| Icon | from shop etc.. | need mat.T. alone | Own +shp total | Need4 H.Tiers | M.Line Usage | from shop (inT3) | |
|---|---|---|---|---|---|---|---|
| | 0 | 27 | 31 | 302 | 369 | 0 | |
| | 0 | 3 | 123 | 189 | 230 | 2 | |
| | 0 | 0 | 124 | 129 | 153 | 0 | |
| | 0 | 0 | 75 | 85 | 102 | 0 | |
| | 0 | 3 | 81 | 126 | 157 | 0 | |
| | 0 | 14 | 16 | 161 | 199 | 2 | |
| | 0 | 19 | 60 | 134 | 180 | 0 | |
| | 0 | 12 | 62 | 104 | 131 | 4 | |
| | 0 | 10 | 71 | 95 | 123 | 0 | |
| | 10 | 4 | 148 | 145 | 171 | 14 | |
| | 0 | 7 | 74 | 110 | 127 | 0 | |
| | 0 | 0 | 118 | 0 | 0 | 2 | |
| | 0 | 0 | 98 | 1 | 22 | 2 | |
| | 0 | 8 | 126 | 0 | 18 | 4 | |
| | 0 | 0 | 77 | 82 | 98 | 0 | |
| | 0 | 0 | 35 | 121 | 131 | 0 | |
| | 8 | 0 | 27 | 0 | 0 | 8 | |
| | 8 | 0 | 40 | 0 | 0 | 8 | |
| | 0 | 40 | 66 | 0 | 40 | 0 | |
| | 5 | 390 | 5 | 0 | 390 | 5 | |
| | 16 | 48 | 41 | 1155 | 1218 | 31 | |
| | 0 | 0 | 0 | 0 | 0 | 0 | |
| | 0 | 32 | 6 | 0 | 32 | 0 | |
| | 0 | 33 | 0 | 0 | 33 | 0 | 2 |
| | 0 | 20 | 5 | 0 | 20 | 0 | |
| | 0 | 23 | 0 | 0 | 23 | 0 | |
| | 2 | 0 | 2 | 0 | 0 | 2 | |
| | 0 | 0 | 7 | 0 | 0 | 0 | |
| | 0 | 0 | 11 | 0 | 0 | 0 | |
| | 0 | 0 | 12 | 0 | 0 | 0 | |
| | 0 | 0 | 20 | 0 | 0 | 0 | |
| | 0 | 15 | 1 | 26 | 47 | 0 | |
| | 0 | 16 | 1 | 26 | 48 | 0 | |
| | 0 | 29 | 3 | 26 | 61 | 0 | |
| | 0 | 12 | 3 | 33 | 45 | 0 | |
| | 0 | 33 | 15 | 66 | 99 | 0 | |
| | 2 | 8 | 6 | 33 | 41 | 2 | |
| | 0 | 30 | 4 | 15 | 50 | 0 | |
| | 2 | 12 | 4 | 15 | 32 | 2 | |
| | 0 | 11 | 1 | 15 | 31 | 0 | |
| | 0 | 23 | 0 | 23 | 46 | 0 | >3 |
| | 0 | 24 | 1 | 46 | 70 | 0 | |
| | 0 | 0 | 45 | 0 | 0 | 2 | |
| | 0 | 12 | 11 | 0 | 12 | 2 | |
| | 0 | 10 | 28 | 0 | 10 | 4 | |

