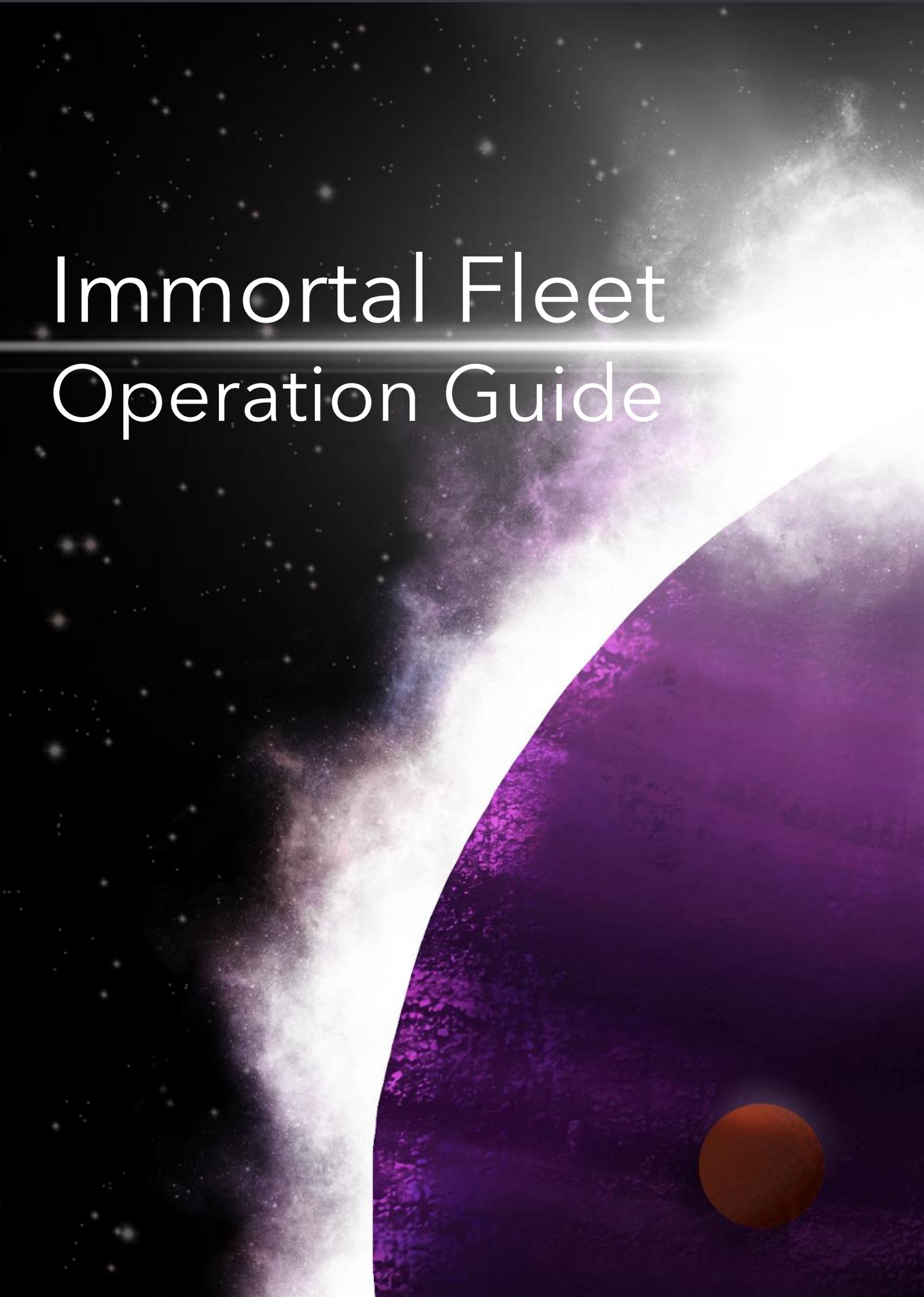


Immortal Fleet Operation Guide

The background of the cover is a cosmic scene. On the right side, a large, curved portion of a purple planet with a textured surface is visible. In the lower right corner, a smaller, solid red planet is shown. The left side of the image is dominated by a bright, glowing nebula or starburst effect, with a white and yellow light source that fades into a dark space filled with numerous small, distant stars.



The Nature of Progress

Czerka, biological weapons and a bunch of Trandoshans - what could go wrong? Yes, literally everything. Czerka Interstellar's laboratory on the Onderonian moon Dxun has been raided by a group of Trandoshans. Your job is to contain and neutralise the problem. But - surprisingly - the Trandoshans are only part of the problem. Travel to the jungle moon of Dxun and experience cardio, running with huge batteries from one place to another and a crossover with Thomas the Tank Engine.

The entrance is located on Onderon. Dxun is currently the only Operation on level 75.

The Nature of Progress has a Nightmare Mode (chances that it will be featured in this guide are very low though).

Table of Contents

1 Red, the Pack Leader	1
1.1 Story Mode	1
1.2 Hard Mode	3
2 The Holding Pens	4
2.1 Breach CI-004: Lights Out.....	4
2.1.1 Story Mode	4
2.1.2 Hard Mode	6
2.2 Breach CI-004: According to Plan.....	7
2.2.1 Story Mode	7
2.2.2 Hard Mode	9
2.3 The Adds	10
3 The Mutated Trandoshan Squad.....	14
3.1 Story Mode	14
3.1.1 The Trandoshans' abilities	15
3.1.2 Strategy.....	20
3.2 Hard Mode	22
3.2.1 New Mechanics.....	22
3.2.2 Strategy.....	23
4 The Huntmaster	25
4.1 Story Mode	25
4.1.1 The Huntmaster 100% - 35%.....	25
4.1.2 Shelleigh.....	29
4.2 Hard Mode	30
5 The Apex Vanguard	32
5.1 Story Mode	32
5.1.1 Fighting the Apex Vanguard	33
5.1.2 Running the Battery.....	35
5.2 Hard Mode	37
5.2.1 Fighting the Apex Vanguard	37
5.2.2 Running the Battery.....	38
6 Appendix.....	42

1 Red, the Pack Leader

To be able to enter the facility, you have to recover the key card of Senior Researcher Wen Radler. Unfortunately, he has been eaten by *Red* and the key card is now inside *Red's* stomach. *Red* is the first encounter in The Nature of Progress.



Enrage Timer

The enrage timer of 7:00min (420s) starts when the encounter starts. Upon expiration, *Red* will receive  *Enraged!*, increasing damage dealt by 300%.

1.1 Story Mode

The Key Mechanic

The encounter is about *Red* constantly emitting a  *Red Venom Cloud*, applying stacks of  *Red Venom* to the whole group, dealing periodic internal damage. The only way to cleanse these stacks is by clicking on the flowers scattered around the area. Clicking on the flowers creates a circle around them. Everyone stepping inside the circle will have all their stacks removed and gain the buff  *Phosphilapse Corona*. This buff prevents getting stacks of  *Red Venom* for the next 30 seconds.



A flower should be popped at circa 10 stacks of  *Red Venom*.

Red's Abilities

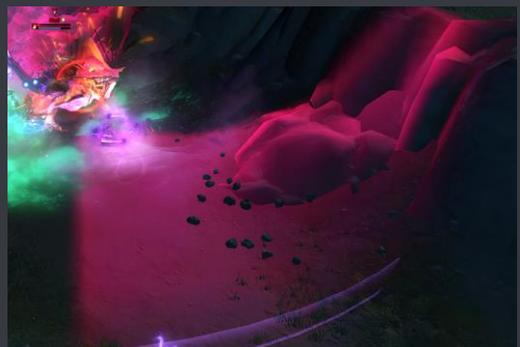
Red herself has only two noteworthy abilities.

The first one is  *Hydrochloric Pool*, a 2 seconds cast happening at roughly 40 seconds and then every 45 seconds. After the cast, she will put a purple pool of hydrochloric acid on the floor. Everyone standing inside receives the debuff  *Ruinous Corrosion* which lasts for 2.1 seconds but will be reapplied when standing in the pool.



 *Ruinous Corrosion* reduces all damage and healing done, as well as Melee/ Ranged Defence and Force/ Tech Resistance by 20%.

The second ability is  *Acidic Jet*, a frontal cone which is channelled for 6 seconds. This ability starts to occur at 60 seconds and then every 30 seconds. It deals high damage to anyone standing in the cone.



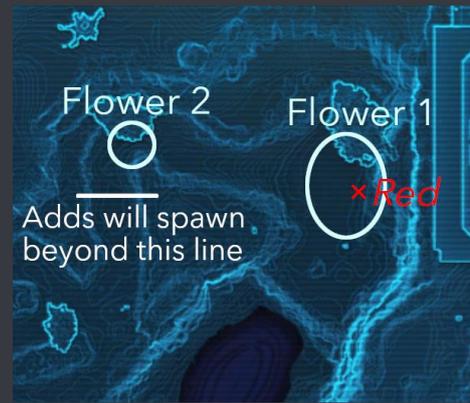
Both abilities can be interrupted, especially  *Acidic Jet* should be interrupted.

Avoiding the Adds

Moving past the second flower will cause adds to spawn. It is, however, possible to kill *Red* without having to deal with the adds by using only the first two flowers.

Unless DPS is very low, this is easily doable.

After the first flower has been used at circa 10 stacks of *Red Venom* and the group is receiving stacks again, the tank moves *Red* near the second flower. As soon as this flower is used (again at circa 10 stacks), the tank moves *Red* back to the start to have more space for the pools.



The Adds

If you moved further along the path, the adds will appear. There are two different types of adds.

Venomous Stalkers and *Venomous Harvorisks* have an AoE ability called *Venomous Bile*, leaving a green pool behind that damages anyone standing in it. Furthermore, they have an ability which applies *Paralysing Venom* to the target, reducing their movement speed by up to 70%.

The *Stampeding Bull* will appear shortly after the *Venomous Stalkers* and *Venomous Harvorisks* and should be prioritised when he is up. He has two passives, *Trample* and *Stampede!*. *Trample* causes enemies closer than 2.2 metres to the *Stampeding Bull* to get knocked back. *Stampede!* makes the bull immune to fear, root, sleep, physics, lift, blind and being hindered.

The *Stampeding Bull's* attack is *The Horns*, a 0.7 seconds cast knocking back enemies in front of him.

1.2 Hard Mode

Red can no longer be interrupted.

