

Special Reconnaissance Squadron

List of available patrol missions for MRP

CLASSIFICATION - TOP SECRET

Abbreviations:

BQ, AQ, DQ - Beta, Alpha and Delta Quadrants

STF - Special Task Force - in this case sets the reward level for the mission, high rewards.

RA - Red Alert - Short single system patrol, sets reward level for mission, lowest.

MR - Mission Replay - Long story mission, highest reward level.

NPE - Non-parsable Event, scores are averaged out over the event/s so everyone is rewarded the same other than deaths and any individual bonuses

Diff=Difficulty, scale of 1 to 10, 1 being no combat, 10 being impossible

Proximity - Stay close to the parser to maximise your MRP rewards

[? Week] - bonus week, e.g. cruiser, escort etc

Uniform - bonus for wearing either the MRP uniform or Omega, MACO, or Honour Guard combat gear.

Tier - Bonus awarded during a tier challenge event

Max - Bonus awarded if the maximum recorded hit is included as a bonus to your score (10% recorded value)

Q - Event is a queue, no need to travel

T - You must travel to the starting point

COMBAT MISSIONS

Hirogen Vendetta - K'Shan System **BQ** - Aido System **BQ** - Siena System **BQ** - Narendra System **BQ** - Trakia System **DQ**

Breen Vendetta Space - Aiding the Deferi - Deferi Outpost 3 - Deferi Patrol - Breen Patrol - Kelvani Belt

Aiding Deferi Ground - Borg Invasion Zone (hard runs) - Emancipation (Zaria)

Vaadwaur Vendetta - Race to the top of the mountain on Kobali to take control of the Vaadwaur ship.

Rogue State Retribution BQ - Sarita System - Fitzan System - Daise System - Cero System - Khellian System

True Destruction - AQ - Bavar System - Enocha System - Shahr System - Aria System

These two include queues

Tholian Vendetta - Archer System - Tholian Red Alert - The Vault Ensnared - Azure Nebula Rescue

Borg Vendetta - ISA - KSA - CSA - HSE

MRP Search and Rescue Mission 1 - BQ - Vesper System - Vor System - Eriksson System - Kalferi System - Veyga System

MRP Search and Rescue Mission 2 BQ Seede System (Only secure stations), Lirss Prime, Xleen System -> Ruben System

NON Combat, Diplomatic talky Missions

MRP Exploration Cruise 1 [STF] Beta Quadrant -Celes System -> Danteri System -> Muso System -> Hana III ->

SCIENTIFIC EXPLORATION MISSIONS (optional combat in some, non parsed)

Science Exploration Mission 1 - Beta Quadrant - Tephrei System(5) - Laiir V System(5) - Fvillhaih System(5) - Vhoran System(5)

Science Exploration Mission 2 - Beta Quadrant - Icari System (5) - Elvren System (5) - Liltu System (6)(some combat)- Pellme System(5)

Science Exploration Mission 3 - Beta Quadrant - Dera System (5) - Koolhaas System (optional combat)(7) - Cernan System (5)- Honod System (4)

Science Exploration Mission 4 - Alpha Quadrant - Andoss System - Caralun System - Mryax System (optional combat) - Crown System

Science Exploration Mission 5 - Alpha Quadrant - Lahra System (g) - Vestalan System (s) - Culver System (g)- Lilsis System (s) -Chapel (s) -

DISTRESS CALL MISSIONS (Dailies and Repeatable)

Distress Calls BQ - Sh'mar - Alhena - Traelus

Breen Vendetta (See above)

MRP RACES - (Cross quadrant races to the finish)

MRP Race 1 BQ - Begin at Carraya System, then Japori, Beta Thoridor, Gamma Eridon, Narendra. Parsed throughout . X up to join RDF team

MRP Race 2 AQ - Begin at Liuen System, then Obrom, Aokii, Corwin, Toron. Parsed throughout. X up to join RDF team - (NOTE: Do not hand in mission at end)

MRP Race 3 Galaxy Patrol Race - **AQ** (Mec, Obrom systems), **BQ** (Narendra system, Sh'mar Distress Signal), **DQ** (Gerren System). Parsed throughout, ensure TW to DQ is available. X up to join RDF team.

MRP Race 4 - Tour of the Galaxy - (**AQ** Lateri - Kalesta System) - (**BQ** Traelus Satellite Repair - Beta Thoridor) - (**DQ** Gerren System)

MRP Race 5 (GROUND) Beta Quadrant Europani - Alpha Quadrant > Malon System - New Romulus Paehos Caves Instance

MRP Race 6 BQ M'Rade -> Alth'ndor - **AQ** -> Phi -> **DQ** - Gerren System

This document is subject to change without notice.

This document is classified TOP SECRET, do not disseminate

ENDS