



# 2D EveMaps

[www.ombeve.co.uk](http://www.ombeve.co.uk)

by Ombeve  
v3.64

Jump to Universe Map

## 2D EveMaps

Thanks for downloading my 2D Maps. I hope they are of use to you, and that you enjoy using them. If you spot any mistakes, please EveMail me (in game name: Ombev), with the details of the error. Any error spotting is greatly appreciated!

Latest release notes:

v3.64 (3<sup>rd</sup> June 2010)

Typos:

-

Complexes:

Added Sansha complex to [Khanid](#)/ Kahah

Belts:

-

Outposts/ Stations:

Added outpost marker to [Catch](#)/ GJ0-OJ & CZK-ZO  
Added outpost marker to [Cobalt Edge](#)/ DN58-U & E-BYOS  
Added outpost marker to [Deklein](#)/ 85-B52, K5F-Z2 & CU9-T0  
Added outpost marker to [Delve](#)/ 5-CQDA & JP4-AA  
Added outpost marker to [Esoteria](#)/ 6-TYRX, YAP-TN, F-UVBV & 2R-KLH  
Added outpost marker to [Etherium Reach](#)/ GTV-FW & LXQ2-T  
Added outpost marker to [Fountain](#)/ 6VDT-H, LIWW-P & XUW-3X  
Added outpost marker to [Immensea](#)/ Y-N4EF & X-6WC7  
Added outpost marker to [Insmother](#)/ TTP-2B  
Added outpost marker to [The Kalevala Expanse](#)/ R10-GN  
Added outpost marker to [Malpais](#)/ V3P-AZ & FO9-FZ  
Added outpost marker to [Oasa](#)/ XKM-DE & H-MHWF  
Added outpost marker to [Outer Passage](#)/ 4AZV-W  
Added outpost marker to [Querious](#)/ F-NXL0  
Added outpost marker to [Perrigen Falls](#)/ 0-U2M4  
Added outpost marker to [Pure Blind](#)/ EL8-4Q  
Added outpost marker to [The Spire](#)/ K-BBYU  
Added outpost marker to [Tenal](#)/ S-KSWL  
Added outpost marker to [Vale of the Silent](#)/ B-588R & AZBR-2

Systems and links:

Remapped some crossing links in [Heimatar](#) (no changes to navigation)  
Changed [The Citadel's](#) OOR link to Niyabainen to 1.0 from 0.9  
Changed [The Forge](#)/ Ultra sec. status to 0.9 from 1.0  
Changed [Tash Murkon](#)/ Pasha sec. status to 0.9 from 1.0  
Connected DuAnnes and Grinacanne on [Essence](#) and [Sing Liaison](#) maps

Misc:

Amended hi/low sec route inter-regional markers on Universe map to improve readability for red/green colour-blindness  
Amended Heimatar <> Devoid and Heimatar <> The Bleak Lands links on Universe Map page to be lowsec only

**Tip-** to search for a system or region, press Ctrl + F and type in the search item. You can also go to View/ Navigation Panel/ Bookmarks to see a list of regions you can switch to.

Thanks to: a [Goonswarm](#) player who wants to remain anonymous, for the largest ISK contribution to date; and to [Banlish](#) who is single-handedly making sure I know about new outposts as soon as they go up ☺

---

For more information and full historical release notes, please go to the [2d EveMap](#) site ([www.ombeve.co.uk](http://www.ombeve.co.uk))

Please note that if the text looks 'jagged', you can smooth it by going to Edit/ Preferences/ Page Display/ Smooth text (Adobe Reader)

Please consider buying your GTCs through Shattered Crystal on [this link](#), as I would get a small reward for referring you ☺ I would like to thank everyone who has done this so far, I am touched by your generosity.

Please note that I cannot be held responsible for any losses incurred as a result of information gained from these maps. Usage of these maps indicates your agreement of these terms.

## Key:

Rens\*- System with the most agents in the region

□ - System with no stations

✿ - System with an Ice Field

■ - 0.5+ system

■ - 0.4- system (also italicised)

●●●● Damage type to do (EM, Th, Ex, Kin)

(12) - No. of Asteroid belts

(12') - Most Asteroid belts in the region

0.34 - Actual security status (rounded up)

C - Clone Facility\*

R - Repair Facility\*

F - Factory\*

L - Laboratory\*

○M - Minmatar Service Outpost (0.0 maps only)

○G - Gallente Admin. Outpost (0.0 maps only)

○C - Caldari Research Outpost (0.0 maps only)

○A - Amarr Factory Outpost (0.0 maps only)

▀ - NPC station (0.0 maps only)

ⓧ - Conquerable station (0.0 maps only)

▽ - Complex (with difficulty rating out of 10)

a - Data Centre

—+— indicates hi-sec <> low-sec jump

----- indicates constellation jump

◐ - indicates an OOR jump into a dead-end

► - indicates a capturable bunker (FW maps)

In 0.0, the systems will be in different colours, grouped by constellation. The actual colours themselves don't indicate anything more than that.

\* In 0.0, these indicate NPC/ conq. stations. Outpost station services are not currently listed

**PLEASE NOTE-** the absence of the **CRFL** symbols means there are no stations *with those* services in system. It doesn't mean the system itself has no stations in it at all.

## Some examples



This indicates that a shortcut back into the same region is available- in this example, in 4 jumps you would emerge in Oyonata, grid 5F. The arrow points to the system mentioned.

Roushzar  
0.4  
DEVOID

This indicates an out of region jump, in this instance, to Roushzar in Devoid, sec. status 0.4

Jita  
0.9  
THE FORGE

New Caldari  
1.0  
THE FORGE

This indicates an out of region jump, with a link to another system in that region, which is also an out of region link

Doril  
-0.0  
CURSE

Keberz  
0.5  
KHANID

This indicates an out of region jump, where the jump is into 0.0 from Empire

This indicates an out of region jump, where the jump is into Empire from 0.0

Huola  
0.37 (4)  
CRFL

This indicates an low sec system, sec status 0.37, with 4 asteroid belts, and the following station services available: **Clone**, **Repair**, **Factory** and **Lab**

Otelon  
0.78 (34)  
□

This indicates a system jump between a high and low sec system.

Fabum  
0.71 (4)\*

This indicates an high sec system, sec status 0.78 with 34 asteroid belts, and no stations in system.

Kaunokka  
0.5 (0)  
RFL

This indicates a system with an ice belt, and although it has one station or more, none of them have **Clone**, **Repair**, **Factory** and **Lab** station services.

Kaunokka  
0.5 (0)  
RFL

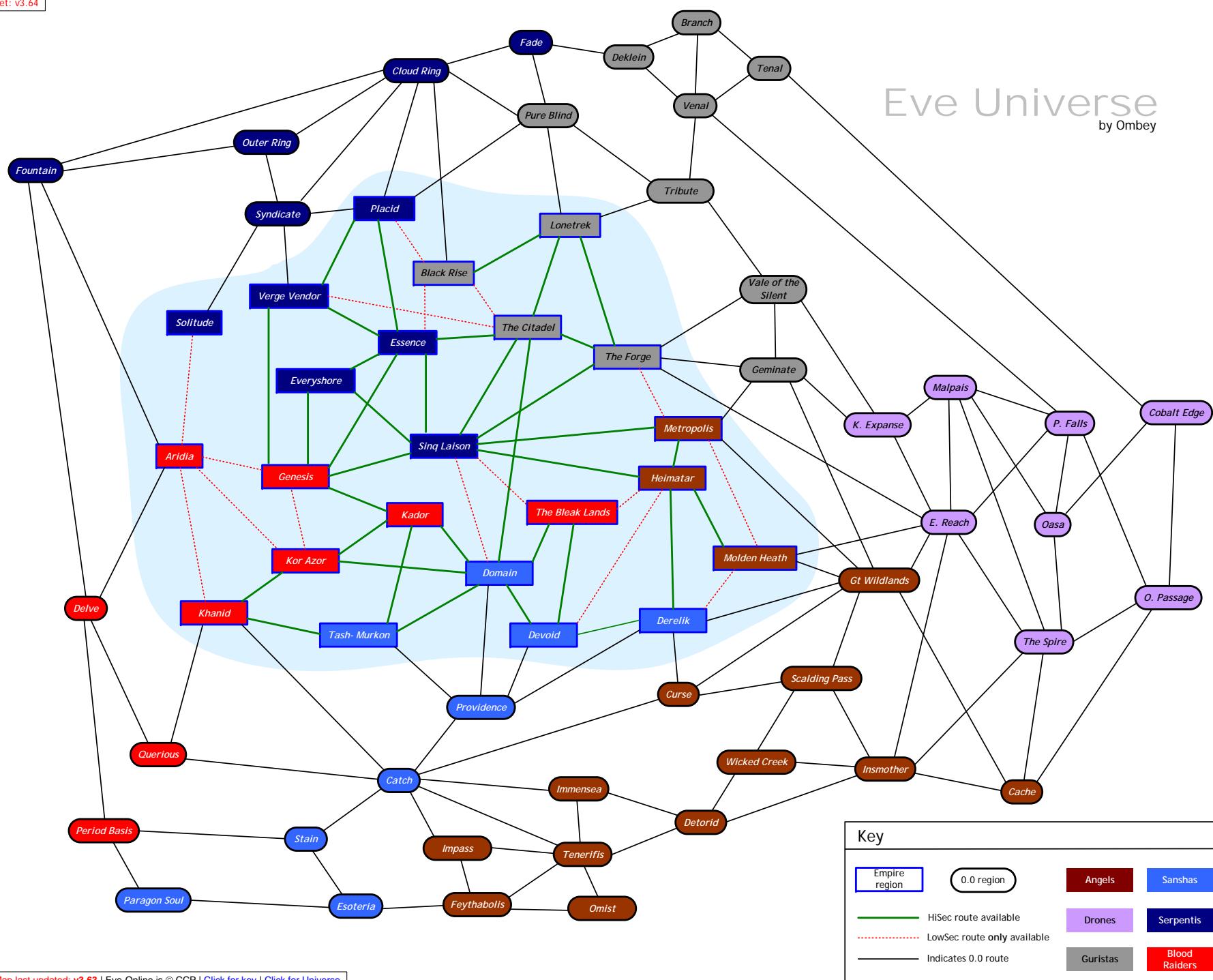
This indicates a trade hub system

★80 □143 Ⓜ3446 ▽844 ★11

This indicates how many systems, outposts/ conq. stations (in 0.0 regions: in Empire regions, this refers to NPC stations), moons, belts and ice belts a region has, respectively.

# Eve Universe

by Ombev



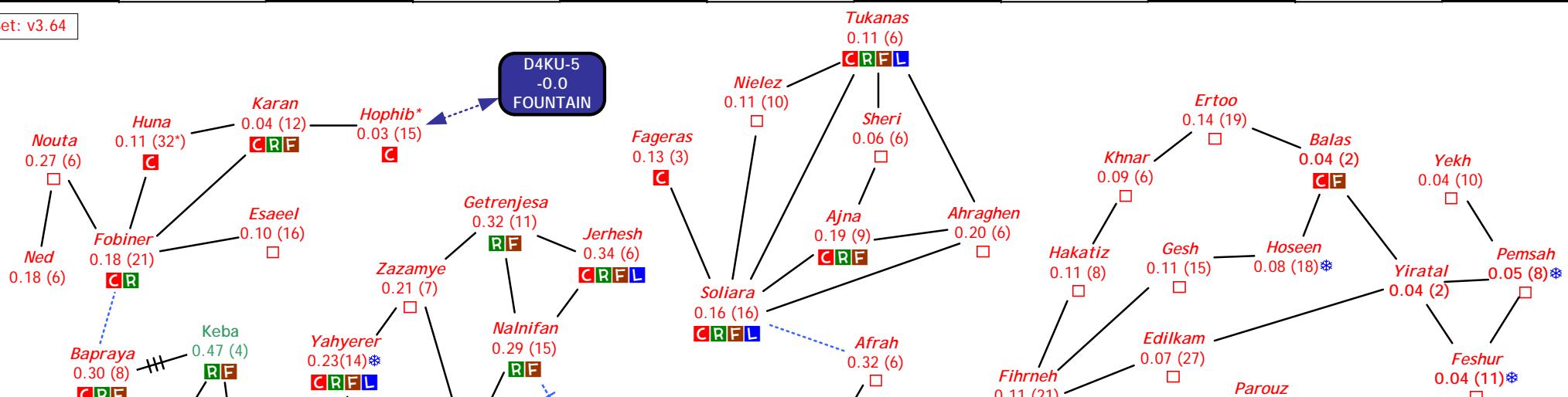
## Key

Empire region	0.0 region	Angels	Sanshas
HiSec route available		Drones	Serpentis
LowSec route only available		Guristas	Blood Raiders
Indicates 0.0 route			

1 2 3 4 5 6 7 8 9 10 11

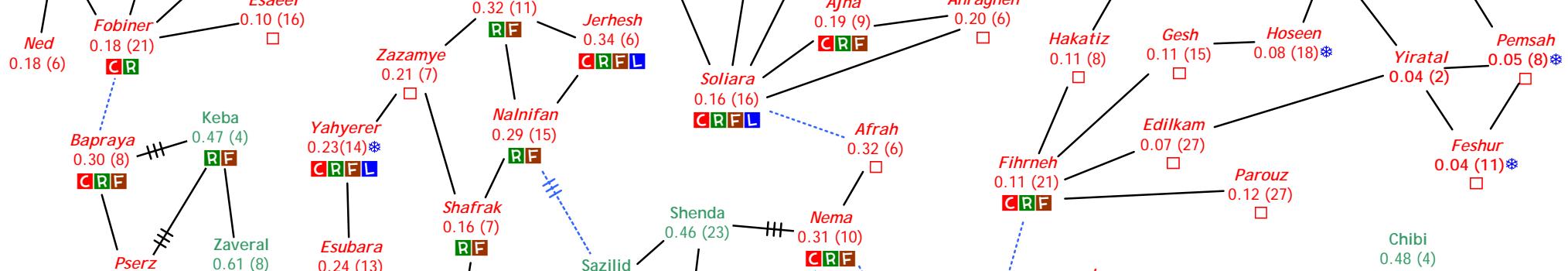
Set: v3.64

A



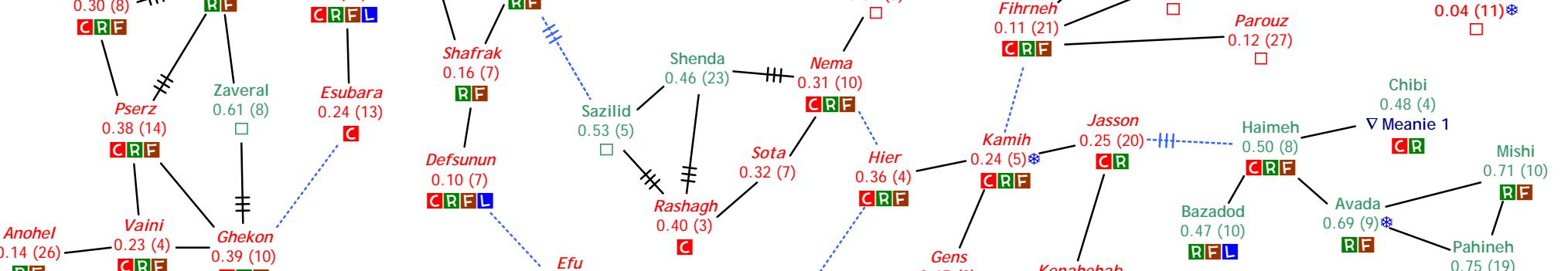
A

B



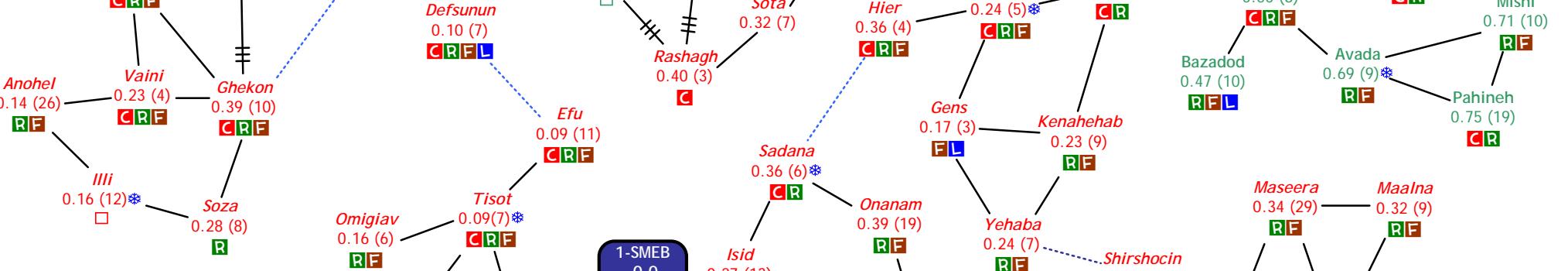
B

C



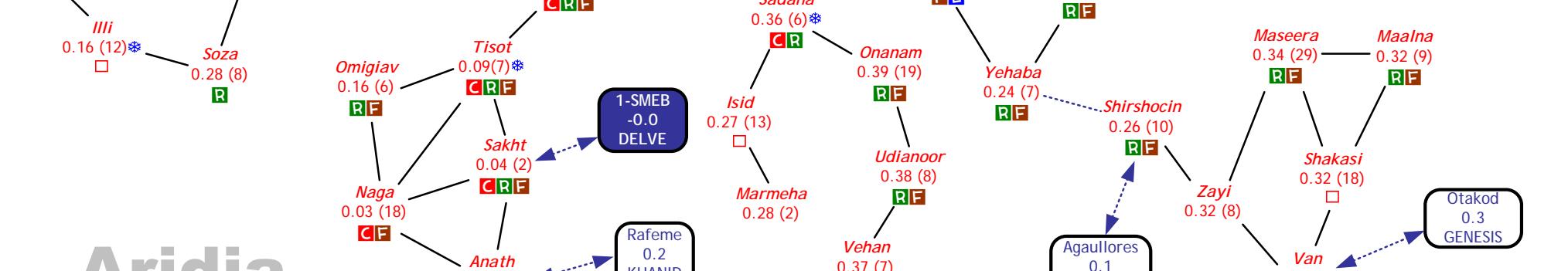
C

D



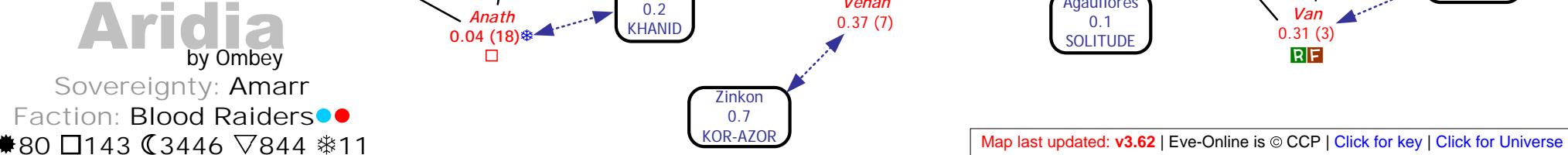
D

E



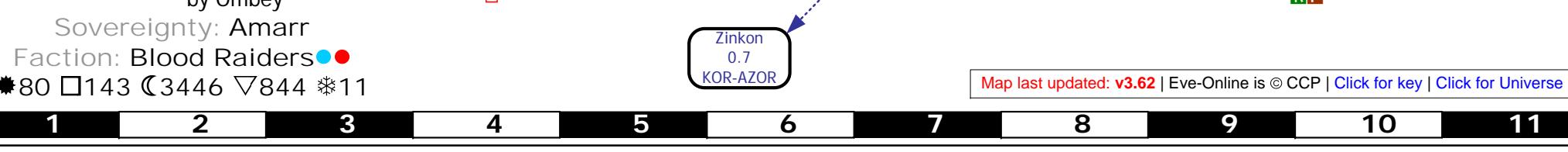
E

F



F

G



G

# Aridia

by Ombey

Sovereignty: Amarr

Faction: Blood Raiders

•80 □143 Ⓜ3446 ▽844 ⋆11

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

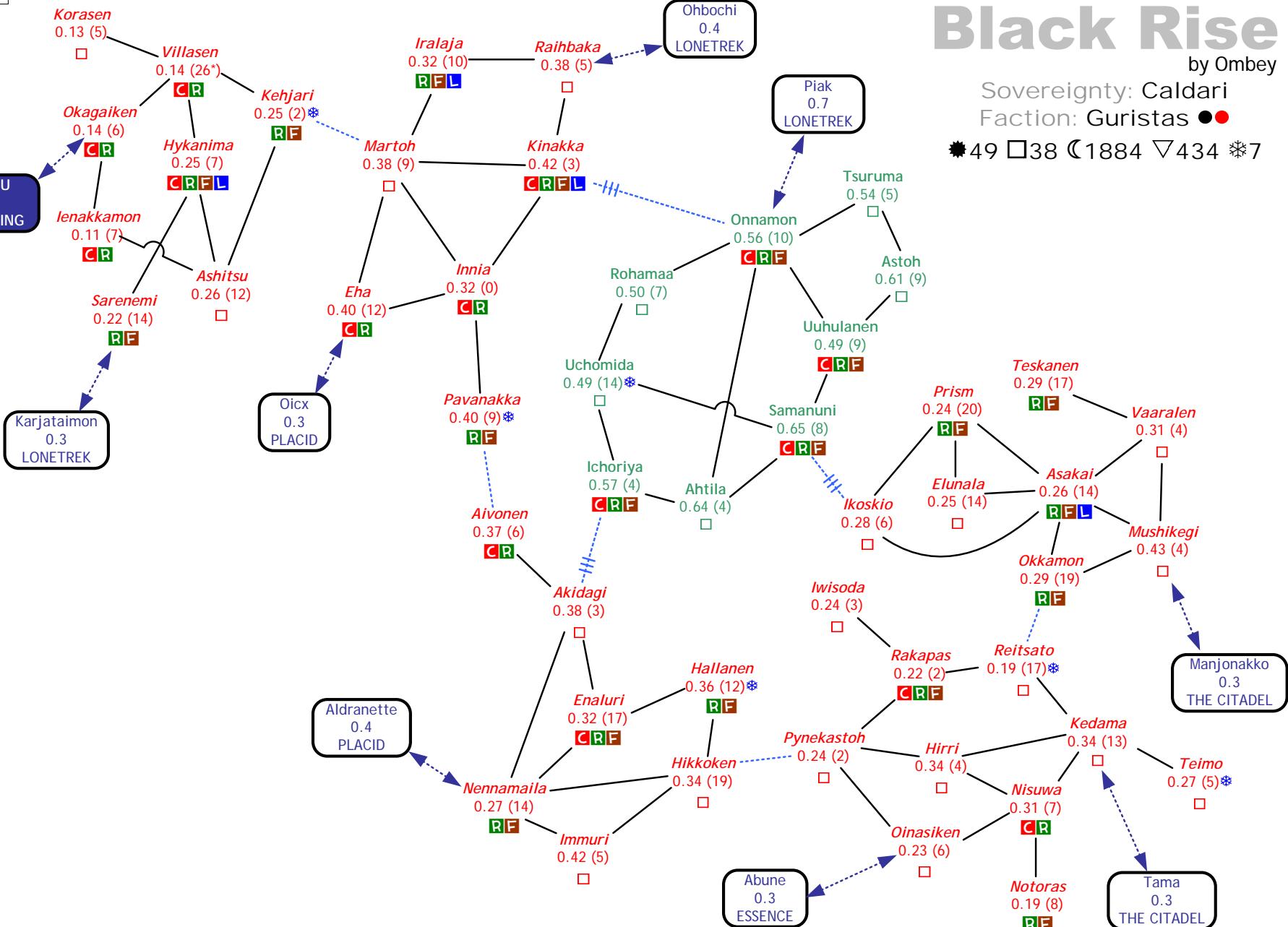
# Black Rise

by Ombey

Sovereignty: Caldari

Faction: Guristas

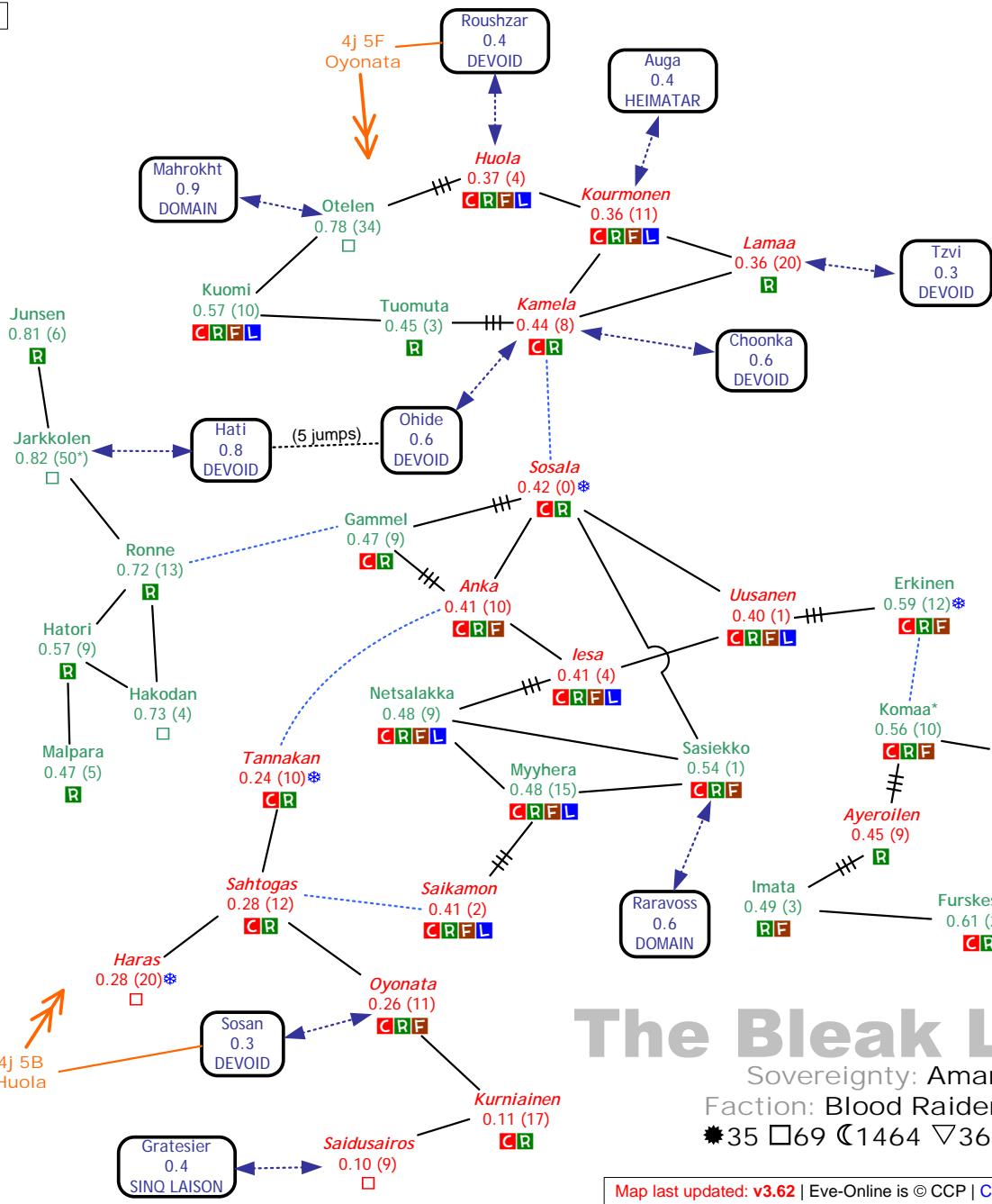
★49 □38 ◉1884 ▽434 ⚭7



Map last updated: v3.64 | Eve-Online is © CCP | Click for key | Click for Universe

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64



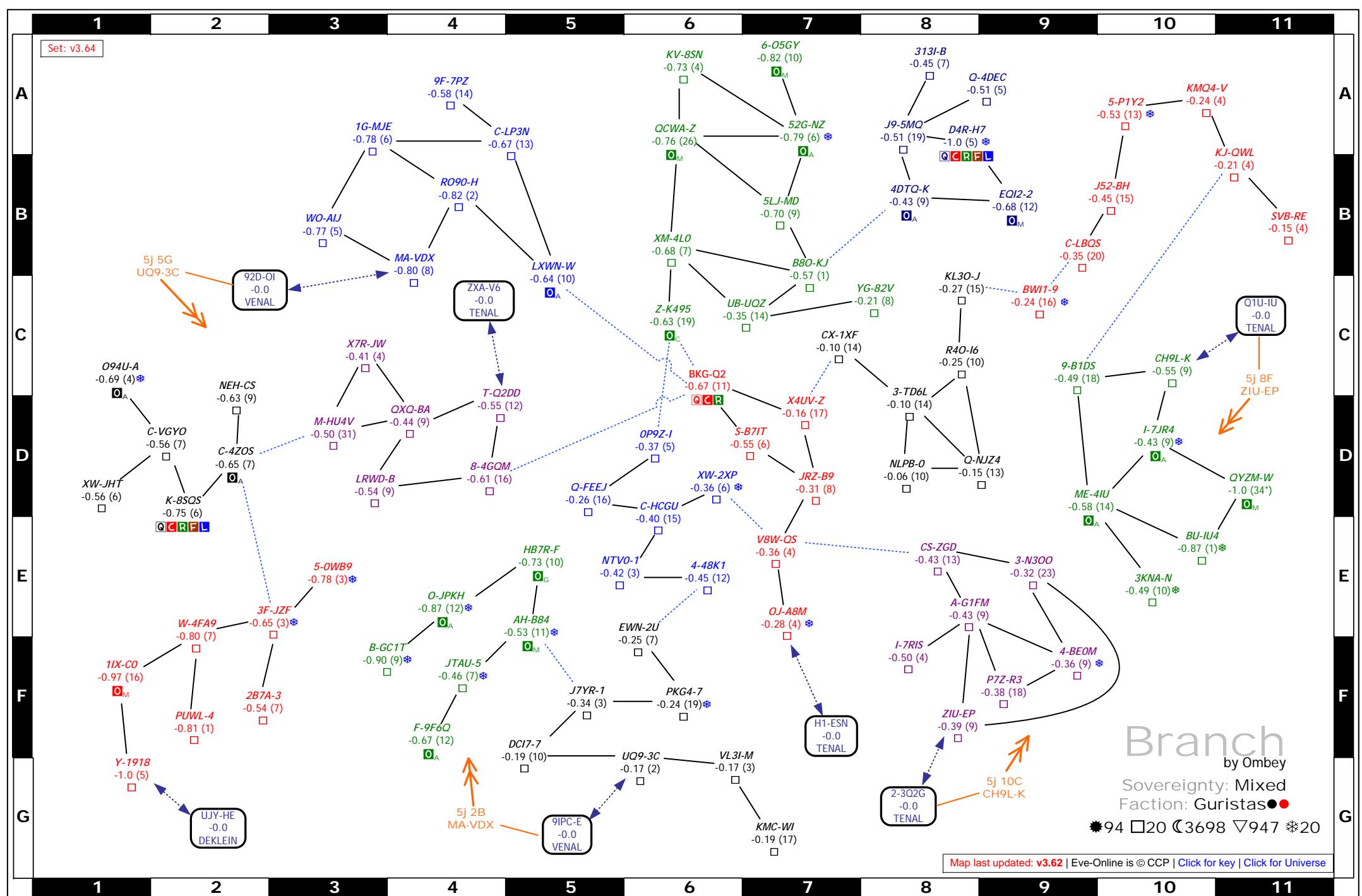
# The Bleak Lands

# Sovereignty: Amarr by Ombez

## Faction: Blood Raiders

●35 □69 ☯1464 ▽368 ✶4

[View all posts by admin](#) | [View all posts in category](#)