Her basic attack now applies stacks of 🌿 *Festering Wound*, reducing healing received by 1% per stack. It stacks up to 50 times and lasts 30 seconds. Upon expiration, the affected will explode and receive damage based on the amount of stacks.

The first 🔥 *Acidic Jet* now occurs at 21 seconds and then every 30 seconds.

The first 🌿 *Hydrochloric Pool* now happens at 15 seconds and then every 45 seconds. 🌿 *Ruinous Corrosion* now not only reduces damage and healing done by 80%, Melee/ Ranged Defence and Force/ Tech Resistance by 30% but also deals damage.

The circle of the flower now halves the 🌿 *Red Venom* stacks. This usually happens twice (example: 11 -> 5 -> 2). 🌀 *Phosphilapse Corona* now lasts for 45 seconds.

Strategy

As on Story Mode, you do not want to have to deal with the adds.

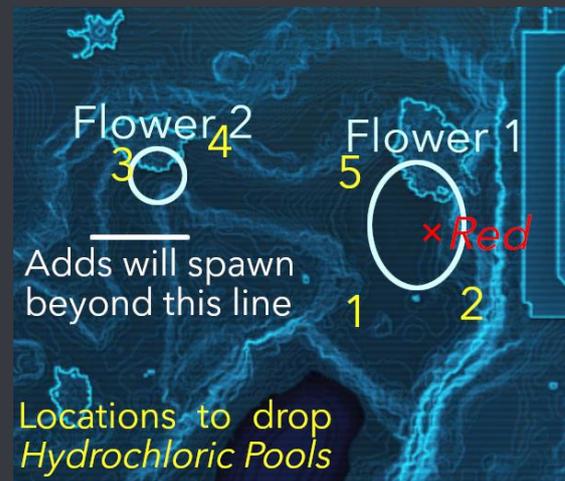
To increase DPS, you can go with just one tank.

The tank moves along the numbers in the graphic whenever *Red* places a pool on the ground. The tank should stay close to the walls so that the pools consume as little space as possible.

Around when the second pool happens, the first flower is used. After the second pool, the tank must get in the flower's circle too and destack. *Red* should be faced away from the raid.

The tank takes *Red* to position 3, the raid follows. Around when the fourth pool happens, the second flower is used. The tank then moves back to the start and continues dropping the pools there.

Dropping pools between the locations 4 and 5 should be avoided since the whole raid would have to walk through the pools. Dropping pools on the flowers must be avoided too.



2 The Holding Pens

The Holding Pens is actually the combination of two similar encounters. These do not feature any bosses but groups of adds and a lot of movement. The team's objective is to get into the facility for which they need to go through the holding pens.



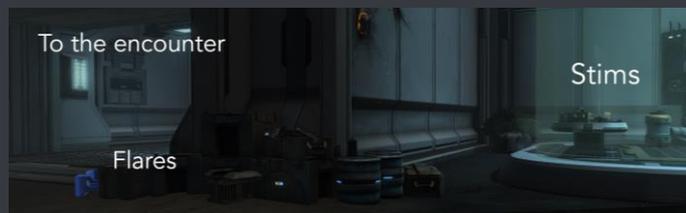
2.1 Breach CI-004: Lights Out

Breach CI-004: Lights Out or Reach the Auxiliary Shield Generator Shed is the first encounter of the Holding Pens and the second one in the Nature of Progress. The raid must navigate through the holding pens to reach the auxiliary shield generator shed. As one might expect, the holding pens are not empty and the fauna on Dxun is not very friendly towards players.

2.1.1 Story Mode

Pre-fight

Before the encounter starts, the group must enter the Northern building by passing two doors. After that, they will be in a small shed where they can pick up  *CI-M Synapse Accelerator Serum* and  *CI-Dark Control Flares*.



Everyone takes a stim. Tanks should take at least two in case they take a lot of damage. As for the flares, those should be picked up by a healer. DPS will be busy killing adds and tanks will be busy keeping the adds on them.

When clicking on the console at the exit, the encounter will start.

Flares and Stims

Used once, the  *CI-M Synapse Accelerator Serum* grants the targeted player  *Accelerated*, increasing movement speed by 35% and granting immunity to movement impairing effects, knockdowns and physics when used. A second dose grants  *Overclocked* and  *Overloaded*.  *Overclocked* grants a 100% bonus to Accuracy and Critical Chance and 100% bonus to Defence Chance for tanks.  *Overloaded* reduces the maximum health by 25%.

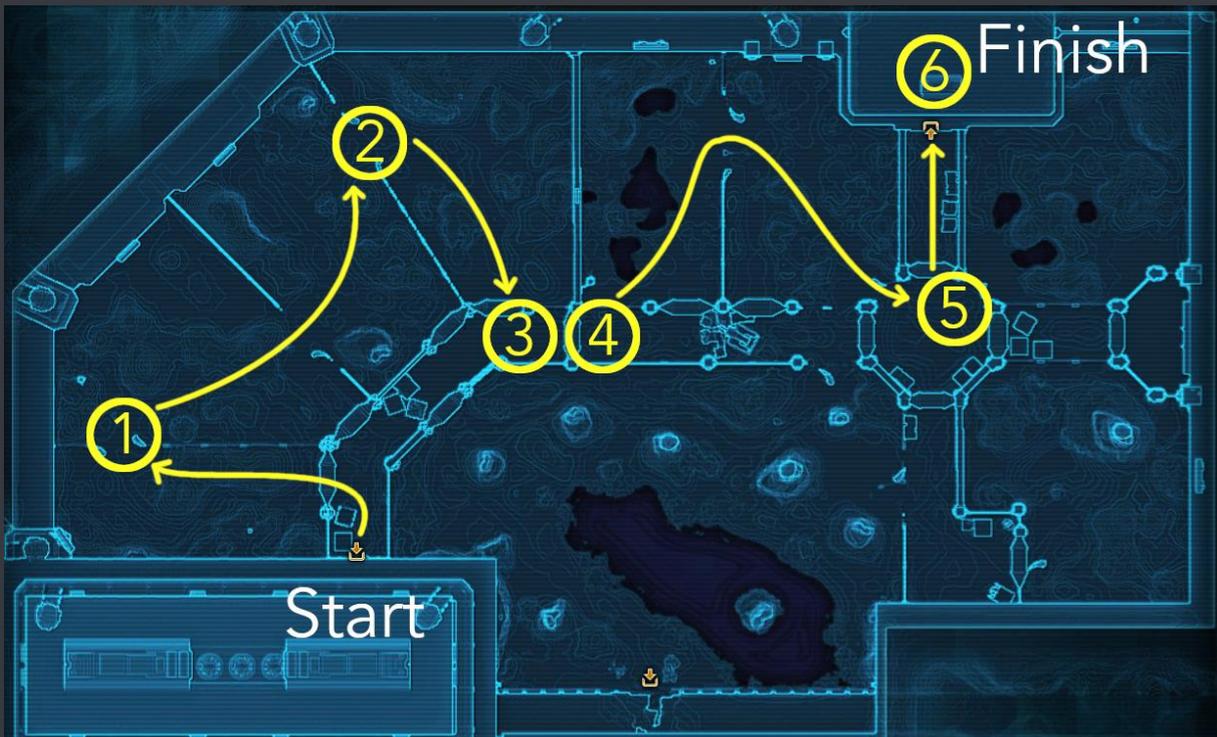
The stim always affects the targeted player, especially healers must therefore be cautious not to stim others.

The  *CI-Dark Control Flares* create for 20 seconds a circle of bright light around them, "blinding" enemies inside. They have a cast time of 1 second and a cooldown of 20 seconds. When they need to be used and their effects on enemies will be described later.



Standing in the circle applies the buff  *Impractically Bright Light* to any player or enemy inside the circle. The effect lasts for 2.1 seconds but gets reapplied when standing in the circle. It protects players from some abilities of some enemies.

The Encounter



The group must traverse the first part of the holding pens.

1 - The first *Rampaging Charger* appears here. Use a flare to kill the adds and move on.

2 - The second *Rampaging Charger*. Flare him too, then kill the other adds and continue.

3 - The first *Warden Droid*. Use a flare when the adds appear. After killing the *Warden Droid*, you can use the console to open the door.

4 - The third *Rampaging Charger* and a *Felshade Reaper*. You will most likely need two flares for this group.

You can skip this group by sticking to the right wall and not using any abilities. This includes healing and speed cooldowns. Having a Marauder use *Predation* before the door is open works. This does not work at the first attempt, just think of it as a feature.

5 - The second *Warden Droid*. Use a flare for the adds. When the droid is destroyed, use the console to open the door and move to the shed.

6 - Adds will run inside until you close the door. This is done by clicking on a few consoles, "guided" by the support team (i.e. the quest gives you hear talking every now and then). Use the remaining flares for the adds until the door is shut and the adds are dead.

After closing the door, you reach a checkpoint, and the first Holding Pens encounter is completed.

2.1.2 Hard Mode

Flares and Stims

Receiving another stim while being affected with  *Overloaded* (i.e. being stimmed three times in total) results in an instant death.

The Encounter

The main difference from Story Mode is that not only more, but also different adds spawn. For instance, there is way more *Incendiary Shrieks*, resulting in more circles that could apply  *Corrosive Rain* to raid members.

It is important to kill the main adds (*Rampaging Chargers*, *Warden Droids*) as soon as possible and then move to the next spot, killing remaining adds on the way.

Any class with knockbacks, AoE stuns and group movement speed is helpful here.

