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Wormhole Sites Overview

Wormhole class	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Cosmic Anomalies	Perimeter Ambush Point	Perimeter Checkpoint	Fortification Frontier Stronghold	Frontier Barracks	Core Garrison	Core Bastion
	Perimeter Camp	Perimeter Hangar	Outpost Frontier Stronghold	Frontier Command Post	Core Stronghold	Core Citadel
	Phase Catalyst Node	Sleeper Data Sanctuary	Solar Cell	Integrated Terminus	Oruze Osobnyk	Strange Energy Readings
	The Line	The Ruins of Enclave Cohort 27	The Oruze Construct	Sleeper Information Sanctum	Quarantine Area	The Mirror
Cosmic Magnetometric Signatures	Forgotten Perimeter Coronation Platform	Forgotten Perimeter Gateway	Forgotten Frontier Quarantine Outpost	Forgotten Frontier Conversion Module	Forgotten Core Data Field	Forgotten Core Assembly Hall
	Forgotten Perimeter Power Array	Forgotten Perimeter Habitation Coils	Forgotten Frontier Recursive Depot	Forgotten Frontier Evacuation Center	Forgotten Core Information Pen	Forgotten Core Circuitry Disassembler
Cosmic Radar Signatures	Unsecured Perimeter Amplifier	Unsecured Perimeter Comms Relay	Unsecured Frontier Database	Unsecured Frontier Digital Nexus	Unsecured Frontier Enclave Relay	Unsecured Core Backup Array
	Unsecured Perimeter Information Center	Unsecured Perimeter Transponder Farm	Unsecured Frontier Receiver	Unsecured Frontier Trinary Hub	Unsecured Frontier Server Bank	Unsecured Core Emergence

Cosmic Gravimetric Signatures (all wormhole classes)

Average Frontier Deposit	Common Perimeter Deposit	Exceptional Core Deposit	Infrequent Core Deposit	Isolate Core Deposit	Ordinary Perimeter Deposit	Rarified Core Deposit	Uncommon Core Deposit	Unexceptional Frontier Deposit	Unusual Core Deposit
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Cosmic Ladar Signatures (all wormhole classes)

Barren Perimeter Reservoir	Bountiful Frontier Reservoir	Instrumental Core Reservoir	Minor Perimeter Reservoir	Ordinary Perimeter Reservoir	Sizeable Perimeter Reservoir	Token Perimeter Reservoir	Vast Frontier Reservoir	Vital Core Reservoir
--------------------------------------------	----------------------------------------------	---------------------------------------------	-------------------------------------------	----------------------------------------------	----------------------------------------------	-------------------------------------------	-----------------------------------------	--------------------------------------

Wormhole Sites

Cosmic Anomalies (wormhole class)

Complex name: Core Bastion (class 6)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures: None.

Non-destroyable structure:

- 1 Sleeper Enclave
- 6 Sleeper Multiplex Forwarder
- 7 Sleeper Preservation Conduit
- 7 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: Core Citadel (class 6)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures: None.

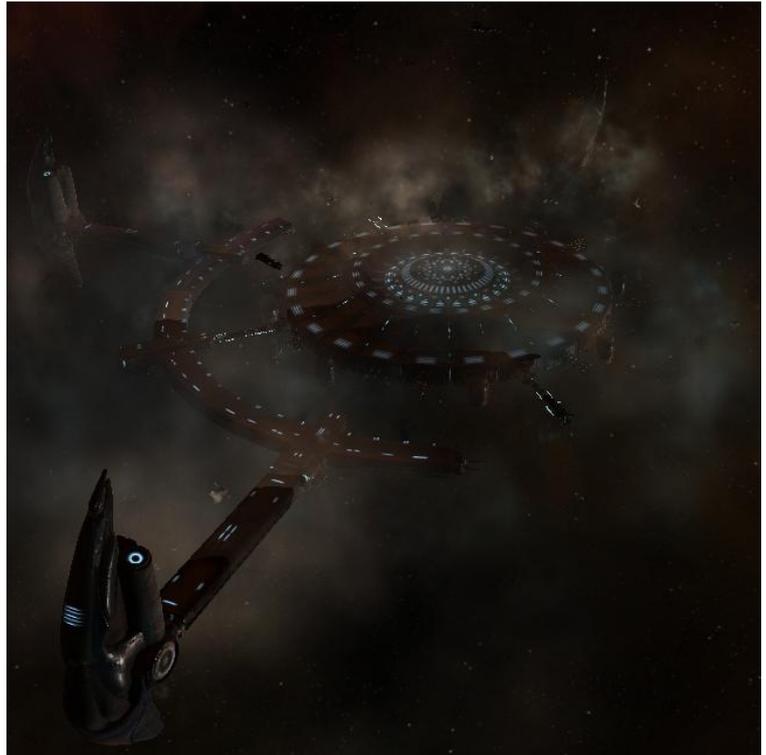
Non-destroyable structure:

- 1 Sleeper Enclave
- 3 Sleeper Installation Robust Arc Section
- 2 Sleeper Interlink Hub
- 3 Sleeper Multiplex Forwarder
- 1 Sleeper Preservation Conduit
- 3 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: Core Garrison (class 5)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures: None.

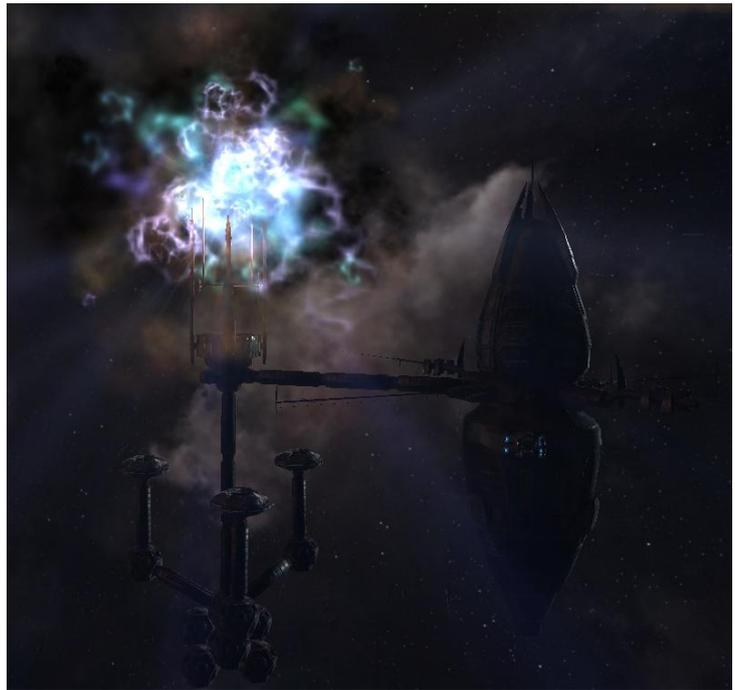
Non-destroyable structure:

- 1 LCO Spatial Rift
- 3 Talocan Observation Dome
- 12 Talocan Outpost Conduit
- 11 Talocan Outpost Hub
- 1 Talocan Reactor Spire
- 1 Talocan Static Gate

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: Core Stronghold (class 5)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures: None.

Non-destroyable structure:

- 4 Talocan Coupling Array
- 4 Talocan Exchange Depot
- 1 Talocan Extraction Silo
- 28 Talocan Outpost Conduit
- 2 Talocan Static Gate

Lootable structures: None.

Harvestable/mineable elements:

- 9 Veldspar

Notes/hints: None.



Complex name: Fortification Frontier Stronghold (class 3)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures: None.

Non-destroyable structure:

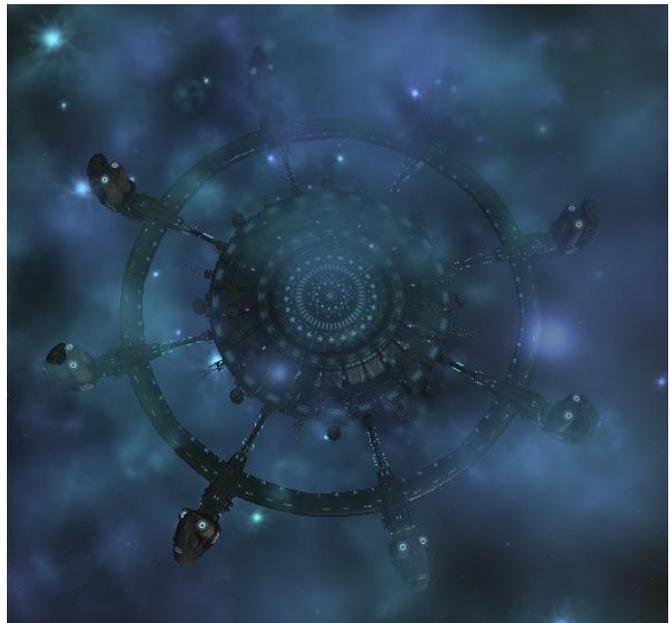
- 1 Sleeper Enclave
- 8 Sleeper Multiplex Forwarder
- 8 Sleeper Preservation Conduit
- 8 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements:

- 26 Veldspar

Notes/hints: None.



Complex name: Frontier Barracks (class 4)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures: None.

Non-destroyable structure:

9 Broken Metallic Crystal Asteroid

1 Sleeper Enclave

2 Sleeper Interlink Hub

6 Sleeper Preservation Conduit

2 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: Frontier Command Post (class 4)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures: None.

Non-destroyable structure:

- 4 circular Construction
- 3 Hollow Asteroid
- 1 Sleeper Enclave
- 9 Sleeper Multiplex Forwarder
- 8 Sleeper Preservation Conduit
- 8 Sleeper Thermoelectric Converter
- 2 Small and Sharded Rock
- 3 Snake Shaped Asteroid

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: Integrated Terminus (class 4)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Here you are again: another dead end. This impasse is not a physical one, but an ancient one. Why is there a Sleeper station near these Talocan ruins? Why does it seem like these ancient races, long dead and all but forgotten, are intertwined, like star-crossed lovers in the universal play? Perhaps the answer rests in that terminal. Only one way to find out.

Guards

Destroyable structures:

1 Sleeper Archive Terminal

Non-destroyable structure: None.

Lootable structures: None.



Harvestable/mineable elements: None.

Notes/hints: You will receive the following message upon destruction of the terminal structure:

"With the terminal's destruction, knowledge is scattered, data strewn in thousand of directions. There are no answers here; only debris remains. Secrets have been lost to the void, perhaps containing among them some key to salvation from this bleak existence."

Complex name: Oruze Osobnyk (class 5)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: The mysterious structure inside this deadspace pocket offers few clues as to the purpose it once served. Similar compounds -- albeit far less complex than this one -- have been reported, each featuring the same huddled architecture, evocative of the enigmatic Phantom cruiser. What relation the "Oruze" structures may have to one another remains a mystery. An enclave positioned at the heart of the construct appears to have been entirely redesigned. It is flanked by two others, which in turn are hedged in by engineering stations that themselves seem to have been redesigned. The only insight into the unique architecture is the word "Oruze Osobnyk," which continually resurfaces throughout the garbled, largely indecipherable transmissions that emanate from within.

Guards

Destroyable structures: None.

Non-destroyable structure:

4 Sleeper Enclave

6 Sleeper Engineering Station

11 Sleeper Interlink Hub

19 Sleeper Preservation Conduit

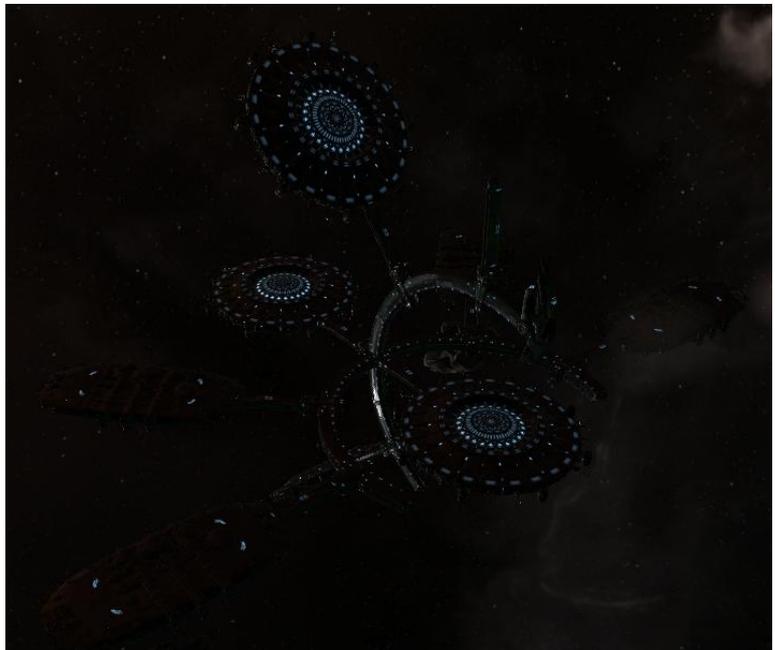
1 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements:

8 Veldspar

Notes/hints: None.



Complex name: Outpost Frontier Stronghold (class 3)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures:

- 10 Crippled Sleeper Preservation Conduit
- 6 Eroded Sleeper Thermoelectric Converter
- 22 Malfunctioning Sleeper Multiplex Forwarder

Non-destroyable structure:

- 1 Huge & Hellish Stalagmite

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: Perimeter Ambush Point (class 1)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures: None.

Non-destroyable structure:

5 Sleeper Installation Robust Arc Section

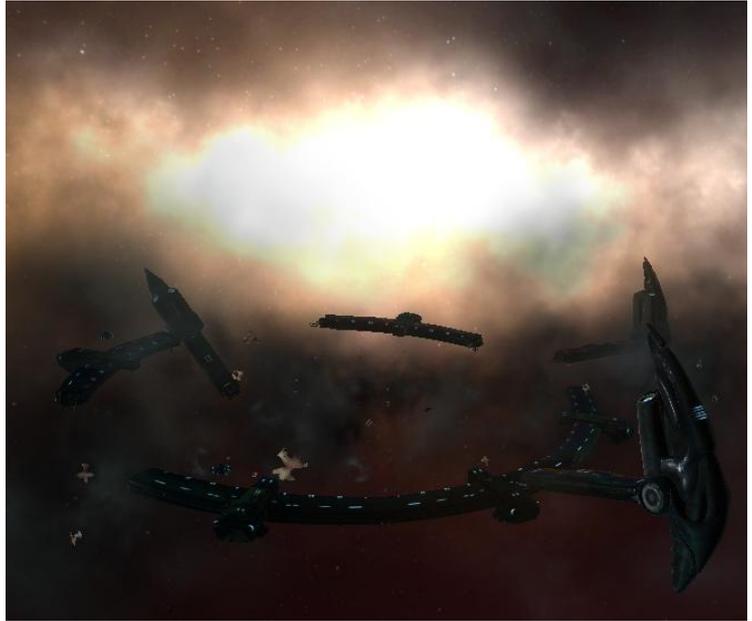
3 Sleeper Interlink Hub

3 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: Perimeter Camp (class 1)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures: None.

