

# Biocybernetic Incident (Class 2)

Combat anomaly in HS, LS, NS and WH space

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

# Summary (click me!)

## 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.

NPCs will kill your pod!



[Nullprime Squall](#) and [Formidable Orthrus](#) warp disrupt

## Access restrictions:

T2 frigates or lower and T1 destroyers, navy destroyers and pirate faction destroyers. **NO Edencom** 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 2 Biocybernetic Incident Loot runs!](#)

# Fits:

- [Retribution](#)
- [Thrasher Fleet Issue \(works for Alphas\)](#)

# Special fits:

## [AFK-Dragoons](#)

Bring 2, orbit central structure at 500m, lock each other, send all remote modules to each other, launch drones and put them on aggressive. Wait 10 minutes => loot. Make sure you have decent skills, among others, you want to have lvl 4 explosive armor compensation.

## [AFK-Worm](#)

Orbit central structure at 500m, launch drones. Tractor loot when done. Make sure you have max drone- and shield-skills.