2.2 Breach CI-004: According to Plan

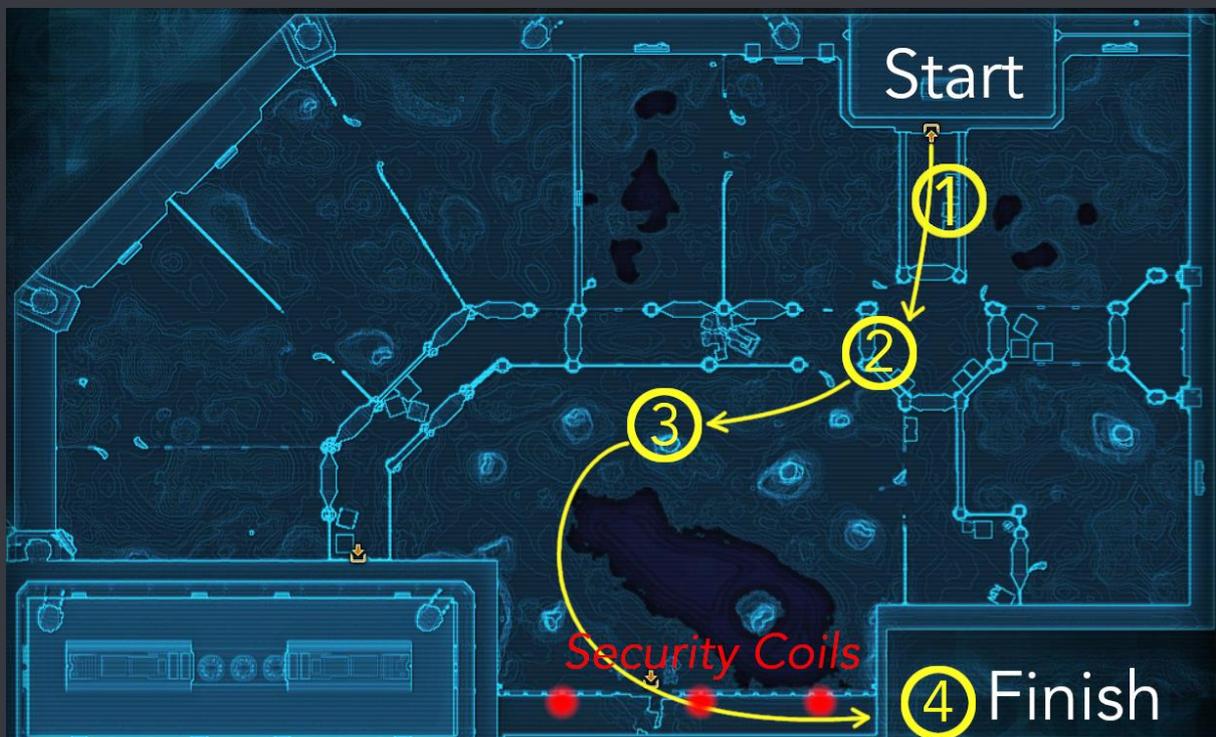
The second part of the Holding Pens is Breach CI-004: According to Plan or Capture the Security Centre. After restoring the power in the auxiliary shield generator shed, you need to capture the Security Centre. Unfortunately, the now partially active security coils on the facility roof make simply running through the rest of the holding pens a shocking experience. And the holding pens are still full of creatures.

2.2.1 Story Mode

Pre-fight

In the shed, you will find eight  *CI-M Synapse Accelerator Serum* and six  *CI-Dark Control Flares*. A healer takes the flares, everyone takes a stim.

Part 1: Reaching the Control Centre



1 - A *Rampaging Charger* and a *Felshade Reaper*. Like the 4th spot in *Lights Out*, it is possible to skip them by hugging the right wall. This will only work after the first attempt.

2 - Wait until the *Security Coils* lose power. You will most likely have some *Crimson Stalkers* coming from 1; just kill them.

3 - A *Lake Crab* will spawn here; a tank must pick it up. There is no need to attack it, though. Simply continue when the *Security Coils* lost power. You should use the stim and any speed buffs here and run as fast as you can. Using a flare here can help.

4 - Get in the Control Centre and click the panel next to the entrance to shut the door. Kill any adds that may have found their way inside (or went through the closed door).

The Security Coils

The *Security Coils* (marked red in the graphic above) are mounted on the facility roof and switch between offline and online. This is announced on the screen when it happens.

When the coils are online, everyone in their LoS will be zapped which deals high damage. The group therefore must hide behind the rocks as soon as they come online.



Cheesing the First Part

The first part can be skipped by letting only one player run to the Control Centre. While it is easier to let a stealthier do this, anyone can. The rest should attack the adds at 1 and kill them; the one running can then just walk past them. Once arrived in the Control Centre, the player needs to use the panel to close it and the group will be teleported inside. The player running must still make sure to not get zapped by the *Security Coils*.

Part 2: Inside the Control Centre



When entering the Control Centre, someone must use the panel next to the entrance door to close it.

The group has 25 seconds to recover; then the shields will fail and adds enter from the North. Flares should be used on them.

35 seconds after the shields fail, the *Warden Droids* come online. The group should stand near the droids and focus them so that AoE and DoT spread will take care of the other adds meanwhile.

After both droids are killed, one group member must use the console to seal the entrance. The raid can then finish off the remaining adds to complete the encounter.

After that, the fun part of the Operation starts.

2.2.2 Hard Mode

Part 1: Reaching the Control Centre

Using the console to close the door to the Security Centre now kills any player outside. Therefore, the cheese from Story Mode does not work here.

Part 2: Inside the Control Centre



The Control Centre is a bit different from Story Mode. This is mainly because of the *Warden Droid's* ability *Optimisation Protocol*. This causes the *Warden Droids* to buff each other, should they be too close together. When between 5 and 10 metres (beige circle around the droids), they will grant each other *Major Optimisation*, increasing damage done by 75% and reducing damage received by 50%. If they are closer than 5 metres (red circle), they both receive *Perfect Optimisation*, increasing damage done by 170% and reducing damage received by 70%.

To prevent the droids from buffing each other, they must be separated. One tank takes a droid to where the flares and stims are, the other one takes their droid near the adds spawn locations. Shortly after the droids activated, the shields will fail, and two *Felshade Reapers* enter the room. Each tank taunts one of the *Reapers*. Their attacks will then cleave the droid, thereby killing it. The tanks should use two stims here to mitigate the *Reapers'* damage.



The rest of the groups stays with the tank at the adds spawn locations. Use flares here. The tank there should also taunt the other adds there to make it easier for the healers. DPS must take care to avoid the *Reaper* cleaving the droid. They can also help on the droid there.

2.3 The Adds

An exhaustive list of adds and an even more exhaustive list of their abilities. The list is somewhat sorted by priority; the earlier an add appears on the list, the higher is the priority to kill it.

	Lights Out						According to Plan				
	1	2	3	4	5	6	1	2	3	4	Control Centre
Warden Droid			✓		✓						✓
Felshade Reaper 				✓			✓				✓
Rampaging Charger	✓	✓		✓			✓				
Lake Crab									✓	✓	
Felshade Hunter 				✓	✓	✓					✓
Shadow Walker 		✓			✓						✓
Crimson Stalker	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
Incendiary Shriek 	✓		✓		✓						

✓ - Story and Hard Mode

✓ - Only on Hard Mode

 - Affected by  *CI-Dark Control Flares*

Czerka Warden Droid

The *Warden Droids* appear in Lights Out at 3 and 5, and in According to Plan in the Control Centre.

The most important aspect of them is their buff  *Data Lock*, causing a nearby console to be locked until the droid has been destroyed. The droids therefore must be killed to advance. In Lights Out, they lock the two doors, in According to Plan they lock the console to close the room.

Ability wise there is not much to say. The *Warden Droids* channel  *Containment Taser*, dealing a bit of damage.



Felshade Reaper

Felshade Reapers appear in Lights Out at 4, and in According to Plan at 1 and inside the Control Centre.

The *Felshade Reapers* are quite dangerous, and flares should be used for them. While standing in the flared area, they will receive stacks of 🔦 *Blinding Light*. This can stack up to 3 times and increases their damage taken by 10% per stack.



When not affected by a flare, they will cast 👤 *Ghost in the Darkness* for 2 seconds. This causes them to enter stealth mode for a maximum of 20 seconds. When exiting stealth, they receive 🗡️ *Extermination Protocol*, causing them to deal 50% more damage for 3 seconds. When being affected by a flare while in stealth mode, they exit stealth mode without gaining 🗡️ *Extermination Protocol*.

Their attack is 🗡️ *Devour*, dealing high damage. To be able to do this attack, neither the *Felshade Reapers*, nor their target may be affected by the flare. If either one of them is affected by it, they will do 🗡️ *Maul* instead, dealing much less damage than 🗡️ *Devour*.

Rampaging Charger

Each one *Rampaging Charger* appears in Lights Out at 1, 2 and 4. In According to Plan it appears at 1. In both location 4 in Lights Out and location 1 in According to Plan, the *Charger* is getting eaten by the *Felshade Reaper* unless they are aggroed by group members doing attacks or healing.



Ability wise, they are like the *Stampeding Bull* add in the *Red* encounter. The passive 🌟 *Trample* causes players closer than 2.2 metres to get knocked back. The *Charger's* ability is 🐮 *The Horns*, a 0.7 seconds cast knocking back players in front.

The tank can position themselves against the fence or the wall, so they do not get knocked back too far.

They can be stunned, pulled, and so on.

Lake Crab

The *Lake Crabs* only appear in According to Plan, at 3 and 4. One appears 3, multiple appear on the way to 4.

They cast 🦷 *Tongue Grab* for 1.5 seconds, pulling a player standing between 5 and 40 metres away to them. The danger of this attack is that the player might either land in the lake which results in an instant death or that they might get in LoS of the *Security Coils*, zapping them to death. The stim protects against getting pulled by the crab.



Felshade Hunter

The smaller and less lethal cousins of the *Felshade Reaper* appear in Lights Out at 4 - 6 and in According to Plan at 2 - 4, as well as in the Control Centre.

Like the *Reapers*, they receive stacks of 🔦 *Blinding Light* while standing in a flare, stacking 3 times, and increasing incoming damage by 10% per stack. Therefore, they should always be kept in the flare.



The Hunters have the same stealth mechanic as *Reapers*. When not inside a flare, they will cast 👤 *Ghost in the Darkness* for 2 seconds, enter stealth for a maximum of 20 seconds and gain 🗡️ *Extermination Protocol*, causing them to deal 50% more damage for 3 seconds when exiting stealth.

Their 🍖 *Devour* attack which is only executed while neither they nor their target are affected by the flare still deals some damage, but not as high as the *Reapers*'. When they or their target are affected by the flare, the *Hunters* do 🗡️ *Maul* instead, which - again - deals less damage than the *Reapers* do.

Shadow Walker

The Shadow Walkers appear in Lights Out at 2 and 5 and in According to Plan in the Control Centre.

While harmless when kept in the flare, they can become quite dangerous when outside a flare. When inside a flare, they receive - much like the *Felshades* - stacks of 🔦 *Blinding Light*. This stacks up to 3 times and causes 10% increased damage received per stack.

Their buff 🏃 *Photosensitivity* increases their movement speed by 60%.



When neither the *Walkers* nor their target are inside a flare, they channel 🗡️ *Dismember* for 3 seconds, applying the debuff 🗡️ *Dismember* to their target. This causes the target to receive damage and be stunned for the duration of the channel. This attack can become quite dangerous.

