

Gallente Epic Arc Guide

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Syndication

Introduction

This is an epic mission arc mission guide that will take you through the various encounters and tasks in the Gallente epic arc level 4 mission chain called “Syndication”. While the guide contains detailed info on encounter opponents and provides hints on trigger spawn mechanics, this was not been my primary goal. Instead I focused on noting down all mission briefings and communications to provide clear insight in the ongoing story. I have included mission debriefings too, when they have contained a little more information than simply a pad on the back for a job well done. Also, in the end of the guide is an “[Info on](#)” section where all background info to the various missions is included.

This particular epic arc starts out at the agent Roineron Aviviere, who is located at the [Roineron Aviviere](#) beacon in the Dodixie solar system. Before Roineron is willing to hand over the first mission of the arc ([Impetus](#)) you need to have a minimum of 7.0 in effective standing (skills included) with either the Impetus corporation or the Gallente Federation faction. **No other standing levels matter!** As such, it does not matter what standings you have with any of the other corporations or factions that agents in the arc belongs to; you will have access to them as long as you have managed to start the arc. Though, completing a mission will provide an increase in standing with the corporation any particular agent belongs to.

There are no time constraints on acceptance and completion of epic arc missions, only on the bonus rewards. But if you fail a mission or lose a mission critical item you can no longer complete the arc. An epic arc mission chain can be restarted after every 3 months (90 days), no matter if you failed or completed it the last time.

Variation in hostile NPC spawns

The composition of hostile NPCs you will encounter in the missions can vary within the ship classes as well as in numbers of ships within each class. This does not happen in all encounters or for all ship classes within some encounters. To report this, I list the possible ship type variants and write the total number of ships.

The final boss

When getting to a final encounter mission, you will be met with NPCs who are a bit out of the ordinary. Often one, sometimes more, of the NPCs in that mission will have what is called “advanced AI”, the same type of NPC AI applied to Sleeper drones in Wormhole space. This means a bit more cleverness from that NPC side than the rest. As example, such an NPC will target more than one hostile at a time, may switch between targets based on threat and can fire one weapon group (guns) against one target while firing another group (missiles) against a different target. They also try to position themselves a bit cleverer than by simply approaching you.

Some arc paths do not have an encounter mission in its ending, and as such, will have no final boss.

Important in regard to this particular epic arc

There are two major paths through this arc starting at the first arc branch points ([The High or Low Road](#)). One where you go to the Federal Intelligence Office to uncover the kidnapping of Ralie Ardanne and another where you examine the circumstances working under the Scope news agency.

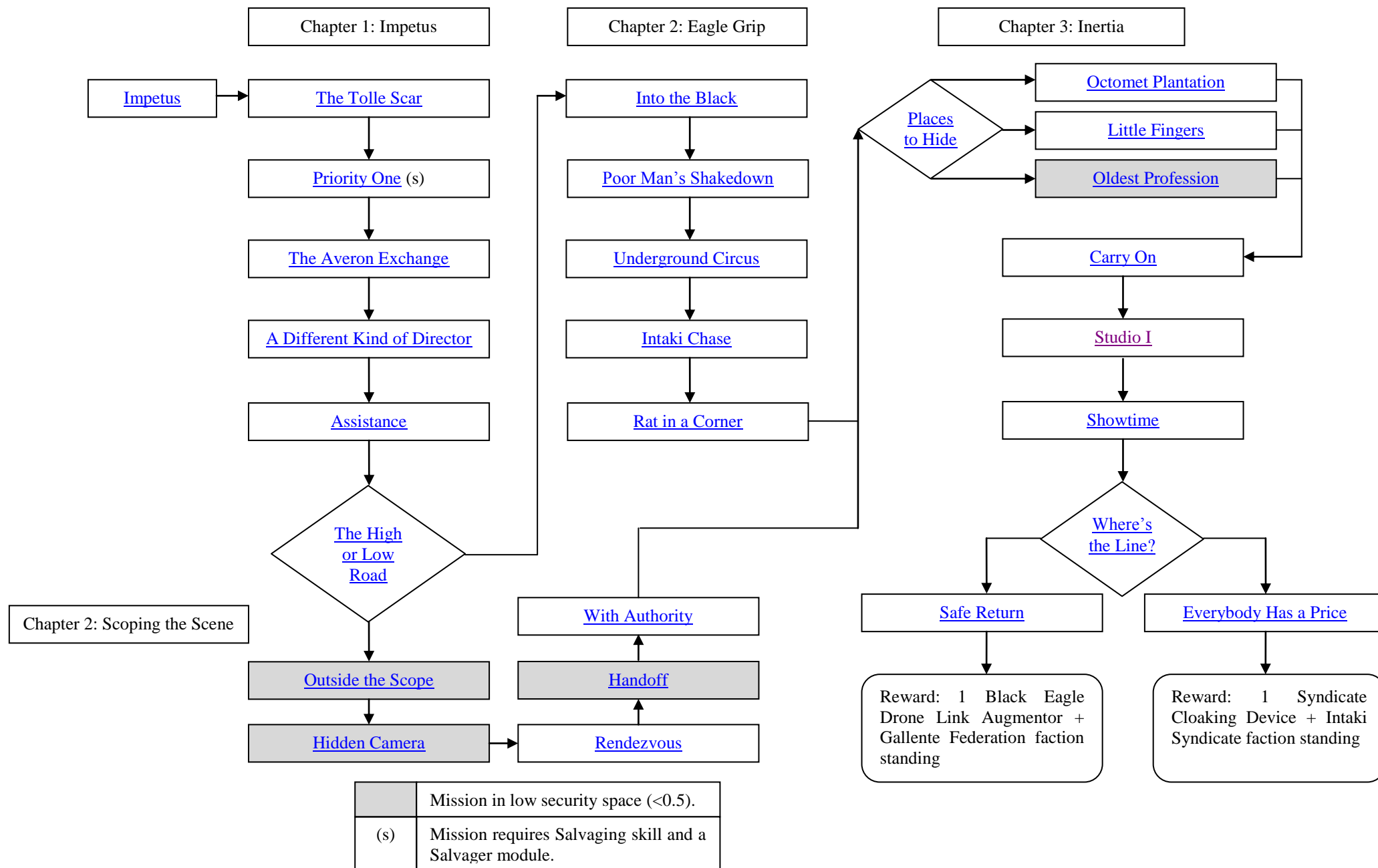
You will encounter a lot of 'independent' type of ships in this arc often associated with the Syndicate or the Pator 6. The 'green-crewed' types are fairly easy to deal with as they move slow, do not attack from long range and can take little damage. The regular independent types attack from long distances, deal a moderate amount of damage and take a bit too. The 'veteran Syndicate' types should be taken special notice of, as while they do not attack from long range, they do use micro-warprives to close distance fast and deal a lot of damage in close quarters. Sometimes the veteran types are named 'elite' instead of 'veteran'.

This epic arc can be completed without going to either low or no security space, though the options are there, and the special item rewards are selectable until the very end of the arc. A single missions will require you to have the Salvaging skill trained (see [Mission Overview](#) for which).

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Mission Overview



Missions

Mission name: A Different Kind of Director

Agent name: Gian Parele

Mission type: Courier

Mission briefing:

I'm glad to see that you're willing to stick around with us on this, "name". The person I've been instructed to refer you to is our Regional Director. I don't have his current location but I can put you in touch with one of his secretaries. You can find her at Impetus offices in Stetille, Planet 2.

I can tell them you're on the way, if you have time to make the appointment?

Objective: Report to given agent.

Notes/hints: None.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Assistance

Agent name: Eron Viette

Mission type: Encounter

Mission briefing:

Welcome to Stetille, “name”. My name is Eron Viette. Gian said you’d been invaluable to us recently, so if there is any way I can further assist you, please let me know.

I understand that you’re seeking a meeting with our Sinq Laison Regional Director. That would be Mr. Roire, Audalle Roire. He spends most of his time at our space-bound office complex here in Stetille. I’m afraid he’s not very fond of the media, and since they have free docking access to any of our publicly-listed stations, you can most often guess he won’t be in any of them.

I’ll patch the coordinates to the office if you like?

Very well, here they are. If you have any trouble finding him out there, just look for the Luxury Yacht on your scanner.

Objective: Meet with Audalle Roire.

Deadspace entry point guards:

Audalle Roire (luxury yacht)

Reinforcement wave 1:

6 The Pator 6 (cruiser)

4 Mercenary Elite Fighter (frigate) 10000 ISK

3 Mercenary Wingman (frigate) 30000 ISK

Reinforcement wave 2:

3 Mercenary Overlord (battleship) 250000 ISK

Reinforcement wave 3:

3 Mercenary Overlord (battleship) 250000 ISK

Reinforcement wave 4:

3 Mercenary Overlord (battleship) 250000 ISK

Reinforcement wave 5:

3 Mercenary Overlord (battleship) 250000 ISK

Reinforcement wave 6:

1 Mercenary Overlord (battleship) 250000 ISK

Reinforcement wave 7:

2 Mercenary Overlord (battleship) 250000 ISK

Notes/hints: When warping to the stage you will receive the following message:

“The offices for Impetus’ Sinq Laison Regional division are housed in Stetille, the only system in the entire region where Impetus has financed the construction of development studios. The

proximity to other nations' borders has made the Sinq Liaison offices an ideal place for foreign investors and shareholders to touch base with the region's own holoreel bureaucracy."

