

Amarr Epic Arc Guide

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Right to Rule

Introduction

This is an epic mission arc mission guide that will take you through the various encounters and tasks in the Amarr epic arc level 4 mission chain called “Right to Rule”. 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 between the Amarrian holders. 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 Karde Romu, who is located at the [Karde Romu, MIO Agent](#) beacon in the Kor-Azor solar system. Before Karde is willing to hand over the first mission of the arc ([Aiding an Investigator](#)) you need to have a minimum of 7.0 in effective standing (skills included) with either the Ministry of Internal Order corporation or the Amarr Empire faction. **No other standing levels matters!** 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

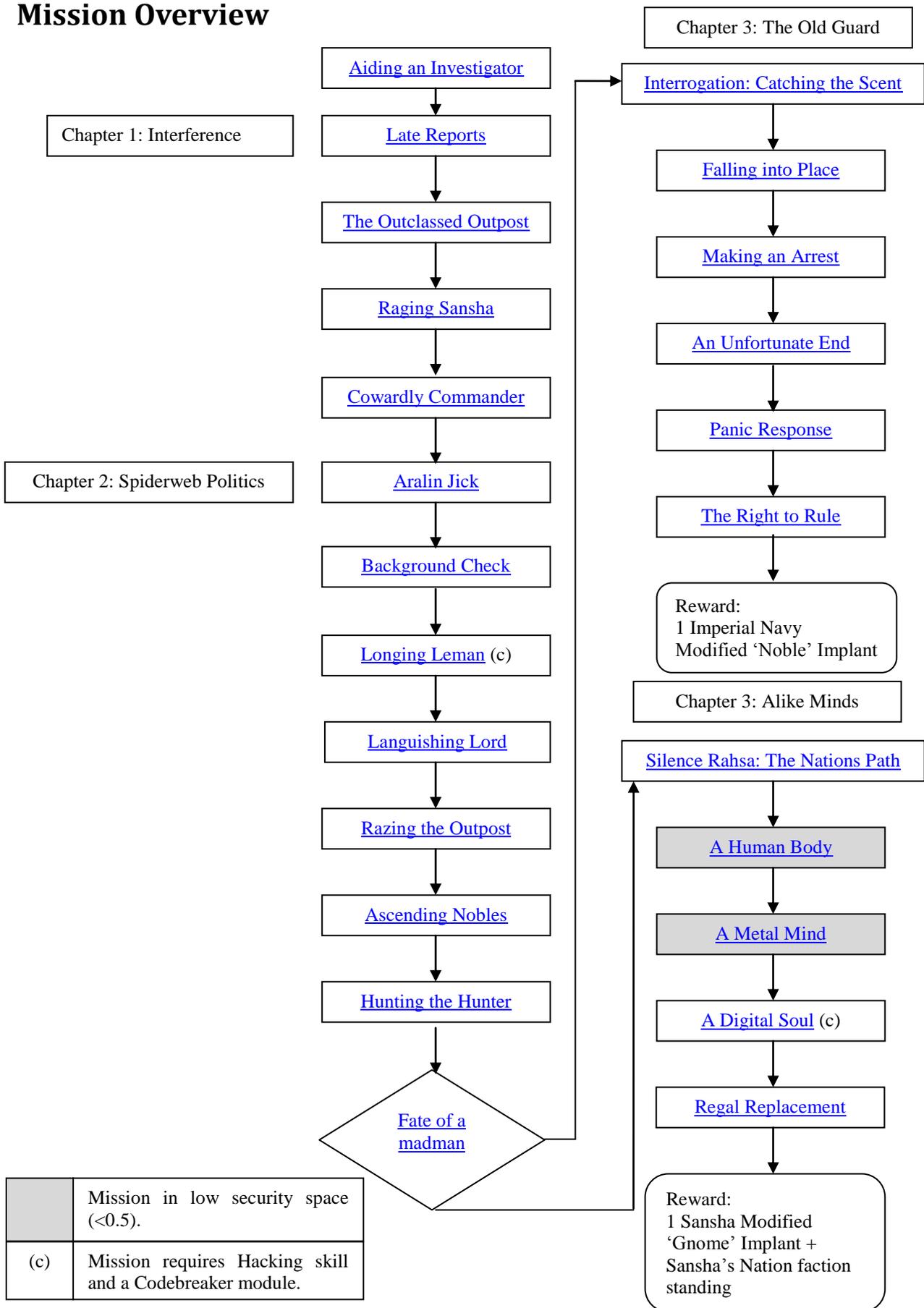
There are two major paths through this arc starting at the only arc branch point in the arc ([Fate of a Madman](#)). One where you continue siding with the Amarr Empire and another where you treacherously switch allegiance to Sansha's Nation. Both these paths have a unique item reward by the end of the arc (Imperial Navy Modified 'Noble' Implant for the Amarr Empire mission path and Sansha Modified 'Gnome' Implant for the Sansha's Nations mission path). Both paths have missions unique for that path only, though their story intervenes.

By following the Amarr Empire mission path, this epic arc can be completed without going to either low or no security space. But by selecting the Sansha's Nation path you will have a few missions in low security space. Do not despair though; the missions are against weak opponents and can be handled in an assault frigate, perhaps even an interceptor. Also some missions will require you to have the Hacking skill trained (see [Mission Overview](#) for which).

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Mission Overview



Missions

Mission name: A Digital Soul

Agent name: Krethar Mann

Mission type: Encounter

Mission briefing:

There is one more piece that is required before we make our final play. As you have likely guessed we are building a clone, a doppelganger of Lord Miyan that we control. This is an extremely complex creation, as it must be both technologically sophisticated and detection-proof. To make the illusion truly convincing, we need one final thing: a mind scan.

There is one particular mind scan that is perfect for our use. This man is long dead, executed, but the government considered his unique viewpoint still worthy of study. He was killed by the same mind scan process used by you capsuleers. This mind scan is kept on a planet side facility for psychiatric research. It has one vulnerable point, accessible by hacking the system's comm. relay.

Find the comm. Relay at this location. Hack into the relay, and we can pull the mind scan directly to our server.

Do not concern yourself with the mind's identity. The original personality was a close approximation for Miyan, and any variances will be overridden by our controls.

Objective: Hack the communications relay.

Deadspace entry point guards:

Armed Amarr Repair Ships (frigate)

Notes/hints: When engaging the repair ships you will receive the following message:

"What are you doing? We're just here to repair a loose circuit board!"

After a successful attempt using a Codebreaker module on the Communications Array structure the mission is completed. No need to pick up anything.

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

Mission name: A Human Body

Agent name: Krethar Mann

Mission type: Encounter

Mission briefing:

Hello, Capsuleer. Rahsa spoke highly of your tracking skills. You should feel proud; his praise never came easily. And do not worry about Aralin Jick. He has not betrayed his blessed ideals. The Nation has had no influence over him for many years.

Myself? I am not Sansha, though for the purpose of our business I speak for their interest. And do keep in mind it would do no good to run back to the authorities to turn me in. You will find we are quite untouchable.

On to business. My associates are engaged in a certain project that you can contribute greatly to. What we require first is a supply of biomass. We cannot use standard clone-grade biomass; any common thug could acquire vats of that from the local medical station. We are looking for a variation known as "primordial biomass." It is currently only used in controlled science labs for extremeophile research. I have the location of one such base.

Head to this location. One of my ships will meet you at the acceleration gate. Head to the science facility and retrieve the primordial biomass. You may have to assault the facility directly. Once you have the biomass, return it to our ship at the entrance. When it has been transferred to the ship's cargo, I'll contact you with the next mission

Objective: Obtain 1 Primordial Biomass (1.0 m3) and place it in the cargo bay of the Business Associate vessel which you encounter at the entrance stage of the deadspace complex.

Deadspace entry point guards:

None.

Notes/hints: The Business Associate vessel, in which you are supposed to place the Primordial Biomass, is located at this stage.