When outside the flare, they do 🗡️ *Maim*, dealing a bit of damage.

Crimson Stalker

The *Crimson Stalkers* appear in Lights Out at every location and in According to Plan at 1. They usually come in packs of multiple *Stalkers*.

Their attack  *Envenomed Bite* applies  *Paralysing Venom* to their target, reducing their movement speed by up to 60% (up to 90% on Hard Mode). This makes it difficult to evade them.



Like *Red* in the first encounter, they do  *Hydrochloric Pool*, a 2 seconds cast putting a purple pool on the floor. Everyone standing inside receives the debuff  *Ruinous Corrosion* which lasts for 2.1 seconds but will be reapplied when standing in the pool.  *Ruinous Corrosion* reduces all damage and healing done, as well as Melee/ Range Defence and Force/ Tech Resistance by 20%. In contrast to *Red*, the *Stalker's* pools are much smaller, but standing in  *Ruinous Corrosion* also deals a considerable amount of damage.



On Hard Mode,  *Ruinous Corrosion* reduces damage and healing done by 50% and Melee/ Range Defence and Force/ Tech Resistance by 30%.

Incendiary Shriek

The *Incendiary Shrieks* appear in Lights Out at 3. On Hard Mode, they also appear in Lights Out 1 and 5.

They are harmless until they are affected by a flare.

Their buff  *Photoreactive Hypergolicity* increases their movement speed by 60%.



When being affected by a flare, this buff causes them to gain  *Impending Burst*. This is a small yellow circle with a 4 seconds timer. When the timer expires, the *Shrieks* are going to explode. Anyone standing in the circle will receive a stack of  *Corrosive Rain* for each circle they were in during the explosion.  *Corrosive Rain* lasts for 60 seconds, deals high periodic damage, and cannot be cleansed.



Therefore, it is important to place the flare so that the *Shrieks* are at the edge of the flare's circle and not inside the players.

On Hard Mode,  *Impending Burst* is also triggered before they die to damage from the group.

They also have an attack, called  *Bite*, dealing a bit of damage.

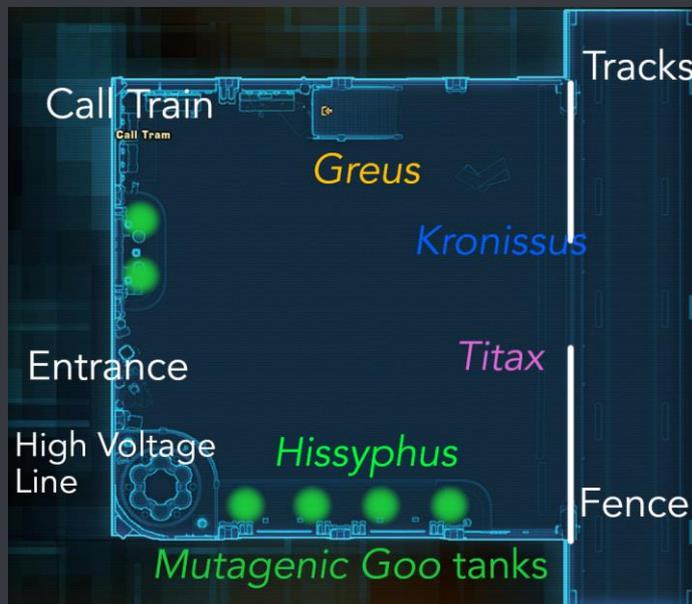
3 The Mutated Trandoshan Squad

What to do if you are in a laboratory with unknown substances? Well, four Trandoshans had the brilliant idea of taking them. Now they are not only Trandoshans but Mutated Trandoshans. And they are even nearly immortal.



The Mutated Trandoshan Squad, aka. Kephess Squad aka. Thomas the Tank Engine Crossover is the fourth encounter and much more difficult than the previous ones - even on Story Mode. The group must manage four bosses at once and can only kill them by letting the train run over them.

3.1 Story Mode



In the beginning, *Hissyphus* and *Greus* are up. After one minute, *Kronissus* and *Titax* appear and the console to call a train becomes active.

Any player or Trandoshan that is currently regenerating standing on the tracks will be killed when the train arrives.

The fence at the tracks blocks LoS and it is not possible to jump over it.

Getting knocked into the Mutagenic Goo tanks by *Titax* causes them to break and spread green AoE.

The High Voltage Line zaps anyone touching it, knocking them back and (almost) killing them. It therefore should be avoided.

Summary

When reaching 15% health, the Trandoshans enter a state of 🌿 *Torpor* and regenerate. While regenerating, they are stunned. This happens so fast that they cannot be killed the normal way. Instead, they need to be brought to the tracks before pushing them to 15%. The train console becomes active after 1 minute, that is also when *Kronissus* and *Titax* spawn. After clicking the console, the train comes after 15 seconds.

The four Trandoshans have different sets of abilities and health. *Hissyphus* is the Acid Trandoshan, doing an AoE puddle. *Greus* is a living flamethrower with a fire circle around himself and two cones which can be avoided. *Titax* is the Strength Trandoshan, doing a knockback and attacking the raid member with the lowest health. He also buffs the other Trandoshans when they are too close to him. *Kronissus* is the Ice Trandoshan, slowing players massively.

Greus and *Kronissus* have lower health than *Hissyphus* and *Titax*. On Story Mode, they are usually killed first. The kill order is therefore *Greus* -> *Kronissus* -> *Hissyphus* and *Titax*.

3.1.1 The Trandoshans' abilities

All Trandoshans have the buff  *Death Pact*. If one Trandoshan dies, the remaining will receive a stack of  *Glory of the Hunt*, causing them to deal 20% more damage per stack.

Unless under the effect of  *Torpor*, the Trandoshans will evade any incoming train.

Hissyphus, *Kronissus* and *Titax* have the ability  *No Escape*. This is a 2 seconds channel, pulling their tank to them if it is between 15 and 35 metres away. *Greus* however lacks this ability and can be tanked from range.

Having  *Blistering Cold* (debuff applied by *Kronissus*) and  *Overheating* (debuff applied by *Greus* when getting hit with  *Fire Blast* or  *Ayhis & Eru*) at the same times gives a stack of  *Thermal Shock*. Each stack causes the affected to take 10% increased damage, stacking up to a maximum of 40%. This debuff lasts 20 seconds and should be avoided at all costs.

Greus

Greus is probably the least dangerous Trandoshan since most of his attacks can be avoided.

His mutagen is 🔥 *Chaotic Evolution: 'Kronos Py-i2O' Mutagen*, causing him to enter a state of 🤪 *Torpor* when reaching 15% health. During 🤪 *Torpor*, *Greus* regenerates 0.614% health every 0.5 seconds (resulting in a total of 58% health when 🤪 *Torpor* ends) and is stunned. This lasts for 35 seconds. In this time, the train can be used to kill *Greus* if he is on the tracks. If *Greus* is not killed before 🤪 *Torpor* ends, he will receive a stack of 🤪 *Chaotic Evolution*. Each stack augments his ability 🗡️ *The Fires of Greus*: The radius is increased by 3 metres, the duration of the circle is increased by 15 seconds, as well as the damage dealt by it is increased. 🤪 *Chaotic Evolution* can stack up to 3 times.



Greus has three attacks.

The first one is 🗡️ *The Fires of Greus*, an AoE circle of fire around him, dealing minor damage. It has 3 seconds cast and a 45 seconds cooldown. The circle itself lasts 20 seconds and deals damage every 2 seconds. It is augmented by 🤪 *Chaotic Evolution* (see above).



The remaining two abilities are conal. Neither one of them follows the player once started.

🔥 *Ayhis & Eru* is a 2 seconds channel with a 7 seconds cooldown and 11 metres range. It applies 🔥 *Overheating* to anyone in the cone. *Greus* uses this attack quite frequently.



The last ability is 🔥 *Fire Blast*, a 3 seconds channel. When *Greus* starts channelling, everyone should move out quickly. Shortly after the start of the channel, it will damage and knock down anyone caught in the cone. It also applies 🔥 *Overheating*.



Hissyphus

Hissyphus is not extremely dangerous either as most of his damage comes from a cleansable DoT and an AoE puddle.

His mutagen is 🦟 *Chaotic Evolution: 'Kronos Tx-1Cz' Mutagen*. Upon reaching 15% health, it causes him to enter a state of 🦟 *Torpor*. This stuns him and causes him to regenerate 0.614% health every 0.5 seconds for 35 seconds (resulting in 58% health after 🦟 *Torpor* is finished). When on the tracks during 🦟 *Torpor*, a train can be called to kill him. If he is not killed by the train, he will receive a stack of 🦟 *Chaotic Evolution* after 🦟 *Torpor* ends. Each stack increases the rate of 🦟 *Venom Synthesis* by 1 and the radius of 🦟 *Tx-1Ch E. Gas* by 1 metre. 🦟 *Chaotic Evolution* can stack up to 3 times.



His attack pattern consists out of building 10 stacks of 🦟 *Venom Synthesis*. This allows him to do 🦟 *Envenomed Strike*, dealing damage to the tank and applying the DoT 🦟 *Venom of Hissyphus* to them. 🦟 *Venom of Hissyphus* lasts 18 seconds, ticks every 3 seconds, and can be cleansed.



In addition to 🦟 *Envenomed Strike*, *Hissyphus* does 🦟 *Tx-1Ch E. Gas* at the same time. This is a puddle of green acid, dealing damage to anyone inside.

Another ability of *Hissyphus* is 🦟 *Caustic Plume*. It has 4 seconds cast time and a 30 seconds cooldown. After the cast, *Hissyphus* receives 🦟 *Caustic Plume*, dealing damage every 2 seconds for 20 seconds to anyone closer than 20 metres to him.

It also applies the 🦟 *Brittle* debuff to players in range each time it ticks. The debuff lasts for 2.1 seconds if not refreshed by 🦟 *Caustic Plume* again. When receiving Kinetic damage while having the debuff, they will receive a stack of 🦟 *Damage Defences*. 🦟 *Damage Defences* decreases Melee/ Ranged Defence by 3% per stack, stacking up to 10 times. This debuff lasts for 15 seconds. Kinetic damage is dealt by 🦟 *Pummel* (*Hissyphus*' base attack), 🦟 *Frigid Claws* (*Kronissus*' base attack), 🦟 *Titax Strike* (conal ability of *Titax*) and *Brutal Fists* (*Titax*' base attack).

