



2D EveMaps

www.ombeve.co.uk

by Ombey
v3.57

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: Ombey), with the details of the error. Any error spotting is greatly appreciated!

Latest release notes:

v3.57 (7th Jan 2009)

Typos:

Corrected **Branch**/ J9-5MQ sec. status to be -0.51

Corrected **Vale of the Silent**/ LS-JEP link typo

Complexes:

Removed complex from **Metropolis**/ Ryddinjorn

Belts:

Outposts/ Stations:

Removed Factory symbol from **Domain**/ Sakhti

Added Outpost to **Branch**/ AH-B84

Added Outpost to **Cache**/ M-MCP8

Added Outpost to **Catch**/ ERVK-P & KW-I6T

Added Outpost to **Deklein**/ ROO-AF

Added Outpost to **Delve**/ Y-OMTZ

Added Outpost to **Detorid**/ MD-0AW

Added Outpost to **Etherium Reach**/ 89-JPE & 1ACJ-6

Added Outpost to **Insmother**/ N7-KGJ

Added Outpost to **Perrigen Falls**/ TAL1-3

Added Outpost to **Providence**/ Y-MPWL, H9-J8N, BK4-YC & F-YH5B

Added Outpost to **Scalding Pass**/ J2-PZ6

Added Outpost to **Tenerifis**/ 46DP-O

Added Outpost to **Tribute**/O-0ERG & W6VP-Y

Added Outpost to **The Spire**/ C-BHDN

Corrected **Branch**/ 1IX-C0 outpost to be Minmatar, not Amarr

Corrected **Catch**/ ZXIC-7 outpost to be Amarr

System links:

Removed connector from **The Citadel**/ Komo <> Muvolailen

Connected Hagilur <> Thelan on **OGLE** map

Connected Todifrauan <> Akkio on **OGLE** map

Corrected **Domain**/ Faswiba <> Maikte to be a lowsec <> hisec jump link

Misc:

Improved layout of **Delve**, **Detorid**, **Essence**, **Verge Vendor** & **Wicked Creek** regions for better readability

Corrected **Domain** in Universe map to have Sansha NPCs, not Blood Raiders

Corrected **Scalding Pass**/ Q-K2T7 sec. status

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

A big thank-you to: **Bartom Dekkar** for the largest ISK contribution to date

For more information and full historical release notes, please go to the **2d EveMap** site (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.

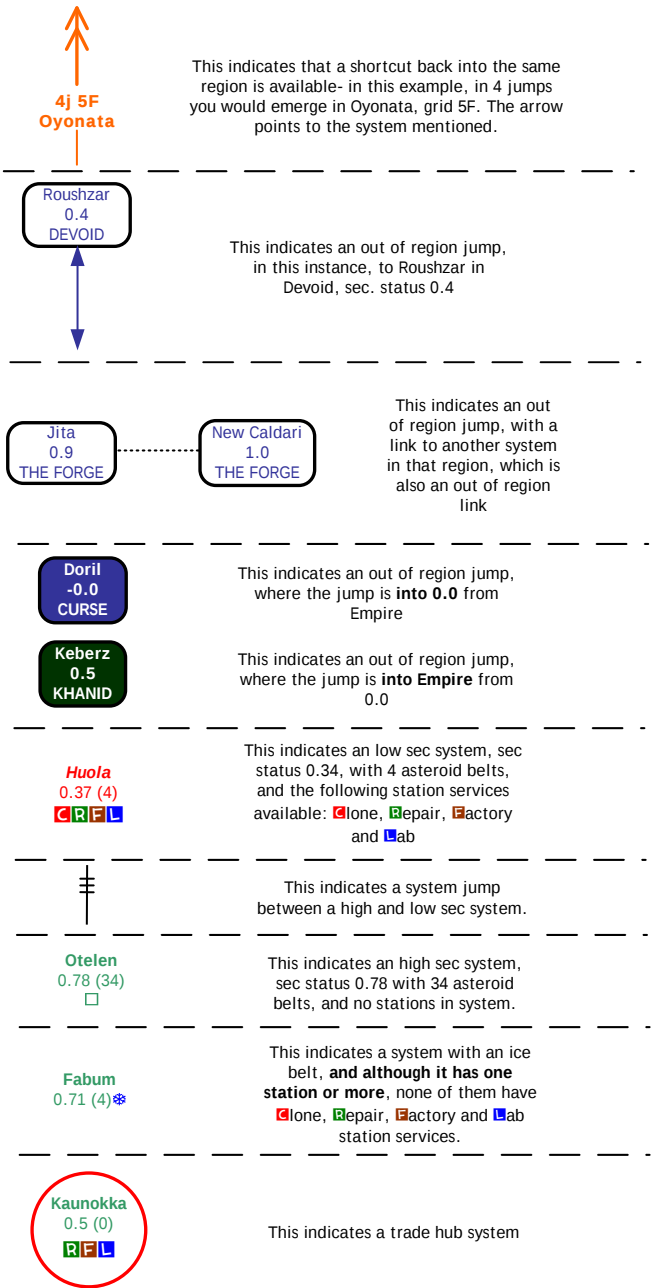
Please note that I cannot be held responsible for any losses incurred as a result of information gained from these maps. Usage of these maps indicates your agreement of these terms.