Deadspace stage 1 guards:

None.

Reinforcement wave 1:

1 Imperial Bahir (frigate)

3 Imperial Sixtus (frigate)

Reinforcement wave 2:

1 Imperial Templar Mathura (cruiser)

1 Imperial Felix (frigate)

3 Imperial Paladin (frigate)

Reinforcement wave 3:

1 Divine Imperial Felix (frigate)

1 Divine Imperial Nabih (frigate)

Notes/hints: There are two Amarr Advanced Research Lab structures located at this stage. Attacking one of them will make it explode and reinforcement wave 1 will arrive. The following reinforcement waves will arrive when the previous one has been completely destroyed.

There is an acceleration gate at this stage leading back to the entry stage.

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

Mission name: A Metal Mind

Agent name: Krethar Mann

Mission type: Encounter

Mission briefing:

Well, well, our friend at the MIO has been busy. We had assumed the authorities would have lost interest with the death of Rahsa, but they have proven persistent in assaulting the remaining Sansha forces.

A very important flotilla was recently destroyed by the Amarr. This particular group was carrying a very important component to our plan; a command signal receiver. This is a very specialized and controlled piece of Nation hardware. Only a rare few Sansha are implanted with one, and upon a Slave's death the device self-destructs. A number of very taught strings had to be pulled to procure this device, and we do not want the Amarr to study the device in any detail.

This is the battle site. You will find the Sansha ships already destroyed, but the MIO ships are still surveying the wreckage. Eliminate the Amarr ships and find the command signal receiver. When the Amarr ships have been cleared, I will send one of my ships to pick up the device, same as before.

Objective: Obtain 1 Sansha Commander Signal Retriever (1.0 m3) and place it in the cargo bay of the Business Associate vessel which you encounter at the entrance stage of the deadspace complex.

Deadspace entry point guards:

3 Imperial Templar Forian (frigate)

1 Imperial Templar Paladin (frigate)

Reinforcement wave 1:

1 Imperial Templar Agatho (cruiser)

2 Divine Imperial Nabih (frigate)

Reinforcement wave 2:

2 Imperial Felix (frigate)

1 Imperial Paladin (frigate)

Notes/hints: When attacking the initial guard group you will receive the following message from the agent Kandus Sandar:

"I don't know who you are, but this is an MIO action. You'd do best to not interfere."

Destroying the last ship of the initial group makes it drop the Sansha Commander Signal Retriever and the reinforcement wave 1 appears. Reinforcement wave 2 and 3 appear when the previous one has been completely destroyed. After the destruction of all ships in reinforcement wave 3 the Business Associate will appear. Place the signal retriever in this vessel and it will disappear. By doing that, you will receive the following message from the agent Kandus Sandar:

"I'll find out who you are, traitor."

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

Mission name: Aiding an Investigator

Mission type: Courier

Mission briefing:

Greetings, pilot. Her Majesty's Ministry of Internal Order wants your aid.

My fellow agent, Kandus Sandar, is currently investigating Sansha activity in Kor-Azor, more specifically in the Miyan territories. Are you willing to lend help to his investigation?

Objective: Report to given agent.

Notes/hints: This is the starter mission of the arc.

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

Mission name: An Unfortunate End

Agent name: Aralin Jick

Mission type: Courier

Mission briefing:

You must inform Riff Hebian of Harkan's demise. He was very fond of the man, so he should be informed personally.

Objective: Contact given agent.

Notes/hints: None.

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

Mission name: Aralin Jick

Agent name: Kandus Sandar

Mission type: Courier

Mission briefing:

We need to get to the bottom of this. Those Amarr ships came from somewhere and someone.

I can't do the legwork myself. My MIO clearance can open a lot of doors, but there's too much red tape for me to jump through. You, however, can do what I can't. You can break this thing wide open.

You need to talk to someone with both a knowledge of the Sansha and local connections. Luckily, I have just such a contact: Aralin Jick.

Objective: Report to given agent.

Notes/hints: None.

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

Mission name: Ascending Nobles

Agent name: Aralin Jick

Mission type: Encounter

Mission briefing:

With the destruction of the mercenary camp, Lord Manik is denying he ever had any contact with them. I have a copy of your ship's logs from their meeting, but it may prove difficult to pin him with any conspiracy charges.

Good thing I've got a new lead. Remember Lord Darabi, Miyan's rival and the new target of Jariza's wooing? His daughter, Mina, has been one of my contacts. Mina says she has key information, but she will only tell me in person.

This is where the fun part comes in. Daddy Darabi has kept Mina under tight surveillance because of a scandal that happened a few years ago. Thus, we have to stage a kidnapping. This is going to get bloody, but I trust Mina when she says her information is worth it.

Fly to the Darabi estate where Mina is being kept and "kidnap" Mina Darabi. Any guards are expendable.

Objective: Bring 1 Mina Darabi (1.0 m3) to agent.

Deadspace stage 1 guards:

- 5 ┌ Independent Veteran Abaddon (battleship)
- └ Independent Veteran Apocalypse (battleship)
- 2 Amarr Cruise Missile Battery (missile battery) 55000 ISK
- 2 Amarr Light Missile Battery (missile battery) 25000 ISK

Reinforcement wave 1:

- 8 ┌ Independent Veteran Augoror (cruiser)
- ├ Independent Veteran Arbitrator (cruiser)
- ├ Independent Veteran Maller (cruiser)
- └ Independent Veteran Omen (cruiser)

Reinforcement wave 2:

- 7 ┌ Independent Green-Crewed Abaddon (battleship)
- ├ Independent Green-Crewed Apocalypse (battleship)
- └ Independent Green-Crewed Armageddon (battleship)

Reinforcement wave 3:

- 6 ┌ Independent Abaddon (battleship)
- ├ Independent Apocalypse (battleship)
- └ Independent Armageddon (battleship)

Notes/hints: The Independent Veteran battleships can deliver a lot of damage if they get close. Further, the Veteran cruisers have all energy drain capacities. Caution is advised. Each reinforcement wave is triggered by the total destruction of the previous group.

When warping to the stage you get the following message from Mina Darabi:

“I can’t leave until my father’s guards are destroyed. Don’t worry, I’ve sabotaged their transponder reader. You won’t be blamed for any violence here.”

After destroying the last reinforcement wave you a structure called Cargo Container will appear and you will receive the following message from Mina Darabi:

“Now’s your chance. I’ve ejected into a cargo container. Quickly, pick me up before my father sends more forces.”

Pick up Mina Darabi from the structure and deliver her to the agent to complete the mission.

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

Mission name: Background Check

Agent name: Aralin Jick

Mission type: Encounter

Mission briefing:

Sansha's Nation is targeting Touraj Miyan. Why? Miyan is a fool, yes, but the Sansha are unlikely to care about an ineffective noble. The other holders, however, are sharks. They can smell weakness. Miyan already lost half of his domains back in YC 110. The Holders are just circling, waiting for their chance to take another bite.

If it wasn't for the effort of Lord Miyan's staff, he'd be dead already. His current security chief, Riff Hebian, is a smart but skeptical man, and difficult to sway. Head over to Miyan's manor and convince Hebian that the Sansha are targeting Miyan directly. His help and trust would be invaluable.

Objective: Destroy all guards.

