

Tetrimon Base

Combat anomaly in HS, LS, NS and WH space

- [Summary \(click me!\)](#)

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Strategy




Room 1: Kill wave on warp in and head for the gate to your left, unless you have a key to take the short-cut (to Room 2) through the other gate.

Room 2: Kill all rats of spawn 1 and 2 while approaching the next gate. The gate activates after spawn 2 has been eliminated. Sometimes a 3rd spawn happens, make sure to be aligned for gate activation before you get tackled by the 3rd spawn.

There is a rare occurrence where a Avalanche wreck spawn in this room. Approaching it will spawn a bunch of hostile Ventures and a Barghest with extra loot.

Room 3: Deploy MTU, kill all rats of spawn 1 and 2, then the battleship NPC arrives. Kill that one and revealed structure for loot. Killing the structure may spawn an escalation for [Tetrimon Garrison](#) (can spawn in HS/LS/NS)

Sometimes there's a 3rd wave spawning together with the battleship. Focus killing the battleship and then destroy the structure, the rest of the NPCs will warp off after.

Damage to tank	  
Damage to deal	 
Expected EWAR	Web, point, neut, TD, GD, paint

Access restrictions

Up and including marauders

Spawn locations

Space	
Highsec	<input type="checkbox"/>
Lowsec	<input type="checkbox"/>
Nullsec	<input type="checkbox"/>

Space	
Wormholes	□

Loot

Warclones, skins, event cerebral accelerators, event boosters...

Only battleship NPC and structure have event loot, other ships may drop meta modules.

[Check EVE Journal for Tetrimon Base Loot runs!](#)

Fits:

- [Sleipnir](#)
- [Gila](#)
- [Muninn](#)
- [Drekavac](#)
- [Legion](#)
- [Loki](#)