks and haven't been able to find anyone up to the job, and then out of nowhere you appear. You have the look of someone who knows how to lock a railgun, if you know what I mean. Just the type I need for a few simple bounty hunting jobs.

But let me introduce myself before we get started with business. I am Kaiya Tuuri, head of the Lai Dai security forces in the Frontier Stockade. I was entrusted with the task of protecting Lai Dai workers from harm while they go about their business. But let me tell you, it's harder than it sounds. This whole system is filled to the brim with pirate scoundrels and other rogue elements. My men are simply not coping with the load, and I've had more than a few dropouts so far who don't have the balls to work in such an environment. Yeah, they can run back to New Caldari with their tail behind their legs for all I care. Sissies all of them...

But now to the job at hand. Like I said, I've been on the lookout for a freelancer to do a few assignments. The first assignment is very straightforward and should be easy enough for a pilot like you. There are a group of bandits holed up near the second moon of Sakkikainen VI. It so happens that a few of our scientists are currently living on the moon, in a biodome on the surface, and they've refused to do any more work until the pirates have been driven off. I only require evidence that you've eliminated a certain number of them; once you've killed a significant number, that'll boost morale and I can count on my men to do the rest.

And hey, if you can get it done on time, then I know I can trust you for some more work. So what do you say, up for it?

Objective: Provide 30 Drifter Spur (3.0 m3) to agent.

Notes/hints: The Drifter Spurs are obtained from Drifter type of pirates that are found in the various deadspace complexes through the constellation

Debriefing: Good, good! I'll send my men to the moon immediately to clear up the remaining pirates. It should be a piece of cake with so many of them killed; it wouldn't even surprise me if the remnants had fled the area by now.

And don't you leave just yet. I have another assignment for you!

Mission name: Community Service – Terrorist at Large (2 of 4)

Mission type: Encounter

Mission briefing:

A few days ago one of my men got into a brawl in Sakkikainen with a local thug who goes by the name of "Duke." Unfortunately, the fight ended in tragedy, and my man was killed. This sort of incident is rather commonplace in Okkelen, but when it involves on-duty officers of the law, there need to be severe repercussions. I've been working hard these last few days to track down the murderer, and just today I stumbled upon a very interesting lead.

This "Duke" character's real name is Cheri Mirei. No wonder he uses a nickname... Anyway, his uncle, Zarkona Mirei, is rumored to be very close to Cheri, and he's employed by the infamous Guristas pirates. If anyone can lead us to Cheri, it's him.

Now Zarkona and I have a long history. He's been causing problems for me in this region for the gods only know how long. I know exactly where he spends time between his pirate activities in Sakkikainen, so finding him is not the tough part. The problem is, I haven't had the available manpower to take him out yet. Capture him for me and bring him here for interrogation. I can count on you, right?

I've uploaded a bookmark into your journal which should lead you straight to Zarkona's hideout. Be warned, though, his place is heavily guarded.

Objective: Provide 1 Zarkon Mirei (1.0 m3) to agent.

Deadspace stage entrance guards:

3 Gate Lookout (destroyer) 12375/11813 ISK

Notes/hints: None.

Deadspace stage 1 guards:

1 Pithum Ascriber (cruiser) 43125 ISK

1 Pithior Anarchist (destroyer) 11250 ISK

2 Pithior Nihilist (destroyer) 11250 ISK

3 Pithi Demolisher (frigate) 9000 ISK

3 Pithi Destructor (frigate) 8250 ISK

3 Pithi Infiltrator (frigate) 4500 ISK

6 Pithi Inputor (frigate) 3750 ISK

2 Pithi Arrogator (frigate) 3000 ISK

Notes/hints: The guards are divided into three groups.

Deadspace stage 2 guards:

1 Pithatis Enforcer (battlecruiser) 135000 ISK

3 Pithior Renegade (destroyer) 12375 ISK
3 Pithi Wrecker (frigate) 7875 ISK
1 Pithi Plunderer (frigate) 7500 ISK
2 Pithi Saboteur (frigate) 6375 ISK
2 Pithi Despoiler (frigate) 6000 ISK
2 Pithi Invader (frigate) 4875 ISK
5 Pithi Infiltrator (frigate) 4500 ISK

Notes/hints: The guards are divided into four groups. One group will attack immediately after you enter the stage.

Deadspace stage 3 guards:

1 Zarkona Mirei (frigate) 30000 ISK
2 Pithi Despoiler (frigate) 6000 ISK
2 Pithi Saboteur (frigate) 6375 ISK

Notes/hints: All guards will attack immediately after you enter the stage. A cargo container containing Zarkona Mirei will appear after the last guard has been destroyed.

Debriefing: I hope you didn't capture him single-handedly, "name"! If you did, you're making my men look silly, to say the least...

Oh, hang on a minute! I have another job for you.

Mission name: Community Service – Important Delivery (3 of 4)

Mission type: Courier

Mission briefing:

While we wait for our interrogators to finish extracting the information we need from Zarkona, I'd like you to deliver some very important reports to my superiors on <station>. The last courier I sent to complete this task was ambushed and killed on the way there.

These documents are very important; they contain reports of our activities here for the last few days, and I wouldn't want them to fall into the wrong hands. So make sure you avoid any conflict if possible, and stay clear of pirate infested areas. Good luck.

Objective: Transport 1 Data Sheets (1.0 m3) to given destination.

Notes/hints: None.

Mission name: Community Service – Cheri Mirei (4 of 4)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

Beautiful! The interrogation is finished! Zarkona revealed to us that Cheri is currently hiding in Otitoh until this latest incident blows over here in Sakkikainen. He said he wasn't sure exactly where in Otitoh Cheri is hiding, but he believes it's somewhere near one of the moons of Otitoh VI. This at least gives us something to work with. You wouldn't believe what we had to go through to drag the information out of this guy... he was one tough S.O.B.!

Alright, I want you to go to Otitoh and search the area around the 6th planet and its moons. Hopefully you'll stumble upon Cheri during your search. Once you do, kill him and return evidence of his death to me. I'll reward you generously for your time.

Objective: Provide 1 Cheri Mirei's DNA (0.1 m3) from the [Otitoh VI – Moon 3](#) deadspace complex in the Otitoh system to agent.

Notes/hints: The DNA is dropped by the cruiser designated The Duke.

Debriefing: Great work! Now I will finally be able to look my murdered colleague's fiancé in the eyes and tell her we got the man who killed her bellowed.

I am very thankful for your brave work for Lai Dai Protection Service, and I hope our paths will cross again. Till then, good luck on your adventures.

Agent name: Kochi Utrainen
Location: Foul Creek Ranch
System: Otomainen
Agent Corporation: Mercantile club
Agent level: 3
Listed difficulty rating: 5
Mine difficulty rating: 2

Mission name: The Test of Competence – Utrainen's Reports (1 of 2)

Mission type: Encounter

Mission briefing:

The trial consists of 2 tests. The first test is rather simple. Mercantile Club has set up some practice grounds in Otomainen where our combat pilots train every day. Inside one of these practice grounds you'll find a group of drones, similar to the rogue drones that keep harassing Caldari convoys in the outer constellations. If you manage to destroy all of these drones, you'll find some reports that you must bring back to me. These reports contain nothing of importance, they are just part of the test. Once I have the reports, you will have passed the test.

Just a word of warning though, I've already sent a few pilots on this test and none of them have returned. You might find the wreckage of their ships at the practice grounds, that is unless they fled before the drones managed to destroy them heh heh.

Objective: Provide 1 Utrainen's Reports (0.1 m3) to agent.

Deadspace stage 1 guards:

- 1 Annihilator Alvum (cruiser)
- 2 Devastator Alvum (cruiser)
- 2 Violator Alvum (cruiser)
- 2 Viral Infector Alvum (cruiser)
- 6
 - └ Decimator Alvi (frigate)
 - └ Raider Alvi (frigate)
 - └ Sunder Alvi (frigate)
- 1-2 Strain Infester Alvi (frigate)

Notes/hints: The Strain Infester Alvi might web and warp scramble your ship. The guards are divided into four groups. No immediate aggression when entering the stage.

Deadspace stage 2 guards:

- 1
 - └ Enforcer Alvatis (battlecruiser)
 - └ Disintegrator Alvum (cruiser)
- 3 Drone Sentry Gun (sentry gun) 50000 ISK

Notes/hints: You will be attacked by all guards when entering the stage. Destroying the cruiser/battlecruiser will make it drop a canister containing the Utrainen's Reports.

Debriefing: Well, you surprise me “name”, I didn’t think I’d ever find someone as capable as you in this crap-hole of a system. But before I hand over the voucher, there’s just one more thing you need to do for me.

Mission name: The Test of Competence – The Roaming Brigands (2 of 2)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

The final test that I need you to complete is a bit more complicated. One of the major pirate organizations in Okkelen are the Kazka Bandits. They are a constant thorn in our side, and the inadequate security forces here don't seem to have the capacity to exterminate them.

To get straight to the point, I would like you to destroy 5 of their lower-grade cruisers. Bring me the spurs from their pilot's boots, that will be proof enough of your deed. Unlike your previous mission, I don't know exactly where you'll find them. I heard that one of their hideouts is located near one of Otomainen XI's moons, but that's all I know. Return to me once you have all 5 marauder spurs.

I know this might seem like a pain in the rear-end, but I can't give you that voucher unless I know that you've got the skills to track down the prey, sometimes that's required in case we don't have a bookmark to the exact location of your targets. If you can get this done then I'm sure you have what it takes to do any of our missions.

Objective: Provide 5 Marauder Spur (0.5 m3) to agent.

Notes/hints: The Marauder Spur’s can be found on Marauder type of pirates that are found in the various deadspace complexes throughout the constellation.

By completing the mission you will be rewarded 5 Utrainen’s Employment Voucher (5.0 m3) which are used in the first mission for the agent [Hitami Magye](#) in the Otomainen system.

Debriefing: You’ve completed the trial and are now free to take a few of the vouchers next to my desk. Some of the agents working for Mercantile Club require you to hand in one of these vouchers before they’ll give you a mission, so I suggest you keep them safe. Good luck.

Agent name: Krakan Rost
Location: Abandoned Astro Farm
System: Vahunomi
Agent Corporation: Archangels
Agent level: 3
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: The Bank Heist – Good To Go (1 of 5)

Mission type: Trade/hunt

Mission briefing:

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

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

Objective: Provide 20 Bandit Spur (2.0 m3) to agent.

Notes/hints: The Bandit Spur's can be found on Bandit type of pirates that are found in the various deadspace complexes throughout the constellation.

Mission name: The Bank Heist – Dynamite! (2 of 5)

Mission type: Courier

Mission briefing:

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

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

Objective: Transport 1 Dynamite Crate (80.0 m3) from given destination to agent.

Notes/hints: None.

Mission name: The Bank Heist – Hit List (3 of 5)

Mission type: Courier

Mission briefing:

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

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

Objective: Transport 1 Safe-Deposit Box Owner List (0.1 m3) from given destination to agent.

Notes/hints: None.

Mission name: The Bank Heist – Crisis Control (4 of 5)

Mission type: Courier

Mission briefing:

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

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

Objective: Transport 1 Plan to Crack Impregnable safe (0.1 m3) from given destination to agent.

Notes/hints: None.

Mission name: The Bank Heist – Inside Track (5 of 5)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

We're in the final stages of our planning. I'm in the process of tying up loose ends at the moment. I've

been digging up more stuff about our friend with the Caldari Funds Unlimited. The man, Uchi Pakkori, is a total sleazeball by the looks of it. I can't trust him, he's liable to try and sell what he knows to the police.

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

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

Objective: Provide 1 Pakkori's Hat (0.1 m3) from the [Contested Caldari Lai Dai Refinery](#) in the Airmia system to agent.

Notes/hints: Pakkori's Hat drops from the Barricaded Warehouse structure which is located in the Contested Plagioclase Field stage of the complex.

Agent name: Kusan Niemenen
Location: Station Foundation Site
System: Airmia
Agent Corporation: Poksu Mineral Group
Agent level: 1
Listed difficulty rating: None.
Mine difficulty rating: 2

Mission name: Lookin' For Work (1 of 2)

Mission type: Trade/search

Mission briefing:

You see this? I'm flying a capsule! Those damn Nugoeihuvi don't know who they're dealing with here. If they think they can blow up my ship and get away with it, they are horribly mistaken.

I'm going to build myself a new Merlin. If you could somehow find 2674 units of Isogen and bring it to me, you would have my gratitude.

Objective: Provide 2674 isogen (26.74 m3) to agent.

Notes/hints: The isogen can be bought of the market or mined yourself if you so desire.

Mission name: I Lost My Stuff (2 of 2)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

When I got blown up, most of the modules on my ship got destroyed. Some of my items survived the explosion but got looted by enemy ships shortly after. Before I can build my new ship, I need you to go and retrieve some of the lost modules. Please go to the contested Lai Dai Refinery and bring back one of my missile launchers. Maybe I will give you a nice reward if you complete this quickly.

Objective: Provide 1 Kusan Niemenen's Missile Launcher (2.0 m3) from the first or second stage of the [Contested Caldari Lai Dai Refinery](#) deadspace complex in Airmia to agent.

Notes/hints: The launcher drops of the Guristas Propagandist type of frigates found within the complex.

Agent name: Maro Yama
Location: Clear Water Spring
System: Friggi
Agent Corporation: Caldari Navy
Agent level: 3
Listed difficulty rating: None.
Mine difficulty rating: 2

Mission name: Infiltration – Many Guises (1 of 3)

Mission type: Courier

Mission briefing:

Since you're a trusted operative of the State, I'm going to let you in on my current operation in the hope you can render me some assistance. I am, along with a few other agents, on an undercover mission to infiltrate some of the bandit gangs in this area, in an effort to get the Navy a better foothold in these blasted badlands.

We need some supplies from the outlying areas, but we need to maintain complete secrecy. In fact, it's best if we not show our faces anywhere, and thus we need inauspicious people such as yourself to gather some materials for us. First off, we're creating a disguise to try and infiltrate the Roving Dodgers, a gang that's been terrorizing some of the outposts in this constellation. We're going to need some specialized polymer fabrics in order to create disguises that pass inspection, yet provide protection in the event that we're discovered.

I need you to head out to the Nugoeihuvi Development Studio in Ihakana and pick me up some TX-890 polymers. Nugoeihuvi manufactures them specially for that idiotic extreme reality show, and our insider has allowed us access to some of it. Head over there and bring me back some of it, and I'll probably have another job for you.

Objective: Transport 300 TX-890 Polytextile Fabric (300.0 m3) from given destination to agent.

Notes/hints: None.

Mission name: Infiltration – Molding Character (2 of 3)

Mission type: Courier

Mission briefing:

First off - thanks again for the polymers. They will come in very handy. Our technicians have most things they need to complete the disguise now, but one crucial thing is still missing. In order to create certain facial characteristics required for the impersonation of one of the people we'll be, ahem, "replacing," we're going to need some silicon from one of the Lai Dai factories in the constellation.

Head out to Sakkikainen, get us that silicon, and we'll be one step closer to our goal.

Objective: Transport 750 Silicon (375.0 m3) from given destination to agent.

Notes/hints: None.

Mission name: Infiltration – Kill the Messenger (3 of 3)

Mission type: Encounter (**Important!**)

Mission briefing:

We've just discovered that one of the operatives on our team was a double agent from the very gang we're trying to infiltrate! Just before he decamped, we managed to plant a homing beacon on his ship. We can give you a bookmark to the location of the beacon. When you activate the bookmark, the beacon shoots out from his ship to prevent you colliding with him straight out of warp.

He's probably at a rendezvous point right now, waiting for someone to give the information to. Move quickly, or all our work here will be for nothing! I want his head. I will reward you handsomely if you complete this job in time for our mission to be salvaged.

Objective: Provide 1 Jerpam Hollek's Head (0.1 m3) to agent.

Deadspace entrance guards:

1 Jerpam Hollek (cruiser) 27500 ISK

2 Dodger Vessel (cruiser) 27500/25000 ISK

Notes/hints: The head is dropped by the cruiser named Jerpam Hollek.

Agent name: Matani Jitainen
Location: Frontier Stockade
System: Sakkikainen
Agent Corporation: Lai Dai Corporation
Agent level: 1
Listed difficulty rating: 1
Mine difficulty rating: 1

Mission name: The Lai Dai Research Project – Ore Shipment (1 of 3)

Mission type: Courier

Mission briefing:

So glad of you to show up, “name”. I've been on the lookout for a freelancer for some time now. We're completely overloaded with work here, and there's no end in sight. I am the project manager for the latest research project here in the Lai Dai research center, and we've employed dozens of miners to get us the minerals we need to complete our project but they haven't been able to keep up with the load.

I ordered some Veldspar ore this week, but haven't managed to find any pilot yet who's available for the run. It's not far, you can pick up the shipment at <station>. Bring it here to the research outpost, and I'll reward you well. After you're done I've got a couple more jobs for you.

Objective: Transport 1000 Veldspar (100.0 m3) from given destination to agent.

Notes/hints: None.

Mission name: The Lai Dai Research Project – A Little More For My Friends (2 of 3)

Mission type: Trade/search

Mission briefing:

In your last assignment for me you brought back a load of veldspar ore which I had ordered for our project here in the Lai Dai research outpost. But unfortunately we also need some omber to finish our schedule for this week, and I have been unable to find any for reasonable prices in the vicinity. But we've become quite desperate now, so I'm willing to pay a very high price for what I need. Once you acquire the omber, return here and I'll drop it off at our reprocessing facility.

Objective: Provide 500 Omber (300.0 m3) to agent.

Notes/hints: The omber ore can be mined from omber asteroids found all over the EVE star cluster.

Debriefing: I had given up all hope of completing our scheduled work for this week, but you've just saved me the humiliation of listening to Arvalen Reurmanen berate me for another failure. For that I am extremely grateful, Arvalen can be a real pain in the rear-end when she's angry. And don't leave just yet, I have another assignment waiting for you.

Mission name: The Lai Dai Research Project – Rogue Drone Risk (3 of 3)

Mission type: Encounter (**Important!**)

Mission briefing:

For your final task I need you to do a quick combat mission for me, “name”. You might need some help for this task, depending on your battle experience. But first I'll explain why we need this done.

The reason the miners we employed to strip-mine the local asteroid fields haven't been able to complete the job on time is not just because they're a bunch of lazy sods. Because this system has been relatively unsettled for the past years, a number of rogue drone infestations have cropped up in outlying areas. From their hives in Okkelen they launch their attacks against any human presence they can find. It's one of the reason's my wife didn't want me to take this job ... maybe I should have listened to her after all. ...

The miners have been driven off on more than one occasion by these drone pests as well as Guristas and Kazka pirate gangs. This has sometimes led to casualties, which is very bad for morale and our productivity here.

There is one particular asteroid belt near here which I have long wanted to strip-mine. It's only infested with a few rogue drones, nothing a veteran combat pilot wouldn't be able to handle. I want these drones eliminated completely, allowing my men to move in safely. Do this quickly so that we can get the job done before more of those things appear. Good luck.

Objective: Destroy all guards.

Deadspace stage 1 guards:

- 1 Asmodeus Apis (drone)
- 1 Beelzebub Apis (drone)
- 3 Mammon Apis (drone)
- 1 Moth Apis (drone)
- 3 Tarantula Apis (drone)
- 1 Termite Apis (drone)

Notes/hints: None.

Agent name: Midoki Urigamu
Location: Settler's Waystation
System: Sakkikainen
Agent Corporation: Propel Dynamics
Agent level: 3
Listed difficulty rating: 5
Mine difficulty rating: 3

Mission name: Pit Stop Slash Saloon – Need a Helping Hand (1 of 4)

Mission type: Courier

Mission briefing:

Your first job is to get me some able-bodied people to get this project started. I located some out-of-work construction workers on <station>, I suggest you stop by that station and pick them up. Once you get there here, drop them off in the habitation module that I've placed inside this hollow asteroid, for your reward. I'll have them get to work with rebuilding the station ruins immediately once they arrive.

Objective: Transport 100 Construction Workers (300.0 m3) to given destination.

Notes/hints: Pickup location is in low security space.

Debriefing: Hmm, lack of work for a long period has really had its effect on these people. I just hope they are up to the strenuous work ahead of them. Rebuilding this massive structure is no laughing matter, and will require years of effort with the limited staff I have available to me. But enough small talk, let's get on to your next assignment.