Set: v3.64

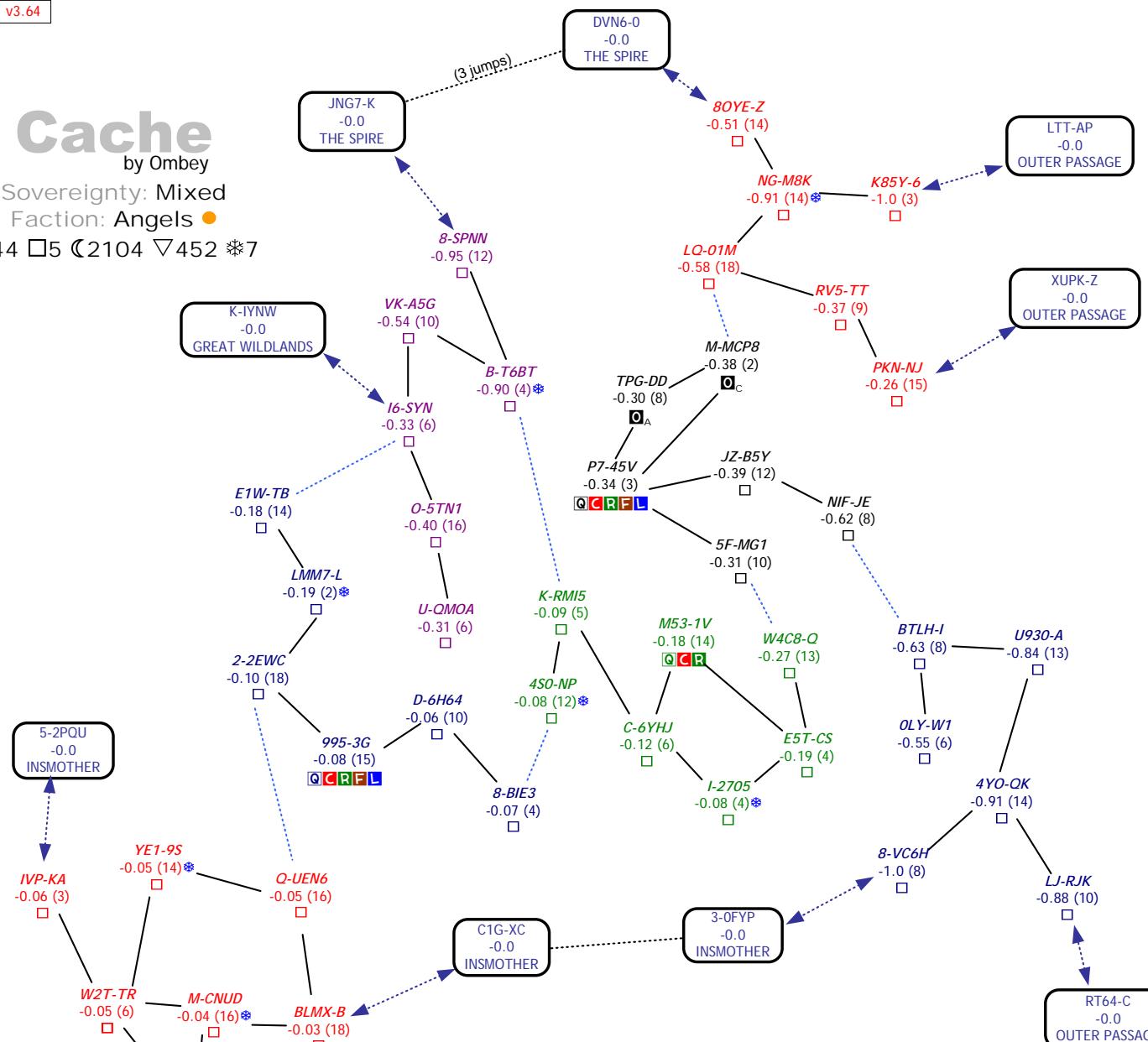
# Cache

by Ombez

### Sovereignty: Mixed

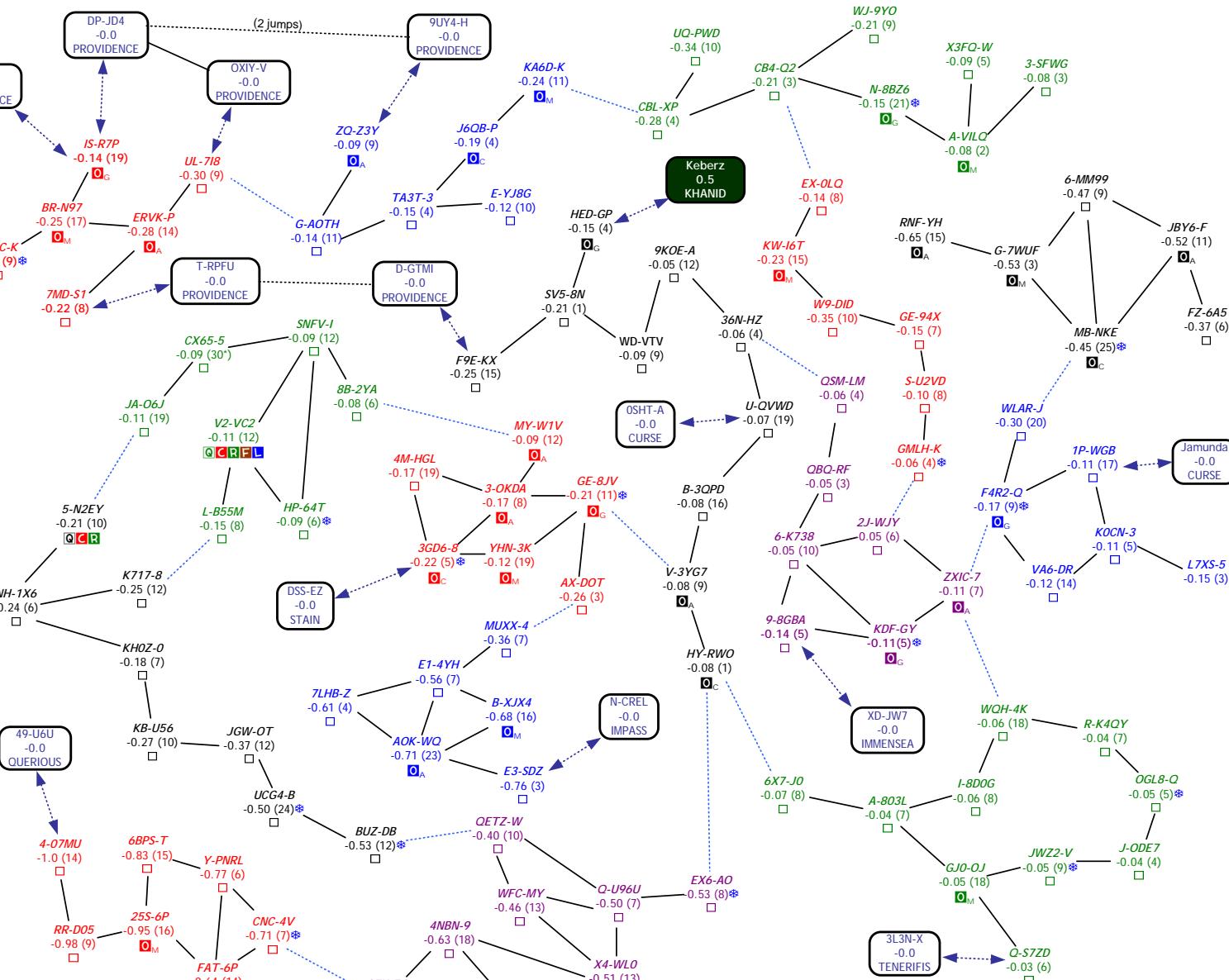
## Faction: Angels •

•44 □5 ☯2104 △452 ✽7



1 2 3 4 5 6 7 8 9 10 11

Set: v3.64



# Catch

by Ombev

Sovereignty: Mixed

Faction: Sanshas

108 □ 31 € 4723 ▽ 1079 \* 17

Map last updated: v3.64 | Eve-Online is © CCP | Click for key | Click for Universe

1 2 3 4 5 6 7 8 9 10 11

1

2

8

4

b

1

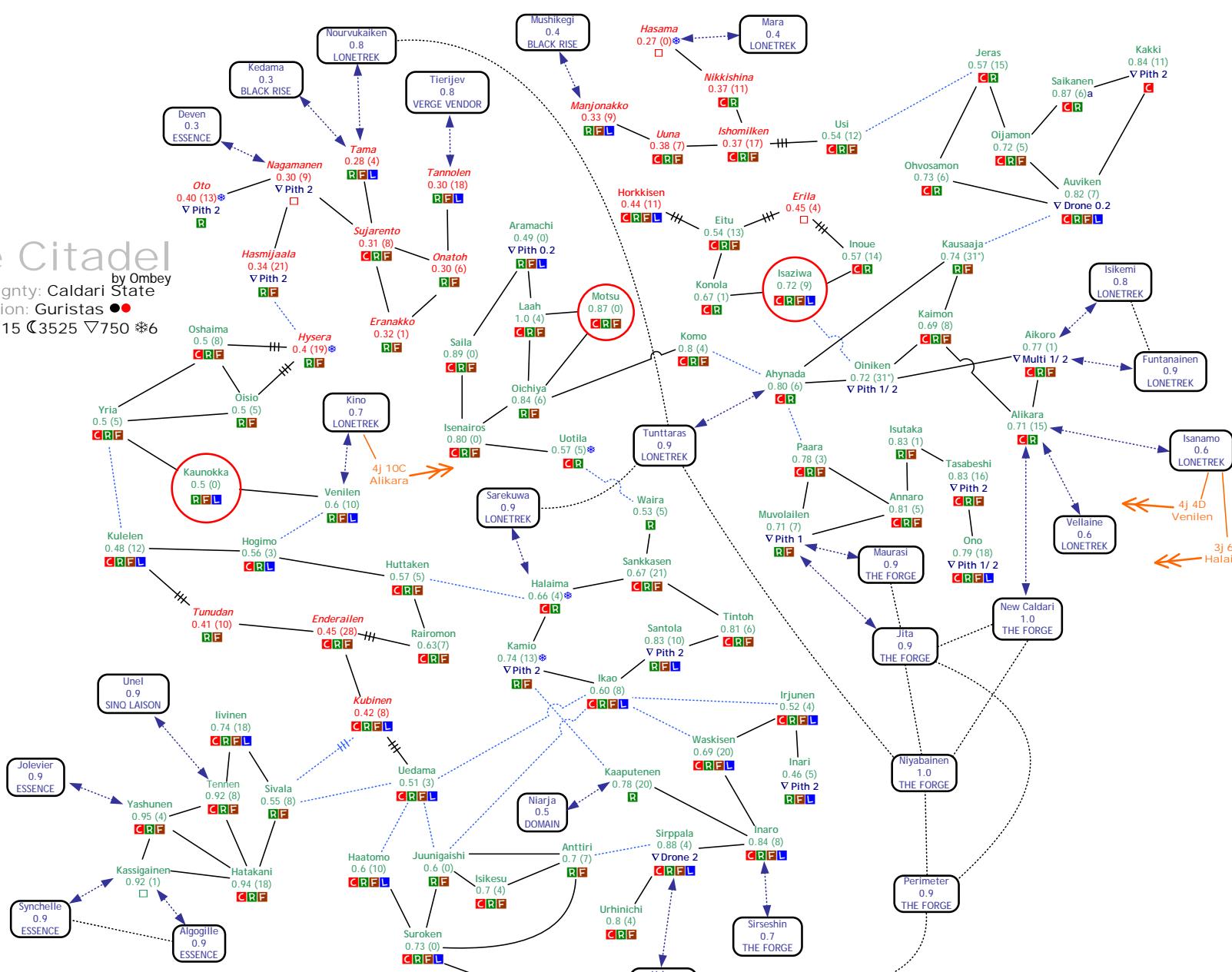
1

# The Citadel

by Ombey

Sovereignty: Caldari State  
Faction: Guristas

• 86 □ 415 € 3525 △ 750 ■ 6



Map last updated: v3.64 | Eye-Online is © CCP | Click for key | Click for Universe

Set: v3.64

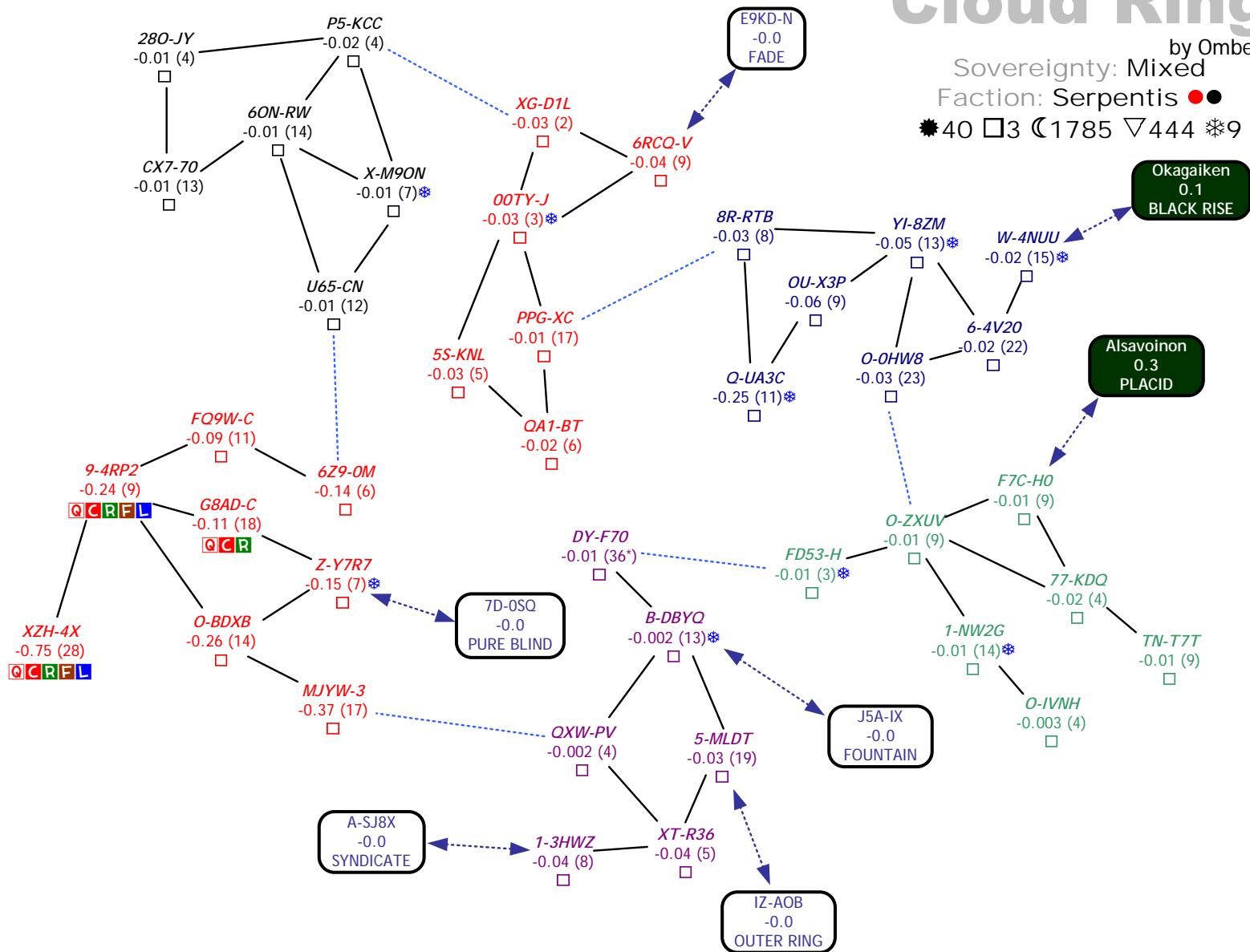
# Cloud Ring

by Ombey

Sovereignty: Mixed

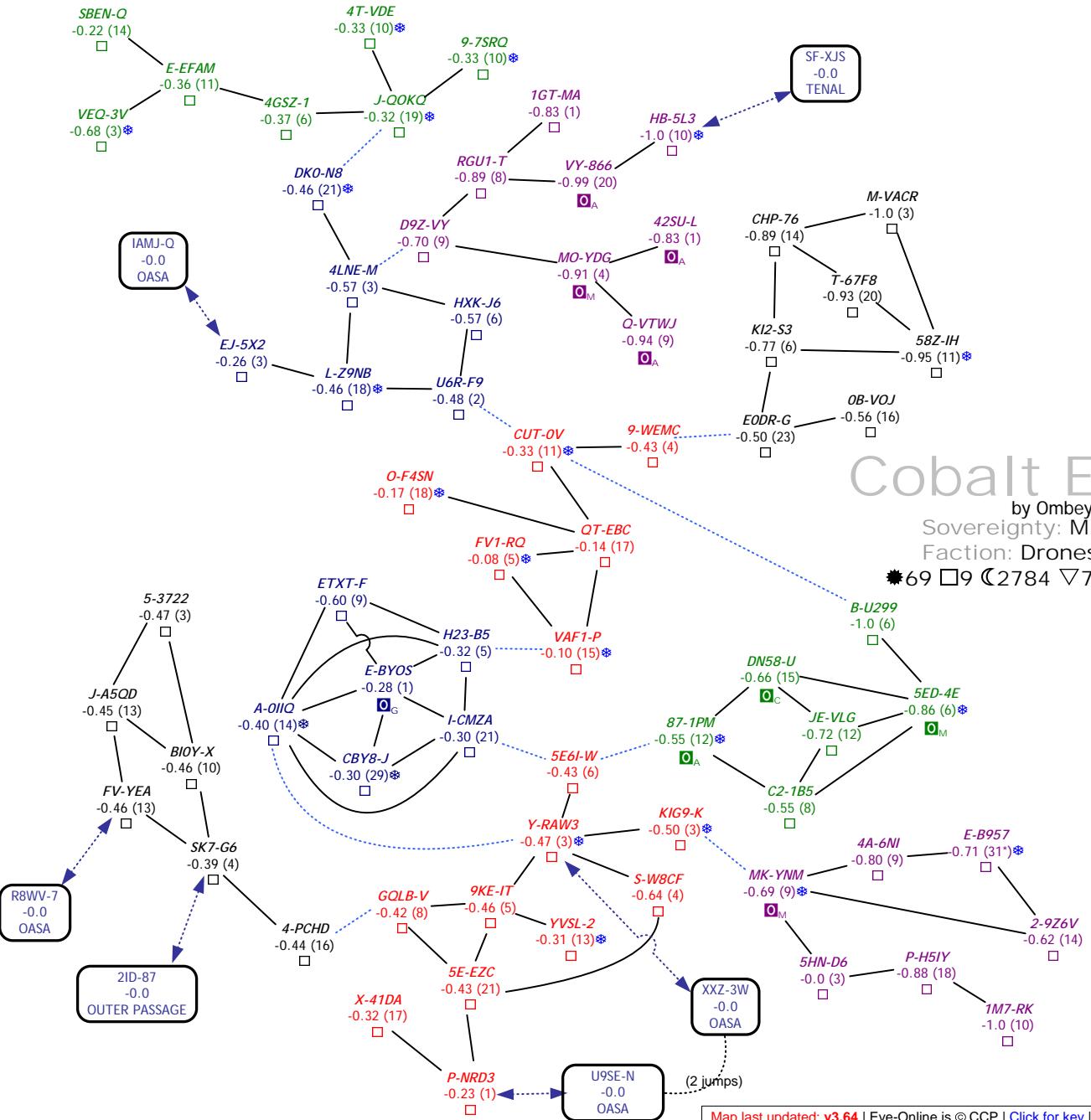
Faction: Serpentis ●

40 □ 3 ⚭ 1785 ▽ 444 ⚭ 9



1 2 3 4 5 6 7 8 9 10 11

Set: v3.64



1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

A

B

C

D

E

F

G

# Curse

by Ombez

Sovereignty: Angel Cartel

Faction: Angels

\*50 □77 C2345 ▽489 \*10

1

2

3

4

5

6

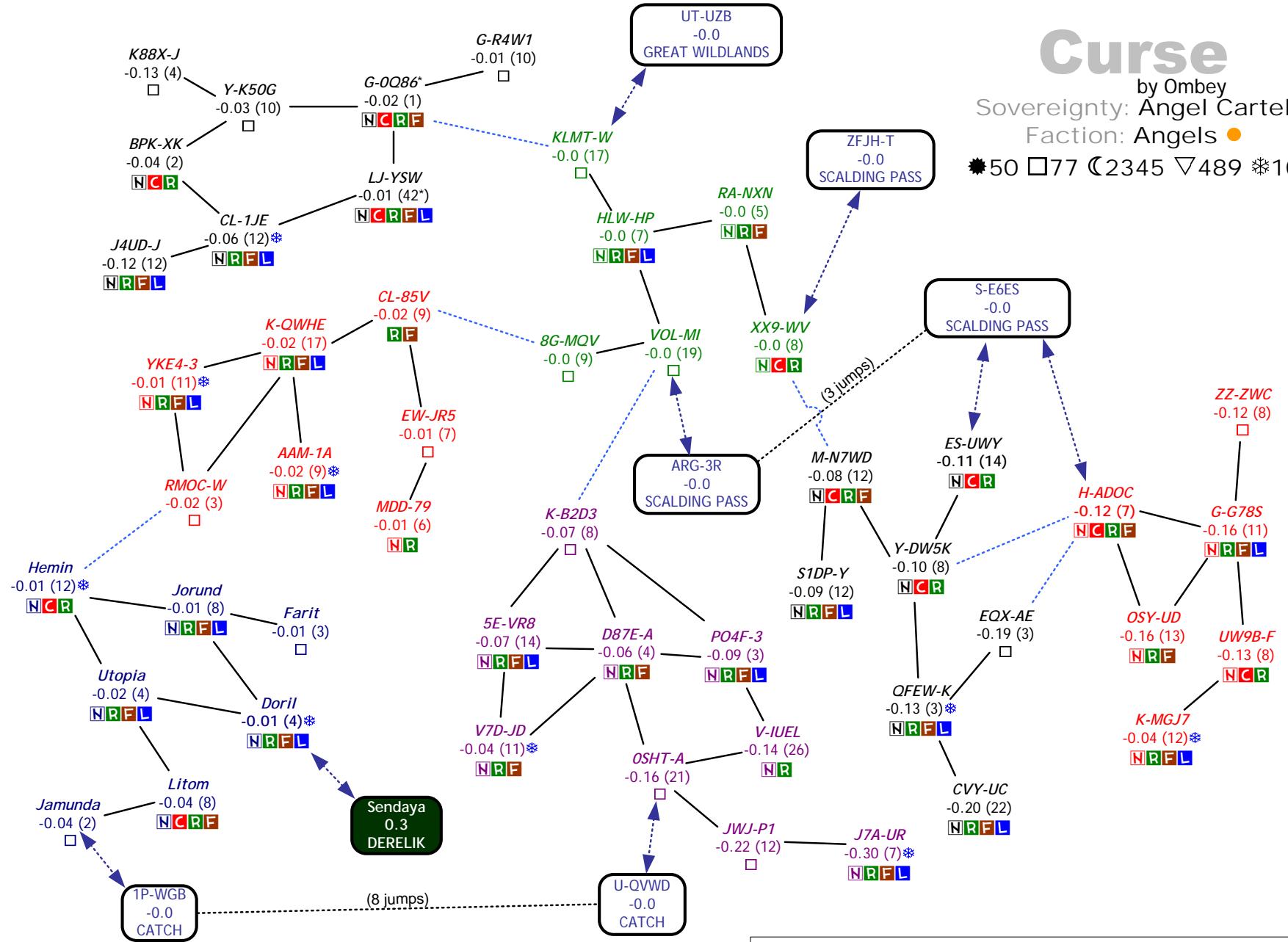
7

8

9

10

11



1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

A

B

C

D

E

F

G

A

B

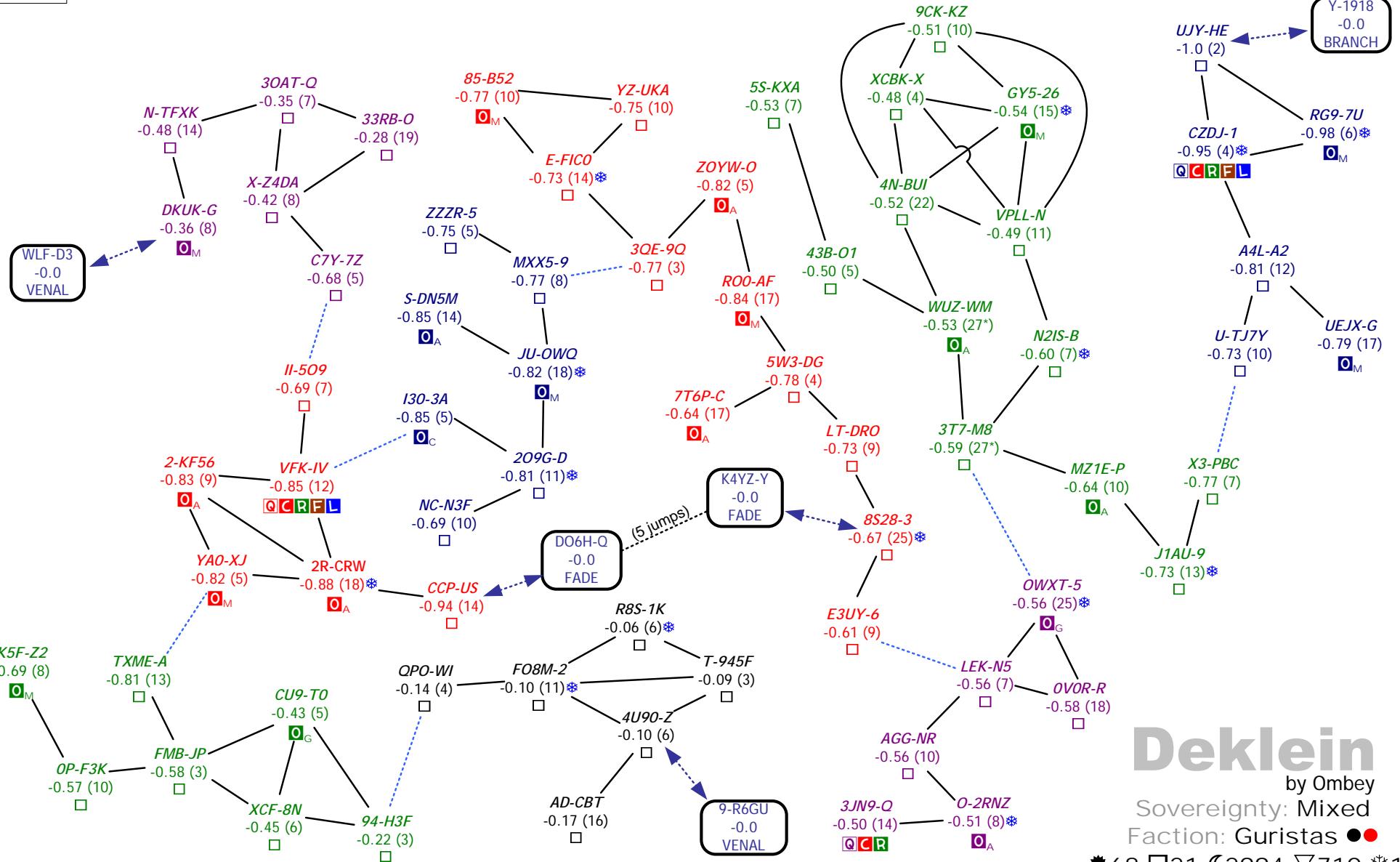
C

D

E

F

G



**Deklein**  
by Ombev

Sovereignty: Mixed  
Faction: Guristas ●●

★68 □21 ◇2994 ▽710 ⚡16

Map last updated: v3.64 | Eve-Online is © CCP | Click for key | Click for Universe

