

Angel Epic Arc Guide

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Angel Sound

Introduction

This is an epic mission arc mission guide that will take you through the various encounters and tasks in the Angel epic arc level 3 mission chain called “Angel Sound”. 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 has three starting locations, giving a large span of possible standing requirements to start the arc. The first agent is Aton Hordner who is located at the [Minmatar Shipyards](#) in the Egbinger solar system. Before Aton is willing to hand over his first mission of the arc ([The Balance of Power](#)) you need to have a minimum of 4.35 in effective standing (skills included) with either the Republic Security Services corporation or the Minmatar Republic faction. The second agent is Arajna Ashia who is located at the [Abandoned Research Station Sigma Nine](#) in the Sendaya solar system. Before Arajna is willing to hand over her first mission of the arc ([Mistaken Identity](#)) you need to have a minimum of 4.35 in effective standing (skills included) with either the Amarr Navy corporation or the Amarr Empire faction. The third agent is Ellar Stin who is located at [The Coward Eller Stin](#) in the Konora solar system. Before Ellar is willing to hand over her first mission of the arc (???) you need to have a minimum of 4.35 in effective standing (skills included) with either the Dominations corporation or the Angel Cartel faction. After having started the arc, it does no longer 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.

Important in regard to this particular epic arc

Most important to note for this arc is that nearly all missions take place deep within no security space (0.0) with all the dangers that provides. Though it is said that these missions are designed to

be handled in an interceptor class starship, they seem more doable for a solo pilot in an assault frigate class starship. Most of the encounter missions in this arc have strict ship class limitations on the acceleration gates which only allow the following ship classes through:

- Assault Ship
- Covert Ops
- Destroyer
- Electronic Attack Ship
- Frigate
- Interceptor
- Rookie ship
- Shuttle
- Stealth Bomber

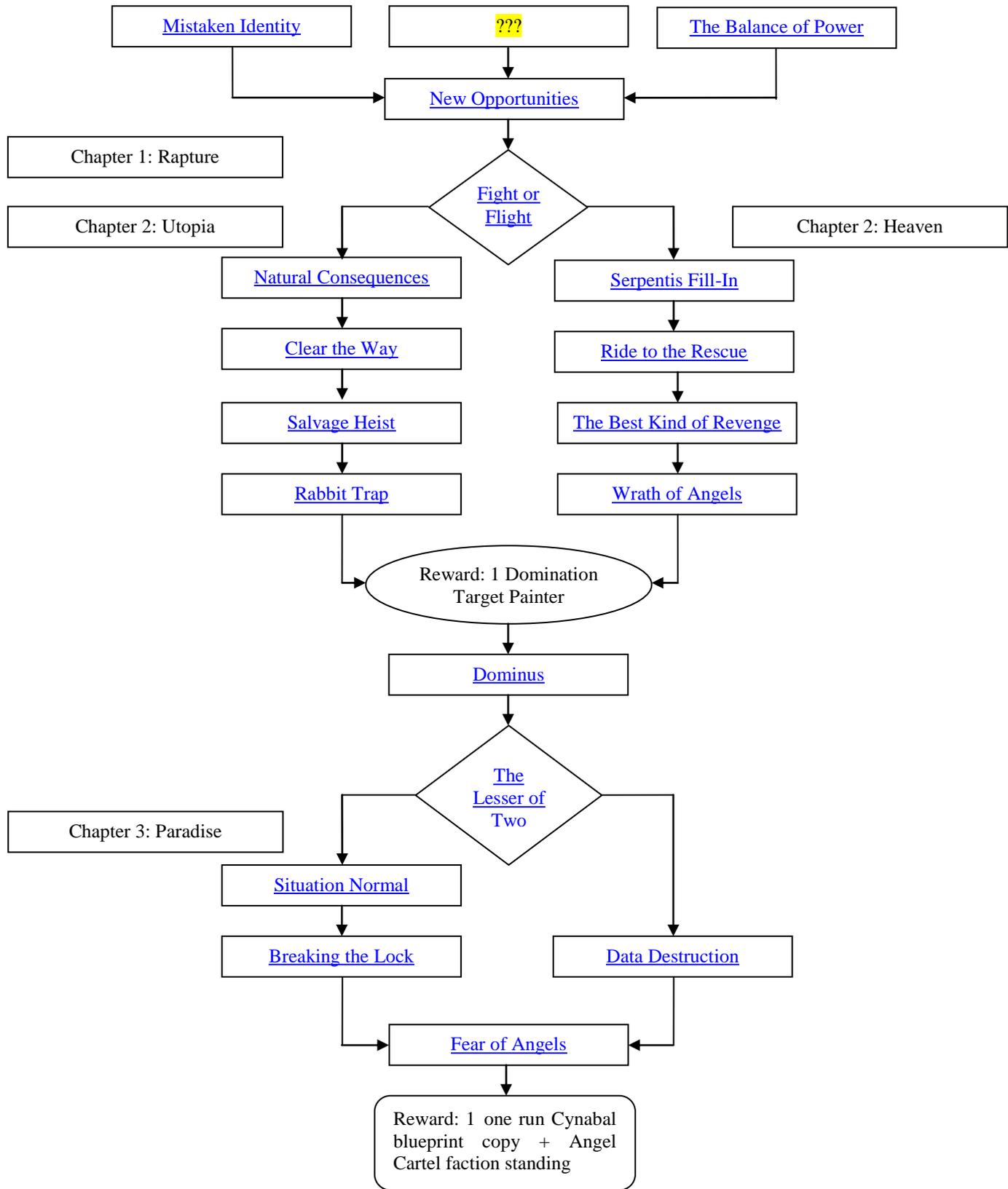
To limit exposure docking at stations, the possibility of accepting and/or completing missions remotely is highly desirable. I try to list when these options are a possibility for each mission.