Kronissus

Kronissus is, together with *Titax*, spawning 1 minute into the fight. He can become quite annoying.

Kronissus' mutagen is  *Chaotic Evolution: 'Kronos Cz-11' Mutagen*. When at 15% health, he enters a state of  *Torpor* for 35 seconds. During  *Torpor*, *Kronissus* is stunned and regenerates 0.405% health every 0.5 seconds for 35 seconds (resulting in 58% health after  *Torpor* is finished). When on the tracks during  *Torpor*, a train can be called to kill him. If he is not killed by the train, he will receive a stack of  *Chaotic Evolution* after  *Torpor* ends.  *Chaotic Evolution* stacks up to 3 times, with each charge increasing the channel duration of  *Endothermic Blast* by 1 second.



His base attack is  *Frigid Claws*, applying stacks of  *Sublimation* to the target.  *Sublimation* stacks up to 3 times, reducing movement speed by 30%/50%/70%. If *Kronissus* is under  *The Presence of Titax*, he will apply stacks of  *Blistering Cold* instead.

Kronissus' other attack is  *Endothermic Blast*, a frontal cone being channelled for 2 seconds and with a 7 metres range and 12 seconds cooldown. During the channel, *Kronissus* will be immobilised. When standing in the cone, players will receive  *Hypothermia*, immobilising them and causing them to gain stacks of  *Blistering Cold*.



 *Blistering Cold* sets the movement speed of the affected player to 1% and reduces Alacrity by 15% per stack and increases threat generation by 15% per stack. It lasts for 5 seconds and stacks up to 3 times.  *Blistering Cold* can be cleansed.

A trick for *Kronissus* is to simply walk around him all the time to avoid his cone.

Titax

Together with *Kronissus*, he spawns 1 minute into the fight. Special about him is that he buffs other Trandoshans close to him.

Titax' mutagen is 🗡️ *Chaotic Evolution: 'Kronos CnA' Mutagen*. When reaching 15% health, he enters a state of 🛑 *Torpor* for 35 seconds. During this time, *Titax* will be immobilised and regenerates 0.614% health every 0.5 seconds for 35 seconds (resulting in 58% health after 🛑 *Torpor* is finished). When on the tracks during 🛑 *Torpor*, a train can be called to kill him. If he is not killed by the train, he will receive a stack of 🗡️ *Chaotic Evolution* after 🛑 *Torpor* ends. 🗡️ *Chaotic Evolution* stacks up to 3 times, with each charge increasing the range of 🗡️ *Presence of Titax* by 3 metres.



🗡️ *The Presence of Titax* is *Titax*' buff which improves other Trandoshans close to him. They will receive 🗡️ *The Presence of Titax* for 2.1 seconds which will be reapplied when they continue standing next to *Titax*. On *Greus*, it increases the damage dealt by 🗡️ *The Fires of Greus* by 200%, making it more noticeable. On *Hissyphus*, the damage of 🗡️ *Envenomed Strike* is increased by 33%. On *Kronissus*, 🗡️ *Frigid Claws* applies stacks of 🗡️ *Blistering Cold* instead of 🗡️ *Sublimation*.

Titax has two special abilities.

🗡️ *Titax Strike* is a 3 seconds channel stunning the target and knocking it back through the whole room. Getting knocked back in one of the Mutagenic Goo tanks deals less damage than getting knocked in a wall. It also causes the tank to break, spilling an expanding green puddle on the floor (see Hard Mode). 🗡️ *Titax Strike* happens every 35 seconds.



A random player will be attacked by 🗡️ *Crush the Weak*. It has a 5 seconds channel after which *Titax* will leap to the player, knock them down and return to the tank. The player targeted by 🗡️ *Crush the Weak* will receive an orange circle underneath them. This ability has a 40 seconds cooldown.



3.1.2 Strategy

Please note before you read this that there are multiple strategies for this encounter. Also please note that the following strategy only works on Story Mode. If you are interested in Hard Mode strategies (for instance if you want to do it the "right" (Hard Mode compatible) way even on Story mode), please refer to the Hard Mode part.

That said, onwards to the Story Mode only strategy.

The fight can become quite messy having to fight four bosses at the same time, therefore two should be eliminated. On Story Mode this is usually *Greus* -> *Kronissus* -> *Hissyphus* and *Titax*.

Greus is killed first since he has low health and is together with *Hissyphus* there at the beginning of the fight. *Kronissus* is killed second since he has low health and is probably the most dangerous one on Story Mode, but only spawns after 1 minute together with *Titax*. *Hissyphus* and *Titax* are killed last. They can be killed together to prevent 3 charges of 🗡️ *Glory of the Hunt*; that is not that important on Story Mode though.

Part 1: Greus

Especially on *Greus* in the beginning, the DPS must not push *Greus*' health too low too soon. The tank should move him to the tracks right away and the DPS should switch to *Hissyphus* at ~ 20%. *Hissyphus* is meanwhile tanked by the other tank.

At around 50 seconds, *Greus* should be pushed to 15%, triggering 🗡️ *Torpor*. At 1 minute, the train console will become active and a healer or ranged DPS must click it.



When the facility AI says "Transport request acknowledged. Your train will arrive in six minutes.", there are 15 seconds left to clear the tracks. When she says "Update: Your train will arrive in Error minutes.", there are 7 seconds left. After that, the train will kill everything on the tracks - except Trandoshans not under the effect of 🗡️ *Torpor*.

Part 2: Kronissus

While *Greus* is about to have a little accident with a train, the tanks must tank the remaining 3 Trandoshans. The *Hissyphus*-tank takes *Titax* while the *Greus*-tank takes *Kronissus*. Should *Greus* still be alive, it would probably be better to let a ranged DPS take *Greus* and kite him to prevent the *Kronissus*-tank from receiving 🗡️ *Thermal Shock*.

Should there be a third tank (possible option when with 16 people), each tank can take one boss. The *Titax*-tank then must make sure to tank *Titax* afar from the other Trandoshans, so they do not receive 🗡️ *The Presence of Titax*. If there is only two tanks, *Titax* must be away from *Kronissus*.

The *Kronissus*-tank must get *Kronissus* to the tracks. The DPS must push him to 15%, triggering 🗡️ *Torpor*. The train-caller then calls another train to finish *Kronissus* for good.

Part 3: *Hissyphus* and *Titax*

The *Kronissus*-tank now can take one of the remaining two Trandoshans to make it easier for the *Hissyphus*-tank. In the last part, either both Trandoshans are killed with one train or one after another.

If both should be killed with the same train, both Trandoshans must be brought to the tracks, and one should be brought to 20%. Then the other Trandoshan is brought to 20% as well. After that, both are pushed to 15% so they trigger their 🦋 *Torpor*. The train caller calls a train, and the Trandoshans will be killed.

If they are to be killed one by one, one Trandoshans must be brought to the tracks and is pushed to 15%, the train is called, and he dies. After that, the last Trandoshan is brought to the tracks, pushed to 15% and killed by another train.

3.2 Hard Mode

The Hard Mode version is a bit messier than the one on Story Mode and requires a bit more coordination.

3.2.1 New Mechanics

The effects of 🗡️ *Glory of the Hunt*, which get applied to the other Trandoshans as soon as one of them dies, are now modified. At one stack, the remaining receive 5% more damage and deal 15% more damage. At two stacks 10% more damage received and 50% more damage dealt and at three stacks 15% more damage received and 300% more damage dealt. It is therefore important that the last two (or three) Trandoshans die at the same time.

The health regeneration from 🌿 *Torpor* is doubled, so 1.214% every half a second.

The train now takes longer to arrive. 15 seconds after it was called, the AI will say "Update: Transport will arrive in three minutes." At 35 seconds it will say error minutes and at 45 seconds the train will arrive. With 🌿 *Torpor* lasting 35 seconds, a Trandoshan should not be pushed to 15% before the facility AI says that the train will arrive in three minutes.

Greus

Greus does not have any new mechanics on Hard Mode.

Kronissus

❄️ *Blistering Cold* applies ❄️ *Frozen* at 3 stacks, stunning the player for 6 seconds.

Hissyphus

Hissyphus only needs 5 stacks (instead of 10) of 🦋 *Venom Synthesis* to do 🦋 *Envenomed Strike*. Healers should cleanse 🦋 *Venom of Hissyphus*, the DoT applied by it, as fast as possible.

Titax

Titax is the one requiring different tactics on Hard Mode.

🦊 *Titax Strike* now must be aimed at one of the Mutagenic Goo tanks, else the tank dies. As the tank will be stunned during the channel, *Titax* must be aimed at a tank before he does 🦊 *Titax Strike*. In between, he does 🦊 *Crush the Weak*, giving the tank time for repositioning if needed.

After the tank gets knocked in one of the Mutagenic Goo tanks (this also happens when 🦊 *Titax Strike* is aimed slightly next to the tank), the tank will break and spill its Goo on the floor. The spill will increase slowly and flood half the room. Anyone standing inside it receives 🦋 *Rampant Mutation*, dealing damage over time.



It can happen that a tank bugs and appears intact but is not. It helps to go from tank to tank instead of randomly choosing one.

3.2.2 Strategy

This strategy requires a mobile ranged DPS (Merc or Sorcerer for instance) and a DwT.

With *Titax*' tank only having 6 Mutagenic Goo tanks available, *Titax* must be killed fast.

Part 1: First 60 seconds

For the first 60 seconds, everyone apart from the *Greus* kiter attacks *Hissyphus*. The *Hissyphus* tank can tank him near the fence and move him when he drops his puddles.

The ranged DPS assigned to kite *Greus* takes him and kites him under the stairs; there should be enough space for that. By kiting there, someone will always be close to the console to call the train. Try to not aim *Greus*' cones at the raid.

At around 55 seconds, the DwT assigned to tank *Hissyphus* takes him and the two tanks can go to pick up *Kronissus* and *Titax*.



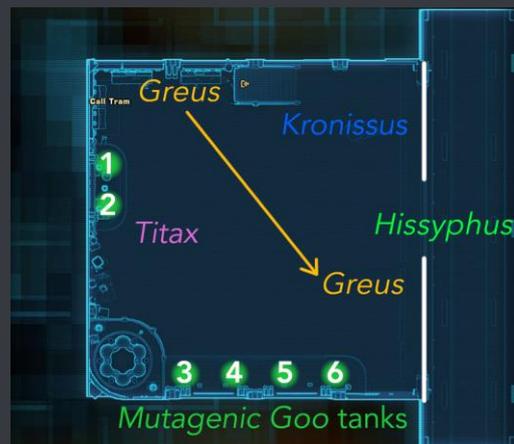
Part 2: Hissyphus

The DwT takes *Hissyphus* to the tracks and the DPS push him to circa 20%. The *Greus* kiter must call the train. When the AI says that the train is about to arrive in three minutes, start pushing *Hissyphus* to 15% and trigger 🦋 *Torpor*, then clear the tracks.