After getting close to Audalle Roire you will receive the following message:

"Welcome, pilot. Eron told me to expect you, but not to expect other company. I'm guessing those Minmatar ships in warp to us both aren't with you?"

After this, reinforcement wave 1 to 5 will appear in rapid order one after another. Warning!: They will spawn very close to Audalle Roire and can dish out a lot of damage up close (a total of 12 Mercenary Overlord types battleships), which together with potential webbing and warp scrambling from the Mercenary Wingman type frigates can be a death trap. Tactical advice: Fly a rookie ship or shuttle to trigger the spawns, then change ship and engage at distance.

Destroying all of these waves will trigger reinforcement wave 6. Destroying this single ship will mark the mission as complete, trigger spawning of reinforcement wave 7 and you will receive the following message from the agent Eron Viette:

"Alright, I've just spoken with Mr. Roire. He wasn't too pleased that those Matari followed you back to the offices. Good thing you cleaned them up; otherwise he'd have been less inclined to help. I've been forwarded all the relevant files you'll need to continue your investigation. When you're ready, just return to me, and we can begin."

Debriefing: You did well out there, "name". don't worry too much about the Matari that followed you, they seem to know a thing or two about surveillance.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Carry On

Agent name: Ascain Adeset

Mission type: Encounter

Mission briefing:

Ok, ok. Don't tell Mourmarie, but I've been holding out on her. She's wrung me out of most of the info I have, especially some of the juicier leads from my former smuggling days. But this place is the mother load, a veritable smorgasbord for human traffickers in this corner of New Eden. You can't tell anyone about this place, though: A rat is only good if nobody knows she exists, if you catch my meaning.

The Carry On is a smuggler's haven, a collection of speakeasies and underground associations devoted to human trafficking. It was a home away from home for me back in the day. I don't think I can show my face there anymore, though. Too many enemies, too many friends. But you can.

Your best course of action is to find the Carry On hub, located at the heart of the complex. You'll probably meet some of the guards there, or even some smugglers looking to protect their own. If they hit you, strike back. Smugglers are cowards at heart. Approach the hub and see what you can find there. Attack it if you must. This pains me to think about it, but it's our only choice.

I have mixed feelings about this operation. It's like asking you to burn down my family home, you know? Even if some really bad things happened to me there...

Objective: Get close to the Carry On Hub structure.

Deadspace entry point guards:

None.

Notes/hints: There are two acceleration gates at this stage. The one behind the Toll Booth leads directly to stage 3 of this complex, but requires a Carry On Token to activate. When getting close to the Toll Booth you will receive the following message:

"Are you lost, stranger? Pay the toll to carry on. Otherwise, you gotta use the side gate and take the "alley.""

The Carry On Token is obtained in the previous mission and is consumed upon gate activation. The other gate is unlocked and leads to stage 1.

Deadspace stage 1 guards:

3-4 Amateur Carry On Guard (battleship)

4 Carry On Guard (battleship)

0-1 Veteran Carry On Guard (battleship)

3 Veteran Carry On Guard (cruiser)

6 Syndicate Cruise Missile Battery (missile battery) 55000 ISK

Notes/hints: None.

Deadspace stage 2 guards:

6 Carry On Guard (battleship)

8 Carry On Guard (cruiser)

2 Syndicate Cruise Missile Battery (missile battery) 55000 ISK
2 Syndicate Heavy Missile Battery (missile battery) 40000 ISK

Notes/hints: None.

Deadspace stage 3 guards:

6 Amateur Carry On Guard (battleship)
2 Veteran Carry On Guard (battleship)
1 Carry On Guard (cruiser)
1 Carry On Sergeant (cruiser)
4 Veteran Carry On Guard (frigate)
3 Carry On Freighter (freighter)
1 Carry On Courier (industrial)
1 Carry On Industrial (industrial)

Notes/hints: When entering the stage you will receive the following message from the agent Ascain Adeset:

“You’ve made it in. Good. Haha! They banned me from this place long ago, but I found a way to get back. Start shootin’. When you’re done with their stooges, approach the carry On hub. They’ll relent once you get near. Make sure you tell them who sent you.”

Destroying the Carry On Sergeant and getting within 10 km of the Carry On Hub structure will make all remaining guards disappear, except the freighters and industrials, and you will receive the following message:

“Studio I. The kid’s at Studio I.”

Debriefing: Yeah, that’s right. I got banned from there years ago after I got caught. Feels good to exact some revenge, though. Hope they got the message clear enough.

Anyway, I haven’t heard of Studio I. I’ll have to do some digging. Give me a minute while I check my sources.

Missions: Previous ([Octomet Plantation](#), [Little Fingers](#) or [Oldest Profession](#)), [Overview](#), [Next](#)

Mission name: Everybody Has a Price

Agent name: Ascain Adeset

Mission type: Encounter

Mission briefing:

They'll give me my share once the kid is delivered. So get me some money, and don't tel Mourmarie.

Objective: Transport 1 Ralie Ardenne (1.0 m3) to given destination.

Deadspace entry point guards:

None.

Reinforcement wave 1:

5 Syndicate Cruiser (cruiser)

Notes/hints: You are granted Ralie Ardanne upon acceptance of this mission.

When entering the stage you will receive the following message:

"(Everybody has a price) And we've found yours. Bring the kid to the warehouse. We'll give you what you deserve after that."

Reinforcement wave 1 will spawn when you place Ralie Ardenne inside the Syndicate Warehouse structure and you will receive the following message:

"What? You expected an ambush? Why would we do that to a trusted friend such as yourself? You did exactly what any good capsuleer would do: You chose the money over the kid's safety. Kudos to you. You'll go far in this world."

Not that I think you care, but we're not going to kill the kid. He's too useful to us. Impetus will make sure we wring as much money out of him as possible. There's a market for everything, and everybody has a price."

The cruisers are friendly unless fired upon.

Debriefing: I've been in and out of this business for decades at this point. Do you know how many people I've moved? Thousands. Possibly even millions. More than I can count, anyways. And I've never been remorseful, not even once. It was all for the money, the very essence and soul of New Eden.

But I feel something now. Something uncomfortable. Is this what remorse feels like? Guilt? I don't know. I hope it was worth it. I truly do. Good luck, "name". Enjoy your money. Good bye.

Missions: [Previous](#), [Overview](#)

Mission name: Handoff

Agent name: Veine Coructie

Mission type: Encounter

Mission briefing:

Truth is the fundamental goal of any good reporter, and we've uncovered enough of it to create a media storm. The power of the press is unprecedented in its ability to sway the general public, create massive sympathy for an unknown issue, and to create a massive backlash against nefarious groups. When we present this evidence on the holovids, there's no hope for the Syndicate. Their reputation will be ruined if anything happens to the kid. This is the power of the media.

We have a satellite station that we like to use for these important broadcasts. It's safely hidden in a secret location in case there's any blowback from our special reports. Take this evidence and drop it off at the station. We'll use that to raise awareness of this case, blow it right open, and turn the wrath of the unwashed masses on the Syndicate.

Of course, we'll get plenty of good ratings, too. That's the most important thing.

Objective: Place 1 Kidnapping Evidence (1.0 m3) in the Dead Drop structure.

Deadspace entry point guards:

None.

Reinforcement wave 1:

5 Black Eagles Operatives (cruiser)

1 Mourmarie Mone's Helios (frigate)

Notes/hints: You are granted the Kidnapping Evidence upon accepting this mission. Placing the evidence in the Dead Drop structure will make reinforcement wave 1 spawn (they are not hostile unless fired upon) and you will receive the following message from the agent Mourmarie Mone:

"I take it the Scope is hiding evidence from the authorities now. Trying to get the big scoop and embarrass us? Vermin, the lot of you. Freedom of the press is a joke and a threat to our nation. I should bring you in for questioning, but we need your help. I would cooperate if I were you, or your friends here may pay for breaking the law. There's a person I need you to fo and see. I'll send you his name."

Debriefing: Damn Black Eagles. I don't know how they knew about the satellite location. This does not bode well for our business. Those rat bastards are no good at all. I might have to puch my story on them a little earlier than expected. They'll learn how much power they really have...

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Hidden Camera

Agent name: Veine Coructie

Mission type: Encounter

Mission briefing:

Our sources have caught wind of the situation, “name”, though I’m glad you contacted us. We won’t go public with this information yet, as that would be against our ethics as journalists. However, we will aid you in uncovering information on the missing child. Senator Ardanne has not always been kind to the media, but there’s no reason to hold a grudge against him in a time like this.

We’ve been keeping tabs on the Pator 6 for a while now. They’re mostly low-level criminals, but their name has been popping up a lot recently, especially in relation to kidnapping cases. I haven’t seen them do anything this high profile, though.