The arc offers two item rewards of noticeable interest: 1 Domination Target Painter and 1 one run Cynabal blueprint copy. The target painter is given by the end of the second chapter of the arc while the BPC is given in the end of the arc along with a great boost to your Angel Cartel faction standing. It does not matter which path you take through the arc; you will always get the same rewards.

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Mission Overview



Missions

Mission name: Breaking the Lock

Agent name: Kadeja Dulche

Mission type: Encounter

Acceleration gate restrictions in effect: Yes

Accept remotely: Yes

Complete remotely: No

Mission briefing:

You have little time to waste. The Boundless Creations research base is cut off from its support. It won't be long before they figure out their communications aren't getting through any more.

The base is split into three sections. Each section contains a data center that houses all of Boundless Creations' illegal research. You must destroy these. Each data center serves as a redundant backup for the others, so it needs to be all or nothing.

The Cartel is putting a lot of trust in you. Make it happen.

Objective: Destroy the data center structures.

Deadspace stage 1 guards:

4 Republic Tribal Bormin (destroyer)

Republic Tribal Austri (destroyer)

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

"You are entering Republic territory. Trespassers will not be tolerated."

After you destroy the Boundless Creations Data Center structure you will receive the following message:

"Data Center 1 destroyed. The gate is now unlocked."

Deadspace stage 2 guards:

2 Republic Tribal Bormin (destroyer)

3 Republic Tribal Austri (destroyer)

Notes/hints: After you destroy the Boundless Creations Data Center structure you will receive the following message:

"Second Data Center destroyed. Final gate is unlocked."

Deadspace stage 3 guards:

3 Republic Tribal Bormin (destroyer)

3 Republic Tribal Austri (destroyer)

Notes/hints: After you destroy the Boundless Creations Data Center structure you will receive the following message:

"Boundless Creations is now officially behind the technology curve. Kadeja Dulche will be pleased with your wanton violence."

Debriefing: Most impressive.

When it comes down to it, I find most eggheads to be rather disappointing. For immortals, so many of you have such petty fears and such trivial concerns. Only a few of you have managed to break free from that. It is those rare few that we in the Dominations value most.

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

Mission name: Clear the Way

Agent name: Abdiel Verat

Mission type: Encounter

Acceleration gate restrictions in effect: Yes

Accept remotely: Yes

Complete remotely: Yes

Mission briefing:

Okay, the exploration team is away. If the Serpentis eggheads are right, they should arrive in Fountain securely and in record time.

Speak of the devil. I'm getting a report that one of our shipments coming back from Fountain just got hit by Guristas. It's always something.

There's a salvage crew nearby that can pick up the tech, but they aren't equipped to handle Guristas. If you clear out the Guristas, I can send in the recovery team. As always you'll be well paid.

The Guristas are a tough bunch. They won't scatter if you pop the leader the way Sansha do, You're going to have to kill every one of the bunnies.

Objective: Destroy all guards.

Deadspace stage 1 guards:

- 1 └ Pithior Anarchist (destroyer) 11813 ISK
- └ Pithior Nihilist (destroyer) 11250 ISK
- 2 └ Dire Pithi Destructor (frigate) 27000 ISK
- └ Dire Pithi Wrecker (frigate) 25875 ISK
- 1 Gistii Ruffian (frigate) 6000 ISK

Reinforcement wave 1:

- 4 Pithi Demolisher (frigate) 9000 ISK

Reinforcement wave 2:

- 2-3 Pithior Guerilla (destroyer) 13500 ISK
- 2-3 Pithi Destructor (frigate) 8250 ISK
- Plunderer

Reinforcement wave 3:

- 1 [Angel Recovery Team](#) (industrial)

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

"The Angels sent us a present. How sweet. Everyone, on the capsuleer!"

The Gistii Ruffian explodes few seconds after you enter the stage. Destroying all ships of one group triggers the spawning of the next reinforcement wave. The Angel Recovery Team industrial is friendly as does not need to be destroyed to complete the mission.

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

Mission name: Data Destruction
Agent name: Kadeja Dulche
Mission type: Encounter
Acceleration gate restrictions in effect: Yes
Accept remotely: Yes
Complete remotely: No
Mission briefing:
Good, send a message.

Objective: Destroy the data center structures.

Deadspace stage 1 guards:

1 Republic Tribal Bormin (destroyer)
3 Republic Tribal Austri (destroyer)

Reinforcement wave 1:

2 Republic Tribal Baldur (frigate)
2 Republic Tribal Takan (frigate)

Reinforcement wave 2:

3 Republic Bormin (destroyer)
1 Republic Tribal Faxi (destroyer)

Reinforcement wave 3:

1 Republic Rodul (cruiser)

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

“You are entering Republic territory. Trespassers will not be tolerated.”

Destroying all ships of one group triggers the spawning of the next reinforcement wave, except for the reinforcement wave 3 which automatically spawns shortly after reinforcement wave 2 appear. After you destroy the Boundless Creations Data Center structure you will receive the following message:

“Data Center 1 destroyed. The gate is now unlocked.”

