

Combat

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General

The event introduces FW-like combat sites which can be found across **HS** and **LS**.

Anomaly name	Space	Ship restriction*	Summary
Warpath: Defence Complex	HS	Up to T2 frigates	1 location, defend by killing hostile npcs, operational window is 20 minutes
Warpath: Defence Grid	HS / LS	T2 cruisers and smaller	3 locations (alpha, beta, gamma), defend by killing hostile npcs, hold until location is secure, operational window is 25 minutes
Warpath: War Grid	LS	Battleships and smaller	3 locations (alpha, beta, gamma), defend by killing hostile npcs, hold until location is secure

Sites are not gated, any size of ship can enter and kill npcs, the defence-bar only progresses though if at least one ship following the restrictions is on a particular grid

In order to see the defenders and hostile npcs, you may need to add them to your overview filter:

- ✓ Warpath Defenders - Battlecruisers
- ✓ Warpath Defenders - Cruisers
- ✓ Warpath Defenders - Frigates
- ✓ Warpath Elite Mercenaries - Battleships
- ✓ Warpath Elite Mercenaries - Cruisers
- ✓ Warpath Elite Mercenaries - Frigates
- ✓ Warpath Invaders - Battlecruisers
- ✓ Warpath Invaders - Cruisers
- ✓ Warpath Invaders - Frigates

Warping to any of the anomalies for the first time, spawns the defendable location(s) and an operational window starts (**check the opportunities widget to see progress**). Site ends if either all locations have been **secured**, **lost** or the operational window expired.

If the site ends and at least one location has been secured, a canister of loot becomes available. For the frigate sized anomaly, the container spawns directly at the defended location, the cruiser and battleship sites spawn a new beacon one has to warp to in order to pick up the loot.

Currently, EVERYONE in system can just warp to the loot beacon and steal the loot, be quick!

Warpath: Defence Complex

Frigate sized combat anomaly spawning in **HS**

Fits

Optimized for **Amarr** Space to benefit from [Imperial Warpath Zeal](#) bonus

- [Imperial Navy Slicer](#)
- [Retribution](#)

Optimized for **Gallente** Space to benefit from [Federal Warpath Fervor](#) bonus

- [Federation Navy Comet](#)
- [Ishkur](#)

Optimized for **Caldari** Space to benefit from [State Warpath Discipline](#) bonus

- [Caldari Navy Hookbill](#)
- [Hawk](#)

Optimized for **Minmatar** Space to benefit from [Republic Warpath Pride](#) bonus

- [Republic Fleet Firetail](#)
- [Wolf](#)

Site defenders (based on what empire faction space you run the anomaly in, spawn in groups of 3)

Empire faction space	Defender
Amarr	• Chainbreaker Rifter (dps) • Liberator Rifter (dps)
Caldari	• Intervener Incursus (dps) • Strike Incursus (dps)

Empire faction space	Defender
Gallente	• Acquisition Merlin (dps) • Holding Merlin (dps)
Minmatar	• Crusader Punisher (dps) • Proselytizer Punisher (dps)

Mercenary defenders show up occasionally, it seems they don't depend on the empire faction space the site is located in

- [Babout's Incursus](#) (web)
- [Oran's Executioner](#) (dps)
- [Rourke's Vigil](#) (paint)
- [Rurik's Merlin](#) (web)

Loot

Find the current loot averages at [EVE Journal for this site](#)

Warpath: Defence Grid

Cruiser sized combat anomaly spawning in **HS** / **LS**

Kill the mercenary rats first, as they do the most damage! Rats may warp disrupt, web and neut!

Fits

Optimized for **Minmatar** Space to benefit from [Republic Warpath Pride](#) bonus:

- [Stabber Fleet Issue](#)
- [Vagabond](#)

Optimized for **Amarr** Space to benefit from [Imperial Warpath Zeal](#) bonus

- [Augoror Navy Issue](#)
- [Zealot](#)

Optimized for **Gallente** Space to benefit from [Federal Warpath Fervor](#) bonus

- [Exequror Navy Issue](#)
- [Deimos](#)

Optimized for **Caldari** Space to benefit from [State Warpath Discipline](#) bonus

- [Osprey Navy Issue](#)
- [Cerberus](#)

Site defenders (based on what empire faction space you run the anomaly in, spawn in groups of 3)

Empire faction space	Defender
Amarr	• Chainbreaker Rupture (warp disrupt) • Liberator Rupture (dps)

Empire faction space	Defender
Caldari	• Strike Thorax (dps) • Intervener Thorax (warp disrupt)
Gallente	• Acquisition Moa (dps) • Holding Moa (warp disrupt)
Minmatar	• Crusader Maller (dps) • Proselytizer Maller (warp disrupt)

Mercenary defenders show up occasionally, it seems they don't depend on the empire faction space the site is located in

- [Babout's Thorax](#)
- [Kuma's Exequoror Navy Issue](#)
- [Lilja's Scythe Fleet Issue](#)
- [Oran's Arbitrator](#)
- [Ortega's Vexor Navy Issue](#)
- [Razili's Omen Navy Issue](#)
- [Rourke's Rupture](#)
- [Rurik's Moa](#)
- [Ruud's Vigilant](#)
- [Talman's Ashimmu](#)
- [Thorrund's Cynabal](#)
- [Yosuke's Phantasm](#)

Loot

Find the current loot averages at [EVE Journal for this site](#)

Warpath: War Grid

Battleship sized combat anomaly spawning in [LS](#)

Loot

Find the current loot averages at [EVE Journal for this site](#)