Non-destroyable structure:

4 Sleeper Multiplex Forwarder

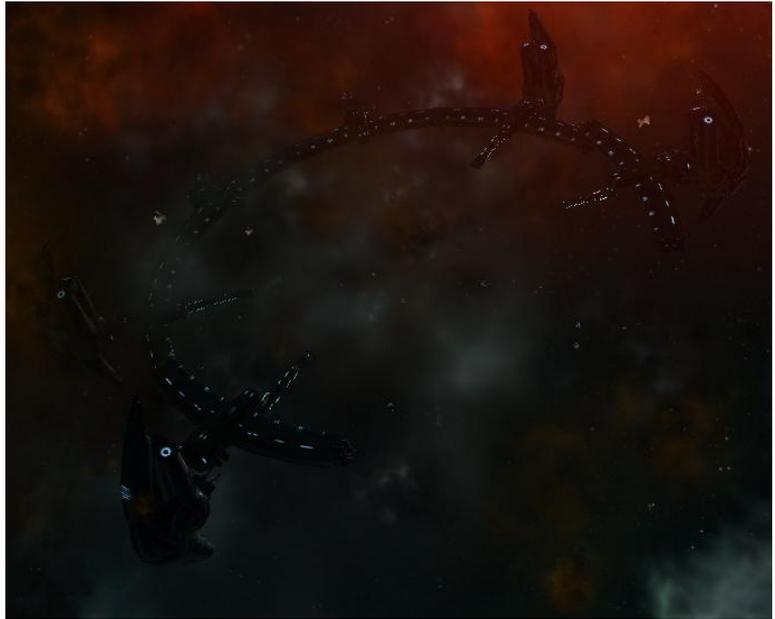
6 Sleeper Preservation Conduit

4 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: Perimeter Checkpoint (class 2)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures: None.

Non-destroyable structure:

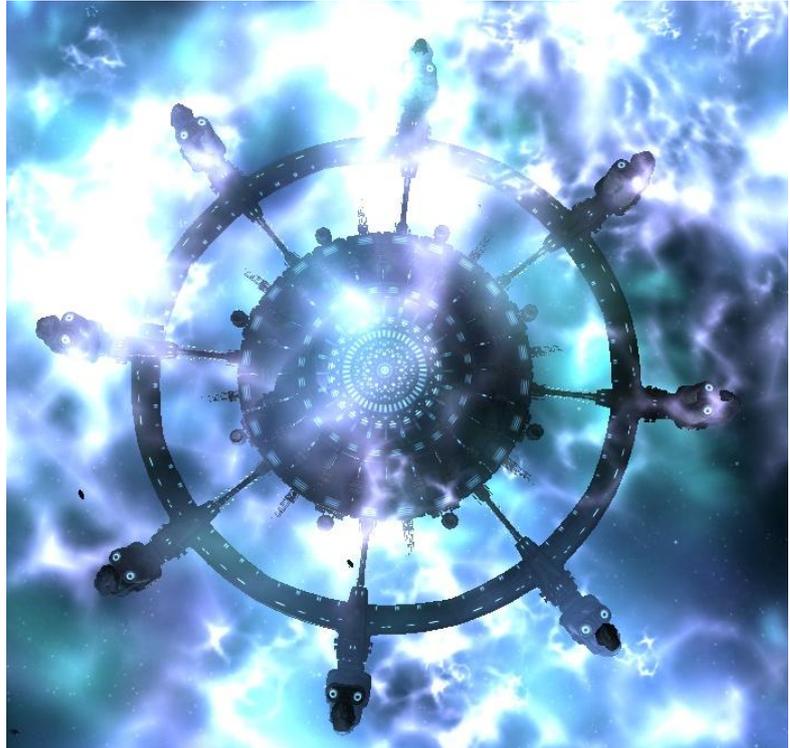
- 1 Sleeper Enclave
- 8 Sleeper Multiplex Forwarder
- 8 Sleeper Preservation Conduit
- 8 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements:

- 2 Veldspar

Notes/hints: None.



Complex name: Perimeter Hangar (class 2)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Suddenly the illusion of solitude shatters. Slender, articulated obsidian shapes slide toward you from the surrounding darkness of space. Your sensors scream claxons into your auditory cortex as the drones' targeting systems lock onto your ship. You are not alone. Perhaps you never were.

The Sleepers have risen.

Guards

Destroyable structures: None.

Non-destroyable structure:

- 2 Giant Snake-Shaped Asteroid
- 2 Rock – Small w/hole
- 2 Sleeper Multiplex Forwarder
- 2 Sleeper Preservation Conduit
- 6 Sleeper Thermoelectric Converter
- 2 Small and Sharded Rock
- 2 Tiny Rock

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: Phase Catalyst Node (class 1)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Long-distance scanners reveal a multitude of structures secreted away behind dense gas nebulas. Almost regal in appearance, the compound features various thermoelectric converters connected to one another in a strange formation, running the energy they produce through concentric arches that ascend like the stairs to a throne. Whether the architecture serves a function or exists purely for aesthetic reasons remains a mystery.

Guards

Destroyable structures: None.

Non-destroyable structure:

- 1 Sleeper Linkage Structure
- 26 Sleeper Multiplex Forwarder
- 15 Sleeper Preservation Conduit
- 11 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements:

- 41 Veldspar

Notes/hints: None.



Complex name: Quarantine Area (class 5)

Signature type: Cosmic anomaly

Entrance point

Warp-in description:

A faint message crackles over the local comms.

Guards

Destroyable structures: None.

Non-destroyable structure:

- 1 Coral Rock Formation
- 6 Talocan Coupling Array
- 1 Talocan Disruption Tower
- 2 Talocan Engineering Station
- 1 Talocan Exchange Depot
- 1 Talocan Extraction Silo
- 10 Talocan Outpost Conduit
- 1 Talocan Outpost Hub
- 3 Talocan Reactor Spire
- 1 Talocan Static Gate

Lootable structures: None.

Harvestable/mineable elements:

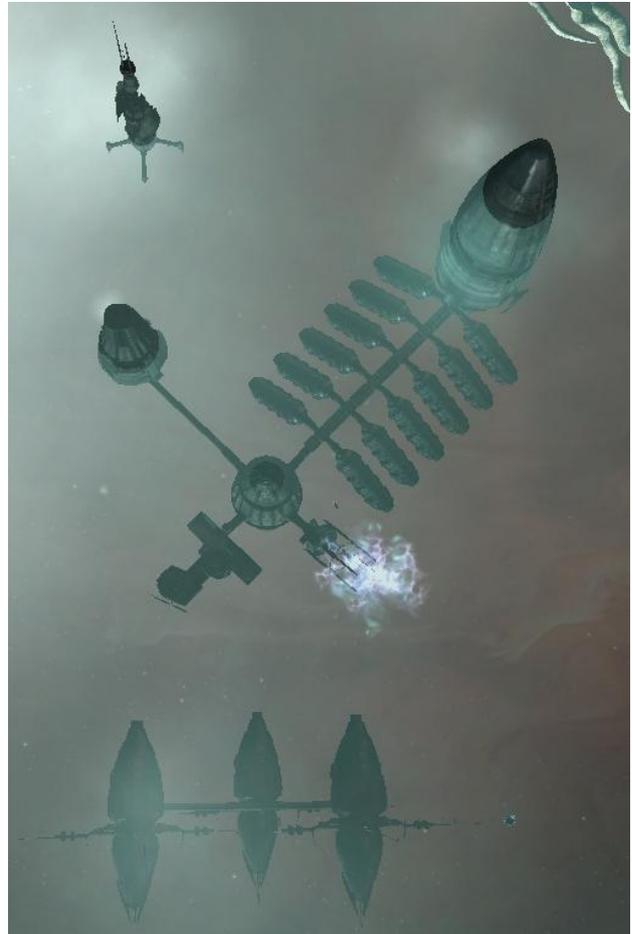
- 4 Veldspar

Notes/hints: After entering the site the following messages will be displayed in the Local Chat Channel:

"You have entered a quarantine area. This region is infected. Leave now."

"Violation of the quarantine will result in –"

"–missiles are armed, ready to –"



Complex name: Sleeper Information Sanctum (class 4)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Data is eternal, immortal, immutable. Even when the engineers and intelligence behind its creation are gone, information, facts, and knowledge never die. Throughout this deadspace pocket, information lives and breathes, whispering hidden meanings through conduits and cables. Serene though it may be, there are forces at work – mechanical by nature, artificial in existence, enlightened by unnatural choice – that do not want information to be shared. They are unsleeping guardians protecting the universe’s slumbering god, knowledge.

Guards

Destroyable structures: None.

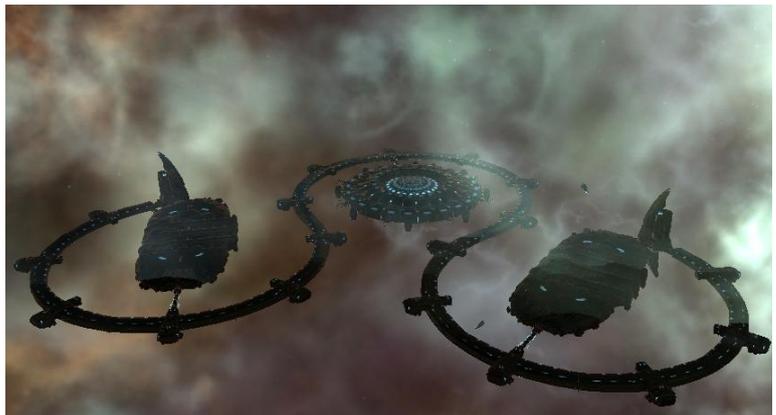
Non-destroyable structure:

- 1 Sleeper Enclave
- 2 Sleeper Engineering Station
- 3 Sleeper Multiplex Forwarder
- 18 Sleeper Preservation Conduit
- 2 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: Solar Cell (class 3)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Astrophysicists studying Sleeper sites have noted that some Sleeper structures are still operational – and by design, no less. Outposts run basic life support systems, engineering stations buzz with running motors, and stations glimmer with light, energy, and mundane activity. No known reason exists for this persistent operation, but a few clues emerge.

This cluster of thermoelectric converters is common around large solar bodies, supposedly for collecting radiation and storing energy for use throughout Sleeper colonies: a persistent generator for a dead race. Even to this day, this structure is operational, although how it distributes its energy and for what purpose is still unknown.

Guards

Destroyable structures: None.

Non-destroyable structure:

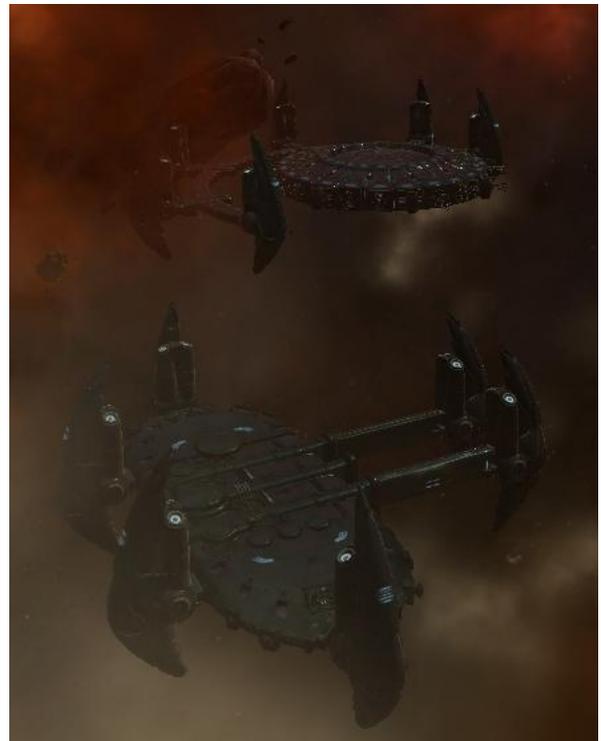
- 2 Sleeper Enclave
- 1 Sleeper Engineering Station
- 2 Sleeper Interlink Hub
- 4 Sleeper Preservation Conduit
- 12 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements:

- 12 Veldspar

Notes/hints: None.



Complex name: Strange Energy Readings (class 6)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: The radiation levels of this site are high but within tolerable limits. Wavelength readouts suggest a large cache of a powerful isotope was once housed here, but no solid traces remain. The level of radiant antimatter can only be explained by an immense--and recent--matter displacement. By the way, incoming hostiles.

Guards

Destroyable structures: None.

Non-destroyable structure:

1 Sleeper Enclave

52 Sleeper Multiplex Forwarder

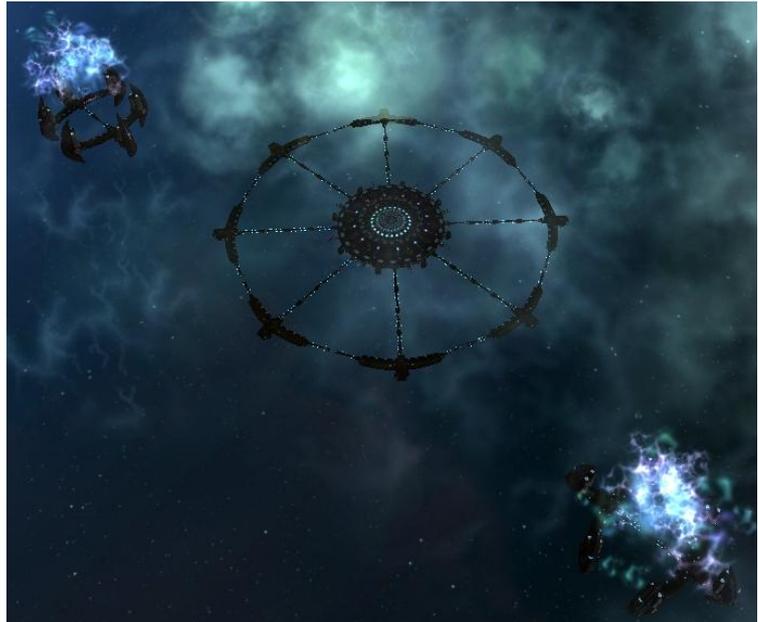
12 Sleeper Preservation Conduit

12 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: The Line (class 1)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Long-range scanning reveals a chaotic line of asteroids and debris, stretching out endlessly as it twists onwards into the darkness. Upon arrival, it seems as if the place is empty and has been for quite some time. There is the sense however, that it was not always this way. Huge amounts of data are passing through the area, as if there was once a receiver for it somewhere nearby.

The already dim sunlight barely manages to pierce the clouds as they drift effortlessly through a tangled promenade of scarred and broken rock. Every few seconds, the ship's sensors simulate the sound of another small explosion nearby; one more camera drone that couldn't spot the debris.

Guards

Destroyable structures: None.

Non-destroyable structure:

2 Snake Shaped Asteroid

Lootable structures: None.

Harvestable/mineable elements:

10 Plagioclase

38 Veldspar

Notes/hints: None.



Complex name: The Mirror (class 6)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: From the moment your scan probes lock on to this signature, it is immediately apparent that something big lies ahead. Almost overwhelmed by the flood of data, your ship's sensors struggle to shut out the colossal amounts of interference flowing outwards from the local deadspace pocket. Almost none of the information is decipherable. The only hope is some weak signals being transmitted on local comms that, if homed in on, may provide some clue as to what role the facilities here once played.