Deadspace stage 2 guards:

2 Republic Tribal Bormin (destroyer)
4 Republic Tribal Austri (destroyer)

Reinforcement wave 1:

3 Republic Kvarm (frigate)
2 Republic Tribal Gleeda (frigate)

Reinforcement wave 2:

2 Republic Tribal Austri (destroyer)
2 Republic Tribal Faxi (destroyer)

Reinforcement wave 3:

1 Republic Manadis (cruiser)
1 Republic Rodul (cruiser)

Notes/hints: Destroying all ships of one group triggers the spawning of the next reinforcement wave, except for the reinforcement wave 3 which automatically spawns shortly after reinforcement wave 2 appear. After you destroy the Boundless Creations Data Center structure you will receive the following message:

“Second Data Center destroyed. Final gate is unlocked.”

Deadspace stage 3 guards:

2 Republic Tribal Bormin (destroyer)
4 Republic Tribal Austri (destroyer)

Reinforcement wave 1:

4 Republic Baldur (frigate)
3 Republic Takan (frigate)

Reinforcement wave 2:

2 Republic Austri (destroyer)
5 Republic Faxi (destroyer)

Reinforcement wave 3:

1 Republic Jarpur (cruiser)
2 Republic Tribal Solon (cruiser)

Notes/hints: Destroying all ships of one group triggers the spawning of the next reinforcement wave, except for the reinforcement wave 3 which will spawn when the Boundless Creations Data Center structure is damaged. After you destroy the Boundless Creations Data Center structure you will receive the following message:

“Boundless Creations is now officially behind the technology curve. Kadeja Dulche will be pleased with your wanton violence.”

Debriefing: Most impressive.

When I comes down to it, I find most eggheads to be rather disappointing. For immortals, so many of you have such petty fears and such trivial concerns. Only a few of you have managed to break free from that. It is those rare few that we in the Dominations value most.

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

Mission name: Dominus

Agent name: Abdiel Verat

Mission type: Courier

Acceleration gate restrictions in effect: No

Accept remotely: Yes

Complete remotely: Yes

Mission briefing (if previous mission was Rabbit Trap):

You've attracted the attention of Kadeja Dulche, one of the most important people in the Dominations. If he has a mission for you, the odds are good you'll be shooting some important people.

You best get going. I'd thank you for the assistance you provided, but an invitation to a meeting with a Domination agent says more than any words of mine will.

Or (if previous mission was Wrath of Angels):

Ready to move on then, I take it?

You'll be working with Kadeja Dulche of the Dominations from here on out. Don't ask me what he wants of you; it's not my business to know these things.

You best get going. I'd thank you for the assistance you provided, but an invitation to a meeting with a Domination agent says more than any words of mine will.

Objective: Report to given agent.

Notes/hints: The agent Kadeja Dulche can be contacted remotely.

Missions: Previous ([Rabbit Trap](#), [Wrath of Angels](#)), [Overview](#), [Next](#)

Mission name: Fear of Angels

Agent name: Kadeja Dulche

Mission type: Encounter

Acceleration gate restrictions in effect: Yes

Accept remotely: Yes

Complete remotely: No

Mission briefing:

Aren't you the lucky one? All the carnage you've inflicted on our enemies has caught the attention of SARO. They are the best that CONCORD has to offer, and they're not to be balked at.

This particular SARO pilot's name is Treonis, and she's been asking for you personally. My guess? Taking you out is her bid at a promotion.

Normally, we would launch a whole campaign to remove CONCORD scum from our space, but my superiors want to see you handle this situation. If you can destroy Treonis, I'm authorized to reward you with a single run blueprint for one of our rarer ships, the Cynabal.

Treonis is waiting for you by an abandoned colony in Jorund. Destroy her, and the blueprint is yours.

I envy you chance to space a CONCORD pilot.

Objective: Destroy Marshal Treonis.

Deadspace entry point guards:

None.

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

"I'm surprised you showed up.

I'd pretend you were under arrest, but we both know you'd resist. I'll just kill you a few dozen times."

Deadspace stage 1 guards:

1 Marshal Treonis (frigate)

Notes/hints: Treonis will web your ship and, when destroyed, will drop 1 CONCORD Star Emblem (0.1 m3) which can be sold for 10 mill ISK at the nearest Angel or Serpents station.

Debriefing: My superiors are impressed. It's the rare pilot who can take on SARO agents and live.

Take this blueprint as a sign of our appreciation, not only for what you've done, but also for what you have become. I'm sure we'll be crossing paths again someday, whether you realize it or not.

Fly safe, "name". Remind the galaxy why they fear Angels.

Missions: Previous ([Breaking the Lock](#), [Data Destruction](#)), [Overview](#)

Mission name: Fight or Flight

Agent name: Abdiel Verat

Mission type: Branch point

Acceleration gate restrictions in effect: No

Accept remotely: No

Complete remotely: No

Mission briefing:

At the moment I have more work than I have people, so you need to choose how you want to proceed.

Obviously, the Sansha need to be cleared from our wormhole site. If you can prove yourself on this, chances are I'll be able to request more assignments to give you. We have early reports of more problems abroad, so I'm sure we can keep you moving from target to target out there.

We also have a shipment of important research material that needs to make it to Serpentis hands. The Inquest scientists in charge of the operation have been delayed, and moving the goods is a high-priority task we need someone to take over. We may also require an investigation into the reasons for the delay at Serpentis' end.

Both tasks need to be followed up. I don't care what you choose; we'll give one to you, and one to the next egger brave or stupid enough to show up down here.

Branch 1: [Natural Consequences](#)

Obviously, the Sansha need to be cleared from our wormhole site. If you can prove yourself on this, chances are I'll be able to request more assignments to give to you. We have early reports of more problems abroad, so I'm sure we can keep you moving from target to target out there.

