Combat sites

- Crimson Gauntlet
- Tetrimon Base
- Crimson Harvest Sanctuary
- Tetrimon Garrison
- Criterion of Fitness
- Class 1 Hollow Outbreak
- Class 2 Hollow Outbreak
- Class 3 Hollow Origin
- "Pochven style wormholes"

Crimson Gauntlet

Strategy

Room 1: Kill wave on warp in and head for the gate to your left, unless you have a key to take the short-cut (to Room 2) through the other gate.

Room 2: Kill all rats of spawn 1 and 2 while approaching the next gate. The gate activates after spawn 2 has been eliminated. (Sometimes a 3rd spawn happens?), make sure to be aligned for gate activation before you get tackled by the 3rd spawn.

Room 3: Deploy MTU, kill all rats of spawn 1 and 2, then the battleship NPC arrives. Kill that one and revealed structure for loot. Killing the structure may spawn an escalation for Crimson Harvest Sancturary (can spawn in HS/LS/NS)
Sometimes there's a 3rd wave spawning together with the battleship. You may need to kill the neuting and damage cruisers before killing the battleship to not die to the neuting/dmg pressure.

> There have been reports of rifts spawning in room 1 & 2, which spawned sleepers. It's reasonable to assume there can be rogue drone- and trig- enemies spawning too.

> It appears that there's no drone aggro in the site

Damage to tank	
Damage to deal	
Expected EWAR	Web, point, neut

Access restrictions

Up and including marauders

Spawn locations

Space	
Highsec	
Lowsec	

Space	
Nullsec	
Wormholes	
Pochven	

Loot

Link to EVE Journal

Fits:

- Sleipnir
- Vargur

Tetrimon Base

Strategy

Room 1: Kill wave on warp in and head for the gate to your left, unless you have a key to take the short-cut (to Room 2) through the other gate.

Room 2: Kill all rats of spawn 1 and 2 while approaching the next gate. The gate activates after spawn 2 has been eliminated. Sometimes a 3rd spawn happens, make sure to be aligned for gate activation before you get tackled by the 3rd spawn.

Room 3: Deploy MTU, kill all rats of spawn 1 and 2, then the battleship NPC arrives. Kill that one and revealed structure for loot. Killing the structure may spawn an escalation for Tetrimon Garrison (can spawn in HS/LS/NS)
Sometimes there's a 3rd wave spawning together with the battleship. Focus killing the battleship and then destroy the structure.

> It appears that there's no more drone aggro in the site

Damage to tank	
Damage to deal	 (against T1 ships)  (against T2 ships)
Expected EWAR	Web, point, neut, TD, GD, paint

Access restrictions

Up and including marauders

Spawn locations

Space	
Highsec	
Lowsec	
Nullsec	
Wormholes	
Pochven	

Loot

Link to EVE Journal

Fits:

- Sleipnir
- Vargur

Crimson Harvest Sanctuary

Strategy

Kill 4 waves of NPCs, then the NPC battleship. NPC battleship has 6.5m bounty.

Damage to tank	
Damage to deal	
Expected EWAR	Web, point, neut

Spawn locations

Spawns as an escalation from running Crimson Gauntlet sites (kill the structure for a chance)

Access restrictions

none

Loot

Link to EVE Journal

Fits

- Sleipnir

Tetrimon Garrison

Strategy

Kill 4 waves of NPCs, then the NPC battleship.

Damage to tank	
Damage to deal	 (against T1 ships)  (against T2 ships)
Expected EWAR	Web, point, neut, TD, GD, paint

Spawn locations

Spawns as an escalation from running Tetrimon Base sites (kill the structure for a chance)

Access restrictions

none

Loot

Link to EVE Journal

Fits

- Sleipnir

Criterion of Fitness

Strategy

In order to enter the site, a **Criterion Cipher** is required. On arrival, an initial timer starts (45 seconds). As soon as you can see the rift, get as close as you can to that rift during the timer. The very moment the first rats spawn, lock the bigger targets and kill them with bastion and grapple/web on. If you beat the wave within the glorified timer, you get the max size of the next wave. After the initial wave, 2 more waves have to be dealt with. Same strategy, kill the big stuff first. If you manage to run all 3 waves within their respective glorified timer, the biggest NPC possible spawns at the end (Zorya's Babaroga) and the best possible loot roll is applied. Kill the **Criterion Cache** for loot and don't forget to salvage all wrecks! (Triglavian salvage)

Damage to tank	
Damage to deal	
Expected EWAR	Web, neut, tracking disrupt

Access restrictions

Up and including marauders

Spawn locations

Space	
Highsec	
Lowsec	
Nullsec	
Wormholes	
Pochven	

Loot

Link to EVE Journal

Fits:

- Vargur

Class 1 Hollow Outbreak

Strategy

To start the site, approach the Cognitive Calibration Spire (central structure, orbit 500m), 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.

Access restrictions

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

Spawn locations

Space	
Highsec	□
Lowsec	
Nullsec	
Wormholes	□
Pochven	□

Loot

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

Link to EVE Journal

Fits

- Punisher
- Rifter
- Tristan (afk => orbit central structure at 500m, ab on, drones out, set to aggressive, non-afk => bring MTU, send drones to shuttles too)

Class 2 Hollow Outbreak

Strategy

To start the site, approach the Cognitive Calibration Spire (central structure, orbit 500m), 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.

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	□
Pochven	□

Loot

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

Link to EVE Journal

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.

Class 3 Hollow Origin

Strategy

For the fittings below, orbit the Synapse Harmonizer between the two generators at 500m. Prop on for one cycle, but turn it off after orbit is established. (You will get out of the circle and back in all the time, this is no problem though, the orbiting helps with tank.)

Focus on the Garmurs and Orthruses when they show up. Otherwise kill shuttles and ventures and tractor loot. Sometimes long range ammo is required to get the shuttles. With the cheap fit, pulse reps when necessary. Make sure to be fully repaired at the 480 second mark, where the big spawn happens. There, turn on the rep and kill the generators followed by the Orthrus.

Once the Squall spawns, orbit it at 500m with afterburner on and kill it.

Access restrictions

T2 frigates or lower and T3 destroyers or lower. **NO Edencom** ships allowed.

Spawn locations

Space	
Highsec	
Lowsec	□
Nullsec	(□ bloodraider NPC null?)
Wormholes	
Pochven	

Loot

Link to EVE Journal

Fits

- Retribution (**super cheap, need max skills and follow the strategy!**)
- Retribution (more expensive, more chill to run!)
- Confessor (more expensive, way more chill!)

"Pochven style wormholes"