**Icebreaker Games** ☑ **Add shops/missions till**

| *asd* | To Farm | shop (inT3) | Left after | % in ↓ use | 100 %base | 150 %base |
|---|---|---|---|---|---|---|
| | **298** | 0 | 0 | 16.7% | 458 | 539 |
| | **69** | 2 | 0 | 10.4% | 169 | 219 |
| | **159** | 2 | 0 | 9.0% | 246 | 289 |
| | **93** | 0 | 0 | 8.1% | 171 | 210 |
| | **1** | 14 | 0 | 7.7% | 75 | 113 |
| | **48** | 0 | 0 | 7.1% | 116 | 150 |
| | **5** | 0 | 0 | 6.9% | 72 | 105 |
| | **54** | 4 | 0 | 5.9% | 111 | 139 |
| | **86** | 0 | 0 | 5.9% | 143 | 171 |
| | **43** | 0 | 0 | 5.7% | 98 | 126 |
| | **34** | 0 | 0 | 5.6% | 87 | 114 |
| | **10** | 0 | 0 | 4.6% | 54 | 77 |
| | **5** | 0 | 0 | 4.4% | 48 | 69 |
| | 0 | 2 | 97 | 1.0% | 0 | 5 |
| | 0 | 4 | 118 | 0.8% | 0 | 3 |
| | 0 | 2 | 118 | 0.0% | 0 | 0 |
| | 0 | 8 | 27 | 0.0% | 0 | 0 |
| | 0 | 8 | 40 | 0.0% | 0 | 0 |
| | 0 | 0 | 26 | 0 | 0 | 0 |
| | **1162** | 31 | 0 | 0 | 0 | 0 |
| | 0 | 0 | 0 | 0 | 0 | 0 |

**Base reserve calcs on** **Oriron Cluster**

**Copy Paste krooster export CSV with mats to 3rd tab of this sheet, and everything will count on auto.**

**PS: File > Create Copy - to be able to edit your own sheet**

Legend:

% - how much this line of mats is used in all planned upgrades (converted in T3)

to100/150 - how much most used mat need to restore "100/150 inventory"
after upgrade plans are finished.
Other mats get proportionaly lesser amount, based on %usage

| Icon | from shop etc.. | need mat.T. alone | Own +shp total | Need4 H.Tiers | M.Line Usage | from shop (inT3) |
|---|---|---|---|---|---|---|
| | 0 | 20 | 31 | 0 | 20 | 0 |
| | 0 | 0 | 18 | 0 | 0 | |
| | 0 | 0 | 23 | 0 | 0 | |
| | 0 | 0 | 7 | 0 | 0 | |
| | 0 | 0 | 1 | 0 | 0 | |
| | 0 | 0 | 1 | 0 | 0 | |
| | 0 | 0 | 0 | 0 | 0 | |
| | 0 | 0 | 9 | 0 | 0 | |
| | 0 | 5 | 6 | 0 | 5 | |
| | 0 | 0 | 22 | 0 | 0 | |
| | 0 | 0 | 8 | 0 | 0 | |
| | 0 | 0 | 8 | 0 | 0 | |
| | 0 | 0 | 9 | 0 | 0 | |
| | 0 | 0 | 1 | 0 | 0 | |
| | 0 | 0 | 4 | 0 | 0 | |
| | 0 | 0 | 10 | 0 | 0 | |
| | 0 | 0 | 2 | 0 | 0 | |

**Icebreaker Games** ☑ **Add shops/missions till**

| *asd* | To Farm | shop (inT3) | Left after | % in ↓ use | 100 %base | 150 %base | Legend: |
|---|---|---|---|---|---|---|---|