Meanwhile, one tank takes *Kronissus*, the other one *Titax*.

Kronissus is tanked in the North near the stairs.

The *Titax* tank takes him near the Mutagenic Goo for 🦋 *Titax Strike*. Start with the one closest to the console. A DPS can switch from *Hissyphus* to *Titax*. The *Greus* kiter can attack *Titax* as well when he is in range.



Part 3: Titax

The *Greus* kiter can take *Greus* to where *Hissyphus* used to be in the beginning.

When *Titax*' health is low enough, his tank should take him to the tracks. This should happen right after a 🦋 *Titax Strike*. While it is possible to aim at the tanks from the tracks, it is more difficult, and sometimes it can happen that 🦋 *Titax Strike* is aimed at a Mutagenic Goo tank, but the tank still dies.

As on *Hissyphus*, when *Titax* reaches circa 20% health, somebody must call the train. At the three-minutes announcement, *Titax* should be pushed to 15% and the tracks cleared.

Part 4: *Greus* and *Kronissus*

DPS now distribute on *Greus* and *Kronissus* and keep both at around the same health. When the health of both is low enough, they should be brought to the tracks. When they are at circa 20%, the train must be called and at the three-minutes announcement they must be pushed to 15%.

After that, sit back, relax, and ignore for a second that there are still two more bosses to go.

Alternative Strategies and Ideas

An alternative strategy would be to kill *Titax* first to not run out of Mutagenic Goo tanks.

After *Titax* is dead, you can kill *Hissyphus* and then *Kronissus* and *Greus* or just kill all three with the same time.

4 The Huntmaster

The last of the Trandoshans is the *Huntmaster*. He likes to shoot at anything that moves, the group included. Little he knows that there is always a bigger fish - or crab.

The fight follows a set pattern. When the *Huntmaster* is brought 35% health, he becomes the snack of *Shelleigh*, a crab living in the pond (that is also the reason why it might be a good idea not to go swimming in there).



4.1 Story Mode

As mentioned before, the encounter can be divided into two parts: The *Huntmaster* and *Shelleigh*.

4.1.1 The Huntmaster 100% - 35%

The *Huntmaster* part of the encounter features three phases that repeat until he reaches 35% health.

Phase 1: Spotlight



During the first phase, the *Huntmaster* stands in a spotlight. The illuminated circle starts with a 40 metres radius and gradually decreases to 5 metres over time. Outside of the circle, *Lurking Beasts* will gather. The beasts cannot enter the spotlight. The raid must make sure to stand in the spotlight, so they do not get attacked by the beasts. When inside the spotlight, raid members, as well as the *Huntmaster*, receive the buff 🛡️ *Safety Field*, indicating that they are standing inside.



The *Huntmaster's* most dangerous ability is 🔥 *Firestorm Grenade*, placing an area of Czerka Interstellar Invisible Fire™ on the floor beneath a random raid member. The fire is placed at the end of a 4.5 seconds channel; until then the circle moves with the targeted raid member. When standing in the - most of the time invisible - fire, players receive the debuff 🔥 *Firestorm*, dealing high damage when standing too long in it. They must move out as quickly as possible.



It is important that the grenade is placed outside of the group. When exiting the spotlight however, the beasts will with a leap attack which can be fatal unless defensives are used. If the spotlight is big enough, the grenade can be placed at the edge (see above), else the player must move out a bit and back inside the spotlight as soon as the grenade dropped.

Another noteworthy attack is ⚡ *Scatterblast*, a frontal cleave with a 5 seconds channel that deals damage when the channel ends. *Lurking Beasts* hit by the cleave receive 🛡️ *Recently Hit by Huntmaster* for 40 seconds. Those beasts are marked with a ⚡ above their head. While this buff does nothing particular in the first phase, it will become relevant in the second phase.



His two remaining attacks are 🔥 *Penetrating Shot* and 🇬🇧 *Powershot Volley*. The former is a cone on the tank (this attack also applies the 🛡️ *Recently Hit by Huntmaster* buff to beasts it hits). The latter is a 5 seconds channel on a random raid member who will be targeted until 🇬🇧 *Powershot Volley* ends. The player closest to the Huntmaster and between Huntmaster and his target will receive a bit of damage and get knocked back a bit.

Another ability done by the *Huntmaster* is 🇬🇧 *Primal Fear*, a 4 seconds cast causing everyone except the *Huntmaster* to deal 70% less damage. The duration of the 🇬🇧 *Primal Fear* debuff is 6 seconds for players and 18 seconds for *Lurking Beasts*. When the *Huntmaster* does this ability, the off tank can move out of the circle and gather some of the *Lurking Beasts* so that they can be killed while they deal less damage.

After two casts of 🇬🇧 *Primal Fear*, the *Huntmaster* will deploy his fortress shield, which is announced on the screen. Then - which is after 80 seconds -, the Spotlight Phase ends, and the next phase starts.

Phase 2: Fortress Shield Phase



In the second phase, the *Huntmaster* is in his *Fortress*. The shield causes him to reflect all damage.

If there are enemies (group members or beasts) closer than 10 metres to him, the *Huntmaster* will cast *Concussive Shockwave* for 0.5 seconds, knocking back everyone close to him dealing heavy damage.

The group meanwhile focuses on killing the remaining adds.

Shortly after the *Huntmaster* deploys his *Fortress*, a *Deliberate Charger* enters at one of the marked locations in the graphic.

The *Charger* channels *Deliberate Charge* for 5 seconds. After the channel, it will charge into the *Huntmaster's* *Fortress*, overloading the shield and knocking itself and the *Huntmaster* to the ground. The *Charger's* path is indicated by yellow arrows on the ground, group members must not stand in it.

The *Charger* receives *Impact Stun* for 8 seconds, causing it to be stunned as well as taking damage at the beginning of the effect. The raid must use the time to kill the *Charger* as fast as possible.



After *Impact Stun* ends, the *Charger* will cast *Confused and Infuriated* for 1.5 seconds, increasing its damage by 300%. Therefore, it should already be killed before *Impact Stun* ends.

The *Huntmaster* gets stunned for 6 seconds on impact. After that, and if there are no *Lurking Beasts* with *Recently Hit by Huntmaster* buff, he will retreat to his *Holdout Cover* and the third phase starts.

Should there be any *Lurking Beasts* with *Recently Hit by Huntmaster* buff up, they will attack the *Huntmaster* who then switches his stance from *Stance: Rifle Combat* - the stance he uses for the rest of the fight; during that he fights with his rifle - to *Stance: Bladed Combat* where he fights with a vibroblade. This switch is indicated a 1 second cast.

After he switches to *Stance: Bladed Combat*, he will cast *Melee Frenzy*, increasing his Alacrity, as well as damage dealt. In addition to that, he will taunt all *Lurking Beasts* withing 5 metres radius.

The raid must make sure to stay away from the *Huntmaster* to not take massive damage. After all *Lurking Beasts* with *Recently Hit by Huntmaster* buff are killed, the *Huntmaster* will switch back to *Stance: Rifle Combat* and retreat to his *Holdout Cover*, starting the third phase.

Phase 3: Holdout Cover



In the third phase, the *Huntmaster* is in his  *Holdout Cover*. At the beginning of the phase, the *Huntmaster* will cast  *Cl-Light Flare*, causing all adds - including those that will spawn during the phase - to go and attack the *Huntmaster*, unless they are aggroed by the group.

Shortly afterwards, a large red circle with a radius of 30 metres will appear around him. This indicates the range of  *Culling Shot*, a 1 second cast one-shotting the target. The group must therefore make sure not to stand in the circle. Snipers and Lightning Sorcerers with their 35 metres range can continue attacking the boss from range.

Tanks can stay closer to the circle, so they are more likely to be targeted by the regular ranged attack the *Huntmaster* does. The rest of the raid stays close together for AoE healing that might be required.

As in the Spotlight Phase, the *Huntmaster* will cast  *Firestorm Grenade* on a random raid member throughout the Holdout Cover Phase.



After 50 seconds, the Holdout Cover Phase ends and the encounter continues with the Spotlight Phase. This cycle repeats until the *Huntmaster* either reaches 35% health or enrages and wipes the group.

Transition to Part 2

The *Huntmaster* has the passive  *Fired Up*. When reaching 35% health, this causes him to trigger  *Adrenaline Rush*. During *Adrenaline Rush*, he regenerates health, retreats to his Holdout Position (where he is during the Holdout Cover Phase) and deploys his  *Fortress*. Then, Part 2 starts.

Enrage

The *Huntmaster* has the buff  *Master of the Hunt*. At the beginning of the fight, he will start with 50 stacks. Each time he kills a beast, one stack is removed. When reaching 0 stacks, the *Huntmaster* will cast  *The Ultimate Hunter*. This causes him to have 300% increased Accuracy and 300% increased damage dealt.

Remaining beasts will receive  *Aversion*, causing them to attack the raid instead of the *Huntmaster*.

4.1.2 Shelleigh

After the *Huntmaster* has his 🧑‍🦺 *Adrenaline Rush*, retreats to his Holdout Position and deploys his 🏰 *Fortress*, *Shelleigh*, a huge crab, emerges from the pond.



Shelleigh then proceeds to eat the *Huntmaster*, killing him instantly. Now, the group must kill *Shelleigh* to win the encounter - preferably without becoming crab food.

Shelleigh is a straightforward fight with one important mechanic.

The mechanic consists out of two attacks, 🔥 *Pulverize* and 🍷 *Nom*.

🔥 *Pulverize* is a 1 second channel on the tank. After the channel is completed, the tank will receive 🍷 *Pulverize Stun*, stunning them for 4 seconds. Shortly after, *Shelleigh* receives the buff 🍷 *Nom* for 1.8 seconds and a small pink circle appears around the tank. Anyone standing in the circle as soon as 🍷 *Nom* runs out will get eaten, meaning that they die instantly. In addition to that, they receive the debuff 🍷 *Lunch*, preventing them from being resurrected.