Mission name: Pit Stop Slash Saloon – Materials For Construction (2 of 4)

Mission type: Courier

Mission briefing:

Now that I have the staff needed to kick-start my project, I need to stockpile materials for the future. I already have a small stash of construction blocks inside the Caldari station ruins, but according to my estimates that will only last a few days.

A colleague of mine at the Propel Dynamics Factory in Ishisomo purchased a batch of construction blocks for me yesterday. If you could pick them up and drop them off at the ruins I would be very grateful.

Objective: Transport 7 Large Crates Of Construction Blocks (49000.0 m3) to given destination.

Notes/hints: You will only be able to accept this mission if you are piloting a ship capable of carrying 49000.0 m3.

Mission name: Pit Stop Slash Saloon – The Construction Tools (3 of 4)

Mission type: Trade/search

Mission briefing:

Unfortunately the construction workers I hired recently have already started complaining about the lack of decent tools. This has really started to slow down our progress, so I'd like you to get me a new batch of construction tools a.s.a.p. You'll find them stored inside my warehouse in Otitoh, at the first moon of the fifth planet in that system. The only catch is that the last time I dropped by the structure, I was attacked by bandits, who've apparently claimed the warehouse as their own. The lack of security in Otitoh is staggering, which is why I left that run-down system to begin with.

Once you bring the tools here, I'll reward you generously.

Objective: Provide 60 Construction Tools (600.0 m3) from the [Urigamu's Warehouse](#) deadspace complex in the Otitoh system.

Notes/hints: The Construction Tools are found inside the Urigamu's Warehouse structure.

Mission name: Pit Stop Slash Saloon – Eliminate the Competition (4 of 4)

Mission type: Encounter (**Important!**)

Mission briefing:

Now that the rebuilding of the station ruins is well under way, it's time for your last assignment. There is a wealthy Gallente entrepreneur called Sefo Caraton who took the initiative a few years ago to extend his Pleasure Hub business to the Caldari territories. Apparently competition in Gallente space was getting fierce, and he believed the relative lack of luxury resorts here in the Caldari State presented a great opportunity for his business. He opened multiple resorts in the State, most of which seem to be very profitable. Unfortunately for him, the one in Okkelen has been doing quite badly, the economy here just doesn't support this type of thing. But despite that, he simply refuses to leave, for whatever reason. Perhaps he believes there are better times ahead, and he's been paying a huge amount of money from his own pocket to keep it running with relatively few customers.

The problem for me is that this pleasure hub has a built-in casino, and it will be in direct competition with my future pit-stop. It's also popular amongst the social elite, which poses a problem to me since they are the ones where the money's at, if you know what I mean.

I want this Gallente upstart's pleasure hub completely destroyed. Once his multi-million-ISK installation goes poof, I'm sure he will not even consider rebuilding it here due to the cost and lack of profits. That will clear the way for my own business to flourish, with no competition whatsoever!

Objective: Destroy the Caraton Pleasure Gardens structure.

Entrance guards:

2 Syndicate Corporal (cruiser) 110000 ISK

2 Syndicate Lieutenant (cruiser) 90000 ISK

1 Syndicate Captain (cruiser) 85000 ISK

3 Syndicate Wingman (frigate) 30000 ISK
6 Syndicate Elite Guard (frigate) 10000 ISK
12 Syndicate Guard (frigate) 5000 ISK
1 Sefo Caraton (frigate)

Notes/hints: When entering the stage you will receive the following message:
“Welcome to the Caraton Pleasure Gardens, where dreams come true.”

The guards are divided into three groups. The Syndicate Wingman might web and warp scramble your ship.

Agent name: Mika Etsuya
Location: Cactus Mill Lookout
System: Vahunomi
Agent Corporation: Caldari Navy
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 2

Mission name: Protecting the Vault – Stirring the Nest (1 of 4)

Mission type: Trade/hunt

Mission briefing:

The bank manager at the local State and Region vault has heard some worrying rumors that some thugs are planning a run on his bank. He is in no position to investigate the matter himself, so he sent for the cavalry. The Caldari Navy, that is. I was sent here by the Navy to check out the validity of these rumors. I haven't dug up anything of interest yet, but just to be on the safe side I'd like to put some heat on the bandits roaming in the area. I've asked my buddy Jali Tanaka to help me out too, but he's busy setting up a surveillance system, so I don't want to take too much of his time.

The Kazka bandits over in Sakkikainen seem like likely candidates for this sort of an operation. I don't know for sure, but it doesn't hurt to stir things up a little. You seem like a hardy pilot more than capable of roughing them up a bit. How about you get in there all guns blazing and bring me back, say, 30 drifter spurs? That should shake them up, hopefully enough for one of them to spill his beans into the wrong ear.

Finally, be very careful. The Kazka bandits are rough. Make sure you only target their grunts, the others are too tough to be worth the hassle.

Objective: Provide 30 Drifter Spur (3.0 m3) to agent.

Notes/hints: The Drifter Spur's can be found on Drifter type of pirates that are found in the various deadspace complexes throughout the constellation.

Mission name: Protecting the Vault – Bad Money (2 of 4)

Mission type: Trade/hunt

Mission briefing:

It seems you managed to stir up a hornet's nest over in Sakkikainen. The bandits there are in turmoil and intelligence has been picking up all kinds of interesting information lately. Alas, none of it has to do with the supposed bank robbery. But one transmission we intercepted was particularly interesting. It seems one of the gangs associated with the Kazka bandits has managed to forge some counterfeit credits. I don't have to tell you the effects it would have on the fragile economy in the constellation if these credits get into circulation. The gang in question is called Dry River.

We need to stop these guys before they go on a shopping spree. I need you to head back into Sakkikainen, find these counterfeiters and take them out. Pick up as much of the counterfeit credits as you can and get

them back here to me. I will send them on to the Navy's crime labs for further analysis.

So gather up some friends and take care of business. Oh, and in case you were wondering, you'll be paid in real credits for completing this mission.

Objective: Provide 500 Bag of Counterfeit Credits (50.0 m3) from the first stage of the [Contested Kazka Headquarters](#) deadspace complex in the Sakkikainen system to agent.

Notes/hints: The counterfeit credits are dropped by the Dry River Gangmember and Gangleader types of ships that are located in the Kazka Control Tower stage of the complex.

Mission name: Protecting the Vault – Counterfeit Courier (3 of 4)

Mission type: Courier

Mission briefing:

Ok, while you were out there collecting the counterfeit money, I was contacted by my superiors. It seems the Navy is taking this whole counterfeit operation very seriously. The Navy has sent out a team of investigators; they've set up shop in the State War Academy station in the Ishisomo system. They want me to send all counterfeit credits I get directly to them, no delay. The investigation team there is trying to determine the source of the forgery.

Anyway, while I can understand their concern, this whole thing is disrupting my own work in keeping the bank vault safe. So I want this dealt with promptly and with as little hassle as possible. I want you to take the bags of counterfeit credits you just procured and bring them to the investigation team immediately.

Objective: Transport 500 Bag of Counterfeit Credits (50.0 m3) to given destination.

Notes/hints: None.

Mission name: Protecting the Vault – Dry Credit Death (4 of 4)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

This counterfeit business is really getting on my nerves. Yet again I've been contacted by headquarters; they want me to bring this matter to an end. That means I can't do my job securing the bank vault properly, but they're not cutting me any slack. If the bank is actually robbed, all the blame will fall on me. Oh, well. At least I can make sure this counterfeit business has a happy ending.

The investigation team in Ishisomo got a breakthrough in their analysis. They've tracked the source of the forged credits to the Airmia system. The Dry River gang owns a warehouse there that was once part of a Lai Dai mining facility that's been overrun by bandits. The printing machines used in creating the counterfeit credits are located there.

I want you to take some stout fellows over to Airmia and blow that warehouse to bits. The warehouse is

undoubtedly guarded by some Dry River thugs, you'll have to deal with them first. Bring me back what parts of the printing machines you can find in the ruins of the warehouse once you've blown it up. I will send those to my superiors. Hopefully that will get them off my back and let me get on with my real assignment here. You're getting a nice reward for this one, so make sure you do it properly.

Objective: Provide 5 Parts of Printing Machine (5.0 m3) from the second stage of the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system.

Notes/hints: The parts are dropped upon destruction of the Dry River Warehouse structure which is located in the Contested Plagioclase Field stage of the complex.

Agent name: Mintu Oshima
Location: The Diamond Ace Den
System: Otitoh
Agent Corporation: Echelon Entertainment
Agent level: 3
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: Hidden Treasure – The Treasure Map (1 of 4)

Mission type: Trade/search

Mission briefing:

Now look at what the cat dragged in ... another exhausted traveler looking for something cheerful to break the monotony of his existence. If that's really the case then you came to the right place! We got a casino here that's open all hours every day of the week, except on the major Otitoh holidays. If you're looking for a place to rest and have a pleasant evening, then spend the night in our pleasure hub nearby. If you want entertainment, you came to the right place dude! Echelon E. provides all your entertainment needs with prices unrivalled in the entire galaxy **cough*excluding some Gallente venues*cough**.

If you're looking for fame and fortune however, I might be of some help. I've been searching for a long lost treasure rumored to be hidden somewhere inside Otitoh, by the captain of a Gallente freighter who was ambushed here during the first Caldari-Gallente war. I've come across a number of clues, but have never managed to find that blasted treasure map which is supposed to lead me straight to it. Find me the map, and we can become rich together. What do you say?

So you really think you can find that map eh? I've heard it may be located somewhere in Otomainen, but I've given up the search. If you find it, you'll make me a very happy man. I also promise to split whatever treasure I find there with you, 50/50 **wink**.

Objective: Provide 1 Ancient Treasure Map (0.1 m3) to agent.

Notes/hints: The map is obtained by the last storyline mission by the agent [Hitami Magye](#) in the Otomainen system.

Debriefing: Incredible! You've found it! I can't believe my eyes... at last I have the map! You'll help me find the treasure, if I tell you where it is? I hope you will, "name", I'm not much of a fighter pilot and it seems to lead straight into pirate infested territory. Accept this offer of a lifetime and you won't regret it.

Mission name: Hidden Treasure – Retrieve the Keycard (2 of 4)

Mission type: Courier

Mission briefing:

After taking a quick look at the map you brought back, I'm positive that I need a system scanner to find the exact location that the map specifies. It's very vague, but does specify a relatively small area in space

where I should be able to locate a cosmic signature.

I'll tell you what, retrieve my old system scanner at <station> and I'll give you a bookmark to the treasure. I won't accept any of those new fancy-pancy scanners, I wouldn't know how they work anyway. In other words, if you don't get me my scanner then the deal's off, understand?

It's quite heavy by the way, being a very old prototype I inherited from my farther. The new ones are quite smaller. But as I said, either bring me **my** system scanner or you can forget about ever finding the treasure!

Objective: Transport 1 Oshima's System Scanner (800.0 m3) from given destination to agent.

Notes/hints: None.

Debriefing: Great! I'll get started locating the cosmic signature at once.

Mission name: Hidden Treasure – Retrieve the Keycard (3 of 4)

Mission type: Trade/hunt

Mission briefing:

Now that I have the system scanner, there is just one more item that's missing. Upon closer examination I noticed a small paragraph scribbled on the back of the map, where the map-maker claims a keycard is needed to enter the site where he hid the treasure. I had actually discovered this long ago, before I first came to Otitoh, when I spoke to a relative of the deceased Gallente pilot who originally hid the treasure. I tracked this keycard down to a famous Guristas buccaneer, Tao Pai Motow, who often roams the asteroid fields inside the Kazka Headquarter deadspace pocket in Sakkikainen. Needless to say, I barely escaped with my life when I confronted Tao and offered a generous deal for the keycard. Apparently he's fully aware of what the keycard is for, and has been searching for the treasure himself for many years.

I'm afraid we do not have any choice except to hunt this pirate down and nab the keycard from him by force. There isn't a Ark roid's chance in Curse of getting it from that brute without a fight. Once you've found him and acquired the keycard, we can continue our search.

Just a word of advice before you leave, the Kazka headquarters are inaccessible to anything larger than a battlecruiser, so I suggest bringing a friend or two if possible. The pirates are no laughing matter.

Objective: Provide 1 Kepheur's Keycard (0.1 m3) from the [Contested Kazka Headquarters](#) deadspace complex in the Sakkikainen system to agent.

Notes/hints: The keycard is dropped Tao Pai Motow who is located in the Kazka Asteroid Cluster stage of the complex.

Debriefing: Ah, at last I have the keycard. I suggest you keep the other copy safe, you'll need it in your next assignment.

Mission name: Hidden Treasure – Find the Gallente Fortune (4 of 4)

Mission type: Encounter (**Important!**)

Mission briefing:

Now the time has arrived to claim the long lost treasure of Kepheur Buquet! You have his keycard, and I'll give you the coordinates of the deadspace pocket where he hid his treasure. I'm a bit worried that you might run into some trouble getting to it, as the area where I located the cosmic signature is heavily infested with rogue drones. It's officially a 'no-fly' zone according to the Caldari authorities here, and they refuse to offer any kind of assistance in clearing those pesky drones. Many pilots have lost their lives there, so be careful.

Once you have found the treasure, loot it and return immediately to me.

Objective: Investigate the treasure site.

Deadspace stage 1 guards:

- 2 Enforcer Alvatis (battlecruiser)
- 1 Bomber Alvum (cruiser)
- 3 Devastator Alvum (cruiser)
- 1 Disintegrator Alvum (cruiser)
- 3 Violator Alvum (cruiser)
- 3 Decimator Alvi (frigate)
- 4 Infestor Alvi (frigate)
- 1 Raider Alvi (frigate)
- 2 Splinter Alvi (frigate)
- 2 Strain Splinter Alvi (frigate)
- 1 Sunder Alvi (frigate)

Notes/hints: The Strain Splinter Alvi might web and warp scramble your ship. The guards are divided into four groups. There is no immediate aggression when entering the stage.

Deadspace stage 2 guards:

- 2 Crippler Alvatis (battlecruiser)
- 2 Enforcer Alvatis (battlecruiser)
- 6 Destructor Alvum (cruiser)
- 1 Disintegrator Alvum (cruiser)
- 4 Violator Alvum (cruiser)
- 1 Devilfish Alvi (frigate)
- 4 Infestor Alvi (frigate)
- 1 Raider Alvi (frigate)
- 2 Splinter Alvi (frigate)
- 4 Strain Decimator Alvi (frigate)
- 3 Sunder Alvi (frigate)

Notes/hints: The Strain Decimator Alvi might web and warp scramble your ship. The guards are divided into five groups. One group attack immediately when you enter the stage.

Deadspace stage 3 guards:

- 2 Striker Alvatis (battlecruiser)
- 4 Destructor Alvum (cruiser)
- 4 Viral Infector Alvum (cruiser)
- 7 Wrecker Alvum (cruiser)
- 4 Decimator Alvi (frigate)
- 4 Infestor Alvi (frigate)
- 1 Render Alvi (frigate)
- 2 Splinter Alvi (frigate)
- 1 Sunder Alvi (frigate)

Notes/hints: The guards are divided into four groups. One group attack immediately when you enter the stage.

Deadspace stage 4 guards:

- 1 Tara Buquet (cruiser, drops 1 Tara's Insignia (0.1 m3))
- 4 Federation Navy Gamma II Support Frigate (frigate)
- 3 Federation Navy Officer (frigate)

Notes/hints: The support frigates might web and warp scramble your ship. The guards are all in one groups and will attack immediately when you enter the stage. You will further receive the following message:

"Thank you for leading us to the treasure so quickly. My lifelong search for my ancestor's hidden stash has finally come to an end.

You might be surprised at how I found you, but it was quite simple. I've been tracking that fool Mintu Oshima ever since he started his search for Kepheur's treasure. And when I noticed you bring him the system scanner and the keycard, I knew I was in luck. Getting by you unnoticed, cloaked, while you fought those blasted rogue drones was a piece of cake.

Now I suggest you leave immediately, before I blow your scrapheap of a ship to smithereens. I won't let a filthy grave robber like yourself loot my ancestor's belongings!"

Destroying all guards marks the mission as complete. The Old Storage Container structure contains 1 Crude Sculpture (5.0 m3), 1 Kepheur's DNA (0.1 m3) and 1 X-Rated Holoreel (7.5 m3).

Debriefing: WHAT? Is that all you could find in the treasure chest?! I cannot believe this. There must have been another clue somewhere, leading to the real treasure. This cannot be!

long pause

Take your stinking reward and be off with you, “name”. I’ve no need of you anymore. I’ve already lost enough money keeping you around... AAARG!

Agent name: Mirmon Gorgoz
Location: Clear Water Spring
System: Friggi
Agent Corporation: The Leisure Group
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: The Medicine Man – A Pinch of Spice (1 of 3)

Mission type: Trade/hunt

Mission briefing:

I've been working on this here concoction, see. It frees the mind from its everyday shackles, lets the spirit roam free among the hinterlands and is one hell of a laxative to boot! Only thing is, I need this one particular ingredient. Just a little spice to perfect the whole deal, see.

Now, I know of this feller who's got a bit of what I need. If you could see fit to - how to put it - relieve him of his fear of death, then you could bring me that special ingredient and I could give you a cut of my profits. Feller's called Wolf Skarkert, and he hangs around in that contested mining facility, peddling his wares to the lonely souls actually trying to eke out a living in them god-forsaken badlands. Get me his powdered cubensis, and we'll see if we can't make ya that tiny bit richer. How about it?

Objective: Provide 100 Powdered Cubensis (100.0 m3) from the [Contested Caldari Mining Facilities](#) deadspace complex in the Friggi system to agent.

Notes/hints: The cubensis drops off a cruiser designated Wolf Skarkert which is located in the Contested Scordite Field stage of the complex.

Mission name: The Medicine Man – Snake Bite (2 of 3)

Mission type: Encounter

Mission briefing:

Well, friend, we're in it now. I just caught a whiff that there's one of them darned bounty hunters in system, looking for my hide. And I have a hunch you're next. See, this here's one of them Caldari fellers, and he's working for the corporation that synthesized the cubensis you stole. Cubensis is always a hot product on account of how much the Man hates it, so they hafta take extreme measures if'n it slips out.

He's hanging out at the Gravediggers Saloon, a filthy smuggler dive located in this system and filled with lowlives. I'll give ya the coordinates if ya can take him out for me. I'll also give ya something more. And remember, this feller could come for YOU next. And he's a tough one, I hear, so you'd better pack yer big guns. For good measure, I'm gonna ask ya to destroy the saloon well, so there won't be no evidence for those other scumbags to trace ya back here. Well, whatcha waiting for? Get to it!

Objective: Destroy all guards.

Deadspace stage 1 guards:

1 Bounty Hunter Drukhar (cruiser) 27500 ISK
1 Drukhar's Wingman (frigate)

Notes/hints: The Wingman might web and warp scramble your ship.

Mission name: The Medicine Man – Satisfaction Guaranteed (3 of 3)

Mission type: Courier (**Important!**)

Mission briefing:

Alright, partner, thanks to your good work I've been able to make my wonderful concoction, The Liberation Elixir. Greatest thing since Quafe Ultra, I tell ya. Now all I need is someone to help me get it to my distributor so it can start working for the greater good o' mankind.

That's right, friend, I'm eyeing you for the job. If you can be a dear and get it to <station> within a couple of hours, I can be makin' money in no time! And, of course, I'll reward you handsomely for your work. How's that sound to ya?

Objective: Transport 2500 Liberation Elixir (500.0 m3) to given destination.

Notes/hints: None.

Agent name: Oniya Arkimo
Location: Grand Crag Watch
System: Airmia
Agent Corporation: Lai Dai Corporation
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 2

Mission name: Look, I Need Your Help (1 of 3)

Mission type: Trade/hunt

Mission briefing:

You have to help me! I screwed up big time. My superiors trusted me with secret locations to ancient relics hidden by the civilizations that lived here centuries ago. If they find out about this I'm finished within Lai Dai, they will probably even make sure that I never find work again!

This document was stolen from me by one of our adversaries, I'm sure. Go to the contested Lai Dai Refinery and see if you can find it there. If you find it, bring it back to me.

Objective: Provide 1 Encoded Lai Dai Reports (0.1 m3) from the first or second stage of the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: The reports drop from the Nugoeihuvi Defender guards which are located within the Contested Veldspar Field and the Contested Plagioclase Field stages of the complex. These reports are also need in the third storyline mission by this agent.