Our first course of action is to see if we can plant a bug in a known Pator 6 hangout. Hodts Ergre, one of our more experienced investigative reporters, managed to acquire an access code to this place. We’d like you to place a covert recording device in their hideout. Hodts will open the gate, and you’ll sneak in and plant the goods. This is a stealth operation, so it would probably be best if you fly something inconspicuous. I’m not saying you should go out there completely defenseless; as you know there are more pirates around here than just the Pator 6.

You can take any ship you want, but I highly recommend a frigate-sized vessel. A battleship will definitely tip them off that you’re up to no good.

Use your cloaking device as much as possible when travelling in this area. You can’t be hit if you can’t be seen, right? Above all, be careful out there.

Objective: Place 1 Covert Recording Device (1.0 m3) within the Storage Warehouse structure.

Notes/hints: You are granted the recording device upon acceptance of the mission. Contrary to what the mission text might suggest this mission is best handled in a combat orientated frigate or better and not just a stealthy ship.

Deadspace entry point guards:

1 Hodts Ergre (frigate)

Notes/hints: When entering the stage you will receive the following message from Hodts Ergre who will disappear shortly after: *“Be careful. I’ve got the codes needed to enter their hideout. Follow me. Remember: Stealth is key.”*

Deadspace stage 1 guards:

5 Pator 6 Comrade (frigate)

Notes/hints: When entering the stage you will receive the following message from Hodts Ergre: *“They ambushed me pretty bad. I won’t be able to make it. They took my decoder and went through that gate. You’ve gotta get that key and plant that bug.”*

There are two acceleration gates leading away from this stage. One goes to stage 2 of the complex while the other is locked and goes to stage 3. To unlock it you need 1 Destabilizer Datacore (1.0

m3) in your cargo hold which is consumed upon activation of the gate.

Deadspace stage 2 guards:

6 Pator 6 Rookie (frigate)

2 Pator 6 Veteran (frigate)

Notes/hints: The last ship destroyed will drop 1 Destabilizer Datacore (1.0 m3) which is used to enter stage 3 of this complex. There is an acceleration gate leading back to stage 1 at this stage.

Deadspace stage 3 guards:

None.

Notes/hints: Place the Covert Recording Device inside the Storage Warehouse structure to complete the mission.

Debriefing: Hodts is dead? Oh no. No. That is tragic. He was the bravest reporter I've ever worked with.

Please give me a minute. I'm rather shocked about this news. Come back to me in a few moments.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Impetus

Agent name: Roineron Aviviere

Mission type: Courier

Mission briefing:

Excuse me! Can I trouble you for a minute? Impetus needs your help with our next holoreel. Can you go meet with one of our directors? If you do a good enough job, I'm sure we get you in the credits for that reel. You can find him over in Tolle. Look for the studio we have set up in that system. The director is probably in his pleasure yacht. You know, the holoreel lifestyle can be really difficult sometimes.

Objective: Report to given agent.

Notes/hints: None.

Missions: [Overview](#), [Next](#)

Mission name: Intaki Chase

Agent name: Mourmarie Mone

Mission type: Encounter

Mission briefing:

After a bit of interrogation, the Ringmaster gave us the information we're looking for. Funny, we barely put any effort into it: She succumbed pretty quickly. Oh well. Since we have her in custody. We'll use her for more questioning later, just as soon as she's rested up and ready for another round.

Anyway, based on her information, we've learned of a nearby Intaki settlement that has some loose association with the Pator 6. You know what the Intaki are like – one big mess of criminals. I don't believe the lies they tell us in the media: All Intaki are a part of the Syndicate, directly or not. If it were up to me, I'd lock all the Intaki up for good, or maybe just send them all back to their cesspool of a home planet.

Go to Pemene and find those Intaki. Keep an eye out for the Pator 6, and report back with any information you receive about the senator's son. You may have to open fire on their settlement in order to talk. If you run into any opposition, use force. You have the authorities on your side.

You are doing a service for the Federation and its true citizens. There are a lot of criminals that must be brought to justice, and we are getting closer to punishing this bunch of them. Nobody we apprehend is innocent; everyone here is guilty.

Objective: Destroy all guards.

Deadspace entry point guards:
None.

Reinforcement wave 1:
2-3 Pator 6 Delegate (battleship)
2 Syndicate Battleship (battleship)
1 Syndicate Veteran Battleship (battleship)
3 Syndicate Cruiser (cruiser)
2 Syndicate Veteran Cruiser (cruiser)
3 Syndicate Veteran Frigate (frigate)

Reinforcement wave 2:
3 Syndicate Veteran Battleship (battleship)

Reinforcement wave 3:
4 Syndicate Veteran Battleship (battleship)

Notes/hints: When entering the stage you will receive the following message:

"Please, what more do you want from us? The Black Eagles have harassed us enough since we've moved in here. We're not criminals. We're just poor folk struggling to survive. Even though we're Intaki, we are still Federation citizens. Why would they insist on treating us like we're not? Mercy, please. We beg for mercy."

After destroying the Intaki Settlement Control Tower reinforcement wave 1 will spawn and you will

receive the following message:

“If you want the kid to live, you will not pursue us any further. Tell the Eagles to call off their guards, or they will pay dearly for interfering with our business. You have been warned.”

Destroying the Syndicate Veteran Battleship from reinforcement wave 1 triggers spawning of reinforcement wave 2. Destroying the all ships from reinforcement wave 2 triggers spawning of reinforcement wave 3. Warning!: The Veteran class ships use micro-warpdrives which enables them to quickly be on top of you and deal a large amount of damage.

Debriefing: This information confirms my suspicions. Those damn Intaki *are* all criminals, and this proves it. I don't know why the Syndicate would involve themselves in this space; they know better than to enter this region. I don't know what they want with the senator's kid, either. But at least we know who has the kid, and that he's still alive.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Into the Black

Agent name: Eron Viette

Mission type: Courier

Mission briefing:

Good luck with your mission, “name”. We appreciate your time with Impetus Development Studios. Have a good day, and remember to watch for the latest holoreel hits from Impetus, New Eden’s leader in entertainment.

Objective: Report to given agent.

Notes/hints: None.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Little Fingers

Agent name: Ascain Adeset

Mission type: Encounter

Mission briefing:

I remember my recruiting days. I made a lot of ISK back then. Probably my heyday, to be honest. Those were the days. I got so much because of those kids. Bless them.

Objective: Destroy all guards.

Deadspace entry point guards:

5 Rattler Row Battleship (battleship)

Reinforcement wave 1:

3 Rattler Row Elite Battleship (battleship)

3 Rattler Row Elite Frigate (frigate)

Reinforcement wave 2:

6 Rattler Row Rookie Battleship (battleship)

Reinforcement wave 3:

4 Rattler Row Elite Cruiser (cruiser)

Notes/hints: Destroying all ships from a group triggers spawning of the next. One of the Rattler Row Elite Frigates will drop 1 Tattered Doll (3.0 m3) while one of the Rattler Row Rookie Battleships will drop 1 Ampere 9 (1.0 m3). Destroying one of the Fuel Depot structures will make it drop 1 Carry On Token (0.1 m3) which can be used in the following mission.

Debriefing: Nothing? No kid? I got one more place to try. The Feds don't know about it because I never showed them before. But if we *really* need the info, it'll be there.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Octomet Plantation

Agent name: Ascain Adeset

Mission type: Encounter

Mission briefing:

Plus, you know, we can take out some of the competition. If I were still in this business.

I mean: I really care about those poor, poor kids and that hard life they lead. Tears at the heartstrings, et cetera, et cetera, blah blah blah.

Objective: Destroy the Octomet Mansion structure.

Deadspace entry point guards:

None.

Notes/hints: When entering the stage you will receive the following message:

"Though it was once a staid, placid agricultural establishment in the early days of the Federation, the Octomet Plantation has in recent years fallen upon hard times. A long-entrenched family in high Gallente society, the Octomets have since gone bankrupt through terrible investments, high profile extortion, or outright treason.

Much of the family's former fortunes have either been abandoned or seized by Federation authorities. Those farms in the border regions, however, have been repurposed for illicit means. Rumors circling among the locals tell of massive human trafficking in this plantation, as well as a concentration of holding cells, penitentiaries, and ungainly pastures. Livestock once roamed this farm, but humans are the current cattle now."

Upon destruction of the Biomass Storage Facility structure it will drop 1 Octomet Dog Tags (3.0 m3).

Deadspace stage 1 guards:

6 Octomet Syndic Cruiser (cruiser)

4 Octomet Syndic Elite Cruiser (cruiser)

4 Octomet Syndic Rookie Cruiser (cruiser)

1 Plantation Customer (cruiser)

4 Octomet Syndic Elite Frigate (frigate)

4 Octomet Syndic Rookie Frigate (frigate)

Notes/hints: When entering the stage you will receive the following message from the agent Ascain Adeset:

"I can't find any sign of Ralie. But it looks like you've drawn the ire of the Octomet Syndics. Oh well. You might as well take out some of the competition while you're here. Destroy that mansion house and get out of there. I've got some news from the other places, and I'd like to fill you in."