| dd | Date | from 09.11 to Event | Farm stages # ASC. | | | Untill next event (or duration) shop/dailies/gamemodes t5-3 mats, skills and chips | | | | | | | | | | | | | | | | | | | | | | | | | | | | | Notes |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 14 | 14/11 | Icebreaker Games | | | | 10 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 5 | 10 | 5 | 8 | 8 | 5 | 16 | | | | | | | | | | | | | |
| 10 | 21/11 | Lone Trail Rerun | uc | uc | c | 3 | 1 | 2 | 1 | 4 | 3 | 4 | 3 | 3 | 5 | 5 | 10 | 10 | 40 | 30 | 5 | | | | | | | | | | | | | | Alloy - overlap sanity here |
| 14 | 03/12 | Path of Life | c | c | c | 6 | 1 | 5 | 10 | 10 | 10 | 10 | 15 | 25 | 80 | 5 | | | | | | | | | | | | | | | | | | | 2 sugar : 1 kohl - only non overlap sanity |
| 10 | 17/12 | Hortus de Escapismo Reru | g | uc | uc | 2 | 1 | 1 | 1 | 1 | 3 | 3 | 3 | 1 | 1 | 8 | 3 | 3 | 3 | 5 | 3 | 3 | 3 | 10 | 20 | 5 | | | | | | | | | more Gel then some RMA ++all sanity++ |
| 7 | 31/12 | A Kazdelian Rescue | | uc | r | 5 | 3 | 1 | 2 | 2 | 2 | 3 | 4 | 3 | 3 | 3 | 9 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 10 | 4 | 10 | 14 | 10 | 10 | 38 | 95 | 4 | 14 |
| 21 | 07/01 | Inudi Harek, Horakhet | uc | uc | uc | 7 | 1 | 1 | 6 | 1 | 10 | 1 | 11 | 10 | 1 | 10 | 27 | 12 | 15 | 12 | 15 | 15 | 48 | 100 | 5 | | | | | | | | | | Oriron and Grindstone 1:1 ++all sanity++ |
| 10 | 28/01 | So Long, Adele Rerun | uc | c | uc | 6 | 2 | 1 | 2 | 1 | 1 | 3 | 3 | 3 | 7 | 3 | 4 | 4 | 15 | 5 | 5 | 5 | 15 | 49 | 60 | 5 | 4 | | | | | | | | replentish Mangos 1 aketon : 1 crystaline if enough time - non-overlap sanity |
| 10 | 11/02 | RA Mission Event | | | | 2 | 2 | 1 | 3 | 1 | 3 | 1 | 1 | 3 | 3 | 5 | 3 | 8 | 8 | 3 | 3 | 10 | 20 | | | | | | | | | | | | |
| 14 | 25/02 | Delicious on Terra | c | c | uc | 7 | 3 | 6 | 1 | 1 | 1 | 10 | 10 | 3 | 4 | 10 | 3 | 4 | 15 | 10 | 10 | 10 | 66 | 100 | 5 | 4 | | | | | | | | | up Poly and Allow, new mat if needed |
| 10 | 11/03 | Come Catastrophes or Wa | c | uc | uc | 12 | 1 | 1 | 1 | 2 | 3 | 3 | 2 | 5 | 2 | 10 | 5 | 5 | 10 | 20 | 5 | | | | | | | | | | | | | | |
| 14 | 25/03 | Vector Breakthrough | | | | 3 | 2 | 4 | 1 | 1 | 2 | 5 | 3 | 5 | 16 | 16 | 11 | 130 | 4 | | | | | | | | | | | | | | | | |
| 14 | 08/04 | Ending a Grand Overture | g | uc | uc | 4 | 1 | 6 | 10 | 11 | 1 | 1 | 10 | 3 | 3 | 3 | 3 | 10 | 15 | 3 | 3 | 3 | 25 | 50 | 5 | | | | | | | | | | |
| 21 | 22/04 | I Portatori Dei Velluti | uc | uc | uc | 7 | 2 | 5 | 10 | 10 | 10 | 10 | 15 | 15 | 15 | 999 | 15 | 33 | 80 | 5 | 4 | | | | | | | | | | | | | | |

{"@type":"@penguin-statistics/plannerconfig","items":[{"id":"3211","have":18,"need":0},{"id":"3212","have":22,"need":0},{"id":"3213","have":0,"need":4},{"id":"3221","have":23,"need":0},{"id":"3222","have":8,"need":0},{"id":"3223","have":0,"need":0},{"id":"3231","have":7,"need":0},{"id":"3232","have":8,"need":0},{"id":"3241","have":1,"need":0},{"id":"3242","have":9,"need":0},{"id":"3243","have":0,"need":4},{"id":"3251","have":1,"need":0},{"id":"325