Mission name: It Gets Worse... (2 of 3)

Mission type: Courier

Mission briefing:

I think I'm going mad! Those reports you gave me were nothing like the stolen ones! We have to make sure my superiors do not find out about the missing reports. Go to <station> and give them these status reports, any doubts they have should be cleared once they see these.

Objective: Transport 2 Encoded Lai Dai Reports (0.2 m3) to given destination.

Notes/hints: None.

Mission name: Time for Payback (3 of 3)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

“name”, go back to the Lai Dai refinery and destroy every single ship that might be there. Bring back to me every report you find, if we look hard enough we're bound to find the right one eventually. You have to hurry though, my superiors are getting suspicious of why I haven't made any progress on the

excavation operations that were assigned to me. Letting your plans fall into enemy hands is bad for business.

Objective: Provide 5 Encoded Lai Dai Reports (0.5 m3) from the first or second stage of the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: The reports are the same as the ones from the first storyline mission from this agent, and still drop from the Nugoeihuvi Defender guards.

Agent name: Raidon Setala
Location: Settler's Waystation
System: Sakkikainen
Agent Corporation: Chief Executive Panel
Agent level: 2
Listed difficulty rating: 4
Mine difficulty rating: 2

Mission name: The Caldari Migrants – Reconnaissance Point 1 (1 of 5)

Mission type: Encounter

Mission briefing:

We've set up a few telescopes in the surrounding asteroid belts around Sakkikainen VI to establish a powerful surveillance network, which we will use to determine the magnitude of rogue elements in the area. This is necessary for us to be able to calculate the cost of maintaining an adequate police force in Sakkikainen VI.

A few days ago we lost contact with 3 of our telescopes. I hope that it was caused by a malfunction in the communication device inside the telescope, but I have to be prepared for the worst. And the fact that the last team I sent out there to investigate haven't returned yet ... well, it pretty much confirms my fears.

I want you to fly over to one of the surveillance telescopes and retrieve the scanner data chip from its main computer. If lady luck is with us, the telescope will still be intact. If the data is retrieved, I will be able to access the logs and discover what caused the loss of communication.

I'm counting on you, "name".

Objective: Provide 1 Scanner Data I (0.1 m3) to agent.

Deadspace stage 1 guards:

- 1 Pithum Murderer (cruiser) 51563 ISK
- 6 — Pithior Renegade (destroyer) 12375 ISK
 - Pithior Anarchist (destroyer) 11813 ISK
 - Pithior Nihilist (destroyer) 11250 ISK
- 10 — Pithi Wrecker (frigate) 7875 ISK
 - Pithi Plunderer (frigate) 7500 ISK
 - Pithi Demolisher (frigate) 6000 ISK
 - Pithi Invader (frigate) 4875 ISK
 - Pithi Infiltrator (frigate) 45000 ISK

Notes/hints: None.

Deadspace stage 2 guards:

- 1 Guristas Kyoukan (frigate) 30000 ISK
- 6 Guristas Light Missile Battery (missile battery) 25000 ISK

Notes/hints:

Deadspace stage 3 guards:

- 2 └ Pithum Annihilator (cruiser) 57188 ISK
 - └ Pithum Ascriber (cruiser) 43125 ISK
- 11 └ Pithior Guerilla (destroyer) 13500 ISK
 - └ Pithior Renegade (destroyer) 12375 ISK
 - └ Pithior Nihilist (destroyer) 11250 ISK
 - └ Pithior Anarchist (destroyer) 11813 ISK
- 6 └ Pithi Destructor (frigate) 8250 ISK
 - └ Pithi Wrecker (frigate) 7875 ISK
 - └ Pithi Plunderer (frigate) 7500 ISK
 - └ Pithi Demolisher (frigate) 6000 ISK

Notes/hints: The Scanner Data I is found inside the Surveillance Telescope structure.

Debriefing: Interesting. Well, I expected as much. The Guristas organization has a very strong presence in Okkelen, it's not surprising that they would be opposed to any buildup of State forces in Sakkikainen. But we can't let them hinder our progress here, I have a few more tasks for you. Once they are accomplished my mission here will be complete, and I'll be able to report my findings to the Chief Executive Panel.

Mission name: The Caldari Migrants – Reconnaissance Point 2 (2 of 5)

Mission type: Trade/search

Mission briefing:

I've received word from two other teams I sent out to investigate the loss of communication with the surveillance telescopes. They reported that the other two telescopes have been completely looted, leaving nothing behind save the exterior hull of the structures. This obviously means they could not retrieve the scanner data as I had requested.

I believe that the scanner data, along with the expensive computer systems we had installed in the surveillance telescopes, is in the possession of the Guristas Pirates or other bandit elements within Okkelen. I want you to personally organize a search for the missing scanner data chips. Scourge the asteroid belts in Okkelen, the pirates responsible for stealing the data may be located anywhere within the constellation. If you miraculously find the computer chips, then return to me and I will reward you generously.

Objective: Provide 1 Scanner Data II (0.1 m3) to agent.

Notes/hints: The Scanner Data is dropped by the different Outlaw types of pirates that are found in the various asteroid belts throughout the Okkelen constellation.

Debriefing: So you found it off a pirate roaming one of the Okkelen asteroid belts? Just as I expected.

And don't you leave just yet, I have another assignment waiting for you!

Mission name: The Caldari Migrants – Reconnaissance Point 3 (3 of 5)

Mission type: Trade/search

Mission briefing:

Now that we have two of the surveillance scanner data chips, there's just one more to go. I expect you'll be able to find it in much the same way as the second data chip. Search the asteroid belts in Okkelen for pirate elements, eventually you might stumble upon the computer chip. If you do, I'll pay a great deal of ISK for it.

Objective: Provide 1 Scanner Data III (0.1 m3) to agent.

Notes/hints: The Scanner Data is dropped by the different Outlaw types of pirates that are found in the various asteroid belts throughout the Okkelen constellation.

Mission name: The Caldari Migrants – Quao (4 of 5)

Mission type: Trade/hunt

Mission briefing:

After reviewing the data from the surveillance telescope logs, I've confirmed that the Guristas did in fact stand behind the sabotage. The leader of one of the attacks, Quao Kale, is a well known Guristas agent. I want him captured and brought to justice. With luck, he will lead us to someone higher in the Guristas chain of command who can be held accountable for organizing the entire operation. The Guristas who attacked our installations were far too coordinated for this to have been just a spate of random burglary.

You'll find Quao in the Kazka Bandit Headquarters within Sakkikainen. He's one of the Guristas envoys there, who are rumored to be controlling the Kazka behind the scene. You'll probably have to fight your way through a legion of bandits to get to him, so be prepared. And don't forget to bring him here alive, he's worth nothing to us dead! Good luck.

Objective: Provide 1 Quao Kale (1.0 m3) from the [Contested Kazka Headquarters](#) deadspace complex in the Sakkikainen system to agent.

Notes/hints: Quao Kale can be found at The Development Depot stage of the deadspace complex. The complex is a bit more difficult to traverse alone than a normal level 2 mission.

Mission name: The Caldari Migrants – Criminal Brought to Justice (5 of 5)

Mission type: Courier (**Important!**)

Mission briefing:

I want you to bring Quao Kale, who you captured in your last mission, to our station in Silen. There he will be tried and punished accordingly. Once that is over with, he will be interrogated and perhaps even brain scanned, depending on the legal implications.

You've done well for us so far, and certainly have earned your reward. My mission here is nearing completion, soon I'll personally deliver my report to Hien Karnuras. I only hope I don't have any more encounters with the Guristas, I just can't wait to get back to my comfortable office on New Caldari Prime.

Objective: Transport 1 Quao Kale (1.0 m3) to given destination.

Notes/hints: None.

Agent name: Ratan Saturi
Location: Settler's Waystation
System: Sakkikainen
Agent Corporation: Prompt Delivery
Agent level: 4
Listed difficulty rating: None.
Mine difficulty rating: 4

Mission name: Cattle Thieves – Brigands at Large (1 of 3)

Mission type: Encounter

Mission briefing:

It so happens that the School of Applied Knowledge ordered a very large shipment of cattle to their station here in Sakkikainen. I was given the job after losing a bet with one of my co-workers — as you might expect, Okkelen is one of the least popular constellations within the State for delivery people like me. It's simply swarming with pirates and other scum.

Needless to say, once I arrived through the stargate, I was immediately beset by pirates camping the other side of the gate. I hit my microwarpdrive and almost made it, but they managed to warp scramble me at the last moment. And of course my darned escort team fled like a bunch of pansies at the first sight of combat! So I had no choice but to eject my cargo. It was either that or death, and I'll be damned before I commit suicide in the name of those corporate pigs!

Anyway, you now know my dilemma, and my question is simple: Will you help me get my cattle back!? I'm in no position to do it myself, obviously, and I'd rather not return home empty-handed. You certainly look like someone who has some combat experience... so if you're up to it, then I'll give you directions to the bandit outpost where I believe they are keeping my cattle.

Objective: Destroy all guards and provide 240 Cattle (240.0 m3) to agent.

Deadspace entrance guards:
None.

Notes/hints: Important note!: The acceleration gate to the next stage of the complex requires 1 Desperado Spur (0.1 m3) to activate. It will not be consumed in this process and can be found on the Desperado type of pirates that are found in the various deadspace complexes throughout the constellation.

Deadspace stage 1 guards:

4 Caldari Desperado (battleship) 312500/250000 ISK (drops 1 Desperado Spur (0.1 m3))
4 Caldari Gunslinger (battleship) 187500/125000 ISK (drops 1 Gunslinger Spur (0.1 m3))
13 Caldari Outlaw (cruiser) 60000/50000 ISK (drops 1 Outlaw Spur (0.1 m3))
5 Caldari Bandit (frigate) 9000/8500 ISK (drops 1 Bandit Spur (0.1 m3))

Notes/hints: The Caldari Bandits might web and warp scramble your ship. The guards are divided into

three groups. There is no immediate aggression when entering the stage.

Deadspace stage 2 guards:

3 Caldari Desperado (battleship) 312500/250000 ISK (drops 1 Desperado Spur (0.1 m3))
4 Caldari Gunslinger (battleship) 187500/125000 ISK (drops 1 Gunslinger Spur (0.1 m3))
3 Caldari Outlaw (cruiser) 60000/50000 ISK (drops 1 Outlaw Spur (0.1 m3))
8 Caldari Marauder (cruiser) 27500/25000 ISK (drops 1 Marauder Spur (0.1 m3))
2 Caldari Bandit (frigate) 10000 ISK (drops 1 Bandit Spur (0.1 m3))
6 Kazka Sentry Gun (sentry gun) 70000 ISK

Notes/hints: The Caldari Bandits might web and warp scramble your ship. The guards are divided into four groups. One group will aggress immediately upon entering the stage.

Deadspace stage 3 guards:

7 Caldari Desperado (battleship) 312500/250000 ISK (drops 1 Desperado Spur (0.1 m3))
5 Caldari Gunslinger (battleship) 187500/125000 ISK (drops 1 Gunslinger Spur (0.1 m3))
4 Caldari Outlaw (cruiser) 60000/50000 ISK (drops 1 Outlaw Spur (0.1 m3))
9 Caldari Bandit (frigate) 10000 ISK (drops 1 Bandit Spur (0.1 m3))
2 Spider Drone I (drone)

Notes/hints: The Caldari Bandits might web and warp scramble your ship. The Spider Drones will web your ship. The guards are divided into four groups. There is no immediate aggression when entering the stage.

Deadspace stage 4 guards:

4 Caldari Desperado (battleship) 312500/250000 ISK (drops 1 Desperado Spur (0.1 m3))
4 Kazka Missile Battery (missile battery) 55000 ISK

Notes/hints: The guards are divided into two groups. One group will aggress immediately upon entering the stage. The Cattle is dropped by the last destroyed ship.

Debriefing: Ah, crap! They must have killed some of the cattle because this is only part of the shipment they stole from me. Think you can help me get some fresh cattle from somewhere else to complete my shipment?

Mission name: Cattle Thieves – Making Ends Meet (2 of 3)

Mission type: Courier

Mission briefing:

Unfortunately, the cattle you retrieved from the pirates in your last mission are insufficient. In fact, I don't think the School of Applied Knowledge will even bother accepting such a low quantity of them; I need 2600 more units to complete the shipment. I'd like you to help me make ends meet: I've contacted my colleagues at Kiainiti IX - Moon 8 - Prompt Delivery Storage, and they have the cattle I need. If you could pick up those cattle and deliver them to Sakkikainen VI - Moon 8 - School of Applied Knowledge, I

would be extremely grateful.

Objective: Transport 2600 Cattle (2600.0 m3) between given destinations.

Notes/hints: None.

Mission name: Cattle Thieves – Revenge is Sweet (3 of 3)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

Damn that Loki Machado. He headed up the bandit gang that stole my cattle and delayed me by many days. I'll probably get demoted for this! I will have my revenge.

I heard he wasn't at the bandit site where you found some of the cattle, so he must still be at large. I know a guy, Midoki Urigamu, who is surprisingly knowledgeable about the Guristas pirates. He told me that Loki works as a prison guard in the Guristas Outrider Post in Otomainen. So you might find him in the Prison Facility, as long as he's on duty and not raiding defenseless convoys...

I'll give you everything I have in exchange for proof that he's dead.

Objective: Provide 1 Loki's DNA (0.1 m3) from the [Contested Guristas Outrider Post](#) deadspace complex in the Otomainen system to agent.

Notes/hints: The DNA is dropped by the battleship designated Loki Machado who is located in the Prison Facility stage of the complex.

Debriefing: Wonderful! Even if I do get demoted, at least I know those bastards responsible for my current situation got what they deserved.

Here's your reward. Mind giving me a little privacy now? I need some time alone.

Agent name: Retin Ariato
Location: Rusty Ridge Mine
System: Ishisomo
Agent Corporation: Wiyrkomi
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 2

Mission name: Wiyrkomi Freelancing – Missing Weapon Stash (1 of 4)

Mission type: Trade/hunt

Mission briefing:

Are you looking for work? Wiyrkomi is expanding into this area and help would be greatly appreciated. This whole constellation seems to be infested with the scum of the universe. Rogue drones, pirates and ruthless scavengers are everywhere and everybody wants a piece of the action.

Yesterday we discovered that a big part of our weapon stash had gone missing. We have every reason to believe that the Guristas hanging out at the contested Lai Dai Refinery in the Airmia system are behind this theft and would like you, along with others, to go and try to retrieve some of the weapons. If you can complete this task, perhaps I will give you something more rewarding next time.

Objective: Provide 3 Wiyrkomi Rifles (15.0 m3) from one of the second stages of the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: The rifles are dropped by the Guristas Outlaw and the Nugoeihuvi Propagandist type of cruisers which are found in the Contested Scordite Field stage of the complex.

Mission name: Wiyrkomi Freelancing – Another Task (2 of 4)

Mission type: Courier

Mission briefing:

Those weapons you retrieved were essential to our effort, thanks to you our troops will be well armed and ready for battle. If they think they can shove us out of this constellation they're wrong. We're getting a piece of this cake whether they like it or not.

The battle is far from being won, your services are required for another task. I need you to go to Ishisomo VII - Moon 14 - Propel Dynamics Factory and pick up some afterburners. They are a gift from our friends at Propel Dynamics and I want them delivered here in perfect condition. Now, do not screw this up, or it will have dire consequences.

Objective: Transport 3 1MN Afterburner I (15.0 m3) from given destination to agent.

Notes/hints: None.

Mission name: Wiyrkomi Freelancing – An Ancient Monument (3 of 4)

Mission type: Courier

Mission briefing:

I have another task for you, “name”. One of our excavators has stumbled upon what seems to be the remains of an ancient monument. The extinct civilizations worshipped many different gods and are believed to have buried hundreds of artifacts around their monuments. If this excavation is successful, it could make us all very rich men. Our problem is that we are sending more people out there right now and have run out of supplies. I need you to go pick up some excavation equipment and deliver it to me, if this goes well perhaps both of us can pay tribute to the only god that matters, the god of more money.

Objective: Transport 3 Excavation Equipment (3.0 m3) from given destination to agent.

Notes/hints: None.

Mission name: Wiyrkomi Freelancing – Missing Weapon Stash (4 of 4)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

I’m sorry to inform you that our excavation didn't go as planned. Just as our lead scientist on location, Reilen Oshomi, announced that is team had come across some kind of ancient weapon, the whole operation was raided by Guristas pirates and only Reilen and a few others managed to escape. The Guristas captured the item and we believe they took it to the Lai Dai Refinery in Airmia. Perhaps if you went there you might be able to retrieve it for us. There is a lot fighting going on there between many factions, so be careful.

Also, I'm afraid this is going to be the last mission I can give to you. After this incident my commanders issued a no-fly policy of all Wiyrkomi vessels and it seems their interests in the area have severely dwindled. Please complete this mission for me, and perhaps one day we will have the pleasure of working together again.

Objective: Provide 1 Ancient Weapon (2.0 m3) from the second stage of the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: The Ancient Weapon is dropped upon destruction of any of the Storage Silo structures within the Contested Scordite Field stage of the complex.

Agent name: Rie Nissiken
Location: Hangman's Hill
System: Ihakana
Agent Corporation: Guristas
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 2

Mission name: House of Flowers – Lucia (1 of 3)

Mission type: Encounter

Mission briefing:

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

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

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

Objective: Provide 1 Lucia Deep (0.1 m3) to agent.

Deadspace entrance guards:

1 Roark (cruiser) 25000 ISK

Notes/hints: None.

Mission name: House of Flowers – Escort service (2 of 3)

Mission type: Courier

Mission briefing:

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

Objective: Transport 10 Exotic Dancers (10.0 m3) to given destination.

Notes/hints: None.

Mission name: House of Flowers – Hell Hath No Fury (3 of 3)

Mission type: Encounter (**Important!**)

Mission briefing:

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

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

Objective: Destroy all guards.

Deadspace entrance guards:

1Sleeban Iratur (cruiser) 22500 ISK

1 Honim Iratur (frigate) 5000 ISK

1 Umeld Iratur (frigate) 5000 ISK

Notes/hints: None.

Agent name: Ryoke Aura
Location: The Diamond Ace Den
System: Otitoh
Agent Corporation: Expert Distribution
Agent level: 3
Listed difficulty rating: 6
Mine difficulty rating: 3

Mission name: Wrongfully Accused – Prove Your Worth (1 of 4)

Mission type: Trade/search

Mission briefing:

I'm in kind of a tight spot at the moment, but I can't reveal anything to you until I'm certain of your intentions. To prove yourself to me, bring me a piece of the extremely valuable mineral, neophite. You'll get it back when I'm done with you, but I really need to have something that will keep you from double-crossing me before I can give you any of the details of my situation.

I hear Akira Helkelen has a little neophite in stock; you might want to pay him a visit at the Rush Town Ruins if you don't have any neophite yourself.

Bring me the neophyte and we'll talk.

Objective: Provide 1 Neophite (0.1 m3) to agent.

Notes/hints: The neophite is obtained from the last storyline mission by [Akira Helkelen](#) in the Otomainen system.

Debriefing: It's really nothing personal, but I just don't know you well enough to trust you without some kind of collateral. So now that I have this to hang onto, I may be able to give you some real information.

Mission name: Wrongfully Accused – Who Shot the Sheriff (2 of 4)

Mission type: Trade/hunt

Mission briefing:

Now that I have your attention, I'll tell you my story. I am a prominent salesman sent to Otitoh on a special assignment from Expert Distribution. Well... I *was*.

I was born and raised in New Caldari, and I wasn't prepared for the harsh life of this run-down system. My first few months here were quite difficult, and I often thought about abandoning my work here and running back to my family.

In my dressed and lonely state, I needed a companion: someone to ease the tension of everyday life here. My wife refused to leave our home in New Caldari, so I had no one. So, I was completely helpless when I stumbled upon a beautiful young woman who seemed caught up in the same situation that I was. There was no one around who gave a damn.

I found her in a bar in the Lai Dai station in Otitoh. She actually started the conversation – considering how I was brought up, I’m not used to a woman taking the initiative in such matters. Anyway, next thing I knew, I was waking up the next morning in her bedroom with a terrible hangover. Before I had time to fully clothe myself, I discovered my mistake: the door to the apartment opened and a short, gnarled old man came in. As soon as I saw him, I knew I was in trouble.

That man was Eteri Tazaki, an officer of the Lai Dai Protection Services. He was furious, but – fortunately for me – unarmed. He chased me out of the apartment, calling the guards. I managed to escape into a nearby alley, and, with my heart about to explode, I ran as fast as I could to the hangar bay.

