

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](#)