| itemId, itemName, owned, needed |
|---|
| 3211,Vanguard Chip,18,0 |
| 3212,Vanguard Chip Pack,22,0 |
| 3213,Vanguard Dualchip,0,4 |
| 3221,Guard Chip,23,0 |
| 3222,Guard Chip Pack,8,0 |
| 3223,Guard Dualchip,0,0 |
| 3231,Defender Chip,7,0 |
| 3232,Defender Chip Pack,8,0 |
| 3241,Sniper Chip,1,0 |
| 3242,Sniper Chip Pack,9,0 |
| 3243,Sniper Dualchip,0,4 |
| 3251,Caster Chip,1,0 |
| 3252,Caster Chip Pack,1,0 |
| 3253,Caster Dualchip,0,0 |
| 3261,Medic Chip,0,0 |
| 3262,Medic Chip Pack,4,0 |
| 3263,Medic Dualchip,0,0 |
| 3271,Supporter Chip,9,0 |
| 3272,Supporter Chip Pack,10,0 |
| 3273,Supporter Dualchip,0,0 |
| 3281,Specialist Chip,6,5 |
| 3282,Specialist Chip Pack,2,0 |
| 3283,Specialist Dualchip,0,8 |
| 3301,Skill Summary - 1,31,20 |
| 3302,Skill Summary - 2,25,48 |
| 3303,Skill Summary - 3,0,390 |
| 4001,LMD,0,1730000 |
| 30011,Orirock,34,4 |
| 30012,Orirock Cube,41,12 |
| 30013,Orirock Cluster,31,27 |
| 30014,Orirock Concentration,1,15 |
| 30021,Sugar Substitute,26,0 |
| 30022,Sugar,37,8 |
| 30023,Sugar Pack,35,0 |
| 30024,Sugar Lump,11,0 |
| 30031,Ester,28,4 |
| 30032,Polyester,35,0 |
| 30033,Polyester Pack,77,0 |
| 30034,Polyester Lump,7,0 |
| 30041,Oriron Shard,26,0 |
| 30042,Oriron,34,0 |
| 30043,Oriron Cluster,123,3 |
| 30044,Oriron Block,1,16 |
| 30051,Diketon,23,6 |
| 30052,Polyketon,30,4 |
| 30053,Aketon,124,0 |
| 30054,Keton Colloid,3,29 |
| 30061,Damaged Device,30,4 |
| 30062,Device,30,12 |
| 30063,Integrated Device,138,4 |
| 30064,Optimized Device,0,23 |
| 30073,Loxic Kohl,74,7 |
| 30074,White Horse Kohl,1,24 |
| 30083,Manganese Ore,60,19 |
| 30084,Manganese Trihydrate,4,30 |
| 30093,Grindstone,62,12 |
| 30094,Grindstone Pentahydrate,2,12 |
| 30103,RMA70-12,71,10 |
| 30104,RMA70-24,1,11 |
| 30115,Polymerization Preparation,6,32 |
| 30125,Bipolar Nanoflake,0,23 |
| 30135,D32 Steel,5,20 |
| 30145,Crystalline Electronic Unit,0,33 |
| 30155,Nucleic Crystal Simler,0,0 |
| 31013,Coagulating Gel,81,3 |
| 31014,Polymerized Gel,15,33 |
| 31023,Incandescent Alloy,16,14 |
| 31024,Incandescent Alloy Block,4,8 |
| 31033,Crystalline Component,75,0 |
| 31034,Crystalline Circuit,3,12 |
| 31043,Semi-Synthetic Solvent,126,8 |
| 31044,Refined Solvent,28,10 |
| 31053,Compound Cutting Fluid,98,0 |
| 31054,Cutting Fluid Solution,11,12 |
| 31063,Transmuted Salt,118,0 |
| 31064,Transmuted Salt Agglomerate,45,0 |
| 31073,Fuscous Fiber,32,0 |
| 31074,Solidified Fiber Board,20,0 |
| 31083,Aggregate Cyclicene,19,0 |
| 31084,Cyclicene Prefab,12,0 |
| 32001,Chip Catalyst,0,0 |
| mod_unlock_token,Module Data Block,66,40 |
| mod_update_token_2,Data Supplement Instrument,231,60 |
| mod_update_token_1,Data Supplement Stick,875,180 |

