EVE 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

ECM

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

Security

Status	System
-2.0	1
-2.5	0.9
-3.0	0.8
-3.5	0.7
-4.0	0.6
-4.5	0.5
Will be shot if status is at or below the above	0.4
	0.1
	0.0

High-Sec (Empire)

Low-Sec (Empire)

Null-Sec

Stacking Penalties

1	100.0%
2	86.9%
3	57.1%
4	28.3%
5	10.6%
6	3.0%

Ships

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



Frequency Crystals

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