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

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