

# Summary (click me!)

## 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](#)

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