EVE ONLINE

Quick Reference Sheet

ECM

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

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

Security

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

Stacking Penalties

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

Wormhole Phenomena Effects (C6)

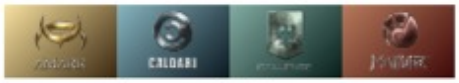
Black Hole		Cataclysmic Variable	
Missile Velocity	100%	Local Armr/Shld Rep	-50%
Missile Expl Velocity	50%	Shield Transfer Amt	100%
Ship Velocity	100%	Remote Armr Rep Amt	100%
Stasis Web Strength	-50%	Cap Capacity	100%
Inertia	50%	Cap Recharge Time	50%
Targeting Range	100%	Remote Cap Trans Amt	-50%
Magnetar		**Pulsar**	
Damage	100%	Armor Resist	-50%
Missile Expl. Radius	50%	Signature Rad.	100%
Targeting Range	-50%	Cap Rchg. Time	-50%
Tracking/Drone Trcking Spd	-50%	Shield	100%
Target Painter Strength	-50%	NOS/Neut Drain Amt	100%
Red Giant		**Wolf Rayet**	
Heat Damage	50%	Shield Resist	-50%
Overload Bonus	100%	Armor HP	100%
Bomb/Smrt Bomb Dmg	100%	Signature Rad.	-50%
Smart Bomb Rng	100%	Small Wp. Dmg	200%

Drones (T2)

	Name	Dmg	Track.	M. Vel.
Light	Warrior	31.2	3.240 rad/s	5040 m/s
	Acolyte	33.6	2.988 rad/s	4620 m/s
	Hornet	36.0	2.448 rad/s	3780 m/s
	Hobgoblin	38.4	2.178 rad/s	3360 m/s
Medium	Valkyrie	49.9	1.044 rad/s	3000 m/s
	Infiltrator	53.8	0.960 rad/s	2760 m/s
	Vespa	57.6	0.780 rad/s	2268 m/s
	Hammerhead	61.4	0.696 rad/s	2016 m/s
Heavy	Berserker	99.8	0.852 rad/s	1800 m/s
	Praetor	107.5	0.756 rad/s	1656 m/s
	Wasp	115.2	0.642 rad/s	1350 m/s
	Ogre	122.9	0.540 rad/s	1200 m/s
Sentry	Warden	89.6	0.012 rad/s	60+42 km
	Bouncer	96.0	0.019 rad/s	42+48 km
	Curator	102.4	0.028 rad/s	42+12 km
	Garde	108.8	0.036 rad/s	24+18 km

Ships

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



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	-35%	-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)				Rang	Track.	F.off
Carbonized Lead			16	4	60%	5%	
Nuclear			4	16	60%	5%	
Proton	12		8		60%	5%	
Depleted Uranium		12	8	12	0%	20%	
Titanium Sabot			24	8	0%	20%	
EMP	36		4	8	-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%

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

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

- Mjolnir
- Inferno
- Scourge
- Nova

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

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