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)
 - ☐ - Clone Facility*
 - ☐ - Repair Facility*
 - ☐ - Factory*
 - ☐ - 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)
 - ☐_N - NPC station (0.0 maps only)
 - ☐_Q - Conquerable station (0.0 maps only)
 - ▼ - Complex (with difficulty rating out of 10)
 - ⊕ - 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

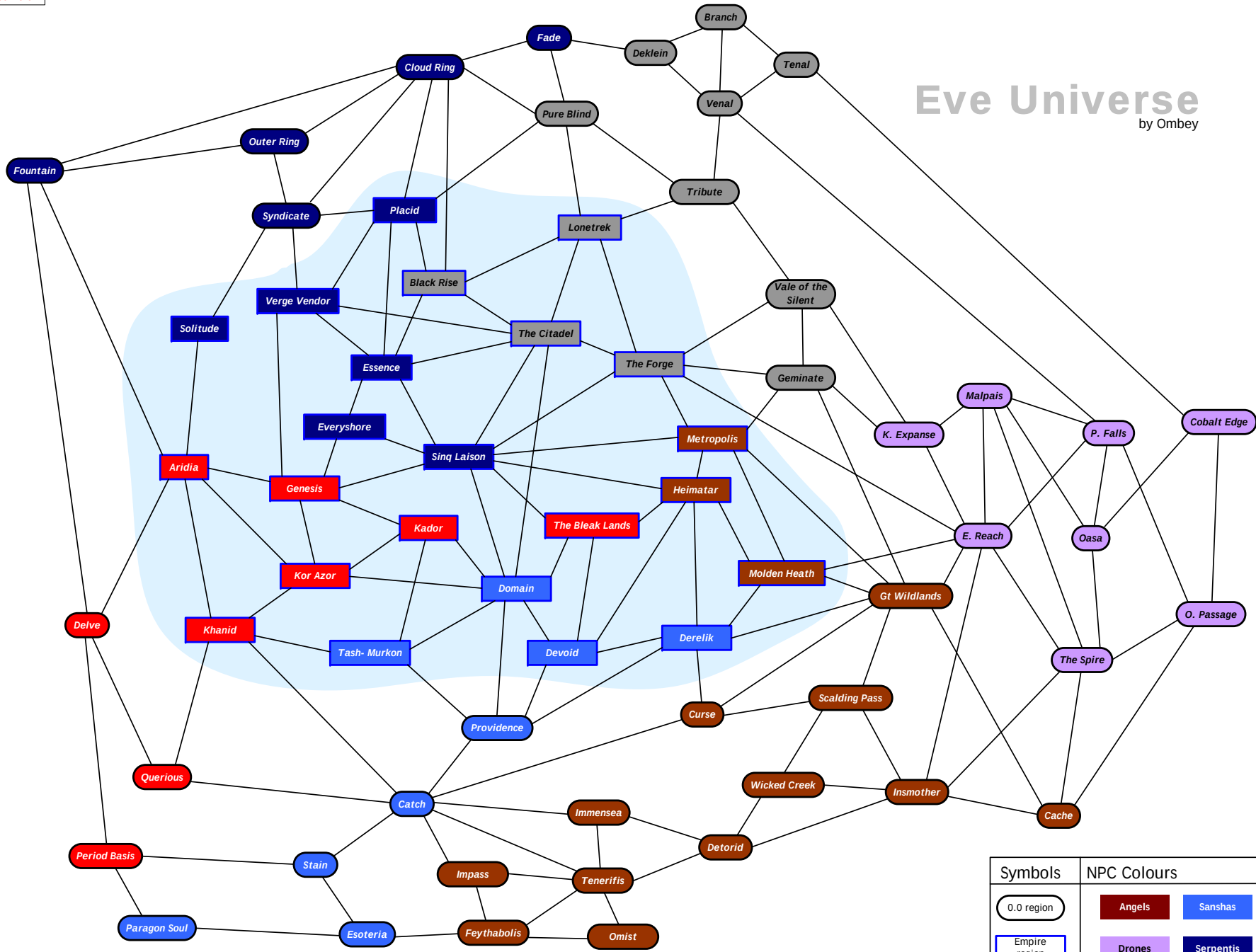
PLEASE NOTE- the absence of the **CRFL** symbols means there are no stations *with those* services in system. It doesn't mean the system itself has no stations in at all.

