




# Summary (click me!)

## Strategy

Kill 4 waves of NPCs, then the NPC battleship. NPC battleship has 6.5m bounty.

Once you initiate warp to the escalation, a beacon visible & warpable for everyone in local appears.

Damage to tank	  
Damage to deal	 
Expected EWAR	Web, point, neut

## Access restrictions

Up and including marauders

## Spawn locations

Spawns as an escalation from running [Crimson Gauntlet](#) sites (kill the structure for a chance)

Space	
Highsec	☐
Lowsec	☐
Nullsec	☐
Wormholes	

## Loot

Overseer Sabik Vials (sells to NPCs), skins, event cerebral accelerators, event boosters... Only battleship NPC and structure have event loot, other ships may drop meta modules.

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

# Fits:

- [Sleipnir](#)
- [Legion](#)

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