

Rogue CorSec Campaign

A questline that takes the player on an adventure all over Corellia.

- [Quest 1: The Coronet Connection \(Level 35\)](#)
- [Quest 2: Shadows of Tyrena \(Level 36\)](#)
- [Quest 3: The Northern Front \(Level 37\)](#)
- [Quest 4: Dismantling the Operation \(Level 38\)](#)

Quest 1: The Coronet Connection (Level 35)

Storyline: Agent Vansen, a loyalist CorSec agent investigating heavily armed street thugs in Coronet, recruits the player. The player scouts a bunker outside the city and is ambushed by heavily armed Meatlumps (meatlump_fool & meatlump_buffoon). Inspecting a discarded manifest confirms that the military-grade weapons are coming straight from the central CorSec Armory—they are being sold by a faction of Rogue CorSec officers.

The player tracks the manifest back to the Tyrena transit terminal where an intimidated informant confirms the weapons are being handed off to Ragtag gangs in Tyrena.

Quest Reward: 5000 Credits, 1000 Combat XP. Tasks: 7 well-rounded tasks involving commings, routing, shooting, and deep conversations!

Quest 2: Shadows of Tyrena

(Level 36)

Storyline: Following the trail to the Tyrena Cantina, the player interrogates a frightened smuggler. The smuggler refuses to talk until the player clears out the fearsome Ragtag enforcers (ragtag_kook & ragtag_loon) guarding his ship. Once the enforcers are dead, the smuggler transmits coordinates pointing to an enormous Rogue CorSec staging area near Doaba Guerfel.

The player travels North to the staging area and slices a terminal finding flight logs. CorSec Agent Vansen requests the player to meet him and Captain Baize personally in Doaba Guerfel to prepare an assault.

Quest Reward: 7500 Credits, 1500 Combat XP, Modified Scout Blaster (weapon_pistol_04_01).

Tasks: 7 tasks involving ambushes and slicer terminals.

Quest 3: The Northern Front

(Level 37)

Storyline: The Rogue CorSec operation size requires an assault on the secluded Kor Vella mountain range. Captain Baize orders the player into the snowy pass to clear out the outer patrols while CorSec loyalists establish a perimeter. Entering the pass, the player intercepts a broadcast proving the rogues are entirely fortified inside an abandoned Smuggler's Cave.

The player battles through deeply entrenched Rogue Corsec officers (corsec_traitor & corsec_rogue). Arriving at the cave entrance, the player secures a ledger confirming all stolen Heavy Arms are located within.

Quest Reward: 10000 Credits, 2000 Combat XP. Tasks: 6 tasks centered around exploration, infiltration, and heavy skirmishes.

Quest 4: Dismantling the Operation (Level 38)

Storyline: The final strike! The player is confronted by the Rogue CorSec Lieutenant standing before the inner gate of the compound. The lieutenant refuses to surrender, stating CorSec betrayed them, and unleashes the elite heavy guard (corellia_corsec_rogue_sentry & the notorious corellia_corsec_rogue_hiram_bish).

With the leadership crippled and forces crushed, Captain Baize sends a transmission that dropships are landing. The player meets down the mountain pass at the extraction zone for a final debrief with Captain Baize, securing the weapons.

Quest Reward: 15000 Credits, 2500 Combat XP, Modified DH-17 Snubnose (weapon_carbine_04_01). Tasks: 5 tasks centered around a boss wave battle and glorious conclusion mapping!