The Plantation Customer is friendly unless fired upon. Upon its destruction it will drop 1 Carry On Token (0.1 m3) which can be used in the following mission.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Oldest Profession

Agent name: Ascain Adeset

Mission type: Encounter

Mission briefing:

If you see any Spintrix coins, take them. They're tokens for good times, if you catch my meaning. And then there are the Spintrixiate ones...

Objective: Destroy all guards and The Spintrix structure.

Deadspace entry point guards:

1 Black Rise Wrecker (battleship)

1 Inner Ring Explorer (battleship) 712500 ISK

1 Kadorite (battleship)

1 Malpis Marauder (battleship)

1 Queriate (battleship) 487500 ISK

1 Venatlia (battleship) 487500 ISK

1 Retribution Angel (battlecruiser) 157500 ISK

1 Domain Distribution (cruiser)

1 Molden Merchant (cruiser)

Notes/hints: When entering the stage you will receive the following message:

"As an unlicensed brothel, The Spintrix's clientele are naturally skittish and unnerved, especially when outsiders enter into their ungainly world. Capsuleers are not common sights in this complex, nor are they welcome ones. Additionally, The Spintrix's owners look favorably on loyal customers, which may explain the aggression in the area – and why there are so many guns pointed at you."

Nearly all the guards will drop a container upon destruction. Each of these will either contain 1 Spintrix Coin (1.0 m3) or 1 Spintrixiate Reward Coin (1.0 m3). Upon destruction of The Spintrix structure an acceleration gate to the next stage will appear and you will receive the following message:

"The Spintrix's destruction destabilized some sort of cloaking mechanism. Suddenly, a new acceleration gate appears. Whatever lies through this gate was meant to be hidden. In a seedy place like this, who knows what's behind the curtain."

You need to have a Spintrixiate Reward Coin in your cargo hold to be able to use the gate. The coin is consumed upon gate activation.

Deadspace stage 1 guards:

None.

Notes/hints: When entering the stage you will receive the following message:

"This part of The Spintrix's complex appears to be a storage facility, though it unclear what they were designed to hold. But who knows what to expect in the back room of an unlicensed brothel?"

There are 20 Storage Bunker structures present at this stage. Destroying them will make one of them drop 1 Carry On Token (0.1 m3), another will drop 1 Ampere 9 (1.0 m3) and a third will drop 1 Tattered Doll (3.0 m3).

Debriefing: Nothing? No kid? Well, I guess it was a long shot, but I guess it was worth a try. I got one more place to try. The Feds don't know about it because I never showed them before. But if we *really* need the info, it'll be there.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Outside the Scope

Agent name: Eron Viette

Mission type: Courier

Mission briefing:

Have fun!

Objective: Report to given agent.

Notes/hints: The agent is located inside a station in a low security system and can NOT be contacted remotely.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Places to Hide

Agent name: Ascain Adeset

Mission type: Branch point

Mission briefing:

Mourmarie send you? How sweet. She hadn't used me in a while, but this kidnapped kid is kinda big. That's why the Black Eagles have pros like me on the, er, team. I'm in the freight business, and I'm completely legit now, I swear. My specialty used to be in sentient biomass freight, if you catch my drift, but now I focus on moving livestock. Not nearly as profitable, but it's honest.

Trafficking kids is a tricky business. Yeah, they're small, but people have a soft spot for a sad child, so you gotta find places where nobody notice them or care. I know a few of these places around these parts, but this is grasping at straws, really. The kid could be anywhere at this point.

Check out one of these places, and I'll send some of my *friends* to the others. Some eggheads like you owe me favors. So take your pick.

Branch 1: Octomet Plantation

What most people fail to realize is that slavery exists everywhere around New Eden, not just in the Amarr Empire. Except around here we don't call it slavery; we call it farming. Children are great for the big bio-farms out in the border regions and tucked away in deadspace pockets. They can work fields at practically no cost, and you barely have to feed them. Since they're kids, they don't get no paycheck. Plus, you can raise them like cattle. It's a great racket, if you're into that type of thing.

There's a plantation nearby called the Octomet Plantation. From what I've heard, it's connected to the Syndicate, but who knows? All I know is that if you want to hide a kid, there's no better place than a child farm. To me, all kids look alike anyway.

Take a gander around the plantation and see if Ralie is there. Seeing as he's a high profile kid, odds are he's in their mansion. I could be wrong about all this, of course. But either way, you'll be taking out some bad guys, right? You'll properly have to fly to lowsec to get to this plantation. Gotta warn you beforehand so you don't come blaming me if some pirates take you out when you're not looking. Better fit a battlecruiser or heavy frigate. You know, something sneaky.

Branch 2: Little Fingers

Though I don't like the Syndicate's style – too obvious, if you ask me – there is one place very near here that could be holding the kid: the Rattler Row.

Rattler Row is, for lack of a better word, a sweatshop. Child labor is more common than you think, and not just at child farms like the Octomet Plantation. Much of the manufacturing produced throughout New Eden is based on the exploitation of the young. Is it legal? Debatable. Is it profitable? Absolutely. It's also the bread and butter of human smugglers, although sweatshop owners refer to them as "recruiters".

The Rattler Row sweatshop focuses on manufacturing ammunition, though it's not always the legit product. They're really a front for counterfeit ammo, which is shoddily produced and sold to rubes all over the black market. Dangerous stuff, really. Kids seems pretty adapt at making ammo, though, so they keep the product available at incredible low costs.

Ralie could be there, working on the factory floor. Explore the Rattler Row. Look for any signs of Ralie. You'll properly run into some of their guards, so take them out. It's a long shot, but it might be worth it.

Branch 3: [Oldest Profession](#)

A strange habit found among body smugglers is to hide stuff at brothels. I don't know exactly why they do this. Maybe the flesh trade, whatever they're dealing with, just sort of attracts itself. I don't know.

Anyway, there's a brothel that has been known to hide some kids. Not work working there, mind you: The flesh trade can be seedy, but they're not *that* immoral. At least, not that one I know of. The place is called The Spintrix. Really nasty little place. I might have frequent there in my younger days, but their standards have plummeted. The men working there are way below even my meager standards.

Go to Archavoinent and visit The Spintrix. Poke around there and see if the kid is there. You may get some aggression from the clientele – they're practically animals – so take them out. If a whore loses business, it's no skin off my back.

You will have to fly through low sec to get to this destination. It isn't far, and The Spintrix is actually in a highsec system. If you think you can run the gauntlets in your current ship, go ahead, but watch out for pirates. Don't say I didn't warn you.

Notes/hints: The Octomet Plantation might not be located in low security space at all and will then be the easiest mission of the three to complete.

Missions: Previous ([Rat in a Corner](#), [With Authority](#)), [Overview](#)

Mission name: Poor Man's Shakedown

Agent name: Mourmarie Mone

Mission type: Encounter

Mission briefing:

No time for small talk. We have a very serious situation on our hands, and I need the utmost discretion from you. That kid may be a goner if we don't act fast. Unfortunately, we don't know much about this "Pator 6" gang except a few rumblings here and there. A lot of pirates use this area as a haven. Most of them are small-time criminals, not more than thugs looking for an easy mark. The Serpentis have some hold in this area, though I doubt we're looking at any sort of leech on the underbelly of the booster industry. No, this looks suspicious, and not like Serpentis at all. This sounds personal, or at least desperate.

Alright, so it looks like we'll be fishing for information. Since it was some Minmatar thugs that took the senator's kid, I guess we'll pound some Matari heads first. This region is crawling with those people. I don't know who is a bigger drain on the Federation, the criminals or the Minmatar.

Anyway, there's a colony of them in Charmerout. Go in there and start shooting up buildings. Hopefully that'll scare up some leads for us. If not... well, we'll have a fewer Matari clogging up the Federation resources. Frankly, I'm fine with that.

There's no room for pity when you're dealing with bottom-dwellers. The underground is a dirty, nasty place, and you have to adapt to its environment in order to destroy it. This is the price we pay for freedom, "name".

Objective: Destroy all guards.

Deadspace entry point guards:

None.

Reinforcement wave 1:

- 2-3 T Independent Green-Crewed Maelstrom (battleship)
 - I Independent Green-Crewed Tempest (battleship)
 - I Independent Green-Crewed Typhoon (battleship)
- 3-4 T Independent Green-Crewed Bellicose (cruiser)
 - I Independent Green-Crewed Rupture (cruiser)
 - I Independent Green-Crewed Scythe (cruiser)
 - I Independent Green-Crewed Stabber (cruiser)

Reinforcement wave 2:

- 2 Independent Typhoon (battleship)
- 2 Independent Green-Crewed Rupture (cruiser)
- 2 Independent Green-Crewed Scythe (cruiser)

Notes/hints: You will receive the following message when entering the stage:

"Refugees from an impoverished world, struggling survivors in decrepit structures, the inhabitants of this colony epitomize the harsh realities of life in space. Scraping together a living from wreckage and scavenged ships, the Minmatar in this group appear quiet and subdued. The downtrodden are often the ones who know the most, although they have very little to gain from it."