[Guards](#)

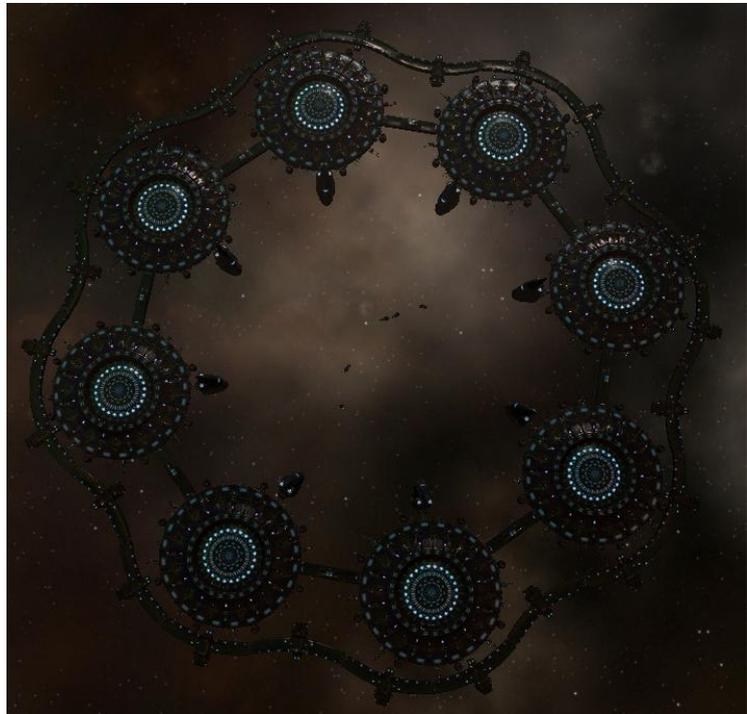
Destroyable structures: None.

Non-destroyable structure:

- 1 Archive Enclave
- 1 Communications Enclave
- 1 Oruze Enclave
- 1 Medical Enclave
- 1 Research Enclave – Biogenetics
- 1 Research Enclave – Theoretical Genetics
- 1 Research Enclave – Virtual Genetics
- 1 Security Enclave
- 8 Sleeper Interlink Hub
- 24 Sleeper Preservation Conduit
- 8 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements: None.



Notes/hints: After entering the site the following message will be displayed in the Local Chat Channel:

“So weak they are almost imperceptible amid the chaotic flood of data, a multitude of faint transmissions can be detected emanating from each of the eight enclaves here. Electronic systems will need to get on top of each structure to get a clearer signal.”

All eighth enclave structures have same description as the traditional Sleeper Enclave. When getting within 5600 m of each enclave you will receive the following messages:

- “Archive Enclave: Directory*
- 1.1-3.3 Digital Backup Library*
- 3.4-3.5 Terran Artifacts*
- 4.1 Theories of the EVE Gate*

5.1 Talocan Technology
6.1-6.9 Emergent Ideologies”

“Communications Enclave: Directory
1.0 - 5.1 Microvirtual Transmission Sensors
5.2 - 5.5 Sensor Backup Systems
6.0 Operation Servers
7.0 Proliferation News Network Studios
8.0 Detransmission Clusters”

“Medical Enclave: Directory
1.0 Emergency
2.0-2.8 Triage
2.9 Stasis
3.0 Quarantine Sector A
4.0 Quarantine Sector B
5.0-9.2 Quarantine Sector C
9.3 Quarantine Sector X”

“Oruze Enclave: Directory
1.0 Solar Engineering
1.1 Photoelectrical Engineering
1.2 Thermovoltaics
1.3 Residential
1.4 Residential”

“Research Enclave – Biogenetics: Directory
1.0-3.2 Animal Cryogenetic Research Laboratories
3.3-3.8 Holding Pens
4.0-6.0 De-animation Genealogy Research Library
7.0-8.0 Student Classrooms
9.0 Human Cryogenetic Applications”

“Research Enclave – Theoretical Genetics: Directory
1.0 Interdigital Neural Activity Laboratories
2.0 Multiple-Ancestry Research
3.0 Statistical Proliferation Archive
4.0 Datagenesis Procedures
5.0- 8.0 Backup Servers
9.0 Mixed Intelligence Displays”

“Research Enclave – Virtual Genetics: Directory
1.0 Neurodegenerative Case Studies

2.0 Non-natural Teleology
3.0-4.7 Test Clinics
4.8 Bioinformatics Archive
4.9 Virtual Mutation
5.0-9.8 Emergent Systems Design”

“Security Enclave: Directory
1.0 Virtual Kinetic Research
2.0 Artificial Intelligence Perpetuation Technology
3.0-5.0 Interstellar Surveillance Task Force
6.0 Anti-Thermocryogenesis Research and Implementation
7.0 Modulation Navigation Network”

Complex name: The Oruze Construct (class 3)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: The mysterious structure inside this deadspace pocket offers few clues as to the purpose it once served. An enclave positioned at the heart of the construct appears to have been entirely redesigned in some way, to serve a goal now long-forgotten. The only insight into the unique architecture is the word “Oruze,” which continually resurfaces throughout the garbled, largely indecipherable transmissions that emanate from within.

Guards

Destroyable structures: None.

Non-destroyable structure:

- 1 Rock Formation – Branched & Twisted
- 1 Sleeper Enclave
- 6 Sleeper Interlink Hub
- 11 Sleeper Preservation Conduit
- 2 Snake Shaped Asteroid

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Complex name: The Ruins of Enclave Cohort 27 (class 2)

Signature type: Cosmic anomaly

Entrance point

Warp-in description: Entirely void of any signs of life, this small pocket of deadspace echoes a story told all over the vast stretches of the unknown regions; the demise of the ancient Sleeper race. Information portals – offering the only data that is decipherable – refer to the area as “Enclave Cohort 27”, identifying the two enclaves amongst many other Sleeper settlements. One enclave has clearly been disconnected from its power supply, whilst the other has succumbed to the same solemn fate for some other, unknown cause.

Guards

Destroyable structures: None.

Non-destroyable structure:

2 Sleeper Enclave

2 Sleeper Interlink Hub

7 Sleeper Multiplex Forwarder

10 Sleeper Preservation Conduit

6 Sleeper Thermoelectric Converter

Lootable structures: None.

Harvestable/mineable elements: None.

Notes/hints: None.



Cosmic Signatures – Gravimetric (wormhole class)

Complex name: Average Frontier Deposit (all classes)

Signature type: Cosmic signature; Gravimetric

Entrance point

Warp-in description: Although abundant supplies of fullerenes were the darling discovery of the new wormhole regions, the influx of access to more raw minerals was not something that went unnoticed either. For many years, experts had postulated that the current supply in known space was beginning to fall slightly behind demand. Fortunately for all parties involved, the discovery of vast ore deposits in these far-flung, unknown areas ensured that such an event would not happen in the foreseeable future.

Guards:

After a while spawns

1 Awakened Patroller (cruiser)

3 Emergent Patroller (frigate)

Destroyable structures: None.

Non-destroyable structure:

3 Snake Shaped Asteroid

Lootable structures: None.

Harvestable/mineable elements:

3 Arkonor

3 Bistot

20 Crokite

4 Dark Ochre

5 Gneiss

10 Hedbergite

20 Hemorphite

10 Jaspert

20 Kernite

15 Omber

9 Plagioclase

1 Pyroxeres

2 Scordite

10 Spodumain

27 Veldspar



Notes/hints: None.

Complex name: Common Perimeter Deposit (all classes)

Signature type: Cosmic signature; Gravimetric

Entrance point

Warp-in description: Although abundant supplies of fullerenes were the darling discovery of the new wormhole regions, the influx of access to more raw minerals was not something that went unnoticed either. For many years, experts had postulated that the current supply in known space was beginning to fall slightly behind demand. Fortunately for all parties involved, the discovery of vast ore deposits in these far-flung, unknown areas ensured that such an event would not happen in the foreseeable future.

Guards:

After a while spawns

5 Emergent Patroller (frigate)

Destroyable structures: None.

Non-destroyable structure: None.

Lootable structures: None.

Harvestable/mineable elements:

1 Arkonor

1 Bistot

1 Crokite

1 Dark Ochre

1 Gneiss

1 Hedbergite

1 Jaspert

1 Kernite

1 Omber

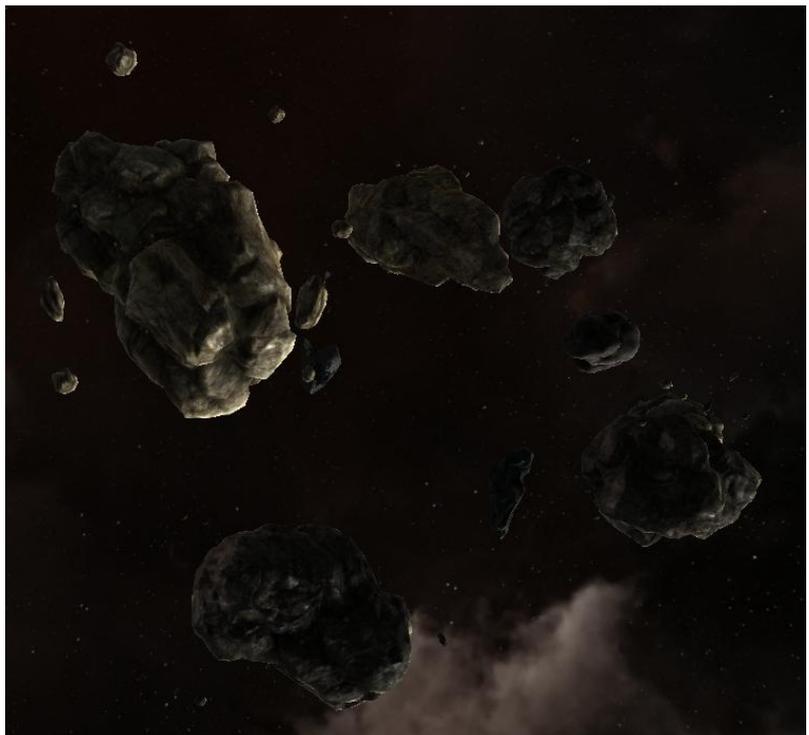
3 Plagioclase

2 Pyroxeres

2 Scordite

1 Spodumain

Notes/hints: None.



Complex name: Exceptional Core Deposit (all classes)

Signature type: Cosmic signature; Gravimetric

Entrance point

Warp-in description: Although abundant supplies of fullerenes were the darling discovery of the new wormhole regions, the influx of access to more raw minerals was not something that went unnoticed either. For many years, experts had postulated that the current supply in known space was beginning to fall slightly behind demand. Fortunately for all parties involved, the discovery of vast ore deposits in these far-flung, unknown areas ensured that such an event would not happen in the foreseeable future.

Guards:

After a while spawns

Destroyable structures: None.

Non-destroyable structure: None.

Lootable structures: None.

Harvestable/mineable elements:

4 Arkonor

5 Bistot

6 Crokite

5 Dark Ochre

6 Gneiss

7 Hedbergite

10 Hemorphite

11 Jaspert

12 Kernite

1 Mercoxite

12 Omber

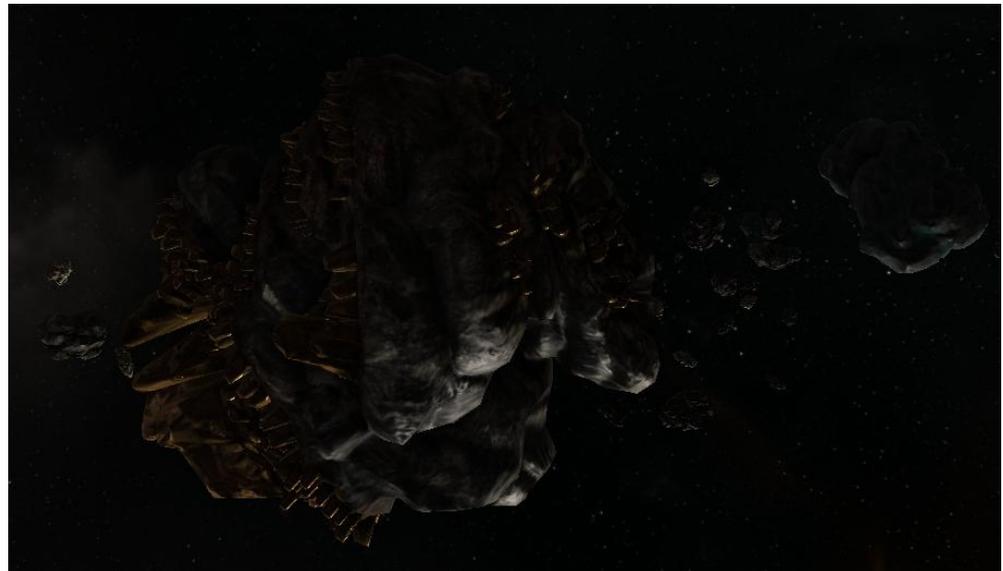
10 Plagioclase

10 Pyroxeres

8 Scordite

8 Spodumain

11 Veldspar



Notes/hints: None.

Complex name: Infrequent Core Deposit (all classes)

Signature type: Cosmic signature; Gravimetric

Entrance point

Warp-in description: Although abundant supplies of fullerenes were the darling discovery of the new wormhole regions, the influx of access to more raw minerals was not something that went unnoticed either. For many years, experts had postulated that the current supply in known space was beginning to fall slightly behind demand. Fortunately for all parties involved, the discovery of vast ore deposits in these far-flung, unknown areas ensured that such an event would not happen in the foreseeable future.

Guards:

After a while spawns

2 Awakened Defender (cruiser)

Destroyable structures: None.

Non-destroyable structure: None.

Lootable structures: None.

Harvestable/mineable elements:

2 Arkonor

3 Bistot

2 Crokite

4 Dark Ochre

4 Gneiss

4 Hedbergite

4 Hemorphite

4 Jaspert

11 Kernite

1 Mercoxite

11 Omber

12 Plagioclase

11 Pyroxeres

13 Scordite

4 Spodumain

14 Veldspar

Notes/hints: None.



Complex name: Ordinary Perimeter Deposit (all classes)

Signature type: Cosmic signature; Gravimetric

Entrance point

Warp-in description: Although abundant supplies of fullerenes were the darling discovery of the new wormhole regions, the influx of access to more raw minerals was not something that went unnoticed either. For many years, experts had postulated that the current supply in known space was beginning to fall slightly behind demand. Fortunately for all parties involved, the discovery of vast ore deposits in these far-flung, unknown areas ensured that such an event would not happen in the foreseeable future.

Guards:

After a while spawns

3 Emergent Patroller (frigate)

2 Emergent Watchman (frigate)

Destroyable structures: None.

Non-destroyable structure: None.

Lootable structures: None.

