

(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
Ransacker  Merlin  Cormorant	Attacking the Holy Mission	 	 

Name	Info	Dmg to do	Dmg to tank
Smuggler  Merlin  Cormorant	Drone aggro		
Sawbone  Bantam  Osprey	Logistics (shield)		
Blindsider  Blackbird  Gila  Corax  Worm  Griffin			
Brutal  Moa	DPS		
Grim  Naga	DPS		

Fittings		
Link to fleet on EVE Workbench		
Amount	Role	Ship
1	DPS/Drone bunny	
4	Shield logistics	

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