Branch 2: [Serpentis Fill-In](#)

Perhaps it's not worth the trouble to take down the Sansha encampment. They might have already gone in and destabilized the wormhole. We play be risk and reward, and reward here looks like it'll be low.

There's a high-priority shipment that has been sitting around waiting for someone capable enough to move it. It's headed to the Serpentis research facilities in Fountain, but Sarpati's crew is going to handle moving it from Curse over to their Headquarters. They were supposed to take it directly from this station but we've lost contact with the research team in charge of that operation. The job is yours if you want it. All you need to do is get it to nearby Serpentis Corp. transport hub, from there they'll handle the rest.

The cargo is small so you could easily fit it inside an interceptor or covert ops and I would suggest you do just that, "name". I will not accept any excuses for the cargo's disappearance.

Debriefing: None.

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

Mission name: Mistaken Identity
Agent name: Arajna Ashia
Mission type: Courier
Acceleration gate restrictions in effect: No
Accept remotely: No
Complete remotely: Yes
Mission briefing:
Oh, great another one.

Look, I don't know where you're getting your intel, but I've got absolutely nothing to do with the Cartel. I'm not your "connection" in any sense of the word. Some scumbag was envious of my service record in Curse and decided to come up with that little story to explain away my success. You've been played, "name".

I don't know anything more about the Cartel than the next person. I have no idea about any pirate invasions that they could potentially need help with. And I *certainly* don't know that Abdiel Verat would be the person you should talk to if you wanted to know more.

As you can see, I can't help you, and even if I did have valuable information, it would be reported immediately to my superiors. I have a reputation to uphold.

Now, if you don't mind, I have important matters to attend to. I hope you understand.

Objective: Report to given agent.

Notes/hints: The agent Abdiel Verat can be contacted remotely.

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

Mission name: Natural Consequences
Agent name: Abdiel Verat
Mission type: Encounter
Acceleration gate restrictions in effect: Yes
Accept remotely: No
Complete remotely: Yes
Mission briefing:
Alright, you want to pursue the Sansha? That works for me.

Once you've dealt with them report back to me. I'll keep my comms link open.

Objective: Destroy the Overseer.

Deadspace stage 1 guards:

4 ┌ Centii Plague (frigate) 7875 ISK
└ Centii Enslaver (frigate) 7500 ISK

Reinforcement wave 1:

2 ┌ Centum Execrator (cruiser) 62813 ISK
└ Centum Slaughterer (cruiser) 57188 ISK

Reinforcement wave 2:

3 ┌ Centii Butcher (frigate) 9000 ISK
└ Centii Manslayer (frigate) 8250 ISK

Reinforcement wave 3:

2 ┌ Centum Execrator (cruiser) 62813 ISK
└ Centum Slaughterer (cruiser) 57188 ISK

Reinforcement wave 4:

1 Sansha Overseer (battlecruiser) 138750 ISK
1 Centii Loyal Servant (frigate) 18000 ISK

Reinforcement wave 5:

3 ┌ Centii Loyal Plague (frigate) 25875 ISK
└ Centii Loyal Enslaver (frigate) 24750 ISK

Notes/hints: The Centii Loyal Servant might web and warp scramble your ship. Reinforcement wave 1 is trigger upon destruction of the Centii Plague frigate from the initial group. Reinforcement wave 2 is trigger upon destruction of all ship from reinforcement wave 1. Reinforcement wave 3 is trigger upon destruction of all ship from reinforcement wave 2. Reinforcement wave 4 arrives about two minutes after reinforcement wave 3. Reinforcement wave 5 is trigger upon destruction of the Centii Loyal Servant frigate from reinforcement wave 4.

Debriefing: Nice flying, "name". I'll be sure to include your name in the report.

I'm ordering our exploration team to go in right now. They'll see if it links up to any systems near Fountain.

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

Mission name: New Opportunities
Agent name: Abdiel Verat
Mission type: Encounter
Acceleration gate restrictions in effect: Yes
Accept remotely: Yes
Complete remotely: No
Mission briefing:
Abdiel Verat, Angel Cartel.

I look out for talented people such as you who are interested in work. And times have certainly made our work interesting.

Since you're an egger, I'm guessing you know your way around wormholes, yes? While they've been a great aid for our scientists, they've also brought some problems to our doorstep, some of which is not good for business.

Our explorers have discovered a wormhole in a nearby system, but we cannot spare the manpower to lock it down. If you help us out by scouting the area, then I may have other more lucrative tasks to follow.

Objective: Scout the wormhole.

Deadspace stage 1 guards:

2 ┌ Centum Loyal Hellhound (cruiser) 281250 ISK
└ Centum Loyal Fiend (cruiser) 270000 ISK
2 ┌ Centii Loyal Manslayer (frigate) 27000 ISK
└ Centii Loyal Enslaver (frigate) 24750 ISK

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

"It looks like the Sansha have beaten us to this site. I suggest we return to Abdiel Verat immediately."

The mission is then marked as completed.

Debriefing: Sansha. Alright, let me relay this information up the chain of command. Stick around; we'll be calling on you to deal with this.

Missions: Previous ([Mistaken Identity](#), [???](#), [The Balance of Power](#)), [Overview](#), [Next](#)

Mission name: Rabbit Trap
Agent name: Abdiel Verat
Mission type: Encounter
Acceleration gate restrictions in effect: Yes
Accept remotely: Yes
Complete remotely: No
Mission briefing:

All that's left to do is transport the tech you've helped us collect back up to Fountain. No, we're not asking you to haul. We've got a crew for that. Your job is more exciting.

