

# Emergency Aid

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# Summary

The Emergency Aid site's task is to keep alive a structure or ship for the duration of 10 minutes.

On warp in, a set of NPCs will start attacking a fleet member and occasionally switch target.

About 15 seconds after the first fleet-member enters the site, a group of NPCs arrive and start shooting the objective. Every 2 minutes, additional NPCs arrive and increase the dps pressure on the objective, eventually overwhelming even heavily blinged logistics setups.

Therefor the offending NPCs have to be reduced to an acceptable level.

Due to the spawns being faction specific, strategies and fittings differ.

Upon completion (keeping the objective alive past the 10 minute mark), with 5 participating pilots, each fleet member receives a payout of **15m** isk for a total of **75m** isk. NPC bounties add about **2,000,000** isk per site.

# (Amarr) Holy Mission

## Strategy (based on the fittings below):

1. Enter the site with all 5 ships, Mamba first
2. Launch the Mamba's navy Hornets\* and attack the first Wrathful npc to get rid of some drone aggro
3. Fleet commander (Mamba) orbits the Holy Mission at 5000m, regroups the fleet and slows down to 50% speed\*\*
4. Launch the drones of all Ospreys and assist them to the Mamba
5. Lock the Holy Mission with all Ospreys and send 4 remote reps each
6. Remove Wrathful- (drone aggro) and Shrouding- (jam) npcs
7. Kill all Annihilating npcs to remove dps pressure from the Holy Mission so your logi can keep up\*\*\*
8. Any Osprey that is no longer jammed re-locks the Holy Mission and sends their 4 remote reps again
9. Use the 5th remote repair module on your logistic ships to help out if a fleet member falls below 50% shield
10. The last wave (about 2 minutes left) of structure attacking npcs doesn't have to be killed, as the logi can counter the damage
11. After 10 minutes, the site completes successfully if the Holy Mission is still alive



















\*Launching the Mamba's drones first ensures that potential aggro from the Wrathful npcs is on them. If the dps pressure is too high, just send one remote rep to the affected drone(s). Aggro should stay on these drones for the entire duration of the site.

\*\*This prevents the slower Ospreys from bumping the structure. Alternatively, each Osprey could enter an individual 5000m orbit around the Holy Mission.

\*\*\*Send the Mamba's drones to a separate target (prefer npcs further away) than your ships main target (missiles & paint, prefer closer targets) to min/max. damage and avoid overkill damage.

A significant portion of the information in this article was provided by Djekke (on Twitch), thanks a ton!

## NPCs

Name	Info	Dmg to do	Dmg to tank
<b>Annihilating</b>  <a href="#">Punisher</a>  <a href="#">Coercer</a>	Attacking the Holy Mission		
<b>Wrathful</b>  <a href="#">Punisher</a>  <a href="#">Coercer</a>	Drone aggro		
<b>Preaching</b>  <a href="#">Inquisitor</a>  <a href="#">Augoror</a>	Logistics (armour)		
<b>Shrouding</b>  <a href="#">Arbitrator</a>  <a href="#">Zealot</a>  <a href="#">Dragoon</a>  <a href="#">Crucifier</a>  <a href="#">Retribution</a>		 	 
<b>Righteous</b>  <a href="#">Omen</a>	DPS		
<b>Grand</b>  <a href="#">Oracle</a>	DPS		

## Fittings

[Link to fleet on EVE Workbench](#)

Amount	Role	Ship
1	DPS/Drone bunny	
4	Shield logistics	

# (Caldari) Convoy







## Strategy (based on the fittings below):













1. Enter the site with all 5 ships, Mamba first
2. Launch the Mamba's republic fleet Warriors\* and attack the first Smuggler npc to get rid of some drone aggro
3. Fleet commander (Mamba) orbits the Charon Repatriator at 500m, regroups the fleet
4. Launch the drones of all Ospreys and assist them to the Mamba
5. Lock the Charon Repatriator with all Ospreys and send 4 remote reps each
6. Remove Smuggler- (drone aggro) and Blindsider- (jam) npcs. As soon as all Smuggler npcs are removed, switch to the Imperial Navy Acolytes with the Mamba
7. Kill all Ransacker npcs to remove dps pressure from the Charon Repatriator so your logi can keep up\*\*
8. Any Osprey that is no longer jammed re-locks the Charon Repatriator and sends their 4 remote reps again
9. Use the 5th remote repair module on your logistic ships to help out if a fleet member falls below 50% shield
10. The last wave (about 2 minutes left) of structure attacking npcs doesn't have to be killed, as the logi can counter the damage
11. After 10 minutes, the site completes successfully if the Charon Repatriator is still alive

\*Launching the Mamba's drones first ensures that potential aggro from the Smuggler npcs is on them. If the dps pressure is too high, just send one remote rep to the affected drone(s). Aggro should stay on these drones for the entire duration of the site.

\*\*Send the Mamba's drones to a separate target (prefer npcs further away) than your ships main target (missiles & paint, prefer closer targets) to min/max. damage and avoid overkill damage.