| Event | Image | 1st manual | Num | feekda | dd | Dati | Chiction | FEled2 | Str | NarCrys | Concon | Bin | Coltine | terizeent | Ase Ts | PerA70 | -zed | BHorsSalt | Fluid | ed | Scster | lar | Luene | R | Fibck | Clin | Cluketoe | Coulatirescearnesondstd | A70-ted | fric | Kmuted | Cultthetiester | jar | Pate | Cipus | kummumm | Vang | Guar | Defe | Snip | Cast | Medi | Supp | Spec | Vang | Guar | Defe | Snip | Cast | Medi | Supp | Spec |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 2024.11.14 | | | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Icebreaker Games | | 2024.11.14 | 45610 | Thu | 14 | | | | | 2 | | | | | 2 | | 2 | | | | | | | | | | | | | | 10 | | | | | | | | | | | | | | | | | | | | | | | |
| Lone Trail Rerun | | 2024.11.21 | 45617 | Thu | 10 | 2 | | | | 1 | | 3 | | | | | | | | 3 | | 3 | | | | | | 5 | | 5 | | | | | | | | | | | | | | 5 | | | | | | | | | | |
| Path of Life | | 2024.12.03 | 45629 | Tue | 14 | 6 | 1 | 5 | | | | | | | 10 | 10 | | 10 | | | | | | | | | | | | | | | 10 | | | | | | | | | | | | | | | | | | | | | |
| Hortus de Escapismo Rerun | | 2024.12.17 | 45643 | Tue | 10 | 2 | | | 1 | | | | 3 | 3 | | | | | 3 | | | | | | | 5 | | | | | | | | 5 | | | | | | | | | | | | | | | | | | | | |
| A Kazdelian Rescue | | 2024.12.31 | 45657 | Tue | 7 | 3 | 1 | | | 1 | | | | | | | 2 | | | | | | | | | | | | | | | 4 | | | | 4 | | | | | | | | | | | | | | | | | |
| Inudi Harek, Horakhet | | 2025.01.07 | 45664 | Tue | 21 | 7 | 1 | 1 | 6 | 1 | | 10 | | 1 | | 11 | | | 10 | 1 | | | | | | | | 27 | | 12 | | 15 | | 12 | | | 15 | | | 15 | | | | | 5 | | | | | | | | |
| So Long, Adele Rerun | | 2025.01.28 | 45685 | Tue | 10 | 4 | | | 1 | | | | | | | | 3 | | | | 3 | 3 | | | | 4 | 5 | | | 5 | 5 | | | | | 5 | | 5 | | | | | | 5 | | | | | | | | | |
| RA Mission Event | | 2025.02.11 | 45699 | Tue | 10 | | 1 | | 1 | 1 | | | | | | 3 | | 3 | | | | | | | | | | | | | 5 | | 5 | 5 | | | | | | | | | | | | | | | | | | | |
| Delicious on Terra | | 2025.02.25 | 45713 | Tue | 14 | 5 | 1 | 5 | | | | | 10 | 10 | | | | 10 | | | | | | | | | | 15 | | | | | | | | | | | 10 | | | | | | | | | | | | | | | |
| astrophes or Wakes of Vultu | | 2025.03.11 | 45727 | Tue | 10 | 2 | | | | | 1 | | | | | | 3 | | 3 | | | | | 3 | | | | | | | | | 5 | | | | | | | | | | | | | | | | | | | | | |
| Vector Breakthrough | | 2025.03.25 | 45741 | Tue | 14 | 2 | 1 | 4 | | | | | 2 | | | 2 | | | | | 2 | | | | | | | | 16 | | | | | 16 | | | | | | | | | | | | | | | | | | | | |
| Ending a Grand Overture | | 2025.04.08 | 45755 | Tue | 14 | 4 | | | | | 5 | | | | | 10 | 10 | | | | | | 10 | | | | | | | | 10 | 15 | | | | | | | | | | | | | | | | | | | | | | |
| I Portatori Dei Velluti | | 2025.04.22 | 45769 | Tue | 21 | 6 | 1 | | 5 | | | 10 | 10 | | | 10 | | | | | | | 10 | | | 15 | | 15 | 15 | | | | | | 999 | | | 15 | | | | | | | | 5 | | | | | | | | |