I’ve been running ever since. The fact is, every law enforcement officer in this system seems to be corrupt, and by the virtue of his position alone, Tazaki has managed to convince the authorities that I raped his wife. I’m now a wanted man, hunted by those I once trusted with my life. I’m still trying to come to terms with what has happened, but it’s hard. I just hope my family doesn’t hear about this until I have time to explain everything in person.

What I need from you, “name”, is help to escape this constellation. I can’t risk trying to make the jump out of here without adequate preparation; if I’m caught, I could end up in prison for the rest of my life. That’s something I want to avoid at all costs, especially in *these* parts.

Your first task will be a difficult one. The sheriff of Otitoh, Togany, has been snooping around the area looking for me. I think he must have been tipped off by one of the locals, because he’s currently scouring the asteroid belts near here, where I usually run at the first sight of law enforcement officers. You must take him out— destroy his ship or whatever; just prevent him from finding me. I fear that if he’s not taken care of soon, I will be caught. If he catches me, he’ll call in back-up, and there’ll be no stopping them. He’s currently located near one of the moons of Otitoh VII. Bring me proof of his demise and you will be rewarded.

Be prepared: I’m sure he has a few of his deputies along for the ride; together they are deadly.

Objective: Provide 1 Sheriff Togany (1.0 m3) from the [Otitoh VII – Moon 5](#) deadspace complex in the Otitoh system to agent.

Notes/hints: Sheriff Togany drops when you destroy his cruiser.

Debriefing: Amazing stuff, “name”. I didn’t expect you to bring him here alive, but I’m quite pleased; this won’t go over as badly with the authorities as killing him would’ve. I’ll keep him prisoner on my ship until I’ve managed to get away from Okkelen, then I’ll release him. Now we have to move fast: once the authorities figure out their sheriff is missing, they’ll send out search teams, and the I’ll be in serious trouble.

Get ready for your next assignment.

Mission name: Wrongfully Accused – The Cloaking Device (3 of 4)

Mission type: Trade/search

Mission briefing:

Now that you've neutralized the sheriff, it's time to prepare my getaway ship. I will need a cloaking device to keep myself from being detected, just in case CONCORD or Customs have been notified about me. Being cloaked doesn't make my plan foolproof, but it will increase my chance of escape significantly.

You should be able to find a Prototype Cloaking Device on the market; I'd buy it myself if I wasn't trying to lie low. If you don't think you'll be able to get hold of one, don't screw me around-- just don't bother taking this job.

Objective: Provide 1 Prototype Cloaking Device I (100.0 m3) to agent.

Notes/hints: The cloaking device can be bought off the market or build yourself if you so desire.

Debriefing: Ah, this will do nicely. You did well, "name". Now there's just one more obstacle to overcome before I can get out of here.

Mission name: Wrongfully Accused – Last Hindrance (4 of 4)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

I'm almost ready to set off for the outer regions, where I can hide until my lawyer clears my name, but there's one final obstacle. I was scanning the stargate to Ihakana from a great distance to avoid detection, when I noticed a few Caldari bandits led by Bai Tarziiki camping nearby. I remember seeing Bai's face in a news bulletin a while back; he's reputed to be a member of the Kazka Bandits, a notorious gang of outlaw mercenaries in these parts. They are also rumored to have close ties with the corrupt security forces in Otitoh, which Eteri is a part of.

I'm not sure what Bai is up to, but I have a sinking feeling that he was sent by Eteri to block my exit. He probably knows that Ihakana is the first place I would go to. Outlaws like Bai are experts at sniffing out people in hiding, so there's no doubt that he has an anti-cloaking device and multiple scanners on his ship. I can't afford to take this kind of chance: if they catch me I'll be tortured and killed.

Your last task is simple. Take out Bai, and bring me proof that he won't bother me anymore. His corpse will do.

Objective: Provide 1 Bai's Corpse (1.0 m3) from the [Stargate to Ihakana](#) to agent.

Notes/hints: Bai's Corpse drops from the cruiser designated Bai Tarziiki. By completing this mission you are rewarded 1 Neophyte (0.1 m3) which is similar to the one you handed in to the agent in the beginning of the mission chain. This neophyte is used in the third storyline mission by [Goru Nikainen](#).

Debriefing: Finally, I'm ready to go. It's been a pleasure working with you, "name". I hope you enjoy your reward.

Agent name: Ryuki Sakkaro
Location: NOH Recruitment Center
System: Ishisomo
Agent Corporation: Prompt Delivery
Agent level: 1
Listed difficulty rating: None.
Mine difficulty rating: 1

Mission name: Will You Help (1 of 2)

Mission type: Trade/hunt

Mission briefing:

Hey there, I realize you might be busy with something else, but I could really use some help over here. My superiors have assigned a lot of tasks to me and I'm not sure if I can handle them all by myself.

There are some Nugoeihuvi excavators stepping on our turf at the contested Lai Dai Refinery in Airmia. If you could go there and "take care" of them, it would be well appreciated. Bring back some Nugoeihuvi dogtags as proof of your actions.

Objective: Provide 5 Nugoeihuvi Dogtag (0.5 m3) from the first and second stage of the [Contested Caldari Lai Dai Refinery](#) in the Airmia system to agent.

Notes/hints: The dogtags are dropped by the Nugoeihuvi type of ships which are found in the Contested Veldspar Field and the Contested Plagioclase Field stages of the complex.

Mission name: Uprising (2 of 2)

Mission type: Courier (**Important!**)

Mission briefing:

I have another task for you, my friend. Small outbreaks have been popping up around <station> and the local police authorities are having troubles defusing the situation. Please deliver these rifles, they will prove a valuable aid and my superiors would definitely notice if you played a part in this.

Objective: Transport 3 Rifles (6.0 m3) from agent to given destination

Notes/hints: None.

Agent name: Skurk Tekkurs
Location: Abandoned Astro Farm
System: Vahunomi
Agent Corporation: Archangels
Agent level: 2
Agent quality: 0
Listed difficulty rating: None.
Mine difficulty rating: 2

Mission name: The Designated Driver – The Garage (1 of 4)

Mission type: Trade/hunt

Mission briefing:

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

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

Objective: Provide 1 Secret Garage Coordinates (0.1 m3) to agent.

Notes/hints: The coordinates are dropped by the Outlaw type of pirates that can be found in the asteroid belts in the constellation.

Mission name: The Designated Driver – The Decoder (2 of 4)

Mission type: Courier

Mission briefing:

Congratulations again on a job well done. But these bandits are obviously more paranoid than the norm. The data chip you gave me is encoded with some heavy duty codelock. The codebreaker I'll need for this is not something available on the common market. I did some digging around and there's a black marketer operating out of the Chief Executive Panel station in Otitoh. Strange place for such operation, but I gather he's working under the protection of some high-level official there. Only goes to show what a strange place Okkelen is these days. Anyway, Rost wants me here, so I need someone to get that decoder for me. And as you did so well the last time I think you're ideally suited.

Objective: Transport 1 Data Chip Decoder (0.1 m3) to given destination.

Notes/hints: None.

Mission name: The Designated Driver – Clean Out (3 of 4)

Mission type: Encounter

Mission briefing:

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

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

Objective: Destroy all guards and provide 1 Mechanical Parts (1.0 m3) to agent.

Deadspace entrance guards:

5 Bandit Mechanic (frigate) 2750 ISK

Notes/hints: The last mechanic drops the mechanical parts.

Mission name: The Designated Driver – State of Mind (4 of 4)

Mission type: Courier (**Important!**)

Mission briefing:

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

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

Objective: Transport 1 Spiked Quafe (0.1 m3) from given destination to agent.

Notes/hints: None.

Agent name: Siringwe Opainen

Location: Bandit Hideout

System: Friggi

Agent Corporation: Guristas

Agent level: 3

Listed difficulty rating: None.

Mine difficulty rating: 3

Mission name: The Southern Front – Gather Ye Rosebuds (1 of 4)

Mission type: Encounter

Mission briefing:

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

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

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

Objective: Provide 1 Unassembled Hybrid Weapon (50.0 m3) to agent.

Deadspace stage 1 guards:

1 Nugoeihuvi Operative (cruiser) 60000 ISK

1 Arms Dealer (cruiser) 50000 ISK

3 Internal Security Control Captain (frigate)

Notes/hints: The unassembled hybrid weapon is dropped by the Nugoeihuvi Operative. The frigates might web and warp scramble your ship.

Mission name: The Southern Front – Restock (2 of 4)

Mission type: Courier

Mission briefing:

Okay, first off, the box you brought back with the unassembled weapon parts was a valuable find, so thanks for that. In addition to the weapons, it contained some evidence that Nugoeihuvi have certain

plans for this system that conflict with ours - and they're not going about them through the proper, stiff-assed Caldari channels, which puts us in a fine position, leverage-wise.

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

Objective: Transport 300 Transmitter (600.0 m3) from agent to given destination.

Notes/hints: None.

Mission name: The Southern Front –One To The Kidney (3 of 4)

Mission type: Courier

Mission briefing:

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

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

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

Objective: Transport 1EMP Charge Components (1.0 m3) from agent to given destination.

Notes/hints: None.

Mission name: The Southern Front –Assets Assault (4 of 4)

Mission type: Encounter (**Important!**)

Mission briefing:

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

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

Objective: Destroy the Caldari Navy Command & Control Center.

Deadspace stage 1 guards:

2 Caldari Navy Gunner (cruiser)
1 Caldari Navy Raid Leader (cruiser)
4 Caldari Navy Officer (frigate)
2 Caldari Tower Sentry II 50000 ISK

Notes/hints: None.

Agent name: Sokei Kirku
Location: Station Foundation Site
System: Airmia
Agent Corporation: Ytiri Corporation
Agent level: 2
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: League of My Own
Mission type: Trade/search (Repeatable)
Mission briefing:

There are a lot of sharks swimming the dark waters of Okkelen these days. But that isn't all bad for small fish like you and me because these sharks are mainly interested in what the other sharks are doing. And wouldn't you know, they're even willing to pay good money to someone that can provide them with that information. Enter little ol' me. I've been making steady business ferreting out interesting stuff from various sources and selling them to the highest bidder.

There are a lot of places that such information can be gathered. The contested complex in Friggi is one such place, but not for those faint of heart, for it is heavily defended. But right here in Airmia is a place ideally suited for a bit of old school industrial espionage. The Guristas are operating a small spy station in the contested Lai Dai Refinery. If you possess some decent hacking skills you're bound to find something of value there. I might even be interested in buying some of the stuff you dig up.

Objective: Provide 4 User Manual (4.0 m3) from the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: The User Manuals can be found inside the Guristas Data Storage and Guristas Encrypted Data Storage structures that are located in the Guristas Spy Station stage of the complex.

Agent name: Tamoko Raytio
Location: Red Rock Outpost
System: Otomainen
Agent Corporation: Lai Dai Corporation
Agent level: 3
Listed difficulty rating: 5.5
Mine difficulty rating: 3

Mission name: Wagon Christ – Scanning the Heavens (1 of 3)

Mission type: Courier

Mission briefing:

Hello “name”, I'm Tamoko Raytio and with me here in the Bustard is my entire family. We left our home on Airkio VII - Moon 3 - Lai Dai Corporation Factory, intent on settling somewhere in the wild frontier, and ended up here in Otomainen. We originally set off with two ships, one Badger carrying our supplies, and then the Bustard carrying us. The Badger was piloted by a close friend of mine, Tari Ykonan, may he rest in peace, who was killed in a cowardly pirate attack near the Rush Town Ruins in this system. The attack damaged our ship and left us stranded here in this desolate place.

Now we need to replenish our supplies to survive the rest of the trip. We are still intent on settling here, it's too late to turn back now. We have enough food supplies in the Bustard's cargo hold to last us at least a few months, so that's not a problem.

The first item I need is a system scanner. You'll find one that I purchased on <station>, bring it here a.s.a.p.

Objective: Transport 1 System Scanner I (5.0 m3) from given destination to agent.

Notes/hints: None.

Mission name: Wagon Christ – Lost Supplies (2 of 3)

Mission type: Trade/hunt

Mission briefing:

Now I'd like you to retrieve the supply crates which were stolen from us by the bandit vermin. They should be located somewhere near Rush Town Ruins, where we were ambushed. Possibly in one of the asteroid belts near the planet, we passed a large group of them there when traveling to Rush Town. You'll know you found them when you see a Mordu's ship accompanied by a bunch of Caldari bandits. The pilot flying the Mordu's ship is a renegade and has no affiliation anymore to the Legion, so you need feel no remorse in destroying him.

I do hope they still have our supply crates. If they do, retrieve them for me from the charred remains of their ships. Leave no survivors, I want them all dead. You hear me? DEAD!

Objective: Provide 30 Raytio Family Supplies (300.0 m3) to agent.

Notes/hints: The supplies are acquired from the hostile ships located at [Otomainen VIII – Asteroid Belt 1](#).

Mission name: Wagon Christ – Into the Darkness (3 of 3)

Mission type: Encounter (**Important!**)

Mission briefing:

Now that we have salvaged all the supplies we need for the time being, it's time to find the promised land. You see, we didn't come to Otomainen by pure chance, there is a reason for us choosing this system as our new home. A few years ago, we heard of a great Monolith, one of the famous Black Monoliths which are a very rare sight indeed in our galaxy. My wife actually stumbled upon it in a news report on the KLC network.

When we decided to leave on our adventure, we were convinced that this monolith would be the key to our fortune. Not only is it a beautiful sight, it also holds an enormous commercial value. Imagine how much people, especially the Amarrian religious fanatics who view the Monoliths as some kind of symbol of their faith, would pay for viewing the object. We'll change this run-down system into a major hub of tourist activity!

But there's one catch to our plan. The Black Monolith is located inside a deadspace pocket, which happens to be inhabited by the Sansha envoy to the Guristas forces in Okkelen. He has a sizable entourage with him as well. Eliminate this hindrance and we will be eternally grateful, "name".

Objective: Destroy all guards.

Deadspace stage 1 guards:

- 4 Centatis Spectre (battlecruiser) 135000 ISK
- 2 Centum Hellhound (cruiser) 79688 ISK
- 1 Centum Fiend (cruiser) 76875 ISK
- 3 Centum Ravager (cruiser) 43125 ISK
- 4 Centum Ravisher (cruiser) 37500 ISK
- 2 Centior Abomination (destroyer) 13500 ISK
- 3 Centii Butcher (frigate) 9000 ISK
- 3 Centii Manslayer (frigate) 8250 ISK

Notes/hints: The guards are divided into 4 groups. One group attacks when entering the stage.

Deadspace stage 2 guards:

- 2 Centatis Devil (battlecruiser) 142500 ISK
- 2 Centatis Wraith (battlecruiser) 138750 ISK
- 3 Centatis Specter (battlecruiser) 135000 ISK
- 4 Centatis Phantasm (battlecruiser) 131250 ISK
- 1 Centum Juggernaut (cruiser) 51563 ISK
- 3 Centum Beast (cruiser) 45938 ISK

4 Centior Devourer (destroyer) 12375 ISK
3 Centii Butcher (frigate) 9000 ISK
3 Centii Plague (frigate) 7875 ISK
1 Centii Enslaver (frigate) 7500 ISK

Notes/hints: The guards are divided into 4 groups.

Deadspace stage 3 guards:

1 Centum Fiend (cruiser) 76875 ISK
2 Centum Mutilator (cruiser) 68428 ISK
1 Centii Butcher (frigate) 9000 ISK
3 Centii Manslayer (frigate) 8250 ISK
4 Sansha's Sentry Gun 50000 ISK

Notes/hints: Everything attacks you when entering the stage.

Deadspace stage 4 guards:

1 Envoy Tarish Mishka (battlecruiser) 146250 ISK
2 Centum Juggernaut (cruiser) 51563 ISK
3 Centii Butcher (frigate) 9000 ISK
1 Centii Manslayer (frigate) 8250 ISK
4 Sansha's Sentry Gun 70000 ISK

Notes/hints: Everything attacks you when entering the stage.

Agent name: Taru Kubona
Location: Devil's Dig Site
System: Otitoh
Agent Corporation: Mercantile Club
Agent level: 1
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: Finders Keepers

Mission type: Trade/search

Mission briefing:

The mega-corporations are trying to hog all the action here in Okkelen, but if you're careful to stay under their radar it's easy to get your hands on something good from time to time. I'm monitoring the excavation site here, looking for opportunities that might arise.

In the meantime, I hear the Kazka bandits over in Sakkikainen have hoarded a sizeable amount of artifacts in their headquarters. I'm well connected to shift these artifacts, so if you know anything about archaeology I'm interested in striking a bit of a business deal. I'll pay you good money for any Talocan Mechanical Gears you manage to scavenge from the Kazka bandits.

Objective: Provide 4 Talocan Mechanical Gears (4.0 m3) from the [Devil's Dig Site](#) deadspace complex in the Otitoh system or the [Contested Kazka Headquarters](#) deadspace complex in the Sakkikainen system to agent.

Notes/hints: The mechanical gears regularly spawns within the Battered Artifact Crate structures which are located at the Infested Excavation Site stage of the Devil's Dig Site complex or within the Strange Kazka Stash and Exotic Kazka Stash structures which are located at the Kazka Trophy Room stage of the Kazka Headquarters complex.

Agent name: Tatsuo Rankamo
Location: Hangman's Hill
System: Ihakana
Agent Corporation: Guristas Production
Agent level: 1
Listed difficulty rating: None.
Mine difficulty rating: 0

Mission name: Spirit Man – Firewater (1 of 2)

Mission type: Courier

Mission briefing:

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

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

Objective: Transport 10 Firewater (2.0 m3) from agent to given destination.

Notes/hints: None.

Mission name: Spirit Man – Rotgut (2 of 2)

Mission type: Courier (**Important!**)

Mission briefing:

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

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

Objective: Transport 1 Rotgut (0.2 m3) from given destination to agent.

Notes/hints: None.

Agent name: Tekirye Awazhen
Location: NOH Recruitment Center
System: Ishisomo
Agent Corporation: Internal Security
Agent level: 3
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: Interested in Work? (1 of 5)

Mission type: Trade/hunt

Mission briefing:

Welcome, “name”. It is good to see capable pilots joining our ranks, these are troubled times and we certainly need all the help we can get. Your previous employer told me good things about you, perhaps if you do as well for me as you did for him, I will refer you to an even higher level agent. Now, for your first assignment.

We have had reports of Guristas pirates destroying a Wyrkomi excavation operation. Apparently the Wyrkomi scientists had come across some sort of ancient weapon. The Guristas found out and raided the place, killing almost all the scientists and capturing the weapon. I want you to investigate this matter. Go to the Lai Dai Refinery in Airmia. Members of all factions are fighting over the refinery and if you move quickly, perhaps you could sneak in and steal the weapon.

Objective: Provide 1 Ancient Weapon (2.0 m3) from the second stage of the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: Notice there are ship size restrictions to enter the complex. The Ancient Weapon is dropped upon destruction of any of the Storage Silo structures within the Contested Scordite Field stage of the complex.

Mission name: Troubles With Outlaws (2 of 5)

Mission type: Trade/hunt

Mission briefing:

Guristas are a constant pain in the backside. This time they have taken five of our miners captive and are demanding a ransom for their return. Our policy has never been to negotiate with terrorists, so I want you to go in there full force and deal with them. They are hanging out at the contested Lai Dai Refinery in Airmia. Bring the miners back to me unharmed, it would not look good with the State if we became responsible for those people's deaths.

Objective: Provide 3 Miner (9.0 m3) from the second stage of the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: Notice there are ship size restrictions to enter the complex. The Miners are dropped upon destruction of Guristas Maniac type of cruisers within the Contested Scordite Field stage of the complex.

Mission name: We Caught a Spy... (3 of 5)

Mission type: Courier

Mission briefing:

Lately, Propel Dynamics have been trying to infiltrate our ranks. They know we have the upper hand in this region and apparently they seem to be wanting to sabotage our operations. We have discovered the identity of this spy, yesterday we arrested him and he is currently in my custody. I want you to take him to <station>, there he will be tried and justice brought to the matter.

Objective: Transport 1 Spy (3.0 m3) from agent to given destination.

Notes/hints: None.

Mission name: Pirates Brought to Justice (4 of 5)

Mission type: Trade/hunt

Mission briefing:

That spy is being tried for his crimes as we speak, thanks to you he will go away for a long time.

