

Side quests

Introduction

There are many types of [missions](#) available to the player. Some are the unique or rare **side quests** described below.

Base game

- **Crafting items into rare equipment**
 - [SETA](#) construction
 - The shields, engine & weapon below do not require a mission to /craft/ but they do require one to /fit/. These missions are not found in the [BBS](#)
- **Crafting missions**
 - **Rare Engine Parts Required**
 - [Rare Mk5 Engine](#) construction (or large cash reward)
 - **A Healthy Enthusiasm**
 - [Rare Mk3 Weapon](#) (or very large cash reward)
 - **A Piece of History and Treasure Hunt**
 - [Rare Mk5 Shields](#) (or large cash reward)
 - **X-perimental**
 - [Playership Jumpdrive](#)*
- **Operation Forge Guard**
 - A chain of generic missions for the Argon ([link](#))
 - Rewards: unique licence (warning about major bug [here](#))

The Teladi Outpost (DLC)

- **The Rising Tide**
 - Faction: Urguas Armaments
 - Reward: 5,000,000 Credits (Normal)
 - Difficulty: Medium
 - Can be found by scanning modules of the Haunt at Hissed Syllable/Serpentine Haze/Fields of Opportunity.
A chain of generic missions for Urguas Armaments
Corporate espionage: scanning, hacking and assassination

Home of Light (DLC)

- **Another Gate Open*** (exploration mission offered at the start of new games or after campaign games complete)
- **Xenon Invasion** (major mission following on from a Ship in Distress [generic mission](#)).

*Jumpdrive & 'Another Gate Open' missions will only become available once you've completed the Campaign if you've selected that start; you'll have to return to OL to see the mission briefing in the BBS