| Add Events in rows above | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RA2 Stage 7 | | 2024.12.01 | 45627 | | | 1 | 1 | | | 1 | 1 | 4 | | | | | | 4 | | | | | | | | | | | | | | | 10 | | | | | | 10 | | | 30 | 10 | | | | | | | | | | |
| RA2 Stage 8 | | 2025.01.01 | 45658 | | | 1 | 1 | | 1 | 1 | | | 4 | | | | 4 | | | | | | | | | | | | 10 | | | | | | | 10 | | | | | | | 30 | 10 | | | | | | | | | | |
| RA2 Stage 9 | | 2025.02.01 | 45689 | | | 1 | 1 | 1 | | | 1 | | | | | | | | | 4 | | | | | 4 | | 10 | | | | | | | | | | 10 | | | | | | | 30 | 10 | | | | | | | | | | |
| RA2 Stage 10 | | 2025.03.01 | 45717 | | | 1 | 1 | | | 1 | 1 | | | | | 4 | | | | | | | | | 4 | | | | | | | | | 10 | 10 | | | | | | | | | 30 | 10 | | | | | | | | | | |
| IS5 Squad 1 | | 2025.01.01 | 45658 | | | 1 | 1 | 1 | 1 | 1 | | 3 | | 3 | | | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | | | | | | | | | | | | 10 | | | 10 | 10 | | 3 | 30 | | | | | | | | | 4 | | | | | |
| IS5 Squad 2 | | 2025.02.01 | 45689 | | | 1 | 1 | | | 1 | 1 | | 3 | | 3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | 3 | 20 | | | | | | | | | | 4 | | | | |
| IS5 Squad 3 | | 2025.03.01 | 45717 | | | 1 | 1 | 1 | 1 | | | | | | | | 3 | | | | 3 | | | | | | | | | | | | | | | | | | | | | | 3 | 20 | | | | | | | | | | | 4 | | | |
| IS5 Squad 4 | | 2025.04.01 | 45748 | | | 1 | 1 | | | 1 | 1 | | | | | 3 | | 3 | | | | | 3 | | | | | | | | | | | | | | | | | | | | 3 | 20 | | | | | | | | | | | | 4 | | |
| IS5 Squad 5 | | 2025.05.01 | 45778 | | | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | 4 | |
| IS5 Squad 6 | | 2025.06.01 | 45809 | | | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | 4 | |
| IS5 Squad 7 | | 2025.07.01 | 45839 | | | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | 4 | |
| IS5 Squad 8 | | 2025.08.01 | 45870 | | | 1 | 1 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | 4 |
| Anihilations | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Victoria Burning Block | | 2024.12.30 | 45656 | | | | 1 | 1 | | | | | 1 | | | | | | | | | 1 | 1 | | | | 3 | | | 3 | 3 | 3 | | | | | 3 | | | | | 3 | 3 | | | | | | | | | | | | |
| Kjerag Frozen Valley | | 2025.02.24 | 45712 | | | | 1 | | 1 | | | | | | 1 | | | | | 1 | | | | | 1 | | | 3 | | 3 | | 3 | 3 | 3 | 3 | | | | | | | | | | | | | | | | | | | | |
| Columbia Route 66 | | 2025.04.21 | 45768 | | | | 1 | | | | 1 | | | | | 1 | | | 1 | 1 | | | | | | | 3 | 3 | 3 | 3 | | | | | | | | 3 | 3 | | | 3 | | | | | | | | | | | | | |
| SSS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mission #4: Borderland | | 2024.11.16 | 45612 | | | 10 | | 1 | | 1 | | 2 | 2 | | | | | | | 2 | | | 2 | | | | | | | | | 5 | | | | 5 | | | | | | | | | | | | | | | | | | | |
| Mission #5: Voice | | 2025.03.16 | 45732 | | | 10 | | 1 | | | 1 | | | 2 | | | | | | | | 2 | | | 2 | 2 | | | | | | | 5 | 5 | | | | | | | | | | | | | | | | | | | | |
| Mission #6: Wasteland | | 2025.07.16 | 45854 | | | 10 | | | | 1 | 1 | 2 | | | | 2 | 2 | | 2 | | | | | | | | | | | 5 | 5 | | | | | | | | | | | | | | | | | | | | | | | | |

