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## **Drifter Complexes Overview**

The expeditionary group consisting of pilots from [CAIN](#), [FCORD](#), IKAME, and [JLAB](#), along with independent explorers, with additional data provided by [EX-F](#) has completed the analysis of as-yet-unknown complexes located in what appear to be Drifter staging systems. We are now releasing a complete set of maps and overview of the complexes that were identified in the said systems.

The complete list of the systems occupied by Drifter forces is as follows:

- J200727 (Pulsar) - Conflux
- J164710 (Magnetar) - Vidette
- J174618 (Wolf-Rayet) - Redoubt
- J055520 (Red Giant) - Sentinel
- J110145 (Cataclysmic Variable) - Barbican

## General guidelines

Each of these compounds is situated inside of a massive deadspace pocket and contains two passageways to the Hive zone through multiple zones and acceleration gates, some of which must first be unlocked through a corresponding Access Point. Security of these Access Points can be breached through the use of Data Analyzers. Hacking an Access Point will activate the corresponding acceleration gate for a short period of time (one to two minutes). Each zone also contains a Spatial Rift that will take the ship that interfaces with it to the entrance of the complex.

Four access points exist within each complex labeled Alpha through Delta. Beta and Delta Access Points are located on one path of the complex while Alpha and Gamma Access Points are located on the opposing path. It should be noted that the acceleration gates that correspond to these Access Points are located on the opposite path of the complex. Alpha and Beta gates as well as Gamma and Delta can be seen as being paired to each other in that optimal progression in the site involves simultaneous access so that teams on both sides may proceed together.

Given the dual path nature of the complexes, at least two teams are required for successful infiltration. Each of these groups must contain at least one ship outfitted with a Data Analyzer. Teams will have to split up in the second zone of the complex designated "Split" and will later regroup in the penultimate zone designated "Antechamber."

## Site layout

Each of the five complexes is located inside of a deadspace pocket. Regular restrictions apply to capsuleer piloted ships: you will only be able to warp to the "entrance" of the compound. Upon warp-in you will arrive into the zone designated as "beacon" that contains an Acceleration Gate.

Each complex is made up of a number of paired areas, and the two pairs of locked acceleration gates effectively divide the site into three stages, which have been color-coded on the accompanying maps.

The first stage consists of the entrance pair of an initial zone that can be freely warped to from a beacon appearing on the overview that leads to the zone designated the "Split" containing a pair of acceleration gates there the site divides into two separate paths, often referred to as "Alpha" and "Beta" paths from the name of the first locked gate in each path. Behind each gate in the split is a zone containing a Transfer Gate, and another connected zone containing the Access Unit for the opposite path. The Alpha and Beta transfer gates lead to the second stage of the complexes.

The second stage consists solely of a second set of Transfer Gate and Access Unit zones, again with the Access Units temporarily unlocking the associated Transfer gate on the other path. The Alpha Transfer Gate leads to the Gamma Transfer Gate and Delta Access Unit while the Beta Transfer Gate leads to the Delta Transfer Gate and Gamma Access Unit (on the Alpha and Beta paths, respectively). The Gamma and Delta Transfer Gates both lead to the Antechamber.

The final stage of the complexes consist solely of the Hive block of the Antechamber where the separate groups reconvene and the Hive zone itself containing the Hive, a vault, and the Hikanta Tyrannos.

## **The Hive zone**

The Hive's vault is guarded by two parties of Sleeper drones and one unit designated as "Hikanta Tyrannos" in a Drifter battleship. The patrolling Drifters will not visit this zone. The Drifter Battleship that guards the vault possesses the same traits as any other Drifter Battleship: exceptional speed and maneuverability, overshield and the superweapon. It appears, however, to be use somewhat more powerful standard weapons. It has been observed that Hikanta Tyrannos will prioritize logistic support ships with its super-weapon.

In 100% of cases observed upon successful destruction of Hikanta Tyrannos, we were able to retrieve an index of the Next-Hive-in-Chain from its wreckage (eg. Hikanta Tyrannos in the Conflux hive will drop a Vidette Index).