We know there are Guristas still in the area, possibly with their Sansha pals. They want these parts badly enough to dare raiding in our territory. So, we decided to use their eagerness against them. We let the details leak about the timing of this shipment. They think they'll be ambushing a defenseless industrial. What they're going to find is you.

Kill every vessel that shows up.

Show them how true professionals roll.

Objective: Destroy all guards.

Deadspace stage 1 guards:
None.

Reinforcement wave 1:
4 Centior Monster (destroyer) 14625 ISK
Horror
3 Centii Enslaver (frigate) 7500 ISK
Manslayer

Reinforcement wave 2:
3 Pithior Supremacist (destroyer) 15750
4 Pithi Wrecker (frigate) 7875 ISK
1 Pithi Despoiler (frigate) 6000 ISK

Reinforcement wave 3:
1 [Yukiro Demense](#) (frigate) 1000000 ISK

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

“It's good to see you, pilot. Abdiel informed us about your arrival. We've only got a few minutes until we depart. Looks like this will go off without incident.”

Half a minute later reinforcement wave 1 will spawn and you will receive the following message:

“Incoming hostiles!”

Reinforcement wave 2 is trigger upon destruction of all ship from reinforcement wave 1 and reinforcement wave 3 is trigger upon destruction of all ship from reinforcement wave 2. Further, you will receive the following message:

“I’m tired of your interference, egger. Time to die.”

After destroying Yukiro Demense you will receive the following message:

“Good work, pilot. Our skies are clear. We’ll be seeing you on the other side.”

Debriefing: Even had a capsuleer show up, eh? Good. Nice to have a survivor to spread the story of their utter defeat.

You’ve done amazing work for us, and the Angels take notice of their friends. In fact, there’s someone in the Dominations asking for you. Let me know if you want me to go ahead and arrange the meeting.

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

Mission name: Ride to the Rescue

Agent name: Abdiel Verat

Mission type: Encounter

Acceleration gate restrictions in effect: Yes

Accept remotely: Yes

Complete remotely: Yes

Mission briefing:

I just discovered why that research team never arrived to pick up the goods you ferried: their labs are under siege by Guristas forces. I don't know what the hell the Guristas think they're going to achieve down here, but if we don't quickly shut them down we risk them gaining a foothold.

This attack was fierce and well-coordinated. They managed to overwhelm our defenses. All of our other forces are either too far away to assist or on other important missions they can't be diverted from. You're our best shot. I want you to save that research station from the Guristas assault.

Good. I want you to send a clear message, "name". Let nobody survive.

Objective: Destroy all surviving guards.

Deadspace stage 1 guards:

3 Guardian Angel (battleship)

5 Pith Defender (battleship)

4 Guardian Angel (cruiser)

1 Pithum Ascriber (cruiser)

2 Pithum Silencer (cruiser)

11 Guardian Angel (frigate)

9 Pithi Defender (frigate)

Survivors:

1 Pithatis Executor (battlecruiser) 131250 ISK

1 [Yukiro Demense](#) (frigate) 1000000 ISK

2 Pithi Invader (frigate) 4875 ISK

1 Pithi Infiltrator (frigate) 4500 ISK

Notes/hints: When entering the stage you will receive the following message from the agent Abdiel Verat:

"The Guardian Angel forces need support. I'm hearing reports of a Guristas Commander on the field: Yukiro Demense. My people are saying he's a capsuleer. Be careful, pilot, but make sure that bastard doesn't leave here with his ship intact."

All guards, except those listed in the Survivors group will explode one after another shortly after you enter the stage.

Debriefing: Good work cleaning off the remainders, but this "Demense" issue will have to be dealt with. Open comms with me again when you're ready to see to that.

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

Mission name: Salvage Heist

Agent name: Abdiel Verat

Mission type: Encounter

Acceleration gate restrictions in effect: Yes

Accept remotely: Yes

Complete remotely: Yes

Mission briefing:

Our biggest competition in the Tech III race is not the Guristas or the Sansha. Hell, it's not even the empires. It's your kind. Capsuleers. I'll admit you guys have been giving us a run for our money. You're uniquely suited to wormhole space. Thankfully a few of you have been less than careful in normal space.

There's a capsuleer named Renton that makes his home nearby. We know he's been exploring wormhole space, and he's likely been stockpiling Sleeper tech at this base. He's only been a minor nuisance so far, but his tech cache could be useful. Find Renton's base. It's poorly defended by most corporation standards. Kill everyone you see. I'll be able to send another recovery team once you've secured the area.

Renton's base is poorly defended by most corporation standards. Kill everyone you see.

Objective: Destroy Gath Renton.

Deadspace stage 1 guards:

1 [Gath Renton](#) (battlecruiser)

3 └ Pithi Saboteur (frigate) 6375 ISK

└ Pithi Despoiler (frigate) 6000 ISK

2 Angel Cruise Missile Battery (missile battery) 55000 ISK

1 Angel Stasis Tower (stasis tower) 35000 ISK

Reinforcement wave 1:

2 └ Dire Pithi Imputor (frigate) 19125 ISK

└ Dire Pithi Arrogator (frigate) 18000 ISK

Reinforcement wave 2:

2 Pithi Saboteur (frigate) 6375 ISK

Reinforcement wave 3:

3 └ Pithi Demolisher (frigate) 9000 ISK

└ Pithi Destructor (frigate) 8250 ISK

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

"Whoever you are, leave. If you aren't blue, then you're target practice."