Harvestable/mineable elements:

1 Arkonor

1 Bistot

1 Crokite

1 Dark Ochre

1 Gneiss

3 Hedbergite

3 Hemorphite

3 Jaspert

4 Kernite

5 Omber

13 Pyroxeres

7 Scordite

1 Spodumain

15 Veldspar



Notes/hints: None.

Complex name: Rarified Core Deposit (all classes)

Signature type: Cosmic signature; Gravimetric

Entrance point

Warp-in description: Although abundant supplies of fullerenes were the darling discovery of the new wormhole regions, the influx of access to more raw minerals was not something that went unnoticed either. For many years, experts had postulated that the current supply in known space was beginning to fall slightly behind demand. Fortunately for all parties involved, the discovery of vast ore deposits in these far-flung, unknown areas ensured that such an event would not happen in the foreseeable future.

Guards:

After a while spawns

- 1 Sleepless Sentinel (battleship)
- 2 Awakened Sentinel (battleship)

Destroyable structures: None.

Non-destroyable structure: None.

Lootable structures: None.

Harvestable/mineable elements:

- 1 Arkonor
- 2 Bistot
- 1 Crokite
- 1 Dark Ochre
- 1 Gneiss
- 2 Hedbergite
- 3 Hemorphite
- 4 Jaspert
- 4 Kernite
- 3 Omber
- 6 Pyroxeres
- 1 Spodumain

Notes/hints: None.



Complex name: Unexceptional Frontier Deposit (all classes)

Signature type: Cosmic signature; Gravimetric

Entrance point

Warp-in description: Although abundant supplies of fullerenes were the darling discovery of the new wormhole regions, the influx of access to more raw minerals was not something that went unnoticed either. For many years, experts had postulated that the current supply in known space was beginning to fall slightly behind demand. Fortunately for all parties involved, the discovery of vast ore deposits in these far-flung, unknown areas ensured that such an event would not happen in the foreseeable future.

Guards:

After a while spawns

- 1 Emergent Escort (frigate)
- 2 Emergent Patroller (frigate)
- 2 Emergent Watchman (frigate)

Destroyable structures: None.

Non-destroyable structure:

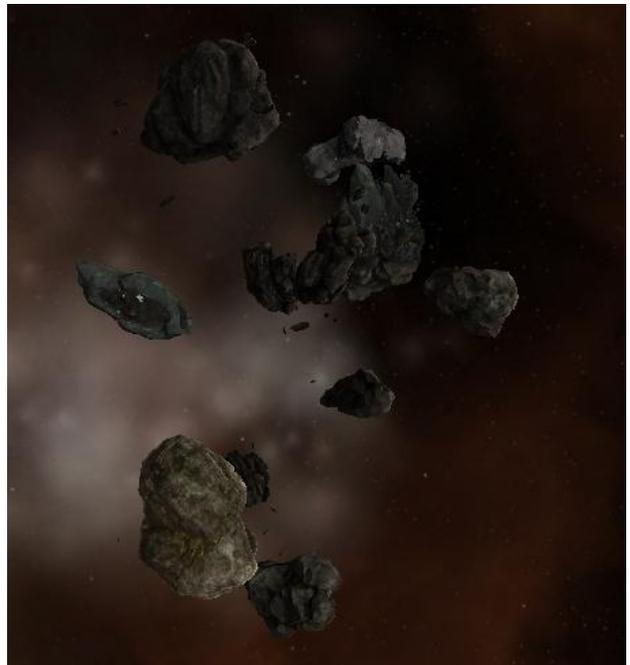
- 1 Broken Blue Crystal Asteroid

Lootable structures: None.

Harvestable/mineable elements:

- 1 Arkonor
- 1 Bistot
- 1 Crokite
- 1 Dark Ochre
- 1 Gneiss
- 1 Hedbergite
- 1 Hemorphite
- 1 Jaspert
- 1 Kernite
- 1 Omber
- 2 Plagioclase
- 1 Spodumain
- 4 Veldspar

Notes/hints: None.



Complex name: Unusual Core Deposit (all classes)

Signature type: Cosmic signature; Gravimetric

Entrance point

Warp-in description: Although abundant supplies of fullerenes were the darling discovery of the new wormhole regions, the influx of access to more raw minerals was not something that went unnoticed either. For many years, experts had postulated that the current supply in known space was beginning to fall slightly behind demand. Fortunately for all parties involved, the discovery of vast ore deposits in these far-flung, unknown areas ensured that such an event would not happen in the foreseeable future.

Guards:

After a while spawns

1 Awakened Defender (cruiser)

1 Awakened Upholder (cruiser)

Destroyable structures: None.

Non-destroyable structure:

2 Coral Rock Formation

Lootable structures: None.

Harvestable/mineable elements:

1 Arkonor

1 Bistot

1 Crokite

1 Dark Ochre

1 Gneiss

1 Hedbergite

1 Hemorphite

1 Jaspert

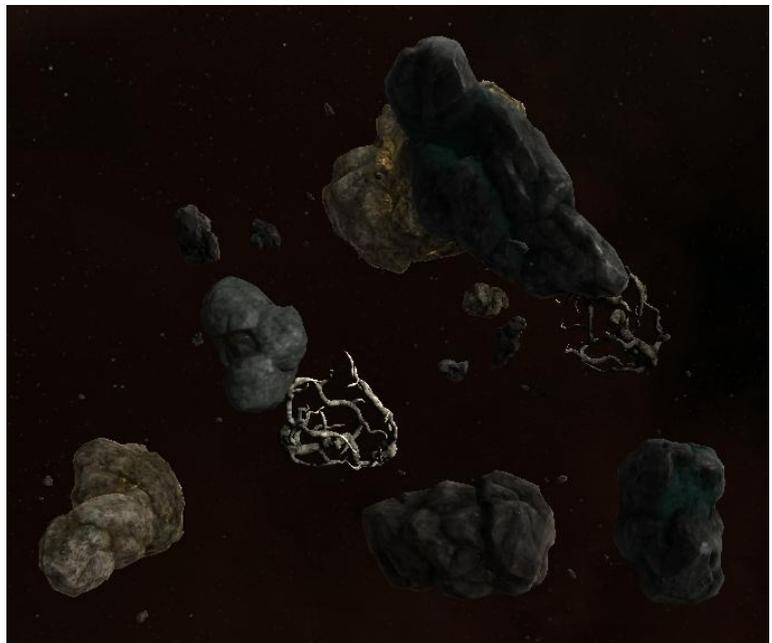
4 Kernite

1 Mercoxite

3 Omber

2 Scordite

1 Spodumain



Notes/hints: None.

Cosmic Signatures – Ladar (wormhole class)

Complex name: Barren Perimeter Reservoir (all classes)

Signature type: Cosmic signature; Ladar

Entrance point

Warp-in description: Fullerite is the solid-state manifestation of fullerene molecules and can be found naturally occurring within interstellar gas clouds. Fullerites are coveted for the unique structural properties that make them some of the most useful materials known to humankind. Fullerene-based technology has applications in electronics, propulsion and engineering as well as the construction of ultra-hard metal alloys and heat-resistant weapons systems. Because of the near-identical processes involved in crystal formation, fullerite clouds are acquired using the same, pre-existing gas harvester technology that has supplied booster manufacturers with their own cloud materials.

Guards:

After a while spawns

3 Emergent Patroller (frigate)

2 Emergent Watchman (frigate)

Destroyable structures: None.

Non-destroyable structure: None.

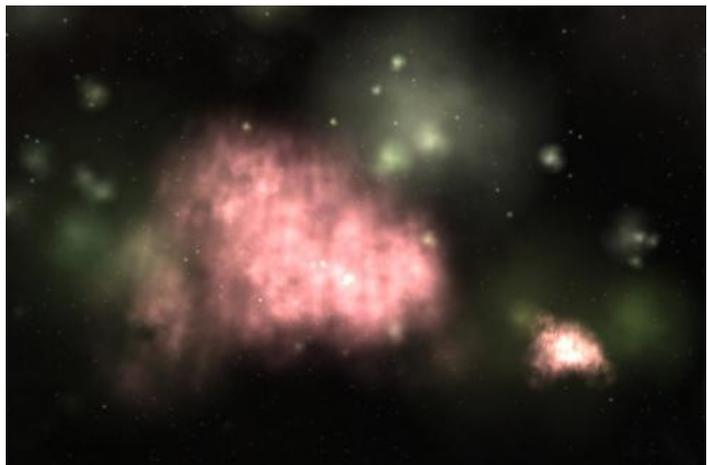
Lootable structures: None.

Harvestable/mineable elements:

1 Fullerite-C50 Gas Cloud

1 Fullerite-C60 Gas Cloud

Notes/hints: None.



Complex name: Bountiful Frontier Reservoir (all classes)

Signature type: Cosmic signature; Ladar

Entrance point

Warp-in description: Fullerite is the solid-state manifestation of fullerene molecules and can be found naturally occurring within interstellar gas clouds. Fullerites are coveted for the unique structural properties that make them some of the most useful materials known to humankind. Fullerene-based technology has applications in electronics, propulsion and engineering as well as the construction of ultra-hard metal alloys and heat-resistant weapons systems. Because of the near-identical processes involved in crystal formation, fullerite clouds are acquired using the same, pre-existing gas harvester technology that has supplied booster manufacturers with their own cloud materials.

Guards:

After a while spawns

2 Awakened Defender (cruiser)

3 Emergent Defender (frigate)

Destroyable structures: None.

Non-destroyable structure: None.

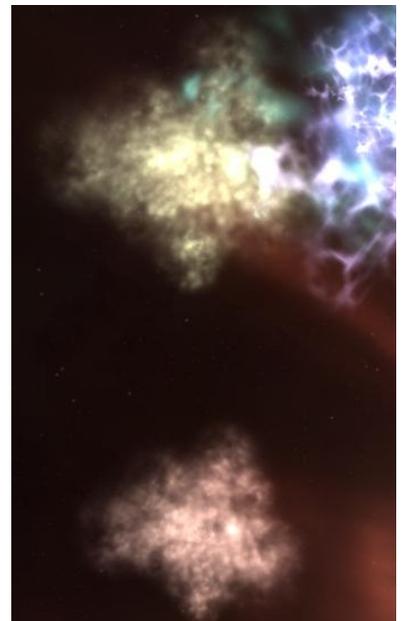
Lootable structures: None.

Harvestable/mineable elements:

1 Fullerite-C28 Gas Cloud

1 Fullerite-C32 Gas Cloud

Notes/hints: None.



Complex name: Instrumental Core Reservoir (all classes)

Signature type: Cosmic signature; Ladar

Entrance point

Warp-in description: Fullerite is the solid-state manifestation of fullerene molecules and can be found naturally occurring within interstellar gas clouds. Fullerites are coveted for the unique structural properties that make them some of the most useful materials known to humankind. Fullerene-based technology has applications in electronics, propulsion and engineering as well as the construction of ultra-hard metal alloys and heat-resistant weapons systems. Because of the near-identical processes involved in crystal formation, fullerite clouds are acquired using the same, pre-existing gas harvester technology that has supplied booster manufacturers with their own cloud materials.

Guards:

After a while spawns

2 Sleepless Sentinel (battleship)

Destroyable structures: None.

Non-destroyable structure: None.

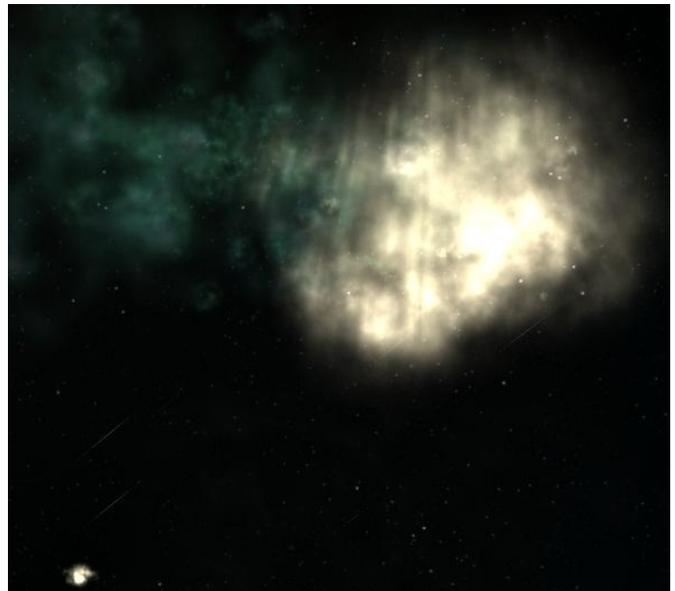
Lootable structures: None.

Harvestable/mineable elements:

1 Fullerite-C320 Gas Cloud

1 Fullerite-C540 Gas Cloud

Notes/hints: None.



Complex name: Minor Perimeter Reservoir (all classes)

Signature type: Cosmic signature; Ladar

Entrance point

Warp-in description: Fullerite is the solid-state manifestation of fullerene molecules and can be found naturally occurring within interstellar gas clouds. Fullerites are coveted for the unique structural properties that make them some of the most useful materials known to humankind. Fullerene-based technology has applications in electronics, propulsion and engineering as well as the construction of ultra-hard metal alloys and heat-resistant weapons systems. Because of the near-identical processes involved in crystal formation, fullerite clouds are acquired using the same, pre-existing gas harvester technology that has supplied booster manufacturers with their own cloud materials.

Guards:

After a while spawns

2 Awakened Patroller (cruiser)

Destroyable structures: None.

Non-destroyable structure: None.

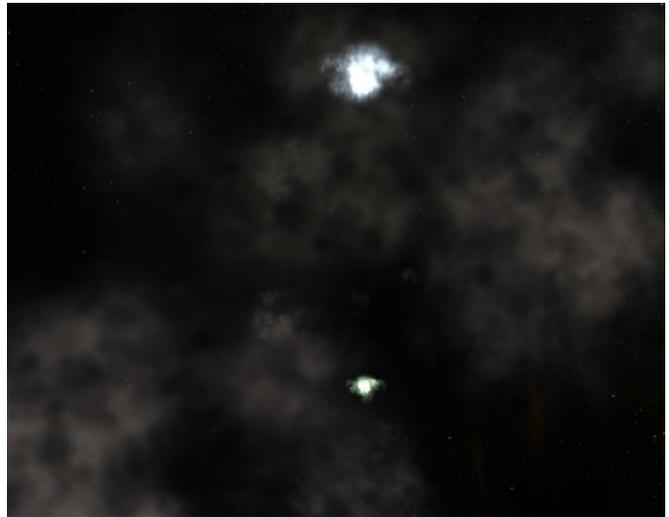
Lootable structures: None.

Harvestable/mineable elements:

1 Fullerite-C70 Gas Cloud

1 Fullerite-C72 Gas Cloud

Notes/hints: None.



Complex name: Ordinary Perimeter Reservoir (all classes)

Signature type: Cosmic signature; Ladar

Entrance point

Warp-in description: Fullerite is the solid-state manifestation of fullerene molecules and can be found naturally occurring within interstellar gas clouds. Fullerites are coveted for the unique structural properties that make them some of the most useful materials known to humankind. Fullerene-based technology has applications in electronics, propulsion and engineering as well as the construction of ultra-hard metal alloys and heat-resistant weapons systems. Because of the near-identical processes involved in crystal formation, fullerite clouds are acquired using the same, pre-existing gas harvester technology that has supplied booster manufacturers with their own cloud materials.

