Metaliminal Meteroid

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Summary

The Metaliminal Meteroid Homefront sites require a single rock to be mined out. A rock contains 5,000 units (20,000m3) of a Mutanite ore type* that can be sold to NPC buy orders for 5,000 isk each. Residue mechanics apply.

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

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

*The rock to be mined out contains one of the following ore types, which is just a flavour aspect of a site and affects the colour of the environment:

- Peregrinus Mutanite (green)
- Amperum Mutanite (blue)
- Solis Mutanite (purple)
- Tenebreat (gray/brown)
- Conflagrati (red)

> Upon completion (the rock has been mined out), with 5 participating pilots, each fleet member receives a payout of **12m** isk for a total of **60m** isk. On top of that, the ore can be sold to NPC buy orders for **5,000** isk per unit, which should net an additional average of **15,500,000** isk, assuming a residue probability of 34% (T2 mining laser).

Minmatar Mining

Strategy (based on the Moa fitting below):

1. Turn on shield booster and shield resistances, the tank is self sustaining
2. Enter the site with all 5 ships
3. Lock the rock and start mining with all 5 ships
4. Fleet commander orbits the beacon at 500m and regroups the fleet
5. Once a mining cycle is complete, one ship jet-cans the ore
6. Fleet commander orbits the jet-can at 500m
7. Open the jet-can with every fleet member
8. Deposit ore into the jet-can after every cycle
9. Whenever the jams move to the next target, make sure to re-lock the rock and start mining again

> With max mining-skills, the site can be completed within 8 minutes

> The additional Maller fitting aims to avoid most of the jamming and therefor completes the site about 1 minute faster compared to the Moa setup. However, it requires a set of Grail implants.

NPCs

Name	Info	Dmg to do	Dmg to tank
Blight Vagabond Bellicose Talwar Vigil			
Skald Scythe Burst	Logistics (shield)		
Atgeir Thrasher Rifter	Drone aggro		

Name	Info	Dmg to do	Dmg to tank
Vandal Stabber	DPS		
Ulfhednar Tornado	DPS		

Fitting



Gallente Mining

Strategy (based on the fitting below):

1. Turn on armour resistance modules
2. Enter the site with all 5 ships
3. Lock the rock and start mining with all 5 ships
4. Fleet commander orbits the beacon at 500m and regroups the fleet
5. Establish a rep chain with the remote reps so each fleet member has an incoming rep

> With max mining-skills, the site can be completed within 5 minutes

NPCs

Name	Info	Dmg to do	Dmg to tank
Alienator Corrector Manipulator Palletizer Clamper Grabber			
Machinist Renderer Segmenter	Logistics (armour)		
Corrupted Welder Cutter	Drone aggro		
Proliferator Handler	DPS		
Vitiator Stainer	DPS		

Fitting
Pioneer Consortium fit on EVEWorkbench

Caldari Mining

Strategy (based on the Pioneer Consortium fitting below):

1. Enter the site with all 5 vessels
2. Turn on the resistances and miners on arrival of all 5 vessels
3. Orbit the beacon with the FC at 500m and regroup the team
4. Re-run the miners on the vessels that are no longer jammed

> With max mining-skills, the site can be completed within 6 minutes

NPCs

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

Fitting
Pioneer Consortium Issue

Amarr Mining

Strategy (based on the Pioneer Consortium fitting below):

1. Enter the site with all 5 vessels
2. Turn on the resistances and miners on arrival of all 5 vessels
3. Orbit the beacon with the FC at 500m and regroup the team
4. Re-run the miners on the vessels that are no longer jammed

> With max mining-skills, the site can be completed within 6 minutes

NPCs

Name	Info	Dmg to do	Dmg to tank
?			
?	Logistics (shield)		
?	Drone aggro		
?	DPS		
?	DPS		

Fitting

Pioneer Consortium Issue