Deadspace entry point guards:

None

Reinforcement wave 1:

2 Centus Dread Lord (battleship) 1162500 ISK

2-3 └ Centum Loyal Hellhound (cruiser) 281250 ISK

└ Centum Loyal Torturer (cruiser) 258750 ISK

Reinforcement wave 2:

2 Centatis Devil (battlecruiser) 142500 ISK

Reinforcement wave 3:

3 └ Centii Loyal Minion (frigate) 19125 ISK

└ Centii Loyal Servant (frigate) 18000 ISK

Reinforcement wave 4:

2-3 └ Centus Tyrant (battleship) 1218750 ISK

└ Centus Dread Lord (battleship) 1162500 ISK

2 └ Centum Loyal Torturer (cruiser) 258750 ISK

└ Centum Loyal Mutilator (cruiser) 247500 ISK

Reinforcement wave 5:

2-3 Centatis Devil (battlecruiser) 142500 ISK

Reinforcement wave 6:

3 └ Centus Tyrant (battleship) 1218750 ISK

└ Centus Dread Lord (battleship) 1162500 ISK

2 └ Centum Loyal Hellhound (cruiser) 281250 ISK

└ Centum Loyal Mutilator (cruiser) 247500 ISK

Reinforcement wave 7:

2-3 Centatis Devil (battlecruiser) 142500 ISK

0-1 Centii Loyal Minion (frigate) 19125 ISK

Reinforcement wave 8:

1-2 Centii Loyal Minion (frigate) 19125 ISK

Notes/hints:

The reinforcement triggers and order of the reinforcement waves are very difficult to establish, but it is generally so, that destroying one ship of a group will trigger spawning of a new. I can be advised to take out all ships of a group before proceeding to the next.

After warping to the location you will receive the following message from the agent Riff Hebian:

“Did Jick send you? I told him that those were just isolated incidents. If the Sansha were targeting Lord Miyan, I think I’d know about it.”

Shortly after an explosion ravages the Miyan’s Vacation Outpost structure and the first reinforcement wave enters the stage. You then receive the following message from Riff Hebian:

“What the hell?”

After destroying all ships in reinforcement wave 6 the mission is marked as complete and you will receive the following message from the agent Riff Hebian:

“Fine. Jick has my support. But if I find out this is a trick, you will think the Empress herself slapped you down.”

Debriefing: The Sansha attacked? The Empress’ grace is upon us, friend. If we weren’t going to kill every one of them, I’d give whoever ordered that Sansha attack a medal.

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

Mission name: Cowardly Commander

Agent name: Kandus Sandar

Mission type: Encounter

Mission briefing:

Okay, we have his location. Follow the bookmark and take him down.

Objective: Destroy all guards.

Deadspace entry point guards:

- 1 Sansha Commander (battleship) 1218750 ISK
- 3 └ Centus Beast Lord (battleship) 768750 ISK
 - └ Centus Plague Lord (battleship) 712500 ISK
- 4 └ Centii Loyal Ravener (frigate) 21375 ISK
 - └ Centii Loyal Scavenger (frigate) 20250 ISK
- 2 Tower Sentry Sansha III (sentry gun) 70000 ISK

Reinforcement wave 1:

- 3 └ Centus Dark Lord (battleship) 993750 ISK
 - └ Centus Overlord (battleship) 881250 ISK
- 4 └ Centii Loyal Plague (frigate) 25875 ISK
 - └ Centii Loyal Enslaver (frigate) 24750 ISK

Notes/hints: The Loyal Ravens and Scavengers might web and warp scramble your ship. The reinforcement wave is triggered by the total destruction of the initial group. The Sansha Commander disappears a few seconds after you enter the stage.

Deadspace stage 1 guards:

- 1 Sansha Commander (battleship) 1218750 ISK
- 3 └ Centus Dark Lord (battleship) 993750 ISK
 - └ Centus Overlord (battleship) 881250 ISK
- 3-4 └ Centii Loyal Slavehunter (frigate) 23625 ISK
 - └ Centii Loyal Savage (frigate) 22500 ISK
- 2 Sansha Energy Neutralizer Sentry I (energy neutralizer tower)
- 2 Tower Sentry Sansha III (sentry gun) 70000 ISK

Reinforcement wave 1:

- 4 └ Centus Beast Lord (battleship) 768750 ISK
 - └ Centus Plague Lord (battleship) 712500 ISK
- 3 └ Centatis Daemon (battlecruiser) 146250 ISK
 - └ Centatis Specter (battlecruiser) 135000 ISK

Notes/hints: The reinforcement wave is triggered by the total destruction of the initial group. The Sansha Commander disappears a few seconds after you enter the stage.

Deadspace stage 2 guards:

- 1 Sansha Commander (battleship) 1218750 ISK
- 4 └ Centus Beast Lord (battleship) 768750 ISK
 - └ Centus Plague Lord (battleship) 712500 ISK

3-4 Centatis Behemoth (battlecruiser) 153750 ISK
3 └ Centum Loyal Torturer (cruiser) 258750 ISK
└ Centum Loyal Fiend (cruiser) 270000 ISK
3-4 └ Centii Loyal Servant (frigate) 18000 ISK
└ Centii Loyal Minion (frigate) 19125 ISK
1 Sansha Energy Neutralizer Sentry II (energy neutralizer tower)
2 Tower Sentry Sansha III (sentry gun) 70000 ISK

Reinforcement wave 1:

3 └ Centus Dark Lord (battleship) 993750 ISK
└ Centus Overlord (battleship) 881250 ISK
2-3 Centii Loyal Butcher (frigate) 28125 ISK

Reinforcement wave 2:

4 Centus Tyrant (battleship) 1218750 ISK
3-4 └ Centii Loyal Minion (frigate) 19125 ISK
└ Centii Loyal Servant (frigate) 18000 ISK

Notes/hints: The Loyal Servants and Minions might web and warp scramble your ship. Reinforcement wave 1 is triggered by the total destruction of all battlecruisers in the initial group. Reinforcement wave 2 is triggered by the total destruction of all cruisers in the initial group. The Sansha Commander disappears a few seconds after you enter the stage.

Deadspace stage 3 guards:

3 └ Imperial Dominator (battleship)
└ Imperial Martyr (battleship)
3 └ Imperial Templar Donus (cruiser)
└ Divine Imperial Tamir (cruiser)
2 Divine Imperial Sixtus (frigate)

Reinforcement wave 1:

1 Imperial Templar Dominator (battleship)
1 Imperial Martyr (battleship)
2 Imperial Templar Torah (battleship)
3 Imperial Templar Utara (battleship)
1 Imperial Champion (battlecruiser)
1 Imperial Templar Justicar (battlecruiser)
3 └ Divine Imperial Tamir (cruiser)
└ Divine Imperial Wrath (cruiser)
3 Divine Imperial Valok (frigate)

Reinforcement wave 2:

2 Imperial Templar Martyr (battleship)
2 Imperial Templar Phalanx (battlecruiser)
3 └ Imperial Templar Caius (destroyer)
└ Imperial Templar Crusader (destroyer)

Notes/hints: The Divine Imperial Sixtus' might web and wrap scramble your ship. Destroying the Imperial Dominator is the trigger for reinforcement wave 1 and destroying the Imperial Templar Dominator is the trigger for reinforcement wave 2. Destroying the last wave completes the mission.

Debriefing: I can't believe the commander got away again! Who was flying those Amarr ships? And where did that gate come from?

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

Mission name: Falling into Place

Agent name: Aralin Jick

Mission type: Encounter

Mission briefing:

Hang on just a second. They must have changed socket sizes...

There. I present you one decoy Rahsa. Not a bad piece of work, if I do say so myself. Whoever Rahsa's friends were, they're properly looking for our departed Sansha right now. This device will mimic Rahsa's personal frequency: Just plug it into a broadcast tower and you've gotten yourself an escapee Rahsa. Or the next best thing.

There's the perfect broadcast tower in Shaha. Place the homemade Sansha beacon in the tower, and then wait to see if "rescue" arrives. Then blow them out of the sky.

Objective: Destroy all guards.

Deadspace entry point guards:

None.

Reinforcement wave 1:

3 Independent Green-Crewed Apocalypse (battleship)

4 Independent Green-Crewed Maller (cruiser)

Notes/hints: Upon accepting this mission you are rewarded 1 Homemade Sansha Beacon (1.0 m3). When placing the beacon in the Linked Broadcast Array Hub structure you will receive the following message from the agent Aralin Jick:

"Good. It's sending out a strong signal. If there is someone looking for Rahsa, they're going to pick this up real quick. I'd expect company soon."