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

# Delve

by Ombez

Sovereignty: Mixed

Faction: Blood Raiders ●●  
#97 □28 €4330 ▽982 \*18

A

B

C

D

E

F

G

A

B

C

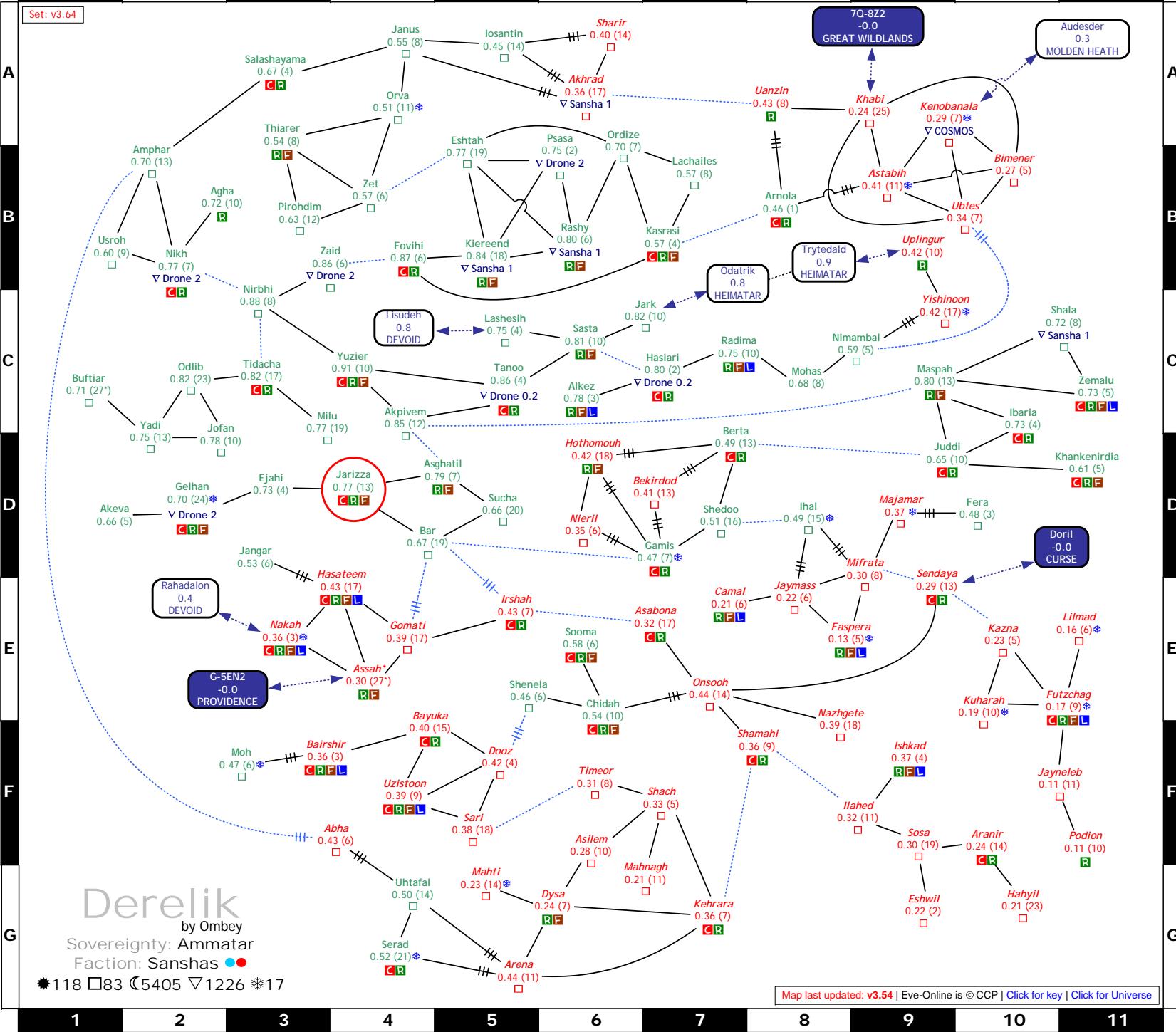
D

E

F

G

1 2 3 4 5 6 7 8 9 10 11



1 2 3 4 5 6 7 8 9 10 11

# Detorid

by Ombey

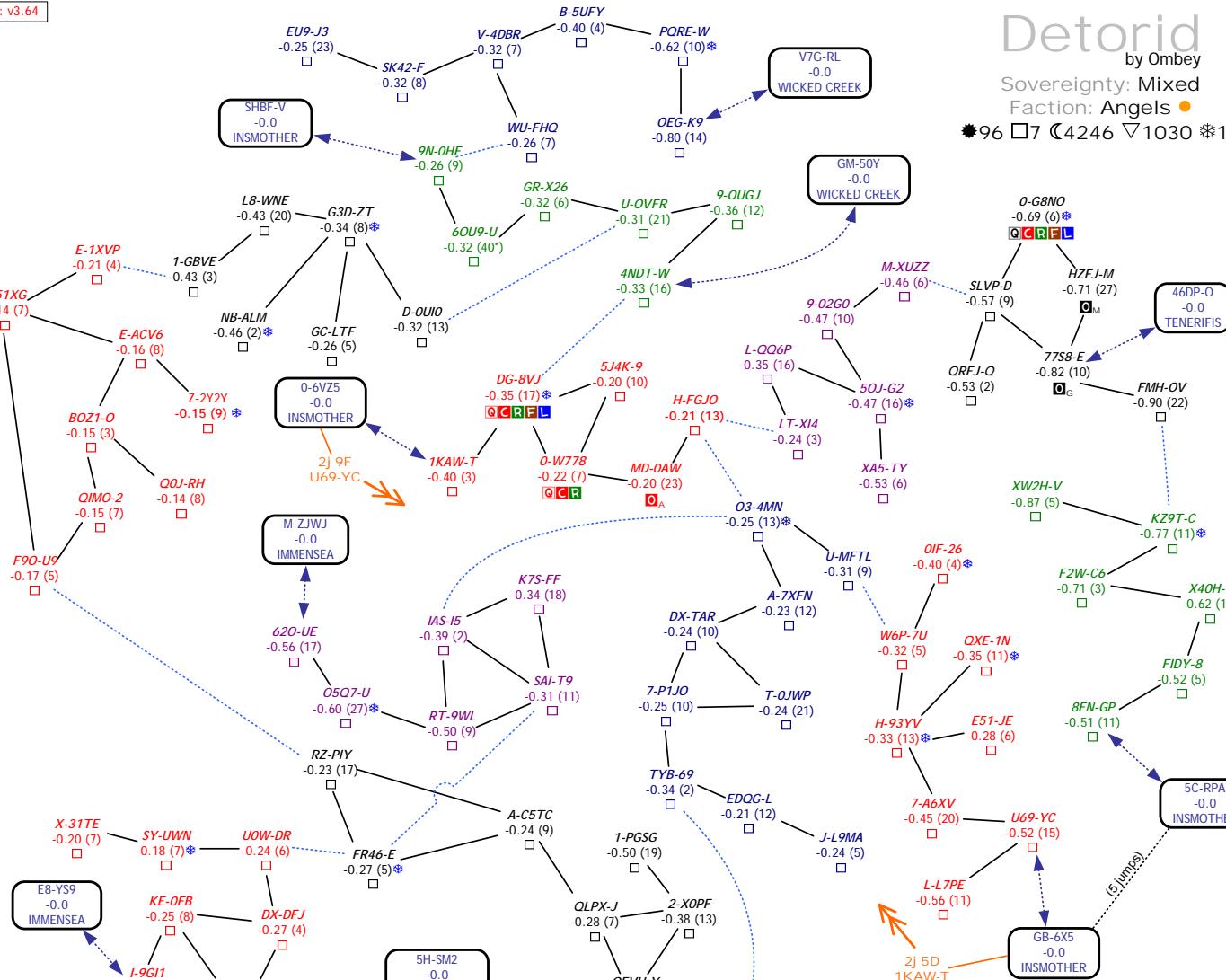
Sovereignty: Mixed

Faction: Angels

★96 □7 €4246 ▽1030 ★17

**A****B****C****D****E****F****G**

Set: v3.64



Set: v3.64

A

B

C

D

E

F

G

A

B

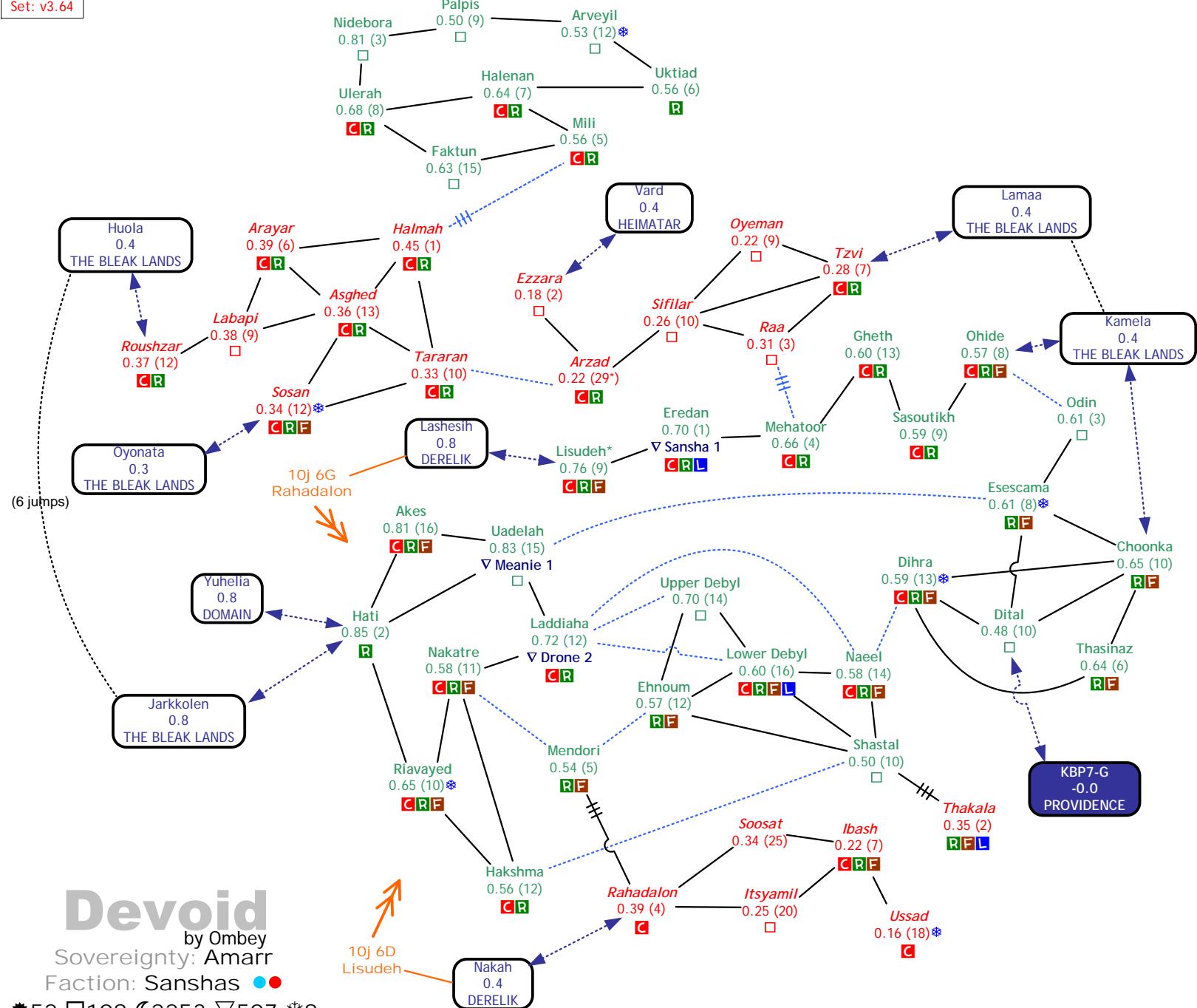
C

D

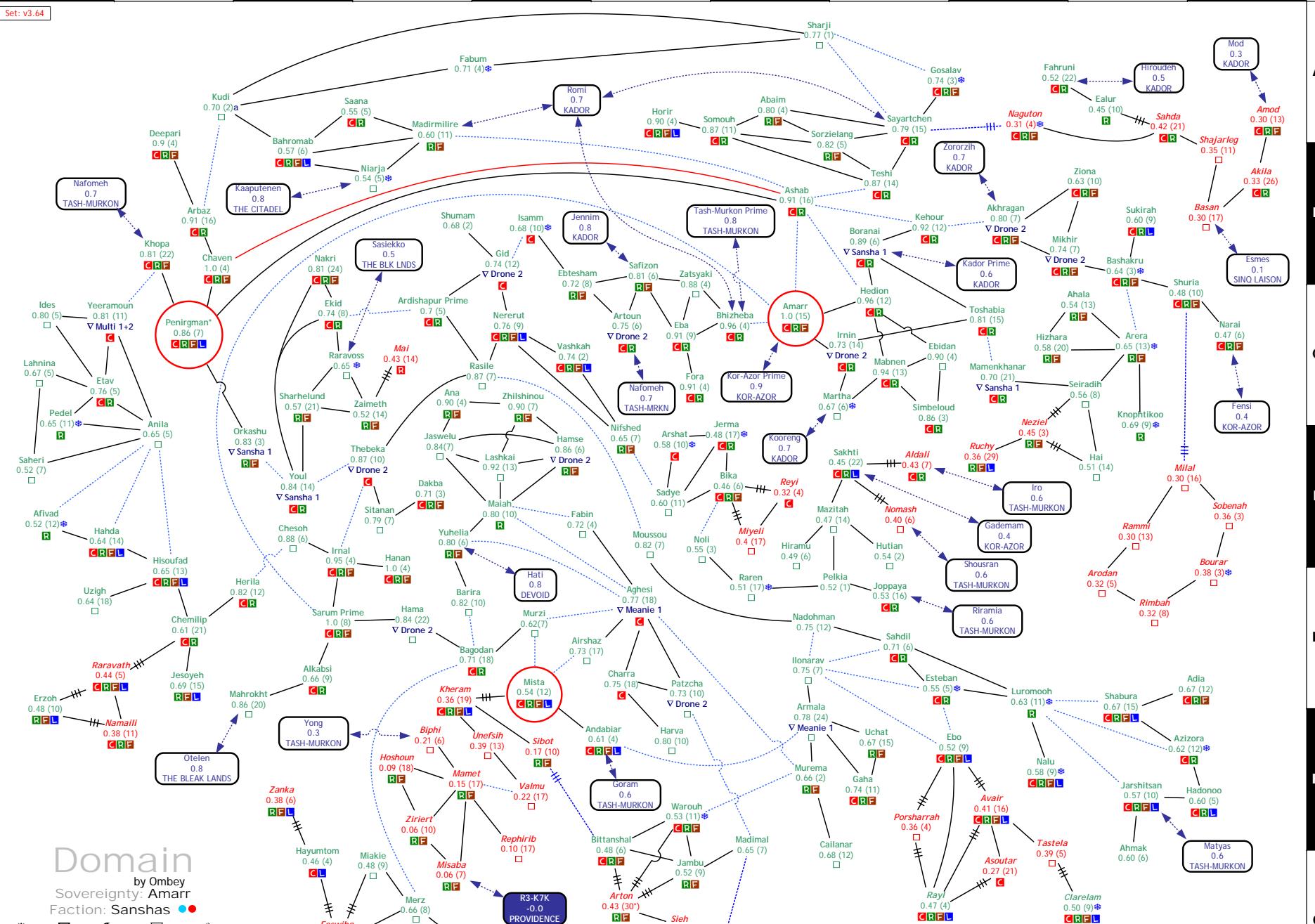
E

F

G



1 2 3 4 5 6 7 8 9 10 11



Map last updated: v3.62 | Eve-Online is © CCP | Click for key | Click for Universe

1 2 3 4 5 6 7 8 9 10 11

## Esoteria

by Ombey

Sovereignty: Mixed  
Faction: Sanshas ●●

\*85 □21 ¢3471 ▽804 \*20

A

B

C

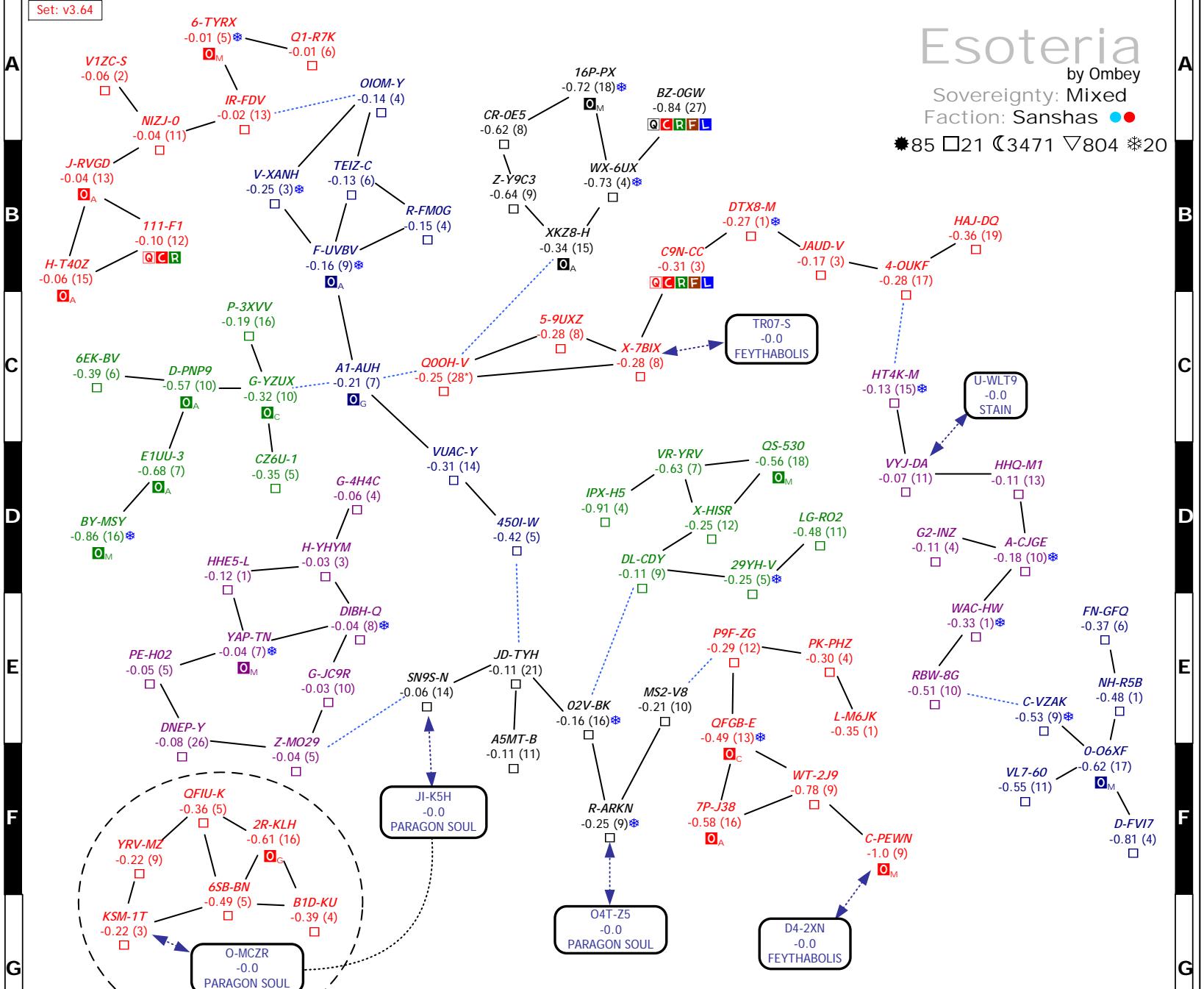
D

E

F

G

Set: v3.64



1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

# Essence

by Ombey

Sovereignty: Gallente

Faction: Serpentis ●●

★67 □177 C2926 ▽705 ★11

A

A

B

B

C

C

D

D

E

E

F

F

G

G

1

2

3

4

5

6

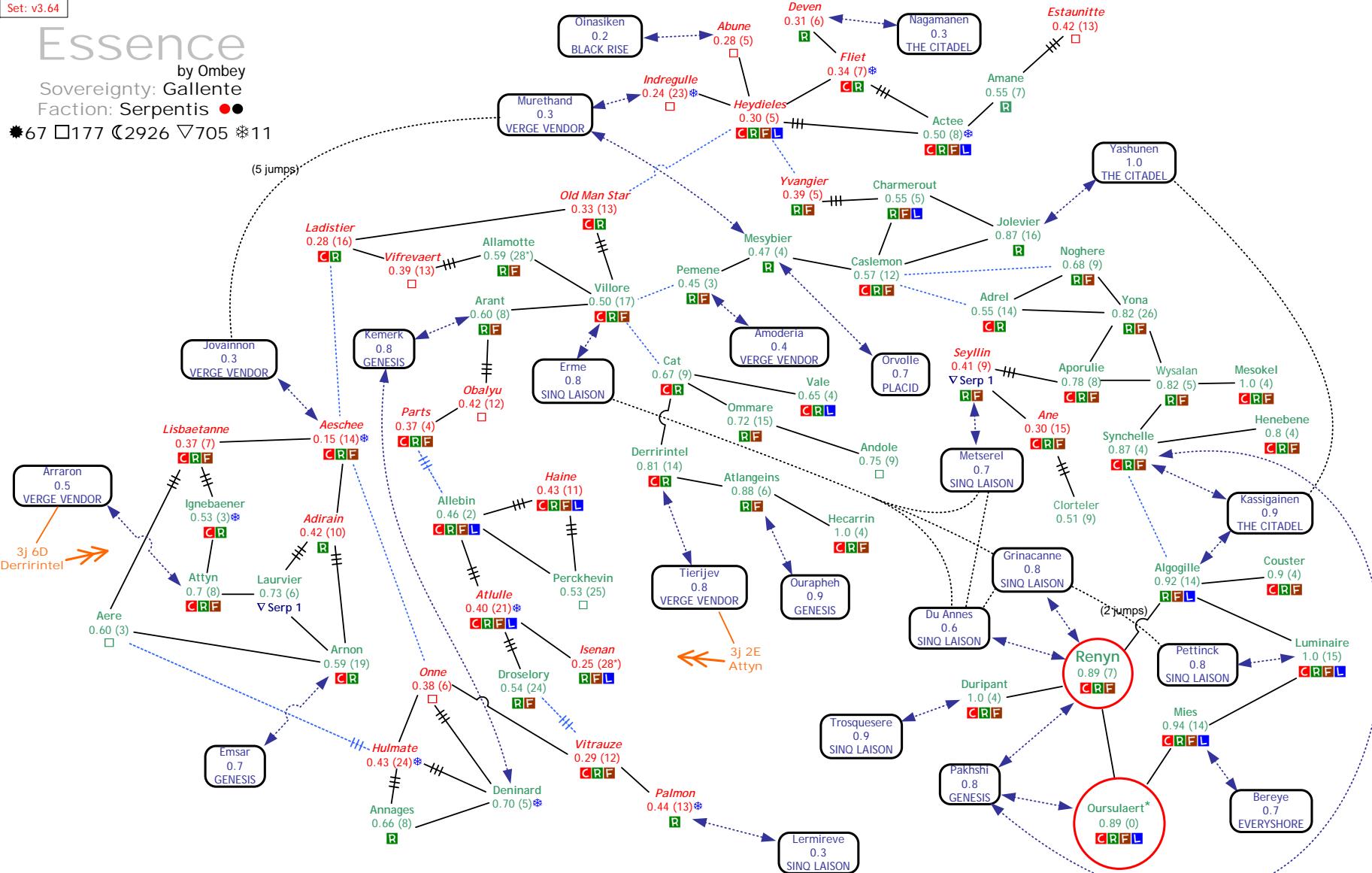
7

8

9

10

11



1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

A

B

C

D

E

F

G

A

B

C

D

E

F

G

# Etherium Reach

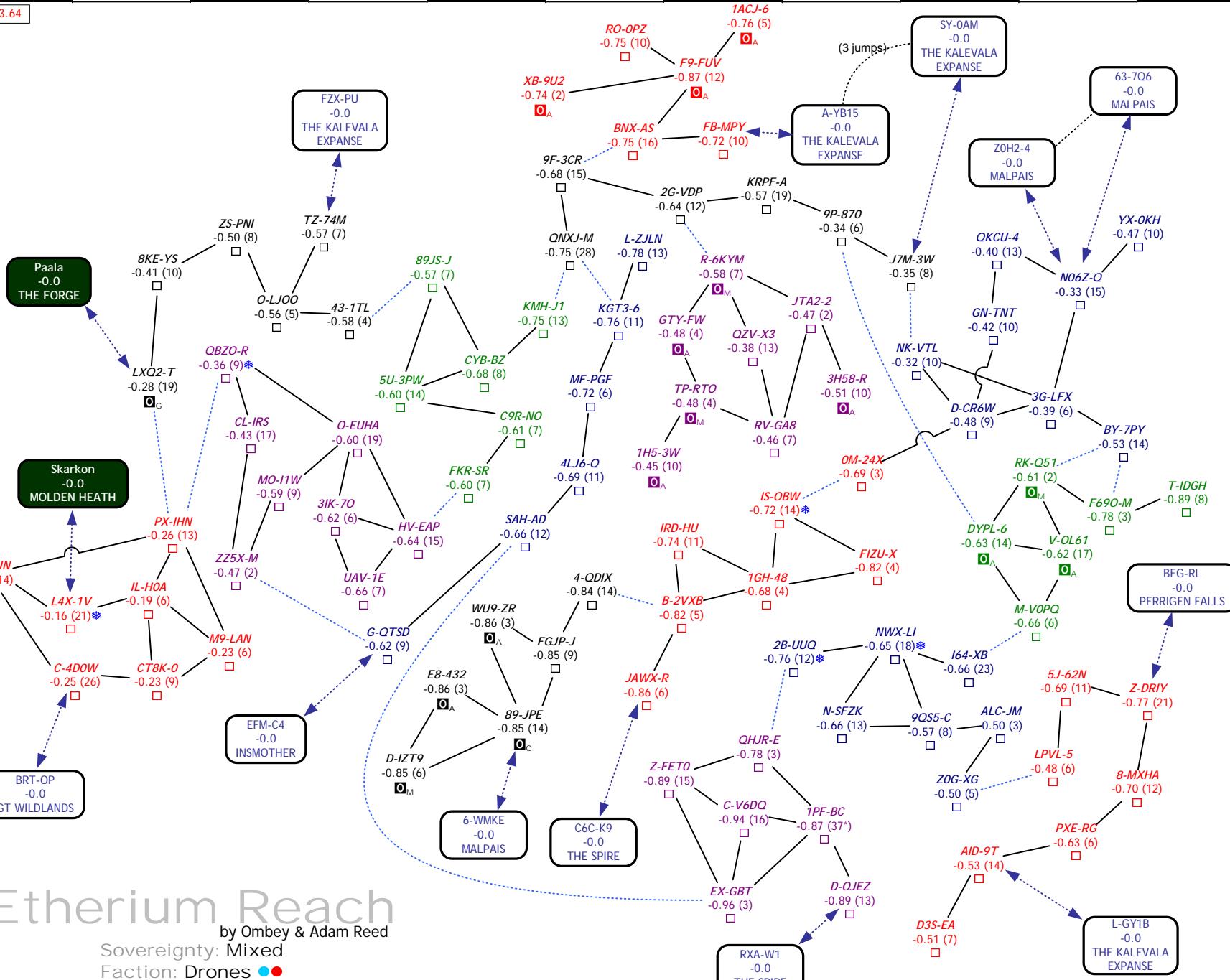
by Ombery & Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

★100 □16 C4219 ▽1024 ⚡5

1 2 3 4 5 6 7 8 9 10 11



Map last updated: v3.64 | Eve-Online is © CCP | Click for key | Click for Universe

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

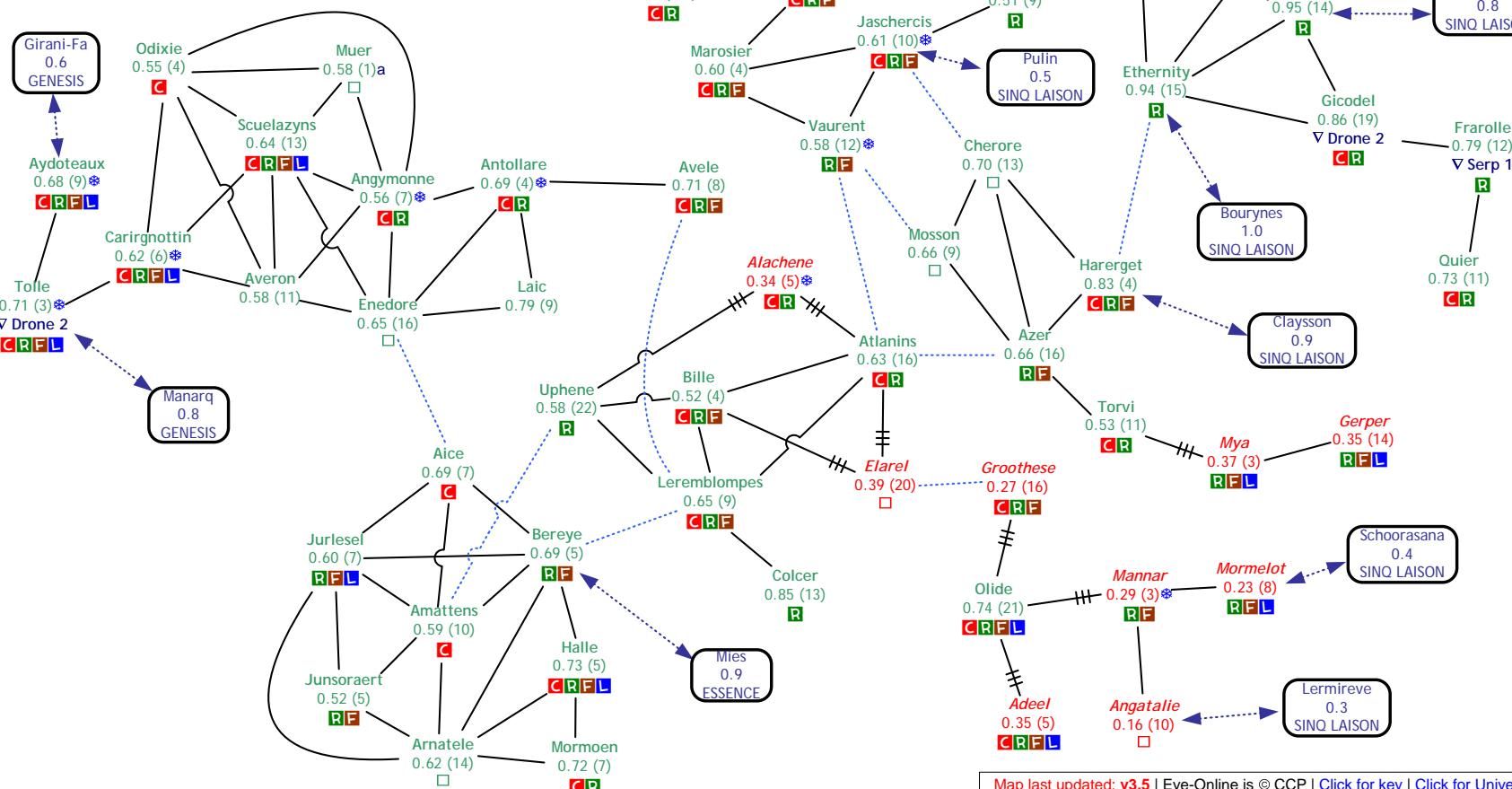
# Everyshore

by Ombey

## Sovereignty: Gallente

Faction: Serpentis

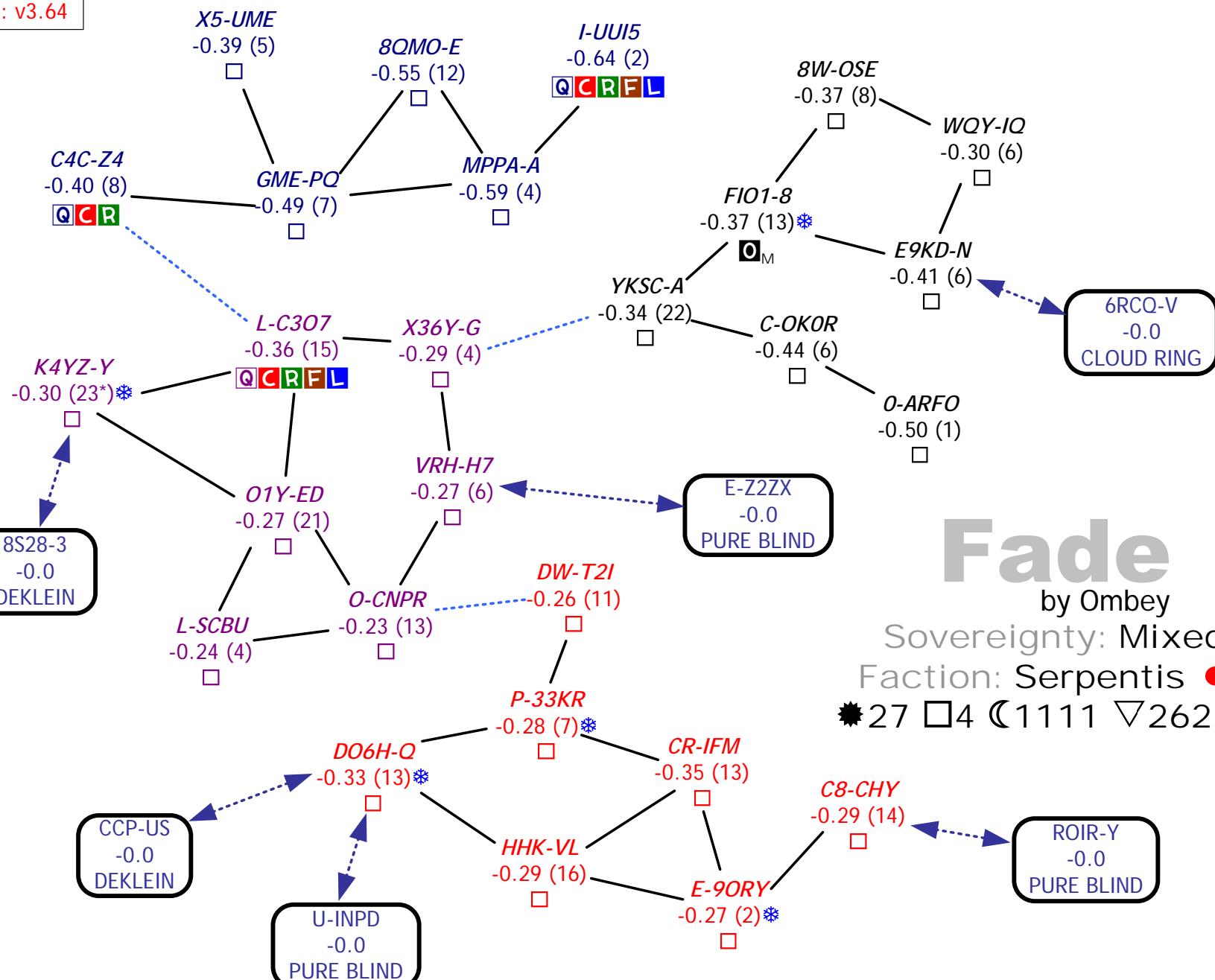
◆54 □150 ◇2536 △543 ♦14



Map last updated: v3.5 | Eve-Online is © CCP | [Click for key](#) | [Click for Univers](#)

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64



# Fade

by Ombey

Sovereignty: Mixed  
Faction: Serpentis ●  
\* 27 □ 4 ◐ 1111 ▽ 262 \* 5

1 2 3 4 5 6 7 8 9 10 11

1

2

3

4

5

6

7

8

9

10

11

Set: v3.64

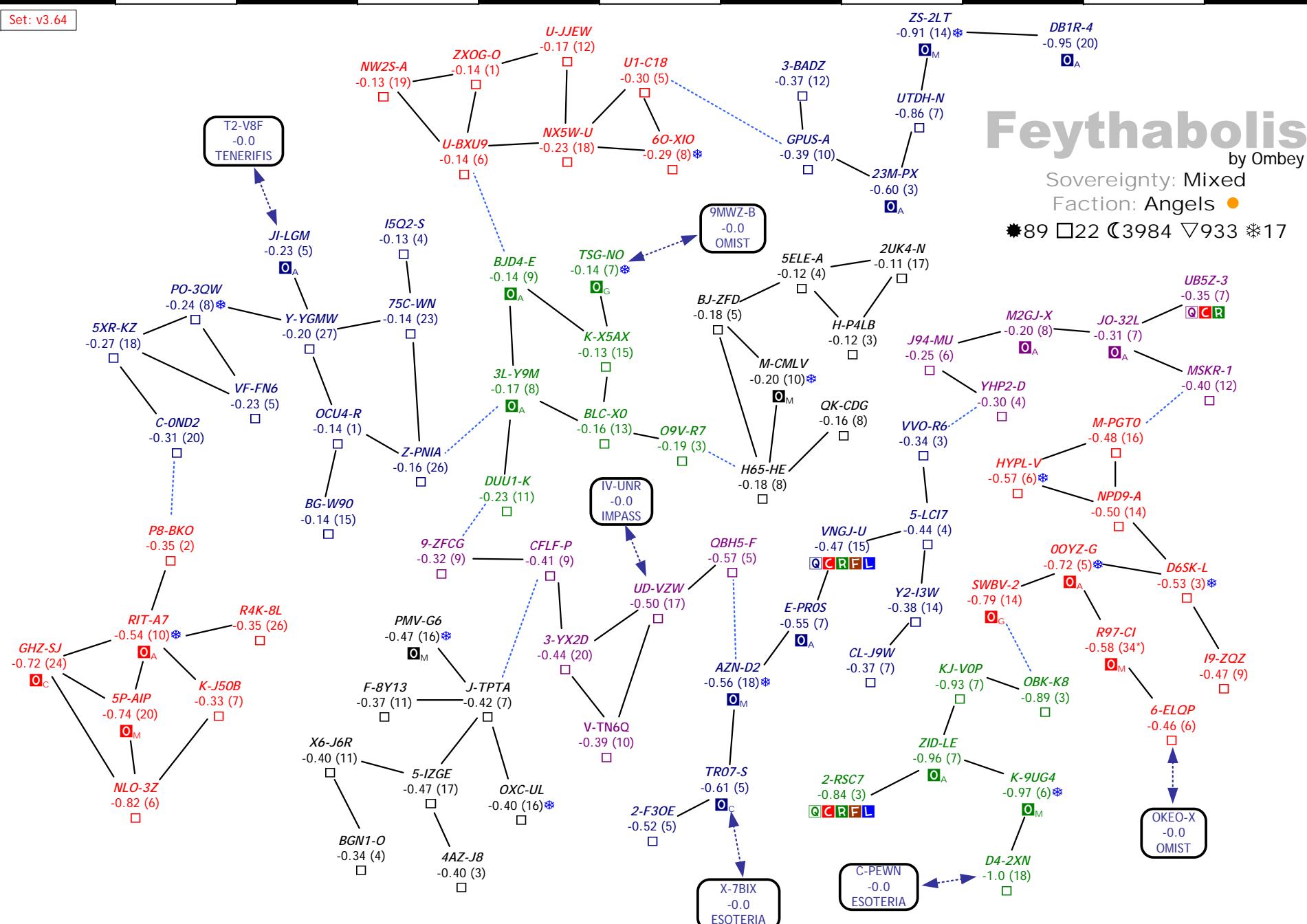
**A****B****C****D****E****F****G****A****B****C****D****E****F****G**

