

# Summary (click me!)

## Strategy

Hack (data) all 3 cans. First hack has a chance to trigger the warp-in of a shuttle with additional loot (loot-goblin). That shuttle will explode on its own and the wreck has to be hacked (data).

## Spawn location

The signature is data, level 3.

Space	
Highsec	<input type="checkbox"/>
Lowsec	<input type="checkbox"/>
Nullsec	<input type="checkbox"/>
Wormholes	<input type="checkbox"/>

## Loot

[Check EVE Journal for Crimson Harvest Network Node Loot runs!](#)

## Fits

[Anathema](#)

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