



ONLINE Quick Reference Sheet

Drones (T2)

	Name	Dmg	Track.	M. Vel.
Light	Acolyte	20.7	2.964 ^{rad/s}	4560 ^{m/s}
	Warrior	23.4	3.240 ^{rad/s}	5040 ^{m/s}
	Hornet	26.1	2.520 ^{rad/s}	3840 ^{m/s}
	Hobgoblin	28.8	2.178 ^{rad/s}	3360 ^{m/s}
Medium	Infiltrator	33.1	1.296 ^{rad/s}	2280 ^{m/s}
	Valkyrie	37.4	1.440 ^{rad/s}	2520 ^{m/s}
	Vespa	41.8	1.102 ^{rad/s}	1920 ^{m/s}
	Hammerhead	46.1	0.922 ^{rad/s}	1680 ^{m/s}
Heavy	Praetor	66.2	0.504 ^{rad/s}	1140 ^{m/s}
	Berserker	74.9	0.567 ^{rad/s}	1260 ^{m/s}
	Wasp	83.5	0.429 ^{rad/s}	960 ^{m/s}
	Ogre	92.2	0.360 ^{rad/s}	840 ^{m/s}
Sentry	Curator	78.0	0.024 ^{rad/s}	42+24 ^{km}
	Bouncer	84.0	0.012 ^{rad/s}	48+42 ^{km}
	Warden	72.0	0.012 ^{rad/s}	60+30 ^{km}
	Garde	96.0	0.036 ^{rad/s}	24+12 ^{km}

Damage Types

D.to Resist %	Faction	D. to Inflict
48 33 18 1	Amarr Empire	
11 11 19 59	Angel Cartel	
45 43 12	Blood Raiders	
1 26 73	Caldari State	
2 54 44	Gallente Federation	
16 84	Guristas Pirates	
10 55 25 10	Mercenaries	
19 8 21 52	Minmatar Republic	
3 16 81	Mordu's Legion	
8 18 19 55	Rogue Drones	
60 32 8	Sansha's Nation	
62 38	Serpentis	

Missile Types

Type	Launcher	Type Variation	Dmg	Max Flight	Veloc.	Expl. Veloc.	Expl. Radius	Dmg Reduc.
Rocket	Rocket		33	2s	2250 ^{m/s}	150 ^{m/s}	20m	3.0
		Rage	44.6	2s	1875 ^{m/s}	129 ^{m/s}	34m	4.5
		Javelin	29.7	2s	3375 ^{m/s}	150 ^{m/s}	20m	3.2
Light	Light or Rapid Light		83	5s	3750 ^{m/s}	170 ^{m/s}	40m	2.8
		Fury	116	3.75s	3750 ^{m/s}	143 ^{m/s}	69m	3.2
		Precision	83	2.5s	3750 ^{m/s}	204 ^{m/s}	25m	2.6
Heavy Assault	Heavy Assault		100	4s	2250 ^{m/s}	101 ^{m/s}	125m	4.5
		Rage	135	4s	1875 ^{m/s}	87 ^{m/s}	215m	4.8
		Javelin	90	4s	3375 ^{m/s}	101 ^{m/s}	125m	4.6
Heavy	Heavy		135	6.5s	4300 ^{m/s}	81 ^{m/s}	140m	3.2
		Fury	182	4.88s	4300 ^{m/s}	68 ^{m/s}	241m	4.5
		Precision	135	3.25s	4300 ^{m/s}	97 ^{m/s}	125m	2.7
Torpedo	Torpedo		450	6s	1500 ^{m/s}	71 ^{m/s}	450m	5
		Rage	608	6s	1250 ^{m/s}	61 ^{m/s}	774m	5.2
		Javelin	405	6s	2250 ^{m/s}	71 ^{m/s}	450m	5.2
Cruise	Cruise		375	14s	4700 ^{m/s}	69 ^{m/s}	330m	4.5
		Fury	525	10.5s	4700 ^{m/s}	58 ^{m/s}	567m	4.7
		Precision	375	7s	4700 ^{m/s}	83 ^{m/s}	297m	3.5
Cit. Torpdo	Cit. Torpdo		2000	15s	1750 ^{m/s}	20 ^{m/s}	2000m	5.5
Cit. Cruise	Cit. Cruise		1500	20s	4250 ^{m/s}	29 ^{m/s}	1750m	4.5
AT Light	Light / R.Lig.		62	5s	3750 ^{m/s}	170 ^{m/s}	40m	2.8
AT Heavy	Heavy		102	6.5s	4300 ^{m/s}	81 ^{m/s}	140m	3.2
AT Cruise	Cruise		281	14s	4700 ^{m/s}	69 ^{m/s}	330m	4.5

ECM

	Caldari (Gravimetric)		Amarr (Radar)
	Gallente (Magnetometric)		Minmatar (Ladar)