### NPCs

Name	Info	Dmg to do	Dmg to tank
<b>Ransacker</b>  <a href="#">Merlin</a>  <a href="#">Cormorant</a>	Attacking the Holy Mission	 	 

Name	Info	Dmg to do	Dmg to tank
<b>Smuggler</b>  <a href="#">Merlin</a>  <a href="#">Cormorant</a>	Drone aggro		
<b>Sawbone</b>  <a href="#">Bantam</a>  <a href="#">Osprey</a>	Logistics (shield)		
<b>Blindsider</b>  <a href="#">Blackbird</a>  <a href="#">Gila</a>  <a href="#">Corax</a>  <a href="#">Worm</a>  <a href="#">Griffin</a>			
<b>Brutal</b>  <a href="#">Moa</a>	DPS		
<b>Grim</b>  <a href="#">Naga</a>	DPS		

Fittings		
<a href="#">Link to fleet on EVE Workbench</a>		
Amount	Role	Ship
1	DPS/Drone bunny	
4	Shield logistics	

# (Gallente) Automated Factory









## Strategy (based on the fittings below):











1. Enter the site with all 5 ships, Mamba first
2. Launch the Mamba's augmented Hornets\*
3. Fleet commander (Mamba) orbits the Master Controller at 3000m and regroups the fleet
4. Lock the Master Controller with all Ospreys and send 4 remote reps each
5. Launch the drones of all Ospreys and assist them to the Mamba
6. Kill all Extinction npcs to remove dps pressure from the Master Controller so your logi can keep up\*\*
7. Use the 5th remote repair module on your logistic ships to help out if a fleet member falls below 50% shield
8. The last wave (about 2 minutes left) of structure attacking npcs doesn't have to be killed, as the logi can counter the damage
9. After 10 minutes, the site completes successfully if the Master Controller is still alive

\*Launching the Mamba's drones first ensures that potential aggro from the Corrupted npcs is on them. If the dps pressure is too high, just send one remote rep to the affected drone(s). Aggro should stay on these drones for the entire duration of the site.

\*\*Send the Mamba's drones to a separate target (prefer npcs further away) than your ships main target (missiles & paint, prefer closer targets) to min/max. damage and avoid overkill damage.

## NPCs

Name	Info	Dmg to do	Dmg to tank
<b>Extinction</b>  <a href="#">Cutter</a>  <a href="#">Welder</a>	Attacking the Master Controller	 	 
<b>Corrupted</b>  <a href="#">Cutter</a>  <a href="#">Welder</a>	Drone aggro		

Name	Info	Dmg to do	Dmg to tank
<b>Machinist</b>  <a href="#">Segmenter</a>  <a href="#">Renderer</a>	Logistics (armour)		
<b>Alienator</b>  <a href="#">Manipulator</a>  <a href="#">Corrector</a>  <a href="#">Palletizer</a>  <a href="#">Grabber</a> 			
<b>Proliferator</b>  <a href="#">Handler</a>	DPS		
<b>Vitiator</b>  <a href="#">Stainer</a>	DPS		

## Fittings

[Link to fleet on EVE Workbench](#)

Amount	Role	Ship
1	DPS/Drone bunny	
4	Shield logistics	










# (Minmatar) Clan Holding









## Strategy (based on the fittings below):

1. Turn on the shield resistance modules on the 4 Osprey logistic ships
2. Enter the site with all 5 ships, Mamba first
3. Fleet commander (Mamba) orbits the Clan Commons structure at 500m and regroups the fleet
4. Launch all drones and assist them to the Mamba pilot
5. Lock Clan Commons with the Ospreys and send 4 remote reps each to the structure
6. If there are more than 2 Corruptors and not more than 1 Malignant (logi) NPC, kill some Corruptors first\*
7. Kill all Devastation NPCs to remove dps pressure from the Clan Commons structure so your logi can keep up
8. Use the 5th remote repair module on your logistic ships to help out if a fleet member falls below 50% shield
9. After 10 minutes, the site completes successfully if the Clan Commons structure is still alive

\*If there are many Corruptors, some of the drones may receive damage, but most of the time will be able to tank it, since they are sent after a new target every 20 or so seconds and the Corruptors are not that fast.


### NPCs

Name	Info	Dmg to do	Dmg to tank
<b>Devastation</b>  <a href="#">Lynx</a>  <a href="#">Thrasher</a>	Attacking the objective		
<b>Corruptor</b>  <a href="#">Lynx</a>  <a href="#">Thrasher</a>	Drone aggro	 	 
<b>Malignant</b>  <a href="#">Swordspine</a>	Logistics (shield)		

Name	Info	Dmg to do	Dmg to tank
<b>Persecutor</b>  <a href="#">Cynabal</a>  <a href="#">Bellicose</a>  <a href="#">Talwar</a>  <a href="#">Dramiel</a>  <a href="#">Medusa</a>			
<b>Slayer</b>  <a href="#">Stabber</a>	DPS		
<b>Sundering</b>  <a href="#">Tornado</a>	DPS		

## Fittings

[Link to fleet on EVE Workbench](#)

Amount	Role	Ship
1	DPS/Drone bunny	
4	Shield logistics	