Guards:

5 Sirius (sentry turret)

Destroyable structures: None.

Non-destroyable structure: None.

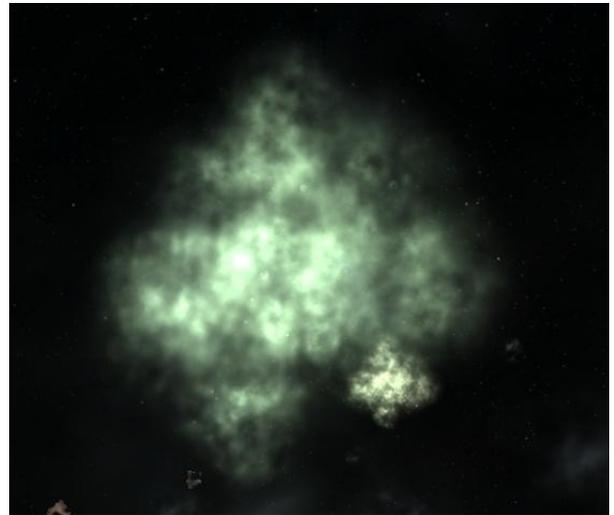
Lootable structures: None.

Harvestable/mineable elements:

1 Fullerite-C72 Gas Cloud

1 Fullerite-C84 Gas Cloud

Notes/hints: None.



Complex name: Sizeable Perimeter Reservoir (all classes)

Signature type: Cosmic signature; Ladar

Entrance point

Warp-in description: Fullerite is the solid-state manifestation of fullerene molecules and can be found naturally occurring within interstellar gas clouds. Fullerites are coveted for the unique structural properties that make them some of the most useful materials known to humankind. Fullerene-based technology has applications in electronics, propulsion and engineering as well as the construction of ultra-hard metal alloys and heat-resistant weapons systems. Because of the near-identical processes involved in crystal formation, fullerite clouds are acquired using the same, pre-existing gas harvester technology that has supplied booster manufacturers with their own cloud materials.

Guards:

After a while spawns

3 Emergent Patroller (frigate)

3 Emergent Watchman (frigate)

Destroyable structures: None.

Non-destroyable structure: None.

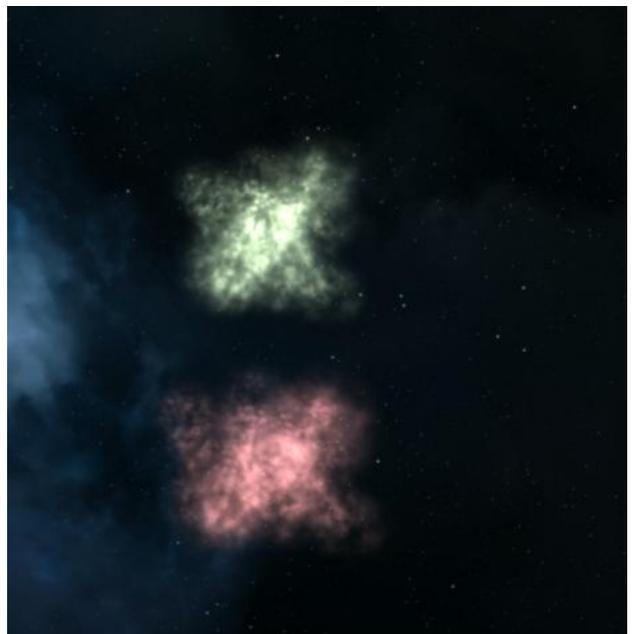
Lootable structures: None.

Harvestable/mineable elements:

1 Fullerite-C50 Gas Cloud

1 Fullerite-C85 Gas Cloud

Notes/hints: None.



Complex name: Token Perimeter Reservoir (all classes)

Signature type: Cosmic signature; Ladar

Entrance point

Warp-in description: Fullerite is the solid-state manifestation of fullerene molecules and can be found naturally occurring within interstellar gas clouds. Fullerites are coveted for the unique structural properties that make them some of the most useful materials known to humankind. Fullerene-based technology has applications in electronics, propulsion and engineering as well as the construction of ultra-hard metal alloys and heat-resistant weapons systems. Because of the near-identical processes involved in crystal formation, fullerite clouds are acquired using the same, pre-existing gas harvester technology that has supplied booster manufacturers with their own cloud materials.

Guards:

After a while spawns

1 Awakened Watchman (cruiser)

2 Emergent Escort (frigate)

Destroyable structures: None.

Non-destroyable structure: None.

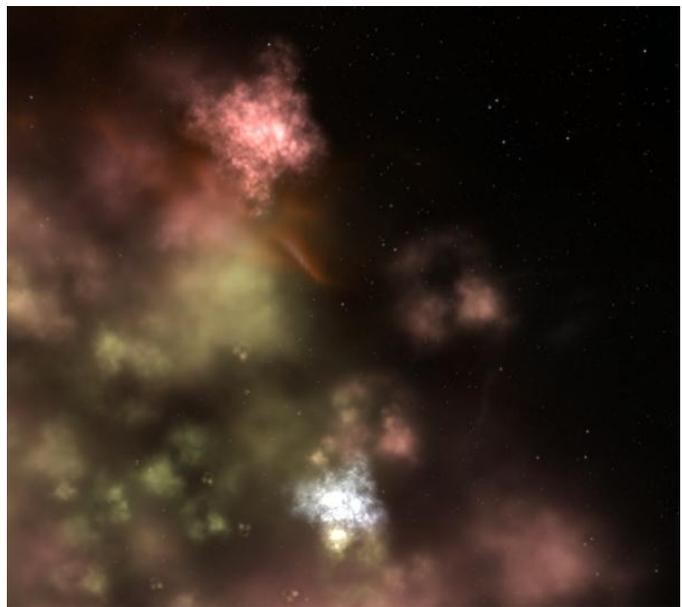
Lootable structures: None.

Harvestable/mineable elements:

1 Fullerite-C60 Gas Cloud

1 Fullerite-C70 Gas Cloud

Notes/hints: None.



Complex name: Vast Frontier Reservoir (all classes)

Signature type: Cosmic signature; Ladar

Entrance point

Warp-in description: Fullerite is the solid-state manifestation of fullerene molecules and can be found naturally occurring within interstellar gas clouds. Fullerites are coveted for the unique structural properties that make them some of the most useful materials known to humankind. Fullerene-based technology has applications in electronics, propulsion and engineering as well as the construction of ultra-hard metal alloys and heat-resistant weapons systems. Because of the near-identical processes involved in crystal formation, fullerite clouds are acquired using the same, pre-existing gas harvester technology that has supplied booster manufacturers with their own cloud materials.

Guards:

After a while spawns

2 Awakened Defender (cruiser)

2 Awakened Upholder (cruiser)

Destroyable structures: None.

Non-destroyable structure: None.

Lootable structures: None.

Harvestable/mineable elements:

1 Fullerite-C28 Gas Cloud

1 Fullerite-C32 Gas Cloud



Notes/hints: None.

Complex name: Vital Core Reservoir (all classes)

Signature type: Cosmic signature; Ladar

Entrance point

Warp-in description: Fullerite is the solid-state manifestation of fullerene molecules and can be found naturally occurring within interstellar gas clouds. Fullerites are coveted for the unique structural properties that make them some of the most useful materials known to humankind. Fullerene-based technology has applications in electronics, propulsion and engineering as well as the construction of ultra-hard metal alloys and heat-resistant weapons systems. Because of the near-identical processes involved in crystal formation, fullerite clouds are acquired using the same, pre-existing gas harvester technology that has supplied booster manufacturers with their own cloud materials.

Guards:

After a while spawns

2 Sleepless Keeper (battleship)

2 Emergent Keeper (frigate).

Destroyable structures: None.

Non-destroyable structure: None.

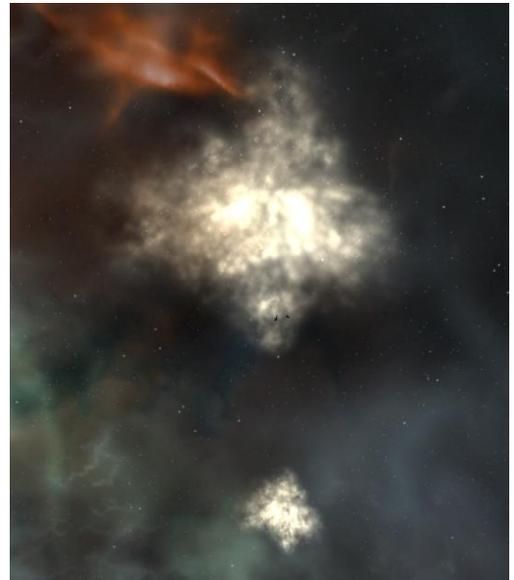
Lootable structures: None.

Harvestable/mineable elements:

1 Fullerite-C320 Gas Cloud

1 Fullerite-C540 Gas Cloud

Notes/hints: None.



Cosmic Signatures – Magnometric (wormhole class)

Complex name: Forgotten Core Assembly Hall (class 6)

Signature type: Cosmic signature; Magnometric

Entrance point

Warp-in description: Space is a lullaby, exploration a dream. The motionless environments beyond the wormholes are places of refuge, retirement, safety, stasis. Nestled in this corner, a comfortable deadspace pocket, something ancient resides: a society asleep, their secret structures inert and isolated, safe in soundless void.

These ruins doze away, oneiromantic. They've slumbered for millennia, yet their structure remains intact. In their torpor, their memories have dimmed, their significance forgotten, their inhabitants faded. Ripe secrets are stored in this sleeping mass, hidden wonders for the taking.

Reaching the Sleepers' treasures is a hazardous task. Something stirs amidst the ancient outpost: a nagging fear, a festering phantasm. Not everything sleeps peacefully here: Who knows if there are nightmares lurking in this berceuse?

Guards

Destroyable structures: None.

Non-destroyable structure:

16 Sleeper Multiplex Forwarder

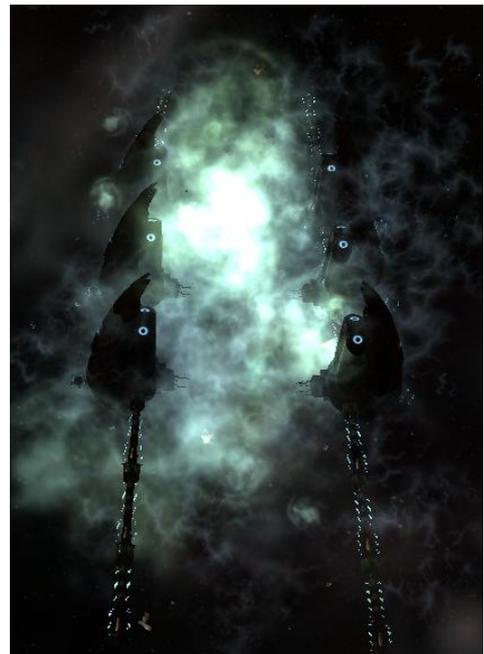
6 Sleeper Thermoelectric Converter

Lootable structures:

10 Forlorn Sleeper Artifact

Harvestable/mineable elements: None.

Notes/hints: The artifacts require an Analyser module to access.



Complex name: Forgotten Core Circuitry Disassembler (class 6)

Signature type: Cosmic signature; Magnometric

Entrance point

Warp-in description: Space is a lullaby, exploration a dream. The motionless environments beyond the wormholes are places of refuge, retirement, safety, stasis. Nestled in this corner, a comfortable deadspace pocket, something ancient resides: a society asleep, their secret structures inert and isolated, safe in soundless void.

These ruins doze away, oneiromantic. They've slumbered for millennia, yet their structure remains intact. In their torpor, their memories have dimmed, their significance forgotten, their inhabitants faded. Ripe secrets are stored in this sleeping mass, hidden wonders for the taking.

Reaching the Sleepers' treasures is a hazardous task. Something stirs amidst the ancient outpost: a nagging fear, a festering phantasm. Not everything sleeps peacefully here: Who knows if there are nightmares lurking in this berceuse?

Guards

Destroyable structures: None.

Non-destroyable structure:

22 Sleeper Multiplex Forwarder

10 Sleeper Preservation Conduit

6 Sleeper Thermoelectric Converter

Lootable structures:

15 Forlorn Sleeper Artifact

Harvestable/mineable elements: None.

Notes/hints: The artifacts require an Analyser module to access.



Complex name: Forgotten Core Data Field (class 5)

Signature type: Cosmic signature; Magnometric

Entrance point

Warp-in description: Space is a lullaby, exploration a dream. The motionless environments beyond the wormholes are places of refuge, retirement, safety, stasis. Nestled in this corner, a comfortable deadspace pocket, something ancient resides: a society asleep, their secret structures inert and isolated, safe in soundless void.

These ruins doze away, oneiromantic. They've slumbered for millennia, yet their structure remains intact. In their torpor, their memories have dimmed, their significance forgotten, their inhabitants faded. Ripe secrets are stored in this sleeping mass, hidden wonders for the taking.

Reaching the Sleepers' treasures is a hazardous task. Something stirs amidst the ancient outpost: a nagging fear, a festering phantasm. Not everything sleeps peacefully here: Who knows if there are nightmares lurking in this berceuse?

Guards

Destroyable structures: None.

Non-destroyable structure:

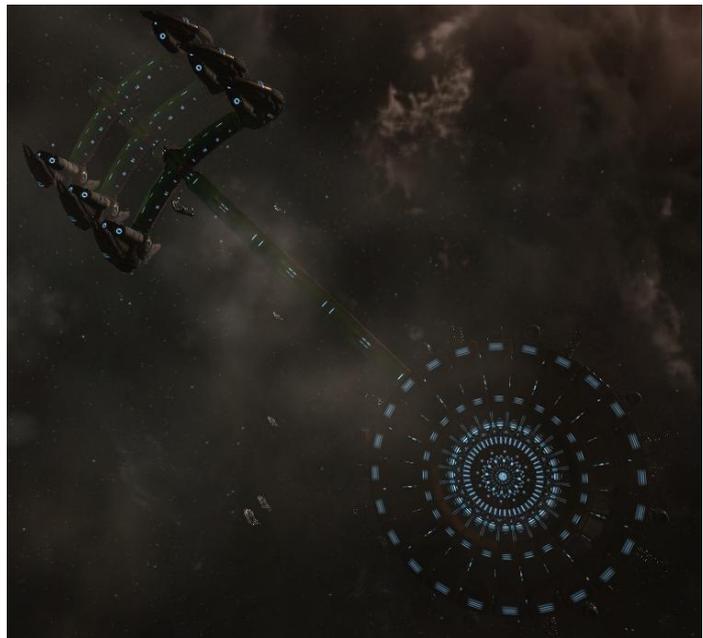
- 1 Sleeper Enclave
- 3 Sleeper Interlink Hub
- 3 Sleeper Preservation Conduit
- 6 Sleeper Thermoelectric Converter

Lootable structures:

- 10 Decrepit Sleeper Artifact

Harvestable/mineable elements: None.

