

# Biocybernetic Incident (Class 1)

Combat anomaly in HS space

- [Summary \(click me!\)](#)

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## Strategy

To start the site, approach the Cognitive Calibration Spire (central structure), and stay inside the green circle once the site is running.

Put down an MTU (if cargo-hold allows). Shoot rat waves to not get overwhelmed (mostly [Relentless Ventures](#) and some Mordu's Legion vessels).

Occasionally an [Automated Extraction Shuttle](#) with additional loot spawns, if you have time, kill it. It stays for about 20 seconds.

At the end of the 10 minute timer, a [Nullprime Squall](#) spawns (does explosive dmg and warp disrupts, orbits at 14km), kill it, loot it. Pick up MTU.

If you get too many rats on grid, you can shoot an Unstable Generator. That does AOE (4km around the generator) and kills some of the npcs.

Rats will kill your pod!



[Nullprime Squall](#) warp disrupts

## Access restrictions:

**T1 frigates only**, no navy or pirate faction ships allowed.

## Spawn locations

Space	
Highsec	☐
Lowsec	
Nullsec	
Wormholes	

## Loot

Cybernetic Neural Lattice (sells for 100k to NPC buy orders), skins, faction tractor beams, event cerebral accelerators, event boosters

[Check EVE Journal for Class 1 Biocybernetic Incident Loot runs!](#)

## Fits:

- [Punisher](#)
- [Rifter](#)
- [Tristan](#) (afk, orbit central structure at 1km, ab on, drones out, set to aggressive)