| itemId | itemName | owned | needed |
|---|---|---|---|
| 3211 | Vanguard Chip | 18 | 0 |
| 3212 | Vanguard Chip Pack | 22 | 0 |
| 3213 | Vanguard Dualchip | 0 | 4 |
| 3221 | Guard Chip | 23 | 0 |
| 3222 | Guard Chip Pack | 8 | 0 |
| 3223 | Guard Dualchip | 0 | 0 |
| 3231 | Defender Chip | 7 | 0 |
| 3232 | Defender Chip Pack | 8 | 0 |
| 3241 | Sniper Chip | 1 | 0 |
| 3242 | Sniper Chip Pack | 9 | 0 |
| 3243 | Sniper Dualchip | 0 | 4 |
| 3251 | Caster Chip | 1 | 0 |
| 3252 | Caster Chip Pack | 1 | 0 |
| 3253 | Caster Dualchip | 0 | 0 |
| 3261 | Medic Chip | 0 | 0 |
| 3262 | Medic Chip Pack | 4 | 0 |
| 3263 | Medic Dualchip | 0 | 0 |
| 3271 | Supporter Chip | 9 | 0 |
| 3272 | Supporter Chip Pack | 10 | 0 |
| 3273 | Supporter Dualchip | 0 | 0 |
| 3281 | Specialist Chip | 6 | 5 |
| 3282 | Specialist Chip Pack | 2 | 0 |
| 3283 | Specialist Dualchip | 0 | 8 |
| 3301 | Skill Summary - 1 | 31 | 20 |
| 3302 | Skill Summary - 2 | 25 | 48 |
| 3303 | Skill Summary - 3 | 0 | 390 |
| 4001 | LMD | 0 | 1730000 |
| 30011 | Orirock | 34 | 4 |
| 30012 | Orirock Cube | 41 | 12 |
| 30013 | Orirock Cluster | 31 | 27 |
| 30014 | Orirock Concentration | 1 | 15 |
| 30021 | Sugar Substitute | 26 | 0 |
| 30022 | Sugar | 37 | 8 |
| 30023 | Sugar Pack | 35 | 0 |
| 30024 | Sugar Lump | 11 | 0 |
| 30031 | Ester | 28 | 4 |
| 30032 | Polyester | 35 | 0 |
| 30033 | Polyester Pack | 77 | 0 |
| 30034 | Polyester Lump | 7 | 0 |
| 30041 | Oriron Shard | 26 | 0 |
| 30042 | Oriron | 34 | 0 |
| 30043 | Oriron Cluster | 123 | 3 |
| 30044 | Oriron Block | 1 | 16 |
| 30051 | Diketon | 23 | 6 |
| 30052 | Polyketon | 30 | 4 |
| 30053 | Aketon | 124 | 0 |
| 30054 | Keton Colloid | 3 | 29 |