Notes/hints: The artifacts require an Analyser module to access.



Complex name: Forgotten Core Information Pen (class 5)

Signature type: Cosmic signature; Magnometric

Entrance point

Warp-in description: Space is a lullaby, exploration a dream. The motionless environments beyond the wormholes are places of refuge, retirement, safety, stasis. Nestled in this corner, a comfortable deadspace pocket, something ancient resides: a society asleep, their secret structures inert and isolated, safe in soundless void.

These ruins doze away, oneiromantic. They've slumbered for millennia, yet their structure remains intact. In their torpor, their memories have dimmed, their significance forgotten, their inhabitants faded. Ripe secrets are stored in this sleeping mass, hidden wonders for the taking.

Reaching the Sleepers' treasures is a hazardous task. Something stirs amidst the ancient outpost: a nagging fear, a festering phantasm. Not everything sleeps peacefully here: Who knows if there are nightmares lurking in this berceuse?

Guards

Destroyable structures: None.

Non-destroyable structure:

- 1 Broken Blue Crystal Asteroid
- 5 Cloven Grey Asteroid
- 2 Sleeper Multiplex Forwarder
- 2 Sleeper Preservation Conduit
- 6 Sleeper Thermoelectric Converter

Lootable structures:

- 1 Abandoned Talocan Battleship
- 15 Decrepit Sleeper Artifact

Harvestable/mineable elements: None.



Notes/hints: The artifacts require an Analyser module while the battleship requires a Salvager module to access.

Complex name: Forgotten Frontier Conversion Module (class 4)

Signature type: Cosmic signature; Magnometric

Entrance point

Warp-in description: Space is a lullaby, exploration a dream. The motionless environments beyond the wormholes are places of refuge, retirement, safety, stasis. Nestled in this corner, a comfortable deadspace pocket, something ancient resides: a society asleep, their secret structures inert and isolated, safe in soundless void.

These ruins doze away, oneiromantic. They've slumbered for millennia, yet their structure remains intact. In their torpor, their memories have dimmed, their significance forgotten, their inhabitants faded. Ripe secrets are stored in this sleeping mass, hidden wonders for the taking.

Reaching the Sleepers' treasures is a hazardous task. Something stirs amidst the ancient outpost: a nagging fear, a festering phantasm. Not everything sleeps peacefully here: Who knows if there are nightmares lurking in this berceuse?

Guards

Destroyable structures: None.

Non-destroyable structure:

- 1 Barren Asteroid
- 2 Broken Blue Asteroid
- 1 Ripped Superstructure
- 2 Rock
- 2 Sharded Rock
- 4 Sleeper Multiplex Forwarder
- 4 Sleeper Preservation Conduit
- 12 Sleeper Thermoelectric Converter
- 2 Small and Sharded Rock
- 1 Tiny Rock

Lootable structures:

- 12 Sleeper Artifact

Harvestable/mineable elements: None.



Notes/hints: The artifacts require an Analyser module to access.

Complex name: Forgotten Frontier Evacuation Center (class 4)

Signature type: Cosmic signature; Magnometric

Entrance point

Warp-in description: Space is a lullaby, exploration a dream. The motionless environments beyond the wormholes are places of refuge, retirement, safety, stasis. Nestled in this corner, a comfortable deadspace pocket, something ancient resides: a society asleep, their secret structures inert and isolated, safe in soundless void.

These ruins doze away, oneiromantic. They've slumbered for millennia, yet their structure remains intact. In their torpor, their memories have dimmed, their significance forgotten, their inhabitants faded. Ripe secrets are stored in this sleeping mass, hidden wonders for the taking.

Reaching the Sleepers' treasures is a hazardous task. Something stirs amidst the ancient outpost: a nagging fear, a festering phantasm. Not everything sleeps peacefully here: Who knows if there are nightmares lurking in this berceuse?

Guards

Destroyable structures: None.

Non-destroyable structure:

- 1 Sleeper Enclave
- 48 Sleeper Multiplex Forwarder
- 8 Sleeper Preservation Conduit

Lootable structures:

- 10 Sleeper Artifact

Harvestable/mineable elements:

- 1 Pyroxeres



Notes/hints: The artifacts require an Analyser module to access.

Complex name: Forgotten Frontier Recursive Depot (class 3)

Signature type: Cosmic signature; Magnometric

Entrance point

Warp-in description: This deadspace pocket describes an ancient conundrum, an enigma from the ages: Whose ruins are these? A cursory glance reveals the outpost to be clearly Talocan, a race long gone in time's vacuum. However, permeating the abandoned structures are Sleeper drones, and their influence ferments the surrounding environment. In this unknown space, more questions pervade: Why are these drones here? What are they hiding?

There are secrets in this Talocan outpost, and by the looks of it, nobody will be missing these forgotten relics. But acquiring these lost trinkets of technology will not answer that one, nagging, fundamental questions: Why are these two ancient races, so utterly disparate, sharing this space, and to whom does this outpost belong?

Guards

Destroyable structures:

- 3 Broken Talocan Coupling Array
- 5 Disjoined Talocan Outpost Conduit
- 1 Disrupted Talocan Polestar
- 1 Worn Talocan Gate

Non-destroyable structure:

- 1 Hollow Asteroid
- 1 Rock – Small w/hole
- 1 Talocan Observation Dome

Lootable structures:

- 9 Abandoned Sleeper Artifact

Harvestable/mineable elements: None.



Notes/hints: The artifacts require an Analyser module to access.

Complex name: Forgotten Frontier Quarantine Outpost (class 3)

Signature type: Cosmic signature; Magnometric

Entrance point

Warp-in description: This deadspace pocket describes an ancient conundrum, an enigma from the ages: Whose ruins are these? A cursory glance reveals the outpost to be clearly Talocan, a race long gone in time's vacuum. However, permeating the abandoned structures are Sleeper drones, and their influence ferments the surrounding environment. In this unknown space, more questions pervade: Why are these drones here? What are they hiding?

There are secrets in this Talocan outpost, and by the looks of it, nobody will be missing these forgotten relics. But acquiring these lost trinkets of technology will not answer that one, nagging, fundamental questions: Why are these two ancient races, so utterly disparate, sharing this space, and to whom does this outpost belong?

Guards

Destroyable structures:

- 4 Broken Talocan Coupling Array
- 28 Disjoined Talocan Outpost Conduit
- 1 Hollow Talocan Extraction Silo
- 4 Inverted Talocan Exchange Depot
- 2 Worn Talocan Gate

Non-destroyable structure: None.

Lootable structures:

- 7 Abandoned Sleeper Artifact

Harvestable/mineable elements:

- 24 Veldspar



Notes/hints: The artifacts require an Analyser module to access.

Complex name: Forgotten Perimeter Coronation Platform (class 1)

Signature type: Cosmic signature; Magnometric

Entrance point

Warp-in description: Space is a lullaby, exploration a dream. The motionless environments beyond the wormholes are places of refuge, retirement, safety, stasis. Nestled in this corner, a comfortable deadspace pocket, something ancient resides: a society asleep, their secret structures inert and isolated, safe in soundless void.

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Guards

Destroyable structures: None.

Non-destroyable structure:

- 5 Broken Blue Asteroid
- 4 Cloven Grey Asteroid
- 1 Sleeper Enclave
- 3 Sleeper Interlink Hub
- 3 Sleeper Preservation Conduit
- 6 Sleeper Thermoelectric Converter

Lootable structures:

- 3 Forgotten Sleeper Artifact

Harvestable/mineable elements: None.

Notes/hints: The artifacts require an Analyser to access.



Complex name: Forgotten Perimeter Gateway (class 2)

Signature type: Cosmic signature; Magnometric

Entrance point

Warp-in description: Space is a lullaby, exploration a dream. The motionless environments beyond the wormholes are places of refuge, retirement, safety, stasis. Nestled in this corner, a comfortable deadspace pocket, something ancient resides: a society asleep, their secret structures inert and isolated, safe in soundless void.

These ruins doze away, oneiromantic. They've slumbered for millennia, yet their structure remains intact. In their torpor, their memories have dimmed, their significance forgotten, their inhabitants faded. Ripe secrets are stored in this sleeping mass, hidden wonders for the taking.

Reaching the Sleepers' treasures is a hazardous task. Something stirs amidst the ancient outpost: a nagging fear, a festering phantasm. Not everything sleeps peacefully here: Who knows if there are nightmares lurking in this berceuse?

Guards

Destroyable structures: None.

Non-destroyable structure:

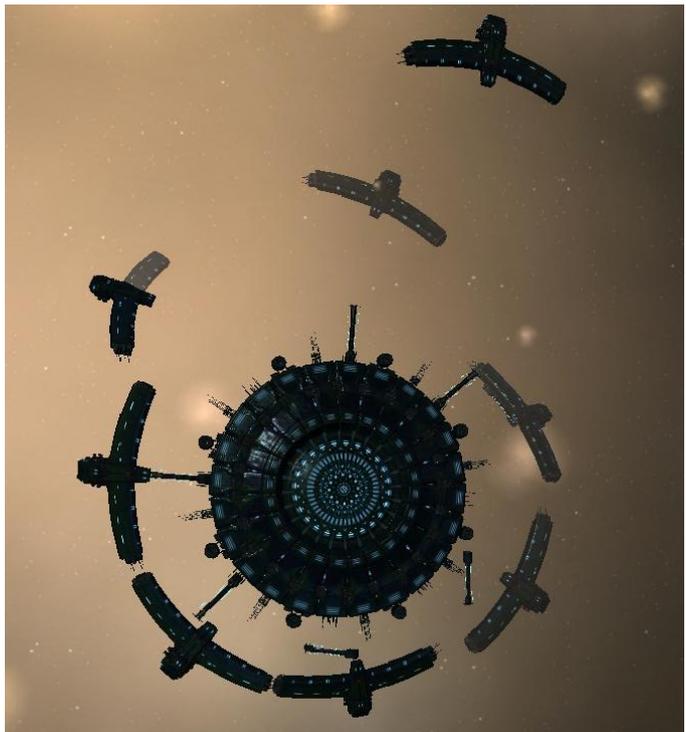
- 2 Black Monolith
- 1 Broken Blue Crystal Asteroid
- 1 Broken Metallic Crystal Asteroid
- 1 Hollow Asteroid
- 1 Sleeper Enclave
- 7 Sleeper Multiplex Forwarder
- 8 Sleeper Preservation Conduit

Lootable structures:

- 8 Lost Sleeper Artifact

Harvestable/mineable elements: None.

Notes/hints: The artifacts require an Analyser module to access.



Complex name: Forgotten Perimeter Power Array (class 1)

Signature type: Cosmic signature; Magnometric

Entrance point

Warp-in description: Space is a lullaby, exploration a dream. The motionless environments beyond the wormholes are places of refuge, retirement, safety, stasis. Nestled in this corner, a comfortable deadspace pocket, something ancient resides: a society asleep, their secret structures inert and isolated, safe in soundless void.

These ruins doze away, oneiromantic. They've slumbered for millennia, yet their structure remains intact. In their torpor, their memories have dimmed, their significance forgotten, their inhabitants faded. Ripe secrets are stored in this sleeping mass, hidden wonders for the taking.

Reaching the Sleepers' treasures is a hazardous task. Something stirs amidst the ancient outpost: a nagging fear, a festering phantasm. Not everything sleeps peacefully here: Who knows if there are nightmares lurking in this berceuse?

Guards

Destroyable structures: None.

Non-destroyable structure:

- 2 Sleeper Multiplex Forwarder
- 2 Sleeper Preservation Conduit
- 6 Sleeper Thermoelectric Converter

Lootable structures:

- 4 Forgotten Sleeper Artifact
- 1 Derelict Talocan Frigate

Harvestable/mineable elements: None.



Notes/hints: The artifacts require an Analyser while the frigate requires a Salvager module to access.

Cosmic Signatures – Radar (wormhole class)

Complex name: Unsecured Core Backup Array (class 6)

Signature type: Cosmic signature; Radar

Entrance point

Warp-in description: From the moment your warp drive locks on to this mysterious deadspace signature, it becomes apparent that you have stumbled upon something significant. Despite countless years in the harsh environments of space, the area is exceptionally well maintained and protected with even more care. Whatever hidden secrets are encoded in these vast digital farms, they were clearly meant to stay that way.

Guards

Destroyable structures: None.

Non-destroyable structure:

22 Sleeper Multiplex Forwarder

10 Sleeper Preservation Conduit

6 Sleeper Thermoelectric Converter

Lootable structures:

10 Spavined Sleeper Databank

Harvestable/mineable elements: None.

Notes/hints: The databanks require a Codebreaker module to access.



Complex name: Unsecured Core Emergence (class 6)

Signature type: Cosmic signature; Radar

Entrance point

Warp-in description: There is something deeply unsettling about the level of electronic activity emanating from this ancient Sleeper site. Even though the place clearly fell into darkness centuries ago, there is the unshakable feeling that some kind of presence still persists. Unthinkably vast amounts of data bleed outwards from this deadspace pocket, passing through on their way to some unknown destination even further into the void.

Guards

Destroyable structures: None.

Non-destroyable structure:

- 1 Sleeper Enclave
- 8 Sleeper Multiplex Forwarder
- 8 Sleeper Preservation Conduit
- 8 Sleeper Thermoelectric Converter

Lootable structures:

- 15 Spavined Sleeper Databank

Harvestable/mineable elements: None.



Notes/hints: The databanks require a Codebreaker module to access.

Complex name: Unsecured Frontier Database (class 3)

Signature type: Cosmic signature; Radar

Entrance point

Warp-in description: Out in the darkness, a curious deadspace signature taunts brave and reckless explorers alike to try and uncover what secrets may be hidden in the depths. Electronic interference floods through your ship's systems only moments after your warp drive locks on and activates, growing in ferocity as you are hurled towards the strange phenomenon.

Guards

Destroyable structures:

- 1 Abandoned Sleeper Enclave
- 7 Crippled Sleeper Preservation Conduit
- 6 Malfunctioning Sleeper Multiplex Forwarder

Non-destroyable structure:

- 7 Debris – Broken Drive Unit Part 1
- 16 Debris – Broken Drive Unit Part 2
- 1 Debris – Broken Engine Part 2
- 5 Debris – Crumbled Metal
- 6 Debris – Power Conduit
- 4 Debris – Power Feed
- 6 Debris – Twisted Metal

Lootable structures:

- 10 Deformed Sleeper Databank

Harvestable/mineable elements:

- 14 Veldspar



Notes/hints: The databanks require a Codebreaker module to access.

Complex name: Unsecured Frontier Digital Nexus (class 4)

Signature type: Cosmic signature; Radar

Entrance point

Warp-in description: Out in the darkness, a curious deadspace signature taunts brave and reckless explorers alike to try and uncover what secrets may be hidden in the depths. Electronic interference floods through your ship's systems only moments after your warp drive locks on and activates, growing in ferocity as you are hurled towards the strange phenomenon.

Guards

Destroyable structures: None.

