

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.

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](#)

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