A few seconds later the reinforcement group arrives.

After you destroy all guards you will receive the following message from the agent Aralin Jick: ???

Debriefing: Harkan?! Terrus Harkan is the traitor? Harkan, former head of Lord Miyan's security and hero of the countless military campaigns, is the traitor?

This is very bad.

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

Mission name: Fate of a Madman

Agent name: Aralin Jick

Mission type: Branch point

Mission briefing:

So this man, Rahsa Teff, was behind it all. Rahsa Teff was a native to this region and wanted Miyan out. He knew his Sansha buddies were attracting attention, so he used Jariza to pull funds from Darabi. Rahsa then gave the money to Manik to fund his little mercenary gang. Manik's build up was a distraction the whole time, as were the Amarr ships you encountered chasing Rahsa down.

Now that we have Rahsa Teff in my custody, the question is what to do with him. We could keep him around for more questioning, but I'd just as soon blow him out of the airlock. What do you think? Is his life worth it?

Branch 1: [Interrogation: Catching the Scent](#)

Branch 2: [Silence Rahsa: The Nation's Path](#)

Notes/hints: None.

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

Mission name: Hunting the Hunter

Agent name: Aralin Jick

Mission type: Encounter

Mission briefing:

Mina has quite a story to tell. Jariza has been courting Lord Darabi for some time. Jariza's been so good at winning Darabi's trust that Mina became suspicious. Mina proved an amazing spy: She's not only traced funds flowing from Darabi to Jariza, but she also found an interesting communication from one Rahsa Teff.

Rahsa Teff is a known felon and former Blood Raider. The MIO lost track of him a year ago. Rumor was another pirate group poached him. It sounds as if the rumor is true. Not only is Rahsa Teff with the Sansha, but you met him already. He's the Sansha commander who kept eluding us.

I've traced the source of Rahsa's message. We know where he and the Sansha are located. Let's end this. Eliminate the Sansha base, and capture Rahsa Teff.

Objective: Provide 1 Rahsa, Sansha Commander (1.0 m3) to agent.

Deadspace entry point guards:

- 3 └ Centus Dread Lord (battleship) 1162500 ISK
 - └ Centus Dark Lord (battleship) 993750 ISK
- 6 └ Centum Loyal Fiend (cruiser) 270000 ISK
 - └ Centum Loyal Hellhound (cruiser) 281250 ISK
- 6 Sansha Heavy Missile Battery (missile battery) 40000 ISK

Notes/hints: None.

Deadspace stage 1 guards:

- 1 Centus Dread Lord (battleship) 1162500 ISK
- 3 Centus Tyrant (battleship) 1218750 ISK
- 2 Centus Beast Lord (battleship) 768750 ISK
- 1 Centus Savage Lord (battleship) 543750 ISK
- 2 Centatis Daemon (battlecruiser) 146250 ISK
- 2 Centatis Devil (battlecruiser) 142500 ISK
- 3 Centum Loyal Torturer (cruiser) 258750 ISK
- 1 Centii Loyal Savage (frigate) 22500 ISK
- 1 Centii Loyal Slavehunter (frigate) 23625 ISK
- 1 Sansha Energy Neutralizer Sentry I (energy neutralizer tower)
- 2 Tower Sentry Sansha III (sentry gun) 70000 ISK

Reinforcement wave 1:

- 3 Centus Plague Lord (battleship) 712500 ISK
- 3 Centii Loyal Butcher (frigate) 28125 ISK

Reinforcement wave 2:

- 1 Centum Loyal Execrator (cruiser) 236250 ISK
- 2 Centum Loyal Slaughterer (cruiser) 225000 ISK

Notes/hints: Reinforcement wave 1 is triggered upon destruction of all Centus Dread Lord and Tyrant battleships from the initial group. Reinforcement wave 2 is triggered upon destruction of all Centatis Daemon and Devil battlecruisers from the initial group.

You cannot use the acceleration to the next stage before destroying the Sansha Battletower structure. After destroying it you will receive the following message:

"I've detected an energy surge from the nearby acceleration gate. If I were a sentient being with rights, I'd wager our friend Rahsa escaped in a cloaked ship before the station exploded. Lucky for us it appears he forgot to lock the gate behind him. I suggest we give chase."

Deadspace stage 2 guards:

Rahsa (battleship) 1218750 ISK

Notes/hints: After destroying Rahsa's battleship he sends you the following message:

"Well, you're quite the formidable one, aren't you? I have a proposal for you."

When you report back to your agent, tell him that you've destroyed my forces, and that I should be executed. Yes, I'm a capsuleer too, but he doesn't need to know that. Do this and I'll make sure you get introduced to one of my friends. The Nation treats its friends well."

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

Mission name: Interrogation: Catching the Scent

Agent name: Aralin Jick

Mission type: Encounter

Mission briefing:

So Rahsa has something more to say? Give my people a few minutes alone with him... ah, there's a message coming now.

Hm. I'll be damned. You were right. Someone else was working with him. He managed to activate some sort of suicide short in his socket before we got a name out of him. Too bad for him he's still useful to us.

What I need right now is a Sansha command signal receiver. They're found on Sansha ships to keep the crew going. And I know where some survivors of your last attack are right now. Eliminate these stragglers, and I'm sure you'll find a command signal retriever among them.

Objective: Destroy all guards and provide 1 Sansha Command Signal Retriever (1.0 m3) to agent.

Deadspace entry point guards:

6 Sansha Stragglers (battleship) 993750/881250 ISK

5 Sansha Stragglers (cruiser) 74063/68438 ISK

3 Sansha Stragglers (frigate) 22500 ISK

Reinforcement wave 1:

4 Sansha Stragglers (cruiser) 79688/76875 ISK

Reinforcement wave 2:

3 Sansha Stragglers (cruiser) 258750/247500

Reinforcement wave 3:

5 Sansha Stragglers (battleship) 1162500/993750 ISK

Reinforcement wave 4:

4 Sansha Stragglers (battleship) 1218750 ISK

Notes/hints: Destroying all cruiser type ships of the initial group triggers reinforcement wave 1. Destroying all ships in this group triggers reinforcement wave 2. Destroying all battleship type ships of the initial group triggers reinforcement wave 3. Destroying all ships in this group triggers reinforcement wave 4. The signal receiver is dropped by the last ship of reinforcement wave 4.

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

Mission name: Languishing Lord

Agent name: Aralin Jick

Mission type: Encounter

Mission briefing:

I have a few contacts in Lord Darabi's territory. Maybe something will turn up with this Jariza connection, but I doubt it.

I've learned of a more pressing lead for you. Remember those Amarr ships you ran into? It seems that one Lord Manik has been shopping around for mercenaries.

I'm giving you the meeting location I found while innocently perusing Manik's records. There should be a mercenary contact. You're going to find out who they are, and then we're going to wipe them out. I'll have more instructions when you reach the site.

Objective: Spy on the ships during their meeting.

Deadspace entry point guards:

None.

Reinforcement wave 1:

Lord Manik's Ship (battleship)

Reinforcement wave 2:

The Contact (battleship)

Notes/hints: When arriving at the stage you get the following message from the agent Aralin Jick:

"There should be a cloudy asteroid belt nearby. Fly to the center of the belt, next to the crystal asteroid. It should prove a good hiding spot."

After flying close to the structure called Broken Metallic Crystal Asteroid you get the following message from Aralin Jick:

"Good. You're in position. Now just wait here for the target to arrive. Wait for their meeting to end, and for both parties to leave. I'll trace the contact's exit vector, leading us to their base."

Shortly after the first reinforcement wave appear, followed by the second wave a few seconds after. The guards linger around for a very short time before both disappearing again and the mission is marked as complete **and you will receive the following message from the agent Aralin Jick: ???**

Debriefing: I've got a lock on the contact. I know where he's going.

