

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

Revision #9

Created 1 January 2026 09:01:56 by Erst

Updated 1 January 2026 10:49:10 by Erst