This is followed by a message from the agent Mourmarie Mone:

“These people know who took Ralie. They’re hiding something and won’t tell us. Looks like that acceleration gate is locked as well. We’ll have to use some persuasion. Smoke those Matari out from their hiding places. One of them will either have the information we need or the means to go through that acceleration gate.”

There are four groups of structures located at this stage (1 Asteroid Micro-Colony Minor, Habitation Module – Residential and 1 Minmatar Bunker). Destroying one of these structures from each group will trigger a spawn of an instance of reinforcement wave 1, except for the last group which will spawn reinforcement wave 2.

After destroying the last hostile ship it will drop a cargo container and you will receive the following message in Local Channel:

“Here’s the gate clearance for that acceleration gate. Go through it and talk to The Elder. Just please stop shooting us.”

Inside the container is 1 Shanty Town Gate Clearance (0.1 m3) which is used to activate the acceleration gate to the next stage. The clearance is consumed upon gate activation.

Deadspace stage 1 guards:

None.

Reinforcement wave 1:

- 4 └ Independent Tempest (battleship)
 - └ Independent Typhoon (battleship)
- 2 └ Independent Rupture (cruiser)
 - └ Independent Scythe (cruiser)

Reinforcement wave 2:

- 1 Independent Veteran Typhoon (battleship)
- 2 └ Independent Veteran Bellicose (cruiser)
 - └ Independent Veteran Stabber (cruiser)

Reinforcement wave 3:

- 4 └ Independent Green-Crewed Maelstrom (battleship)
 - └ Independent Green-Crewed Tempest (battleship)
 - └ Independent Green-Crewed Typhoon (battleship)
- 1 The Elder (cruiser)

Notes/hints: When entering the stage you will receive the following message the agent Mourmarie Mone:

“It looks like the Elder is also hiding. Destroy some of those structures to smoke him out.”

There are three groups of structures located at this stage (1 Asteroid Micro-Colony Minor, Habitation Module – Residential and 1 Minmatar Bunker). Destroying one of these structures from each group will trigger a spawn of reinforcement wave 1, then reinforcement wave 2 and finally reinforcement wave 3.

After destroying the last hostile you will receive the following message:

"I don't know why you're attacking us. We don't know anything. If you want information, then go to the Underground Circus. That's where the lowlifes are, not here in a simple shanty town like ours."

Debriefing: Even though I feel we can't trust any information from the Matari, they're our only lead. The Underground Circus is a ruthless place, a stain on our region's image. But it's our only chance.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Priority One

Agent name: Gian Parele

Mission type: Encounter

Mission briefing:

The shining star in this holoreel project of mine is a fairly high profile individual, as you might expect. His name is Ralie Ardenne; the son of a low-profile Senator. He's a real knockout at fourteen years old, and he already has a budding endorsements empire with all the major clothing labels. Now he's looking to expand into holoreels, which is where Impetus comes in. His parents have prospered from senatorial life, and they spared no expense on Ralie's cosmetic enhancements. It shows too: He really makes a mark in the 12-16 year old female demographic. Of course, a boy his age and with his connections shouldn't be travelling the spacelanes unguarded. I was hoping you'd be interested in meeting him at his father's senatorial residence? It wouldn't be every day you get to see a place like that, "name", even as an egger. What do you say?

I will tell Ralie's guardian that you're on the way to pick him up. Let me know when you've arrived.

Objective: Enter the deadspace complex and find the Senator's son.

Deadspace entry point guards:

None.

Notes/hints:

When warping to the stage you will receive the following message:

"The normally well-guarded antechamber leading to this compound has been brought to ruin. The few structures that remain tell the tale of a swift and violent strike that was evidently part of a deeper breach. All communications arrays have been targeted and destroyed. The area that used to house the Central Security Facility, the hub of all senatorial protection details, has been reduced to a few drifting sheets of burned metal. Judging from the intensity of the fires still burning, the attack only came a few hours ago at the most. The acceleration gate into the next room shows signs of even more recent activation and a shuttle can be clearly identified on the scans ahead."

Deadspace stage 1 guards:

1 Gallente Federation Civilians (shuttle)

Reinforcement wave 1:

2 Republic Tribal Jotun (battleship)

1 Republic Tribal Sigur (battleship)

4 T Republic Tribal Jarpur (cruiser)

└ Republic Tribal Manadis (cruiser)

4 T Republic Tribal Baldur (frigate)

└ Republic Tribal Takan (frigate)

2 Chief Republic Gleeda (frigate)

Notes/hints:

The civilian shuttle will disappear shortly after you enter the stage. Reinforcement wave 1 will spawn when you get close to the accelerationgate to the next stage.

When entering the stage you will receive the following message:

"An egger? What the hell is going on here? I suppose you're not one of them, or we'd both be dead by now..."

Listen, I've gotta get this kid outta here. Right now. He's priority one. I just grabbed him, undocked, and then hid us in a gas cloud straight away. Problem is though, I was in such a rush to evacuate the residence that I think I smashed into the undock ramp a few times. Our shuttle's warp core is cutting out, and our nav systems are malfunctioning. We need to head to the shipyard in the next area and get a proper ticket out of here, or we're gonna be stuck sitting around when they return. I'm not about to wait for that.

If you want to help, cover our six as we head to the shipyard's docking ramp. We're going in now."

Deadspace stage 2 guards:

- 3 └ Republic Tribal Jotun (battleship)
 - └ Republic Tribal Kinal (battleship)
 - └ Republic Tribal Sigur (battleship)
- 1 Chief Republic Manadis (cruiser)
- 4 Chief Republic Rodul (cruiser)
- 6 The Pator Six (cruiser)
- 2 └ Chief Republic Hrakt (frigate)
 - └ Chief Republic Takan (frigate)
- 1 Gallente Federation Civilians (shuttle)

Notes/hints:

Shortly after you enter the stage the civilian shuttle will be destroyed and replaced by a structure called Shuttle Wreck. Also, all Pator Six cruisers will disappear and you will receive the following message from the agent Gian Parele:

"Shit, that wasn't the Senator's son, was it?"

Get to that wreckage. I need to be absolutely certain who was aboard that ship before I start panicking. Please: salvage the wreck and do it quickly! The people that did this could be back any moment, and the wreckage itself could start to drift apart and break down sooner than that, a few hours max. You must act quickly, pilot. Find a salvager and move it. You have two hours.

They will want updates as quickly as I will."

After a successful attempt using a Salvager module on the Shuttle Wreck structure the mission will be marked as complete and you will receive the following message from the agent Gian Parele:

"I'm looking at the analysis now. There is a neatly-cut hole in one of the metal sheets you salvaged; it must have been for a boarding tunnel. I can only guess that after the vessel was boarded, the attackers initiated its self destruct mechanisms. Your sensors don't show any shots fired from the Minmatar ships.

This is good. Well... it's bad, very bad, but the Senator's son is still alive. I need you to stay on with us for a while, if you can. Report back to me if you're willing to take on the investigation of this matter, god knows we need help more now than ever."

Debriefing: The Federation authorities have asked for your continued assistance, under the provisional direction of Imptus. I'm not sure if you're interested in sticking with us, "name", but we could use the help. Let me know if you're interested.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Rat in a Corner

Agent name: Mourmarie Mone

Mission type: Courier

Mission briefing:

If we're going to get the Syndicate, then you'll have to go undercover for us, "name". Otherwise they would see us coming from an AU away.

Not to worry, though. I have a person in mind who can help: Ascain Adeset. We nabbed her a few years back for human trafficking. She was on some crazy booster as well, and took out four of our cruisers before we brought her down. We lost a lot of good officers in that raid. After serving a few years in prison, she saw the light and joined our side. Now she's one of our best informants in the area.

I planter her in TransStellar to insure that she keeps that company legit. We have a very close eye on her in case she decides to change sides again. If she does, she'll be lucky to make it back to prison at all.

You can find her in Mesybier.

Objective: Report to given agent.

Notes/hints: None.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Rendezvous

Agent name: Veine Coructie

Mission type: Encounter

Mission briefing:

The bug appears to be working well. We've been picking up a lot of messages from the Pator 6. For such a relative small-time gang, they have quite a large network established. I don't know why we haven't noticed them earlier. We'll have to keep this bug going for a bit. There are a few breaking stories in there, or at least some info we could sell.

While the Pator 6 has a rather large foothold throughout the region, we heard one system repeated over and over again: Annages. I asked some of my sources in that system, and they sent me the coordinates of some sort of junkyard with a lot of traffic from unlicensed Minmatar pilots. I have a distinct feeling that the kid is there, or at least he was at one point...

Hang on. We just intercepted a message from our bug. Looks like the Pator 6 is expecting company soon. Time to crash the party. See who the meeting is with, and try to bring back something we can pin on the gang. We need evidence that Ralie was there if we're going to bust this case open. Gotta warn you, though: A battleship won't be much good here. From what I've seen, they have a means of keeping battleships out of their hideouts. Thus, don't take one on this mission.