Security

Status	System	Stacking Penalties
-2.0	1	1 100.0%
-2.5	0.9	2 86.9%
-3.0	0.8	3 57.1%
-3.5	0.7	4 28.3%
-4.0	0.6	5 10.6%
-4.5	0.5	6 3.0%
Will be shot if status is at or below the above		
	0.4	Low-Sec (Empire)
	0.1	(Empire)
	0.0	Null-Sec

Ships

Faction	Interdictor	H. Interdictor
Amarr	Heretic	Devoter
Caldari	Flycatcher	Onyx
Gallente	Eris	Phobos
Minmatar	Sabre	Broadsword



EWAR Types

Name	Short	Type	T1 Frigs / Cruisers
Track	TD	Tracking Disruptor	Crucifier / Arbitrator
Jam	ECM	Electronic Counter Measures	Griffin / Blackbird
Damp	RSD	Sensor Dampeners	Maulus / Celestis
Paint	TP	Target Painter	Vigil / Bellicose

Wormhole Phenomena Effects (C6)

Black Hole		Cataclysmic Variable	
Drone Ctrl Rng	-50%	Cap Rchg. Time	100%
Falloff	-50%	Repair	-50%
Inertia	100%	Shield Repair	-50%
Missile Velocity	-50%	Cap Capacity	100%
Targeting Rng	-50%	Remote Repair	100%
Ship Velocity	100%	Shield Transfer	100%
Magnetar		Pulsar	
Drone Velocity	-50%	Armor Resist	-50%
Missile Expl. Vel.	-50%	Signature Rad.	100%
Targeting Range	-50%	Cap Rchg. Time	-50%
Tracking Speed	-50%	Shield	100%
Damage	100%	Targeting Rng	100%
Red Giant		Wolf Rayet	
Heat Damage	50%	Shield Resist	-50%
Overload Bonus	100%	Armor Resist	50%
Smart Bmb Dmg	100%	Signature Rad.	-50%
Smart Bmb Rng	100%	Small Wp. Dmg	100%

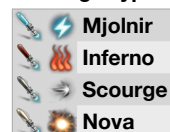
Projectile Ammo

Name	Damage (L)	Rang	Track.	F.off
Carbonized Lead	16 4	60%	5%	
Nuclear	4 16	60%	5%	
Proton	12 8	60%	5%	
Depleted Uranium	12 8	0%	20%	
Titanium Sabot	24 8	0%	20%	
EMP	36 4	-50%		
Fusion	8 40	-50%		
Phased Plasma	40 8	-50%		
Tremor (Art)	12 20	80%	-75%	
Quake (Art)	20 36	-75%	25%	
Barrage (AC)	20 24	0%	-25%	50%
Hail (AC)	13.2 48.4	-50%	-30%	-25%

Hybrid Charges

Name	Dmg (L)	Cap	Range	Track.	F.off
Iron	12 8	-30%	60.0%		
Tungsten	16 8	-27%	40.0%		
Iridium	16 12	-24%	20.0%		
Lead	20 12	-50%	0.0%		
Thorium	20 16	-40%	-12.5%		
Uranium	24 16	-8%	-25.0%		
Plutonium	24 20	-5%	-37.5%		
Antimatter	28 20	0%	-50.0%		
Spike (R)	16 16	0%	80.0%	-75%	
Javelin (R)	24 32	0%	-75.0%	25%	
Null (B)	20 24	0%	40.0%	-25%	40%
Void (B)	30.8 30.8	25%	-25.0%	-25%	-50%






















Missile Damage Types




















AU	KM	6	897,587,224
1	149,597,871	8	1,196,782,966
2	299,195,741	9	1,346,380,836
3	448,793,612	10	1,495,978,707
4	598,391,483	12	1,795,174,448
5	747,989,353	14	2,094,370,190

Ore Refine											
Ore	Vol.	Qtty	Ore Variation	Trit.	Pye.	Mex.	Iso.	Noc.	Zyd.	Meg.	Mor.
				1000							
Veldspar	0.1	333	Concentrated	1050							
			Dense	1100							
				833	416						
Scordite	0.15	333	Condensed	875	437						
			Massive	916	458						
				844	59	120		11			
Pyroxeres	0.3	333	Solid	886	62	126		12			
			Viscous	928	65	132		12			
				256	512	256					
Plagioclase	0.35	333	Azure	269	538	269					
			Rich	282	563	282					
				307	123		307				
Omber	0.6	500	Silvery	322	129		322				
			Golden	338	135		338				
				386		773	386				
Kernite	1.2	400	Luminous	405		812	405				
			Fiery	425		850	425				
				259	259	518		259	8		
Jaspert	2	500	Pure	272	272	544		272	8		
			Pristine	285	285	570		285	9		
				212			212	424	28		
Hemorphite	3	500	Vivid	223			223	445	29		
			Radiant	233			233	466	31		
							708	354	32		
Hedbergite	3	500	Vitric				743	372	34		
			Glazed				779	389	35		
				71000	9000				140		
Spodumain	16	250	Bright	74550	9450				147		
			Gleaming	78100	9900				154		
				3700		3700	700		171		
Gneiss	5	400	Iridescent	3885		3885	735		180		
			Prismatic	4070		4070	770		188		
			Dark	25500				500	250		
Ochre	8	400	Onyx	26775				525	263		
			Obsidian	28050				550	275		
				38000				331	663		
Crokite	16	250	Sharp	39900				348	696		
			Crystalline	41800				364	729		
					12000				341	170	
Bistot	16	200	Triclinic		12600				358	179	
			Monoclinic		13200				375	187	
					10000				166	333	
Arkonor	16	200	Crimson	10500					174	350	
			Prime	11000					183	366	
										530	
Mercorix	40	250	Magma							557	
			Vitreous							583	

