

Hacking

- [Warpath: Intelligence Cache](#)
- [Warpath: Strategic Infiltration](#)

Warpath: Intelligence Cache

Level 2 data-hacking signature which can be scanned down in [HS](#), [NS](#), [WH](#) and [Pochven](#).
2 data hacking containers are present at the site. No npc threats.

Loot

Find the current loot averages at [EVE Journal for this site](#)

Warpath: Strategic Infiltration

Level 3 data-hacking signature which can be scanned down in **HS**, **LS**, **NS**, **WH** and **Pochven**.
The site is gated and restricted to T1 frigates (incl. faction), T1 cruisers (incl. faction).

Make sure to be in a fleet, otherwise you'll miss the 7m ISK pay-out (4m in HS) on site completion.

Site is hosting 8 **Strategic Databank** containers with loot and the following entities:

Entity	Details
Tripwire Node	A proximity mine, it will explode and trigger a Lockdown should any unauthorized ship come too close. (does 200 damage of each type on explosion)
Sentinel Node	Built to detect any nearby motion, this Sentinel Node will trigger a Lockdown if any unauthorized ships venture too close.
Sentry Node	A sentry gun, primed to engage anyone who triggers a security Lockdown. Its security protocols can be hacked by a data analyzer, disabling the sentry.
Confinement Node	A structure primed to deploy interdiction bubbles in the event of a site Lockdown. Its security protocols can be hacked by a data analyzer, rendering it inactive during a Lockdown.
Siren Node	A broadcast emitter configured to trigger and alert security forces during a lockdown. Its security protocols can be hacked by a data analyzer, rendering it inactive during a Lockdown.
Master Security Node	The master device that controls this site's security systems. If any unauthorized ships venture too close, the Master Security Node is programmed to trigger a site Lockdown. Its security protocols can be hacked by a data analyzer, aborting an active Lockdown.

Loot

Find the current loot averages at [EVE Journal for this site](#)