# Feythabolis

by Ombey

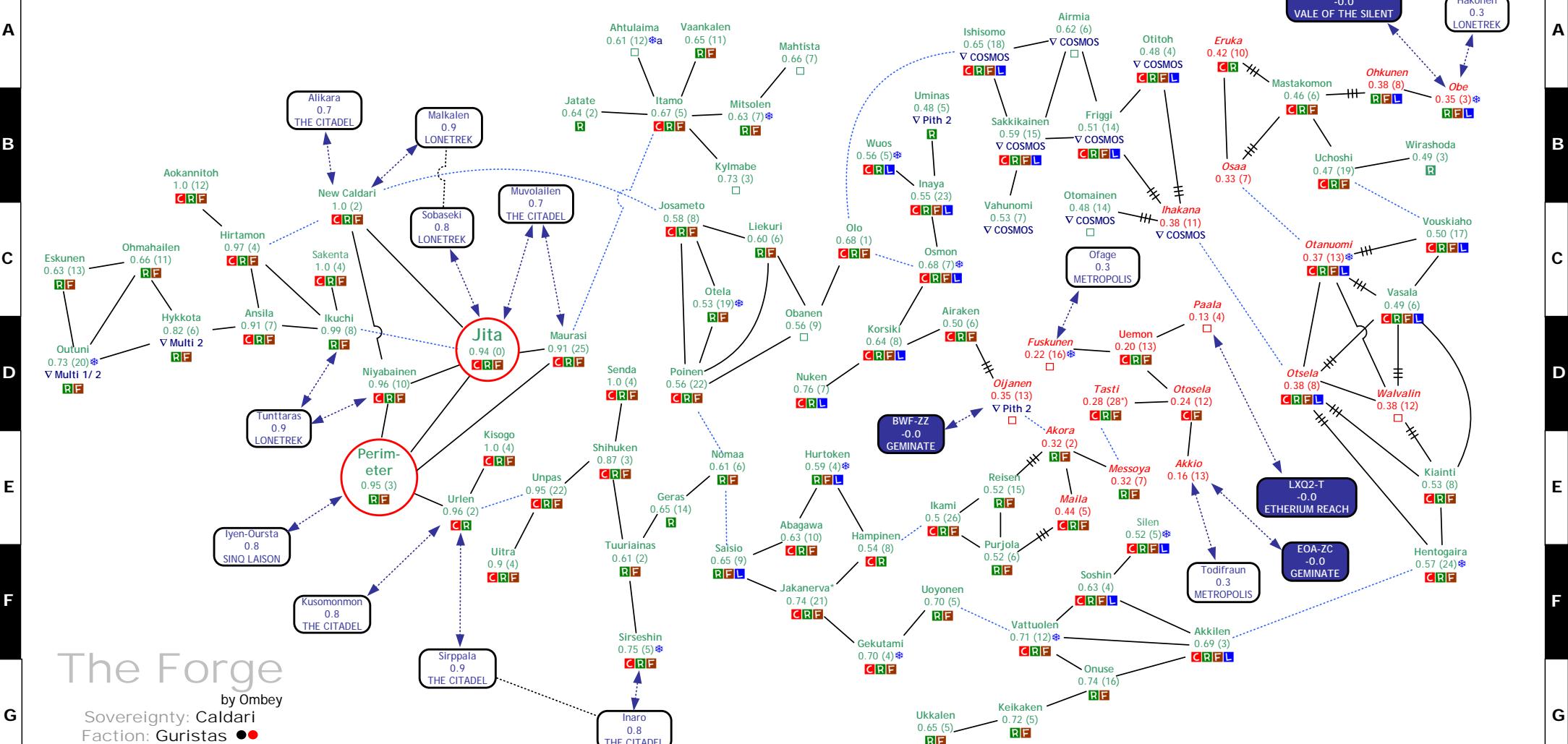
Sovereignty: Mixed  
Faction: Angels

★89 □22 ⚹3984 ▽933 \*17



1 2 3 4 5 6 7 8 9 10 11

Set: v3.64



1 2 3 4 5 6 7 8 9 10 11

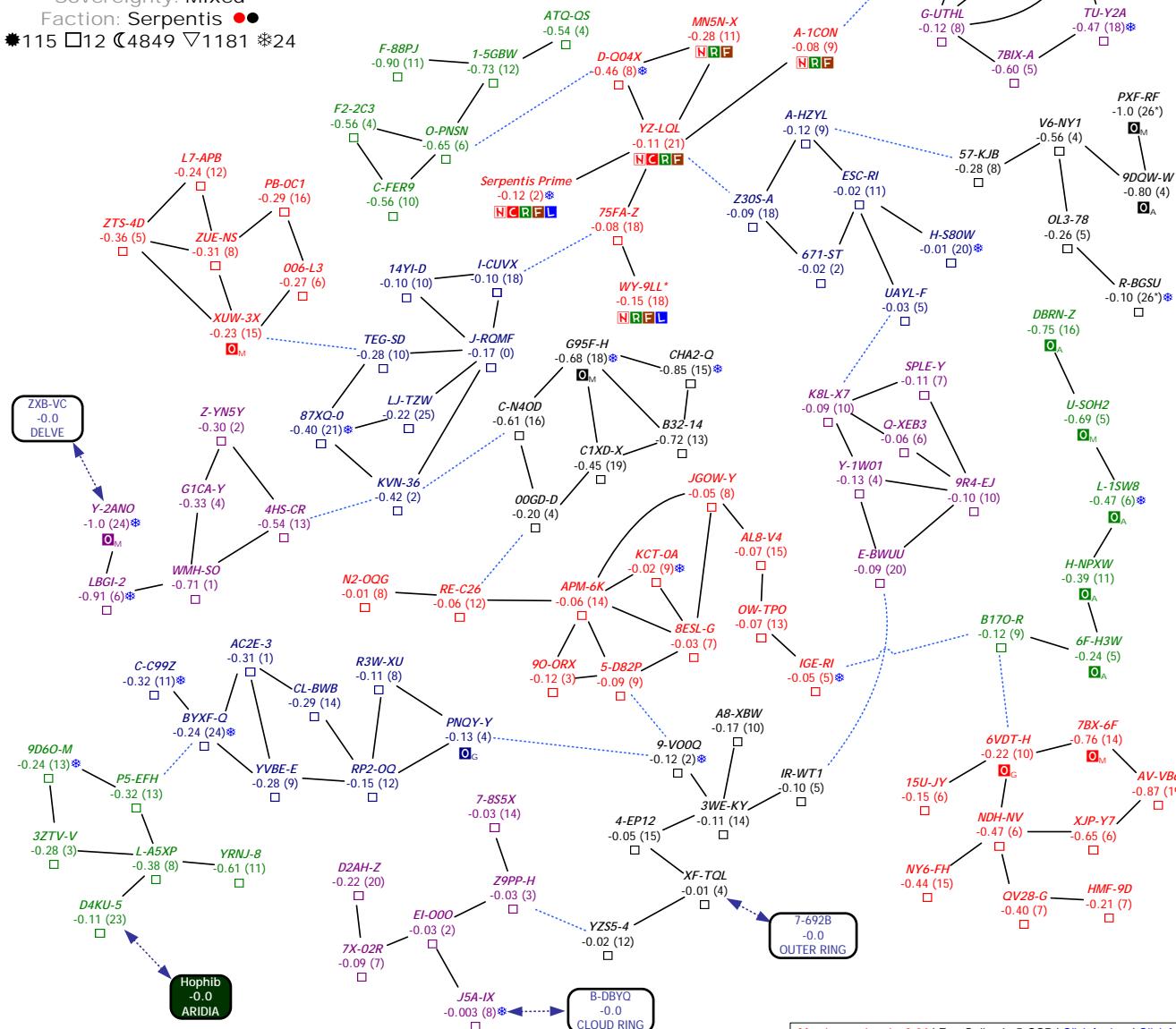
Set: v3.64

# Fountain

### Sovereignty: Mixed

Faction: Serpentis

•115 □12 Ⓜ4849 △1181 ☀24



1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

H-5GUI  
-0.0  
VALE OF THE SILENT

**A**

Roua  
-0.20 (7)  
□

QKTR-L  
-0.39 (4)  
□

WH-2EZ  
-0.17 (13)  
□

DO-F4W  
-0.05 (3)  
□

L-HV5C  
-0.05 (8)  
□

LR-2XT  
-0.12 (9)\*  
□

TZL-WT  
-0.16 (8)  
□

4KON-J  
-0.13 (29)  
□

MR4-MY  
-0.20 (10)  
□

FDZ4-A\*  
-0.23 (6)  
NCRF

M-MD31  
-0.27 (11)  
□

NBPH-N  
-0.07 (3)  
□

YN3-E3  
-0.07 (9)\*  
□

BE-UUN  
-0.12 (15)  
□

W-3BSU  
-0.09 (12)  
□

Y8R-XZ  
-0.52 (14)  
□<sub>A</sub>

SR-KBB  
-0.29 (8)  
□

2E-ZR5  
-0.31 (21)  
□

V-MZW0  
-0.09 (10)\*  
□

B6-52M  
-0.09 (21)  
□

UBX-CC  
0.06 (12)  
□

Eurgrana  
0.4  
METROPOLIS

O4-LQM  
-0.64 (3)\*  
□<sub>C</sub>

NQ-9IH  
-0.21 (3)  
□

4NGK-F  
-0.27 (17)  
□

O1-FTD  
-0.41 (12)\*  
□

OEY-OR  
-0.35 (20)  
□

AD-5B8  
-0.03 (10)  
□

K25-XD  
-0.59 (7)  
□<sub>M</sub>

KR-V6G  
-0.20 (4)\*  
□

AP9-LV  
-0.25 (6)  
□

2H-TSE  
-0.29 (10)  
□

1W-OKS  
-0.0  
VALE OF THE SILENT

LX-ZOJ  
-0.45 (9)\*  
□

LU-HQS  
-0.42 (8)  
□

6L78-1  
-0.40 (11)\*  
□

2H-TSE  
-0.29 (10)  
□

BND-16  
-0.49 (12)  
□<sub>M</sub>

4-CUM5  
-0.49 (10)  
□

39-DGG  
-0.36 (14)\*  
□

G-73MR  
-0.02 (11)  
□

4VY-Y1  
-0.37 (7)  
□

U-L4KS  
-0.48 (22)\*  
□

2H-TSE  
-0.29 (10)  
□

100-70  
-0.53 (5)  
□

RSLI-V  
-0.53 (8)  
□

VSJ-PP  
-0.39 (7)  
□

6L78-1  
-0.37 (10)  
□

D-I9HJ  
-0.30 (15)\*  
□

K-IYNW  
-0.0  
GREAT WILDLANDS

2H-TSE  
-0.29 (10)  
□

8MG-J6  
-0.60 (17)  
□<sub>M</sub>

BWF-ZZ  
-0.58 (11)  
□<sub>G</sub>

9-GBPD  
-0.0  
VALE OF THE SILENT

JE1-36  
-0.52 (5)  
□

PYY3-5  
-0.24 (6)\*  
□

5F-YRA  
-0.43 (6)  
□

2H-TSE  
-0.29 (10)  
□

6RO9-A  
-0.40 (12)  
□

SV-K8J  
-0.35 (4)  
□

9-KWXC  
-0.33 (9)  
□

4D9-66  
-0.21 (3)  
□<sub>A</sub>

TDE4-H  
-0.58 (25)  
□<sub>M</sub>

UER-TH  
-0.73 (10)  
□

2H-TSE  
-0.29 (10)  
□

8MG-J6  
-0.60 (17)  
□<sub>M</sub>

BWF-ZZ  
-0.58 (11)  
□<sub>G</sub>

9-GBPD  
-0.0  
VALE OF THE SILENT

9P40-F  
-1.0 (7)  
□

UG-UWZ  
-0.96 (9)  
□<sub>A</sub>

1S-SU1  
-0.0  
THE KALEVALA EXPANSE

# Geminare

by Ombev

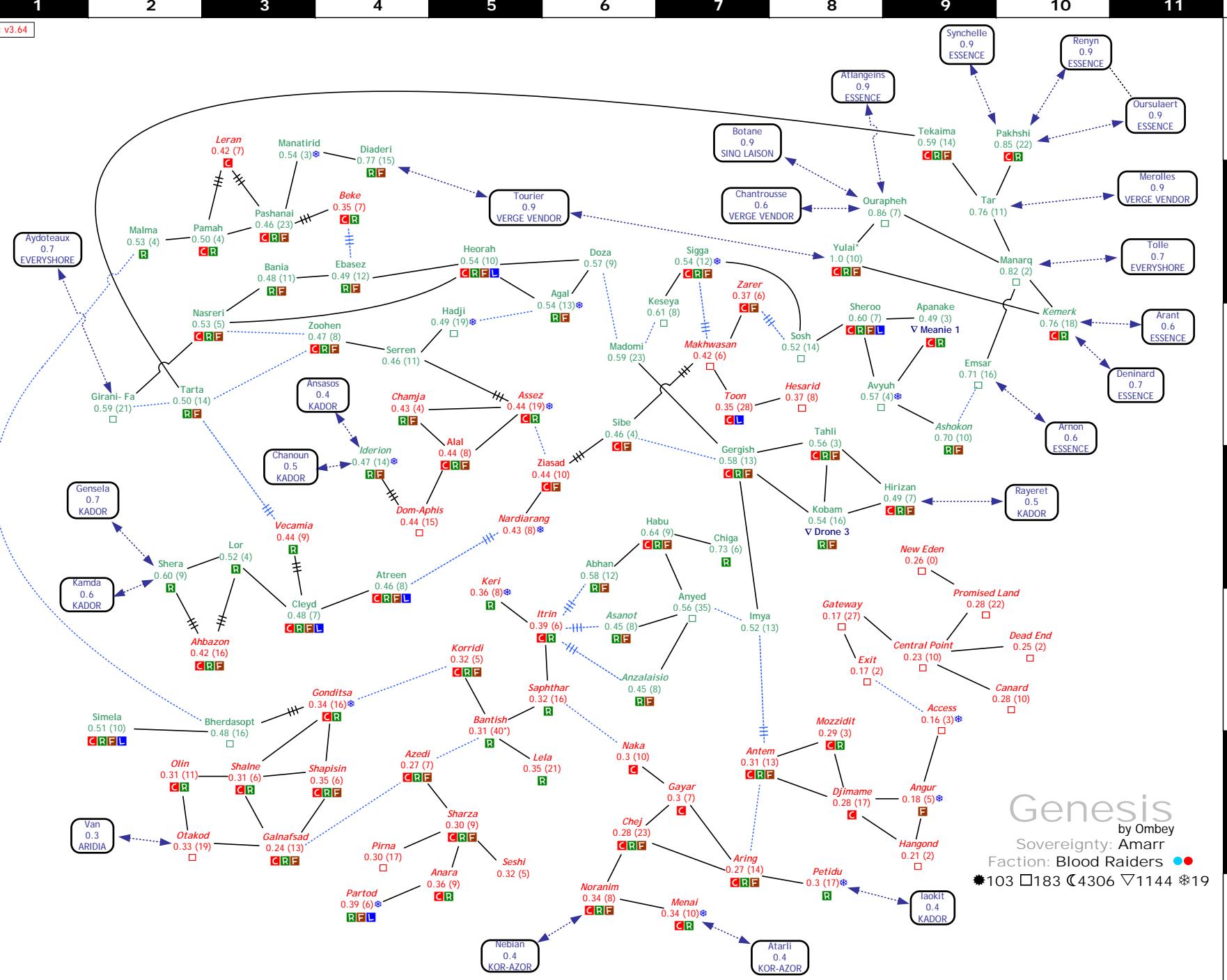
Sovereignty: Mixed  
Faction: Guristas ●●

★84 □12 ⚒3600 ▽903 \*18

1 2 3 4 5 6 7 8 9 10 11

Map last updated: v3.63 | Eve-Online is © CCP | Click for key | Click for Universe

**F****G****A****C****D****E****F****G**



# Genesis

by Ombeley  
Sovereignty: Amer

## Sovereignty: Amarr action: Blood Raiders

Faction: Blood Raiders

•103 □183 ℄4306 V1144 \*19

For more information about the study, please contact Dr. Michael J. Hwang at (319) 356-4000 or email at [mhwang@uiowa.edu](mailto:mhwang@uiowa.edu).

For more information about the study, please contact Dr. Michael J. Hwang at (319) 356-4530 or via email at [mhwang@uiowa.edu](mailto:mhwang@uiowa.edu).

For more information about the study, please contact Dr. Michael J. Hwang at (319) 356-4000 or email at [mhwang@uiowa.edu](mailto:mhwang@uiowa.edu).

For more information about the study, please contact Dr. Michael J. Hwang at (319) 356-4530 or via email at [mhwang@uiowa.edu](mailto:mhwang@uiowa.edu).

For more information about the study, please contact Dr. Michael J. Hwang at (310) 794-3000 or via email at [mhwang@ucla.edu](mailto:mhwang@ucla.edu).

62 | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)

11

10 11

---

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

A

B

C

D

E

F

G

A

B

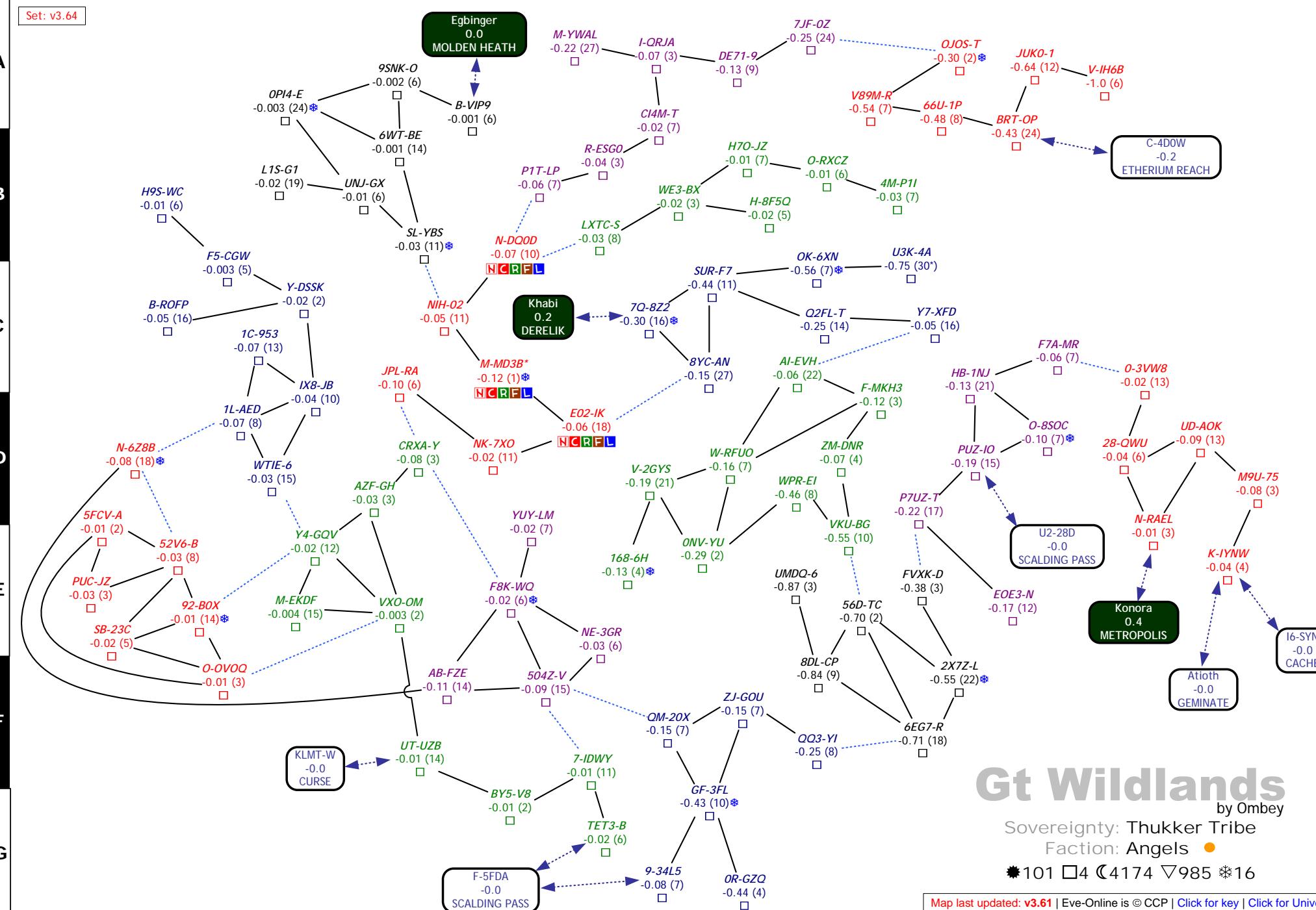
C

D

E

F

G



1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

# Heimatar

by Ombev

Sovereignty: Minmatar

Faction: Angels

•83 □213 C3749 ▽966 ♠5

A

B

C

D

E

F

G

A

B

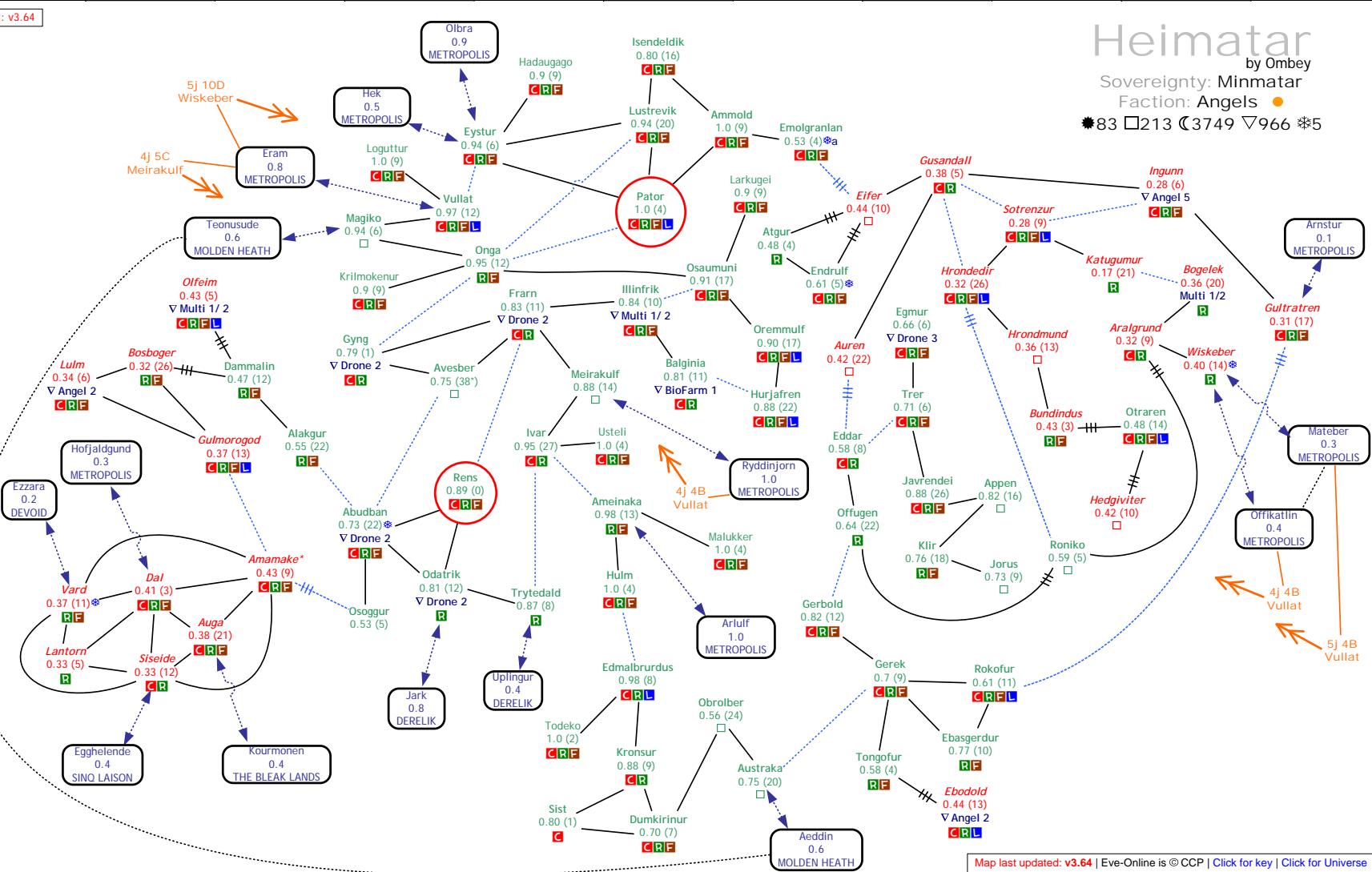
C

D

E

F

G



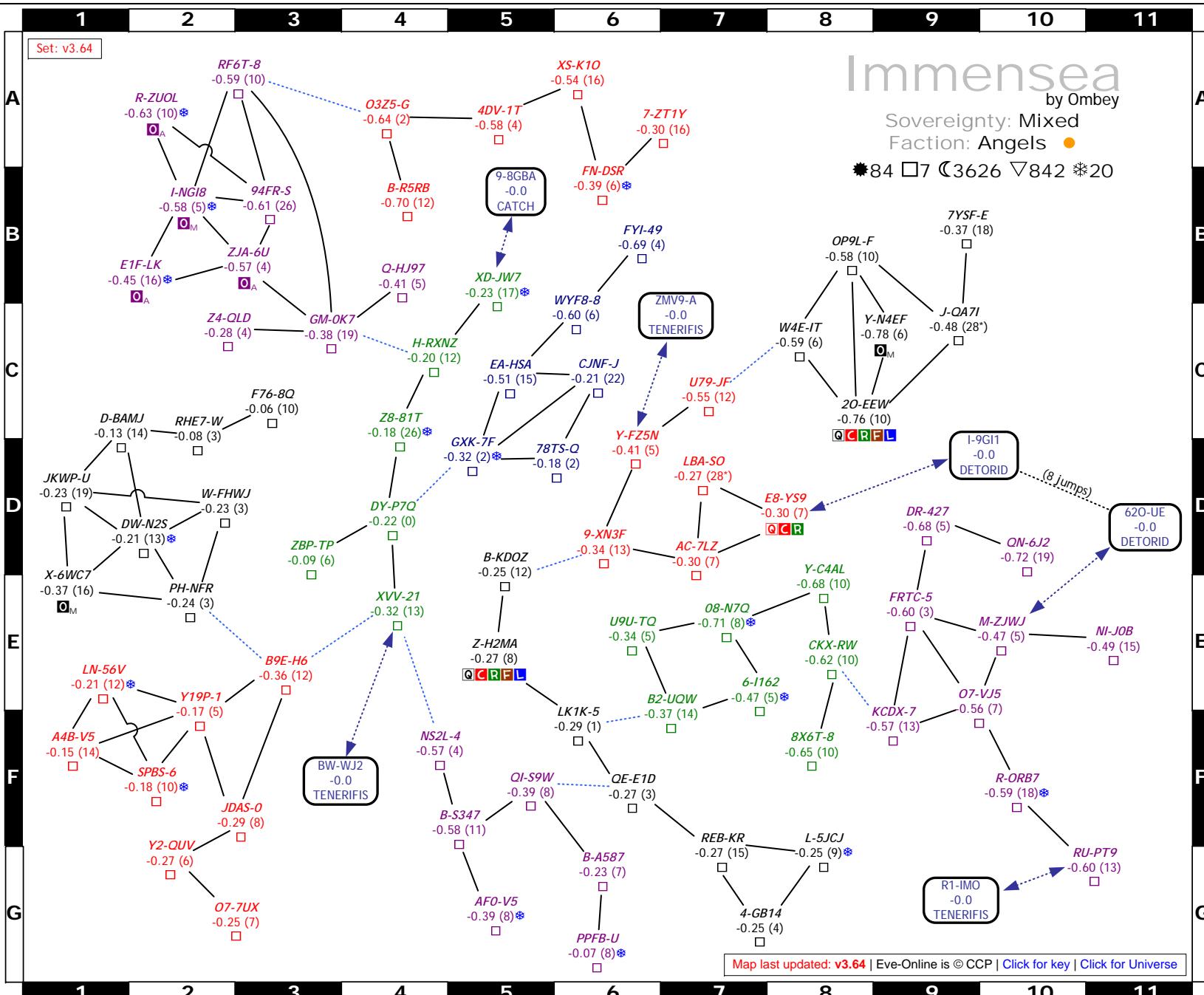
1 2 3 4 5 6 7 8 9 10 11

# Immensea

by Ombey

Sovereignty: Mixed  
Faction: Angels

•84 □7 C3626 ▽842 \*20



1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

# Impass

by Ombey

Sovereignty: Mixed  
Faction: Angels ●

★51 □6 ◇2353 ▽462 \*8

A

A

B

B

C

C

D

D

E

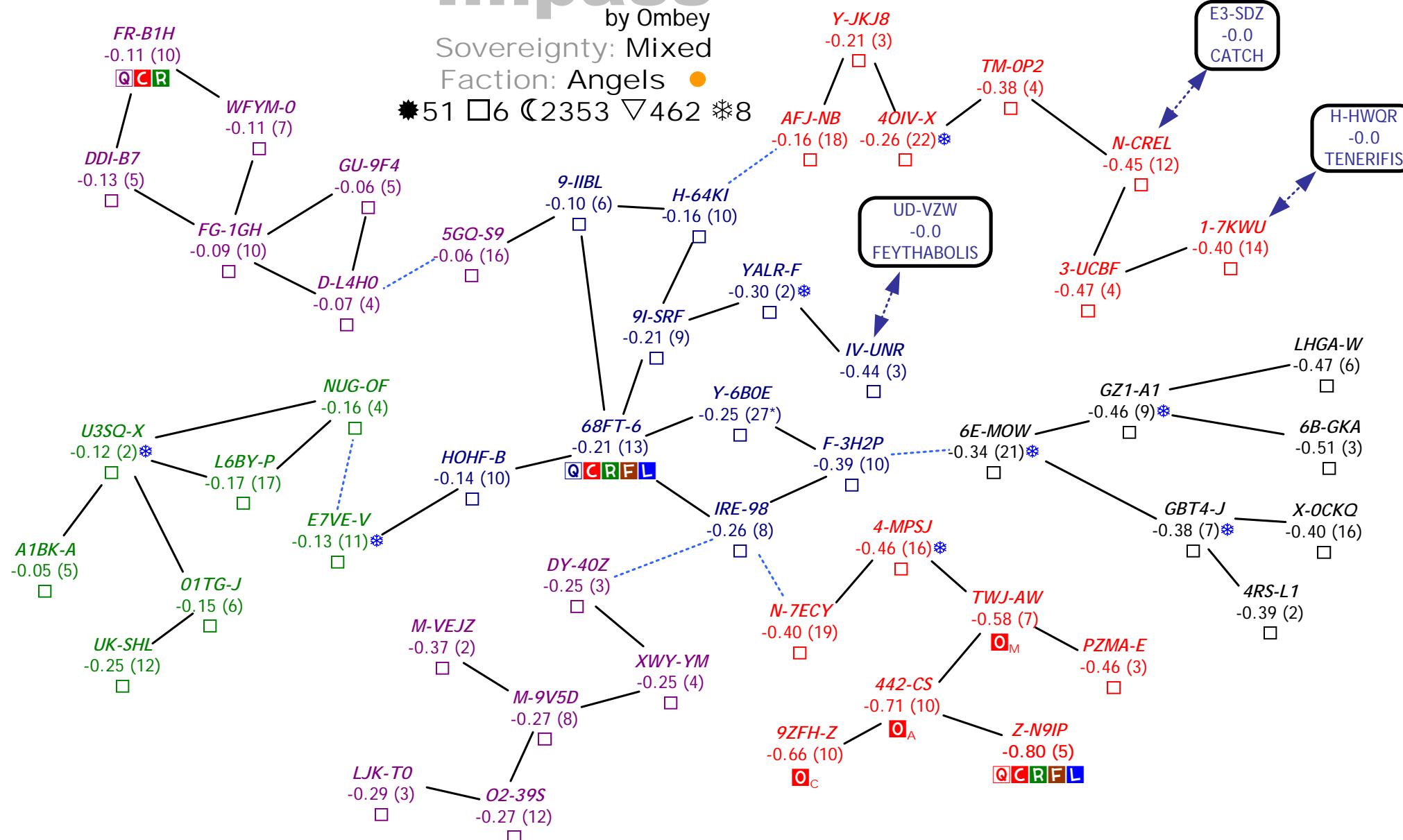
E

F

F

G

G



Map last updated: v3.55 | Eve-Online is © CCP | Click for key | Click for Universe

1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

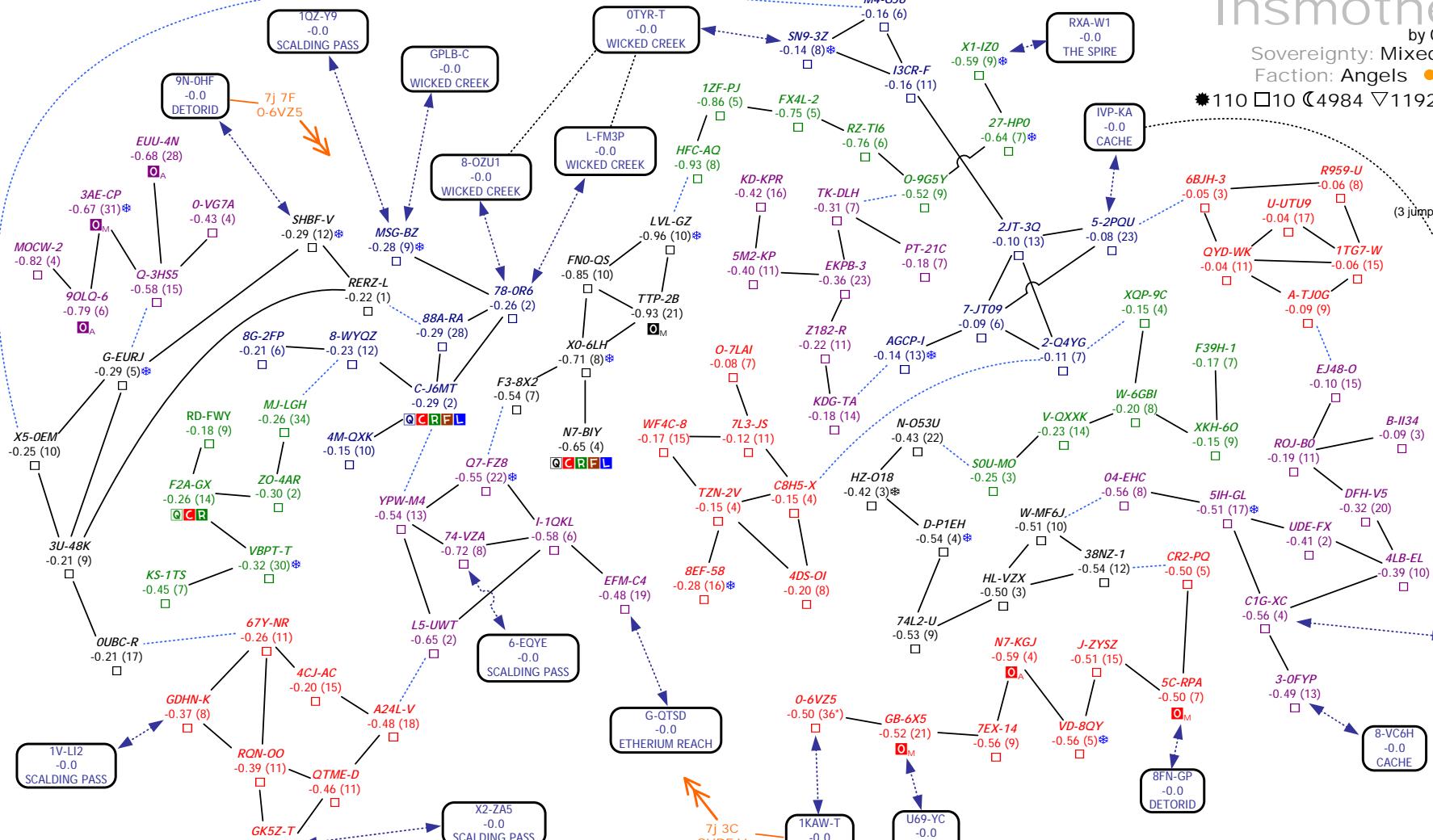
## Insmother

by Ombery

Sovereignty: Mixed  
Faction: Angels

\*110 □10 €4984 ▽1192 \*18

(3 jumps)