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

Mission name: Late Reports

Agent name: Kandus Sandar

Mission type: Encounter

Mission briefing:

Ah, a capsuleer, are you? Fortunate.

I am Kandus Sandar, the Ministry of Internal Order officer in charge of Pirate Affairs in this area. Under normal circumstances, I would send you to one of our many agents for proper work, but I have a special task for you.

I am waiting for one of my investigators. He is now several hours overdue in delivering his reports. I need someone to fly out to his last known location. Despite whatever you may find there, I need those reports.

I would fly out there, but a capsuleer like yourself will have less trouble should you encounter any complications. Plus, if you do encounter danger, you at least have a pod to save you. I do not have that luxury.

I have uploaded the location of the last communiqué to your NeoCom. Head over there immediately. I cannot have more delays.

Objective: Provide 1 Reports (0.1 m3) to agent.

Deadspace entry point guards:

3 Centus Mutant Lord (battleship) 487500 ISK

3-4 └ Centii Loyal Ravener (frigate) 21375 ISK

└ Centii Loyal Scavenger (frigate) 20250 ISK

Reinforcement wave 1:

3 Centus Plague Lord (battleship) 712500 ISK

3 └ Centum Loyal Execrator (cruiser) 236250 ISK

└ Centum Loyal Juggernaut (cruiser) 51563 ISK

Reinforcement wave 2:

4 └ Centus Dark Lord (battleship) 993750 ISK

└ Centus Overlord (battleship) 881250 ISK

4 Centii Loyal Plague (frigate) 25875 ISK

Notes/hints: The Loyal Scavengers and Ravens might web and warp scramble your ship. Each reinforcement wave is triggered by the total destruction of the previous group. The last ship destroyed drops the reports.

Upon warping to the location you get the following message:

“As you come upon the battle sight, you immediately see why the previous investigator was so late. His ship has been reduced to wreckage. The Sansha's Nation ships responsible are picking it over.

Eliminate the Sansha ships and retrieve the investigator's reports they surely salvaged.”

Debriefing: A Sansha ambush is disturbing. The Sansha that frequent this region are usually nothing more than rampaging drones, salvaging for parts and human life wherever they can find it. But an attack on my investigator implies purpose.

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

Mission name: Longing Leman

Agent name: Aralin Jick

Mission type: Encounter

Mission briefing:

Touraj Miyan has a lot of people who hate him. They want him dead, want his land, or just want to embarrass him. Some of these people are more powerful than others. It will take a while to investigate them all.

First up is Lady Temari Jariza. Among Holders, she's a nobody. She doesn't even technically own any land holdings, just a small, floating citadel in Amdonen granted to her five-times-great grandfather for exceptional service putting down a rebellion.

Unlike her ancestors, Lady Jariza actually has ambitions. Unfortunately for her, she's not taken very seriously. She's attempted to improve her standing through most of the common channels, ranging from patronage to marriage. She's even tried to court Lord Miyan numerous times, but she has thus far been unsuccessful. It's for this reason that she's on the suspect list. She has motive, but I need to know if she's had the means and opportunity.

I need you to hack the encrypted communications array in her territory. This should provide you with logs of all the communications and transactions in recent weeks. Bring these logs back to me.

Lady Jariza may be a minor noble, but she can still afford a small army. Don't mess with her guards directly unless you want a needless fight on your neck.

Objective: Provide 1 Communications Logs (0.1 m3) to agent.

Deadspace entry point guards:

3 Imperial Templar Diviner (battleship)

3-4 Imperial Templar Judgment (battleship)

6 Imperial Templar Phalanx (battlecruiser)

4 T Divine Imperial Imran (frigate)

└ Divine Imperial Sixtus (frigate)

5 Outpost Defender (drone)

Notes/hints: The guards are about 100 km away from the stage entry point and will not aggress unless you get too close, and in that case the Divine Imperial Sixtus might web and wrap scramble your ship. The Communication Logs is found inside the Encrypted Communications Array structure, which required a successful attempt with a Codebreaker module to access. Upon success you will receive the following message from the agent Aralin Jick:

"That's it. Bring back the records and we'll see what Lady Jariza has been up to."

Debriefing: Let me look over these logs.

Strange. There's a lot of chatter between Lady Jariza and Lord Darabi, another local Holder. Been a lot of money transactions from him, too. Although Lord Darabi is a rival of Miyan, there's nothing here that appears sinister. Most likely Lady Jariza has merely given up on courting Miyan and is trying for the next titled family.

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

Mission name: Making an Arrest

Agent name: Aralin Jick

Mission type: Encounter

Mission briefing:

Harkan must be dealt with immediately. His knowledge of Kor-Azor security and security codes make him a serious threat. I'll contact Kandus Sandar to get the MIO moving. Right now you need to arrest Harkan. He was granted a small fief upon his retirement. You have a good chance of catching him there.

Be careful on this. Harkan has certainly already learned about the Rahsa trap. He is a skilled military commander and will most likely not go down without a fight.

Objective: Attempt to arrest Terrus Harkan.

Deadspace entry point guards:

None.

Notes/hints:

When you arrive at the stage you will receive the following message from Terrus Harkan:

"I was curious when the authorities would arrive. Very well, if you'll be so kind to approach my estate, I'll surrender peacefully."

After approaching the Harkan's Manor structures for a little while they both explode and you will receive the following message from the agent Aralin Jick: ???

The mission is following this flagged as complete.

Debriefing: No! We were so close.

He knew we were coming for him. By killing himself before we could make an arrest, he's effectively secured his legacy before it could be tarnished. No one will sully the name of a dead hero, guilty or not.

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

Mission name: Panic Response

Agent name: Riff Hebian

Mission type: Encounter

Mission briefing:

I have to apologize to you for my skepticism of your aims earlier. We've been increasing our security since the attack on Miyan's manor. But we never imagined one of our own was a threat. You have to understand that many of us has nothing but reverence for the Commodore. To find out he was a traitor...

But he's gone. The task of judgment is out of our hands now.

Only one task remains. With the destruction of their base and the deaths of Rahsa and now Harkan, the remaining Sansha are panicking. They're throwing a last ditch assault at one of Miyan's facilities. Lord Miyan himself is perfectly safe. Per our heightened security measures, I've sent him to a hidden safe house far from here.

The Sansha attacked my Lord and corrupted my predecessor. Annihilate them.

Objective: Destroy all guards

Deadspace entry point guards:

1 Centus Tyrant (battleship) 1218750 ISK

4 Centum Ravager (cruiser) 43125 ISK

4 Centii Minion (frigate) 3750 ISK

Reinforcement wave 1:

4 Amarr Battery (missile battery)

1 Amarr Energy Neutralizer Sentry III (energy neutralizer sentry)

1 Amarr Stasis Tower (stasis tower)

Reinforcement wave 2:

4 Centii Servant (frigate) 3000 ISK

Reinforcement wave 3:

4 Centum Ravisher (cruiser) 37500 ISK

Notes/hints: When warping to the stage you will receive the following message from the agent Riff Hebian:

"I've been tracking your progress. Be careful I've never known the Sansha to waste their forces on doomed missions like this"

Reinforcement wave 1 appears slowly one unit at a time a few seconds after you have entered the stage. Destroying all ships of a certain type from the initial group will spawn a reinforcement wave of ships of equal type. A minute after entering the stage all hostile ships will suddenly disappear, all units from reinforcement wave 1 will stay behind though. Destroying the Amarr Energy Neutralizer Sentry III flags the mission as complete.

Debriefing: God damn him! It was all a ruse!

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

Mission name: Raging Sansha

Agent name: Kandus Sandar

Mission type: Encounter

Mission briefing:

This needs to be taken care of quickly, “name”. Another group of Sansha’s Nation ships has launched an attack. This time, they targeted a slave convoy belonging to – take a guess – Lord Touraj Miyan.