The Dire Pithi Imputor and Arrogator might web and warp scramble your ship. Reinforcement wave 1 will spawn when Gath Renton is damaged for the first time. Reinforcement wave 2 will spawn when Gath Renton's armor is damaged for the first time. Reinforcement wave 3 will spawn when Gath Renton is destroyed and you will receive the following message:

“As the fireball dies down, Renton's pod is already warping out. He is unlikely to return anytime soon.”

Debriefing: Excellent work. I'll have my men sort through Renton's haul. There's a lesson in there about complacency for you, “name”.

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

Mission name: Serpentis Fill-In
Agent name: Abdiel Verat
Mission type: Encounter
Acceleration gate restrictions in effect: Yes
Accept remotely: No
Complete remotely: Yes
Mission briefing:
None.

Objective: Deliver 1 Sealed Research Cache (2.0 m3) to the Serepentis Transport Hub structure.

Deadspace stage 1 guards:
None.

Notes/hints: You are granted the research cache when accepting the mission. After placing the research cache in the Serepentis Transport Hub structure you will receive the following message from the agent Abdiel Verat:

“Good work. Open up comms with me as soon as possible. I need you for something else.”

Debriefing: Serpentis acknowledged receipt of the goods, but they’ve asked for your help in another matter. That research team that you just filled in for is missing for a good reason, it seems.

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

Mission name: Situation Normal
Agent name: Kadeja Dulche
Mission type: Encounter
Acceleration gate restrictions in effect: Yes
Accept remotely: Yes
Complete remotely: Yes
Mission briefing:
Good luck.

Objective: Acquire the security codes and place them in the Communications Array structure.

Deadspace stage 1 guards:
1 Boundless Creations Engineers (cruiser)

Notes/hints: When entering the stage you will receive the following message from the agent Kadeja Dulche:

“There’s the engineering team. You need to destroy their ship to retrieve the security codes.”

Upon destruction of the cruiser it will drop 1 Boundless Creations Security Codes (1.0 m3). Place this in the Communications Array structure to complete the mission.

Debriefing: Good work. Now for the next step.

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

Mission name: The Balance of Power
Agent name: Aton Hordner
Mission type: Courier
Acceleration gate restrictions in effect: No
Accept remotely: No
Complete remotely: Yes
Mission briefing:
Hey man.

If you're out here in a shithole like Egbinger then maybe there's a chance you can help me out with something. We just had a bunch of Republic Fleet guys dock up and repair here. They'd been out in Curse dealing with some Angel Cartel raiders.

They were describing how the Cartel is having trouble right now with some other pirate groups. Seems there's a Guristas commander tearing them a new hole down there, as well as some Sansha meandering about causing problems. From the sounds of it, they're taking some significant losses.

Anyways, I was hoping you could fly down and check it out. While the Fleet was docked up, I had my boys go over their comms system. We've got ourselves the name of a Cartel agent who is involved in dealing with the invasion. Abdiel Verat.

It may sound strange to hear it, "name", but if you can find some way to deal with those Guristas and Sansha, I'd be thankful. The Cartel may give us grief, but they've done good things for the Minmatar people too, even if nobody has a damn clue why, or what's in it for them.

All I know is that I'd prefer Cartel members to Guristas thugs and Sansha freaks. If you can, go and deal with their problems. Just don't go helping them *too* much, got it?

Objective: Report to given agent.

Notes/hints: The agent Abdiel Verat can be contacted remotely.

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

Mission name: The Best Kind of Revenge
Agent name: Abdiel Verat
Mission type: Encounter
Acceleration gate restrictions in effect: Yes
Accept remotely: Yes
Complete remotely: Yes
Mission briefing:
Alright, you're ready to take care of this Guristas commander? Good.

Yukiro Demense is a capsuleer. With all those clones, he'll be a tough one to break, but we have plenty of experience when it comes to dealing with this sort of problem. Our friends over at Serpents Inquest were also more than willing to offer their expertise on this matter after the Guristas attacked their research facility. This Demense punk just made some very powerful enemies.

You'll be travelling to a local black market cloning facility, one that we've been happy to ignore until now. The facility administrator took a heavy bribe from Demense to allow one of his clones access, and so of course, they had their license and all good standings with us permanently revoked. Intelligence indicates that Demense is reliant on this facility to support his raids. With a clone backup available locally, he has been able to return to the fight without re-cloning in Venal up north.

Your first task is to storm this facility and make an example of the people there. Let nobody survive; their deaths must send a message across Curse. Once you have dealt with this indiscretion, you need to deliver a special data payload into their central database hub. As soon as you approach the hub, the data will auto-transmit a special virus engineered by our Inquest friends.

Do this and report back to me. I will have further instructions for you at that point.

I'm uploading the data to your Fluid Router now. Good luck, "name".

Objective: Destroy all guards and get close to the Central Data Hub structure.

Deadspace stage 1 guards:

2 Mercenary Commander (cruiser) 85000 ISK
2 Cruise Missile Battery (missile battery) 55000 ISK

Reinforcement wave 1:

7 Mercenary Elite Fighter (frigate) 10000 ISK

Reinforcement wave 2:

1 Mercenary Wingman (frigate) 30000 ISK
3 Mercenary Rookie (frigate) 2000 ISK

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

"Listen up, whoever you are. This area is off limits to anyone who isn't just coming back from the dead. I suggest you hit the nearest stargate if you don't want to end up waking up in a cloning vat of your own."

The Mercenary Wingman might web and warp scramble your ship. Destroying all ships of one group triggers the spawning of the next reinforcement wave.