Set: v3.64

A

A

B

B

C

C

D

D

E

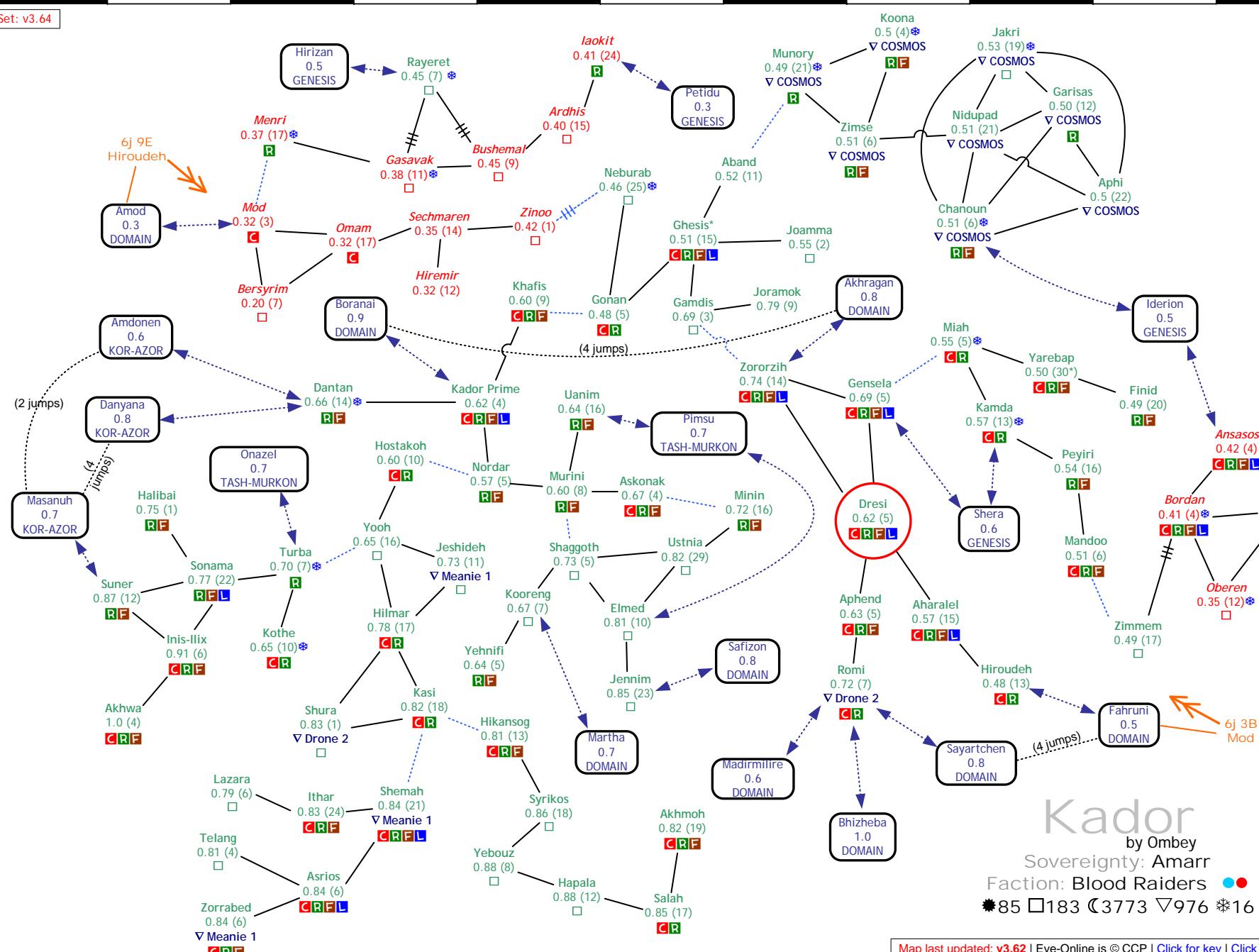
E

F

F

G

G



Kador

by Ombev

Sovereignty: Amarr

Faction: Blood Raiders

•85 □183 ⚭3773 ▽976 \*16

# The Kalevala Expanse

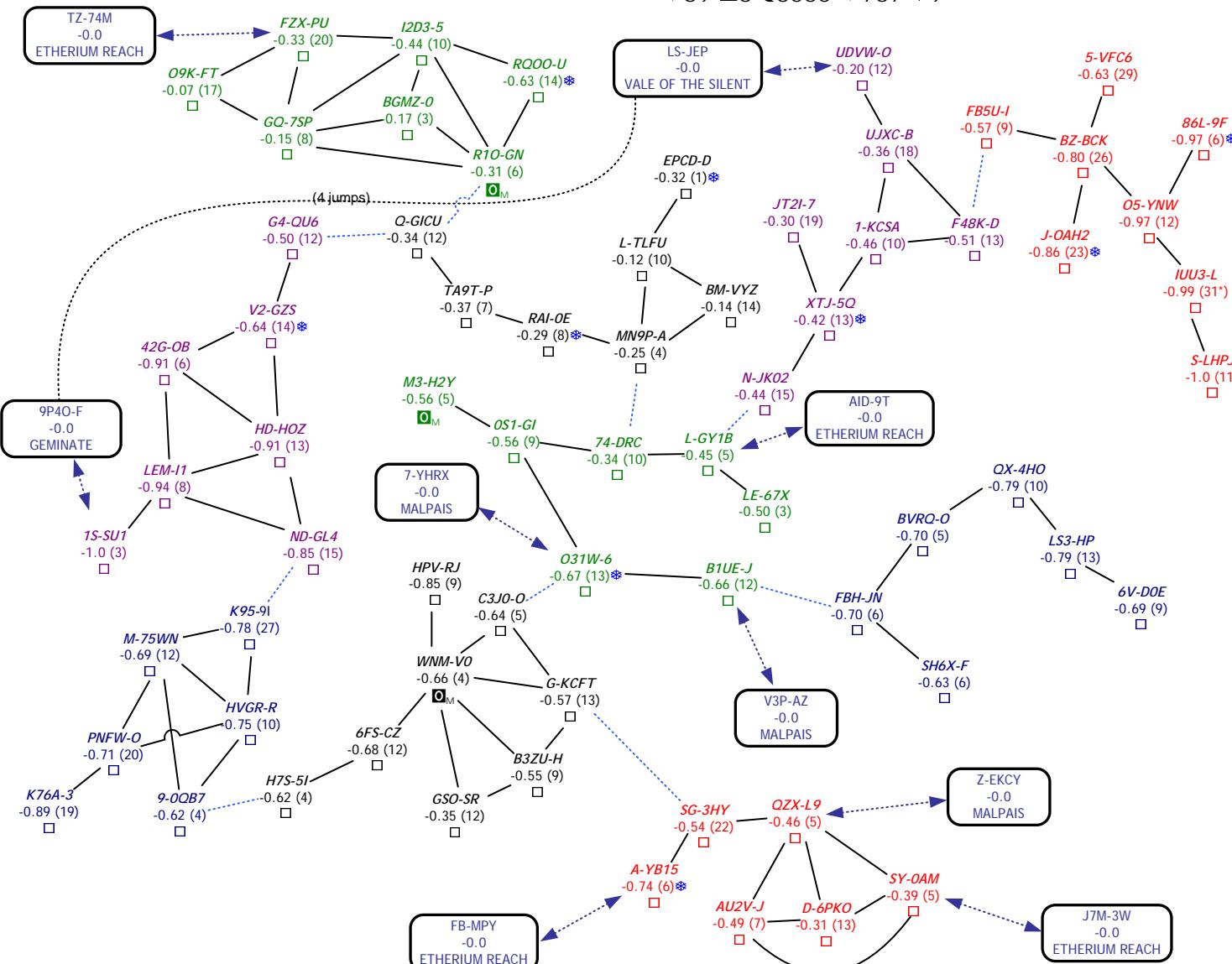
by Ombey & Adam Reed

Set: v3.64

Sovereignty: Mixed

Faction: Drones ●●

★69 □3 ⚭3050 ▽767 \*9



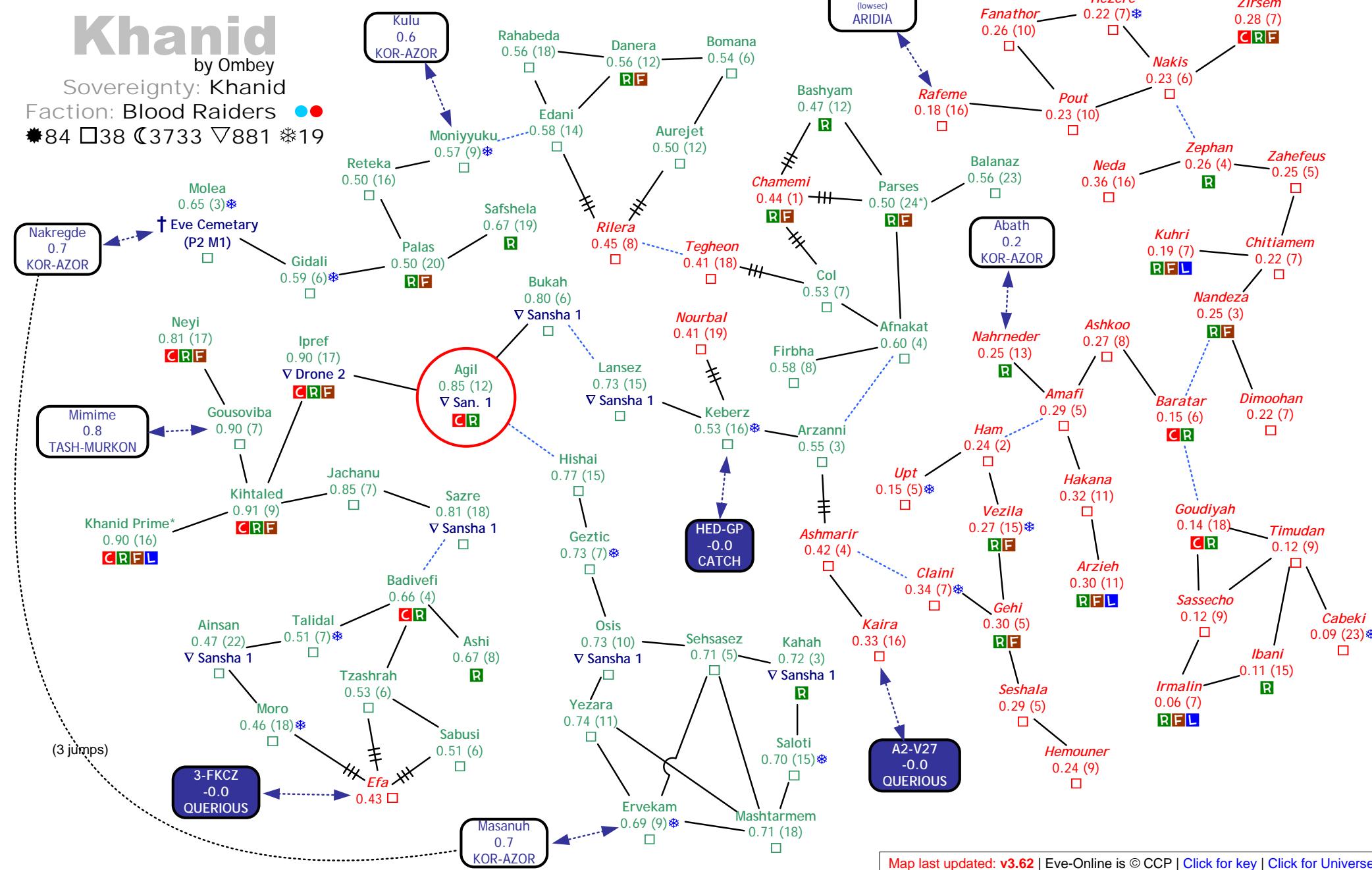
1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

# Khanid

by Ombev  
Sovereignty: Khanid  
Faction: Blood Raiders

• 84 □ 38 ◇ 3733 ▽ 881 \* 19

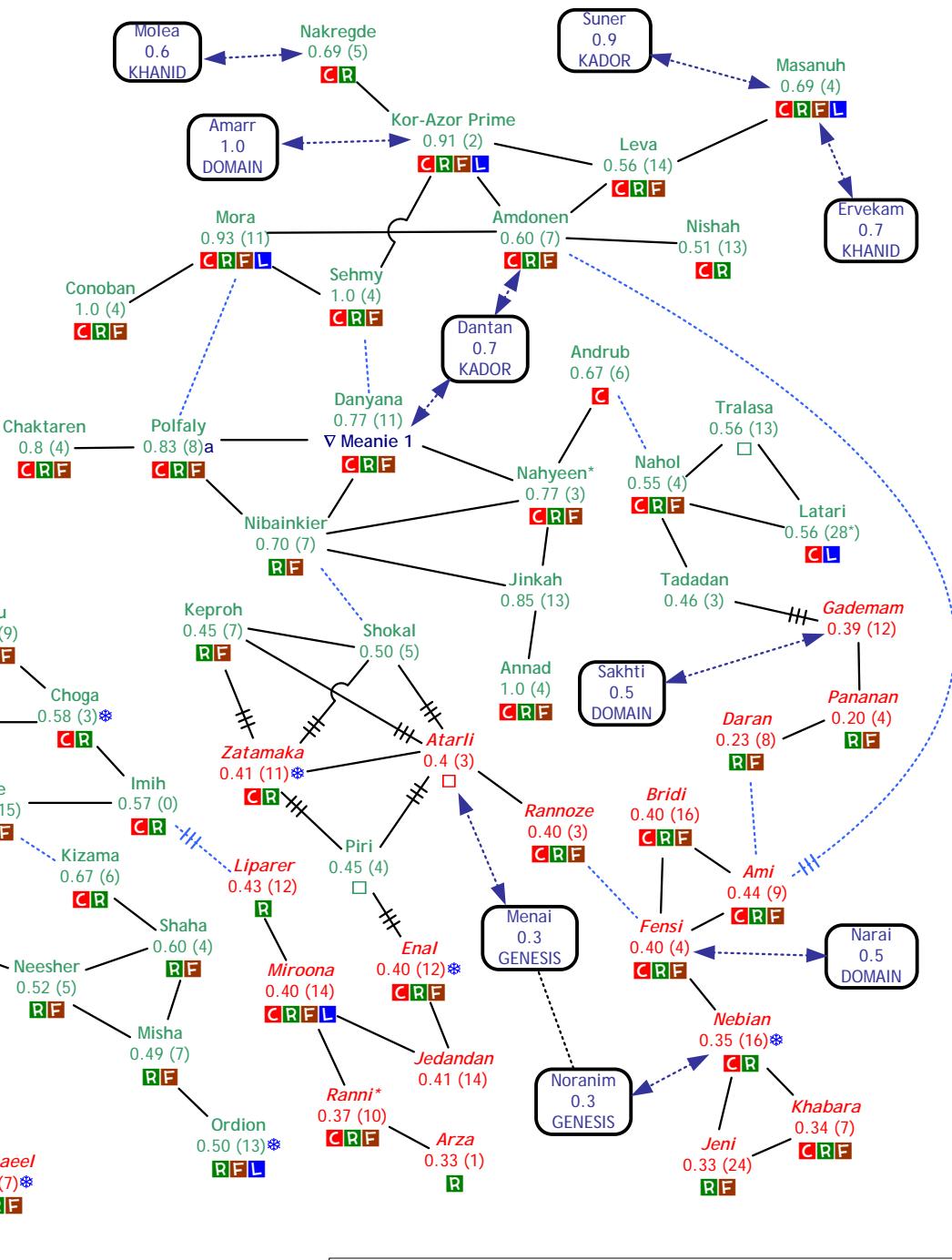


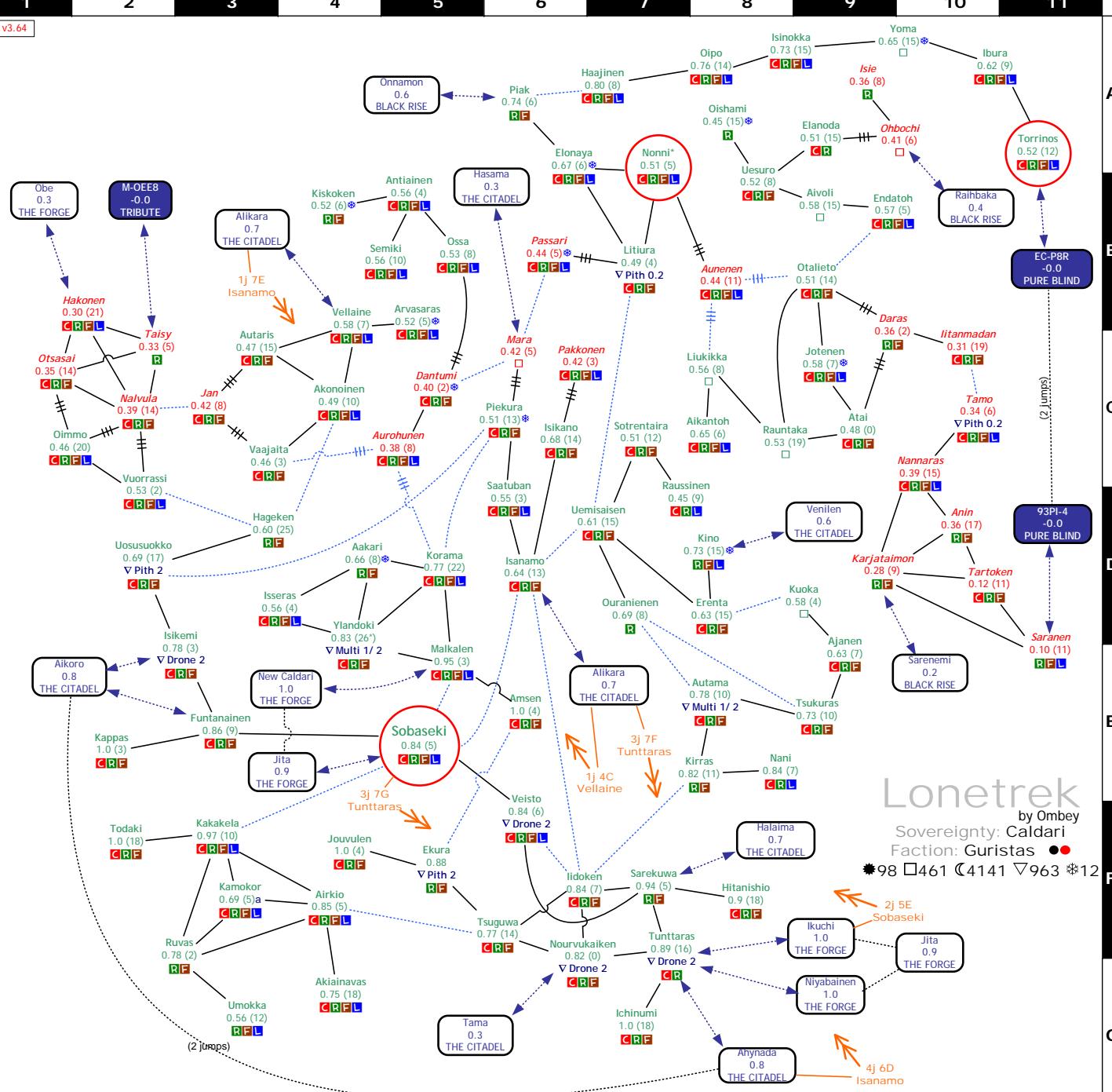
Set: v3.64

# Kor-Azor

by Ombev

Sovereignty: Amarr

Faction: Blood Raiders ●●  
•61 □154 C2377 ▽528 \*8



# Lonetrek

Sovereignty: Caldari

Faction: Guristas

◆98 □461 ◇4141 ▽963 \*12

Set: v3.64

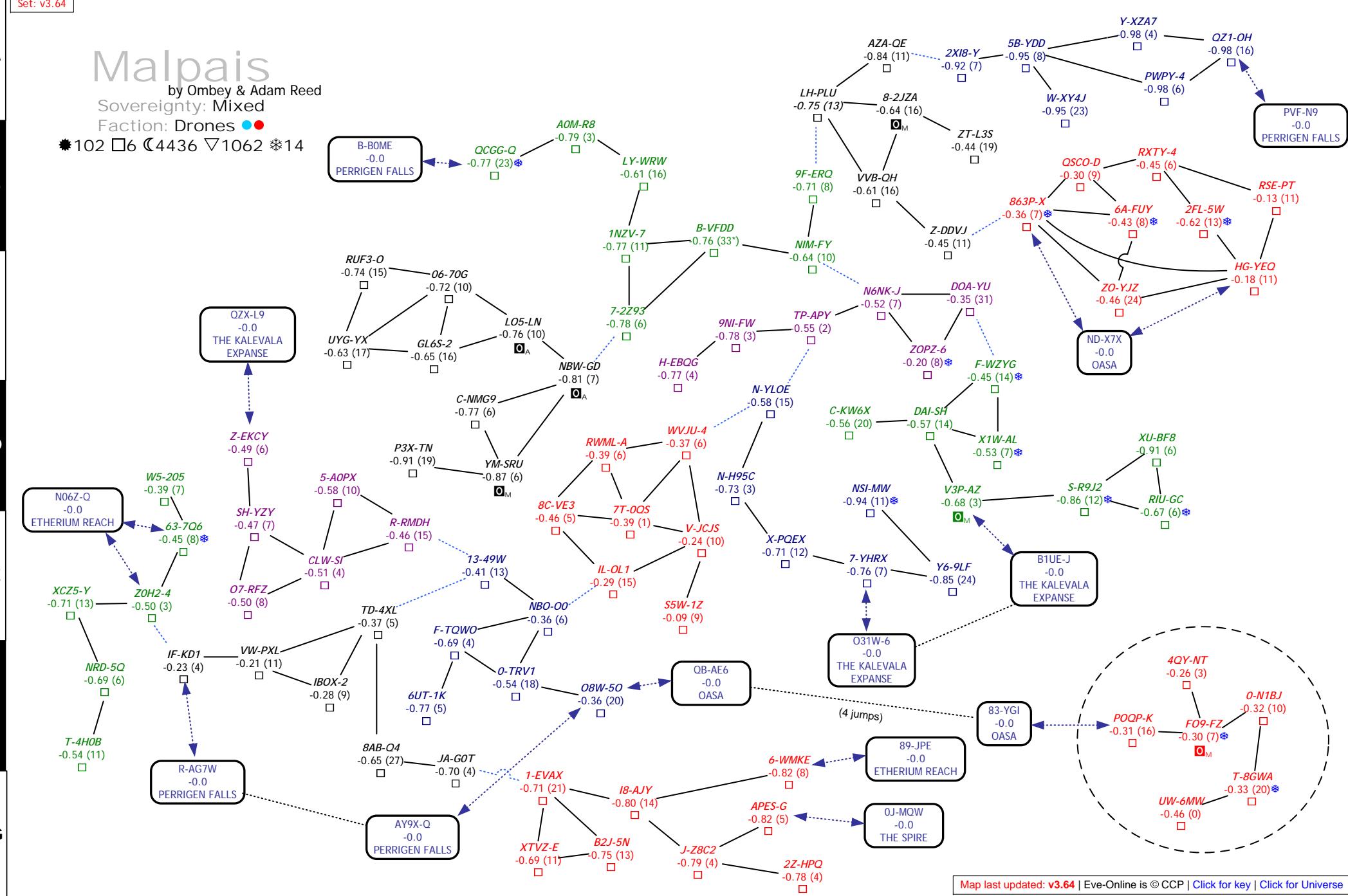
**Malpais**

by Ombez &amp; Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

•102 □6 C4436 ▽1062 \*14

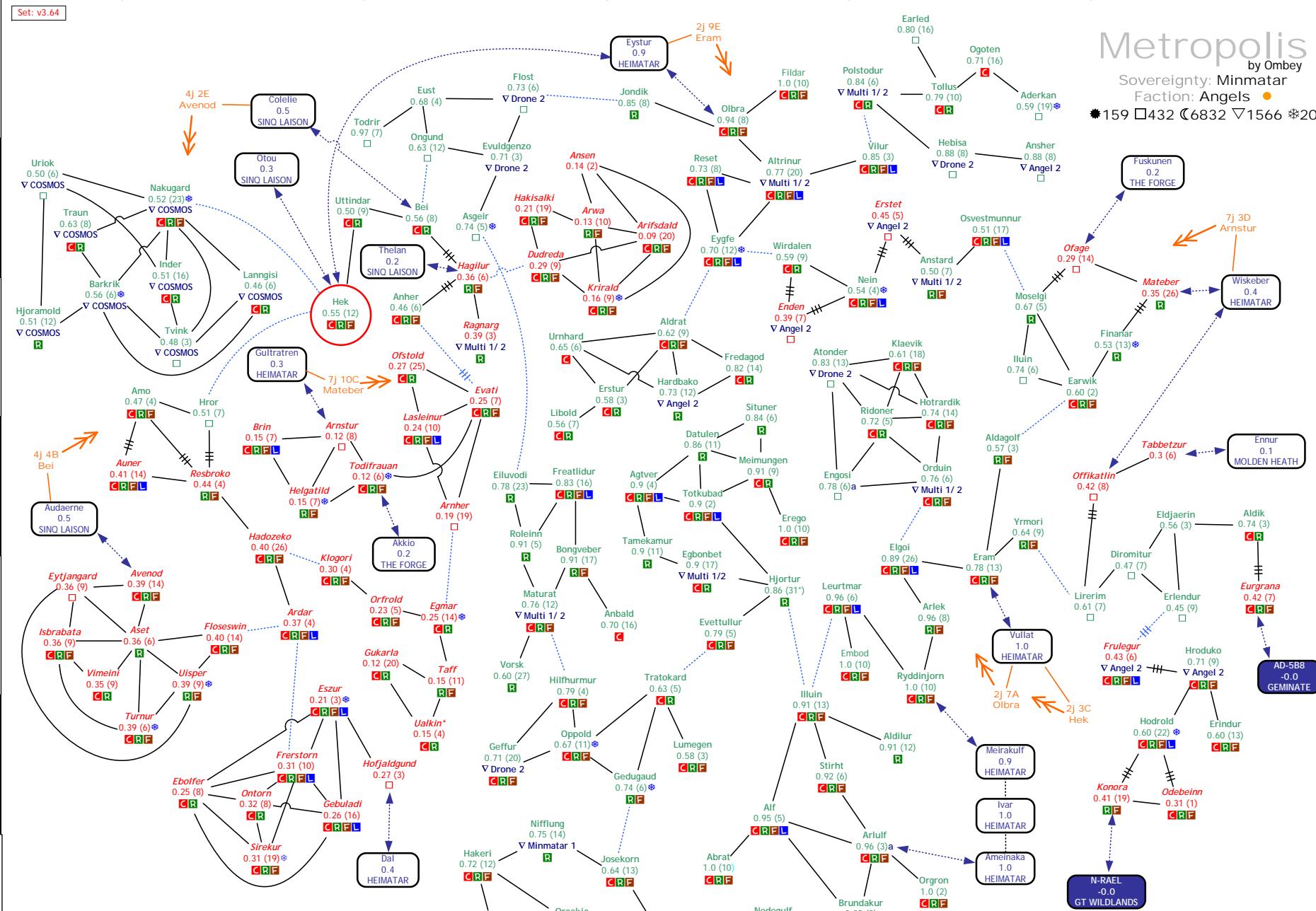
**A****B****C****D****E****F****G****A****B****C****D****E****F****G****1****2****3****4****5****6****7****8****9****10****11**

# Metropolis

by Ombev

Sovereignty: Minmatar  
Faction: Angels

\*159 □432 €6832 ▽1566 \*20



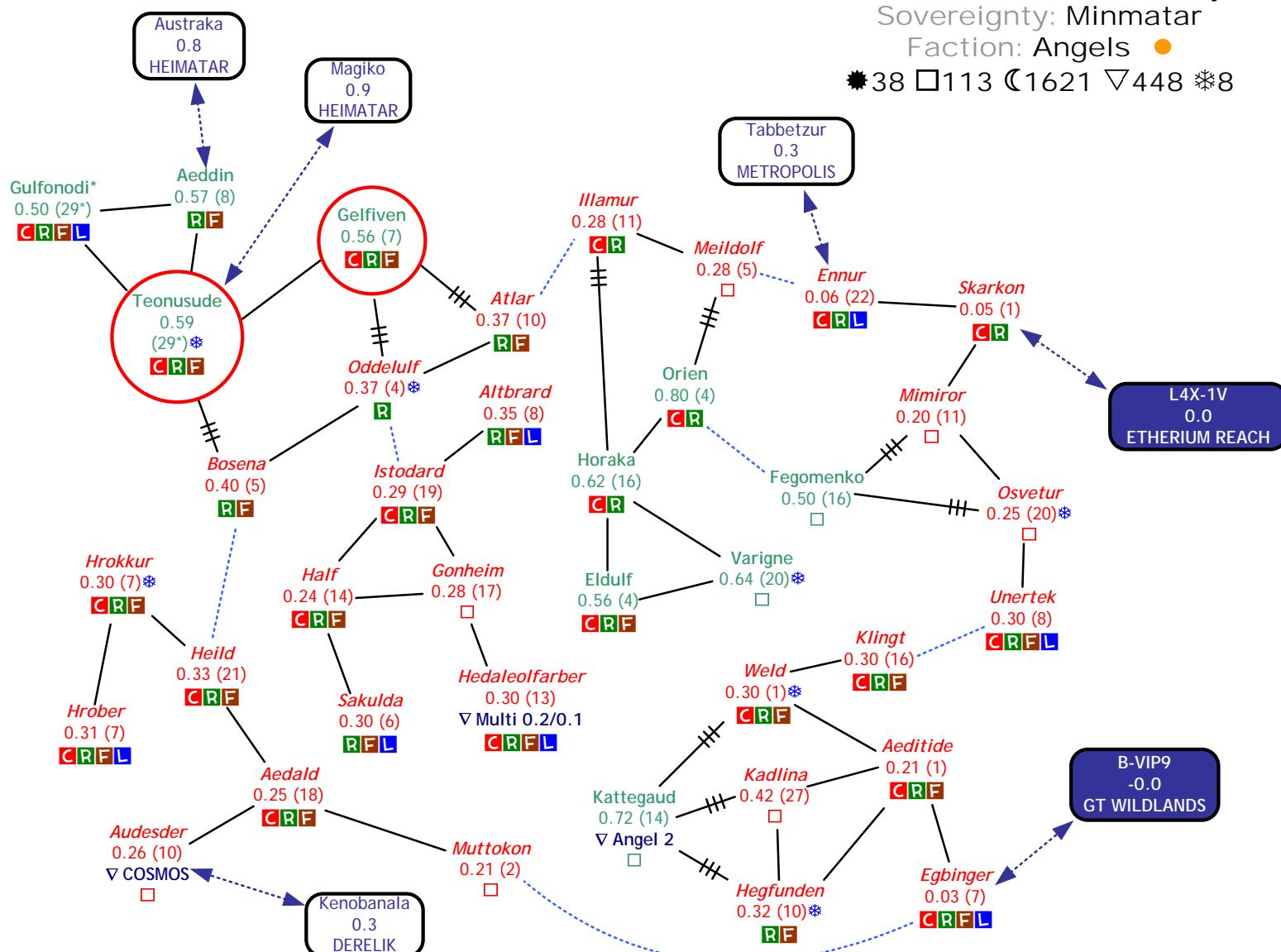
# Molden Heath

by Ombey

## Sovereignty: Minmatar

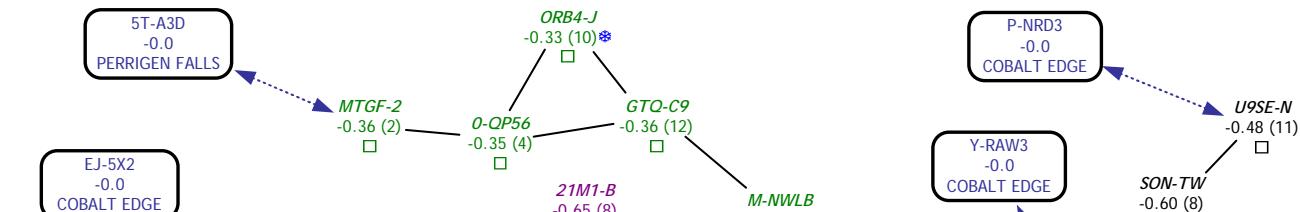
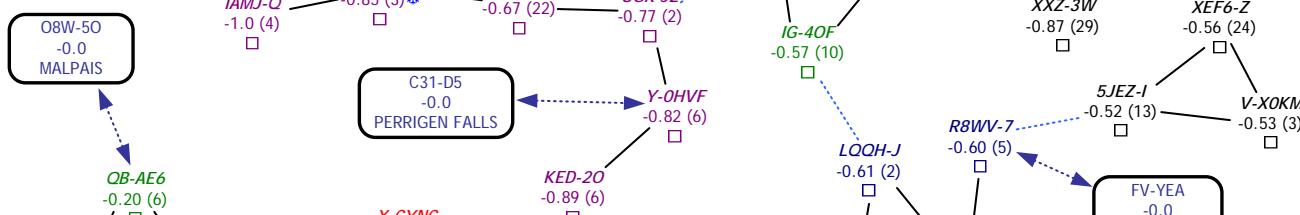
Faction: Angels