However, we’ve got word that an unusual ship joined the Sansha in the attack. The transmission cut off before we could get concrete details on who or what it was, but I’m willing to bet it’s the commander of the bunch. The fleet is large, but should be a non-issue for a capsuleer.

Stop the Sansha and their commander.

Objective: Destroy all guards.

Deadspace entry point guards:

1 Sansha Commander (battleship) 1218750 ISK
6-7 ┌ Centus Dark Lord (battleship) 993750 ISK
 ├ Centus Dread Lord (battleship) 1162500 ISK
 └ Centus Tyrant (battleship) 1218750 ISK
3-4 ┌ Centatis Devil (battlecruiser) 142500 ISK
 ├ Centatis Specter (battlecruiser) 135000 ISK
 └ Centatis Wraith (battlecruiser) 138750 ISK
2-3 Centum Juggernaut (cruiser) 51563 ISK
3 ┌ Centum Loyal Hellhound (cruiser) 281250 ISK
 └ Centum Loyal Mutilator (cruiser) 247500 ISK
2-3 ┌ Centii Loyal Savage (frigate) 22500 ISK
 └ Centii Loyal Slavehunter (frigate) 23625 ISK
1 Centii Manslayer (frigate) 27000 ISK
3 Slave Transport (industrial)

Reinforcement wave 1:

2 ┌ Centum Loyal Execrator (cruiser) 236250 ISK
 └ Centum Loyal Slaughterer (cruiser) 225000 ISK
2-4 ┌ Centii Loyal Plague (frigate) 25875 ISK
 └ Centii Loyal Servant (frigate) 18000 ISK

Reinforcement wave 2:

1 Centatis Specter (battlecruiser) 135000 ISK
2 Centatis Wraith (battlecruiser) 138750 ISK

Reinforcement wave 3:

1 Centum Torturer (cruiser) 74063 ISK

Reinforcement wave 4:

1 ┌ Centus Beast Lord (battleship) 768750 ISK
 └ Centus Plague Lord (battleship) 712500 ISK

- 3 | Centum Loyal Execrator (cruiser) 236250 ISK
- | Centum Loyal Fiend (cruiser) 270000 ISK
- | Centum Loyal Hellhound (cruiser) 281250 ISK
- | Centum Loyal Slaughterer (cruiser) 225000 ISK
- 2 Centii Loyal Plague (frigate) 25875 ISK

Notes/hints: The Loyal Servants might web and warp scramble your ship. The Sansha Commander battleship will disappear after having sustained minor damage. The Slave Transport ships are neutral and will not aggress unless fired upon. Reinforcement wave 1 is triggered by the destruction of all frigates from the initial group. Reinforcement wave 2 is triggered by damaging the Sansha Commander. Reinforcement wave 3 is triggered when the Sansha Commander disappear. Reinforcement wave 4 is triggered by the destruction of all cruisers from the initial group.

After destruction of the last enemy ship you get the following message from the agent Kandus Sandar: ???

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

Mission name: Razing the Outpost

Agent name: Aralin Jick

Mission type: Encounter

Mission briefing:

I'm sending you the mercenary's coordinates. This should be the base they've been operating out of. Wipe them out. Leave no opportunity to rebuild.

Objective: Destroy all guards and the outpost.

Deadspace entry point guards:

4 Mercenary Battleship (battleship) 800000/300000 ISK

3 Mercenary Cruiser (cruiser) 110000 ISK

3 Mercenary Frigate (frigate) 30000 ISK

3 Caldari Cruise Missile Battery (missile battery) 55000 ISK

Notes/hints: The frigates might web and warp scramble your ship. When you warp to the stage you get the following message:

"What's this? Brave little capsuleer? You're going to regret poking your nose around here."

Deadspace stage 1 guards:

4 Mercenary Battleship (battleship) 1000000/800000/300000 ISK

6 Mercenary Cruiser (cruiser) 100000/75000 ISK

3 Caldari Cruise Missile Battery (missile battery) 55000 ISK

Notes/hints: When you warp to the stage you get the following message:

"You've gone far enough, capsuleer."

Deadspace stage 2 guards:

2 Mercenary Battleship (battleship) 800000 ISK

4 Mercenary Cruiser (cruiser) 45000 ISK

2 Mercenary Frigate (frigate) 30000 ISK

3 Caldari Cruise Missile Battery (missile battery) 55000 ISK

3 Caldari Heavy Missile Battery (missile battery) 40000 ISK

Reinforcement wave 1:

4 Mercenary Battleship (battleship) 1000000/800000 ISK

4 Mercenary Cruiser (cruiser) 100000 ISK

2 Mercenary Frigate (frigate) 30000 ISK

Reinforcement wave 2:

6 Mercenary Battleship (battleship) 1000000/800000/300000 ISK

3 Mercenary Cruiser (cruiser) 110000 ISK

4 Mercenary Frigate (frigate) 30000 ISK

Notes/hints: The mercenary frigates might web and warp scramble your ship. Destroying the last battleship of the initial group triggers reinforcement wave 1. Destroying both 800000 ISK bounty value battleships of reinforcement wave 1 triggers reinforcement wave 2. When you warp to the stage you get the following message:

“We've had enough! No amount of money is worth this.”

Remember to destroy the outpost to complete the mission.

Debriefing: I wish I was there. Looking at the damage estimates, I bet the gang will never be able to rebuild.

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

Mission name: Regal Replacement

Agent name: Krethar Mann

Mission type: Encounter

Mission briefing:

Now for the last step. The remaining Sansha ships are assaulting a Miyan station as we speak. Riff Hebian believes this is the final battle against the Sansha, so he has committed the majority of his forces. While they are away, you will attack our true target: Lord Miyan's safe house.

Meet my ship at the entrance to the compound. It will provide you with Lord Miyan's "replacement." Fight your way through the levels of the compound until you find his safe house. Destroy the structure and any ships present, and in the wreckage place the replacement. The Amarr forces will find him in the rubble and believe that Miyan survived. Then your work will be complete.

Objective: Destroy all guards and obtain 1 Artificial Miyan (2.0 m3) to place in the Safe House Ruins in the fourth stage of the deadspace complex.

Deadspace entry point guards:

None.

Notes/hints: At this stage you will encounter the Business Associate vessel, which will drop a cargo container containing the Artificial Miyan when you get close.

Deadspace stage 1 guards:

8 Amarr Cruise Missile Battery (missile battery) 55000 ISK

Notes/hints: When warping to this stage you will receive the following message from the agent Terrus Harkan:

"You are extremely resourceful, pilot. Were there more capsuleers like you, perhaps I would not need such schemes. But the Empire is decaying, and citizens like us are a dying breed."

Deadspace stage 2 guards:

1 Imperial Felix (frigate)

3 Imperial Paladin (frigate)

Reinforcement wave 1:

1 Imperial Agatho (cruiser)

1 Imperial Donus (cruiser)

Reinforcement wave 2:

2 Imperial Templar Forian (frigate)

Notes/hints: Each reinforcement wave is triggered by the total destruction of the previous group. When warping to this stage you will receive the following message from the agent Terrus Harkan:

"You are now entering the barracks. So many young men dying all because Miyan has proved himself incompetent and corrupt. No more. After today, I will guide House Miyan back to glory through the puppet creation you carry with you."