I, however, have another task for you. Around these parts, outlaws are a constant threat. Every day they raid caravans, steal their loot and murder innocents. Here in Ishisomo, we believe the source of these attacks is the Lai Dai Refinery in Airmia. I want you to go there, destroy every structure you see and leave none alive. Show them the might of Nugoeihuvi, show them justice. Bring me back five Guristas Outlaw Dogtags as proof of your actions.

Objective: Provide 5 Guristas Outlaw Dogtag (0.5 m3) from the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: The Outlaw Dogtags are NOT obtained by destroying any structures, but drops from the various Guristas types of ships found within the complex.

Mission name: Time for Goodbyes (5 of 5)

Mission type: Courier (**Important!**)

Mission briefing:

You're moving even further up the corporate ladder, my friend. My superiors have taken a great interest in your talent and have decided that after this task, you will be reassigned to a new agent in Airmia. Apparently the troubles there are much greater than the ones here and they wish only for the most competent of pilots to head out there.

Your last assignment for me will be to deliver these reports to <station>, they are reports of all Propel Dynamics activity in the past two weeks. If there is another spy among us, this is how we will find him.

Be safe, my friend. Perhaps we will see each other in the future.

Objective: Transport 2 Propel Dynamics Reports (3.0 m3) from agent to given destination.

Notes/hints: None.

Debriefing: Go to Airmia and find [Istei Poyri](#), he will take care of you.

Agent name: Tida Aikato
Location: Cactus Mill Lookout
System: Vahunomi
Agent Corporation: CBD Corporation
Agent level: 1
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: Rush to the Head

Mission type: Trade/search

Mission briefing:

Something tells me that we're on the verge on discovering something really marvelous here in Okkelen that might change the way we look at the world forever. There are artifacts here that are thousands of years old and if we can discover who left them behind and what kind of society they lived in, it might put our own meager existence into a more enlightened perspective.

Yes, interesting times indeed, and I for one want to do what I can to advance humankind to the next rung in the evolution ladder. I'm collecting interesting relics and am on the lookout for independent pilots that have some rudimentary knowledge of archaeology to help me out in this great endeavor. Are you interested?

Objective: Provide 2 Talocan System Interface Units (0.2 m3) from the [Contested Kazka Headquarters](#) deadspace complex in the Sakkikainen system to agent.

Notes/hints: The system interface units sometimes spawn within the Strange Kazka Stash structures in the Kazka Trophy Room stage of the complex.

Agent name: Varma Fujimo
Location: Devil's Dig Site
System: Otitoh
Agent Corporation: Lai Dai Corporation
Agent level: 4
Listed difficulty rating: 7
Mine difficulty rating: 4

Mission name: Station in Crisis – Caldari Troublemakers (1 of 3)

Mission type: Trade/hunt

Mission briefing:

I'm so glad to see you "name". I had almost given up hope on finding a skilled mercenary to do some dangerous work for Lai Dai Corporation. I've looked everywhere in this run-down system but you're the first ray of hope that I've encountered so far.

We have a serious problem on our hands at the State And Region Bank in Ihakana. A gang of hooligans has been terrorizing passersby in the area, allegedly causing damage to our property and pestering our customers. We haven't been able to pin anything major on them yet, but our patience has worn out. I will pay you a large sum of credits if you take care of these pests yourself, before they do any serious harm.

The deadspace pocket is hidden from passive sensors. You will need to use probes to scan down the Kazka blockade.

Objective: Provide 60 Bandit Spur (6.0 m3) to agent.

Notes/hints: The spurs are dropped from the different types of 'bandit' classed frigates which can be found in the various public deadspace complexes in the constellation.

Mission name: Station in Crisis – Militia Equipment (2 of 3)

Mission type: Courier

Mission briefing:

Because of the volatile situation here in Ihakana, we've been planning on funding a local militia to participate in the defenses of our station. CONCORD and the State have a very loose hold on the entire constellation, and Ihakana is no exception. We can't afford to ask them for any favors, we have to take matters into our own hands.

Because funding for our project here is limited, we've had to make do with cheap small arms, aka pistols. I've been promised a shipment of them at <station>, if you could be so kind as to transport them to the S.R.B. station in this system I would be very grateful.

Objective: Transport 2000 Pistols (4000.0 m3) between given destinations.

Notes/hints: Both the mission pick-up and destination are stations located in low security space.

Debriefing: Great, I'll send word immediately to my superiors to start equipping the militia volunteers. Hopefully this will deter those thugs even further from bothering us or our customers.

Mission name: Station in Crisis – Hooligan Gang Leaders (3 of 3)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

Unfortunately your previous assignment for me was not a complete success. I was wrong about the bandits abandoning their plans of causing havoc near the State and Region bank in Ihakana when they start to get a taste of their own medicine. Despite a number of their ships having been destroyed, I've noticed a surge in their activity near the station. They are mainly comprised of the natives of Ihakana who are poor and jobless, and angry at the State for the lack of interest this system receives from the government. For some reason they believe attacking the State and Region Bank will help their cause ... foolish if you ask me.

But when their leaders fall, we believe they will become discouraged and this temporary surge of unrest will dissipate. Bring me evidence of their demise and you shall be rewarded.

Objective: Provide 25 Gunslinger Spur (2.5 m3) to agent.

Notes/hints: The spurs are dropped from the different types of 'gunslinger' classed battleships which can be found in the various public deadspace complexes in the constellation.

Debriefing: I've already noticed a severe drop in illegal activity and reports of harassment near the State and Region Bank. This is good news indeed, and let's hope it deters Anniainen Aizaris from going through with her plans of closing down the station and moving our operations elsewhere. Take your reward "name", you've certainly earned it.

Agent name: Yka Katori
Location: Bandit Hideout
System: Friggi
Agent Corporation: Guristas
Agent level: 3
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: Interception – Data Miner (1 of 2)

Mission type: Trade/hunt

Mission briefing:

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

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

Objective: Provide 1 Caldari Navy Convoy Disposition File (0.1 m3) from the [Contested Caldari Mining Facilities](#) deadspace complex in the Friggi system to agent.

Notes/hints: The file drops off a cruiser designated Huriki Vunau which is located in the Contested Plagioclase Field stage of the complex.

Mission name: Interception – The Messenger (2 of 2)

Mission type: Courier (**Important!**)

Mission briefing:

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

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

Objective: Transport 1 Encoded Guristas Intelligence Dossier (0.1 m3) from agent to given destination.

Notes/hints: None.

Agent name: Yochuka Eskaila
Location: Shady Acres
System: Ihakana
Agent Corporation: Internal Security
Agent level: 4
Listed difficulty rating: None.
Mine difficulty rating: 4

Mission name: Deputy – The Outpost (1 of 4)

Mission type: Encounter

Mission briefing:

As you may know, Ihakana and the surrounding systems are completely infested by Guristas pirates. In my work for Internal Security in this system, I've had a number of deputies under me, every single one of whom has fallen prey to these dirty dogs. Fiderer, my last deputy, was a particularly good lad, and I hated to see him go down to those bastards.

I'm always on the lookout for people who know their way around a fight. If you're interested, I can deputize you: Plenty of work to be done around here.

If you feel like proving your mettle, there's a small Guristas forward base in this area that's been no end of trouble for quite a while now. It's not a large outpost as outposts go, but according to our intelligence it plays host to some very powerful Guristas cronies, people not to be trifled with. If you can go in there and eliminate the Guristas force, I'd be much obliged. I'd also be likely to have more work for you.

Objective: Destroy all guards.

Deadspace stage 1 guards:

1 Pith Dismantler (battleship) 487500 ISK
3 Pithatis Assassin (battlecruiser) 142500 ISK
1 Pithatis Assaulter (battlecruiser) 138750 ISK

Notes/hints: The guards are all in one group. No aggression when entering the stage.

Mission name: Deputy – The Sting (2 of 4)

Mission type: Encounter

Mission briefing:

Okay, listen up. I have some more Guristas butt for you to kick. Yeah, I thought you'd be happy.

There's another outpost in one of the outlying systems where the Guristas have a nice little drug lab going. This is a slightly bigger target than the last one we hired you to take out, so expect more opposition. Break through their defenses, destroy the outpost's storage silo, and get back to me for your reward.

Objective: Destroy the Storage Silo structure

Deadspace stage 1 guards:

1 Pith Massacrer (battleship) 1162500 ISK

1 Pith Eliminator (battleship) 712500 ISK

4 Pithatis Enforcer (battlecruiser) 135000 ISK

Notes/hints: The guards are all in one group. No aggression when entering the stage.

Mission name: Deputy – The C-Wing (3 of 4)

Mission type: Encounter

Mission briefing:

I have a report here on my desk stating that the Guristas have been training a special frigate wing for hit-and-run operations in the vicinities of Ihakana and Friggi. Intelligence has given us the location of one of the training bases for this frigate wing, and we intend to put a dent in this little scheme of theirs.

I need you to go out to the next system, where the base is, kill the detachment of frigates being trained there, and destroy their training bunkers. Beware: The instructors are accomplished pilots, and there may be a battleship or two guarding the facilities. Go in with caution. Good luck.

Objective: Destroy all guard frigates.

Deadspace stage 1 guards:

1 Pith Extinguisher (battleship) 543750 ISK

4 Guristas Drill Sergeant (destroyer) 14625 ISK

12 Guristas Trainee (frigate) 9000/8250

Notes/hints: The guards are all in one group. No aggression when entering the stage.

Mission name: Deputy – The Gunship (4 of 4)

Mission type: Encounter (**Important!**)

Mission briefing:

Deputy, we have a problem. The Guristas have brought in a special operative, rumored to be the cousin of Korako "The Rabbit" Korakami. His name is Choiji, and he's known throughout this area for his fearsome prowess in battleship combat.

Now, we're not certain what exactly it is he's doing here, but we're not going to wait to find out. Internal Security High Command has given the go-ahead for us to eliminate him, and I'm giving the job to you. I've uploaded the coordinates of his hideout to your Neocom. Be careful - he has two fanatically devoted bodyguards who won't take kindly to your attempt to kill their master.

Good luck.

Objective: Destroy Choiji Korakami.

Deadspace stage 1 guards:

1 Choiji the Vanquisher (battleship) 1500000 ISK

2 Choiji's Bodyguard (battleship) 543750 ISK

Notes/hints: The guards are all in one group. No aggression when entering the stage.

Debriefing: You've done us all a great service. Take this shield booster blueprint copy – our own design, no matter what anyone tells ya – and make yourself some cash... or fly around with the best damn booster this side of the nearest Gist complex.

In any case, Internal Security thanks you for your service, deputy. It's been a pleasure.

Agent name: Yoko Pihraya
Location: Sentinel Rise
System: Friggi
Agent Corporation: Sukuuvestaa Corporation
Agent level: 1
Listed difficulty rating: None.
Mine difficulty rating: 3

Mission name: Edge of Reason
Mission type: Trade/search (Repeatable)
Mission briefing:

Some bright light back at headquarters got the idea that SuVee was missing out on something good here in Okkelen. So they sent poor old me out here to map the riches. Yeah, right. If I ever find out who's responsible I'll make him dance to the tune of my semi-automatic.

This place is a real hellhole. All I've encountered here is dust and dangers. I've heard plenty of stories of fabulous riches, but anything of substance has totally eluded me. My superiors are getting restless to get something more than hints and rumors from me, so I'm looking for prospective pilots to lend me a bit of aid.

From what I've heard the Guristas pirates have amassed impressive amount of treasures and valuable information in the contested complex here in Friggi, but that stuff is pretty well defended, so you need some heavy armaments to have any chance of tackling that. A better bet is heading out to the Airmia system and enter the spy station the Guristas are operating in the contested complex there. If you have some basic hacking knowledge I'm certain you can dig up something of value to me.

Objective: Provide 4 Spare Parts (4.0 m3) from the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: The Spare Parts can be found inside the Guristas Data Storage and Guristas Encrypted Data Storage structures that are located in the Guristas Spy Station stage of the complex.

Agent name: Yru Hatamei
Location: Rusty Ridge Mine
System: Ishisomo
Agent Corporation: Lai Dai Protection Service
Agent level: 3
Listed difficulty rating: None.
Mine difficulty rating: 2

Mission name: Those Bastards (1 of 4)

Mission type: Courier

Mission briefing:

I cannot believe somebody ratted me out! Somehow, those damned Nugoeihuvi agents found out about my plan and fixed their security flaws. Had I been successful, high command definitely would have given me a raise!

Oh, sorry, I don't suppose you're interested in any of that. I do however have some tasks for you, perhaps we can get back at Nugoeihuvi some other way. This constellation is on fire, there are so many things to explore and discover. Everybody wants a piece of the action, and I'm here to make sure Lai Dai gets the whole cake

Firstly, I need you to take these reports and deliver them to <station>. The reports contain data on all our discoveries within the constellation and it would be unfortunate if they fell into the wrong hands.

Objective: Transport 3 Reports (0.3 m3) from agent to given destination.

Notes/hints: None.

Mission name: Got Milk? (2 of 4)

Mission type: Courier

Mission briefing:

My mother is very old and very sick. Yesterday she contacted me and asked me to buy her some milk. I'm afraid my duties here require me to stay, but if you could see to it that she gets her milk, I would be grateful. Take this and deliver it to <station>. Be quick about it and don't get blown up. She gets grumpy if she doesn't get her milk, and she usually takes her rage out on me.

Objective: Transport 1 Milk (0.5 m3) between given destinations.

Notes/hints: None.

Mission name: Ancient Weaponry (3 of 4)

Mission type: Trade/hunt

Mission briefing:

A few minutes ago, reports came in regarding Guristas pirates destroying a Wiyarkomi excavation operation. Apparently the Wiyarkomi scientists had come across some sort of ancient weapon. The Guristas found out and raided the place, killing almost all the scientists and capturing the weapon. I want you to investigate this matter. Go to the contested Lai Dai Refinery in Airmia, find this weapon and bring it back to me. I know the Nugoeihuvi are trying to get hold of it as well, but I want you to beat them to it.

Objective: Provide 1 Ancient Weapon (2.0 m3) from the second stage of the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: The Ancient Weapon is dropped upon destruction of any of the Storage Silo structures within the Contested Scordite Field stage of the complex.

Mission name: Training Ground Destruction (4 of 4)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

The damned Guristas are constant pain in the backside. Their spies are everywhere and there seems to be no way of getting rid of them for good. We have exhausted almost all methods but they always come back for more. This time I want something really radical to be done. Go to the contested Lai Dai Refinery and destroy all their bunkers and training facilities. If we destroy their roots, maybe the whole tree will fall. Bring back five Guristas Outlaw Leader Insignias as proof of your actions.

Objective: Provide 5 Guristas Outlaw Dogtag (0.5 m3) from the [Contested Caldari Lai Dai Refinery](#) deadspace complex in the Airmia system to agent.

Notes/hints: The Outlaw Dogtags drops from the various Guristas types of ships found within the complex.

Agent name: Zabonn Michi
Location: Rush Town Ruins
System: Otomainen
Agent Corporation: Mine Drill
Agent level: 4
Listed difficulty rating: 8
Mine difficulty rating: 4

Mission name: Lost Love – Manchura the Pirate (1 of 3)

Mission type: Trade/hunt

Mission briefing:

So ... tired. Michi has been holed up here for longer than he can remember ... and he won't leave until his broken heart has been mended ... his lost love must be returned! Old Michi won't rest until he has found the truth! Been digging up these old ruins for years, but her body is nowhere in sight. Dead she is, Old Michi thought. Dead after those blasted Guristas scoundrels attacked the remnants of this once prosperous community. Dead after the metal walls of these beastly stations caved in from the assault.

But then Old Michi stumbles upon an old pirate he remembers from his younger years. A devilish man, who had a fancy for Old Michi's lost love he did. This troublesome pirate scoffed at Old Michi he did, and claimed his lost love was still alive! But reveal her location he did not. Old Michi will pay handsomely for that information. Bring it to Old Michi and you'll make him a happy man!

Quickly now ... Old Michi can't wait much longer.

Objective: Provide 1 Manchura's Logs (0.1 m3) from the [Contested Guristas Outriders Post](#) deadspace complex in the Otomainen system to agent.

Notes/hints: The logs are dropped by the cruiser designated Manchura Todaki which is located in the Contested Scordite Field stage of the complex.

Debriefing: Old Michi thanks you from the bottom of his heart! This information should lead straight to lost love! Please stay and help Old Michi finish his search ...

Mission name: Lost Love – Wei Todaki (2 of 3)

Mission type: Encounter

Mission briefing:

Now that Old Michi has the location of his lost love, "name" needs to find her! ... Wei was the light of Michi's life, back when he had a reason to live ... she was the cornerstone of his existence ... lost so long ago. But now he has a chance of regaining that precious lost love, and reclaiming what was lost to him so long ago ... the logs you retrieved indicate that she is being held prisoner at a Guristas base in an asteroid belt in this very system ... you must find her, and bring her back to Old Michi. Do this quickly, the end draws near for poor Michi ...

Michi very thankful for your willingness to help ... very thankful indeed.

Objective: Provide 1 Wei Todaki (1.0 m3) to agent.

Deadspace stage 1 guards:

- 2 Pith Usurper (battleship) 1218750 ISK
- 3 └ Pith Conquistador (battleship) 993750 ISK
 - └ Pith Destroyer (battleship) 881250 ISK
- 3 └ Pith Eliminator (battleship) 712500 ISK
 - └ Pith Extinguisher (battleship) 543750 ISK
- 4 └ Pithatis Revolver (battlecruiser) 153750 ISK
 - └ Pithatis Death Dealer (battlecruiser) 146250 ISK
- 6 └ Pithum Abolisher (cruiser) 79688 ISK
 - └ Pithum Eraser (cruiser) 76875 ISK
- 8 └ Pithum Inferno (cruiser) 74063 ISK
 - └ Pithum Mortifier (cruiser) 68438 ISK
- 3-4 └ Pithior Supremacist (destroyer) 15750 ISK
 - └ Pithior Terrorist (destroyer) 14625 ISK
- 4-5 └ Pithior Guerilla (destroyer) 13500 ISK
 - └ Pithior Renegade (destroyer) 12375 ISK

Notes/hints: The guards are divided into three groups. No immediate aggression when entering the stage.

Deadspace stage 2 guards:

- 8 └ Pith Usurper (battleship) 1218750 ISK
 - └ Pith Massacrer (battleship) 1162500 ISK
 - └ Pith Obliterator (battleship) 431250 ISK
 - └ Pith Eradicator (battleship) 375000 ISK
- 2-3 Pith Conquistador (battleship) 993750 ISK
- 7 └ Pithatis Assaulter (battlecruiser) 138750 ISK
 - └ Pithatis Enforcer (battlecruiser) 135000 ISK
- 5 Guristas Wingman (destroyer) 14625-15750 ISK
- 6 └ Pithior Terrorist (destroyer) 14625 ISK
 - └ Pithior Guerilla (destroyer) 13500 ISK

Notes/hints: The guards are divided into three groups. One group aggress immediately when you enter the stage.

Deadspace stage 3 guards:

- 9 └ Pith Conquistador (battleship) 993750 ISK
 - └ Pith Destroyer (battleship) 881250 ISK
 - └ Pith Extinguisher (battleship) 543750 ISK
 - └ Pith Dismantler (battleship) 487500 ISK
- 6 └ Pithatis Assassin (battlecruiser) 142500 ISK
 - └ Pithatis Assaulter (battlecruiser) 138750 ISK

- 8 └ Pithatis Enforcer (battlecruiser) 135000 ISK
 - └ Pithatis Executor (battlecruiser) 131250 ISK
- 6 └ Guristas Kyoukan (frigate) 30000 ISK
 - └ Guristas Webifier (frigate) 25000 ISK

Notes/hints: The Guristas frigates might web your ship. The guards are divided into two groups. No immediate aggression when entering the stage.

Deadspace stage 4 guards:

- 1 Pith Conquistador (battleship) 993750 ISK
- 3 Pith Destroyer (battleship) 881250 ISK
- 3 Pithatis Assaulter (battlecruiser) 138750 ISK
- 3 Pithatis Enforcer (battlecruiser) 135000 ISK
- 6 Pithior Anarchist (destroyer) 14063 ISK
- 4 Tower Sentry Guristas III (sentry tower) 70000 ISK
- 2 Guristas Cruise Missile Batteries (missile battery) 55000 ISK

Notes/hints: All guards immediately aggress when you enter the stage.