The Pator 6 is working for somebody big. I high-profile crime like this is well above their level. I don't know who could have orchestrated this, but I think we're about to find out. Either way, we need hard evidence in order to corroborate our story. That's Journalism 101, my friend.

Objective: Provide 1 Ralie Ardanne's Belongings (1.0 m3) to agent.

Deadspace entry point guards:

3 Pator 6 Ambusher (cruiser)

1 Pator 6 Veteran Ambusher (cruiser)

4 Pator 9 Heavy Missile Battery (missile battery) 40000 ISK

Notes/hints: The acceleration gate does not allow battleship type sized ships or bigger to pass.

Deadspace stage 1 guards:

5 Pator 6 Cruiser (cruiser)

1 Syndicate Commander (cruiser)

6 Syndicate Elite Cruiser (cruiser)

2 Syndicate Cruiser (cruiser)

3 Pator 6 Frigate (frigate)

2 Syndicate Elite Frigate (frigate)

3 Syndicate Frigate (frigate)

Reinforcement wave 1:

3 Pator 6 Common Cruiser (cruiser)

3 Pator 6 Elite Frigate (frigate)

Notes/hints: When entering the stage you will receive the following message:

“The handoff was successful. The kid’s ready for work. His dad will regret messing with us now, that bastard.

Who the hell is that? An egger? You incompetent bastards! Someone is on to us. Take care of him.”

Immediately after will the Syndicate Commander and Elite Cruisers disappear and reinforcement wave 1 will spawn. After destroying the last of the Pator 6 vessels from the initial group you will receive the following message from the agent Veine Coructie:

“These guys obviously won’t tell us anything. Blow up their headquarters and see what you find.”

Destroying the Pator 6 Headquarters structure will make it drop a container with Ralie Ardanne’s Belongings.

Debriefing: The Syndicate? In this space? That’s practically unheard of. What would they want from Senator Ardanne? At least we have proof now, hard evidence that we can use. That’s some great reporting, “name”. You know, when this is over, we could use your investigation skills. You can’t teach those at any Journo School.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Safe Return

Agent name: Ascain Adeset

Mission type: Encounter

Mission briefing:

If you can do me one last favor: Don't tell Mourmarie anything. A rat needs to keep her secrets, you know.

Objective: Transport 1 Ralie Ardenne (1.0 m3) to given destination.

Deadspace entry point guards:

6 Black Eagle Patroller (cruiser)

1 Mourmarie Mone's Helios (frigate)

Reinforcement wave 1:

7 Syndicate Battleship (battleship)

2 Syndicate Elite Cruiser (cruiser)

2 Syndicate Elite Frigate (frigate)

Notes/hints: You are granted Ralie Ardanne upon acceptance of this mission.

When entering the stage you will receive the following message:

"Ralie? Are you ok? Did they hurt you? Thank you for your help, kind stranger. You have done a great service to the Gallente Federation. As a token of my appreciation, I have left a gift for you with your agent."

The initial guards are friendly unless fired upon. You need to place Ralie in Senator Pillus Ardenne cargo hold to complete the mission. Doing so will trigger reinforcement wave 1. Following this, the Senator along with Mourmarie Mone will disappear and you will receive the following message:

"You have not seen the last of us, Senator. Your family is not safe as long as you are in power. We will hound you until every last one of them suffers. You will pay for what you have done to our organization. And we'll start by destroying this happy reunion! This will never end, Senator Ardanne. Never."

Debriefing: The Syndicate showed up? No way. I don't know who would have tipped them off. That's terrible. Anyway, that's it for me. Good bye.

Missions: [Previous](#), [Overview](#)

Mission name: Showtime

Agent name: Ascain Adeset

Mission type: Encounter

Mission briefing:

You've really pissed off some nasty bad guys, my friend. Luckily, they're starting to turn against each other as well. That studio was the lynchpin in this whole operation, it seems, and its destruction unraveled all their carefully laid plans.

The Pator 6 is flying to Adacyne, and they've got Ralie with them. Time for a final showdown. Go knock them out and get the kid, once and for all. I'll start working on my contacts in the Syndicate and see if there's anything that can be done from their angle. Last thing we want is to have them go after me. Or us.

Objective: Provide 1 Ralie Ardanne (1.0 m3) to agent.

Deadspace entry point guards:

5 Pator 6 Elite Battleship (battleship)

3 Pator 6 Elite Cruiser (cruiser)

5 Pator 6 Elite Frigate (frigate)

Reinforcement wave 1:

5 Syndicate Cruiser (cruiser)

Reinforcement wave 2:

1 Rosulf Fririk (battleship)

6 Syndicate Battleship (battleship)

Notes/hints: When entering the stage you will receive the following message:

"You've been a thorn in our side from the beginning, egger. You'll never get the kid from us. He's Syndicate property now, and we have to get paid. We'll teach you to interfere with our business!"

Reinforcement wave 1 is triggered upon destruction of all elite cruiser type ships from the initial group. Reinforcement wave 2 is triggered upon destruction of all elite battleship type ships from the initial group. Destroying Rosulf Fririk will make him drop a container holding Ralie and you will receive the following message:

"You may have won here, egger. But everyone has a price. Why don't you talk to your friend, Ascain? Go on. Do the right thing. Everyone gets paid someday."

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Studio I

Agent name: Ascain Adeset

Mission type: Encounter

Mission briefing:

Wow. I've never heard of this place before. Studio I must be a recent development among traffickers. I really don't know much about it, but something feels off about the situation. I mean, I've been part of some really nasty enterprises in my time – trafficking for drugs, medical experiments, slavery, you name it – but something like Studio I? No way; nothing like that.

This looks like a joint operation between Impetus and the Syndicate. I don't know how close that relationship is, or how high up on the corporate chain it goes. But we know the kid is there. Get in there and get him. Destroy the Studio, too. Nothing good can come from it.

Sure, we're a salty bunch, to say the least, and despicable by any other means. Back in my days, we had some ethics, though. I don't know what happened since then.

Objective: Destroy the Studio I structure.

Deadspace entry point guards:

5 Syndicate Elite Battleship (battleship)

5 Syndicate Elite Cruiser (cruiser)

4 Syndicate Elite Frigate (frigate)

Notes/hints: When entering the stage you will receive the following message:

“Unlicensed studios are a rare breed in the Gallente Federation. With the freedoms instilled into Gallente culture, the power of expression has almost limitless boundaries with which to explore. But there's a market for everything, and warped minds require debased stimulation, a desire fulfilled by unlicensed studios such as Studio I. The underworld is sick and diseased, and this studio is more impetus for wanton depravity.”

Deadspace stage 2 guards:

10 Syndicate Battleship (battleship)

2 Syndicate Elite Battleship (battleship)

6 Pator 6 Stabber (cruiser)

3 Syndicate Elite Cruiser (cruiser)

2 Impetus Pleasure Yacht (pleasure yacht)

Reinforcement wave 1:

6 Syndicate Elite Battleship (battleship)

6 Pator 6 Elite Frigate (frigate)

Notes/hints: When entering the stage you will receive the following message:

“I don't know how they discovered our location, but let's get out of here. You Matari bastards, take the kid with you and meet up with us. Deliver the senator's son to us, then get out of this region. You'll never work with us again. Same with you, Gian. The deal's off. Your sick plans are shut down.”

All Pator 6 cruisers will disappear shortly after you enter the stage, followed by all the Impetus

Pleasure Yachts a few seconds later. Reinforcement wave 1 will spawn when the Studio I structure takes any structure damage. Upon destruction of the Studio I structure it will drop 1 Holoreel: Wanted for Love (1.0 m3).

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: The Averon Exchange

Agent name: Gian Parele

Mission type: Encounter

Mission briefing:

We've hit upon a lead for you to follow, "name". Our proximity to the Amarr border attracts just the sort of criminals who might have masterminded this terrible act. People smugglers, pimps, slaveholders: There are all sorts of dark corners in the Elalan constellation, with darker motives strewn throughout these recesses.

There's a place not far from here in the Averon system known as "The Exchange". It's a hangout for lowlifes and criminals, a really nasty place. After talking with some friends in The Scope they pointed us in that direction. Seems this Minmatar crew – the Pator 6 – is known around these parts for raiding unwary travelers.

Your assignment is a dangerous one, "name". You will need to fly into the trading hub and see if there are any further leads. Maybe even one of those Minmatar gang members is still flying around. Are you up to the task?

Objective: Destroy all guards.

Deadspace entry point guards:

6 The Pator Six (cruiser)

Reinforcement wave 1:

3 Mercenary Commander (cruiser) 85000 ISK

5 Mercenary Elite Fighter (frigate) 10000 ISK

5 Mercenary Wingman (frigate) 30000 ISK

Reinforcement wave 2:

5 Mercenary Corporal (cruiser) 110000 ISK

4 Mercenary Lieutenant (cruiser) 90000 ISK

Reinforcement wave 3:

5 Mercenary Overlord (battleship) 250000 ISK

3 Mercenary Commander (cruiser) 85000 ISK

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

When warping to the stage you will receive the following message:

"The Averon Exchange has been identified by the DED and Federation Customs as one of the most dangerous and illegal gatherings of criminals in the entire Elalan constellation. The location shifts from week to week as the inhabitants evade DED raids and set up elsewhere in the system. Various residents are wanted on charges of people-smuggling, forced prostitution, and illegal slaveholding."