★38 □113 ☽1621 △448 ✶8

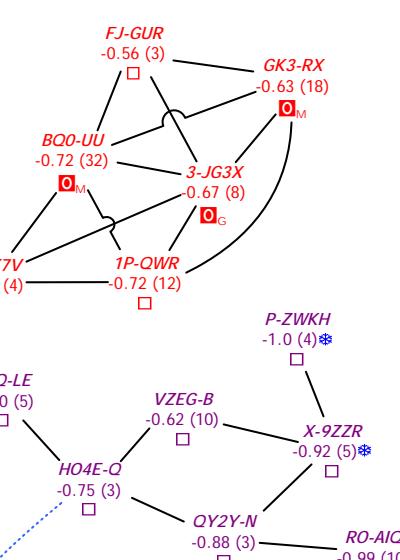


1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

**A****B****C**

Oasa  
by Omabay & Adam Reed  
Sovereignty: Mixed  
Faction: Drones ●●  
\*85 □6 C3796 ▽800 \*24

**D****E****F****G**

1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

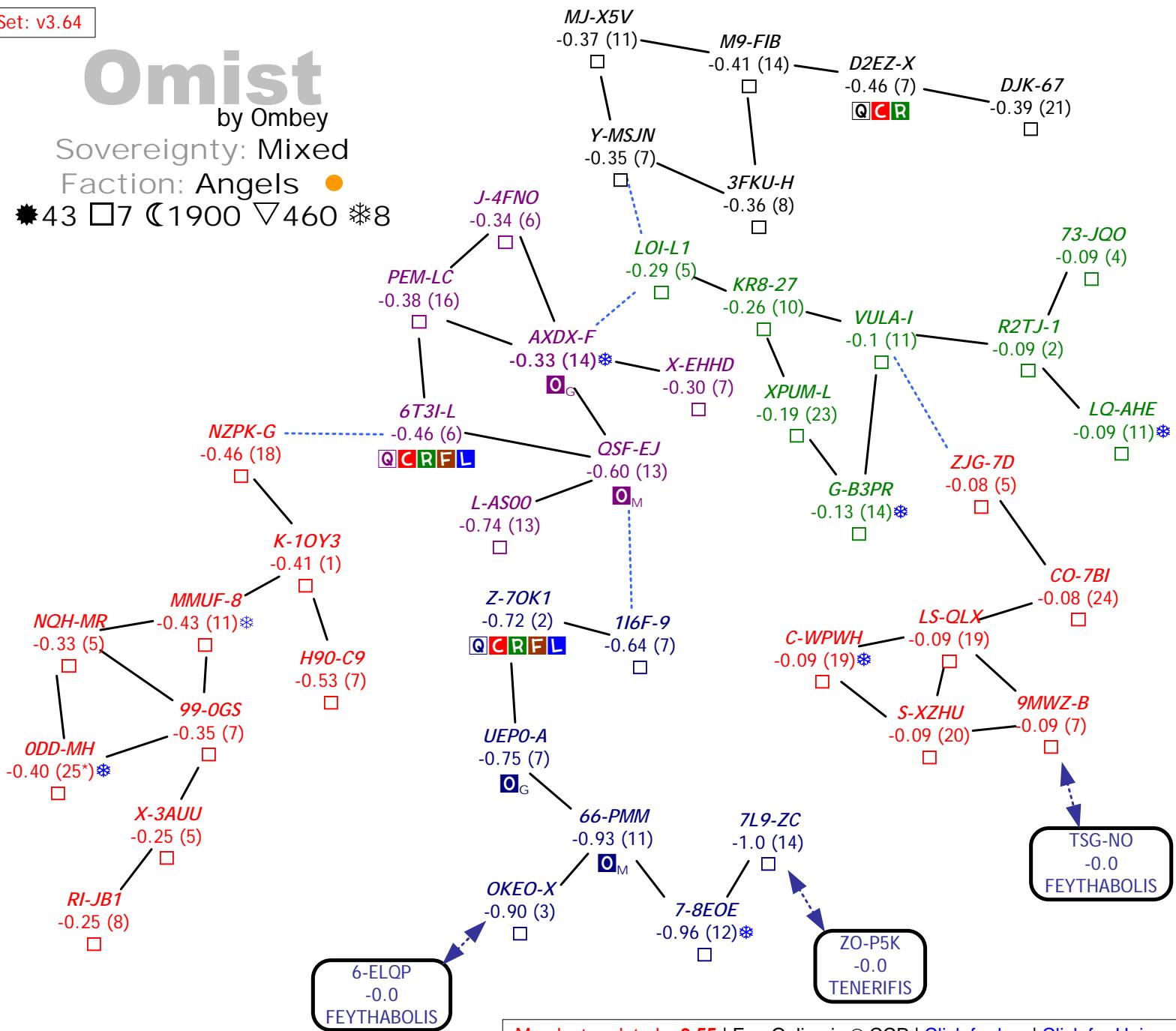
Set: v3.64

# Omist

by Ombey

Sovereignty: Mixed  
Faction: Angels

★43 □7 Ⓜ1900 ▽460 ⚡8



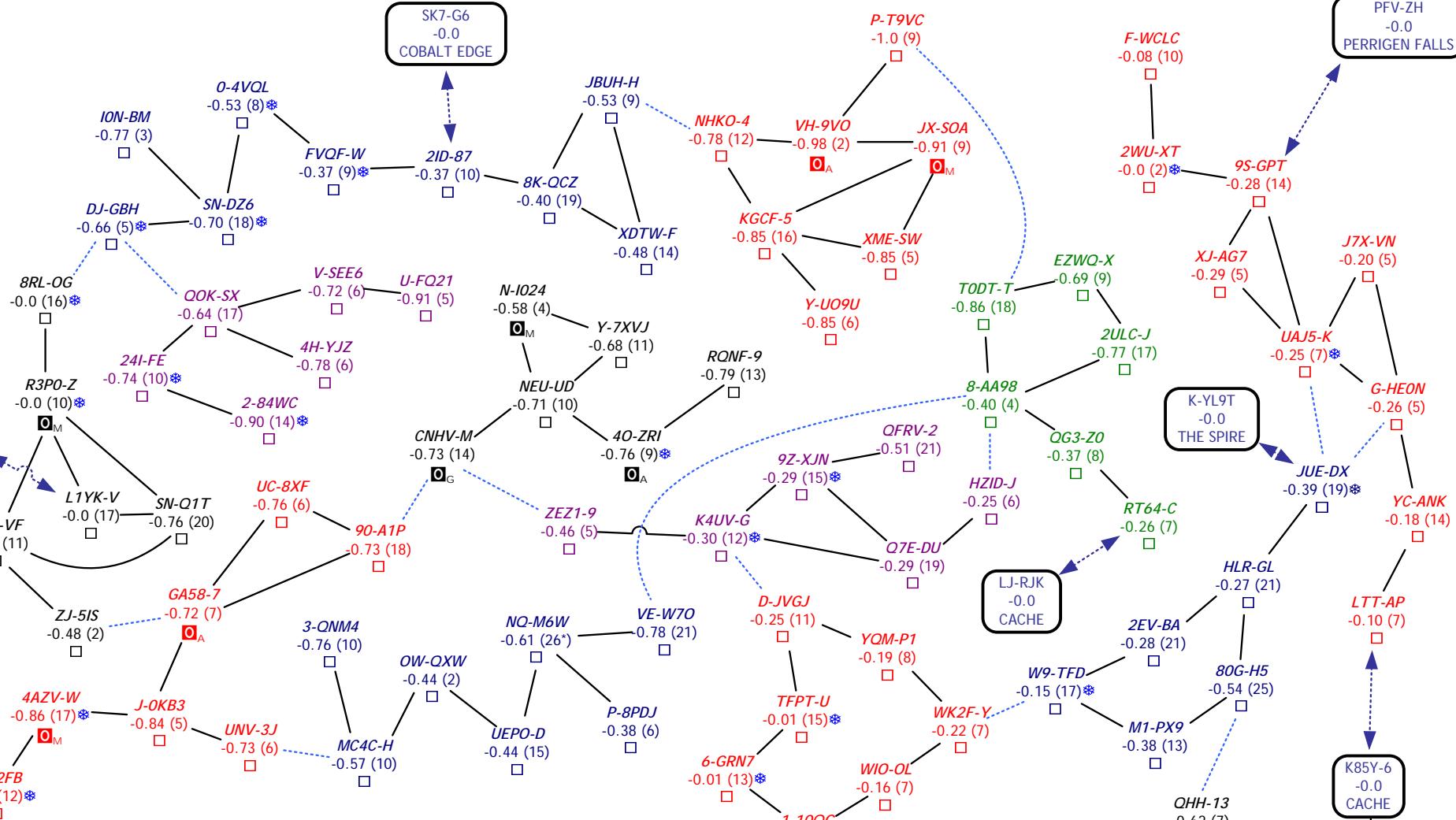
Map last updated: v3.55 | Eve-Online is © CCP | Click for key | Click for Universe

1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

A



# Outer Passage

by Ombery & Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

•88 □8 C4121 ▽965 •22

Map last updated: v3.64 | Eve-Online is © CCP | Click for key | Click for Universe

1 2 3 4 5 6 7 8 9 10 11

A

B

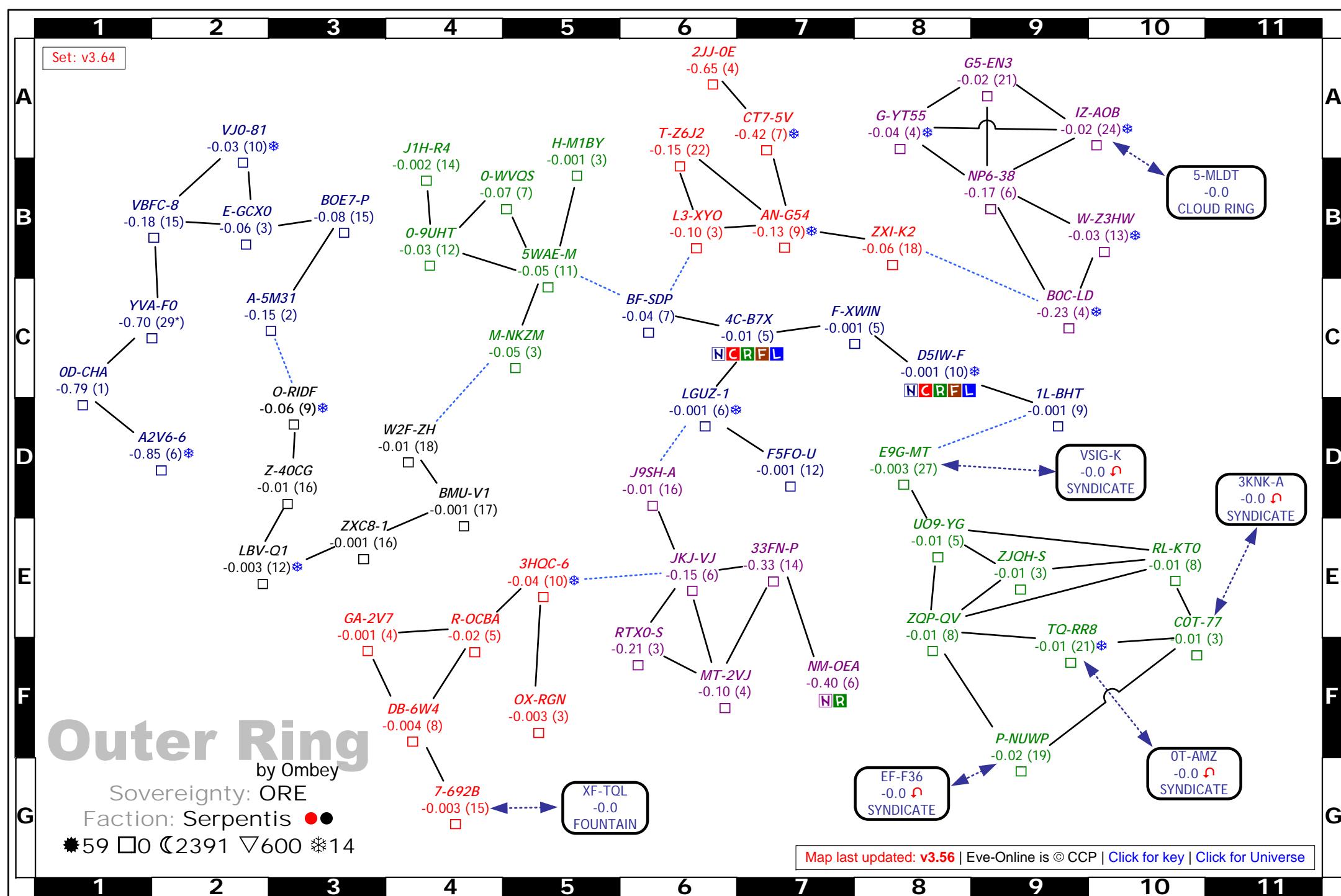
C

D

E

F

G



1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

KSM-1T  
-0.0  
ESOTERIA

4Y-OBL  
-0.26 (14)\*

O-MX34  
-0.09 (2)

T-ZFID  
-0.07 (3)

AA-GWF  
-0.24 (8)

1DDR-X  
-0.18 (22)

HHJD-5  
-0.26 (12)

ZWV-GD  
-0.34 (14)

LG-WA9  
-0.15 (15)

TCAG-3  
-0.0  
PERIOD BASIS

O-MCZR  
-0.08 (10)

33-JRO  
-0.02 (3)

5-CSE3  
-0.20 (9)\*

QCRFL

R-ARKN  
-0.0  
ESOTERIA

O4T-Z5  
-0.06 (38\*)

G-M4GK  
-1.0 (13)

JI-K5H  
-0.04 (11)\*

ARBX-9  
-0.18 (6)

9T-APQ  
-0.12 (16)

OSUF-3  
-0.29 (5)

O-97ZG  
-0.06 (4)

O1Q-P1  
-0.46 (10)\*

SN9S-N  
-0.0  
ESOTERIA

(3 jumps)

UAAU-C  
-0.01 (16)

YV-FDG  
0.14 (11)

JK-GLL  
-0.07 (13)

QCRFL

KU3-BB  
-0.21 (4)

3PPT-9  
-0.04 (13)\*

8Q-UYU  
-0.02 (6)

LUL-WX  
-0.03 (10)

S-KU8B  
-0.03 (2)

ZBY-OI  
-0.44 (13)

G1DO-G  
-0.06 (9)\*

LD-2VL  
-0.20 (17)

O-N589  
-0.93 (17)

LX5K-W  
-0.67 (17)

MP5-KR  
-0.60 (13)

OA

QCRFL

ZDYA-G  
-1.0 (1)\*

39 6 1924 482 13

Map last updated: v3.60 | Eve-Online is © CCP | Click for key | Click for Universe

# Paragon Soul

by Ombey

Sovereignty: Mixed

Faction: Sanshas ●●

39 6 1924 482 13

1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

# Period Basis

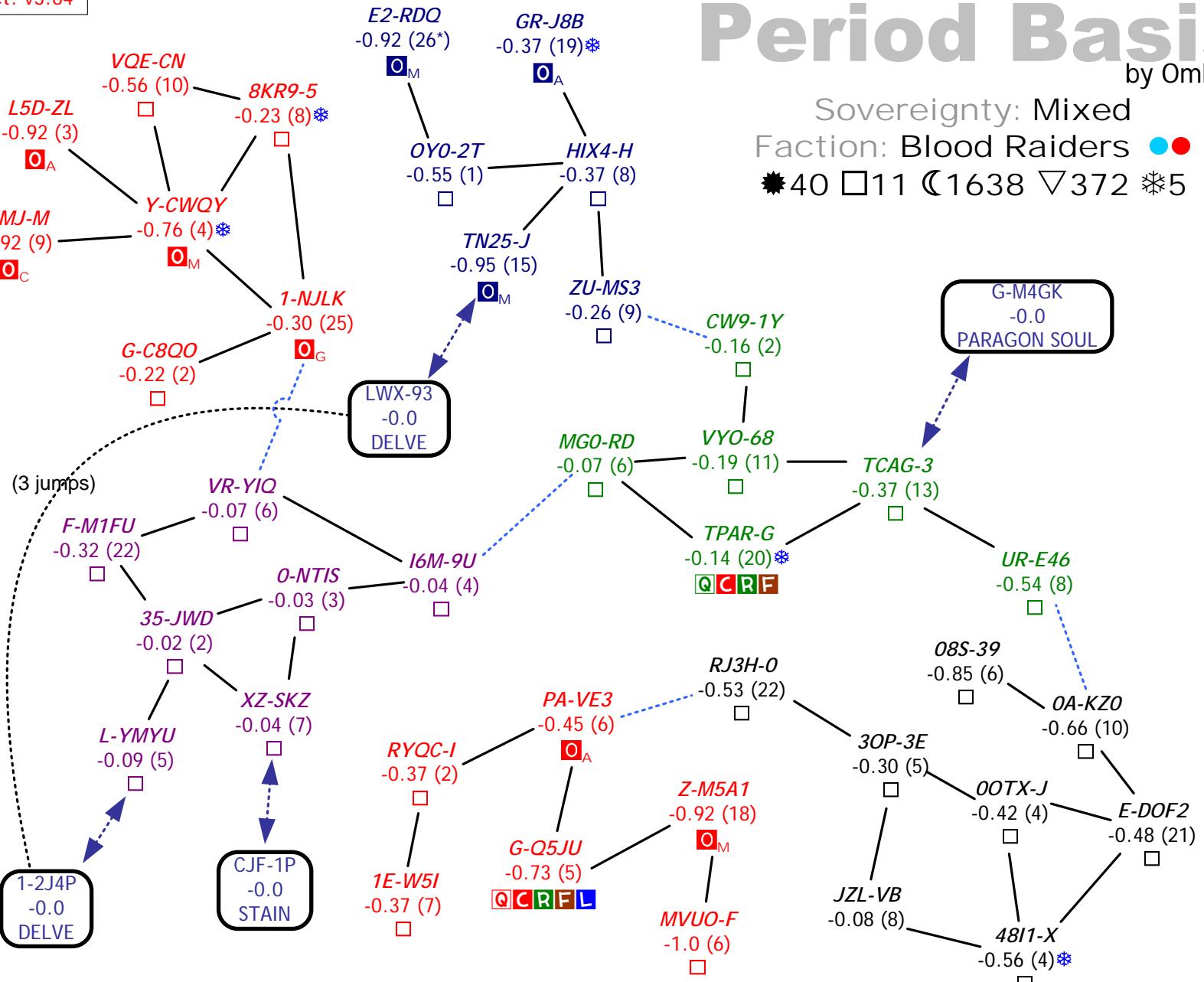
by Ombey

Sovereignty: Mixed

Faction: Blood Raiders ●●

\*40 □11 ⚭1638 ▽372 \*5

Set: v3.64



Map last updated: v3.56 | Eve-Online is © CCP | Click for key | Click for Universe

1 2 3 4 5 6 7 8 9 10 11

1

2

3

4

5

6

7

8

9

10

11

Set: v3.64

# Perrigen Falls

by Ombez &amp; Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

★104 □11 C4360 ▽958 \*22

A

B

C

D

E

F

G

A

B

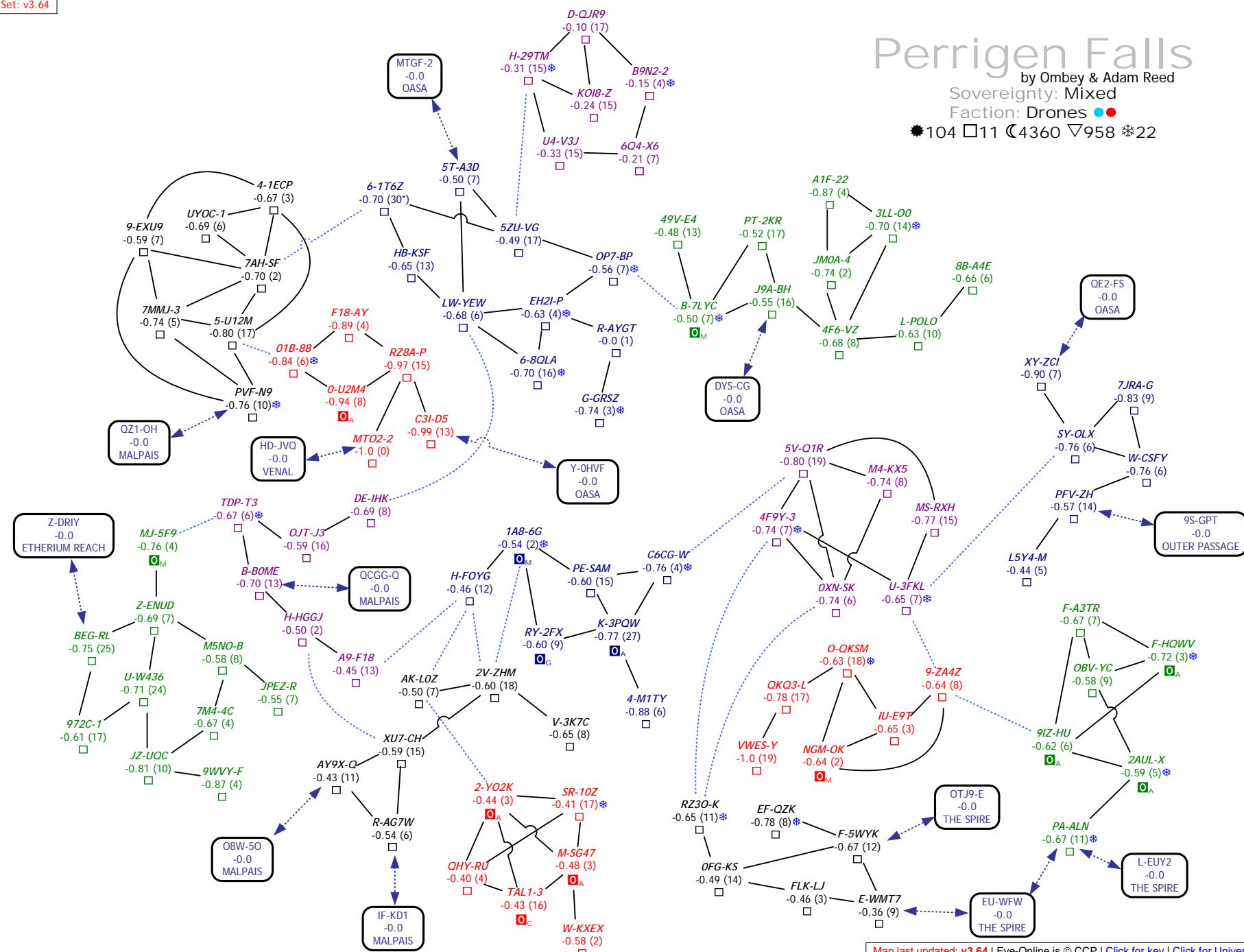
C

D

E

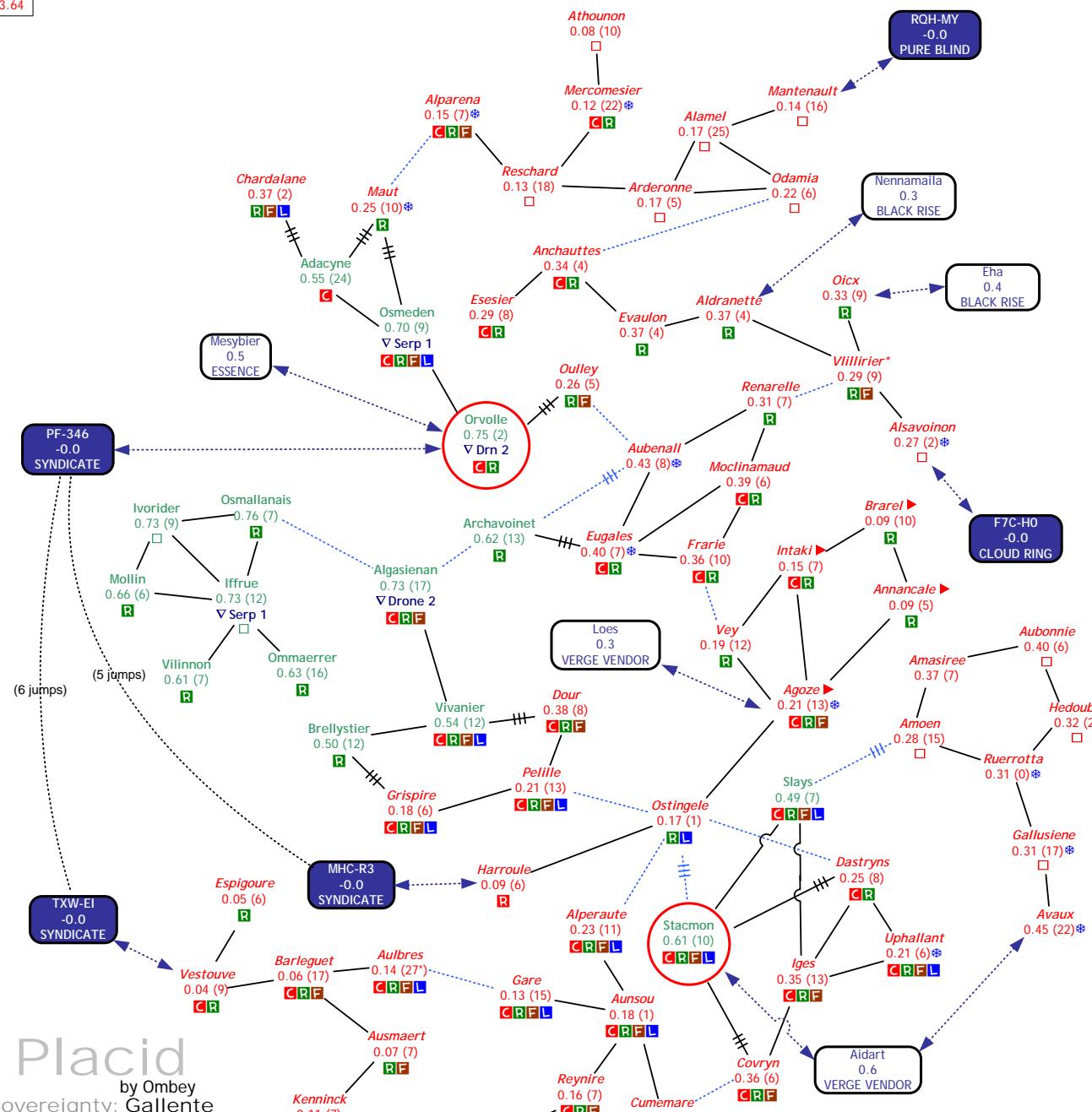
F

G



Set: v3.64

A



# Placid

by Ombley

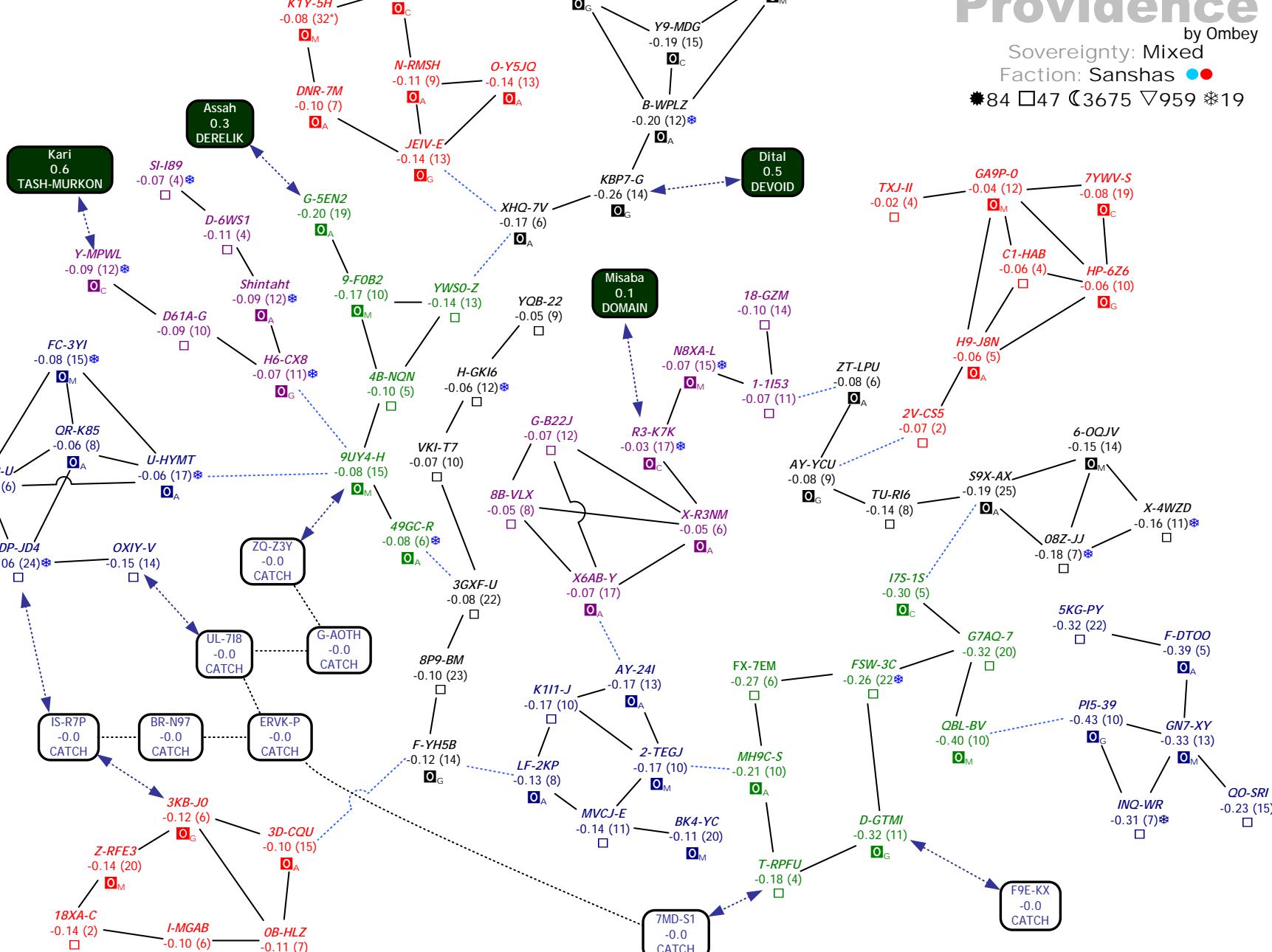
Sovereignty: Gallente

Faction: Serpentis ●●

★71 □223 Ⓜ2836 ▽667 ♦13

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64



# Providence

by Ombev

Sovereignty: Mixed

Faction: Sanshas

84 □ 47 ⚭ 3675 ▽ 959 \* 19

1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

# Pure Blind

by Ombez

Sovereignty: Mixed

Faction: Guristas ●●

✿85 □4 C3735 ▽851 ✿13

A

A

B

B

C

C

D

D

E

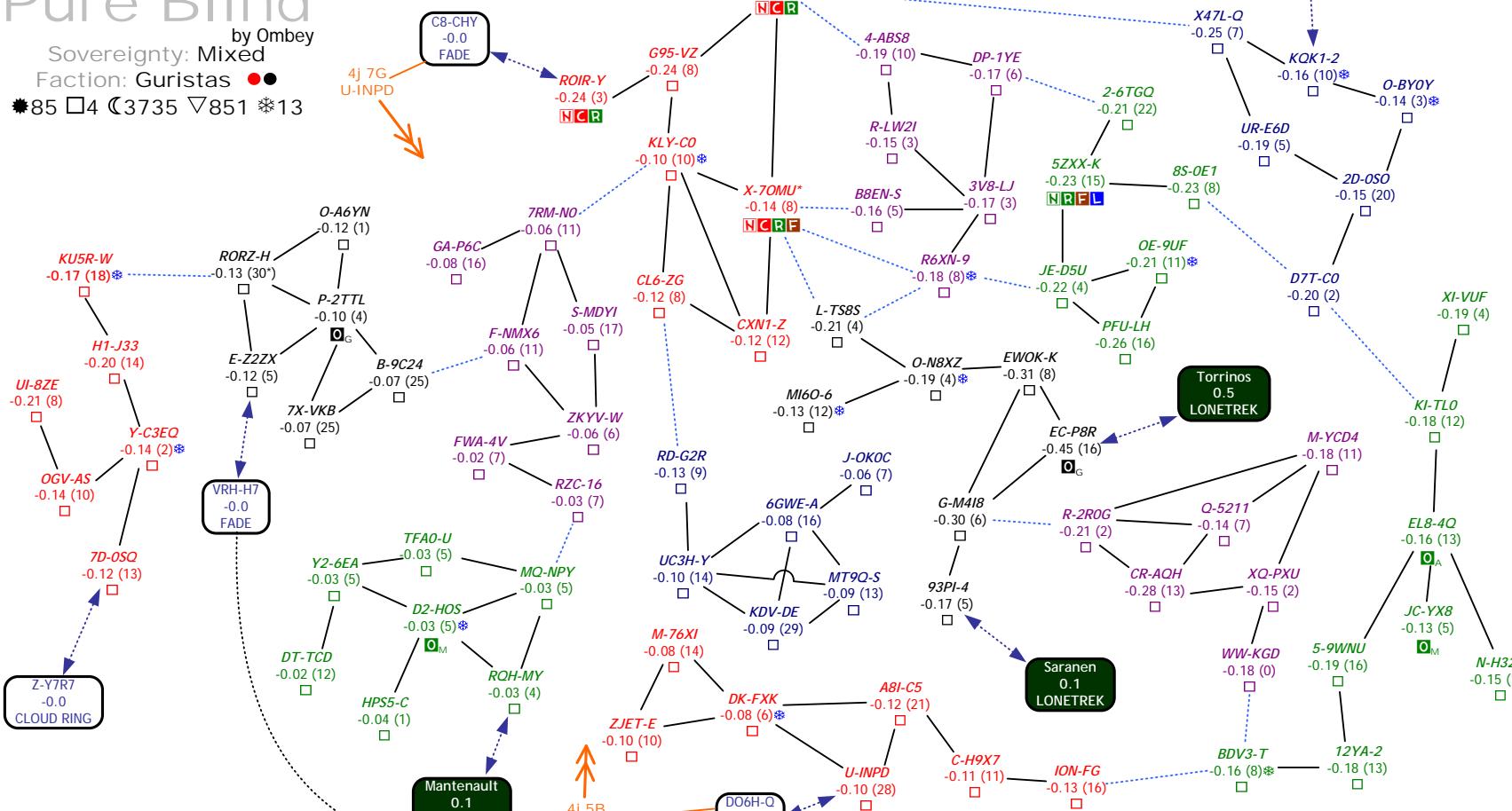
E

F

F

G

G



Map last updated: v3.64 | Eve-Online is © CCP | Click for key | Click for Universe

