# Ambushed Expeditions

## General

Ambushed Expeditions exist for all 4 empire factions and require you to kill 5 waves of frigate- and destroyer NPCs before 5 special wrecks become available to salvage. The special wrecks are not affected by any form of tractor beams and need to be salvaged with a salvager module, **salvage drones do not work**.

## Spawn locations

| Space | |
|---|---|
| **Highsec**<br>(increased spawn rates in Bulwark systems) | |
| **Lowsec**<br>(increased spawn rates in FW systems) | |

## Strategy

Orbit the closest special wreck at 1km (on the Hawk, with your afterburner on). Kill NPCs as soon as they are in range. Once the first NPC of wave 5 is killed, salvage and loot the first special wreck. After all other NPCs are gone, use the MWD to approach and salvage the other special wrecks.

## Fits

- Hawk
  If you've no max skills for the fitting below, upgrade modules accordingly. Best first upgrade would be a medium faction shield extender.
- Retribution
- Enyo (make sure to have max skills and kill squishy target first)

## Loot

- Ambushed Imperial Expedition
- Ambushed State Expedition
- Ambushed Federation Expedition

- Ambushed Republic Expedition

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