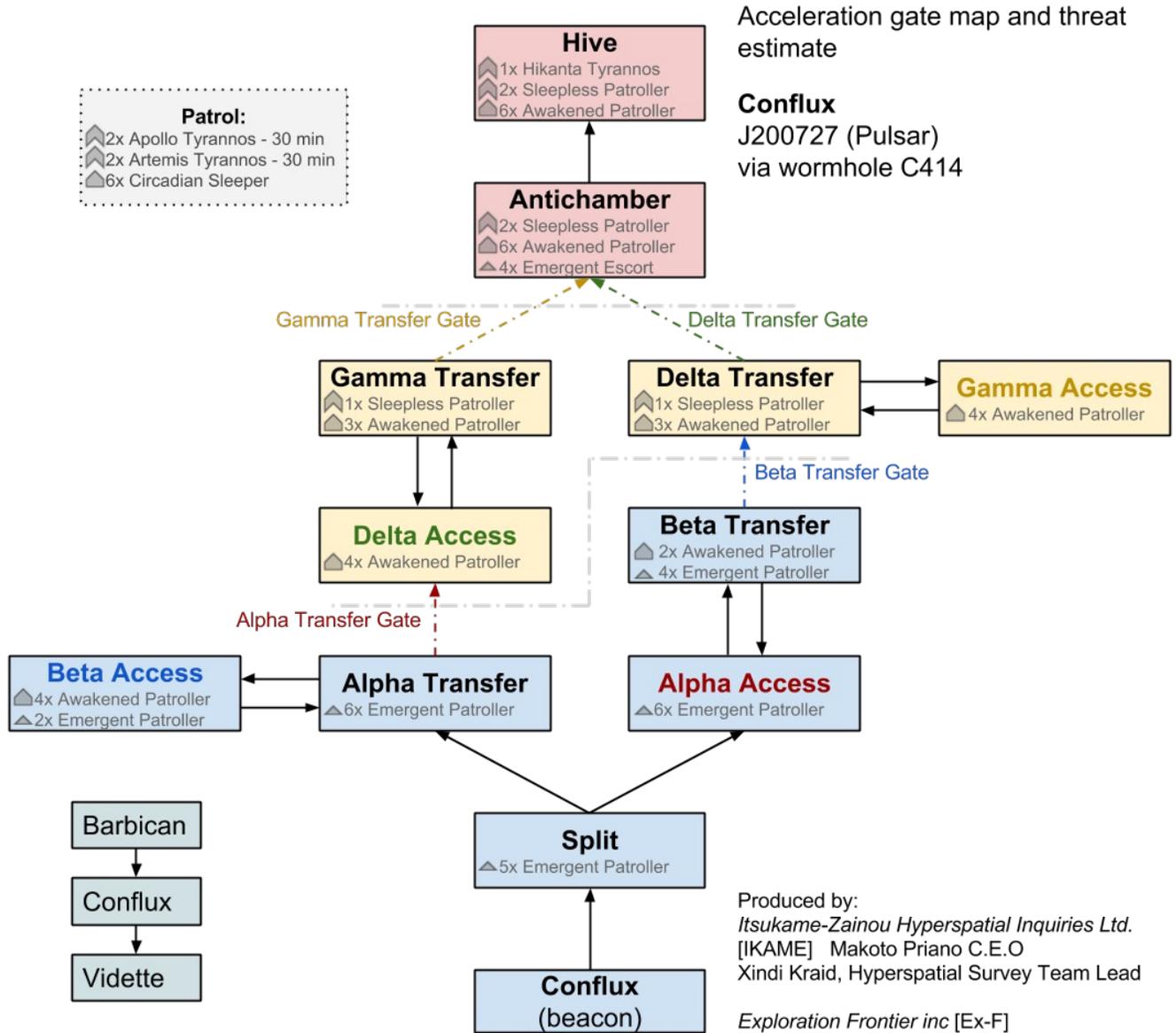
These indices can be used to gain access to the vault of the corresponding hive.