Deadspace stage 5 guards:

- 4 Pith Usurper (battleship) 1218750 ISK
- 2 Pith Massacrer (battleship) 1162500 ISK
- 2 Pith Dismantler (battleship) 487500 ISK
- 1 Pithatis Death Dealer (battlecruiser) 146250 ISK
- 4 Pithatis Assassin (battlecruiser) 142500 ISK
- 2 Pithatis Assaulter (battlecruiser) 138750 ISK
- 3 Pithatis Enforcer (battlecruiser) 135000 ISK
- 1 Wei Todaki (cruiser) 110000 ISK
- 2 Pithior Supremacist (destroyer) 15750 ISK
- 3 Pithior Terrorist (destroyer) 14625 ISK
- 4 Tower Sentry Guristas III (sentry tower) 70000 ISK
- 2 Guristas Cruise Missile Batteries (missile battery) 55000 ISK

Notes/hints: All guards immediately aggress when you enter the stage and you receive the following message:

*“So **you** are the one that murdered my beloved Manchura. I will give you a slow and painfull death, you Navy lovin' runt.*

What?? Michi sent you? I haven't seen him since I was a child ... I can't believe he is still alive. I thought he was killed with the rest of them during the assault on our station ...

... but this doesn't change the fact you brutally murdered my husband, and I'll make you pay dearly for that.”

There is no need to destroy all the guards; destroy the cruiser designated Wei Todaki and grap her from

the wreckage to complete your objectives.

Debriefing: Michi is eternally grateful to “name” for completing such a difficult task! Wei seems shocked at meeting Michi after so long, but he is sure that she will come to appreciate him before long. Michi is a happy man indeed! Take your reward, you’ve earned it!

Mission name: Lost Love – Brainwashed (3 of 3)

Mission type: Courier (**Important!**)

Mission briefing:

Now that Michi and Wei have been reunited at long last, Michi has some worries ... Wei seems to have been brain washed by the Guristas scoundrels, she even thinks Michi is crazy! Wei needs to come to her senses, and Michi has lost all hope of convincing her himself. Therefore Old Michi has one final task for “name” ... bring Wei to an old acquaintance of Michi ... this acquaintance runs a health clinic on <station>. Bring Wei there and she will be taken care of, until her health problems have been dealt with ... do this for Michi and you shall be generously rewarded.

Michi will visit Wei from time to time, don’t worry! She will be take care of, and hopefully someday regain her happiness.

Objective: Transport 1 Wei Todaki (1.0 m3) to given destination.

Notes/hints: None.

Debriefing: Michi is eternally grateful for your services, which can never be repaid in full ... Wei unfortunately has fallen into a deep depression, but Michi is sure she will recover ... time will heal old wounds ...

Agent name: Zoun Makui
Location: Gate to Friggi
System: Otitoh
Agent Corporation: Chief Executive Panel
Agent level: 4
Listed difficulty rating: None.
Mine difficulty rating: 0

Mission name: <unknown>
Mission type: Trade/search
Mission briefing:
<unknown>

Objective: Provide 30 Guristas Diamond Tag (3.0 m3) to given destination.

Notes/hints: You are rewarded 1 Raven Navy Issue blueprint copy (2 runs) when completing this mission. The Guristas Diamond Tags are randomly dropped by Guristas types of pirates all over the New Eden star cluster.

Important: You need an effective faction standing with the Caldari State of 9.9 or more to be able to start this mission.

Ship Size Restrictions

Small

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

Medium

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

Deadspace Complexes

System: Airmia

Complex name: Contested Caldari Lai Dai Refinery

DED rating: 3

Ship size restrictions: [Small](#).

Beacon description: The refinery in this deadspace area was built and operated by the Lai Dai corporation.

Guristas have overrun the facilities and established control with the blessing of unidentified high ranking Caldari officials.

Lai Dai have officially backed out, but Propel Dynamics and Nugoeihuvi have both sent teams in order to try and capture the complex.

Entrance point

Warp-in description: None.

Agents: None.

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: One acceleration gate leads to the Contested Veldspar Field stage of the complex.

Stage 1 “Contested Veldspar Field”

Warp-in description: None.

Agents: None.

Guards:

- 8 ┐ Guristas Defender (frigate) 8500 ISK (might drop 1 Guristas Outlaw Dogtag (0.1 m3))
 - └ Guristas Propagandist (frigate) 1250 ISK (might drop 1 Guristas Outlaw Dogtag (0.1 m3) and/or 1 Kusan Niemenen’s Missile Launcher (2.0 m3))
- 10 ┐ Nugoeihuvi Defender 5500 ISK (might drop 1 Nugoeihuvi Dogtag (0.1 m3) 1 Encoded Lai Dai Reports (0.1 m3))
 - └ Nugoeihuvi Miner (frigate) 1250 ISK (might drop 1 Nugoeihuvi Dogtag (0.1 m3))
- 7 ┐ Propel Dynamics Defender (frigate) 5500 ISK (might drop 1 Propel Dynamics Dogtag (0.1 m3))
 - └ Propel Dynamics Miner (frigate) 1250 ISK (might drop 1 Propel Dynamics Dogtag (0.1 m3))

Destroyable structures:

1 Asteroid Colony

1 Brothel

1 Contested Control Tower

Lootable structures: None.

Notes/hints: The Guristas Defenders might web and warp scramble your ship. The guards are divided into three groups. No immediate aggression when entering the stage. Three acceleration gates lead away from the stage; one to the Contested Plagioclase Field stage, one to the Contested Scordite Field stage and one to the Guristas Spy Station stage. The first two gates require all guards at the stage destroyed before allowing activation.

The Guristas Outlaw Dogtags are used in the fourth mission from the agent [Tekirye Awazhen](#) in the Ishisomo system and in the fourth mission from the agent [Yru Hatamei](#) in the Ishisomo system. The Kusan Niemenen's Missile Launcher is used in the second mission from the agent [Kusan Niemenen](#) in the Airmia system. The Nugoeihuvi Dogtags are used in the first mission by the agent [Ryuki Sakkaro](#) in the Ishisomo system. The Encoded Lai Dai Reports are used in the first and third mission by agent [Oniya Arkimo](#) in the Airmia system. The Propel Dynamics Dogtags are used in the fourth mission by the agent [Istei Poyri](#) in the Airmia system.

Stage 2a "Contested Plagioclase Field"

Warp-in description: None.

Agents: None.

Guards:

3 Guristas Maniac (cruiser) 27500 ISK (might drop 1 Guristas Outlaw Dogtag (0.1 m3) and/or 1 Miner (3.0 m3))

5 Nugoeihuvi Propagandist (cruiser) 27500 ISK (might drop 1 Nugoeihuvi Dogtag (0.1 m3) and/or 2 Wyrkomi Rifles (10.0 m3))

2 Guristas Outlaw (cruiser) 25000 ISK (might drop 1 Guristas Outlaw Dogtag (0.1 m3)) and/or 2 Wyrkomi Rifles (10.0 m3))

1 Nugoeihuvi Excavator (cruiser) 25000 ISK

2 Guristas Defender (frigate) 8500 ISK (might drop 1 Guristas Outlaw Dogtag (0.1 m3))

5 Nugoeihuvi Defender (frigate) 5500 ISK (might drop 1 Nugoeihuvi Dogtag (0.1 m3) and 1 Encoded Lai Dai Reports (0.1 m3))

4 Dry River Guardian (frigate) 4750 ISK

5 Guristas Propagandist (frigate) 1250 ISK (might drop 1 Guristas Outlaw Dogtag (0.1 m3) and/or 1 Kusan Niemenen's Missile Launcher (2.0 m3))

5 Nugoeihuvi Miner (frigate) 1250 ISK (might drop 1 Nugoeihuvi Dogtag (0.1 m3))

Destroyable structures:

1 Asteroid Colony

1 Barricaded Warehouse (drops 1 Pakkori's Hat (0.1 m3))

1 Dry River Warehouse (drops 5 Parts of Printing Machine (5.0 m3))

1 Radio Telescope

Lootable structures: None.

Notes/hints: The Guristas Defenders might web and warp scramble your ship. The guards are divided into three groups. No immediate aggression when entering the stage.

The Guristas Outlaw Dogtags are used in the fourth mission from the agent [Tekirye Awazhen](#) in the Ishisomo system and in the fourth mission from the agent [Yru Hatamei](#) in the Ishisomo system. The Miners are used in the second mission by the agent [Tekirye Awazhen](#) in the Ishisomo system. The Wyrkomi Rifles are used in the first mission by the agent [Retin Ariato](#) in the Ishisomo system. The Kusan Niemenen's Missile Launcher is used in the second mission from the agent [Kusan Niemenen](#) in the Airmia system. The Nugoeihuvi Dogtags are used in the first mission by the agent [Ryuki Sakkaro](#) in the Ishisomo system. The Encoded Lai Dai Reports are used in the first and third mission by agent [Oniya Arkimo](#) in the Airmia system. Pakkori's Hat is used in the fifth mission from the agent [Krakan Rost](#) in the Vahunomi system. The Parts of Printing Machine are used in the fourth mission from the agent [Mika Etsuya](#) in the Vahunomi system.

Stage 2b "Contested Scordite Field"

Warp-in description: None.

Agents: None.

Guards:

- 1 Guristas Maniac (cruiser) 27500 ISK (might drop 1 Guristas Outlaw Dogtag (0.1 m3) and/or 1 Miner (3.0 m3))
- 1 Propel Dynamics Propagandist (cruiser) 27500 ISK (might drop 1 Propel Dynamics Dogtag (0.1 m3))
- 2 Guristas Outlaw (cruiser) 25000 ISK (might drop 1 Guristas Outlaw Dogtag (0.1 m3)) and/or 2 Wyrkomi Rifles (10.0 m3))
- 1 Guristas Robber (cruiser) 22500 ISK
- 4 Propel Dynamics Excavator (cruiser) 22500 ISK (might drop 1 Propel Dynamics Dogtag (0.1 m3))
- 4 Guristas Defender (frigate) 8500 ISK (might drop 1 Guristas Outlaw Dogtag (0.1 m3) and/or 1 Wyrkomi Rifles (5.0 m3))
- 4 Propel Dynamics Defender (frigate) 5500 ISK (might drop 1 Propel Dynamics Dogtag (0.1 m3))
- 5 Guristas Propagandist (frigate) 1250 ISK (might drop 1 Guristas Outlaw Dogtag (0.1 m3) and/or 1 Kusan Niemenen's Missile Launcher (2.0 m3))
- 9 Propel Dynamics Miner (frigate) 1250 ISK (might drop 1 Propel Dynamics Dogtag (0.1 m3))

Destroyable structures:

- 1 Asteroid Colony
- 1 Asteroid Prime Colony
- 9 Caldari Wall
- 1 Control Tower
- 10 Docked Badger
- 1 Landing Pad
- 1 Storage

10 Storage Silo (drops 1 Ancient Weapon (2.0 m3))

Lootable structures: None.

Notes/hints: The Guristas Defenders might web and warp scramble your ship. The guards are divided into two groups. No immediate aggression when entering the stage.

The Guristas Outlaw Dogtags are used in the fourth mission from the agent [Tekirye Awazhen](#) in the Ishisomo system and in the fourth mission from the agent [Yru Hatamei](#) in the Ishisomo system. The Miners are used in the second mission by the agent [Tekirye Awazhen](#) in the Ishisomo system. The Kusan Niemenen's Missile Launcher is used in the second mission from the agent [Kusan Niemenen](#) in the Airmia system. The Propel Dynamics Dogtags are used in the fourth mission by the agent [Istei Poyri](#) in the Airmia system. The Ancient Weapon is used in the fourth mission by the agent [Retin Ariato](#) in the Ishisomo system, the first mission by the agent [Tekirye Awazhen](#) in the Ishisomo system and the third mission by the agent [Yru Hatamei](#) in the Ishisomo system.

Stage 2c "Guristas Spy Station"

Warp-in description: None.

Agents: None.

Guards:

10 Guristas Information Gatherer (cruiser) 45000/37500 ISK (drops 1 Outlaw Spur (0.1 m3)) fast respawn

12 Guristas Snitch (frigate) 13000/11000/6500/5500 ISK (drops 1 Bandit Spur (0.1 m3)) fast respawn

2 Guristas Spy Master (frigate) 9000 ISK (drops 1 Bandit Spur (0.1 m3)) fast respawn

Destroyable structures:

18 Guristas Spy Facility

4 Guristas Triangulation Tower

Lootable structures:

16 Guristas Data Storage (spawns various Guristas prototype components)

8 Guristas Encrypted Data Storage (spawns various Guristas prototype components)

Notes/hints: The Guristas Spy Masters might web and warp scramble your ship. The guards are divided into three groups. No immediate aggression when entering the stage.

The prototype components are used in the construction of various storyline modules. Not all component types can be found here; the remaining are located at the [Contested Caldari Mining Facilities](#) in the Friggi system.

System: Airmia

Complex name: Grand Crag Watch

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: Lai Dai constructed a surveillance outpost here after they lost control of their nearby mining facility. The remotely-controlled surveillance equipment keeps the tabs on the struggle taking place for control of the contested mining facility. Recently the Grand Crag Watch has become a favored meeting place of pilots with Lai Dai sympathies.

Agents:

[Oniya Arkimo](#)

Guards: None.

Destroyable structures:

1 Caldari Lookout

Lootable structures: None.

Notes/hints: None.

System: Airmia

Complex name: Station Foundation Site

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: The officials supervising NOH's colonizing efforts have ear-marked this location as an ideal place for a space station. With no station yet in the Airmia system, the construction of a station here will ensure NOH's dominance of the system.

Agents:

[Istei Poyri](#)

[Kusan Niemenen](#)

[Sokei Kirku](#)

Guards: None.

Destroyable structures:

1 Caldari Control Tower

Lootable structures: None.

Notes/hints: None.

System: Friggi

Complex name: Bandit Hideout

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: For years bandits used the Okkelen constellation as a base of operation against nearby Caldari-controlled areas. Now the Caldari corporations have them on the run, but the bandits aren't willing to roll over and play dead just yet. This is still their home turf and their bite still packs a lot of hurt.

Agents:

[Aisha Gojivi](#)

[Siringwe Opainen](#)

[Yka Katori](#)

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

System: Friggi

Complex name: Clear Water Spring

DED rating: 2

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: None.

Agents:

[Maro Yama](#)

[Mirmon Gorgoz](#)

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

System: Friggi

Complex name: Contested Caldari Mining Facilities

DED rating: 3

Ship size restrictions: [Medium](#).

Beacon description: This mineral-rich patch of space is officially claimed by the Caldari, but their sovereignty is contested.

The Pith Guristas moved in a few months ago and have since then staved off claims to the area, something which the Caldari do not complain about because their plans for the place haven't yet been put in motion. The pirates have installed a low-power security gate that restricts certain larger classes of vessel from entering.

Entrance point

Warp-in description: None.

Agents: None.

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: One acceleration gate leads to the Contested Veldspar Field stage of the complex.

Stage 1 "Contested Veldspar Field"

Warp-in description: None.

Agents: None.

Guards:

- 1 Motani Ihura (cruiser) 60000 ISK (drops 1 Nugoeihuvi Transaction Logs (0.1 m3))
- 11 Pith Expeditionary Leader (cruiser) 60000/50000 ISK (drops 1 Outlaw Spur (0.1 m3))
- 2 Pith Expeditionary Captain (frigate) 10000/9500 ISK (drops 1 Bandit Spur (0.1 m3))
- 1 Pith Expeditionary Leader (frigate) 9500 ISK (drops 1 Bandit Spur (0.1 m3))
- 8 Pith Expeditionary Force (frigate) 6500/5500 ISK (drops 1 Drifter Spur (0.1 m3))

Destroyable structures:

- 9 Caldari Barricade
- 9 Caldari Barrier
- 3 Caldari Battery
- 3 Caldari Deadspace Refining Outpost
- 9 Caldari Fence
- 21 Caldari Junction
- 3 Caldari Lookout

Lootable structures: None.

Notes/hints: The expeditionary captains and leader frigates might web and warp scramble your ship. The guards are divided into three groups. No immediate aggression when entering the stage. Three acceleration gates leads away from the stage; one to the Contested Plagioclase Field stage, one to the Contested Scordite Field stage and one to the Guristas Treasure Hold stage.

The Nugoeihuvi Transaction Logs are used in the second mission by the agent [Aisha Gojivi](#) who is located in the [Bandit Hideout](#) deadspace complex in the Friggi system.

Stage 2a “Contested Plagioclase Field”

Warp-in description: None.

Agents: None.

Guards:

4 Black Mask Bandit (battleship) 312500 ISK (might drop 1 Shady Acres Deed (0.1 m3))
1 Sanku Pansya (battleship) 312500 ISK (drops 1 Pansya’s Head (0.1 m3))
5 Pansya’s Bodyguard (battleship) 125000 ISK (drops 1 Gunslinger Spur (0.1 m3))
1 Huriki Vunau (cruiser) 45000 ISK (drops 1 Caldari Navy Convoy Disposition File (0.1 m3))
6 Pith Researcher (cruiser) 43125/37500 ISK
6 Pith Tech Runner (frigate) 6375/6000 ISK

Destroyable structures:

8 Caldari Lookout
4 Habitation Module – Residential
3 Pith Research Facility
1 Radio Telescope

Lootable structures: None.

Notes/hints: The guards are divided into three groups. No immediate aggression when entering the stage.

The Shady Acres Deed is used in the first mission by the agent [Chichiro Rati](#) who is located in the Shady Acres deadspace complex in the Ihakana system. Pansya’s Head is used in the fourth mission by the same agent. The Caldari Navy Convoy Disposition File is used in the first mission by the agent [Yka Katori](#) who is located in the [Bandit Hideout](#) deadspace complex in the Friggi system.

Stage 2b “Contested Scordite Field”

Warp-in description: None.

Agents: None.

Guards:

1 Pith Applicant Leader (cruiser) 62813 ISK
6 Pith Empire Applicant (cruiser) 43125/37500 ISK
1 Wolf Skarkert (cruiser) 37500 ISK (drops 100 Powdered Cubensis (100.0 m3))

1 Garp Soolim (cruiser) 25000 ISK (drops 1 Garp Soolim's ID Tag (0.1 m3))
1 Pith Empire Scout (frigate) 9000 ISK
4 Pith Empire Applicant (frigate) 6375/6000 ISK

Destroyable structures:

9 Caldari Barricade
9 Caldari Barrier
3 Caldari Battery
3 Caldari Deadspace Refining Outpost
9 Caldari Fence
21 Caldari Junction
1 Cargo Rig
1 Landing Pad
1 Pressure Silo
1 Residential Module

Lootable structures: None.

Notes/hints: The guards are all in one group. No immediate aggression when entering the stage.

The Powdered Cubensis is used in the first mission by the agent [Mirmon Gorgoz](#) who is located in the Clear Water Spring deadspace complex in the Friggi system. Garp Soolim's ID Tag is used in the first mission by the agent [Arato Sirkya](#) who is located in the Hangman's Hill deadspace complex in the Ihakana system.

Stage 2c "Guristas Treasure Hold"

Warp-in description: None.

Agents: None.

Guards:

3 Guristas Lone Ranger (battleship) 250000/312500 ISK (drops 1 Desperado Spur (0.1 m3))
2 Guristas Bouncer (battleship) 187500 ISK (drops 1 Gunslinger Spur (0.1 m3)) fast respawn
3 Guristas Warden (battleship) 187500/125000 ISK (drops 1 Gunslinger Spur (0.1 m3)) fast respawn
9 Guristas Picket (cruiser) 60000/50000 ISK (drops 1 Outlaw Spur (0.1 m3)) fast respawn
6 Guristas Slinker (frigate) 10000/9500 ISK (drops 1 Bandit Spur (0.1 m3)) fast respawn

Destroyable structures:

Lots of Walls, Wall Junctions and Wall Elevations

Lootable structures:

15 Guristas Money Box (spawns various Guristas prototype components)
5 Guristas Treasure Chest (spawns various Guristas prototype components)

Notes/hints: The frigates might web and warp scramble your ship. The guards are divided into four groups. Aggression from one group when entering the stage.

The prototype components are used in the construction of various storyline modules. Not all component types can be found here; the remaining are located at the [Contested Lai Dai Refinery](#) in the Airmia system.