Since the tank is stunned, the off tank must taunt right after 🔥 *Pulverize* to be the one targeted with 🍷 *Nom*.

On 8-person Story Mode 🍷 *Pulverize Stun* appears to only last 1 second (which does not seem intended but hey, it works). Therefore, a tank swap is not needed there.

In addition to her ambition to eat the whole group for lunch, *Shelleigh* has two passives.

The first one is 🌿 *Toxic Cloud*, causing the raid to gain stacks of 🌿 *Toxic Cloud* that deal damage over time.

The second one is 🟢 *Crabby Demeanor* which increases *Shelleigh's* maximum health each time something dies in the pond during the first part of the encounter.

4.2 Hard Mode

On Hard Mode, everything becomes a bit messier and requires more coordination.

Part 1: The *Huntmaster* 100% - 35%

The first important thing to note is that the *Huntmaster* now only has 30  *Master of the Hunt* stacks instead of the 50 on Story Mode. This forces the group to get rid of the adds so that the *Huntmaster* cannot do that himself.

Phase 1: Spotlight

The channel time of  *Firestorm Grenade* is reduced from 4.5 seconds to 3 seconds. At least the fire is now visible.

 *Penetrating Shot* applies  *Armor Break* to anyone hit by it, reducing their Armor by 100% for 24 seconds and forcing a tank swap. As it is a cone, nobody should stand behind the tank at any time.

 *Powershot Volley* deals much more damage and knocks back the first player it hits. This happens multiple times during the channel. Everyone except the tank should stand in a line. That way, the first player in line will get knocked back, then the second one and so on. During  *Powershot Volley*, the tanks stay in line as well. This is required since  *Powershot Volley* applies the debuff  *Off Balance*, causing further  *Powershot Volley* hits to deal more damage and having a stronger knockback.



When the *Huntmaster* casts his first  *Primal Fear*, the off tank should step outside the spotlight and get the adds to the pond. A DPS with knockback must follow soon after and knock the adds in the pond. This causes them to die without the *Huntmaster* losing  *Master of the Hunt* stacks.

Phase 2: Fortress Shield

As in the Spotlight Phase, a tank should taunt the adds and have a DPS knock them in the pond.

The *Deliberate Charger* now aims for a player, not the *Huntmaster*. Usually, a healer will be the lucky one. They then must position themselves so that the *Huntmaster* is between them and the *Charger*; that way the *Charger* will ram the *Huntmaster*.

This mechanic does not always work well: Sometimes, not a healer but another player will be targeted (in the image for instance, the tank got targeted). Additionally, some *Chargers* appear to be so drunk that they can no longer walk in a straight line. Instead, they "drift", making it more difficult for the player to aim the *Charger* at the *Huntmaster*.



Phase 3: Holdout Cover

There is nothing new in this phase. However, it helps having DPS with 35 metres range (Lightning Sorcerers and Snipers) for more DPS in this phase.

Part 2: *Shelleigh*

The  *Toxic Cloud* stacks deal much more damage.

5 The Apex Vanguard

The *Apex Vanguard*, or as some might say "Wait, there is another boss?", is the last boss in the Nature of Progress. Czerka has transformed an ugly beast to an even more ugly, and deadly, weapons platform. And you have the honour to observe it in action, isn't that great?



5.1 Story Mode

Compared to the previous two encounters, the *Apex Vanguard* is easier but still has some mechanics, especially since it requires a player to carry a battery to different stations across the room.



5.1.1 Fighting the Apex Vanguard

The fight can be divided into two phases. Listening to the quest givers talking in the background helps since most of the mechanics will be explained when they first happen.

Phase 1: Apex Vanguard 100% - 93%

The first phase is more like a short introduction and is about bringing the *Apex Vanguard* to 93%.

At around 30 seconds into the fight, the *Apex Vanguard* will cast  *Contagion*, a 3 seconds cast. This will place a green circle around each player in its LoS, damaging anyone standing in the circle.  *Contagion* happens roughly every 35 - 90 seconds.



The best way to deal with  *Contagion* is having everyone with a cleanse cleansing themselves. Almost every class can cleanse themselves, either with a designated cleanse ability or through a Utility.

Right after the first  *Contagion*, the *Apex Vanguard* will do  *Acid Blast*, a 0.5 seconds channel that will put an orange puddle on the floor, dealing low damage.



 *Acid Blast* has a 15 seconds cooldown and will be channelled approximately every 15 - 20 seconds.

The puddle is persistent and can only be removed by using the  Wash station in the second phase. Therefore, the placement of the  *Acid Blast* puddles is important. They can either be placed at the outside of the room between the stations (as in the graphic on the previous page) or only in the Western part of the room, going along the outer wall from the  Disruptor to the  Wash station and then back again.

When reaching 93%, the *Apex Vanguard* will channel  *Photogenesis* for 10 seconds.  *Photogenesis* causes it to regenerate health whenever the lights are on. After the channel, the transition phase starts.

Transition Phase: Power Transformer

After the  *Photogenesis* channel, the raid must destroy the *Power Transformer* on the middle. When the *Power Transformer* has been destroyed, the battery behind it must be taken out by the pre-fight assigned battery runner (see phase 2 for an explanation of the battery mechanics). The battery runner should be someone who already knows the fight, preferably the off tank to minimise DPS loss.



Phase 2: Apex Vanguard 93% - 0%

The second phase involves the battery and has a few new mechanics.

After the battery has been taken out of the *Power Transformer* by the battery runner, the lights will go out and *Apex Vanguard* will stop regenerating health. Instead, it will channel  *Darkness Overdrive* for 10 seconds.

After the channel, the *Apex Vanguard* will receive a stack of  *Darkness Overdrive* every 6 seconds when in the darkness (i.e. the lights are off), stacking up to 20 times. Each stack increases its damage dealt. When the lights are on (this happens when the battery is in the *Power Transformer*), the *Apex Vanguard* loses 1 stack of  *Darkness Overdrive* per second but will instead regenerate health from  *Photogenesis*.

60 seconds after the  *Darkness Overdrive* channel, the *Apex Vanguard* will cast  *Red Venom Cloud* for 3 seconds. After the cast, the room will be filled with purple gas, and everyone will receive stacks of  *Red Venom Cloud*. This is a DoT, stacking up to 25 times and ticking every 2 seconds. It can only be removed by the battery runner using the  Fan station.

2 minutes after the  *Darkness Overdrive* channel, the *Apex Vanguard* will cast  *Mass Target Lock* for 2 seconds. The raid will receive the  *Mass Target Lock* debuff. If this is not removed within 30 seconds by the battery runner using the  Disruptor station, the *Apex Vanguard* will channel  *Bombardment* for 6 seconds, dealing heavy damage and usually resulting in a wipe.

2:30 minutes after the  *Darkness Overdrive* channel, the *Apex Vanguard* will channel  *Zone Defence* for 3 seconds. During the channel, every raid member either receives  *Right Launcher Tracking* or  *Left Launcher Tracking*. After the channel, the *Apex Vanguard* will shoot missiles at the raid for 20 seconds. Raid members with  *Right Launcher Tracking* must stand on the left of the *Apex Vanguard* (at the purple missile launcher) and those with  *Left Launcher Tracking* must stand on the right of the *Apex Vanguard* (at the yellow missile launcher). That way they do not get hit by the missiles.



 *Zone Defence* happens roughly every 5:30 minutes.

 *Contagion* and  *Acid Blast* happen as in the first phase.

Due to the *Apex Vanguard* having another raid wide attack (deals damage to the raid, 30 seconds cooldown), it might be easier for the healers if the raid - except the battery runner - stands close together for AoE healing.

5.1.2 Running the Battery

The battery is most likely the hardest task in the encounter and might require a few attempts to get it right.

While carrying the battery, the battery runner will receive the temporary ability  *Drop Battery*, which drops the battery on the floor so it can be picked up again (for example by another player).



In addition to that, carrying the battery hinders the battery runner from executing any ability. Speed boosts should therefore be used before picking up the battery.

Carrying the battery also causes the battery runner to get stacks of  *Tired*, decreasing their movement speed. Every 3 seconds of carrying the battery applies one stack, every 4 seconds of not carrying it removes one. In the beginning, the stacks can be kept at 0 for the first few minutes. Later, other players can help with speed boosts and pulling the runner to them.

Recharging the Battery

The battery has 6 charges, 2 blue, 3 yellow and 1 red, that can be used at the  Fan,  Wash and  Disruptor stations.  Fan and  Wash use one charge per usage but cannot use the last charge.  Disruptor uses all remaining charges in the battery on use, whether there were 6 charges or 1 does not matter. A summary can be found in the [Hard Mode part](#).



After the battery has been depleted, it must be recharged. This can be done at the *Power Transformer* (which was destroyed in the transition phase). The runner must click on the *Transformer* to put the battery inside and, after it is charged, click on the battery to remove it again. Charging the battery takes 5 seconds but it can be left in there for a few seconds more to get rid of the battery runner's  *Tired* stacks and the *Apex Vanguard's*  *Darkness Overdrive* stacks.

The Stations

Story Mode features three stations,  Fan,  Wash and  Disruptor.

The  Fan station, visible by a fan icon and vents, is in the East of the room. Using it removes the stacks of  *Red Venom Cloud*, consuming one charge.



Clicking on the socket while carrying the battery puts the battery in the socket and allows the console to be activated.

The  Wash station, indicated by the wash icon, is in the South of the room. It is used to remove the  *Acid Blast* puddles.



The 🛑 Disruptor station is indicated by the EMP-icon and in the North of the room. Using it removes the 🚫 *Mass Target Locks* from all players but completely drains the battery. It must be recharged at the *Power Transformer* in any case.



Operating the Stations

The priority is 🛑 Disruptor, then 🌀 Fan, then 🧼 Wash. The 🚫 *Bombardment* after not cleansed 🚫 *Mass Target Lock* wipes the raid, too many 🚫 *Red Venom Cloud* stacks are dangerous as well. 🧼 Wash should be used whenever needed, it is best to communicate with the raid leader and/or the tank for this.