## **Potential threats**

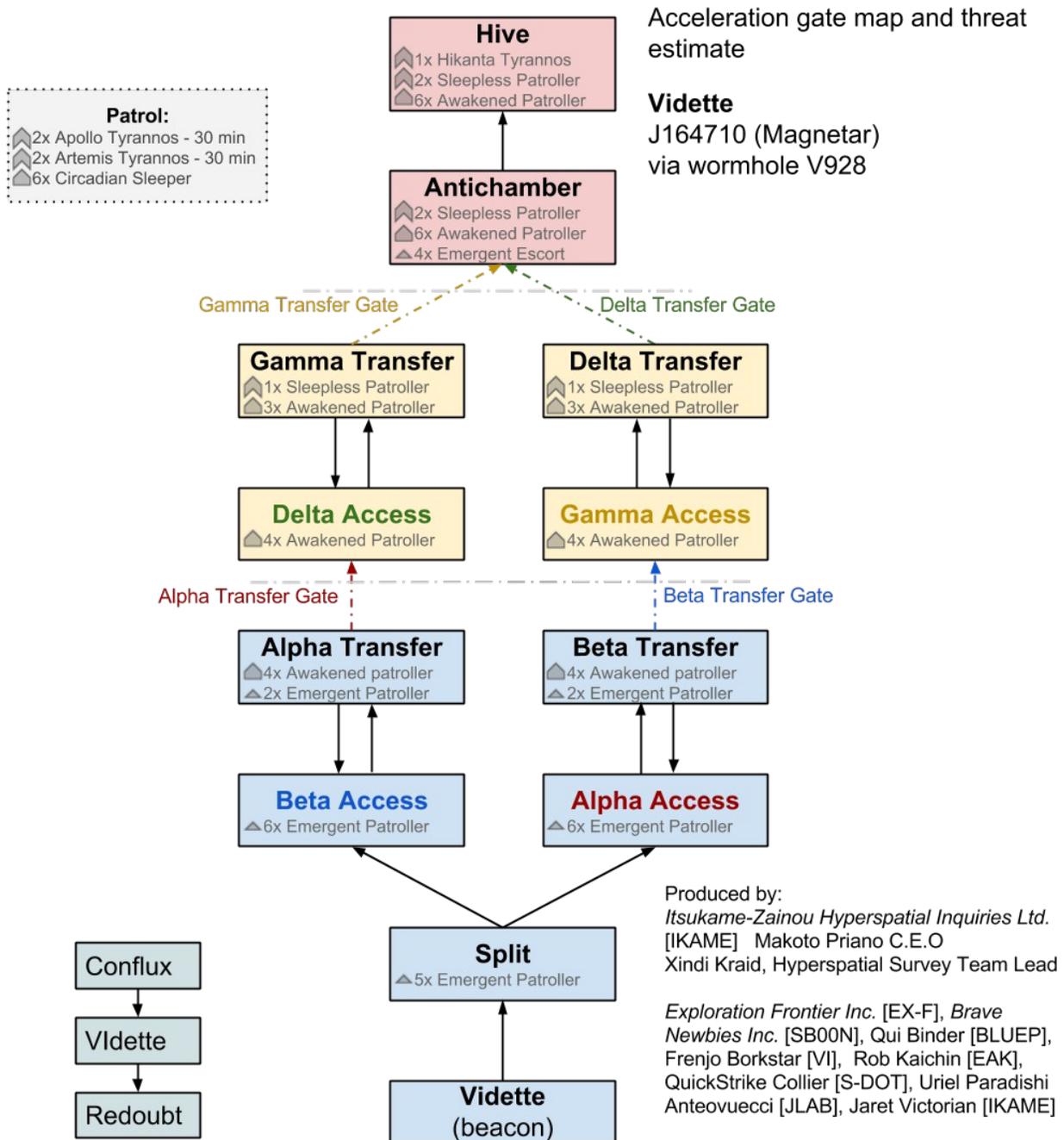
Each zone of the complex except the entrance is protected by a static party of Sleeper drones that will engage intruders on sight. The compositions of these parties are covered in the maps. Should infiltrators decide to eliminate the Sleeper drone presence, reinforcements will arrive after a short period of time, in the area of fifteen to twenty minutes.