System: Friggi

Complex name: Sentinel Rise

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: One minute warning of impending doom is often all it takes to survive out here. And only those paranoid enough survive in a hostile territory like the Friggi system is. With scores of bandits roaming around searching for easy preys it pays to be careful. The good folk of the nearby Lai Dai station had the good sense to install sensor equipment here to warn against any incoming threat.

Agents:

[Helmi Nakamuta](#)

[Yoko Pihrave](#)

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

System: Ihakana

Complex name: Ihakana VI – State and Region Bank Investment Bank

DED rating: None.

Ship size restrictions: N/A.

Beacon description: N/A

Entrance point

Warp-in description: A large group of Kazka Bandits are camped near the State And Region Bank station, occasionally harassing passersby, much to the dismay of station officials. The corrupt police officers nearby turn a blind eye to these hooligans, as long as they don't cross the line. Do not expect any help from the law should you start a fight with these thugs. The local sheriff has ordered his men to lay off any Kazka members as long as they are 'only defending themselves'.

Agents: None.

Guards:

- 1 Caldari Desperado (battleship) 250000/312500 ISK (drops 1 Desperado Spur (0.1 m3))
- 6 Caldari Gunslinger (battleship) 187500/125000 ISK (drops 1 Gunslinger Spur (0.1 m3))
- 2 Caldari Outlaw (cruiser) 45000/37500 ISK (drops 1 Outlaw Spur (0.1 m3))
- 3 Caldari Marauder (cruiser) 22500/20000 ISK (drops 1 Marauder Spur (0.1 m3))
- 14 Caldari Bandit (frigate) 10000/9500 ISK (drops 1 Bandit Spur (0.1 m3))
- 6 Zvarin's Escort Ship (frigate)
- 1 Zvarin Karsha (industrial, drops 1 Zvarin Karsha (3.0 m3))

Destroyable structures: None.

Lootable structures: None.

Notes/hints: The Zvarin's Escort Ships might web and warp scramble your ship. The guards are divided into two group which are located far from each other; one group consists of Zvarin Karsha and his escort while the remaining ships are located in a group near the station.

Zvarin Karsha is used in the second mission from the agent [Eteri Tazaki](#) in the Otitoh system.

System: Ihakana

Complex name: Hangman's Hill

DED rating: None.

Ship size restrictions: N/A.

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

Entrance point

Warp-in description: Harsh environment breeds harsh people and in a place where the most popular hobby is murder and mayhem, dying of old age is a feat few accomplish. In a place like Ihakana everything and everyone is somewhat good, somewhat bad and very, very ugly.

Agents:

[Arato Sirkya](#)

[Rie Nissiken](#)

[Tatsuo Rahkamo](#)

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

System: Ihakana

Complex name: Shady Acres

DED rating: None.

Ship size restrictions: N/A.

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

Entrance point

Warp-in description: Some genius working for the State had the idea that the best way to settle Okkelen was by handing out settling permits free of charge. The idea was for these hardy settlers to take care of business themselves, persuading the local banditos to leave the territories that has been theirs for years. Amazingly enough, there are individuals willing to take this on.

Agents:

[Chichiro Rati](#)

[Yochuko Eskaila](#)

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

System: Ishisomo

Complex name: NOH Recruitment Center

DED rating: None.

Ship size restrictions: N/A.

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

Entrance point

Warp-in description: The Nugoeihuvi mega-corporation, better known simply as NOH, is actively seeking pilots to participate in the planned settlement of the Okkelen constellation. It's using this old storage silo as a center for its recruitment efforts. Representatives of NOH are waiting here to entice pilots into lending a helping hand in this ongoing struggle against evil-doers and the elements alike.

Agents:

[Hansu Turu](#)

[Ryuki Sakkaro](#)

[Tekirye Awazhen](#)

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

System: Ishisomo

Complex name: Rusty Ridge Mine

DED rating: None.

Ship size restrictions: N/A.

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

Entrance point

Warp-in description: None.

Agents:

[Retin Ariato](#)

[Yru Hatamei](#)

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

System: Otitoh

Complex name: Devil's Dig Site

DED rating: None.

Ship size restrictions: N/A.

Beacon description:

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

Entrance point

Warp-in description:

The Devil's Dig Site is single-handedly responsible for the great hubbub in the Okkelen constellation these last few years. If it wasn't for the discovery of artifacts from an ancient human civilization dating back to when the EVE Gate was still open, the constellation would still be a desolate, dreary place totally ignored by all but a few bandits.

Agents:

[Arvo Watanen](#)

[Eteri Tazaki](#)

[Taru Kubona](#)

[Varna Fujimo](#)

Guards:

10 Dig Site Security Enforcer (battleship)

12 Dig Site Security Enforcer (frigate)

Destroyable structures: None.

Lootable structures: None.

Notes/hints: The guards are friendly unless fired upon. One acceleration gate leads to the first stage of the complex.

Stage 1 "Infested Excavation Site"

Warp-in description: None.

Agents: None.

Guards:

2 Rogue Drone Dispenser (cruiser)

10 Rogue Drone Wrecker (cruiser)

2 Rogue Drone Coordinator (frigate)

Destroyable structures: None.

Lootable structures:

16 Battered Artifact Crate (spawns various Talocan artifacts)

16 Excavation Notepad (spawns various Talocan artifacts)

7 Relic Digital Installer (spawns various Talocan artifacts)
7 Sealed Excavation Cache (spawns various Talocan artifacts)

Notes/hints: The Rogue Drone Coordinators might web and warp scramble your ship. The guards are divided into four groups. One group attacks immediately after you enter the stage. One acceleration gate leads to the second stage of the complex.

The artifacts are used in the construction of various storyline modules. Not all types can be found here; some are located in the Ancient Temple stage of this complex while others are found in the [Contested Kazka Headquarters](#) in the Sakkikainen system.

Stage 2 “Ancient Temple”

Warp-in description: None.

Agents: None.

Guards:

18 Rogue Drone Dispenser (cruiser)
8 Rogue Hive Drone (cruiser)
6 Rogue Drone Coordinator (frigate)

Reinforcement wave:

9 Rogue Fleet Dispenser (cruiser)
4 Rogue Fleet Invader (cruiser)
6 Rogue Drone Coordinator (frigate)

Destroyable structures: None.

Lootable structures:

24 Neural Artifact (spawns various Talocan artifacts)
8 Neural Pulse Artifact (spawns various Talocan artifacts)
8 Octagonal Relic (spawns various Talocan artifacts)
24 Symmetric Relic (spawns various Talocan artifacts)

Notes/hints: The Rogue Drone Coordinators might web and warp scramble your ship. The guards are initially divided into two groups. If the reinforcement wave has been triggered it will become a new group that covers the area around the warp in location of the stage and will, as such, immediately aggress when you enter the stage. If not, no group will aggress when you enter the stage. Destroying the drones will trigger the reinforcement wave.

The artifacts are used in the construction of various storyline modules. Not all types can be found here; some are located in the Infested Excavation Site stage of this complex while others are found in the [Contested Kazka Headquarters](#) in the Sakkikainen system.

System: Otitoh
Complex name: Otitoh VI – Moon 2
DED rating: None.
Ship size restrictions: N/A.
Beacon description: N/A

Entrance point

Warp-in description: None.

Agents: None.

Guards:

2 Caldari Outlaw (cruiser) 37500 ISK (drops 1 Outlaw Spur (0.1 m3))

4 Caldari Bandit (frigate) 5000/4500 ISK (drops 1 Drifter Spur (0.1 m3))

Destroyable structures: None.

Lootable structures: None.

Notes/hints: All guards attack attacks immediately after you enter the stage. The acceleration gate requires all guards in the stage destroyed before allowing activation.

Stage 1

Warp-in description: None.

Agents: None.

Guards:

1 Makele Kordonii (cruiser) 110000 ISK (drops 1 Makele's Tag (0.1 m3))

4 Caldari Outlaw (cruiser) 60000/45000 ISK (drops 1 Outlaw Spur (0.1 m3))

4 Caldari Marauder (cruiser) 27500/25000/22500/20000 ISK (drops 1 Marauder Spur (0.1 m3))

6 Caldari Bandit (frigate) 10000/9500 ISK (drops 1 Bandit Spur (0.1 m3))

10 Caldari Drifter (frigate) 6500/5500/2750/2250 ISK (drops 1 Drifter Spur (0.1 m3) or 1 Bandit Spur (0.1 m3))

Destroyable structures:

1 Asteroid Factory

1 Asteroid Construct

1 Asteroid Colony

1 Black Market Hub (drops 10 units of narcotics (2.0 m3))

Lootable structures: None.

Notes/hints: The guards are divided into four groups. One group attacks immediately after you enter the stage.

Makele's Tag is used in the third mission by the agent [Arvo Watanen](#) in the Otitoh system.

System: Otitoh

Complex name: Otitoh VI – Moon 3

DED rating: None.

Ship size restrictions: N/A.

Beacon description: N/A

Entrance point

Warp-in description: None.

Agents: None.

Guards:

1 The Duke (cruiser) 20000 ISK (drops 1 Cheri Mirei's DNA (0.1 m3))

5 Caldari Drifter (frigate) 6500/5000 ISK (drops 1 Bandit Spur (0.1 m3))

Destroyable structures: None.

Lootable structures: None.

Notes/hints: The guards are all in one group.

Cheri Mirei's DNA is used in the fourth mission by the agent [Kaiya Tuuri](#) in the Sakkikainen system.

System: Otitoh

Complex name: Otitoh VII – Moon 5

DED rating: None.

Ship size restrictions: N/A.

Beacon description: N/A

Entrance point

Warp-in description: None.

Agents: None.

Guards:

1 Sheriff Togany (cruiser) (drops 1 Sheriff Togany (1.0 m3))

2 Caldari Deputy (frigate)

Destroyable structures: None.

Lootable structures: None.

Notes/hints: The guards are all in one group. The deputies might web and warp scramble your ship.

Sheriff Togany is used in the second mission by the agent [Ryoke Aura](#) in the Otitoh system.

System: Otitoh

Complex name: Otitoh VII – Moon 19

DED rating: None.

Ship size restrictions: N/A.

Beacon description: N/A

Entrance point

Warp-in description: None.

Agents: None.

Guards:

1 Jakon Tooka (cruiser) 110000 ISK (drops 1 Jakon's Head (0.1 m3))

2 Kazka Outlaw (cruiser) 60000/50000 ISK (drops 1 Outlaw Spur (0.1 m3))

4 Kazka Marauder (cruiser) 27500/25000ISK (drops 1 Marauder Spur (0.1 m3))

2 Kazka Bandit (frigate) 9000 ISK (drops 1 Bandit Spur (0.1 m3))

6 Kazka Drifter (frigate) 5000/4750 ISK (drops 1 Drifter Spur (0.1 m3))

Destroyable structures: None.

Lootable structures:

1 Kazka Loot Container (spawns 1 Goru's Shuttle (500.0 m3))

Notes/hints: The guards are all in one group. The Kazka Bandit might web and warp scramble your ship.

Jakon's Head is used in the first mission by the agent [Akemon Tolan](#) in the Otomainen system. Goru's Shuttle is used in the first mission by the agent [Goru Nikainen](#) in the Otomainen system.

System: Otitoh

Complex name: Stargate (Friggi)

DED rating: None.

Ship size restrictions: N/A.

Beacon description: N/A

Entrance point

Warp-in description: None.

Agents:

[Emma Tharkin](#)

[Kaiko Maina](#)

[Zoun Makui](#)

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints:

System: Otitoh
Complex name: Stargate (Ihakana)
DED rating: None.
Ship size restrictions: N/A.
Beacon description: N/A

Entrance point

Warp-in description: None.

Agents: None.

Guards:

1 Bai Tarziiki (cruiser) 60000 ISK (drops 1 Bai's Corpse (1.0 m3))
3 Caldari Marauder (cruiser) 27500/25000ISK (drops 1 Marauder Spur (0.1 m3))
2 Caldari Bandit (frigate) 9000/8500 ISK (drops 1 Bandit Spur (0.1 m3))

Destroyable structures: None.

Lootable structures: None.

Notes/hints: The guards are all in one group are located about 250 km off the gate. The Kazka Bandit might web and warp scramble your ship.

Bai's Corpse is used in the fourth mission by the agent [Ryoke Aura](#) in the Otitoh system.

System: Otitoh

Complex name: The Diamond Ace Den

DED rating: None.

Ship size restrictions: N/A.

Beacon description:

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

Entrance point

Warp-in description:

The Caldari love nothing better than to gamble. Whether the bet is on the upcoming Splinterz tournament or the survival rate of the latest green newbie miner that passed through; there is always someone willing to take you on here at the Diamond Ace Den.

Agents:

[Mintu Oshima](#)

[Ryoke Aura](#)

Guards: None.

Destroyable structures:

1 Casino

1 Pleasure Hub

Lootable structures: None.

Notes/hints: None.

System: Otitoh

Complex name: Urigamu's Warehouse

DED rating: 3

Ship size restrictions: N/A.

Beacon description:

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

Entrance point

Warp-in description: None.

Agents: None.

Guards:

3 Caldari Marauder (cruiser) 27500/25000ISK (drops 1 Marauder Spur (0.1 m3))

6 Caldari Drifter (frigate) 6500/5000 ISK (drops 1 Bandit Spur (0.1 m3))

Destroyable structures: None.

Lootable structures:

Urigamu's Warehouse (spawns 100 Construction Tools (1000.0 m3))

Notes/hints: The Construction Tools are used in the third mission by the agent [Midoki Urigamu](#) in the Sakkikainen system.

System: Otomainen

Complex name: Contested Guristas Outrider Post

DED rating: 5

Ship size restrictions: N/A.

Beacon description:

This Asteroid Outpost was built by some forgotten Caldari mining corporations during the height of the Okkelen Rush some 75 years ago. It fell into ruins shortly after the Rush subsided.

The Guristas pirates claimed the outpost for themselves a few years ago. They built a control tower to revive the crumbling Caldari mining facilities and have since expanded the outpost considerably, even starting the mining operation once more.

The base is though mainly used as an advanced scouting post by the Guristas, acting as a gathering point and supply station for the many Guristas pirates in the Okkelen constellation. The Caldari Navy has earmarked the outpost as a key target in the State's resettlement efforts. While it remains in the hands of the Guristas it will remain very difficult to dislodge them from the constellation.

The Navy is still far from being in a position to launch a major offensive into the outpost, but it hopes that the continued nuisance of independent pilots might soften the pirates up enough for that to become a possibility in the near future.

Entrance point

Warp-in description: None.

Agents: None.

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: One acceleration gate leads to the first stage of the complex.

Stage 1 "Contested Veldspar Field"

Warp-in description: None.

Agents: None.

Guards:

1 T Pithatis Revolver (battlecruiser) 153750 ISK

└ Pithatis Death Dealer (battlecruiser) 146250 ISK

1 Pith Expeditionary Captain (battlecruiser) 153750/146250 ISK

6 Pith Expeditionary Leader (battlecruiser) 142500/138750/131250 ISK

1 Zaphiria Oddin (cruiser) 110000 ISK (drops 10 Jedon Hekkiren's Belongings (500.0 m3))

2 T Pithum Inferno (cruiser) 74063 ISK

- └ Pithum Mortifier (cruiser) 68438 ISK
- 1 Ryoke Laika (cruiser, drops 1 Ryoke Laika (1.0 m3))
- 6 Pith Expeditionary Force (destroyer) 14625/13500 ISK
- 6 └ Pithi Demolisher (frigate) 9000 ISK
 - └ Pithi Destructor (frigate) 8250 ISK

Destroyable structures:

- 2 Caldari Deadspace Refining Outpost
- 3 Caldari Lookout
- 30 Coupling
- 1 Guristas Control Tower
- 21 Junction

Lootable structures: None.

Notes/hints: The guards are divided into two groups. No immediate aggression when entering the stage. One acceleration gate leads to the second stage of the complex.

The Jedon Hekkiren's Belongings are used in the first mission by the agent [Ikimara Hochi](#) in the Otomainen system. Ryoke Laika is used in the third mission by the agent [Eteri Tazaki](#) in the Otitoh system.

Stage 2 "Contested Scordite Field"

Warp-in description: None.

Agents: None.

Guards:

- 1 Illian Gara (battleship) 2250000 ISK (drops 1 Illian's Passcard (0.1 m3))
- 6 └ Pith Conquistador (battleship) 993750 ISK
 - └ Pith Destroyer (battleship) 881250 ISK
 - └ Pith Eliminator (battleship) 712500 ISK
 - └ Pith Extinguisher (battleship) 543750 ISK
 - └ Pith Dismantler (battleship) 487500 ISK
- 1 Pith Applicant Leader (battlecruiser) 153750 ISK
- 9 └ Pithatis Assaulter (battlecruiser) 138750 ISK
 - └ Pithatis Enforcer (battlecruiser) 135000 ISK
 - └ Pithatis Executor (battlecruiser) 131250 ISK
- 2 └ Pithum Abolisher (cruiser) 79688 ISK
 - └ Pithum Eraser (cruiser) 76875 ISK
- 1 Manchura Todaki (cruiser, drops 1 Manchura's Tag (0.1 m3) and 1 Manchura's Logs (0.1 m3))
- 7 └ Pithior Terrorist (destroyer) 14625 ISK
 - └ Pithior Guerilla (destroyer) 13500 ISK
 - └ Pithior Renegade (destroyer) 12375 ISK

Destroyable structures:

1 Bunker
4 Coupling
1 Guristas Deadspace Tactical Outpost
1 Junction
3 Storage Silo
1 Wall Elevation

Lootable structures: None.

Notes/hints: The guards are divided into two groups. No immediate aggression when entering the stage. Two acceleration gates lead away from the stage; one goes to the Prison Facility stage and the other goes to an unnamed stage (stage 3b). The former requires all guards in the stage destroyed before allowing activation, while the latter requires Illian's Passcard to activate. The passcard is consumed by this process.

Manchura's Logs are used in the first mission by the agent [Zabonn Michi](#) in the Otomainen system.

Stage 3a "Prison Facility"

Warp-in description: None.

Agents:

[Akemon Tolan](#) (located inside the Guristas Prison facility)

Guards:

1 Loki Machado (battleship) 2250000 ISK (drops 1 Loki's DNA (0.1 m3))
9 Pith Prison Guardian (battleship) 312500/250000/187500/125000 ISK (drops 1 Gunslinger/Desperado Spur (0.1 m3))
4 Spider Drone II (drone)

Destroyable structures:

1 Guristas Officer's Quarters (drops 1 Myrkai's Data Chip (0.1 m3))
4 Lookout Post

Lootable structures: None.

Notes/hints: The Spider Drones will web your ship. The guards are divided into four groups. No immediate aggression when entering the stage.

Loki's DNA is used in the third mission by the agent [Ratan Saturi](#) in the Sakkikainen system. Myrkai's Data Chip is used in the second mission by the agent [Akemon Tolan](#) who is also located at this stage,

Stage 3b

Warp-in description: None.

Agents: None.

Guards:

- 11 ┤ Pith Usurper (battleship) 1218750 ISK
 - ├ Pith Massacrer (battleship) 1162500 ISK
 - ├ Pith Conquistador (battleship) 993750 ISK
 - └ Pith Destroyer (battleship) 881250 ISK
- 13 ┤ Pithatis Revolver (battlecruiser) 153750 ISK
 - ├ Pithatis Death Dealer (battlecruiser) 146250 ISK
 - ├ Pithatis Assassin (battlecruiser) 142500 ISK
 - └ Pithatis Assaulter (battlecruiser) 138750 ISK
- 6 ┤ Pithior Supremacist (destroyer) 15750 ISK
 - ├ Pithior Terrorist (destroyer) 14625 ISK
 - └ Pithior Guerilla (destroyer) 13500 ISK

Destroyable structures:

- 8 Caldari Lookout
- 1 Guristas War Installation
- 4 Habitation Module
- 2 Landing Path
- 2 Pith Research Facility

Lootable structures: None.

Notes/hints: The guards are all in one group. No immediate aggression when entering the stage. One acceleration gate leads to the fourth stage of the complex and requires all guards in the stage destroyed before allowing activation.

Stage 4 “Supply Depot”

Warp-in description: None.

Agents: None.

