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

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