The compound is also patrolled by Circadian Seekers and Drifter battleships not hostile to the other sleepers in the area. Circadian Seekers perform a shift change at random but short time periods while Drifter Battleships perform a shift change each thirty minutes. Both will warp to each zone (except Hive) directly, ignoring the dead-space restrictions that would apply to capsuleer-piloted ships. Should they be engaged and eliminated, replacement Seekers or Drifters arrive some time later.

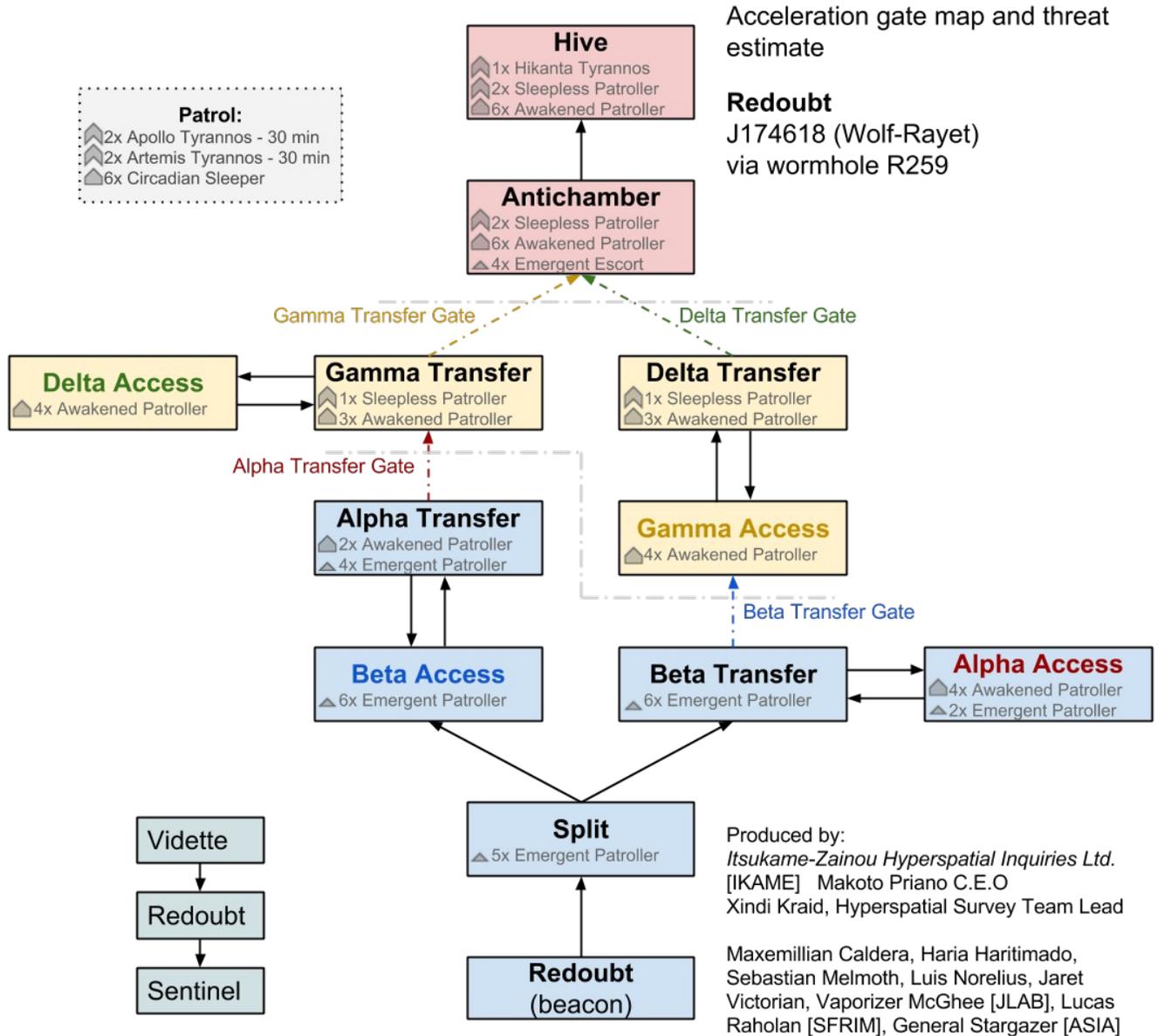
# Conflux Layout



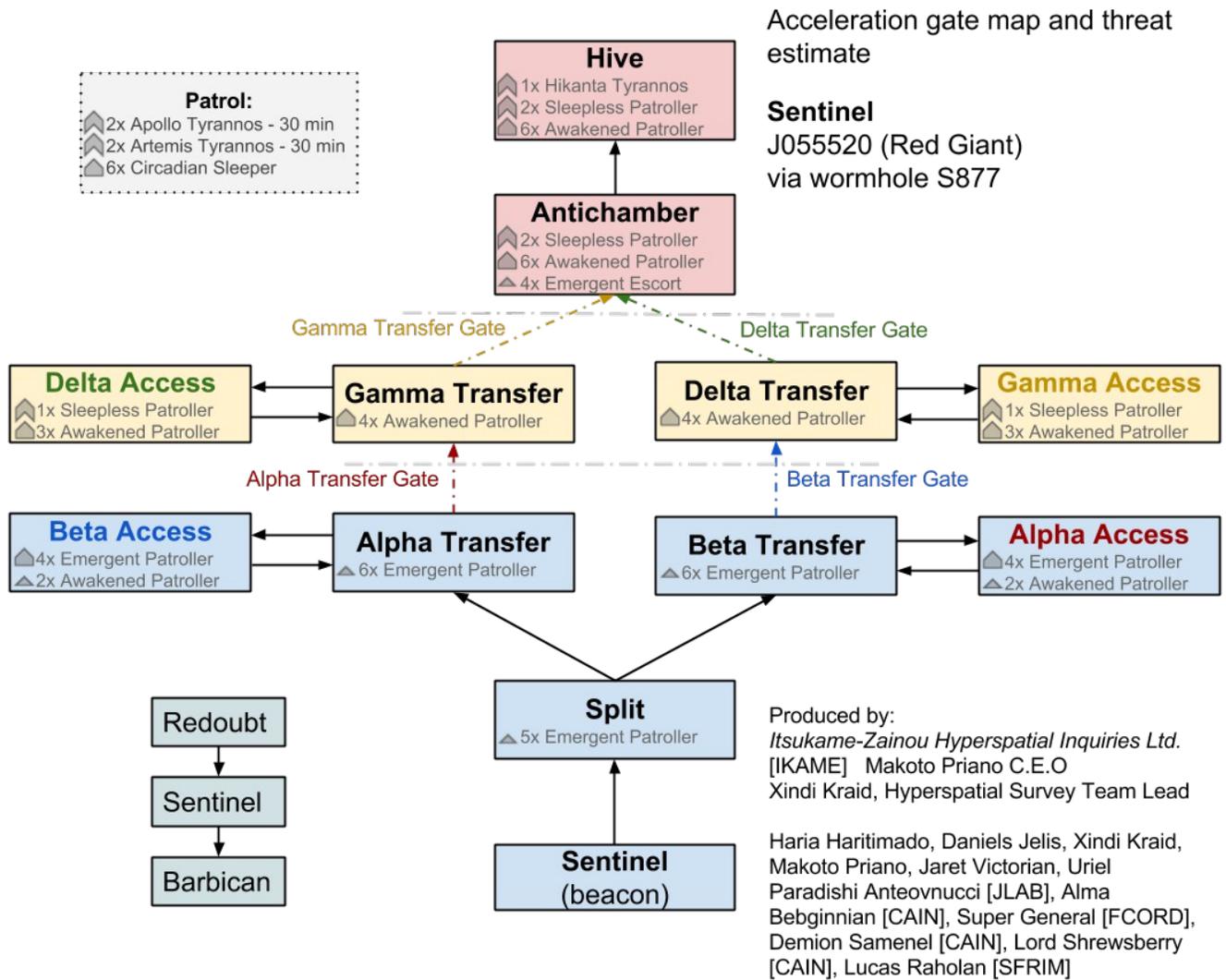
# Vidette Layout



# Redoubt Layout



# Sentinel Layout



# Barbican Layout