DED Threat Rating: Deadly"

Shortly after you enter the stage all of the Pator Six cruisers will disappear and you will receive the following message:

“Persistent, aren’t you, egger? Listen, we don’t care who you work for, we don’t care how well funded you are, and we don’t care if you come back again and again in a new clone. If you think for even a moment that we’re going to lie down and let you take that kid, you’re as clueless as the last guy who came here, and about to be as dead.”

Following this message reinforcement wave 1 will spawn. Reinforcement wave 2 will spawn upon destruction of all Mercenary Wingman frigates from reinforcement wave 1. Reinforcement wave 3 will spawn upon destruction of all ships from reinforcement wave 2.

After destroying the last battleship type of ship from reinforcement wave 3 you will receive the following message from the agent Gian Parele:

“Good work killing those smugglers, pilot. We need to recover the child as soon as we can, but these scumbags clearly know what they’re doing. I’m getting in over my head now; I think I should refer you to my superiors. I’m going to call them quickly. Get back to me in a moment.”

Debriefing: I’ve spoken with my superiors, and they’d like me to hand this matter off to them now. I am only a low-level holoreel director, after all. You’d be better advised by people who have some experience with these matters. Let me know if you’re ok with that, and I’ll get the ball rolling.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: The High or Low Road

Agent name: Eron Viette

Mission type: Branch point.

Mission briefing:

There are two ways we can go about this situation, “name”. The Regional Director has instructed me to offer you these two options. He would like you to know that this is a very important decision; he would also like to wish you good luck in your choice.

Branch 1: [Into the Black](#)

Due to the serious nature of this situation, our Regional Director greatly suggests contacting the authorities for further assistance. The FIO have a very strong presence in the area, and the Black Eagles have been extremely helpful to us in the past. I recommend talking to Mourmarie Mone, the Constellation Director for the Black Eagles. She is located in Noghere. Here are the coordinates of her office. Good luck, and thank you for your continued business with Impetus

Branch 2: [Outside the Scope](#)

Although our Regional Director would like this matter taken to the authorities, there is a more discreet option for handling this delicate situation. As a universal leader in the entertainment industry, Impetus maintains many close ties with other media outlets. One of our many partners is the Scope, who has been very kind in reviewing our various blockbuster holoreels over the past few years. I can send you to Veine Coructie, a local editor for the Scope. He is very trustworthy, and he can provide a lot of information about suspicious activity in the area.

I must warn you that choosing this route will take you into low-security space. Though I do not recommend this choice, there may be more lucrative opportunities with the Scope than here with the FIO. Any news agency would pay dearly for the information you have, and the Scope is one of the biggest news agencies around. However, there are more risks involved with this option.

Notes/hints: None.

Missions: [Previous](#), [Overview](#)

Mission name: The Tolle Scar

Agent name: Gian Parele

Mission type: Encounter

Mission briefing:

Ah, the famous “name”. Welcome! I don’t get to mingle with an egger every day, so it’s an honor to finally meet you face to face – or close enough to it anyways.

I assume you’ve come to help with my next holoreel project here at Impetus? Yes, wee, quite a few setbacks already, I’m afraid. As someone like you might appreciate, I didn’t fully understand what I was getting into when I decided to film everything in space. Things have become a little more difficult than I expected. We could really use an experience capsuleer like you to keep everything on track. Frankly, I don’t know why we didn’t consider the option sooner.

If you’re able to help out, then your first task would be to investigate a possible filming location. We’re not expecting any major problems, but after an accident last week scouting a similar location, I’d rather have these matters handled by someone who really knows what they’re doing. I don’t suppose you’d be free and willing to scout the area?

I appreciate you stepping in to help us out. I’ll talk with accounting about sorting out some pay for your troubles; that shouldn’t be a problem. I’ll leave my comms link open; once you’ve scouted the area and it’s safe to proceed, get back in touch with me.

Objective: Destroy all guards.

Deadspace entry point guards:
None.

Reinforcement wave 1:
1 Matriarch Alvus (battleship)
1 Patriarch Alvus (battleship)
2-3 Enforcer Alvatis (battlecruiser)
2 Striker Alvatis (battlecruiser)
1-2 Disintegrator Alvum (cruiser)
1-2 Barracuda Alvi (frigate)
1 Devilfish Alvi (frigate)
3 Strain Decimator Alvi (frigate)

Notes/hints: The Strain Decimator Alvi’s might web and warp scramble your ship. Reinforcement wave 1 will spawn when you get close to the accelerationgate to the next stage.

When warping to the stage you will receive the following message:

“This ancient compound lies derelict and abandoned. Even Serpentis forces, known for tirelessly seeking out new footholds inside Federation space, remain unwilling to move into this prime strategic real estate. Few details are known about the events that took place here, and the local residents will all-too-eagerly move a curious tourist on to less uncomfortable topics. For most people, it is enough to know that the area is referred to as “The Scar”.”

Deadspace stage 1 guards:

4 Alvis Queen (battleship)
3 Patriarch Alvis (battleship)
4 Defeater Alvatis (battlecruiser)
2 Bomber Alvum (cruiser)
6 The Pator Six (cruiser)
1 Barracuda Alvi (frigate)
1-2 Devilfish Alvi (frigate)
2-3 Strain Decimator Alvi (frigate)

Notes/hints: The Strain Decimator Alvi's might web and warp scramble your ship. All Pator Six cruisers will disappear very shortly after you enter the stage.

When warping to the stage you will receive the following message:

"Further inside the compound, the area shows signs of a large-scale fight. To this day, the frozen corpses of men and women drift aimlessly amidst the debris. Structures are peppered with antimatter impact craters, in all cases showing signs of an instant and violent decompression. There was clearly no trial here for those criminals caught by Federation forces. Whoever was living inside these pleasure hubs was evidently never supposed to survive the initial attack, which must have been swift and unexpected."

Despite the vista of death and destruction, this second area is crawling with signs of life. Among the twisted metal and burned hulls is the unmistakably alien movement of rogue drones as they rally and build in numbers inside their monstrous hive. They are not alone, however. Off in the distance, a convoy of Minmatar combat vessels bearing no ID tags idle their engines and remain fully aligned for a warp-out."

Debriefing: Rogue drones and Minmatar, eh? Hmm. Yes, well, I've heard rumors, but I thought that was all just a scary tale to keep people out of there. The place has a history, you see. That's partly why we wanted to film there in the first place, and properly what made those Minnie vagrants think it was a safe place to squat. I suppose we can shoot the area from certain angles to exclude the damn drone hive, but I'll have to check it out myself. At least we can proceed with that, thanks to your good work.

There are a few other favors I'd ask of you, "name", if you're still free. Get back to me if you're interested.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Underground Circus

Agent name: Mourmarie Mone

Mission type: Encounter

Mission briefing:

The Underground Circus represents everything wrong with our Federation, the exploitation of personal liberties for the sick desires of depraved “citizens”. True Gallente have respect for themselves and treat their freedom with dignity, respect, and class. I should have known that the Circus would have something to do with this kidnapping business: Children are commodities in a dump like that.

Looks like it’s time to bring in the Ringmaster, the owner/operator of the Underground Circus. Don’t let her name fool you: She’s ruthless, cunning, and manipulative. I’ve worked with her before, back when she was a legit businesswoman. She’s degraded into a broker cesspool of sin and filth, a mockery of what she once was. Find her and bring her to me. With a bit of heavy questioning, we’ll get the right information from her.

The glitz and glamour of the Underground Circus is a siren song for many people. Don’t let yourself get trapped by its allure, no matter how decadent and desirable it may seem. That is the path to ruin, “name”.

Objective: Provide 1 The Ringmaster (1.0 m3) to agent.

Deadspace stage 1 guards:

3 Sinful Saints (battleship) 1218750 ISK

3-4 Consumption Junkies (battleship) 881250 ISK

3-4 Lustadores (battlecruiser) 146250 ISK

3 Consumption Junkies (battlecruiser) 135000 ISK

3-4 Lustadores (cruiser) 202500 ISK

3-4 Sinful Saints (cruiser) 76875 ISK

Notes/hints: When entering the stage you will receive the following message:

“Depravity, consumption, and the pleasures of the flesh are big business throughout New Eden. These desires are even more profitable in society’s fringe: the gutters and ghettos of the Empires, the borderlands, and the dark pockets of empty space. When law, ethics, and customs are of little concern, any service can be provided, any object bought, though often at a very steep cost. Even the underground has an economy: the supply and demand of desire.

The Underground Circus is home to just such decadence, straddling the boundary between the legal and illicit. The Ringmaster runs this operation, and she is shrewd enough to know how to keep herself under the radar. Or maybe her circus remains open at the whim of some greater authority, in order to fulfill the desires of a corrupt law enforcement agency.”