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

A

B

C

D

E

F

G

A

B

C

D

E

F

G

SVM-3K  
-0.0  
DELVE

AO-N1P  
-0.13 (4)

K-L690  
-0.05 (9)\*

NDII-Q  
-0.04 (10)

Z-XX2J  
-0.08 (3)

UVHO-F  
-0.77 (7)\*

C3N-3S  
-0.0  
DELVE

3-DMQT  
-0.0  
DELVE

M1BZ-2  
-0.19 (10)

L3-I3K  
-0.08 (13)

W6V-VM  
-0.06 (18)

OGY-6D  
-0.07 (24)

IGE-NE  
-0.23 (4)

8QTH4  
-0.15 (21)

4-G/T1  
-0.11 (4)\*

9CG6-H  
-0.09 (5)

8-SNUD  
-0.22 (10)

H-4R6Z  
-0.28 (20)

4-07MU  
-0.0  
CATCH

49-U6U  
0.57 (15)

UQY-IK  
-0.07 (17)

9-HM04  
-0.16 (4)\*

VT-G2P  
-0.57 (10)

3D5K-R  
-0.68 (12)

ES-QOW  
-0.78 (9)

Z-UZZN  
-0.47 (10)

60M-TG  
-0.35 (15)

OTKF-6  
-0.41 (7)

1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

# Querious

by Ombey

Sovereignty: Mixed  
Faction: Blood Raiders ●●  
■95 □15 C4209 ▽1030 \*21

Set: v3.64

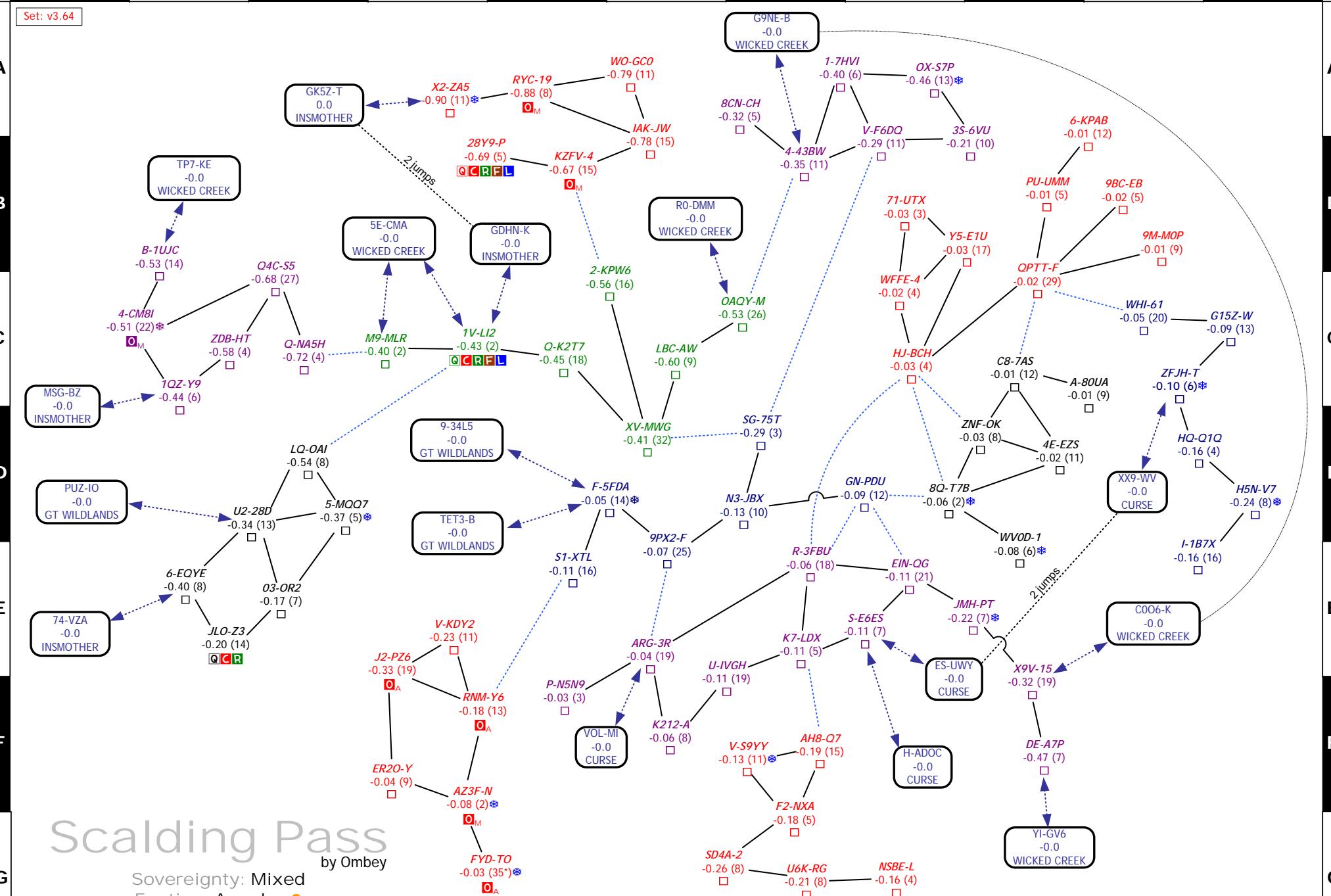
**A****B****C****D****E****F****G****A****B****C****D****E****F****G**

# Scalding Pass

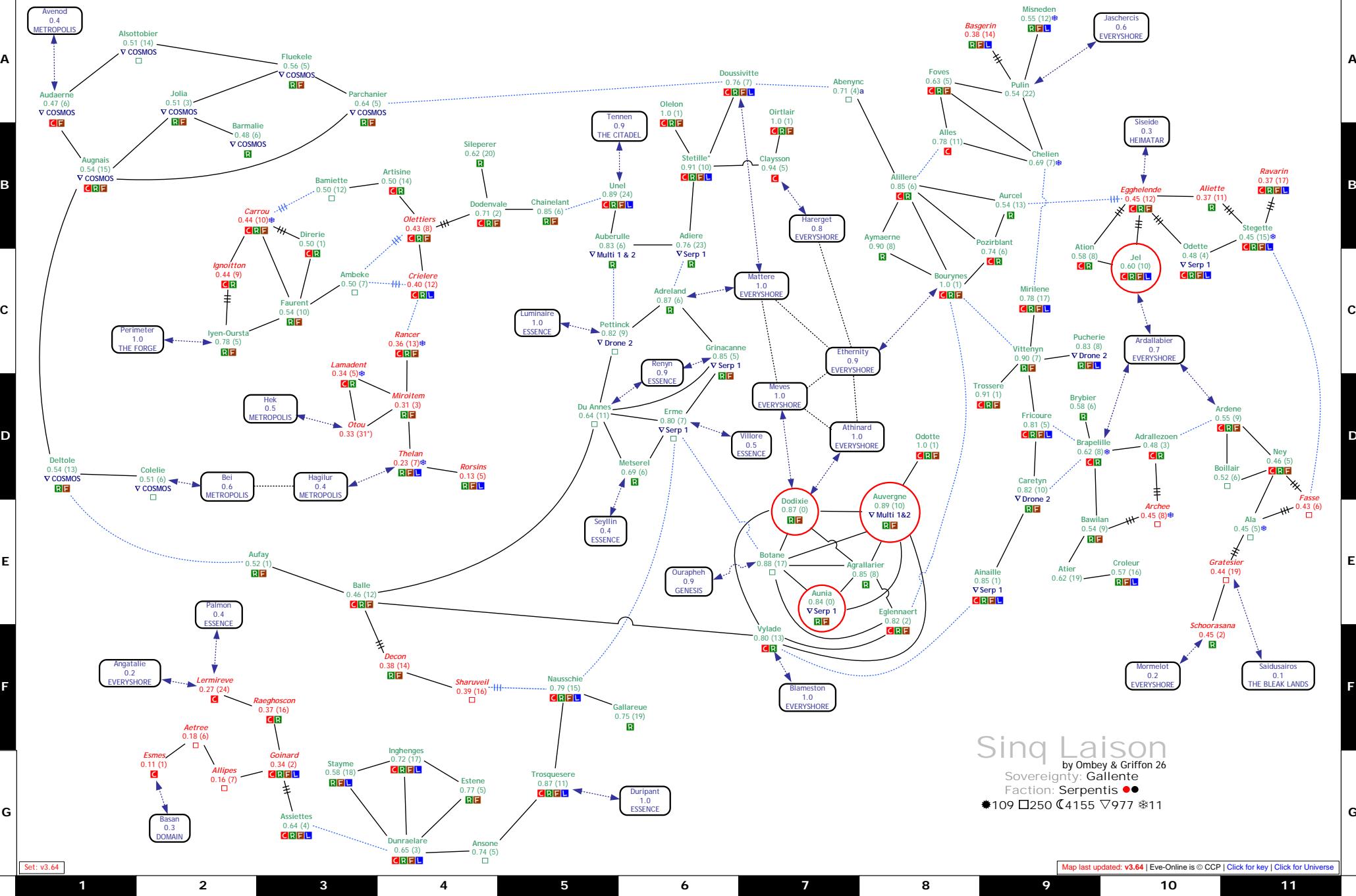
by Ombez

Sovereignty: Mixed  
 Faction: Angels

✳81 □10 ⚭3437 ▽914 ✳14



1 2 3 4 5 6 7 8 9 10 11



1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

A

B

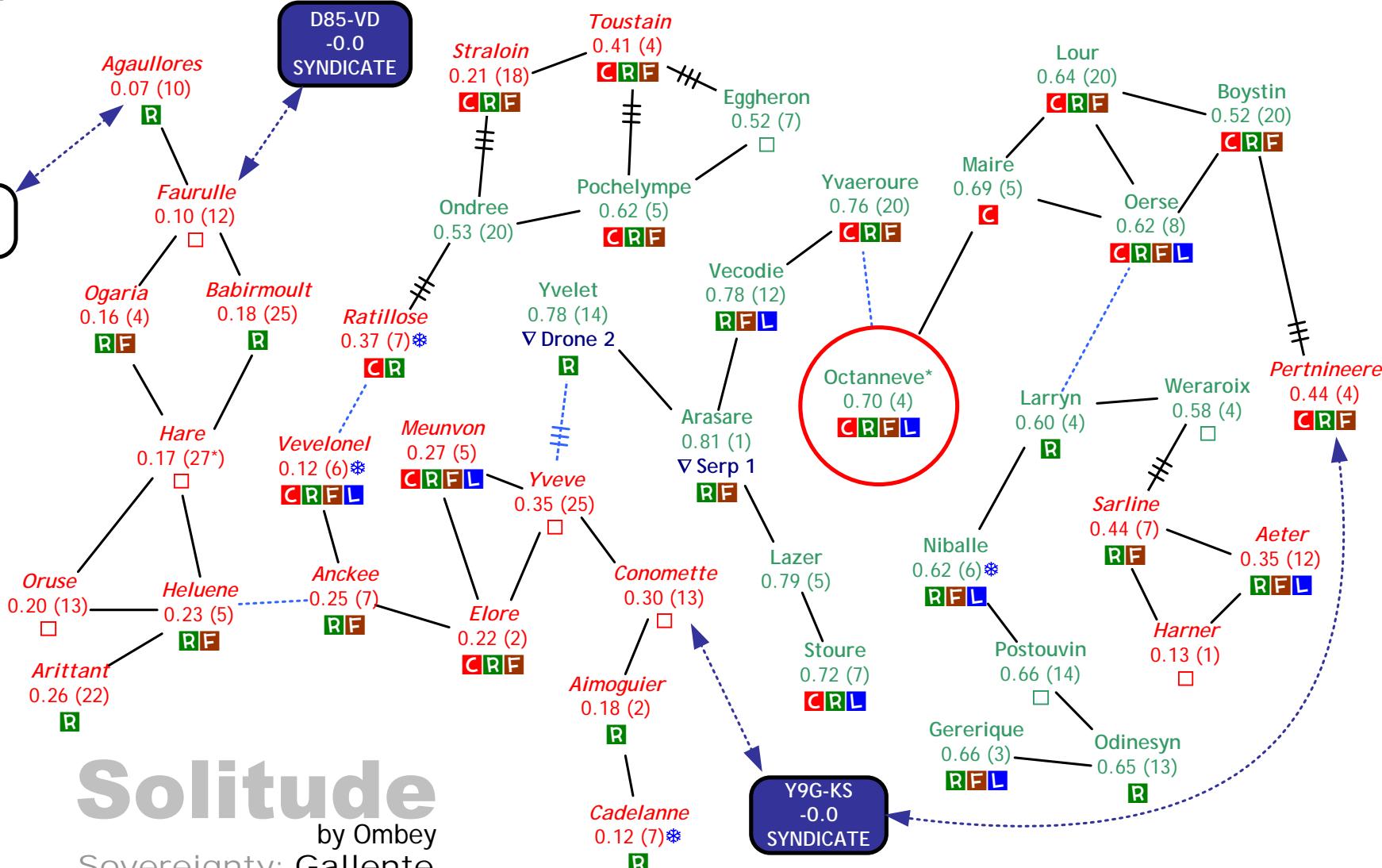
C

D

E

F

G



# Solitude

by Embrey  
Sovereignty: Gallente

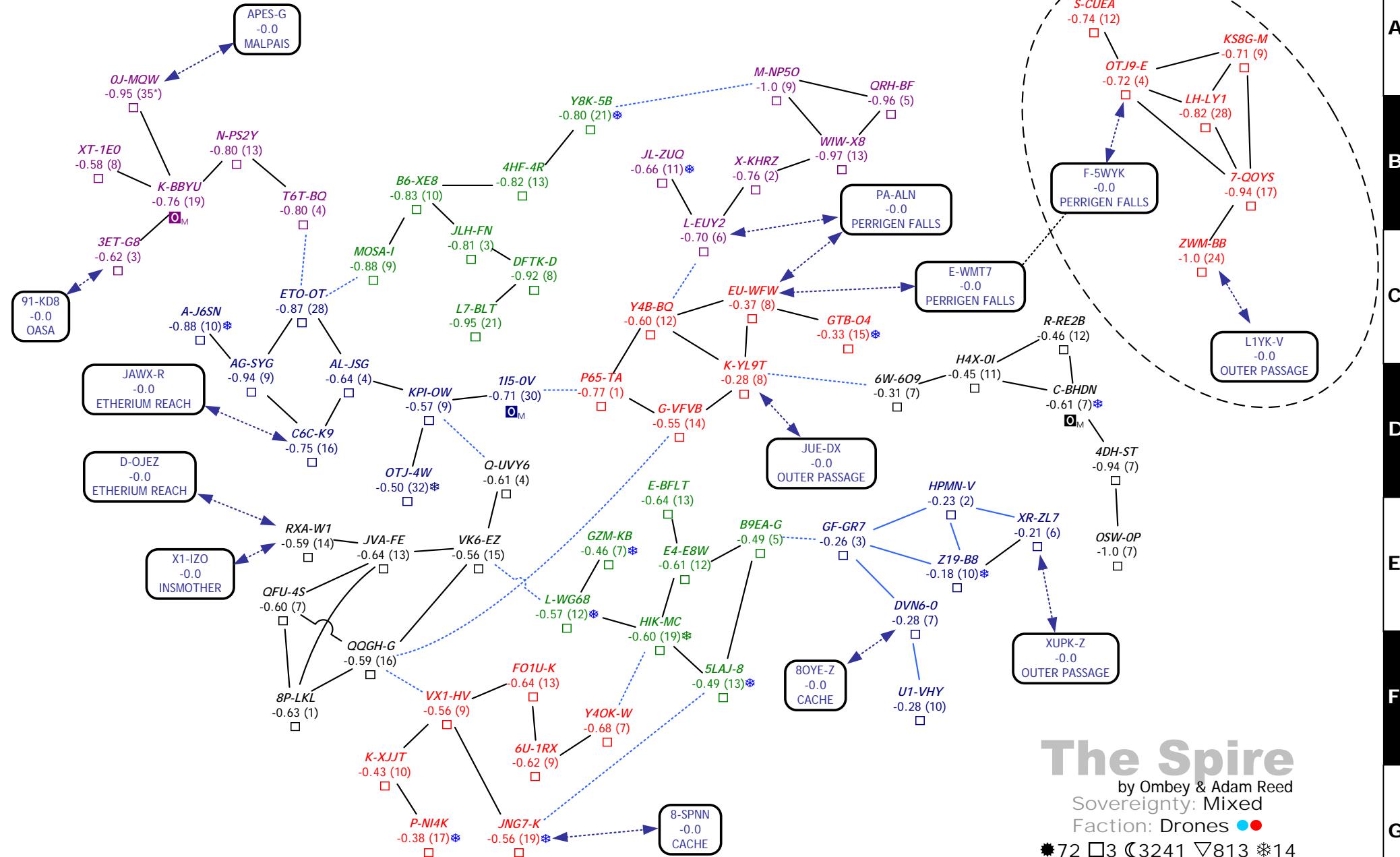
Faction: Serpentis

★43 □116 ☽1859 △430 ✶4

Map last updated: v3.59 | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64



# The Spire

by Ombez & Adam Reed

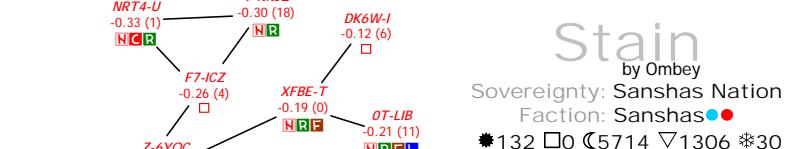
Sovereignty: Mixed

Faction: Drones ●●

★72 □3 C3241 ▽813 \*14

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64



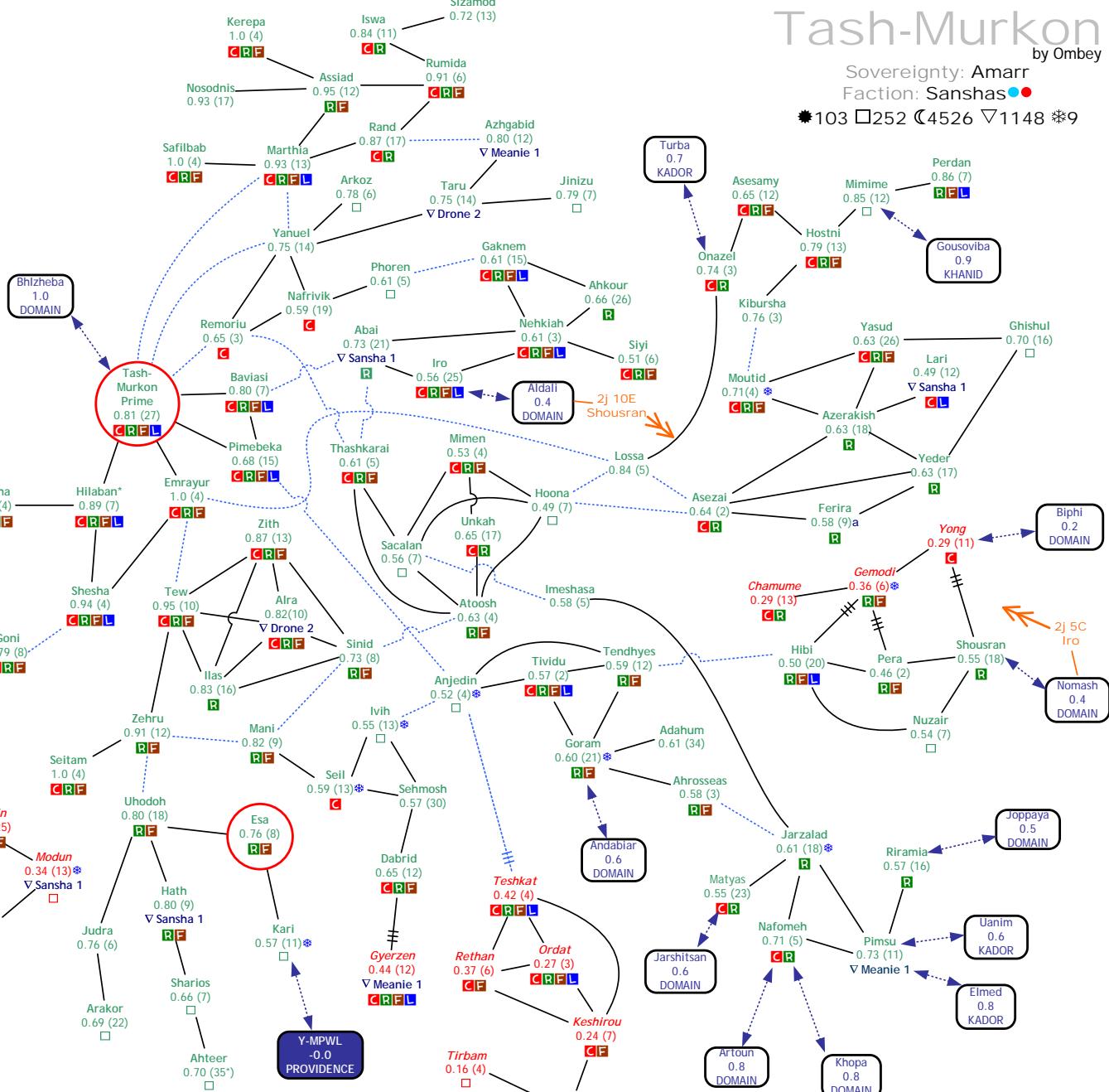
**Stain**  
by Ombeby  
Sovereignty: Sanshas Nation  
Faction: Sanshas ●●  
#132 □ 0 C5714 ▽ 1306 \* 30

1 2 3 4 5 6 7 8 9 10 11

Map last updated: v3.60 | Eve-Online is © CCP | Click for key | Click for Universe



Set: v3.64



**1**      **2**      **3**      **4**      **5**      **6**      **7**      **8**      **9**      **10**      **11**

Set: v3.64

A

B

C

D

E

F

G

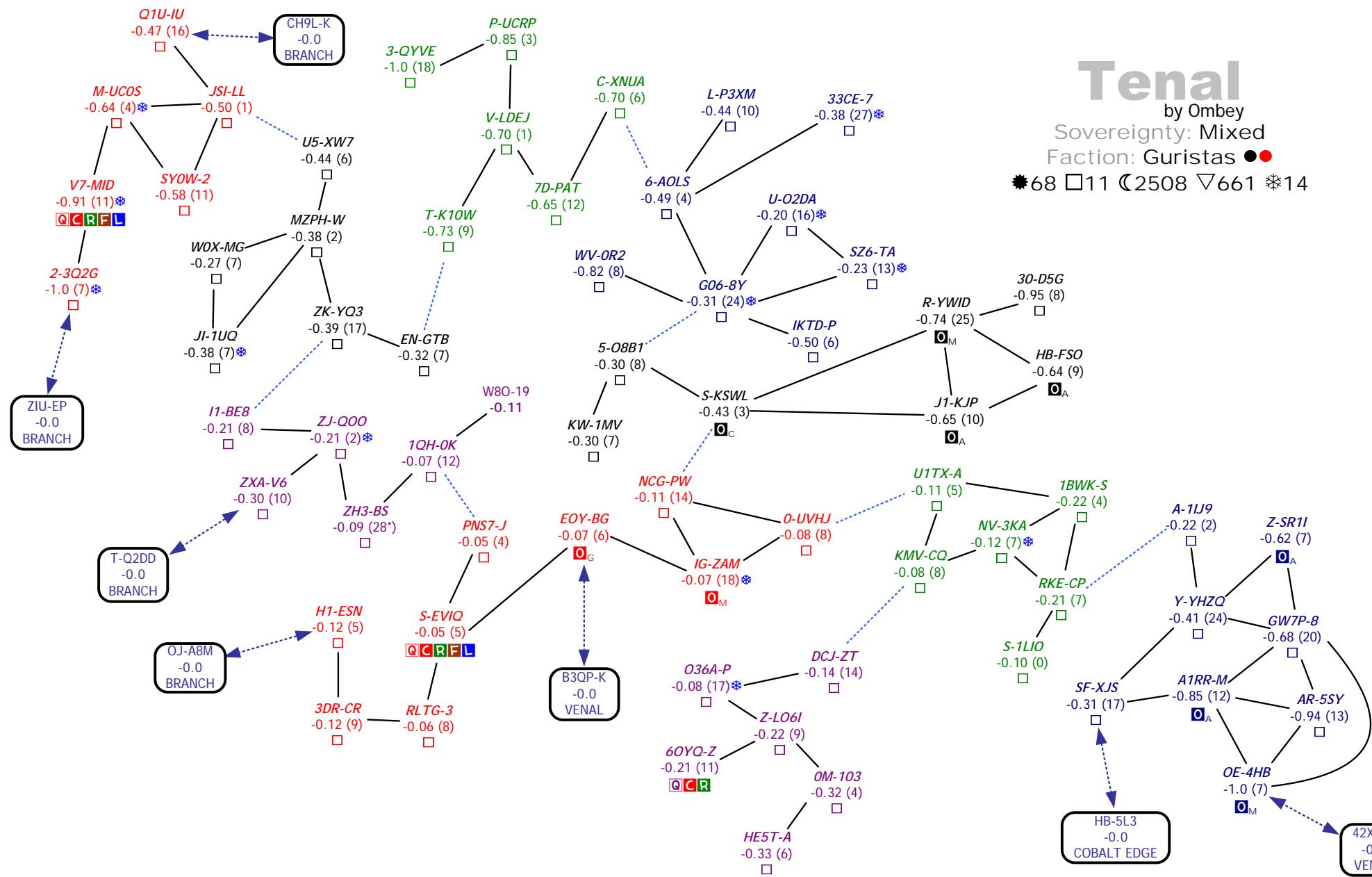
A

# Tenal

by Ombey

## Sovereignty: Mixed

◆68 □11 ◇2508 ▽661 \*14



Map last updated: v3.64 | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

**A****B****C****D****E****F****G****1**Y-FZ5N  
-0.0  
IMMENSEA

*PEK-8Z* -0.70 (8) *PDF-3Z* -0.58 (6)  
*2PG-KN* -0.76 (4) *C3-OYD* -0.55 (18)  
*L2GN-K* -0.44 (2) *9-MJVO* -0.49 (7)  
*4-IT1G* -0.46 (19)

*1-7KWU* -0.0  
IMPASS

Tenerifis  
by Ombez  
Sovereignty: Minmatar  
Faction: Angels

✿81 □10 ◇3783 ▽819 \*19

*FE-6YQ* -0.19 (10)\* *ZMV9-A* -0.22 (5)\*  
*M-4KDB* -0.25 (6)\* *S-9RCJ* -0.30 (10)

*Q-S7ZD* -0.0  
CATCH

*3L3N-X* -0.18 (8) *BW-WJ2* -0.14 (10)  
*UALX-3* -0.18 (10) *DT-PXH* -0.11 (6)  
*C-FDOD* -0.31 (5) *Y-ORBJ* -0.28 (6)

*XVV-21* -0.0  
IMMENSEA

*W-16DY* -0.28 (12) *S4-9DN* -0.09 (10)  
*ABE-M2* -0.35 (8) *WB-AYY* -0.05 (12)

*IL-YTR* -0.58 (2) *WSK-1A* -0.45 (6)  
*KW-OAM* -0.64 (10) *NZW-ZO* -0.34 (11)

*JK-Q77* -0.66 (17)\* *5-NZNW* -0.22 (17)  
*QI9-42* -0.30 (10) *8-BEW8* -0.23 (14)

*YF-P4X* -0.23 (4) *MS1-KJ* -0.13 (10)  
*WE-KK2* -0.39 (15)\* *7M4C-F* -0.08 (8)

*A-REKV* -0.29 (3)\* *Y-EQOC* -0.07 (4)  
*QOG-L8* -0.25 (6) *778-E* -0.0  
DETORD

*Q5KZ-W* -0.45 (8) *NRBS-Y* -0.15 (12)  
*B8HU-Z* -0.33 (15)\* *46DP-O* -0.66 (10)

*16AM-3* -0.17 (6) *9-980U* -0.74 (19)  
*BB-EKF* -0.16 (10) *M-RPN3* -0.89 (27\*)

*R-XDKM* -0.24 (4) *OLU-PO* -0.26 (7)  
*TY2X-C* -0.15 (5)\* *G1-OUI* -0.33 (8)\*

*XUDX-A* -0.24 (5) *QCLY-Z* -0.37 (13)  
*OP-UOO* -0.48 (17) *JV1V-O* -1.0 (4)

*JI-LGM* -0.0  
FEYTHABOLIS *7L9-ZC* -0.0  
OMIST

*T2-V8F* -0.25 (6)\* *ZO-P5K* -0.66 (13)  
*X-1QGA* -0.16 (9) *EMIG-F* -0.69 (13)

*CCE-OJ* -0.19 (3) *M-RPN3* -0.89 (27\*)  
*OVK-43* -0.13 (18) *9-980U* -0.74 (19)

*BB-EKF* -0.16 (10) *OLU-PO* -0.26 (7)  
*R-XDKM* -0.24 (4) *G1-OUI* -0.33 (8)\*

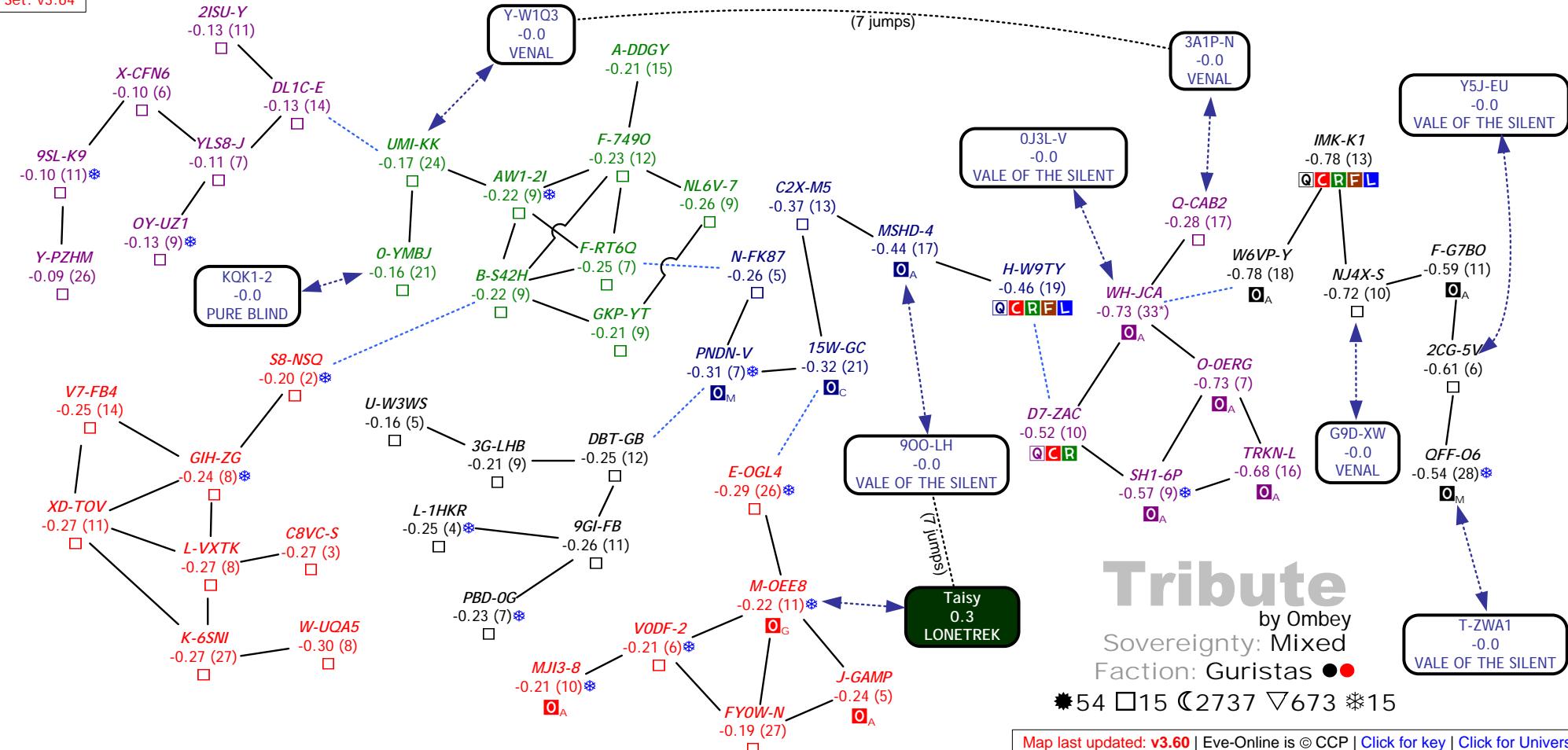
*XUDX-A* -0.24 (5) *QCLY-Z* -0.37 (13)  
*OP-UOO* -0.48 (17) *JV1V-O* -1.0 (4)

*7L9-ZC* -0.0  
OMIST *T-AKQZ* -0.70 (23)  
*G-DON3* -0.72 (17)