Guards:

- 10 ┤ Pith Usurper (battleship) 1218750 ISK
 - ├ Pith Massacrer (battleship) 1162500 ISK
 - └ Pith Conquistador (battleship) 993750 ISK
- 10 ┤ Pithatis Death Dealer (battlecruiser) 146250 ISK
 - ├ Pithatis Assassin (battlecruiser) 142500 ISK
 - └ Pithatis Assaulter (battlecruiser) 138750 ISK
- 6 ┤ Pithior Guerilla (destroyer) 13500 ISK

└ Pithior Renegade (destroyer) 12375 ISK

Destroyable structures:

- 10 Cargo Rig
- 2 Guristas Lookout
- 4 Habitation Module
- 5 Hangar
- 4 Pressure Silo
- 3 Rig Reactor
- 1 Shuttle Storage Silo (drops a various number of Guristas Shuttle (500.0 m3))
- 2 Storage Facility

Lootable structures: None.

Notes/hints: The guards are divided into two groups. No immediate aggression when entering the stage.

The Guristas Shuttle is used in the third mission by the agent [Akemon Tolan](#) who is located in the Prison Facility stage of this complex.

System: Otomainen

Complex name: Foul Creek Ranch

DED rating: None.

Ship size restrictions: N/A.

Beacon description:

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

Entrance point

Warp-in description:

This debris-cluttered field is yet another example of dashed dreams and dead hopes that litter the Okkelen constellation. While few would take succor from so desolate surroundings one can only hope that the souls huddled here at least take past failures to heart and strive to do better. Like survive.

Agents:

[Fumiku Viljanen](#)

[Goru Nikainen](#)

[Kochi Utrainen](#)

Guards: None.

Destroyable structures:

1 Ruined Stargate

Lootable structures: None.

Notes/hints: None.

System: Otomainen

Complex name: Kazka Blockade

DED rating: None.

Ship size restrictions: N/A.

Beacon description: N/A.

Entrance point

Warp-in description:

Otomainen XI is currently off limits to anyone without proper authorization. Leave immediately or we'll attack.

Agents: None.

Guards:

1 Caldari Gunslinger (battleship) 125000 ISK (drops 1 Gunslinger Spur (0.1 m3))

5 Caldari Outlaw (cruiser) 60000/37500 ISK (drops 1 Outlaw Spur (0.1 m3))

5 Caldari Bandit (frigate) 10000/9500 ISK (drops 1 Bandit Spur (0.1 m3))

Destroyable structures: None.

Lootable structures: None.

Notes/hints: This complex does not appear on Overview and is not located next to a celestial object; therefore it requires Scan Probes and a Scan Probe Launcher to track down. The complex is of the 'Unknown' Cosmic Signature type. Though, the complex does not de- or re-spawn and is always located at the same location with lies in the vicinity of Otomainen XI.

The Caldari Bandits might web and warp scramble your ship. The guards are all in one group. No immediate aggression when entering the stage. One acceleration gate leads to the next stage of the complex.

Stage 1

Warp-in description: None.

Agents: None.

Guards:

1 Caldari Desperado (battleship) 312500 ISK (drops 1 Desperado Spur (0.1 m3))

1 Pata Wakiro battleship) 250000 ISK (drops 1 Pata Wakiro's DNA (0.1 m3))

1 Caldari Gunslinger (battleship) 125000 ISK (drops 1 Gunslinger Spur (0.1 m3))

3 Caldari Outlaw (cruiser) 60000/37500 ISK (drops 1 Outlaw Spur (0.1 m3))

3 Caldari Marauder (cruiser) 22500/20000 ISK (drops 1 Marauder Spur (0.1 m3))

4 Kazka Sentry Gun (sentry turret) 70000 ISK

3 Spider Drone I (drone)

Destroyable structures: None.

Lootable structures: None.

Notes/hints: The guards are all in one group and will aggress you immediately after you enter the stage. The Pata Wakiro's DNA is used in the third storyline mission by the agent [Hotaru Ahti](#) in the Otomainen system.

System: Otomainen

Complex name: Otomainen VIII – Asteroid Belt 1

DED rating: None.

Ship size restrictions: N/A.

Beacon description: N/A.

Entrance point

Warp-in description: None.

Agents: None.

Guards:

1 Payo Ming (battleship) 800000 ISK (drops 15 Raytio Family Supplies (150.0 m3))

11 Caldari Outlaw (cruiser) 60000/37500 ISK (drops 1 Raytio Family Supplies (15.0 m3))

13 Caldari Ambusher (frigate) 10000/5000 ISK (drops 1 Raytio Family Supplies (15.0 m3))

Destroyable structures: None.

Lootable structures: None.

Notes/hints: The Caldari Ambushers might web and warp scramble your ship. The guards are divided into three groups. No immediate aggression when entering the stage.

The Raytio Family Supplies are used in the second mission by the agent [Tamoko Raytio](#) in the Otomainen system.

System: Otomainen

Complex name: Otomainen XIII – Asteroid Belt 1

DED rating: None.

Ship size restrictions: N/A.

Beacon description: N/A.

Entrance point

Warp-in description: None.

Agents: None.

Guards:

1 Gatti Zhara (battleship, drops 1 Gatti's DNA (0.1 m3))

3 Caldari Outlaw (cruiser) 60000/50000/37500 ISK (drops 1 Outlaw Spur (0.1 m3))

3 Caldari Bandit (frigate) 10000/9500 ISK (drops 1 Bandit Spur (0.1 m3))

Destroyable structures:

1 Gatti's Residence

Lootable structures: None.

Notes/hints: After entering the stage you will receive the following message:

“Get out of my asteroid belt this instant! This is private property, in the ownership of the Zhara family.”

The Caldari Bandits might web and warp scramble your ship. The guards are all in one group. No immediate aggression when entering the stage.

Gatti's DNA is used in the first mission by the agent [Hotaru Ahti](#) in the Otomainen system.

System: Otomainen

Complex name: Red Rock Outpost

DED rating: None.

Ship size restrictions: N/A.

Beacon description:

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

Entrance point

Warp-in description:

Once the jewel of the Otomainen system, Red Rock Outpost once had the greatest concentration of Arkonor ore known to man. Yet it took the ruthlessly efficient Caldari mere 10 years to strip mine it all. Some small nuggets may remain, but far from enough to warrant any kind of corporate-scale mining.

Agents:

[Hotaru Ahti](#)

[Tamoko Raytio](#)

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

System: Otomainen

Complex name: Rush Town Ruins

DED rating: None.

Ship size restrictions: N/A.

Beacon description:

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

Entrance point

Warp-in description:

Remnants of the once-prosperous mining center called Rush Town. The town acted as a hub for the hectic mining activity during the Okkelen Rush 70 years ago. While the inhabitants have long since fled for greener pastures this rusty ghost town is not quite dead yet.

Agents:

[Akira Helkelen](#)

[Hitami Magye](#)

[Zabonn Michi](#)

Guards:

1 Ratei Jezzor (cruiser, drops 1 Ratei's Insignia (0.1 m3))

Destroyable structures: None.

Lootable structures: None.

Notes/hints: One acceleration gate leads to the first stage of the complex.

Ratei's Insignia is used in the fifth mission by the agent [Akira Helkelen](#) who is also located at this stage.

Stage 1 "Otomainen V Mining Operations"

Warp-in description: None.

Agents: None.

Guards:

1 Markus Ikmani (battleship, drops 1 Markus Insignia (0.1 m3))

1 Lephny's Mining Boat (industrial, drops 1 Jorek Lephny (1.0 m3))

3 Spider Drone I (drone)

Destroyable structures:

1 Lephny's Mining Post (drops 5 Drill Parts (500.0 m3))

Lootable structures: None.

Notes/hints: The Spider Drones will web your ship. The guards are all in one group. No immediate aggression when entering the stage.

You will receive the following message upon entering the stage:

“Who are you and who invited you to my asteroid field? Get out NOW, or I'll have Markus turn your sorry ass into biomass, scoundrel!”

Jorek Lephny is used in the second mission by the agent [Hitami Magye](#) who is located at the entrance stage of this complex. The Drill Parts are used in the fourth mission by the agent [Akira Helkelen](#) who is located at the entrance stage of this complex.

System: Otomainen

Complex name: Tsuna's Private Compounds

DED rating: 5

Ship size restrictions: N/A.

Beacon description:

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

Entrance point

Warp-in description:

This is a restricted area, in the private ownership of Tsuna Qayse, a prominent official of the State and major shareholder of the Nugoeihuvi Corporation. Unauthorized entry into the compounds is strictly prohibited, and will be met with deadly force.

Agents: None.

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: One acceleration gate leads to the first stage of the complex and it requires Private Citizen Tsuna's Passcard in your cargo hold to activate. The passcard is not consumed by this action and is obtained by completing the first mission from the agent [Akira Helkelen](#) who I located in the entrance stage of the Rush Town Ruins deadspace complex in the Otomainen system.

Stage 1 "Compounds"

Warp-in description: None.

Agents: None.

Guards:

- 1 Mordus Mammoth (battleship) 1000000 ISK
- 4 Mordus Gigamar (battleship) 800000 ISK
- 1 Mordus Sequestor (battleship) 600000 ISK
- 4 Mordus Lion (cruiser) 110000 ISK
- 2 Mordus Leopard (cruiser) 100000 ISK
- 2 Mordus Cheetah (cruiser) 50000 ISK
- 7 Mordus Bounty Hunter (frigate) 30000 ISK
- 10 Mordus Katana (frigate) 17500 ISK

Destroyable structures:

- 11 Cargo Rig
- 4 Habitation Module
- 6 Hangar
- 3 Rig Reactor
- 1 Science Labs (drops 400 Potent Viral Agent (200.0 m3))
- 2 Security Outpost

2 Storage Facility

Lootable structures: None.

Notes/hints: The Mordus Bounty Hunter might web and warp scramble your ship. The guards are divided into four groups. One group will aggress when entering the stage.

The Potent Viral Agent is used in the second mission by the agent [Akira Helkelen](#) in the Otomainen system.

System: Sakkikainen

Complex name: Bandit Hideout

DED rating: 2

Ship size restrictions: None.

Beacon description: A number of bandits are parked in the cloud formation nearby. Caution would be advised when flying through this no-man's land.

Entrance point

Warp-in description: None.

Agents: None.

Guards:

1 Caldari Marauder (cruiser) 22500 ISK (drops Marauder Spur (0.1 m3))

1 Caldari Bandit (frigate) 8500 ISK (drops 1 Bandit Spur (0.1 m3))

9 Caldari Drifter (frigate) 5000/4000 ISK (drops 1 Drifter Spur (0.1 m3))

Destroyable structures: None.

Lootable structures: None.

Notes/hints: The Caldari Bandit might web and warp scramble your ship. The guards are divided into two groups. No immediate aggression when entering the stage.

System: Sakkikainen

Complex name: Contested Kazka Headquarters

DED rating: 3

Ship size restrictions: [Medium](#)

Beacon description: Built by the Caldari State originally, this asteroid belt was taken over by the Kazka Bandits after Caldari forces abandoned the area. Numerous attempts by local militia to retake the installation have failed, and as of yet the State has had very little interest in dispersing the pirate presence in the area.

The Kazka have allied themselves with the much more powerful Guristas pirates and are acting under their protection. The Guristas have been encouraging the Kazka bandits to raid the nearby Caldari settlements as much as possible, in an effort to stem the tide of colonists streaming to the system. With this, the Guristas hope to use the Kazka bandits to shield themselves from any Caldari harassment.

The Kazka bandits have been remarkably successful, to the point where the Guristas have even been considering taking the Kazka stronghold over themselves. But the bandits have entrenched themselves so thoroughly that the Guristas command has never dared attempt it. And now that the Caldari State has arrived full force in the constellation, that dream is likely dead forever.

Entrance point

Warp-in description: None.

Agents: None.

Guards:

2 Kazka Outlaw (cruiser) 60000/50000 ISK (drops 1 Outlaw Spur (0.1 m3))

2 Kazka Marauder (cruiser) 22500/20000 ISK (drops 1 Marauder Spur (0.1 m3))

3 Kazka Drifter (frigate) 5000/4750 ISK (drops 1 Drifter Spur (0.1 m3))

Destroyable structures: None.

Lootable structures: None.

Notes/hints: The guards are all in one group which will attack you when entering the stage. A single acceleration gate leads to the Kazka Control Tower stage of the complex.

Stage 1 "Kazka Control Tower"

Warp-in description: Built by the Caldari State originally, this asteroid belt was taken over by the Kazka Bandits after Caldari forces abandoned the area. Numerous attempts by local militia to retake the installation have failed, and as of yet the State has had very little interest in dispersing the pirate presence here.

Agents: None.

Guards:

1 Kazka Outlaw (cruiser) 60000/45000 ISK (drops 1 Outlaw Spur (0.1 m3))

2 Kazka Marauder (cruiser) 27500/25000/22500/20000 ISK (drops 1 Marauder Spur (0.1 m3))

6 Kazka Bandit (frigate) 10000/9500/9000/85000 ISK (drops 1 Bandit Spur (0.1 m3))
9 Kazka Drifter (frigate) 6500/5500/2750/2250 ISK (drops 1 Drifter Spur (0.1 m3) or 1 Bandit Spur (0.1 m3))
5 Kazka Eunuch (frigate) 5000/4750 ISK (drops 1 Drifter Spur (0.1 m3))
2 Dry River Gangleader (frigate) 4000 ISK (drops 100 Bag of Counterfeit Credits (10.0 m3))
4 Dry River Gangmember (frigate) 2750 ISK (drops 40 Bag of Counterfeit Credits (4.0 m3))

Destroyable structures:

1 Caldari Control Tower
40 Coupling
28 Junction
1 Kazka Brothel (drops 1 Assistant's Keychain (0.1 m3))
4 Lookout Post

Lootable structures: None.

Notes/hints: The Kazka Bandits might web and warp scramble your ship. The guards are divided into five groups. One group attacks immediately after you enter the stage. Three acceleration gates lead away from the stage; one to the Kazka Asteroid Cluster stage, one to the Kazka Development Depot stage and one to the Kazka Trophy Room stage.

The Bags of Counterfeit Credits are used in the second mission by the agent [Mika Etsuya](#) in the Vahunomi system. The Assistant's Keychain is used in the third mission by the agent [Anou Dechien](#) in the Vahunomi system.

Stage 2a "Kazka Asteroid Cluster"

Warp-in description: None.

Agents: None.

Guards:

1 Tao Pai Motow (cruiser) 110000 ISK (drops 2 Kepheur's Keycard (0.2 m3))
1 Kazka Marauder (cruiser) 25000 ISK (drops 1 Marauder Spur (0.1 m3))
3 Kazka Bandit (frigate) 10000/9500 ISK (drops 1 Bandit Spur (0.1 m3))
5 Caldari Bandit (frigate) 9000/8500 ISK (drops 1 Bandit Spur (0.1 m3))
7 Kazka Drifter (frigate) 6500/5500 ISK (drops 1 Bandit Spur (0.1 m3))
6 Caldari Drifter (frigate) 2750/2250 ISK (drops 1 Drifter Spur (0.1 m3))

Destroyable structures:

1 Cargo Rig
30 Coupling
21 Junction
3 Kazka Refining Outpost
1 Landing Pad
1 Pressure Silo

1 Residential Module

Lootable structures: None.

Notes/hints: The Bandit type of frigates might web and warp scramble your ship. The guards are divided into three groups. No immediate aggression when entering the stage.

The Kepheur's Keycards are used in the third mission by the agent [Mintu Oshima](#) in the Otitoh system.

Stage 2b "Kazka Development Depot"

Warp-in description: This is where the Kazka Bandits assemble their cruisers, which you see in this complex. This is a devious strategy which strengthens their defenses, as any invading force would not be able to use the entry acceleration gate in anything but frigates or destroyers.

Agents: None.

Guards:

- 1 Quao Kale (cruiser) 22500 ISK (drops 1 Quao Kale (1.0 m3))
- 2 Kazka Bandit (frigate) 10000/9500 ISK (drops 1 Bandit Spur (0.1 m3))
- 5 Caldari Drifter (frigate) 6500/5500 ISK (drops 1 Bandit Spur (0.1 m3))
- 6 Kazka Drifter (frigate) 5000/4750 ISK (drops 1 Drifter Spur (0.1 m3))
- 1 Dyklan Harrikar (frigate) 2250 ISK (drops 1 Broken Bug Device (0.1 m3))

Destroyable structures:

- 5 Coupling
- 1 Junction
- 1 Kazka Control Tower
- 1 Reactor Array
- 1 Stationary Badger II

Lootable structures: None.

Notes/hints: The Kazka Bandits might web and warp scramble your ship. The guards are divided into two groups. No immediate aggression when entering the stage.

Quao Kale is used in the fourth mission by the agent [Raidon Setala](#) in the Sakkikainen system. The Broken Bug Device is used in the second mission by the agent [Jali Tanaka](#) in the Vahunomi system.

Stage 2c "Kazka Trophy Room"

Warp-in description: None.

Agents: None.

Guards:

6 Kazka Hoarder (cruiser) 22500/20000 ISK (drops 1 Marauder Spur (0.1 m3))
2 Kazka Skulker (frigate) 9000/8500 ISK (drops 1 Bandit Spur (0.1 m3))
30 Kazka Hound (frigate) 4000/3500 ISK (drops 1 Drifter Spur (0.1 m3))
1 Kazka Wannabee (frigate) 1750 ISK (drops 1 Drifter Spur (0.1 m3))

Destroyable structures:

1 Hallway
1 Kazka Docking Facility
2 Kazka Trophy Guard Tower
5 Kazka Trophy Rooms

Lootable structures:

6 Exotic Kazka Stash (spawns various Talocan artifacts)
18 Looted Data Processor (spawns various Talocan artifacts)
6 Looted Mainframe (spawns various Talocan artifacts)
18 Strange Kazka Stash (spawns various Talocan artifacts)

Notes/hints: The Kazka Skulkers might web and warp scramble your ship. The guards are divided into many groups. No immediate aggression when entering the stage.

The artifacts are used in the construction of various storyline modules. Not all types can be found here; they are found in the [Devil's Dig Site](#) in the Otitoh system.

System: Sakkikainen

Complex name: Frontier Stockade

DED rating: None

Ship size restrictions: N/A.

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

Entrance point

Warp-in description: The two mega-corporations charged by the State with the task of settling Okkelen, NOH and Lai Dai, have each recently constructed a station here in the Sakkikainen system. These stations are intended to act as the base from which the Caldari State intends to push the frontier back and claim the constellation for itself. As with all frontier settlements there's plenty of work to be found for enterprising pilots.

Agents:

[Kaiya Tuuri](#)

[Matani Jitainen](#)

Guards:

8 Caldari Security Enforcer (battleship)

Destroyable structures:

40 Coupling

28 Junction

4 Lookout Post

1 Nugoeihuvi Control Tower

1 Nugoeihuvi Refinery

Lootable structures: None.

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

System: Sakkikainen

Complex name: Settler's Waystation

DED rating: None

Ship size restrictions: N/A.

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

Entrance point

Warp-in description: Chaos reigns in Okkelen, with Caldari settlers at odds with entrenched bandits and each other alike. Chaotic environment creates opportunities and some will strike gold while others are ruined through bad luck. Midoki Urigamu hopes to be one of the former as he aspires to construct a rest stop in space for weary pilots.

Agents:

[Daitsu Ikonen](#)

[Ikimara Hochi](#)

[Midoki Urigamu](#)

[Raidon Setala](#)

[Ratan Saturi](#)

Guards: None.

Destroyable structures:

1 Habitation Module

Lootable structures: None.

Notes/hints: None.

System: Vahunomi

Complex name: Abandoned Astro Farm

DED rating: None

Ship size restrictions: N/A.

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

Entrance point

Warp-in description: The Astro Farm is one of the myriad of businesses that fell into ruins when the Okkelen Rush faded as fast as it emerged. Originally built to grow synthesized food, it later tried unsuccessfully to restructure itself as a reclusive spa for wealthy tourist. Today its only visitors are bandits converging before embarking on some nefarious activities.

Agents:

[Anou Dechien](#)

[Krakan Rost](#)

[Skurk Tekkurs](#)

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

System: Vahunomi

Complex name: Cactus Mill Lookout

DED rating: None

Ship size restrictions: N/A.

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

Entrance point

Warp-in description: An old ore refinery, the Cactus Mill is being refurbished with the latest surveillance gadgets courtesy of the State and Region Bank. Great wealth can be found in the nearby station vault and the bank is anxious to protect it. It's a race against time as bandits will inevitably fall on the vault sooner rather than later. The help of independent pilots is greatly appreciated.

Agents:

[Jali Tanaka](#)

[Mika Etsuya](#)

[Tida Aikato](#)

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.
