Combat

Combat signatures in LS, Pochven and WH space.

- Rampant Drone Fabricator

Rampant Drone Fabricator

General

The sites are cosmic signatures that have to be scanned down in wormholes. They are level 2 combat signatures and vary in **difficulty based on the ship you bring and the space you run the site in**. It seems that bringing a battleship also doubles the base loot value.

Space	Base difficulty
C1/C2/C3/C4	Low
C5, C6	High

The sites don't have a gate and are **non**-dead-space.

How to run

On warp-in, a 30 second timer starts before the first wave arrives.

> Keep the Info Panel section visible during the site, there is valuable information about the site-state!

this section is outdated:

After each wave, one can decide to kill the Rampant Fabricator structure to end the site, or wait for the next wave. Each subsequent wave gets harder and adds to the loot. Between the waves, there's a 20 second timer that makes the Rampant Fabricator vulnerable. The Rampant Fabricator can be cargo-scanned for current loot state. All loot is lost if a wave cannot be defeated. Maximum number of waves is 30.
Damage to tank is EM/Thermal, damage to deal is EM. Earlier waves contain frigates, destroyers which can jam, later they can be joined by cruisers and battlecruisers (some can web), followed by spawns containing battleships (some web/neut).
Generally the smaller entities stay around 20km away, bigger entities come in closer. Eliminate the jammers first, followed by whatever bothers your setup most.

> The Rampant Fabricator has quite some hit-points, reduce these while you have time between the early waves, so you can insta-pop it when needed!

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> Once the Rampant Fabricator is destroyed, the site's penalties change to "no cloak" and "no warp" within 20 km of the wreck. Destroy the wreck or get out of range (20km)

> Killing the corrupter entities removes drone-aggro from the current wave

> Tons of details about the rats and site-layout can be found **here** (check the tabs at the bottom of the sheet!)

With waves **4**, **8** and **16**, a random selection of 2 (out of the 12 present) **Nanoswarm Suspension** structures at the bottom of the dungeon will become vulnerable. Each **Nanoswarm Suspension** provides a unique buff to the player's ship when destroyed. Only 1 **Nanoswarm Suspension** per selection can be destroyed.

Nanoswarm Suspension	**Effect (20%)**
Thermal Sink	Heat Damage Reduction
Overclocker	Overload Bonus Increase
Masker	Signature Radius Reduction
Energized	Capacitor Capacity Bonus
Rapidity	Ship Velocity Bonus
Predictive	Tracking Speed Bonus
Suppressive	Missile Explosion Radius Reduction
Clarifier	Scan Resolution Bonus
Patcher	Local Armor Repair Amount Bonus
Reflective	Local Shield Boost Amount Bonus
Trans-Patch	Remote Armor Repair Amount Bonus
Trans-Reflect	Remote Shield Boost Amount
Focuser	Turret optimal range