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.

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