Debriefing: You've done well. The traitorous administrator and his peons were justly removed from the picture and Demense's local clone is now compromised.

The next step is getting him to reanimate into it.

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

Mission name: The Lesser of Two
Agent name: Kadeja Dulche
Mission type: Branch point
Acceleration gate restrictions in effect: No
Accept remotely: Yes
Complete remotely: Yes
Mission briefing:
“Name”, I’ve been waiting.

You’ve done well for us dealing with the Guristas and Sansha. Clashes with other frontier organizations come with the territory, however, and are never that much of a problem. The Archangels are more than capable of handling this aspect of daily operations. It is when other entities begin to stray outside their usual boundaries and establish themselves in our space that people begin to become rightly concerned. In these situations, we are called in to deal with them.

One Minmatar corporation, Boundless Creations, has made the mistake of conducting research in our space. They have come here on the misunderstanding that, just because their research is illegal, we will turn a blind eye to their presence. We’ve not corrected them on this false assumption. Rather, we’ve let them move in all of their assets and staff and slowly build themselves up. The time has now come to reveal to them where they truly stand with the Cartel.

Your mission is to destroy their research facility entirely, costing the interlopers billions. You can go about this whatever way you see fit. You can storm the facility head on, or weaken the defenses by knocking out their communications arrays first.

Either way, everyone in that place needs to be dealt with.

Branch 1: Data Destruction

Going for the straight shot? You’re a pilot after my own heart.

The base is split into three sections. Each section contains a data center that houses all of Boundless Creations’ illegal research. You must destroy these. Each data center serves as a redundant backup for the others, so it needs to be all or nothing.

The Cartel is putting a lot of trust in you. Make it happen.

Branch 2: Situation Normal

Boundless Creations has a communication array keeping tabs on the research base. If you attack the base now, they’ll call in reinforcements and make you life difficult.

The good news is that they’ve attempted to hide the array inside a gas cloud rather than protect it open. They expect it to be undetected, and to most people it would be. Our scouts have uncovered the area though, and have observed engineers living at the compound. They will be carrying a security code which you must recover. You will be able to use it to deactivate the array without alerting the main Boundless Creation fleet.

Notes/hints: None.

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

Mission name: Wrath of Angels

Agent name: Abdiel Verat

Mission type: Encounter

Acceleration gate restrictions in effect: Yes

Accept remotely: Yes

Complete remotely: No

Mission briefing:

Demense is still in Curse. I'd say his superiors have become aware that the hammer of a thousand Angels is about to come crashing down on him and are keeping the fool out here on "deployment."

Your task is to put the insolent little maggot down. Once he reanimates into that new clone, he'll be a non-issue. As I said before, "name", the man made some powerful enemies. We have chosen our friends wisely, and if you only knew what they were capable of doing to your clone, you'd understand why we want them on our side.

Go, kill him. If you succeed, perhaps I will share the true nature of Demense's fate with you.

Be ready for a fight. Even the simplest of brutes can be competent fighters, and he likely won't go down so easily now he knows what you're capable of.

Objective: Destroy Yukiro Demense.

Deadspace stage 1 guards:

1 [Yukiro Demense](#) (frigate) 1000000 ISK

2 Guristas Cruise Missile Battery (missile battery) 55000 ISK

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

"As your warp drive hurls you towards the last known location of Yukiro Demense, you notice a large repair station on your scanner. Clearly, he's prepared himself for you this time."

The Remote-Repair Facility structure will continuously repair any ship or structure that you damage in its vicinity except itself. Destroying the facility will also make the two missile batteries explode.

Debriefing: Serpentis Inquest just confirmed the reanimation of his local clone. You've done well, "name". Loyalty and a capacity to deliver results, these are both admirable qualities that will get you far within our organization.

You've caught the attention of my superiors, in fact, it seems they have a need for a capsuleer, and one who has already proven themselves trustworthy and capable. When you want the details for your new contact, I can pass them along.

Demense's fate? Let's just say that he has contracted a disease which is going to follow him from clone to clone. Eternity is not all it's cracked up to be.

Let me know when you're ready to move on.

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

Deadspace Complexes

Complex name: Abandoned Research Station Sigma Nine

System (security level): Sendaya (0.3)

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: None.

Agents: Arajna Ashia

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: This location contains an agent who can start the arc.

Complex name: Minmatar Shipyards

System (security level): Egbinger (0.1)

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: None.

Agents: Aton Hordner

Guards: None.

Destroyable structures:

12 Auxiliary Power Array

32 Habitation module – Residential

3 Major Assembly Array

5 Minmatar Bunker

9 Minmatar Elevator

8 Minmatar Fence

3 Minmatar Fleet Naglfar (Under Construction)

4 Minmatar Junction

4 Minmatar Wall

3 Shipyard

Lootable structures: None.

Notes/hints: This location contains an agent who can start the arc.

Complex name: The Coward Ellar Stin

System (security level): Konora (0.4)

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: None.

Agents: Ellar Stin

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: This location contains an agent who can start the arc.

Info on

Angel Recovery Team

(Ship description)

Sometimes a combat encounter doesn't go the Cartel's way, and men and resources are left behind. Rather than leave their fates to scavengers, the Cartel employs its own recovery teams specializing in battlefield salvage and extraction.

Bedfellows

([Serpentis Fill-In](#))

The partnership between the Angel Cartel and the Serpentis is a perfect match. The Cartel has all the things the Serpentis lack: massive manpower, a gigantic network of dealers and thugs, a cold vicious enthusiasm for crime, and the organizational skills needed to help spread the Serpentis supply of boosters to new markets. Without the Cartel, the Serpentis would never have expanded to become as powerful and pervasive as it is today, and many say, the reverse is also true.

