



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}
Medium	Hobgoblin	28.8	2.178 ^{rad/s}	3360 ^{m/s}
	Infiltrator	33.1	1.188 ^{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}
Heavy	Hammerhead	46.1	0.922 ^{rad/s}	1680 ^{m/s}
	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}
Sentry	Ogre	92.2	0.360 ^{rad/s}	840 ^{m/s}
	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}

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%
Can NOT enter if status is at or below the above		
	0.4	
	0.1	
	0.0	

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%

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	

Frequency Crystals

Name	Dmg (L)	Cap	Range	Track.
Radio	20 0	-15%	60.0%	
Microwave	16 8	-25%	40.0%	
Infrared	20 8	-35%	20.0%	
Standard	20 12	-45%	0.0%	
Ultraviolet	24 12	-25%	-12.5%	
Xray	24 16	-25%	-25.0%	
Gamma	28 16	-15%	-37.5%	
Multifrequency	28 20	0%	-50.0%	
Aurora (B)	20 12	0%	80.0%	-75%
Gleam (B)	28 28	0%	-75.0%	25%
Scorch (P)	36 8	0%	50.0%	-25%
Conflagrat. (P)	30.8 30.8	25%	-50.0%	-30%

Projectile Ammo

Name	Damage (L)	Cap	Range	Track.	F.off
Carbonized Lead	16 4	60%	5%		
Nuclear	4 16	60%	5%		
Proton	12 8	60%	5%		
Depleted Uranium	8 12 12	0%	25%		
Titanium Sabot	24 8	0%	25%		
EMP	36 4 8	-50%			
Fusion	8 40	-50%			
Phased Plasma	8 40	-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%	

Missile Types

Type	Launcher	Type Variation	Dmg	Max Flight	Veloc.	Expl. Veloc.	Expl. Radius	Dmg Reduc.	Sig. Bonus	Max. V. Penalty
Rocket	Rocket	Rage	33	2s	2250 ^{m/s}	150 ^{m/s}	20m	3.0		
		Javelin	42.2	1.8s	2250 ^{m/s}	140 ^{m/s}	30m	4.5	7.0%	
Light	Light or Rapid Light		29.7	2s	3375 ^{m/s}	150 ^{m/s}	20m	3.2		-7.5%
		Fury	75	5s	3750 ^{m/s}	170 ^{m/s}	50m	2.8		
		Precision	96	4.5s	3750 ^{m/s}	174 ^{m/s}	85m	3.2	7.0%	
Heavy Assault	Heavy Assault		65	2.5s	3750 ^{m/s}	179 ^{m/s}	35m	2.6		-7.5%
		Rage	100	4s	2250 ^{m/s}	101 ^{m/s}	125m	4.5		
		Javelin	128	4.3s	1875 ^{m/s}	93 ^{m/s}	180m	4.8	5.4%	
Heavy	Heavy		90	4	3375 ^{m/s}	101 ^{m/s}	125m	4.6		-5.0%
		Fury	150	10s	3750 ^{m/s}	81 ^{m/s}	125m	3.2		
		Precision	192	9s	3750 ^{m/s}	97 ^{m/s}	215m	4.5	5.4%	
Torpedo	Torpedo		130	5s	3750 ^{m/s}	87 ^{m/s}	112m	2.7		-5.0%
		Rage	450	6s	1500 ^{m/s}	71 ^{m/s}	450m	5		
		Javelin	576	6.4s	1250 ^{m/s}	61 ^{m/s}	650m	5.2	4.5%	
Cruise	Cruise		405	6s	2250 ^{m/s}	71 ^{m/s}	450m	5.2		-4.0%
		Fury	300	20s	3750 ^{m/s}	69 ^{m/s}	300m	4.5		
		Precision	384	18s	3750 ^{m/s}	58 ^{m/s}	550m	4.7	4.5%	
Cit. Torpdo	Cit. Torpdo		260	10s	3750 ^{m/s}	71 ^{m/s}	270m	3.5		-4.0%
Cit. Cruise	Cit. Cruise		2000	15s	1750 ^{m/s}	20 ^{m/s}	2000m	5.5		
AT Light	Light / R.Lig.		1500	20s	4250 ^{m/s}	29 ^{m/s}	1750m	4.5		
AT Heavy	Heavy		56	5s	3750 ^{m/s}	170 ^{m/s}	50m	2.8		
AT Cruise	Cruise		113	10s	3750 ^{m/s}	81 ^{m/s}	125m	3.2		
			225	20s	3750 ^{m/s}	69 ^{m/s}	300m	4.5		