1 2 3 4 5 6 7 8 9 10 11

Set: v3.64

A



# Tribute

by Ombev  
Sovereignty: Mixed  
Faction: Guristas ●●

\*54 □15 ℱ2737 ▽673 \*15

G

A

B

C

D

E

F

G

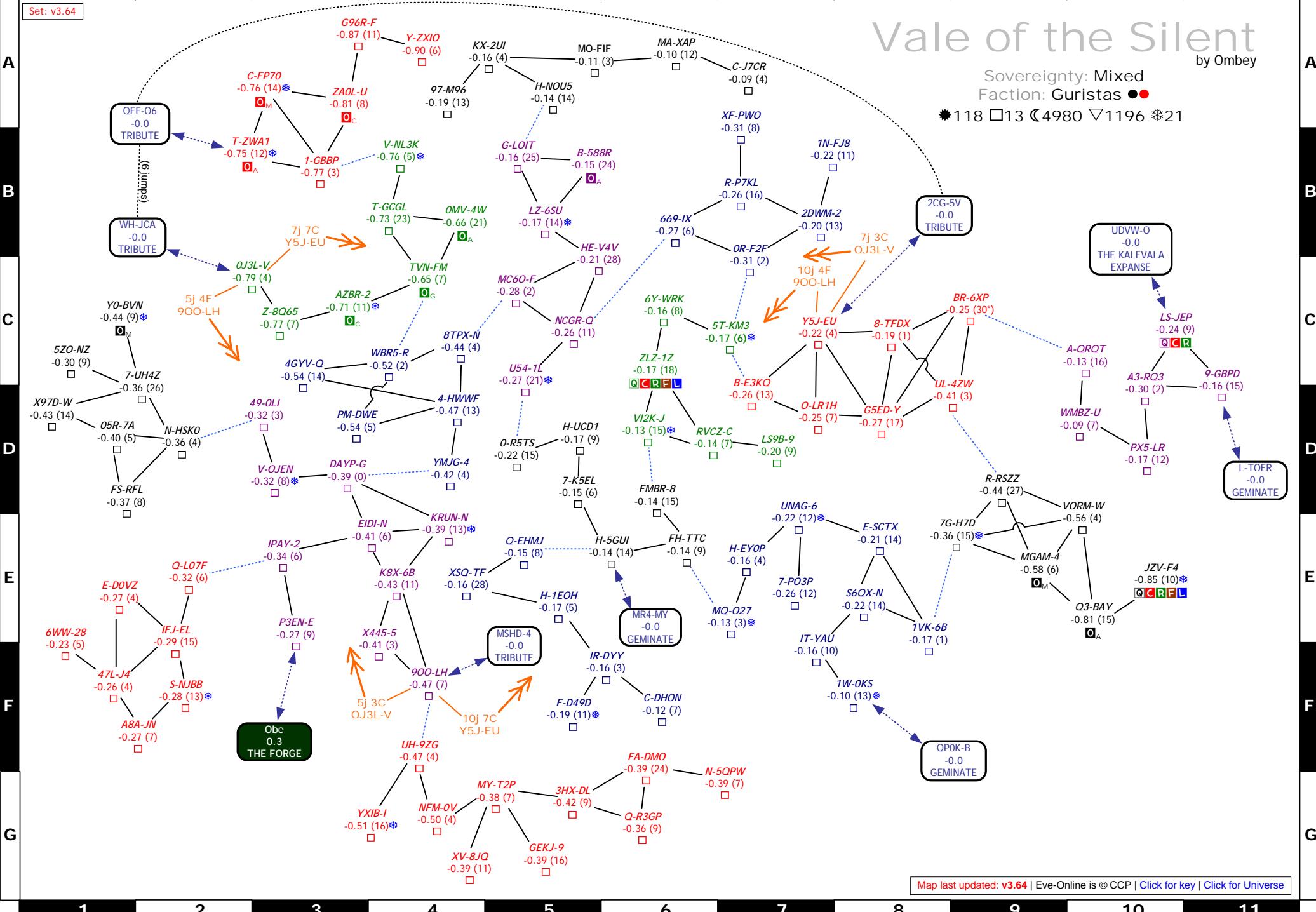
1 2 3 4 5 6 7 8 9 10 11

# Vale of the Silent

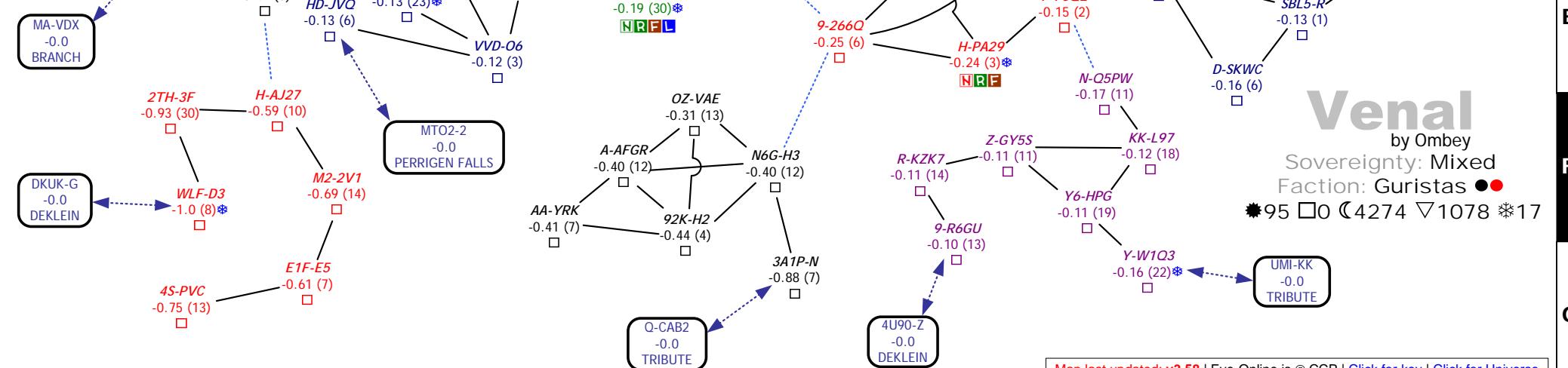
by Ombev

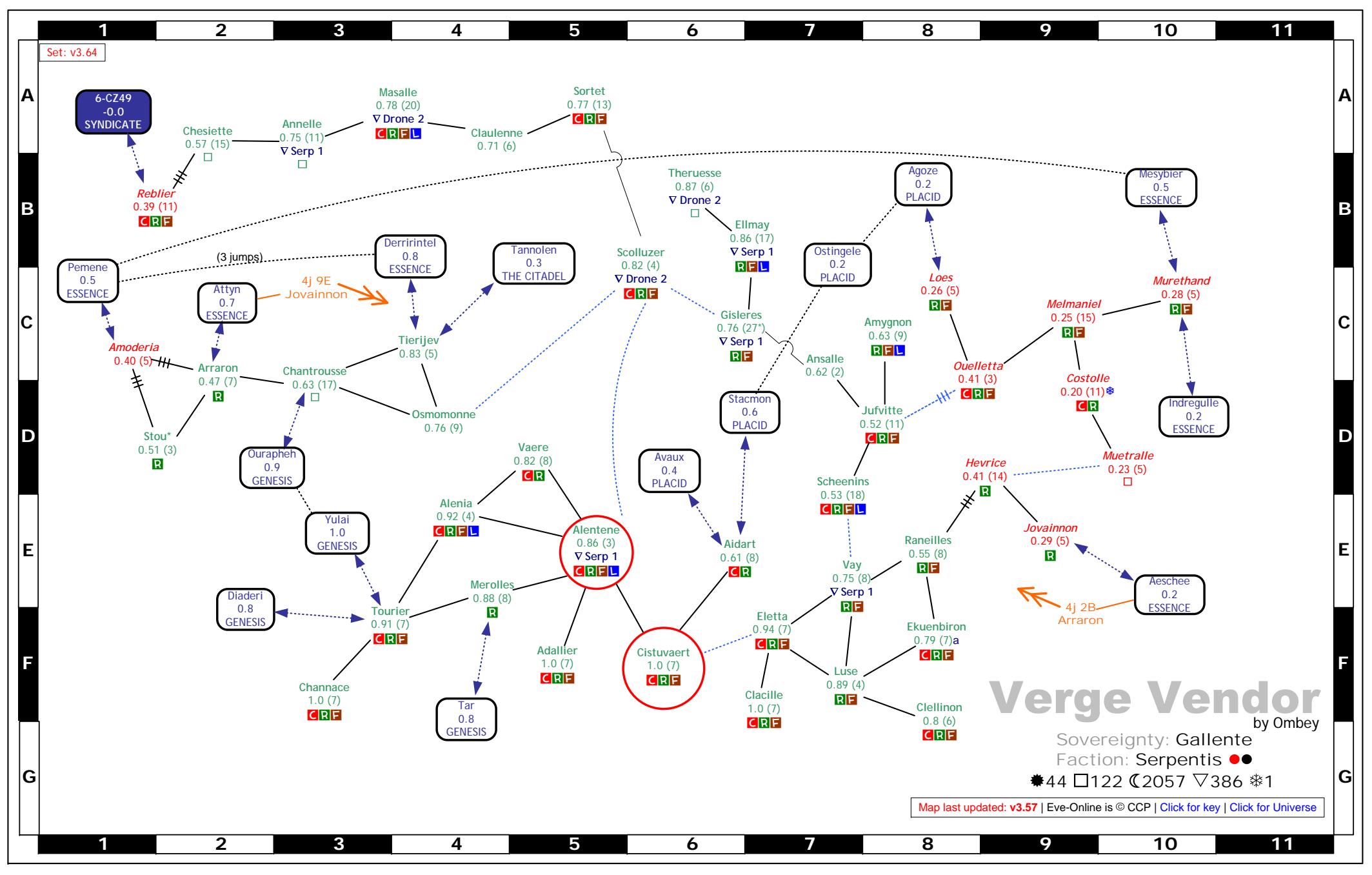
Sovereignty: Mixed  
Faction: Guristas ●●

●118 □13 €4980 ▽1196 \*21

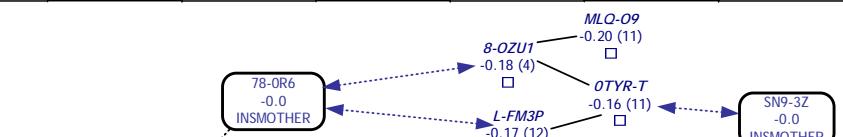
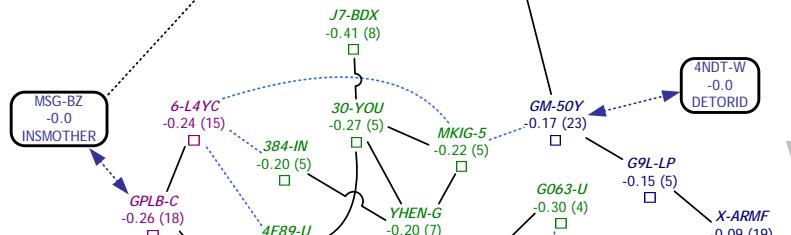
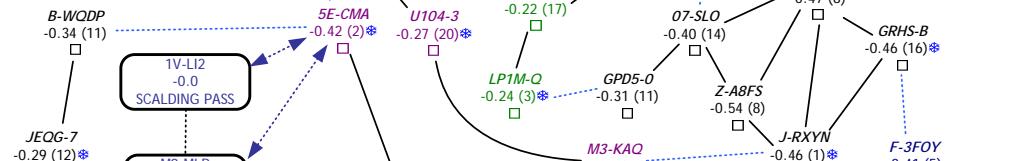
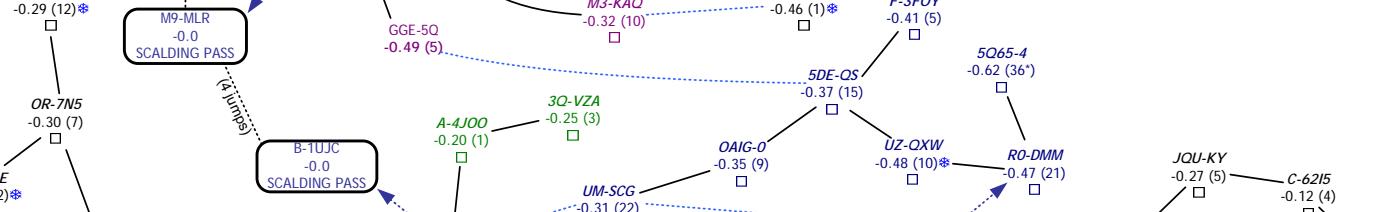
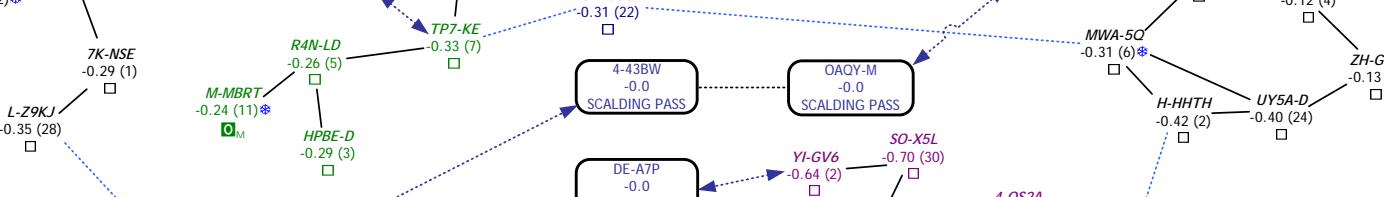
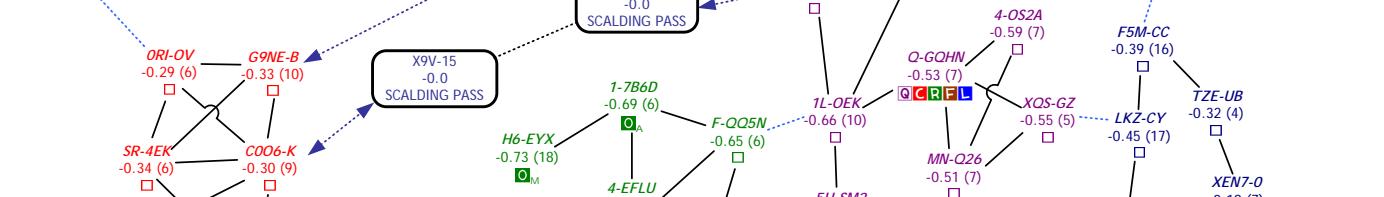


Set: v3.64

**A****B****C****D****E****F****G****A****B****C****D****E****F****G**



Set: v3.64

**A****B****C****D****E****F****G**

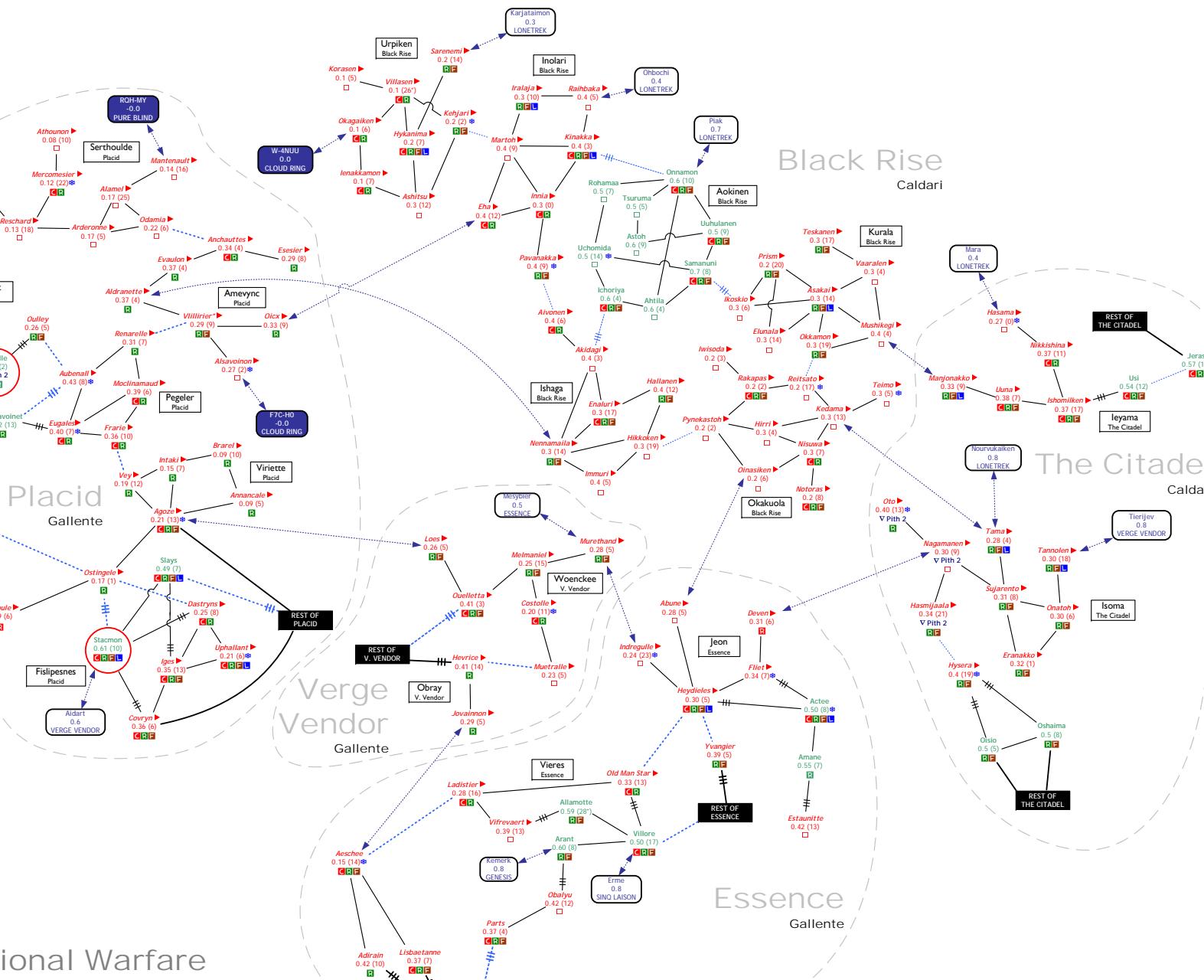
**Wicked Creek**  
 by Ombeby  
 Sovereignty: Mixed  
 Faction: Angels  
 ● 82 □ 7 C 3358 □ 797 ● 11

Set: v3.64

A B C D E F G

# Factional Warfare Gallente/ Caldari Warzone

by Ombev



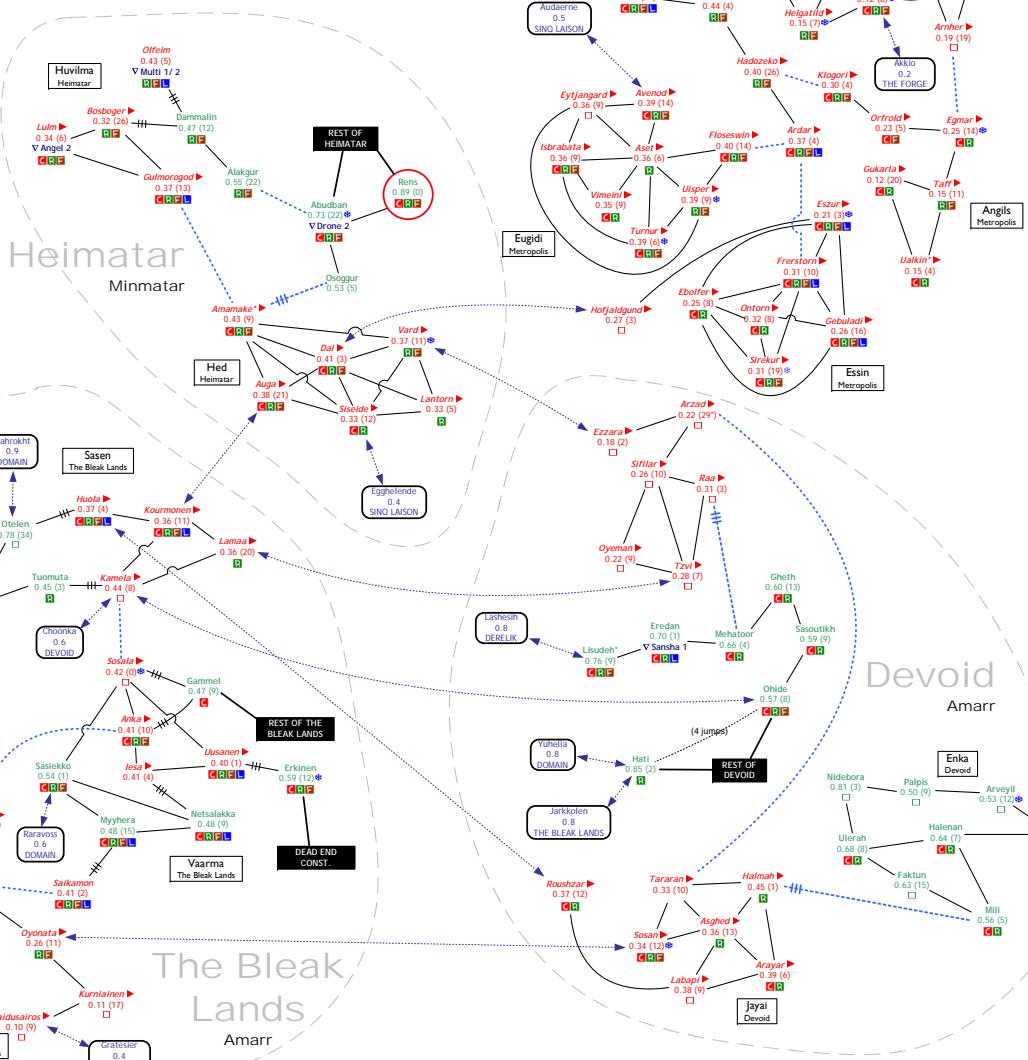
Set: v3.64

# Metropolis

Minimata

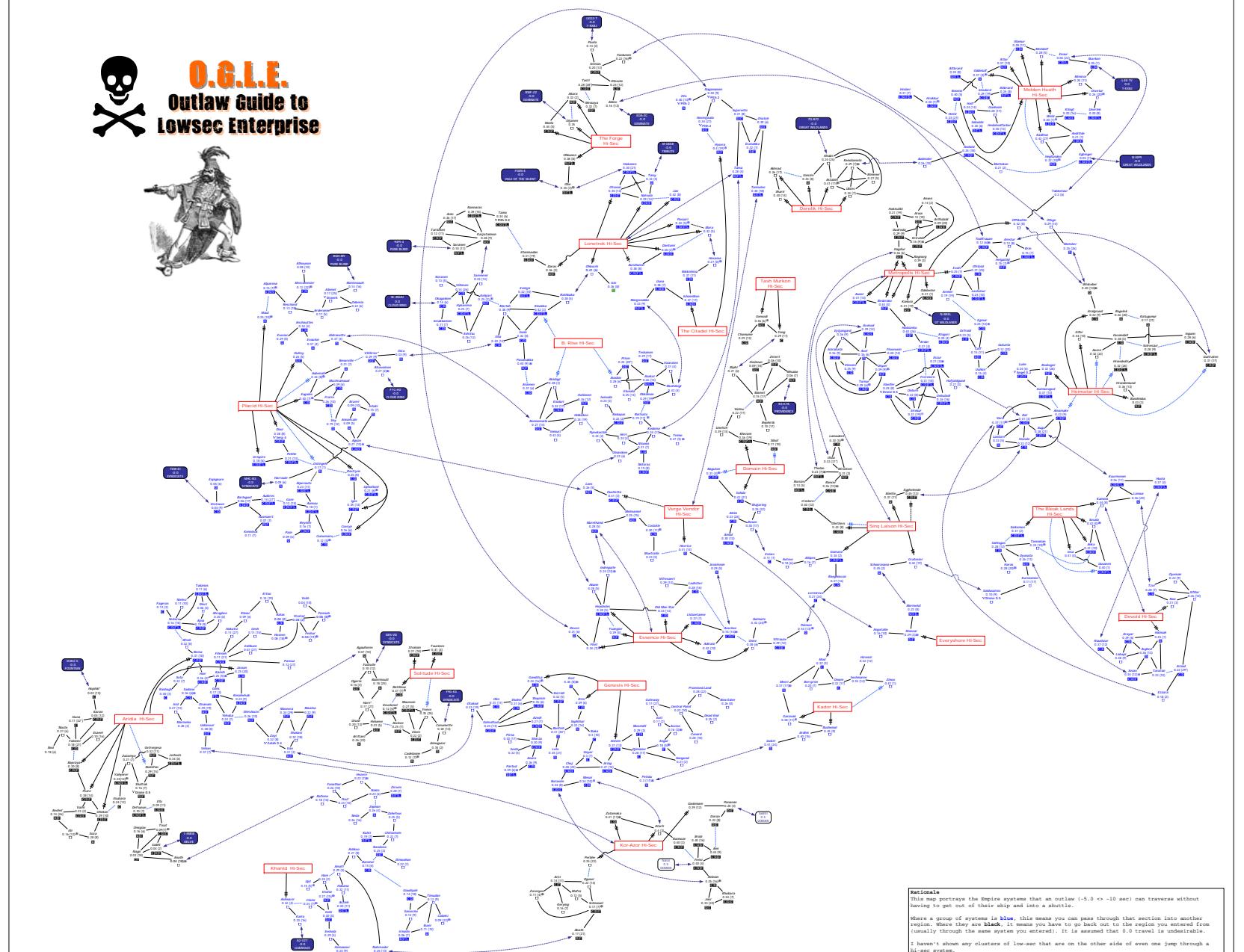
# Factional Warfare

## Minmatar/ Amarr Warzone





# O.G.L.E. Outlaw Guide to Lowsec Enterprise



## Wormhole Information

This is a small guide to Wormholes, mainly taken from my blog page. It is one of many guides out there on WHs, and is included as it may be of benefit to those people who are unaware of the other resources out there.

### How do I scan using the new system?

The new probing system is quite an overhaul from the old system, and makes it less confusing for newcomers to scanning to get out there and start. With the probes able to warp themselves, and able to change scan ranges, it means less fussing around with different types.

There are a few scanning guides out there, the [Wiki guide](#) being pretty good for starters. Pay close attention to this, it has some pearls of wisdom. I would advise, if you're a newbie to scanning, to use an Expanded Probe Launcher- these are heavy on CPU, but can use Core Probes, Combat Probes and Deep Space Probes. The other choice is a Core Probe Launcher, but these can only use Core Probes- however they are very light on fitting requirements.

Core Probes can only be used for scanning down sites, min/ max range of 0.25/ 32au.

Combat Probes can be used for starships, structures and drones, while also delivering the baseline exploration capabilities of the Core Probe. Min/ max range of 0.5/ 64au

Deep Space Probes have the highest range, min/ max range of 2/ 256au, and can scan for everything, but with a weaker signal.

### Types of probe hit

Cosmic Anomaly: combat sites (100% scannable with one probe or onboard scanner- best avoided, easy for you to be found, and not much reward)

### Cosmic Signature:

Grav - asteroid belts, variety of high/low/0.0 sec asteroids

Radar - hacking (decyptors, interfaces, R.A.M modules and BPCs for T3 - [Codebreaker](#) needed)

Magnetometric - archaeology/ salvage (relics for T3 reverse engineering- [Analyzer](#) needed)

Ladar - gas cloud (fullerene for T3 building)

Unknown - combat or wormhole

### Types of complex:

Perimeter (tiers 1 & 2):

- checkpoint
- hanger
- camp
- ambush point

Frontier (tiers 3 & 4):

- command
- barracks
- outpost
- fortification

Core (tiers 5 & 6):

- garrison
- stronghold
- bastion
- citadel

### Wormhole map

(The map this text refers to is [here](#). The text comes from [here](#).)

First off, when you right click on a wormhole on the k space side of things, it'll tell you "this leads to unknown space" (class 1, 2, 3) "this leads to dangerous unknown space" (class 4, 5) or "this leads to deadly unknown space" (class 6)

Now, we start to utilize the map more(link above)

Class 1 is the easiest, and Class 6 is the hardest.

It also seems, that reading from left to right, it goes from easiest to hardest (basically an "A" wormhole will be easier than a "Z" wormhole in the same class)

From here, you can see the general difficulty of a W space before even entering it, by comparing the number. "W237" for example, with the table given. While it is difficult at this level to measure "difficulty" in a figurative sense, it still gives us an idea.

K162 Wormholes seem to be wormholes that lead back to a previously known location. So if you are going from W space to W space, the gate back will be labeled K162, for example. If you are going from W space to High Sec, it will be labeled K162 on the High sec side, basically letting you know, someone has probed it from the other side.

Now, we pretty much know the difficulty of any wormhole we are about to enter, more or less. Onto the next part, Class 7, 8, 9. This is by chance incredibly easier. Class 7, 8, 9 wormholes are wormholes that lead OUT of W space and into K space.

Class 7 leads to highsec

Class 8 leads to lowsec

Class 9 leads to 0.0

This table shows details on the WH based on the xxxy name (eg. where it leads, mass allowed per ship and over lifetime etc.)

This table is a quick reference showing what the W-space you are in actually is.

### Scanning down WHs

People used to have trouble, once in WHs, to scan down an exit WH due to the high amount of Cosmic Signatures in the WH, and the lack of an ability to filter out any sites already scanned down. CCP added unique IDs for each signature found, and the ability to ignore them once you were done with it, or have no interest in it. To do this, just right click and choose 'ignore'. You can ignore all ignored sites in the same way, but choose 'unignore' instead.

This table may help further (3rd post down). It shows the approximate, unmodified %age signal strength. WHs are strength 10, or so it is believed. Wormhole 'effects'

(The table below comes from [here](#).)

Some WHs will affect your ship- either positively or negatively. The following table shows that information- click on each name for a screenshot of the effect

Wormhole Spatial Phenomena	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
<b>Pulsar</b>	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Shield	+25%	+45%	+65%	+85%	+95%	+100%
Armour Resist	-30%	-18%	-22%	-27%	-34%	-50%
Cap Recharge	-30%	-19%	-27%	-34%	-41%	-50%
Targeting Range	+25%	+45%	+65%	+85%	+95%	+100%
Signature	+25%	+45%	+65%	+85%	+95%	+100%
<b>Black Hole</b>	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Missile Velocity	-30%	-19%	-27%	-34%	-41%	-50%
Ship Velocity	+25%	+45%	+65%	+85%	+95%	+100%
Drone Control Range	-30%	-19%	-27%	-34%	-41%	-50%
Grav	+25%	+45%	+65%	+85%	+95%	+100%
Lock Range	-30%	-19%	-27%	-34%	-41%	-50%
Falloff	-30%	-19%	-27%	-34%	-41%	-50%
<b>Cataclysmic Variable</b>	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Repair Amount	-30%	-19%	-27%	-34%	-41%	-50%
Shield Transfer Amount	-30%	-19%	-27%	-34%	-41%	-50%
Shield Repair	+25%	+45%	+65%	+85%	+95%	+100%
Remote Repair	+25%	+45%	+65%	+85%	+95%	+100%
Capacitor Capacity	+25%	+45%	+65%	+85%	+95%	+100%
Capacitor Recharge	+25%	+45%	+65%	+85%	+95%	+100%
<b>Magnetar</b>	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
ECM Effect	+25%	+45%	+65%	+85%	+95%	+100%
Target Painter Effect	+25%	+45%	+65%	+85%	+95%	+100%
Channelling Effect	+25%	+45%	+65%	+85%	+95%	+100%
Target Disruption Effect	+25%	+45%	+65%	+85%	+95%	+100%
Damage	+25%	+45%	+65%	+85%	+95%	+100%
Aof Velocity	-30%	-19%	-27%	-34%	-41%	-50%
Drone Velocity	-30%	-19%	-27%	-34%	-41%	-50%
Targeting Range	-30%	-19%	-27%	-34%	-41%	-50%
Tracking Speed	-30%	-19%	-27%	-34%	-41%	-50%
<b>Red Giant</b>	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Heat Damage	-30%	-19%	-27%	-34%	-41%	-50%
Overall Bonus	+25%	+45%	+65%	+85%	+95%	+100%
Smart Bomb Range	+25%	+45%	+65%	+85%	+95%	+100%
Smart Bomb Damage	+25%	+45%	+65%	+85%	+95%	+100%
<b>Wolf Rayet</b>	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Armor Resist	+25%	+45%	+65%	+85%	+95%	+100%
Shield Resist	-10%	-19%	-22%	-27%	-34%	-50%
Small Weapon Damage	+25%	+45%	+65%	+85%	+95%	+100%
Signature Size	-10%	-19%	-27%	-34%	-41%	-50%

OK, so how do you know whether you're in a Pulsar, Black Hole, Cataclysmic Variable, Magnetar, Red Giant or Wolf Rayet system? Well, when you arrive in the system, you'll get a message "Local spatial phenomena may cause strange effects on your ship systems", so you'll know one of these is in effect. In space, you'll see a weird "cosmic body", which is one of the phenomena. On this excellent site, you can search for a WH system, and it'll tell you what the "cosmic body" is, and then you can reference the table to the left for the effects.

### Sleeper ships

Sleeper ships are as follows (from [this thread](#)):

Frigs - Emergent'

Cruisers - Awakened'

Battleships - Sleepless'

### Emergent:

- Escort
- Patroller
- Watchman
- Outguard

- Defender

- Preserver (Scrambler)

- Upholder (Repper)

- Safeguard

- Warden (Scrambler/ Webber)

- Sentinel (Scrambler/ Webber)

- Guardian

- Keeper (Repper)

### Awakened:

- Escort
- Patroller
- Watchman
- Outguard

- Defender

- Preserver (Repper)

- Upholder (Nos/ Webber)

- Safeguard

- Warden (Repper)

- Sentinel (Webber)

- Guardian

- Keeper (Scram/ Webber)

### Sleepless:

- Escort
- Patroller
- Watchman
- Outguard

- Defender (Webber)

- Preserver (Repper)

- Upholder

- Safeguard (Scrambler)

- Warden (Repper)

- Sentinel

- Guardian

- Keeper (Sniper)

For a great article on Wormholes and their secrets, [this](#) is a great read. It

does contain information that some may consider 'spoilers'.