Non-destroyable structure:

4 Coral Rock Formation

22 Sleeper Multiplex Forwarder

10 Sleeper Preservation Conduit

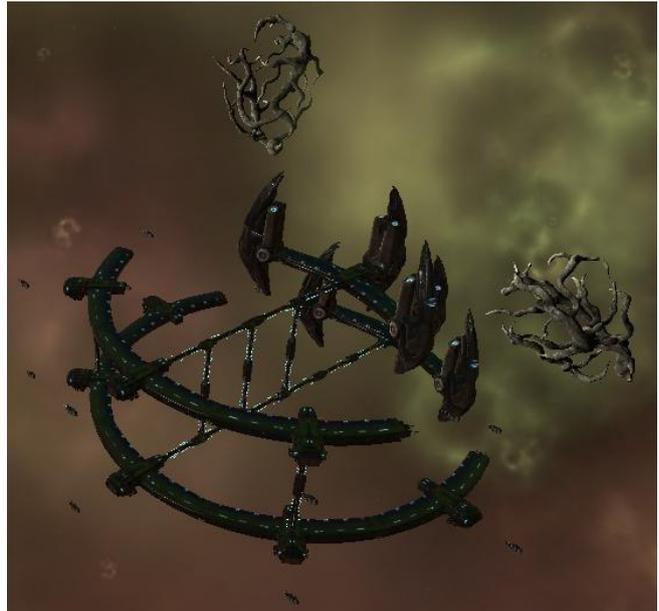
6 Sleeper Thermoelectric Converter

Lootable structures:

12 Obsolete Sleeper Databank

Harvestable/mineable elements: None.

Notes/hints: The databanks require a Codebreaker module to access.



Complex name: Unsecured Frontier Enclave Relay (class 5)

Signature type: Cosmic signature; Radar

Entrance point

Warp-in description: Out in the darkness, a curious deadspace signature taunts brave and reckless explorers alike to try and uncover what secrets may be hidden in the depths. Electronic interference floods through your ship's systems only moments after your warp drive locks on and activates, growing in ferocity as you are hurled towards the strange phenomenon.

Guards

Destroyable structures: None.

Non-destroyable structure:

1 Sleeper Enclave

48 Sleeper Multiplex Forwarder

8 Sleeper Preservation Conduit

Lootable structures:

15 Broken Sleeper Databank

Harvestable/mineable elements: None.



Notes/hints: The databanks require a Codebreaker module to access.

Complex name: Unsecured Frontier Receiver (class 3)

Signature type: Cosmic signature; Radar

Entrance point

Warp-in description: Out in the darkness, a curious deadspace signature taunts brave and reckless explorers alike to try and uncover what secrets may be hidden in the depths. Electronic interference floods through your ship's systems only moments after your warp drive locks on and activates, growing in ferocity as you are hurled towards the strange phenomenon.

Guards

Destroyable structures:

- 6 Eroded Sleeper Thermoelectric Converter
- 8 Malfunctioning Sleeper Multiplex Forwarder

Non-destroyable structure:

- 1 Hollow Asteroid

Lootable structures:

- 7 Deformed Sleeper Databank

Harvestable/mineable elements:

- 29 Veldspar



Notes/hints: The databanks require a Codebreaker module to access.

Complex name: Unsecured Frontier Server Bank (class 5)

Signature type: Cosmic signature; Radar

Entrance point

Warp-in description: Out in the darkness, a curious deadspace signature taunts brave and reckless explorers alike to try and uncover what secrets may be hidden in the depths. Electronic interference floods through your ship's systems only moments after your warp drive locks on and activates, growing in ferocity as you are hurled towards the strange phenomenon.

Guards

Destroyable structures:

- 2 Crippled Sleeper Preservation Conduit
- 6 Eroded Sleeper Thermoelectric Converter
- 2 Malfunctioning sleeper Multiplex Forwarder

Non-destroyable structure:

- 5 Debris – Broken Drive Unit Part 1
- 4 Debris – Broken Drive Unit Part 2
- 5 Debris – Broken Engine Part 1
- 4 Debris – Broken Engine Part 2
- 6 Debris – Crumbled Metal
- 5 Debris – Power Conduit
- 5 Debris – Power Feed
- 3 Debris – Twisted Metal
- 1 Depleted Station Battery

Lootable structures:

- 1 Abandoned Talocan Battleship
- 15 Broken Sleeper Databank

Harvestable/mineable elements: None.



Notes/hints: The databanks require a Codebreaker while the battleship requires a Salvager module to access.

Complex name: Unsecured Frontier Trinary Hub (class 4)

Signature type: Cosmic signature; Radar

Entrance point

Warp-in description: Out in the darkness, a curious deadspace signature taunts brave and reckless explorers alike to try and uncover what secrets may be hidden in the depths. Electronic interference floods through your ship's systems only moments after your warp drive locks on and activates, growing in ferocity as you are hurled towards the strange phenomenon.

Guards

Destroyable structures: None.

Non-destroyable structure:

1 Talocan Polestar

Lootable structures:

10 Obsolete Sleeper Databank

Harvestable/mineable elements: None.

Notes/hints: The databanks require a Codebreaker module to access.



Complex name: Unsecured Perimeter Transponder Farm (class 2)

Signature type: Cosmic signature; Radar

Entrance point

Warp-in description: Out in the darkness, a curious deadspace signature taunts brave and reckless explorers alike to try and uncover what secrets may be hidden in the depths. Electronic interference floods through your ship's systems only moments after your warp drive locks on and activates, growing in ferocity as you are hurled towards the strange phenomenon.

Guards

Destroyable structures: None.

Non-destroyable structure:

- 2 Black Monolith
- 1 Broken Blue Crystal Asteroid
- 1 Broken Metallic Crystal Asteroid
- 1 Coral Rock Formation
- 1 Hollow Asteroid
- 1 Rock Formation – Branched & Twisted
- 1 Sleeper Enclave
- 7 Sleeper Multiplex Forwarder
- 7 Sleeper Preservation Conduit

Lootable structures:

- 5 Ejected Sleeper Databank

Harvestable/mineable elements: None.



Notes/hints: The databanks require a Codebreaker module to access.

Wormhole Structure Descriptions

Sleeper

Abandoned Sleeper Artifact

This might once have been an important piece of an engine, but now you're not getting anything out of it without the help of an analyzer.

Abandoned Sleeper Enclave

Imposing in its majesty, this giant dome stands as a testament to the technological might of the ancient Sleeper race. Even millennia old, the innumerable electronics systems within are still comparable to contemporary technology, in some cases even exceeding it. The distinctive hub-like design of this particular structure suggests that it operated as some kind of central data nexus, a shining capital amongst a digital metropolis.

This Enclave is heavily damaged from thousands of years in the unforgiving solitude of space. The only signs of life within are weak electronic signals.

Broken Sleeper Databank

This object was severed from some larger structure in the distant past, perhaps as the result of an asteroid strike. Fortunately, a once-redundant power source has provided just enough energy to keep its databank operable. You may be able to extract something with your codebreaker.

Crippled Sleeper Preservation Conduit

Tiny windows looking out into space offer a glimpse past this structure's once-impressive armor plating and through to the strange sights within. Barely visible in the dim light are rows upon rows of small chambers, stretching out endlessly inside the darkened hallways of this mammoth conduit. A myriad of connective wires interlace with giant pipelines, all of them broken or badly damaged. A strange electronic interference emanates from deep inside the facility, suggesting that perhaps not everything inside has fallen into disrepair.

Decrepit Sleeper Artifact

This mangled sheet of hull plating contains something of interest to your analyzer.

Deformed Sleeper Databank

Deformed Sleeper Databank: This section of hull plating once shielded an auxiliary databank on its obverse. The databank has been exposed to space for some time now, but you may still be able to extract something with your codebreaker.

Ejected Sleeper Databank

Ejected Sleeper Databank: This modular structure was long ago subjected to some sort of emergency ejection procedure, but you can detect an intact databank concealed under its heavy plating. You may be able to extract something with your codebreaker.

Eroded Sleeper Thermoelectric Converter

After countless years in space, this structure is showing some signs of age. A brief analysis of the semi-functional technology inside reveals that it operates as some kind of auxiliary power source for other structures. Erosion in one of the armor panels exposes a small internal hangar bay, perhaps used as a docking port to power the Sleeper's automated drones.

Forlorn Sleeper Artifact

Analysis could yield something valuable.

Forgotten Sleeper Artifact

Your analyzer is picking up something of interest in this piece of twisted wreckage, though you can't for the life of you see what it is.

Lost Sleeper Artifact

You suspect this battered hunk of metal may conceal some kind of relic.

Malfunctioning Sleeper Multiplex Forwarder

The Sleeper Multiplex Forwarder may have been responsible for transferring data between various Sleeper facilities. Hundreds of years in space have taken their toll, however, and brief scans of the structure show only miniscule amounts of electronic activity.

Obsolete Sleeper Databank

Obsolete Sleeper Databank: This could once have been an airlock. Or an essential component of a ventilation system. Or some kind of stasis pod. Whatever it was, the only thing of value that remains is the databank you can detect concealed within.

Sleeper Archive Terminal

This structure appears to be a modified engineering station, although it contains more instruments for information-gathering than commonly seen in stations of its ilk. Currently inactive, the terminal sports a

great number of antechambers and libraries both digital and physical, as well as innumerable laboratories of all shapes and sizes.

Sleeper Artifact

You think there might be something concealed here that an analyzer could discover.

Sleeper Enclave

Imposing in its majesty, this giant dome stands as a testament to the technological might of the ancient Sleeper race. Even millennia old, the innumerable electronics systems within are still comparable to contemporary technology, in some cases even exceeding it. The distinctive hub-like design of this particular structure suggests that it operated as some kind of central data nexus, a shining capital amongst a digital metropolis.

Although entirely functional and intact, the only signs of life within are electrical currents and the eerily constant transfers of data.

Sleeper Engineering Station

This enigmatic structure appears to house numerous engineering subsystems. An outer defense system is still online, shielding the installation from any hostile actions. Inside the facility there is a maze of data networks tangled amongst the cables and conduits that sustain them.

Sleeper Installation Robust Arc Section

Tiny windows looking out into space offer a glimpse past this structure's impressive armor plating and through to the strange sights within. Barely visible in the dim light are rows upon rows of small chambers, stretching out endlessly inside the darkened hallways of this mammoth conduit. A myriad of connective wires interlace with giant pipelines, feeding into every area of the facility. Although they can be seen coiling up through the foundations, the compounds they are ferrying remain a mystery.

A strange electronic interference emanates from deep within, pulsing randomly every few seconds.

Sleeper Interlink Hub

Distinctively Sleeper in design, this structure operates as an information hub, linking up various data sources with one another. An extraordinarily resilient superstructure guards the flow of information inside from any disruption.

Sleeper Linkage Structure

This is a Sleeper linkage structure

Sleeper Multiplex Forwarder

The Sleeper Multiplex Forwarder was built as a massive router for transferring electronic data between various Sleeper facilities. Although enclosed in super-resilient metal alloys, the size of the data cables suggests that it is capable of transmitting extraordinary amounts of information.

Sleeper Preservation Conduit

Tiny windows looking out into space offer a glimpse past this structure's impressive armor plating and through to the strange sights within. Barely visible in the dim light are rows upon rows of small chambers, stretching out endlessly inside the darkened hallways of this mammoth conduit. A myriad of connective wires interlace with giant pipelines, feeding into every area of the facility. Although they can be seen coiling up through the foundations, the compounds they are ferrying remain a mystery.

A strange electronic interference emanates from deep within, pulsing randomly every few seconds.

Sleeper Thermoelectric Converter

Despite countless years in space, this structure appears to be entirely functional. A brief analysis of the technology inside reveals that it operates as some kind of central power source for other Sleeper facilities. Faint seams in the rigid armor suggest it may even house a docking port to power the Sleeper's automated drones.

Spavined Sleeper Databank

This hull plate still has an unobstructed access point for the databank it holds. You may be able to extract something with your codebreaker.

Talocan

Abandoned Talocan Battleship

It looks like this ship was gutted, then left to drift.

Broken Talocan Coupling Array

The long capsules in the coupling array offer no hints as to their purpose. Archaeologists conjecture that the Array contained escape vessels, food bins, fuel resources or equipment for punishment. Some theories purport that all of the above are true. Cracked and worn, the coupling array won't function as any of these, as its fragile frame is completely broken inside and out.

Derelict Talocan Frigate

It looks like this ship was gutted, then left to drift.

Disjoined Talocan Outpost Conduit

Narrow tubes and electrical wiring fill the outpost conduit. Equal parts electrical artery and linking structure, the interior of this connecting structure is in disrepair and on the verge of complete wreckage.

Disrupted Talocan Polestar

The central piece of this Talocan station is the Polestar, the nerve center of the complex and the heart of Talocan survival. Though dilapidated and unusable, the Polestar's outer hull is breached in many parts. Its propulsion jets and mini-generators are destroyed and decaying. From the burn marks around the propulsion thrusters, this Polestar has been jettisoned many times as a necessary structure for a migrant culture, but in this condition the Polestar's current location will remain its last.

Hollow Talocan Extraction Silo

This towering structure contains all the basic elements of a regular silo: cavernous storage areas, thick walls, extensive ventilation, etc. Based on the scans of this silo, however, the silo's previous contents are unknown. The residue from inside reveals nothing known in modern times, or even odd genetic combinations. Whatever its contents, the silo emits an unfamiliar – and uneasy – presence.

Inverted Talocan Exchange Depot

Amidst the ruins of this Talocan outpost, the exchange depot looms, its presence foreboding. Judging from the wreckage inside, the depot was either used for imprisonment or cultural exchange; eerily, there seems to be very little difference between the two. Whatever its purpose, this structure is rather prevalent among the outposts, displaying its importance in Talocan society.

Talocan Coupling Array

The long capsules in the coupling array offer no hints as to their purpose. Archaeologists conjecture that the Array contained escape vessels, food bins, fuel resources or equipment for punishment. Some theories purport that all of the above are true.

Talocan Disruption Tower

The Talocan disruption tower is the most mysterious of the Talocan structures. Although certainly a part of the Talocan station, its hinges and propulsion systems imply ready removal from stations, but the peaks

and points are unlike any current weapon grouping or turret structure. The tower appears as more of a mechanical syringe than a defense turret, but that may be just speculation. Regardless of the theories, the disruption tower is an unsettling relic of the Talocans.

Talocan Engineering Station

This is a Talocan engineering station

Talocan Exchange Depot

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Talocan Extraction Silo

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Talocan Observation Dome

Large windows and telescoping turrets peer out into the surrounding darkness. The Talocan observation dome always appears to be staring, despite the absence of its original occupants.

Talocan Outpost Conduit

Narrow tubes and electrical wiring fill the outpost conduit. Equal parts electrical artery and linking structure, the interior of this connecting structure is in disrepair, but its polyferrous hull keeps the ravages of space and time at bay.

Talocan Outpost Core

Centuries of emptiness have left this Talocan outpost's central hub in disarray, but the chambers and corridors inside portray a busy (if very spartan) existence. Advanced technology mingles with rustic repairs and patchwork assemblages. Some of the technology is ancient and very rudimentary in design, harkening back to cultures long gone, yet with hints of familiarity.