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 30061 | Damaged Device | 30 | 4 | | | | | | | | | |
| 30062 | Device | 30 | 12 | | | | | | | | | |
| 30063 | Integrated Device | 138 | 4 | | | | | | | | | |
| 30064 | Optimized Device | 0 | 23 | | | | | | | | | |
| 30073 | Loxic Kohl | 74 | 7 | | | | | | | | | |
| 30074 | White Horse Kohl | 1 | 24 | | | | | | | | | |
| 30083 | Manganese Ore | 60 | 19 | | | | | | | | | |
| 30084 | Manganese Trihydrate | 4 | 30 | | | | | | | | | |
| 30093 | Grindstone | 62 | 12 | | | | | | | | | |
| 30094 | Grindstone Pentahydrate | 2 | 12 | | | | | | | | | |
| 30103 | RMA70-12 | 71 | 10 | | | | | | | | | |
| 30104 | RMA70-24 | 1 | 11 | | | | | | | | | |
| 30115 | Polymerization Preparatio | 6 | 32 | | | | | | | | | |
| 30125 | Bipolar Nanoflake | 0 | 23 | | | | | | | | | |
| 30135 | D32 Steel | 5 | 20 | | | | | | | | | |
| 30145 | Crystalline Electronic Uni | 0 | 33 | | | | | | | | | |
| 30155 | Nucleic Crystal Sinter | 0 | 0 | | | | | | | | | |
| 31013 | Coagulating Gel | 81 | 3 | | | | | | | | | |
| 31014 | Polymerized Gel | 15 | 33 | | | | | | | | | |
| 31023 | Incandescent Alloy | 16 | 14 | | | | | | | | | |
| 31024 | Incandescent Alloy Block | 4 | 8 | | | | | | | | | |
| 31033 | Crystalline Component | 75 | 0 | | | | | | | | | |
| 31034 | Crystalline Circuit | 3 | 12 | | | | | | | | | |
| 31043 | Semi-Synthetic Solvent | 126 | 8 | | | | | | | | | |
| 31044 | Refined Solvent | 28 | 10 | | | | | | | | | |
| 31053 | Compound Cutting Fluid | 98 | 0 | | | | | | | | | |
| 31054 | Cutting Fluid Solution | 11 | 12 | | | | | | | | | |
| 31063 | Transmuted Salt | 118 | 0 | | | | | | | | | |
| 31064 | Transmuted Salt Agglome | 45 | 0 | | | | | | | | | |
| 31073 | Fuscous Fiber | 32 | 0 | | | | | | | | | |
| 31074 | Solidified Fiber Board | 20 | 0 | | | | | | | | | |
| 31083 | Aggregate Cyclicene | 19 | 0 | | | | | | | | | |
| 31084 | Cyclicene Prefab | 12 | 0 | | | | | | | | | |
| 32001 | Chip Catalyst | 0 | 0 | | | | | | | | | |
| mod_unlock | Module Data Block | 66 | 40 | | | | | | | | | |
| mod_updat | Data Supplement Instrum | 231 | 60 | | | | | | | | | |
| mod_updat | Data Supplement Stick | 875 | 180 | | | | | | | | | |
| #VALUE! | | | | | | | | | | | | |
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|---|---|---|---|---|---|
| Icebreaker Games | | **Sorted by Date Dynamic List of Events for selector** | | | |
| Lone Trail Rerun | | | | | |
| ~ 01 December 24 | | | | | |
| Path of Life | | | | | |
| Hortus de Escapismo Rerun | | | | | |
| A Kazdelian Rescue | | | | | |
| ~ 01 January 25 | | | | | |
| Inudi Harek, Horakhet | | | | | |
| So Long, Adele Rerun | | | | | |
| ~ 01 February 25 | | | | | |
| RA Mission Event | | | | | |
| Delicious on Terra | | | | | |
| ~ 01 March 25 | | | | | |
| Come Catastrophes or Wakes of Vultures Rerun | | | | | |
| Vector Breakthrough | | | | | |
| ~ 01 April 25 | | | | | |
| Ending a Grand Overture | | | | | |
| I Portatori Dei Velluti | | | | | |
| ~ 01 May 25 | | | | | |