Deadspace stage 3 guards:

2 Imperial Tamir (cruiser)
1 Imperial Templar Nabih (cruiser)
1 Divine Imperial Nabih (frigate)

Reinforcement wave 1:

1 Imperial Bahir (frigate)
3 Imperial Sixtus (frigate)

Reinforcement wave 2:

2 Imperial Templar Mathura (cruiser)

Notes/hints: Each reinforcement wave is triggered by the total destruction of the previous group. When warping to this stage you will receive the following message from the agent Terrus Harkan: *“I am curious why you chose to aid our cause. Was it the thrill of law-breaking? Do you somehow support the Sansha cause, wishing to join their Nation? Or are you like me, recognizing the Empire for the rotten husk it is?”*

Deadspace stage 4 guards:

1 Divine Imperial Sixtus (frigate)
1 Divine Imperial Imran (frigate)

Reinforcement wave 1:

Lord Miyan (cruiser) Description reads: *“Lord Miyan’s cruiser is packed with the latest Amarr technology. Still not advanced enough to stop the guns of a capsuleer.”*

Reinforcement wave 2:

2 Divine Imperial Sprite (frigate)

Reinforcement wave 3:

1 Imperial Templar Muzakir (cruiser)
2 Imperial Tamir (cruiser)

Notes/hints: The Divine Imperial Sixtus and Imran might web and warp scramble your ship. Reinforcement 1 appears a few seconds after you have entered the stage, reinforcement wave 2 appears a short time after that. Reinforcement wave 3 appears after both frigates from the initial groups have been destroyed.

Either shoot at the Safe House structure to destroy it, or alternately shoot the Power Generator structure to speed up the destruction process. After the Safe House has been destroyed place the Artificial Miyan in the Safe House Ruins structure to complete the mission. After doing that you will receive the following message from the agent Terrus Harkan: *“I’m getting a very strong signal. The device is stable. Your task is done. Speak to Krethar Man for your reward.”*

Debriefing: Excellent! The new Miyan is awaking now. He will stand up to any medical scan and questioning. My clients can now influence this region as they see fit. The time may come when the Sansha need to be removed, but until then our position is good enough. Harkan is very pleased.

You have done well, capsuleer. Perhaps one day my organization will make use of you again.

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

Mission name: Silence Rahsa: The Nation's Path

Agent name: Aralin Jick

Mission type: Courier

Mission briefing:

You've proven yourself to me time and again. Rahsa will be sent for sentencing immediately. I love it when systems work quickly.

By the way, I got a message from a Krethar Mann. Seems your efforts have attracted her attention. Can't say I blame her. You did well. You've again proven yourself a stalwart friend of the Empire. Krethar Mann is currently in her ship in Oguser you may want to try communicating with her remotely

Objective: Report to given agent.

Notes/hints: The agent is located in a low security system, but can be contact remotely.

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

Mission name: The Outclassed Outpost

Agent name: Kandus Sandar

Mission type: Encounter

Mission briefing:

These reports suggest that a group of Sansha's Nation ships were seen heading for a listening outpost owned by one of Lord Touraj Miyan, a local Holder. The Sansha must have killed my agent to prevent this information from getting out. Head over to the outpost and give the Sansha a surprise.

Objective: Destroy all guards.

Deadspace entry point guards:

3-4 Centus Beast Lord (battleship) 768750 ISK

3-4 └ Centii Loyal Savage (frigate) 22500 ISK

└ Centii Loyal Servant (frigate) 18000 ISK

Reinforcement wave 1:

3 Centus Plague Lord (battleship) 712500 ISK

3 └ Centii Loyal Scavenger (frigate) 20250 ISK

└ Centii Loyal Servant (frigate) 18000 ISK

Reinforcement wave 2:

3-4 └ Centus Dark Lord (battleship) 993750 ISK

└ Centus Overlord (battleship) 881250 ISK

3 └ Centii Loyal Butcher (frigate) 28125 ISK

└ Centii Loyal Plague (frigate) 25875 ISK

Notes/hints: The Loyal Scavengers and Servants might web and warp scramble your ship. Each reinforcement wave is triggered by the total destruction of the previous group.

Upon warping to the location you get the following message:

“Just as reported, the Sansha ships have surrounded and are firing on a small outpost. Curiously, the outpost looks to be almost a century old and you aren't reading any life signs from it.”

After destruction of the last enemy ship you get the following message from the agent Kandus Sandar: ???

Debriefing: I've taken the liberty of examining your ship's logs. That outpost was unmanned, in disrepair, and not particularly valuable. There's no reason a group of marauders would attack it. There must be something more.

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

Mission name: The Right to Rule

Agent name: Riff Hebian

Mission type: Encounter

Mission briefing:

Harkan's not dead! He's just launched an attack on Lord Miyan's safe house! Lord Miyan is in danger!

He's already broken past the main acceleration gate. Harkan know our systems inside and out. Our automated defenses are useless. Worse, I've reports that several of our own security forces are helping him!

The safe house is in Choga. I need your help to rescue Miyan from Harkan's forces. I can't rely on my own security forces, because I don't know how many more will turn.

Objective: Destroy all guards.

Deadspace entry point guards:

3 Centatis Wraith (battlecruiser) 138750 ISK

2 Centum Loyal Hellhound (cruiser) 281250 ISK

Notes/hints: When entering the stage you will receive the following message from the agent Riff Hebian:

"Harkan's forces have started locking the gates behind them. You'll have to fight your way through each security layer."

Upon destruction of the last ship in the initial group you will receive the following message from the agent Terrus Harkan:

"Hush, Hebian. I had such high hopes for you, but you've proven yourself the same as all the others: weak."

And who is this? Ah, you're the Capsuleer that's caused me so much frustration.

Come then, immortal. I wish to see if your kind bleeds."

Deadspace stage 1 guards:

4 Centus Plague Lord (battleship) 712500 ISK

1 Centatis Behemoth (battlecruiser) 153750 ISK

1 Centatis Wraith (battlecruiser) 138750 ISK

2 Centum Loyal Hellhound (cruiser) 281250 ISK

2 Centum Loyal Fiend (cruiser) 270000 ISK

2 Centum Execrator (cruiser) 62813 ISK

2 Centii Loyal Scavenger (frigate) 20250 ISK

Notes/hints: The Loyal Scavengers might web and warp scramble your ship. When entering the stage you will receive the following message from the agent Terrus Harkan:

"Why do you degrade yourself by serving Miyan's interests? Is protecting status quo that important?"

There was a time when the Empire burned with ambition and a holy flame. Now our Holders bicker amongst themselves like children, and our Empress weakens the Empire with appeasements to our enemies."

Deadspace stage 2 guards:

2 Centus Savage Lord (battleship) 543750 ISK
2 Centatis Daemon (battlecruiser) 146250 ISK
4 Centatis Devil (battlecruiser) 142500 ISK
3 Centum Loyal Torturer (cruiser) 258750 ISK

Reinforcement wave 1:

3 Centum Loyal Execrator (cruiser) 236250 ISK
4 Centii Loyal Plague (frigate) 25875 ISK

Notes/hints: When entering the stage you will receive the following message from the agent Terrus Harkan:

"I once believed in the strength of noble blood. It was Miyan's surrender to Darabi that proved the weakness of men. Then I turned to politics to correct the fallings of our government, but Empress Jamyl demonstrated that even our highest halls are no longer holy."

Reinforcement wave 1 appears about one minute after you enter the stage.

Deadspace stage 3 guards:

1 Centus Tyrant (battleship) 1218750 ISK
2 Centior Horror (destroyer) 15750 ISK

Reinforcement wave 1:

2-3 T Centus Dark Lord (battleship) 993750 ISK
 L Centus Overlord (battleship) 881250 ISK
2-3 T Centii Loyal Butcher (frigate) 28125 ISK
 L Centii Loyal Manslayer (frigate) 27000 ISK
 L Centii Loyal Enslaver (frigate) 24750 ISK

Reinforcement wave 2:

1-2 T Centatis Behemoth (battlecruiser) 153750 ISK
 L Centatis Daemon (battlecruiser) 146250 ISK
1-2 T Centum Loyal Torturer (cruiser) 258750 ISK
 L Centum Loyal Mutilator (cruiser) 247500 ISK

Notes/hints: When entering the stage you will receive the following message from the agent Terrus Harkan:

"Though my body may be destroyed in battle, my actions will reignite the holy flame in the hearts of the citizens, and the universe will be lit by the flames of a new Reclaiming. Yes, for I am the servant of His will, and before my hand will fall all false prophets."