Talocan Outpost Hub

Though large in design, this structure is sparsely adorned, with only a few antechambers and docking platforms inside. Speculation among historians suggests that this outpost hub was capable of immediate and easy disconnection from the Talocan outpost in case of attack, but there hasn't been a scholarly consensus about this.

Talocan Polestar

The central piece of this Talocan station is the Polestar, the nerve center of the complex and the heart of Talocan survival. Though dilapidated and unusable, the Polestar's outer hull holds many propulsion jets and mini-generators, implying its use as a self-sufficient structure with independent capabilities. From the burn marks around the propulsion thrusters, this Polestar has been jettisoned many times as a necessary structure for a migrant culture.

Talocan Reactor Spire

Centuries of emptiness have left this Talocan outpost's central hub in disarray, but the chambers and corridors inside portray a busy (if very spartan) existence. Advanced technology mingles with rustic repairs and patchwork assemblages. Some of the technology is ancient and very rudimentary in design, harkening back to cultures long gone, yet with hints of familiarity.

Talocan Static Gate

This standing structure shares many similar aspects with modern acceleration gates. Whispers among Talocan lore-keepers tell of the Talocan's firm grasp of astronomical engineering, and this gate may offer some insight into this ancient race's knowledge.

Worn Talocan Static Gate

This standing structure shares many similar aspects with modern acceleration gates. Whispers among Talocan lore-keepers tell of the Talocan's firm grasp of astronomical engineering. This gate may offer some insight into this ancient race's knowledge, if only it could be fully repaired. Eons in space have worn the static gate completely down.

Generic

Barren Asteroid

Barren Asteroid

Black Monolith
It's full of stars.

Broken Blue Crystal Asteroid
This towering asteroid seems to have suffered a tremendous impact, splitting it into multiple pieces.

Broken Metallic Asteroid
This towering asteroid seems to have suffered a tremendous impact, splitting it into multiple pieces.

Cloven Grey Asteroid
This towering asteroid seems to have suffered a tremendous impact, splitting it in multiple pieces.

Coral Rock Formation
This mysterious rock formation seems to have once been a part of a larger asteroid made of several mineral types. After eons of drifting through space, the soft rock has crumbled away, leaving a skeleton of crystallized compounds.

Debris – Broken Drive Unit 1
This massive hulk of debris seems to have once been a part of the outer hull of a battleship or station.

Debris – Broken Drive Unit 2
This damaged hunk of machinery could once have been a part of a powerplant or relay station.

Debris – Broken Engine Part 1
This massive hulk of debris seems to have once been a part of the outer hull of a battleship or station.

Debris – Broken Engine Part 2
This damaged hunk of machinery could once have been a part of a powerplant or relay station.

Debris – Crumbled Metal
This floating debris appears to have once been a part of an outer hull or armor, ripped apart by an explosion or asteroid impact.

Debris – Power Conduit

This space debris appears to have served as an external power conduit system on a gigantic vessel.

Debris – Power Feed

This space debris appears to have served as an external power conduit system on a gigantic vessel.

Debris – Twisted Metal

This floating debris appears to have once been a part of an outer hull or armor, ripped apart by an explosion or asteroid impact.

Depleted Station Battery

This massive battery column was probably a part of a destroyed power plant. It still surges with energy.

Giant Snake-Shaped Asteroid

Fragments from an asteroid collision or a supernova, this rock formation decorates the starscape as a planetary mountain range.

Hollow Asteroid

This massive asteroid's surface is covered in gaping holes, giving way to an internal chamber. The work of miners or the winds of space and time.

Huge & Hellish Stalagmite

Sheared Rock Formation.

LCO Spatial Rift

A natural phenomena that rumour says will hurtle those that come too close to faraway places. Wary travelers stay away from them as some that have ventured too close have never been seen again.

Ripped Superstructure

This enormous part of a stellar construct carries a melancholic atmosphere.

Rock

Fragments from an asteroid collision or a supernova, this rock formation decorates the starscape as a planetary mountain range.

Rock – Small w/hole

Fragments from an asteroid collision or a supernova, this rock formation decorates the starscape as a planetary mountain range.

Rock Formation – Branched & Twisted

A huge branching rock formation.

Sharded Rock

Fragments from an asteroid collision or a supernova, this rock formation decorates the starscape as a planetary mountain range.

Small and Sharded Rock

Fragments from an asteroid collision or a supernova, this rock formation decorates the starscape as a planetary mountain range.

Snake Shaped Asteroid

Fragments from an asteroid collision or a supernova, this rock formation decorates the starscape as a planetary mountain range.

Tiny Rock

Fragments from an asteroid collision or a supernova, this rock formation decorates the starscape as a planetary mountain range.

Sleeper Drone Information

Emergent Sleeper Drone (frigate types)

The pristine condition of this Sleeper drone's armor suggests it has only recently been activated, perhaps even newly-manufactured. Even though it appears to be a relative newcomer to the swarm, there is little questioning that it bears the same deadly technology as its more elderly and experienced kin.



Awakened Sleeper Drone (cruiser types)

The design of this Sleeper drone echoes what is believed to be the very earliest Sleeper Starships, suggesting it was perhaps constructed during that period too. Contrasting with its possible age is the unspoiled condition of its armor, suggesting that if it is indeed as ancient as its designers, it has only very recently been put into service.



Sleepless Sleeper Drone (battleship types)

An abundance of repair seams in this Sleeper drone's armor tell the story of millennia spent on duty, protecting the same unchanging area. The drone moves about with a mechanical indifference to the monotony of its task, executing each new maneuver with a flawless, unthinking precision.



Sleeper Sentry Tower

These fearsome sentry towers have remained the faithful and dangerous guardians of their sleeping masters, even after countless years of constant duty. As unpredictable as they are powerful, the towers have been expertly designed to provide lasting vigilance with an unquestioning, mechanical loyalty. The weapons systems on board are frighteningly precise and devastating upon impact.



Sleeper Components (Drone Loot)

Ancient Coordinates Database

Recovered from the wrecked hull of a Sleeper drone, this database stands as a testament to the lasting power of their ancient technology. Not only has it managed to survive for millennia completely intact, but it has come through the violence of its bearer's destruction without even a scratch.

A brief analysis of the technology inside reveals that the database may in fact still be fully functional. The format and layout of the information within suggests it is a list of three-dimensional coordinates, charting a path to some distant place.

Although this device could hold incredibly valuable information, there would only be a handful of people in the entire cluster that could make any sense of it. Finding a buyer may not be that easy.

Neural Network Analyzer

Even millennium old, this bulky piece of equipment shows barely any sign of age. The explosion of the Sleeper drone ferrying it around doesn't seem to have affected it in any way, either. This device was clearly built to last.

A cursory analysis of the software systems within reveals that it operates as some kind of monitoring device. The specialized design suggests it was used to process vast amounts of basic data and identify anomalies.

Given its age and unique design, there would likely be very few who could make sense of the programming. Those who do recognize the value of such a component, however, would likely be willing to part with a significant sum of ISK to own it.

Sleeper Data Library

Found amongst the debris of an incapacitated Sleeper drone, this large device appears to be a data archive of some sort. Although the information within remains a complete mystery, it is immediately apparent that it stretches far back into time.

Small data fragments preceding each file appear to function as time-stamps. If this is indeed what they are, then this Data Library could offer a snapshot of the universe stretching back millennia.

Although it is obviously of great value in and of itself, those who have some basic understanding of interpreting the data would undoubtedly pay the most for it, should an opportunistic salvager wish to part with such a rare piece of technology.

Sleeper Drone AI Nexus

Rescued from the ruined hull of a Sleeper drone, this AI Nexus represents the digital soul of these strange creations. Although the technology behind the Sleeper AI is for the most part recognizable, this device offers some insight into the few mysterious aspects that are not.

As coveted as this component must be, only the foremost drone technicians in all of New Eden would be able to possibly find some use in it. There is little doubt however that the promise such a thing holds would ensure they paid a tidy sum.

Sleeper Drone Salvage

Cartesian Temporal Coordinator

At first glance this coordinator appears to be a common enough piece of equipment, albeit an odd one to be found inside a drone. Designed to plot various points in time across a potentially infinite period, these devices are often used for scientific calculations.

For some unknown reason, this particular coordinator is configured to synchronize its processing speed in time with the distance travelled between two points. What purpose this serves remains a mystery, but the object's basic functionality can be reconfigured. With the addition of a few other components, it would allow electronics systems to more easily withstand the interference from subspace distortion.

Central System Controller

Still fully intact and operational, this device stands as a testament to the ancient Sleeper's impressive scientific achievements. Although thousands of years old, the technology inside it is not only comparable to modern electronic designs, but in some cases even exceeds it.

Central system controllers lie at the heart of a starship's electronics systems. They are responsible for coordinating the flow of information between various analyzers and control nodes, monitoring subsystems, and ensuring they receive the appropriate supply of electrical power. Tackling such complex tasks simultaneously (and with near-zero latency) demands immense processing power and faultless, error-free programming. Traditionally, a CSC would comprise a significant portion of the cost in a starship's electronics systems, but the fullerene-based Sleeper designs have provided breakthroughs in the efficiency of circuitry and presented new and improved methods for increasing computational accuracy. The end result is a drastically reduced cost for top-of-the-line performance.

Defensive Control Node

A rudimentary analysis of this device reveals an amazingly broad potential for the manipulation of nanomachines, allowing the user to reprogram them for numerous roles. The Sleeper defensive systems were so modular that, even though this particular node was designed to coordinate armor-repairing nanoassemblers, it could just as easily be reconfigured for shield defense.

Electromechanical Hull Sheeting

These ultra-thin nanoplastic sheets are resilient enough to survive the explosion of the Sleeper drones that carry them. The molecular-level circuitry inside them can be encased in layers of protective fullerene alloys that are billions of times their size, allowing electronics systems to be safely embedded just beneath the armor surface.

Emergent Combat Analyzer

This combat analyzer appears to use the same fundamental programming as standard Empire-issue technology, although it operates at a much higher level of efficiency. These devices are typically employed in fleets where they provide predictive analyses of complex battle scenarios and supplement other combat electronics that handle smaller elements.

Combat analyzers are best employed in tasks such as calculating a fleet's success rate, running comparative analyses between fleets and other similarly abstract problem-solving tasks requiring higher levels of heuristic programming. Even though the equipment has been badly damaged, the core functionality remains intact. With a skilled programmer and a talented mechanic, it could be re-integrated into a starship.

Emergent Combat Intelligence

Although emergent systems are not fully-fledged Artificial Intelligences, they are often so advanced that they can border on sentience. The means by which they are created is also a common source for claims that they are in fact, full-blown AIs. Emergent system development is said to have been an early focal point in Jovian software design, where they hoped to create an atmosphere in which an advanced system could self-assemble its own consciousness and thus "emerge" as a sentient being. What became of these projects remains unknown, although the Jovians appear to have abandoned these pursuits many millennia ago in favor of something more tangible and containable.

Designed from the ground up to perform complex, real-time combat calculations such as weapon tracking and heat optimization, this device shows the signatures of an emergent intelligence. Despite this, various hard limitations have been encoded into the device at the most fundamental level, greatly limiting its potential to evolve any further. Even in its current state though, it represents some of the most advanced combat electronics ever built. Although nothing about the software is in itself revolutionary, it is able to tackle highly complex tasks with a frightening level of speed and efficiency.

Fused Nanomechanical Engines

The beating heart of the Sleeper's automated drones, these tiny engines count in the billions. When fully intact, they deliver levels of power efficiency unrivaled by current technology. Unfortunately, whenever a Sleeper drone goes down, these engines are the first to go with them, making it difficult to emulate their functionality without the addition of other components.

Heuristic Selfassemblers

These advanced nanoassemblers appear to be able to change their molecular structure on the fly, adapting to incoming damage. Without any understanding of how to properly operate them however, they only offer their default formations. Even in such a state, they add a significant amount of resilience to armor plating.

Jump Drive Control Nexus

Barely salvageable from the wreck of a Sleeper drone, this device could have been something much more impressive when it was fully functional. In its current state it is almost unrecognizable, having been scratched, burned and even chemically melted. It looks like it was housed next to the drone's power core, which would explain the extreme heat damage it suffered when the drone exploded.

Stranger yet, it almost seems as if it was lined with some kind of triggered-release corrosive. The self-destruct mechanism – if that's even what it was – only caused so much damage, and the acid didn't burn cleanly through the center of the drive.

Even as a shadow of its former self, it can be combined with other components to form a fully functional warp drive. Being capable of this, even in such a bad state, strongly suggests that the device was capable of other types of more advanced interstellar travel. Why a Sleeper drone was equipped with this level of technology remains a mystery.

Melted Nanoribbons

Most of these tiny circuits have fused together from the heat and force of the Sleeper drone's explosion. The detonation of the drone's power core must have been immense to have had such an effect on these resilient nanostructures.

Modified Fluid Router

The backbones of communication across New Eden, fluid routers play a crucial role in all faster-than-light (FTL) transmissions. The Sleeper drones have been equipped with much the same communications equipment as contemporary starships. The only major difference observable with the Sleeper Fluid Routers is in the way transmissions are translated. The drones must be talking in their own proprietary language.

Neurovisual Input Matrix

Used in conjunction with other equipment inside the capsule, neurovisual input matrices serve the vital function of translating external stimuli into visual data. Ship identifier tags, hostile threat indicators and tactical overlay interfaces are all typical examples of N.I.M at work. The Sleeper variants of these matrices are not substantively different from contemporary devices, needing only a few supplemental components and some minor reprogramming before they can operate in much the same way. The only major deviation is in the energy efficiency. The Sleeper device is almost a thousand times less demanding on a ship's power core.

Powdered C-540 Graphite

This white, dusty substance was extracted from the center of high impact craters in the Sleeper drone's armor. When mixed with other materials it forms a stiff resin that can either be used to hold various pieces of hull sheets together or to coat them for additional protection against radiation and heat.

Resonance Calibration Matrix

RCM play an important role in stabilizing a ship's alignment prior to, and in the first moments of, interstellar warp. The Sleeper drone RCM system works in an entirely different manner to contemporary Empire-based technology and yet the angles of alignment produced by their final calculations are always identical. Even though their inner workings remain a mystery, the matrices operate in a predictable and reliable enough fashion to form the basis of a new, slightly more efficient jump drive.

Thermoelectric Catalysts

These tiny nanomachines have been injected into the thermoelectric power core at the heart of the Sleeper drone. Inside each one is a small array of chemicals and components, all of which play a role in producing the often violent chemical reactions that provide power to the drones. Only the most advanced Sleeper drones are known to have had their power cores enhanced in this way.

Even though they all share the same fundamental role, thousands of minor variations in the machines that have emerged after millennia of use, as they adapted to the minute changes in chemical composition and electrical flux. How exactly they came to do this remains a mystery, but it is clear that the current product is the result of countless iterations.

Although salvaged easily enough, they have been built from the ground up to be integrated into other Sleeper technology. Trying to enhance any engineering systems outside of the Sleeper's own thermoelectric power cores with the current level of technology would represent an impossible reverse-engineering task.