🛑 Disruptor and 🌀 Fan can usually be timed since 🚫 *Red Venom Cloud* and 🚫 *Mass Target Lock* follow a set pattern:

- 0:00 - 🚫 *Darkness Overdrive* channel starts
- 1:00 - 🚫 *Red Venom Cloud*, 🌀 Fan must be used to remove the stacks
- 2:00 - 🚫 *Mass Target Lock*, 🛑 Disruptor must be used, and the battery recharged

After this, it is a repeating pattern:

- 3:00 - 🚫 *Red Venom Cloud*
- 3:30 - 🚫 *Red Venom Cloud*
- 4:00 - 🚫 *Mass Target Lock*
- 4:30 - 🚫 *Mass Target Lock*
- 5:00 - 🚫 *Red Venom Cloud*
- 5:30 - 🚫 *Mass Target Lock*

- 6:30 - 🚫 *Red Venom Cloud*
- 7:00 - 🚫 *Red Venom Cloud*
- 7:30 - 🚫 *Mass Target Lock*
- 8:00 - 🚫 *Mass Target Lock*
- 8:30 - 🚫 *Red Venom Cloud*
- 9:00 - 🚫 *Mass Target Lock*

... and so on until the *Apex Vanguard* is dead.

StarParse timers can be found on immortalfleet.com.

5.2 Hard Mode

The *Apex Vanguard* on Hard Mode is quite dull since many parts repeat over and over again, but also difficult as it goes for 13 to 14 minutes, and you must stay focussed the whole time.

5.2.1 Fighting the Apex Vanguard

Phase 1: Apex Vanguard 100% - 93%

The *Apex Vanguard* has the buff 🏆 *Peak Performance*, causing it to enrage whenever its health is above or at the stacks. In the beginning of the fight, there will be 99 stacks, ergo the *Apex Vanguard* starts enraged. After 45 seconds, the stacks will drop to 95 and afterwards it is 5 stacks every 45 seconds, forcing steady DPS.

🦟 *Contagion* works differently on Hard Mode. It now is a stacking debuff that deals more damage with each additional stack and spreads to other players inside the circle. Therefore, everyone must cleanse their 🦟 *Contagion*. Classes without self-cleanse (Powertechs and Snipers) are therefore not optimal for this encounter.



When cleansed, it leaves a green pool on the floor. Stepping in the green pool reapplies 🦟 *Contagion*; therefore, it must not be dropped in the middle of the group. Instead, they are dropped in the 🌟 *Acid Blast* puddles. A 🚿 Wash will remove them. Upon cleansing, the player will receive 🟢 *Contagion Immunity* for 4 seconds, protecting them from receiving 🦟 *Contagion* for its duration.



Transition Phase: Power Transformer

You can use Raid Buffs for killing the *Transformer*. That way, the boss will receive less healing from 🌱 *Photogenesis*.

Phase 2: Apex Vanguard 93% - 5%

In addition to the 🦟 *Contagion* changes and 🏆 *Peak Performance*, the *Apex Vanguard* receives three new mechanics:

While not in light, the *Apex Vanguard* gains stacks of 🚫 *Darkness Overdrive*, increasing its damage dealt. On Story Mode, this can be ignored. On Hard Mode, it cannot; the boss should always be lower than 3 stacks. To keep the stacks low, there are 🌟 *CI Neutraliser Flares*. They work the same as in the [Holding Pens](#): A healer drops one on the floor and it creates a circle which prevents the *Apex Vanguard* from gaining further stacks. Each flare lasts 32 seconds. The flares can be picked up from the 🚿 Flare Station. A healer should be assigned to use and get the flares. The first charge of three flares is ready right from the start.

The second mechanic is  *The Voltinator*, a 20 seconds channel that the group must interrupt by dealing enough damage to the *Apex Vanguard*. If the channel is complete, the group wipes.

Right before  *The Voltinator*, the boss will cast  *Blinding Spray*, reducing everyone's Accuracy by 100%. To circumvent this Accuracy reduction, two DPS must use two  *CI-M Synapse Accelerator Serum* each, increasing their Accuracy by 100% (The [Holding Pens](#) say hello there).

The stims can be picked up at the  Stim Station. Assign DPS to the specific  *Voltinators*; you will most likely have four of them. The first two DPS pick up their stims early in the fight (ask the battery runner when they are ready), the other two DPS can take them during a  *Voltinator*. As the *Apex Vanguard* does not do anything besides the channel, this is also a good opportunity for the healer to pick up new flares.

The last mechanic is  *Acid Deluge*. This happens quite late in the fight (see [5.2.2](#) for the timers). It is a 2 seconds cast with 2 minutes cooldown, causing the *Apex Vanguard* to drop three  *Acid Blast* puddles on the floor and cast  *Red Venom Cloud* over the next 20 seconds. The tank can place the three puddles in the same spot while using a defensive.

Phase 3: Apex Vanguard 5% - 0%

When reaching 5%, the *Apex Vanguard* will cast  *Last Ditch Effort*, causing it to enrage. DPS should stim themselves and the tank twice to increase their damage and the tanks Defence.

If the tank is more than 10 metres away from the *Apex Vanguard*, it will do  *Last Ditch Leap Attack*, jumping to the tank, dealing AoE damage and a knockdown.

5.2.2 Running the Battery

If you have an Assassin tank, consider letting them run the battery for two reasons: They can use Force Speed, pick up the battery and benefit from their speed boost. And if the main tank dies to the enrage at the end, they can take over.

More Stations

In addition to  Fan,  Wash and  Disruptor, there are  Flare and  Stim.

The  Stim Station is the South-Eastern station. It requires at least one battery charge but does not consume any.

After inserting the battery for the first time, the Start button must be pressed. Every 2 seconds, one stim is produced. The tray can hold up to 12 stims. If it is full, the production is halted and the Start button must be pressed again when using the station next time.



The 🌀 Flare station is the North-Eastern station, producing the ⚡ *CI Neutraliser Flares* for the healer. There are three separate dispensers which produce one flare each. Using dispenser 1 consumes one charge, the dispensers 2 and 3 require two charges each.

Each flare takes 45 to be produced. After production, the healer must pick them up since each dispenser can only hold one flare at a time.

The lights of the icon indicate whether flares are ready not. A red light means that the dispenser is empty, an orange light indicates that a flare is produced, and a green light shows that a flare is ready.

In the image, all three flares are ready to be picked up.



Station	Location	Charges required	Charges consumed
🌀 Disruptor	North	1	All
🌀 Flare HM+	North-East	2	1 (dispenser 1), 2 (dispensers 2 and 3)
🌀 Fan	East	2	1
🌀 Stim HM+	South-East	2	0
🌀 Wash	South	2	1

Operating the Stations

As one might have guessed, this is more difficult than the simple pattern from Story Mode.

🌀 *The Voltinator* itself does not affect the battery runner that much, however, the stims must be produced and picked up before it first starts. 🌧️ *Acid Deluge* means that 🌀 Wash and 🌀 Fan must be used. Using 🌀 Wash when the boss is at 2 🌧️ *Acid Deluge* stacks (it starts with 3, removing one with each 🌟 *Acid Blast*) should remove all puddles, even the two that will still be casted.

Luckily, there also is a pattern on Hard Mode.

The easiest part is the beginning which is always the same. After 🌑 *Darkness Overdrive*, 🌪️ *Red Venom Cloud* follows. After that, it will be 🎯 *Mass Target Lock*, followed by the first 🌀 *Voltinator*.

With flares and stims, this could become:

1. 3x  Flare
2. Recharge
3.  Stims
4.  Fan when  *Red Venom Cloud* happens
5. More  Stims
6.  Wash shortly after  *Contagion* happens
7. Recharge
8. 3x  Flare
9.  Disruptor when  *Mass Target Lock* happens
10. Recharge

After that, it becomes more flexible and depends a bit on the group. Some groups need more stims, some less and so on.

A point of orientation is the *Apex Vanguard's* attack pattern which seems to be the same all the time. Please note that the times are not exact but can be off by 5 seconds. More accurate StarParse timers can be found on immortalfleet.com.

- 00:00 -  *Darkness Overdrive* channel starts
- 01:00 -  *Red Venom Cloud*
- 02:00 -  *Mass Target Lock*
- 03:00 -  *The Voltinator*

After this introductory part, the "Random Part" follows. During this part, each  *Red Venom Cloud*,  *Mass Target Lock* and  *The Voltinator* will happen exactly twice.

- 04:00 |
- 04:30 | 2x  *Red Venom Cloud*
- 05:30 | 2x  *Mass Target Lock*
- 06:00 | 2x  *The Voltinator*
- 07:00 | In a random order
- 07:30 |

After the "Random Part",  *Acid Deluge* starts to happen.

- 08:30 -  *Acid Deluge*
- 08:40 -  *Red Venom Cloud*
- 09:00 -  *Mass Target Lock*
- 09:30 -  *The Voltinator*
- 10:30 -  *Red Venom Cloud*
- 10:32 -  *Acid Deluge*
- 11:00 -  *Mass Target Lock*
- 11:30 -  *Mass Target Lock*
- 12:00 -  *Red Venom Cloud*
- 12:30 -  *The Voltinator*

More Things to Keep in Mind

If you receive  *Contagion* as battery runner (happens sometimes, depending on whether you are in LoS of the *Apex Vanguard*), cleanse it right at the inner walls or in the  *Acid Blast* puddles. If you are in the Eastern part, you can also cleanse it at the outer walls.

Coordinate with your healer when you need to produce more flares and tell them when they are ready. Same goes for your DPS and the stims.

After recharging, pull out the battery as soon as possible to prevent the boss from getting healed, unless you need to get rid of some  *Darkness Overdrive* stacks. Communicate that with your tank / raid leader.

You can use stims to half your  *Tired* stacks.

When starting with the pattern mentioned on the previous page, the first flare will be needed after your first recharge, saving the healer one more flare to be used later.

Work out a strategy that works for you. The timers above can help you with it. It will take some time to work out something that works, do not let that discourage you.

6 Appendix

Below, there are some class-specific tips and tricks.

Red - Fluff on Red Venom stacks

Mercenaries and Powertechs can use their Energy Shield if they have the Pyro Shield utility, Sorcerers can use their Static Barrier if they have the Lightning Barrier utility, to deal some additional damage to *Red* while having  *Red Venom* stacks.

Huntmaster - Reflecting Powershot Volley

A Mercenary can stand in front and use their Responsive Safeguards and Hydraulics. This way, the attack gets reflected.

Huntmaster - Cleansing Shelleigh's DoT

Sorcerers can use their Force Barrier to cleanse their  *Toxic Cloud* stacks. This should be done at roughly 10 stacks.

Apex Vanguard - Acid Blast fluff

Marauders can use Cloak of Pain and stand inside the  *Acid Blast* puddles, dealing additional damage to the *Apex Vanguard*.