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	0%	-25.0%	-25%	-50%

Missile Damage Types

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

Ore Refine

Ore	Vol.	Qty	Ore Variation	Trit.	Pye.	Mex.	Iso.	Noc.	Zyd.	Meg.	Mor.
Veldspar	0.1	333	Concentrated	1000							
			Dense	1050							
				833	416						
Scordite	0.15	333	Condensed	875	437						
			Massive	916	458						
Pyroxeres	0.3	333	Solid	844	59	120		11			
			Viscous	886	62	126		12			
Plagioclase	0.35	333	Azure	256	512	256					
			Rich	282	563	282					
Omber	0.6	500	Silvery	307	123		307				
			Golden	322	129		322				
Kernite	1.2	400	Luminous	386		773	386				
			Fiery	405		812	405				
Jaspert	2	500	Pure	259	259	518		259	8		
			Pristine	272	272	544		272	8		
Hemorphite	3	500	Vivid	285	285	570		285	9		
			Radiant	212		212	424	28			
Hedbergite	3	500	Vitric				708	354	32		
			Glazed				743	372	34		
Spodumain	16	250	Bright	700	140					140	
			Gleaming	735	147						147
Gneiss	5	400	Iridescent	770	154					154	
			Prismatic	171		171	343		171		
Ochre	8	400	Dark	180					500	250	
			Onyx	188		188	377		188		
Crokite	16	250	Obsidian	250					500	250	
			Sharp	263					525	263	
Bistot	16	200	Crystalline	275					550	275	
			Triclinic	331					331	663	
Arkonor	16	200	Monoclinic	348					348	696	
			Crimson	364					364	729	
Mercoxit	40	250	Crystalline								530
			Magma								
			Vitreous								583

Alloy & Compound Refine

Ore	Vol.	Qty	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	Vol.	Qty	H.W.	L.O.	S.C.	O.I.	N.I.	He.I.	Hy.I.
Blue Ice	1000	1	50	25	1	300			
Glacial Mass	1000	1	50	25	1				300
White Glaze	1000	1	50	25	1			300	
Pristine White Glaze	1000	1	75	40	1			350	
Thick Blue Ice	1000	1	75	40	1	350			
Smooth Glacial Mass	1000	1	75	40	1				350
Clear Icicle	1000	1	50	25	1				300
Krystallos	1000	1	100	250	100				
Enriched Clear Icicle	1000	1	75	40	1				350
Gelidus	1000	1	250	500	75				
Glare Crust	1000	1	1000	500	25				
Dark Glitter	1000	1	500	1000	50				

Anomaly Class

Level	Name
1	Hidden
2	Forlorn
3	Forsaken

Exploration Site Types

Unknown	Wormholes, Complexes, DED Complexes
Cosmic Anomaly	Combat sites w/NPC spawns, escalation
Gravimetric	Hidden asteroid belts
Magnetometric	Archaeology / Salvage sites
Radar	Hacking sites
Ladar	Gas cloud sites for mining gas

Cosmic Anomalies

Security Class	Faction	Drone
H i g h	1 Hideaway	Cluster
	2 Burrow	Collection
	3 Refuge	Assembly
	4 Den	Gathering
L o w	5 Yard	Surveillance
	6 Rally Point	Menagerie
	7 Port	Herd
N u l	8 Hub	Squad
	9 Haven	Patrol
	10 Sanctum	Horde

Shortcuts

Key	Function
F1-8	High Modules 1-8
Alt F1-8	Mid Modules 1-8
Ctrl F1-8	Low Modules 1-8
Ctrl F9	Hide UI
F10	Toggle Map
F11	Open Map Browser
Shift R	Drones to Drone Bay
Ctrl R	Reload Ammo
Alt Z	Show All Brackets
Alt Shift Z	Show No Brackets
Alt Shift X	Special Brckt Display

Rat Nomenclature

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

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
Plagioclase	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	Mercosit	0.0
Hemorphite	Ama 0.2, Gal 0.2		
Hedbergite	Cal 0.2, Min 0.2		