TFRM BGS Task

As a non-political and independent collective, we do not want to interfere with any other player related group's minor factions. If while working to support TFRM's minor faction, you encounter another minor faction that is not AI controlled, please notify the Mischief immediately and stop any activity that could interfere with the other faction.

https://forums.frontier.co.uk/showthread.php?t=193064

https://forums.frontier.co.uk/showthread.php/221826-Dev-Update-(07-01-2016)

The channel #crunchyscave on IRC has real-time reporting of BGS updates and can be used for discussion and questions regarding the BGS. Feel free to stop by whenever.

If you are in the vicinity of Rodentia, the home of our Colonia faction, The Fuel Rat Colony, please sell exploration data at Surly's Nest (PS) there. Please don't support TFRM elsewhere in Colonia, as we don't want to interfere with other player factions' BGS efforts there.

Current Actions:

- [ ] Increase/stabilize TFRM influence in our core systems only

Please win any wars and elections for TFRM in our **core systems only** (those marked on the list below as "Increase/Maintain Influence".

Please also help maintain TFRM's influence in our core systems only. Current levels can be seen here: https://inara.cz/galaxy-minorfaction/32603/, and should ideally be over 40% for our core systems.

Also please continue to work against NEG in Fuelum.

The chart below identifies the broad goals for TFRM in the systems where we have a presence:

System	Distance from Fuelum	Task	What Works
Fuelum	0.00 Ly	Increase/Maintain Influence Force NEG to retreat	Working for TFRM in system Working for everyone except NEG
Nu Indi	9.57 Ly	Increase/Maintain Influence	Working for TFRM in system
Rho Indi	12.98 Ly	Increase/Maintain Influence	Working for TFRM in system
Angrbonii	14.56 Ly	Do Nothing	Do Nothing
Eleumo	14.76 Ly	Increase/Maintain Influence	Working for TFRM in system
Deacon's Star	15.60 Ly	Increase/Maintain Influence	Working for TFRM in system
Cimih	15.82 Ly	Increase/Maintain Influence	Working for TFRM in system
Spinibo	15.93 Ly	Increase/Maintain Influence	Working for TFRM in system
Muspell	16.02 Ly	Increase/Maintain Influence	Working for TFRM in system
Gunapiti	16.32 Ly	Increase/Maintain Influence	Working for TFRM in system
LTT 8190	16.81 Ly	Increase/Maintain Influence	Working for TFRM in system
CD-76 1091	18.32 Ly	Increase/Maintain Influence	Working for TFRM in system
Macame	18.87 Ly	Increase/Maintain Influence	Working for TFRM in system
LTT 9104	19.45 Ly	Do Nothing	Do Nothing
Mantuate	20.46 Ly	Do Nothing	Do Nothing
Vadimo	20.77 Ly	Increase/Maintain Influence	Working for TFRM in system

V390 Pavonis	20.86 Ly	Do Nothing	Do Nothing
HDS 3215	22.43 Ly	Do Nothing	Do Nothing
Deciani	23.80 Ly	Do Nothing	Do Nothing
LTT 9387	24.96 Ly	Do Nothing	Do Nothing
CD-87 103	25.01 Ly	Do Nothing	Do Nothing
Ogowendes	25.97 Ly	Do Nothing	Do Nothing
Phi-1 Pavonis	28.14 Ly	Do Nothing	Do Nothing
Karsha	28.32 Ly	Do Nothing	Do Nothing
Ullese	28.77 Ly	Do Nothing	Do Nothing
Tjakulcade	30.82 Ly	Do Nothing	Do Nothing
Peche	31.39 Ly	Do Nothing	Do nothing
Qahatini	32.25 Ly	Do Nothing	Do Nothing
CD-74 1370	32.30 Ly	Do Nothing	Do Nothing
Orom Djugua	33.85 Ly	Do Nothing	Do Nothing
CD-68 2054	38.26 Ly	Do Nothing	Do Nothing
Thereila	39.84 Ly	Do Nothing	Do Nothing
Pegasi Sector NN-T C3-11	220.39 Ly	Do Nothing	Do Nothing
Lemayak	229.90 Ly	Do Nothing	Do Nothing

The table below shows the preferred locations to turn in and complete various tasks. These tasks may seem to harm TFRM in some cases, but the tasks below are designed for the long-term growth of TFRM and to achieve the overall goals of expanding the TFRM faction.

Station Key: *(S) – Starport* | *(O) – Outpost* | *(PS) – Planetary Station* | *(PO) – Planetary Outpost*