

Suspicious Signal

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Summary

The Suspicious Signal site's goal is to destroy a structure that, by default, is invulnerable. By hacking 3 different (data) canisters at the same time, the structure becomes vulnerable for 90 seconds, while the hacked canisters re-arm. The cycle has to be repeated until the structure is destroyed.

The objective has to be completed while being attacked by a set of NPCs.

Upon completion (the structure has been destroyed), with 5 participating pilots, each fleet member receives a payout of **15m** isk for a total of **75m** isk. On top of that, an average of **4,200,000** isk in acquired hacking loot (assuming site is completed within 2 cycles) which can be sold to NPC buy-orders.












(Minmatar) Stop the Sabotage

Strategy (based on the fittings below):

1. Turn on the shield resistance modules of the 3 hacking ships
2. Enter the site with all 5 ships, the hacking Moa first
3. Keep at range 2km of hacking container B (closest to warp in) with the hacking Moa and turn on the afterburner
4. Keep at range 2km of hacking container A and C with the Ospreys and turn on their afterburner
5. Establish the cap-chain between the two Ospreys (large energy transfer)
6. Send the 2 polarized Moas into a 500m orbit of the target structure
7. Start repping the fleet-member that is attacked, if it's one of the polarized Moas, send all remote reps, otherwise 1-2 should suffice. Also, if there is heavy neuting, send the small energy transfers to the attacked fleet member.
8. The hacking Moa should be at B now, prepare the hack (so there's one click left to destroy the core)
9. Prepare hack A and C as soon as the Ospreys are in range.
10. Finish all hacks, then target the structure and start shooting with the polarized Moas first, followed by the hacking Moa.
11. During the 90 seconds damage window, loot the hacked cans for additional NPC sold items
12. After 90 seconds, proceed to step 8. Repeat until the structure is destroyed

With max damage-skills and proper execution, the structure can be killed within 2 vulnerability windows, which should complete the site in just under 5 minutes.



NPCs


Name	Info	Dmg to do (structure)	Dmg to tank (from NPCs)
Obscurer  Crucifier  Arbitrator	Guidance and weapon disruption	   	 
Quietus  Retribution  Dragoon  Zelot	Neuting		

Name	Info	Dmg to do (structure)	Dmg to tank (from NPCs)
Justifier 🏠 Inquisitor 🏠 Augoror	Logi (armor)		
Infiltrating 🏠 Coercer 🏠 Punisher	Drone aggro (test)		
Saboteur 🏠 Omen	DPS		
Proselytizer 🏠 Oracle	DPS		

Fittings

[Link to fleet on EVE Workbench](#)

Amount	Role	Ship
1	DPS & Hack	
2	Shield- & Cap logistics & Hack	

Amount	Role	Ship
2	DPS	



(Gallente) Stop the Siphon

Strategy (based on the fittings below):

1. Turn on the shield resistance- and sensor booster modules on all ships
2. Enter the site with all 5 ships, the hacking Moas first
3. Orbit hacking container A, B, C (500m) with hacking Moa 1, 2, 3 respectively and turn on their afterburner
4. Orbit the structure (1000m) with the damage Moas
5. Prepare hacks (B,A,C) as soon as the hacking Moas are in range
6. Finish all hacks, then target the structure and start shooting with the damage Moas first, followed by the hacking Moas
7. Launch the drones on all Moas and send them to attack the structure for additional damage
8. During the 90 seconds damage window, loot the hacked cans for additional NPC sold items
9. After 90 seconds, proceed to step 5. Repeat until the structure is destroyed
10. After the second hack and looting, the hacking Moas can approach the structure for additional damage

With max damage-skills and proper execution, the structure can be killed within 2 vulnerability windows, which should complete the site in just under 4.5 minutes.

NPCs			
Name	Info	Dmg to do (structure)	Dmg to tank (from NPCs)
Falsifier Griffin Hawk Corax Blackbird	Jamming		
Insurer Bantam Osprey	Logi (shield)		
Evader Cormorant Merlin	Drone aggro		

Name	Info	Dmg to do (structure)	Dmg to tank (from NPCs)
Scrubber  Moa	DPS		
Eraser  Naga	DPS		

Fittings

[Link to fleet on EVE Workbench](#)

Amount	Role	Ship
3	DPS & Hack	Moa
2	DPS	Moa



(Caldari) Block the Broadcast

Strategy (based on the fittings below):

1. Turn on the shield resistance- and sensor booster modules on all ships
2. Enter the site with all 5 ships, the hacking Moas first
3. Orbit hacking container A, B, C (500m) with hacking Moa 1, 2, 3 respectively and turn on their afterburner
4. Orbit the structure (1000m) with the damage Moas
5. Prepare hacks (B,A,C) as soon as the hacking Moas are in range
6. Finish all hacks, then target the structure and start shooting with the damage Moas first, followed by the hacking Moas
7. Launch the drones on all Moas and send them to attack the structure for additional damage
8. During the 90 seconds damage window, loot the hacked cans for additional NPC sold items
9. After 90 seconds, proceed to step 5. Repeat until the structure is destroyed
10. After the second hack and looting, the hacking Moas can approach the structure for additional damage

With max damage-skills and proper execution, the structure can be killed within 2 vulnerability windows, which should complete the site in just under 4.5 minutes.

NPCs

Name	Info	Dmg to do (structure)	Dmg to tank (from NPCs)
Diverter ▲ Enyo ▲ Maulus ▲ Deimos ▲ Celestis	Sensor dampening		
Exonerater ▲ Navitas ▲ Exequor	Logi (armor?)		
Spinner ▲ Catalyst ▲ Incursus	Drone aggro		

Name	Info	Dmg to do (structure)	Dmg to tank (from NPCs)
Compeller 🏠 Thorax	DPS		
Veritas 🏠 Talos	DPS		

Fittings

[Link to fleet on EVE Workbench](#)
















Amount	Role	Ship
3	DPS & Hack	Moa
2	DPS	Moa



(Amarr) Secure the Intel

Strategy (based on the fittings below):

1. Turn on the shield resistance modules on all ships
2. Enter the site with all 5 ships, the hacking Moas first
3. Orbit hacking container A, B, C (500m) with hacking Moa 1, 2, 3 respectively and turn on their afterburner
4. Orbit the structure (1000m) with the damage Moas
5. Prepare hacks (B,A,C) as soon as the hacking Moas are in range
6. Finish all hacks, then target the structure and start shooting with the damage Moas first, followed by the hacking Moas
7. During the 90 seconds damage window, loot the hacked cans for additional NPC sold items
8. After 90 seconds, proceed to step 5. Repeat until the structure is destroyed
9. After the second hack and looting, the hacking Moas can approach the structure for additional damage

With max damage-skills and proper execution, the structure can be killed within 2 vulnerability windows, which should complete the site in just under 4.5 minutes.

NPCs			
Name	Info	Dmg to do (structure)	Dmg to tank (from NPCs)
Spotter  Vigil  Wolf  Talwar  Vagabond  Bellicose	Target painting		
Refuge  Burst  Sycthe	Logi (shield)	   	 
Insurgent  Thrasher  Rifter	Drone aggro		

Name	Info	Dmg to do (structure)	Dmg to tank (from NPCs)
Infiltrator  Stabber	DPS		
Spymaster  Tornado	DPS		

Fittings

[Link to fleet on EVE Workbench](#)

Amount	Role	Ship
3	DPS & Hack	Moa
2	DPS	Moa