Rat Nomenclature								
Faction Name	English	Frig.	Destr.	Cruiser	BCruiser	BShip	Elite	Faction
Angel Cartel	Angel	Gistii	Gistior	Gistum	Gistatis	Gist	Arch	Domination
Blood Raiders	Blood	Corpii	Corpior	Corpum	Corpatis	Corpus	Elder	Dark
Guristas Pirates	Guristas	Pithi	Pithior	Pithum	Pithatis	Pith	Dire	Dread
Sansha's Nation	Sanshas	Centii	Centior	Centum	Centatis	Centus	Loyal	True
Serpentis Corp.	Serpentis	Coreli	Corelior	Corelum	Corelatis	Core	Guardian	Shadow
Rogue Drones	Drone	Alvi	Alvior	Alvum	Alvatis	Alvus	Strain	Sentient

Alloy & Compound Refine											
Ore	Vol.	Qtty	Trit.	Pye.	Mex.	Iso.	Noc.	Zyd.	Meg.	Mor.	
											
 Condensed Alloy	1	1	88	44	11						
 Crystal Compound	1	1			39	2					
 Precious Alloy	1	1		7		18					
 Gleaming Alloy	1	1	299				5				
 Sheen Compound	1	1	124	44		23	1				
 Lucent Compound	1	1		174	2	11	5				
 Dark Compound	1	1				23	10				
 Motley Compound	1	1				28	13				
 Lustering Alloy	1	1			88	32	35	2			
 Plush Compound	1	1		120		20		18			
 Glossy Compound	1	1					4		6		
 Opulent Compound	1	1								2	

Ice Ore Refine											
Ore	Ore Variation	Vol.	Qtty	H.W.	L.O.	S.C.	O.I.	N.I.	He.I.	Hy.I.	
											
 Blue Ice		1000	1	50	25	1	300				
	Thick	1000	1	75	40	1	350				
 Glacial Mass		1000	1	50	25	1				300	
	Smooth	1000	1	75	40	1				350	
 White Glaze		1000	1	50	25	1		300			
	Pristine	1000	1	75	40	1		350			
 Clear Icicle		1000	1	50	25	1			300		
	Enriched	1000	1	75	40	1			350		
 Krystallos		1000	1	125	500	125					
 Gelidus		1000	1	250	500	75					
 Glare Crust		1000	1	1000	500	25					
 Dark Glitter		1000	1	500	1000	50					

Anomaly Class Levels		Exploration Site Types	
		Unknown	Wormholes, Complexes, DED Complexes
		Cosmic Anomaly	Combat sites w/NPC spawns, escalation
Level	Name	Ore	Mining Laser / Strip Miner
1		Relic	Relic Analyzer
2	Hidden	Data	Data Analyzer
3	Forsaken	Gas	Gas Cloud Harvester
4	Forlorn		

Cosmic Anomalies			Shortcuts	
Security Class	Faction	Drone	Key	Function
High	1	Hideaway Cluster	F1-8	High Modules 1-8
	2	Burrow Collection	Alt F1-8	Mid Modules 1-8
	3	Refuge Assembly	Ctrl F1-8	Low Modules 1-8
	4	Den Gathering	Ctrl F9	Hide UI
Low	5	Yard Surveillance	F10	Toggle Map
	6	Rally Point Menagerie	F11	Open Map Browser
	7	Port Herd	Shift R	Drones to Drone Bay
Neutral	8	Hub Squad	Ctrl R	Reload Ammo
	9	Haven Patrol	Alt Z	Show All Brackets
	10	Sanctum Horde	Alt Shift Z	Show No Brackets
			Alt Shift X	Special Brckt Display

Ore Types By System Security			
Veldspar	All 1.0	Gneiss	0.0
Scordite	All 1.0	Dark Ochre	0.0
Pyroxeres	Ama 0.9, Cal 0.9	Spodumain	0.0
Plagiociase	Gal 0.9, Min 0.9, Cal 0.7	Crokite	0.0
Omber	Gal 0.7, Min 0.7	Bistot	0.0
Kernite	Ama 0.7, Cal 0.4, Min 0.4	Arkonor	0.0
Jaspert	Ama 0.4, Gal 0.4	Mercorix	0.0
Hemorphite	Ama 0.2, Gal 0.2		
Hedbergite	Cal 0.2, Min 0.2		