Despite all the success the partnership has brought the Serpentis, it may be the Cartel who got the better end of the bargain. Not only do the Serpentis supply the Cartel with the most-addictive and highest quality boosters in the cluster, they also provide unparalleled research. The Cartel has long had access to dozens of ancient Jovian ruins, but previously lacked the expertise to truly take advantage of them. The Serpentis changed all that, and many think the Cartel's latest ship designs – and many other secret breakthroughs – come straight from Serpentis minds.

Black Market Clones

([The Best Kind of Revenge](#))

Hundreds of small companies exist in the fringes of space that cater to those who either can't afford or are banned from the big-name cloning companies. Naturally, there is a much greater risk with these organizations. No regulations means there are no guarantees of revival, and there are many stories of capsuleers waking up in distant backup cloning facilities after their local clone never activated. For most capsuleers this represents only a minor convenience, since very few are foolish enough to place their lives in the hands of questionable company.

For those criminals who can pay, the clones are nearly as safe as the Empire ones, a fact that has stymied efforts to curb the proliferation of capsuleer outlaws, and allowed them to move about the cluster with the freedom capsuleers are famous for.

Gang War

([Ride to the Rescue](#))

The Angel Cartel and Guristas have a lot in common on the surface. Both seem to be the classical thugs, engaging in all the brutish activities attributed to base criminals. But while the two do have some overlapping interests, their methods and core desires are different.

The Angel Cartel is closer to a criminal mafia, dedicated to pushing drugs, running protection rackets, taking out assassination contracts, and involving themselves in all manner of nefarious research projects. The Guristas, however, are opportunistic pirates. They prowl the space lanes and

hit any target that looks half-valuable or vulnerable. They loot and plunder what they can, ransom off the valuable survivors, and then hit the bars to celebrate.

The Cartel sees the Guristas as chaotic malcontents, disrupting trade, causing economic difficulties, and generally making it more difficult for them to ply their illicit trades. The Guristas see the Cartel as dishonorable brutes, skulking in the darkness and using trickery and deception to dull the minds and sensibilities of their clients.

Gath Renton

(Ship description)

Renton is the CEO of a small capsuleer corporation. For years, he's managed to stay off the radar of the major alliances. One day, he may achieve his dreams of bigger things; but today, all he has to look forward to is the wrath of the Cartel.

Relics of Past Greatness

([Clear the Way](#))

The Jove left Curse behind long ago. They left ruins in the form of stations and forgotten outposts. Centuries later the Angel Cartel moved in.

The Angels have managed to scavenge a good deal of information from these Jovian relics. This is most obviously reflected in Angel ships, which bear striking designs and unique capabilities. But the Cartel has yet to understand more than a fraction of the old Jovian technologies. Even the Serpents, whose research capabilities surpass the Cartel's by leaps and bounds, have great difficulty even understanding the principles of Jovian engineering.

SARO

([Fear of Angels](#))

Despite CONCORD's strong association with empire space, they occasionally sponsor larger campaigns out in nullsec. These excursions are targeted at the "pirate" factions under the justification of returning the violence committed in high security space. CONCORD's Special Affairs for Regulations & Order (SARO) is uniquely suited for these campaigns. Their training, hardware, and skill make them a threat not to be taken lightly.

The Dominations

([Dominus](#))

The Dominations represent the command division of the Angel Cartel. The Dominations are elusive and mysterious, preferring to shroud their agendas in secrecy and obfuscation. Many of their membership seldom venture far from their bases in the Curse region, but CONCORD agents have reported sightings of highly-placed Cartel leaders as far north as Lonetrek.

Little is known about the identities of the Angel Cartel leadership, though it is understood that – as with the rest of the organization – they come from all the races and backgrounds.

The Sleeper Civilization

[\(Salvage Heist\)](#)

Although there are many theories, few know what happened to the Sleepers. Their ruins were already old when the Amarr reached space.

For most, the Sleepers were little more than a curiosity; an ancient civilization lost and forgotten. Then wormholes opened across the cluster. Explorers that ventured into the strange space beyond were met with highly-advanced drones protecting relics that we now know once belonged to the Sleepers. Apart from the drones themselves, the only structures found are lifeless ruins. But the Sleeper drones themselves function all too well, despite what must be centuries of neglect.

Wormholes

[\(New Opportunities\)](#)

The sudden appearance of wormholes across New Eden proved to be a boon to scientific communities of all disciplines. Nearly everyone in the cluster has some vested interest in the wormholes.

The Angel Cartel has been investing heavily into wormhole exploration. They not only scavenge the Sleeper ruins for new technology, but also exploit the wormholes' ability to link otherwise distant points. A wormhole can potentially turn an eighty-jump trip from Curse to Fountain into a twenty-minute jaunt. Although these opportunities represent significant logistical advantages, they are always fleeting, and every effort to map wormhole space have thus far failed.

Yukiro Demense

(Ship description)

One of the younger commanders in the Guristas Fleet, Yukiro Demense has proven himself capable and aggressive. He and his wingmen are known for their daring raids into State space, as well as their constant harassment of CONCORD and other police forces. Lately, he's been leading raids on the Angel Cartel and Serpents in Fountain, becoming quite a thorn in the side of the two larger criminal factions. As yet, he hasn't drawn any special attention, but it won't be long until his powerful enemies do something about him.