Deadspace stage 2 guards:

2 Lustadores (battleship)

2-3 Sinful Saints (battleship)

2-3 Consumption Junkies (battlecruiser)

2-3 Consumption Junkies (cruiser)

2 Lustadores (cruiser)

Reinforcement wave 1:

1 The Ringmaster (cruiser) 1000000 ISK (drops The Ringmaster)

Notes/hints: You have to destroy the Ringmaster's Pleasure Hub to make reinforcement wave 1 spawn. Upon destruction of the Ringmaster you will receive the following message:

"I am a Gallente citizen, and I have done nothing wrong. Why are the FIO punishing their own people? They frequent my Circus as much as any other patron. You can tell those Black Eagle bastards that if they want their cut, they'll have to call you off."

I don't know anything about the Pator 6, or any kidnapping. Even if I did, you'll never get it out of me. I'll never give anything back to those hypocrites."

Debriefing: It's good to see you again, Ringmaster. Been a long time. We have questions for you, and we'll make sure we get the answers we want. This will hurt you more than it will me, but I admit I'll enjoy it nonetheless.

Missions: [Previous](#), [Overview](#), [Next](#)

Mission name: Where's the Line?

Agent name: Ascain Adeset

Mission type: Branch point

Mission briefing:

You've come a long way, "name". You found the kid, defeated the bad guys, and saved the day. Right out of a holoreel, right? Well, here's where real life comes in, and it's a complicated mess. They don't show you this part in the 'reels.

While you were out taking care of the Pator 6, I contacted my Syndicate contacts. They're pissed, but they are willing to forget everything and leave us alone. They can still keep their deal with Impetus, but they need the kid. Apparently, Ralie's the crux of the deal. I have no idea why, nor do I want to know.

Thus, you have two options. First, you can do the right thing and give Ralie back to the Feds. Be the hero, save the innocents, gratitude heaped upon you by the Federation, the works. I'm sure Mourmarie has something fun to reward you for your assistance.

Or you can give Ralie back to the Syndicate. They've given me a very generous offer. Very generous. You're essentially signing an innocent kid's life away, but the money will be good. That's all you eggheads care about anyway, right?

All I can say is this: You can give the kid his freedom and be the hero. Or you can give him away, an innocent kid to ruthless and depraved criminals, for a lot of money. I won't judge you on either choice, but I have to ask: Where do you draw the line?

Branch 1: [Safe Return](#)

Mourmarie and Senator Ardenne have given me a rendezvous location for you. It's somewhere in Enedore. When you return the kid, you'll get your reward. I'll contact the Syndicate and let them know the deal is off. I wouldn't expect them to take that lightly, though, so watch your back.

Either way, glad you got the kid back. Been nice working with you. Good luck in the future, "name".

Branch 2: [Everybody Has a Price](#)

The Syndicate wants to meet you at a specific location. You'll drop the kid off, take the money – which I'll get a cut of, of course – and leave quietly in the night. They have a special gift for you in addition to the money. Some sort of Syndicate-issue something or other. I dunno.

Take the kid to the warehouse and drop him off. We'll get paid and leave this whole mess behind us. It'll be a happy ending for us, to be sure.

Notes/hints: None.

Missions: [Previous](#), [Overview](#)

Mission name: With Authority

Agent name: Veine Coructie

Mission type: Courier

Mission briefing:

That Black Eagle agent gave me the name of a TransStellar Shipping employee: Ascain Adeset. Looking in to our records, she's had a pretty nasty past, especially in the human trafficking business. She had a rather spectacular arrest about twenty years ago. Looks like she's been clean for a few years and is doing some legit business now. I'll bet that she turned rat in prison.

She's currently located in Mesybier. Best to follow the Feds and talk to her.

Objective: Report to given agent.

Notes/hints: None.

Missions: [Previous](#), [Overview](#), [Next](#)

Deadspace Complexes

Complex name: Impetus Tolle Studio

System (security level): Tolle (0.7)

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: Impetus has struggled at times to secure stations close to various locations frequently used in their holoreels. Typically, this is due to the heavy financial and logistical investment required overshadowing the projected gains. In other cases, the proximity of certain systems to either criminal elements or other empires and corporations on uneasy terms has been the motivating factor in the construction of small-scale facilities and bases that plug the gaps between Impetus stations. Tolle itself has almost never been used for holoreels. If it had not been for one of their director's insistence, there would likely not even be an Impetus presence in the system.

Agents: Gian Parele.

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

Complex name: Roineron Aviviere

System (security level): Dodixie (0.9)

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: An Impetus agent awaits you in this deadspace complex.

Impetus are the leading creators and distributors of all sorts of entertainment: holoreels, cheap pornography, even seedier (or perhaps, more ethically questionable) means of kinetically visual fare. Regardless of their product, the entertainment lifestyle is decadent and glamorous, so talking to this agent might provide you a glimpse into that exotic world.

Agents: Roineron Aviviere

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: This location contains the agent who starts the arc.

Complex name: Unmarked Operation

System (security level): Noghere (0.7)

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: We are here to protect the citizens of the Gallente Federation. Do not be alarmed by our presence, and please carry on with your daily activities.

Agents: Mourmarie Mone

Guards:

4 Gallente Patroller (cruiser)

Destroyable structures: None.

Lootable structures: None.

Notes/hints: The guards are friendly unless fired upon.

Info on

Arnalen Octomet

([Octomet Plantation](#))

The last known member of the Octomet family is Arnalen Octomet, a former executive in Quafe. He was the last member of a withering dynasty, and much like his family, he could not handle the lifestyle of a wealthy socialite. Drugs, especially Frenetix (a diluted form of the Frentix booster) took control of his life. Within a few years, all of the former Octomet properties were abandoned or foreclosed. Arnalen Octomet disappeared shortly afterward, assumed dead, though he has been spotted as a day laborer in some systems in Solitude.

Crossing the Line

([The Averon Exchange](#))

Averon lies just a few jumps out from the Genesis border, and the intermingling of Gallente and Amarr cultures is evident on the system's station. Curiously, the station is a Caldari facility with a typically Caldari reputation for unscrupulousness. It's a melting pot of dark, cultural undertones, from the Gallente with their unrestrained hedonism, to the Caldari with their lust for ISK, and even Amarr slavers, ever keen to make some quick money selling captives and other tortured souls.

Although the cultural might of the Federation has influenced the bordering systems in the Genesis region, the reverse is also true, if lesser known. Catering to the endless hunger for flesh that exists in certain Gallente circles, the Amarr slavers have few qualms or problems smuggling people a little way inside Federation borders. It has been said that some of the Federation's most depraved nightclubs and bars can be found in the systems where cheap slaves are only a few jumps away.

Impetus

([The Tolle Scar](#))

Impetus is the main producer of holoreels in New Eden, creating anything from epic historical movies to cheap porn flicks. Their cadre of established directors alone number in the tens of thousands; the actors they employ are literally countless. On one hand, the near infinite nature of their resources allows for the production of many risky, experimental holoreel projects, and yet at the same time, it is all too easy for an aspiring holoreel actress to get lost among a thousand other beautiful faces.

Low-Security Space

([Outside the Scope](#))

Veine Coructie is in Vitrauze, a lowsec system of New Eden. CONCORD's presence is barely felt in that area, and pirates and other dangers lurk throughout. Be prepared for a fight while flying through lowsec.

However, the less secure the space, the more lucrative the opportunities. There are riches to be found in lowsec, if one can survive long enough to reach them.

Sweatshops

([Little Fingers](#))

Technology levels vary throughout New Eden. Not every system, constellation, or even region is at the cutting edge of technology. Sometimes, factories rely on old-fashioned techniques and tried-and-true methods. Child labor is one of those methods. A child's tiny hands and little fingers are perfect tools for creating the high-end textiles of Gallente fashion, as well as reaching those hard-to-reach corners of ship armaments. Though not commonplace – or legal, for that matter – sweatshops like the Rattler Row can be found in the more backwards areas of New Eden.

The Dark Frontier

([Everybody Has a Price](#))

New Eden is a dark place, populated by killers, thieves, heroes, lowlives, saints, sinners, and everything in between. Morality is what you make of it. But when push comes to shove, heroism and villainy are measured by one thing: ISK, the heart and soul of New Eden.

The Spintrix Coin

([Oldest Profession](#))

The Spintrix is akin to an adult theme amusement park: Every ride costs a token, and The Spintrix has special tokens especially for their services. Spintrix coins are very difficult to come by, and they are worth a lot of money on the black market. Long time customers are said to receive a special coin that allows the access to the more exotic areas provided by this brothel.

The Underground Circus

([Underground Circus](#))

“Guilt is unknown in the Gallente Federation. Pleasure, desire, lust, avarice: These are the rights of all people, laws be damned. Our economy is built not upon currency or scarcity, but on the supply and demand of needs, wants, and yearnings. A guilty pleasure is the highest right of the Gallente; my Circus is here to satisfy and fulfill this right. Let us redefine what it is to be guilty.”

-The Ringmaster, on the opening of the Underground Circus, YC 108