Damaging the Centus Tyrant battleship of the initial group triggers spawning of different group compositions of reinforcement wave 1. First instance will appear when the battleship first time receives any damage. Second instance will appear when the battleship first time receives

approximately 90% damage to its shields. Third instance will appear when the battleship first time receives approximately 90% damage to its armor. Fourth instance will appear when the battleship is destroyed. Damaging any ship from an instance of reinforcement wave 1 will make an instance of reinforcement wave 2 spawn after a short time delay.

When getting close to the acceleration gate to the next stage you will receive the following message from the agent Terrus Harkan:

“Those who turn away from the light and walk in the darkness shall be struck down by His wrath, for I am retribution incarnate, His angel of vengeance.”

Deadspace stage 4 guards:

1 Harkan’s Behemoth (battleship). Description reads: *Lord Harkan’s ship is an impressive example of Amarr engineering. It appears after his retirement his ship was refit with cobalt-plated armor. It is unclear if this was a personal decision or the sign of an even darker alliance.*

1 Centus Dread Lord (battleship) 1162500 ISK

1 Centum Loyal Hellhound (cruiser) 281250 ISK

2 Centum Loyal Torturer (cruiser) 258750 ISK

Reinforcement wave 1:

1 Centum Slaughterer (cruiser) 57188 ISK

2 └ Centior Abomination (destroyer) 13,500 ISK

└ Centior Cannibal (destroyer) 11813 ISK

Reinforcement loop wave 1:

3 └ Centatis Daemon (battlecruiser) 146250 ISK

└ Centatis Behemoth (battlecruiser) 153750 ISK

Reinforcement loop wave 2:

2 └ Centii Loyal Ravener (frigate) 21375 ISK

└ Centii Loyal Scavenger (frigate) 20250 ISK

Reinforcement loop wave 3:

1-2 └ Centus Tyrant (battleship) 1218750 ISK

└ Centus Dread Lord (battleship) 1162500 ISK

1-3 └ Centum Loyal Fiend (cruiser) 270000 ISK

└ Centum Loyal Mutilator (cruiser) 247500 ISK

└ Centum Loyal Execrator (cruiser) 236250 ISK

1 Centii Loyal Savage (frigate) 22500 ISK (appears only the first time the group is triggered)

1 Centii Loyal Slavehunter (frigate) 23625 ISK (appears only the first time the group is triggered)

Notes/hints: When entering the stage you will receive the following message from the agent Terrus Harkan:

“You fly well, immortal. I regret your death will never send you to our God, so you might be redeemed. Farewell.”

Damaging the Harkan’s Behemoth battleship of the initial group triggers spawning of different group compositions of reinforcement wave 1. First instance will appear when the battleship first time receives any damage. Second instance will appear when the battleship first time receives

damage to its armor. Third instance will appear when the battleship is destroyed.

A minute or so after you arrive at the stage an instance of reinforcement loop wave 1 will appear. Damaging any ship of this first group will spawn an instance of reinforcement loop wave 2. Destroying all ship of this second group will spawn an instance of reinforcement loop wave 3. Damaging any ship of this third group will spawn an instance of reinforcement loop wave 1. This loop goes on until loop wave 2 has been destroyed 5 times.

Debriefing: Lord Miyan is safe. The political situation is returning to what passes for normal.

The few remnants of the Sansha forces are fleeing back to Stain. The crews of the Amarr ships that joined Harkan's failed rebellion have been stripped of their ranks and any titles. Their commanders have the Empress' justice to look forward to.

As for Harkan himself? His death allowed him to escape temporal justice. His name is being stripped from the Miyan records of service. My lord's men are tracking down Harkan's kin to end his line. In a generation, when the living memory of Harkan's betrayal fades with us, there will be no sign of Harkan's passing.

You, "name", will be remembered long after this. I envy your capsuleer lifespan, and pray you continue your good works in the name of the Empire for years to come.

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

Deadspace Complexes

Complex name: Karde Romu, MIO Agent

System (security level): Kor-Azor Prime (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: None.

Agents: Karde Romu

Guards: None.

Destroyable structures: None.

Lootable structures: None.

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

Complex name: Miyan Security Forces

System (security level): Palas (0.5)

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: Riff Hebian

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

Info on

Deniability

Do not worry about your identity being decoded by the Amarr authorities. While you are acting in my employ, I will be masking your ID from their registered capsuleer database. I cannot protect you if you violate the law in other activities, but in any sites I specify you may engage Amarr without fear of retribution.

Harkan's Plan

My associate is a man named Terrus Harkan. He was once the head of Lord Miyan's security forces and later an activist for slavery reform. After years of watching the Holders bicker and drag the Empire into pettiness and unrighteousness, he came to us with a fascinating plan. We are going to replace Lord Miyan with himself. Or something close.

Sansha's Nation has a solid lead in mind-body cybernetics. Using the appropriate combination of implants the Sansha can create an effective verisimilitude of a human intelligence, and that can receive directives from the Nation. With this replacement Harkan wishes to turn the Kor-Azor political landscape around and restore the honor Harkan believes it once had.

Harkan's Short Political Career

[\(An Unfortunate End\)](#)

In Harkan's final years, he became a vocal critic of current Amarr slavery techniques. Though still in favor of slave labor, Harkan argued that the Empire's reliance on old methods of control such as Vitoc were too limiting. His views were cemented after the Elder invasion, which saw millions of slaves violently rebelling after they were freed of their Vitoc dependency. Harkan left the public eye after an outburst against Empress Jamyl's emancipation of ninth generation slaves cost him the favor of local Holders.

Loose Ends

[\(Panic Response\)](#)

Lady Jariza is under investigation for her role in all of this, but the only charge we could actually bring is conspiracy. And accusing a noble of conspiracy is about as useful as charging a Slaverhound with indecent exposure. It's the nature of the beast.

Lord Darabi has been cleared of any wrong doings. Her daughter Mina has returned to their estate and is taking a larger role in family affairs.

Lord Manik and Lord Miyan reached a gentleman's agreement after the destruction of Manik's mercenary fleet. A number of Manik's agricultural worlds have been given as a gift to House Miyan. Lord Miyan accepted the gift, and has declared a clean slate between them.

Lord Darabi

Rumor has it that Lord Darabi was imprisoned by Karsoth for daring to publicly disagree (albeit slightly) with Karsoth's policies about the Succession. When Empress Sarum returned, Darabi was freed, but rumors persist that he is not in the most stable condition.

Lord Miyan

Even though many Holder titles extend back thousands of years, the position is a precarious one. Families waxed and waned over the centuries. Most families realize the rule of fools is inevitable; all they can do is hope too much damage isn't done before a proper ruler can ascend again.

House Miyan has ruled much of the Jatari constellation for centuries. Miyan grew to be one of the top Holder houses, rivaling Kor-Azor in local influence. In 109, Lord Miyan died and passed his title to his only son, Touraj Miyan.

Touraj is considered a dolt, accused of being more likely to make a pass at subordinate Holders' wives than realize his chief advisor is dipping into senility. Lord Iraj Darabi, a minor but well-respected neighboring Holder, used Touraj's unpopularity and foolishness to his own advantage. In 110, he annexed two of the systems under House Miyan control for himself, sparking a minor conflict between the two Houses.

In the end, Darabi's superior commanders and advisors forced Miyan to surrender. So far, Miyan has managed to hold on to his remaining lands.

Terrus Harkan

[\(Making an Arrest\)](#)

Commodore Harkan is an old guard of the Kor-Azor family. After multiple tours with the Amarr Navy, he became chief security officer for House Miyan. In his decades of service, he has only had one blemish. In YC 109, he led Miyan's forces into battle against those of Lord Darabi in Fensi, a battle which he lost when Miyan surrendered. Harkan's big mistake was objecting to Miyan's surrender in public. It was not long after that Harkan retired.