Some examples



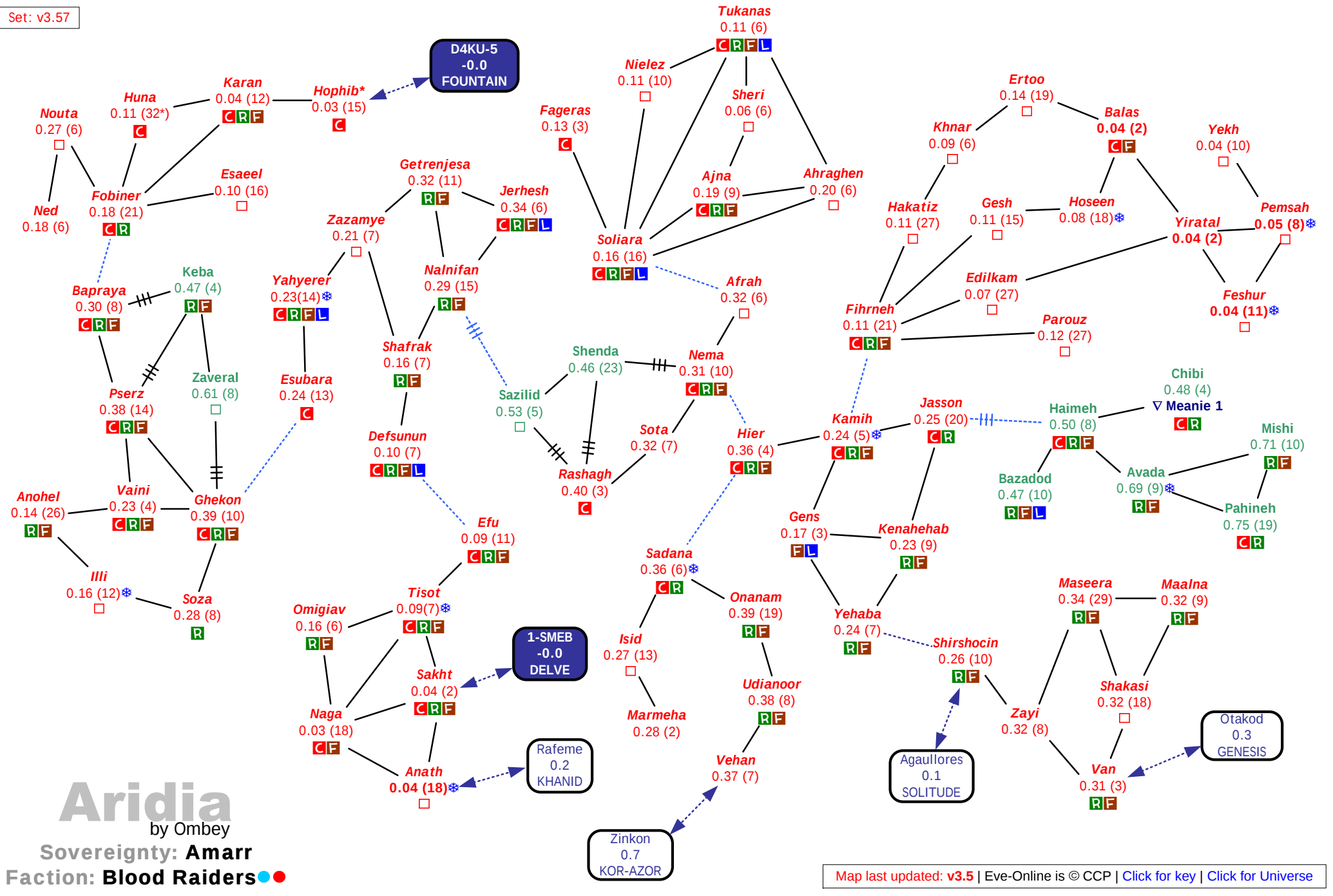
Eve Universe

by Ombey



Symbols	NPC Colours	
0.0 region	Angels	Sanshas
Empire region	Drones	Serpentis
	Guristas	Blood Raiders

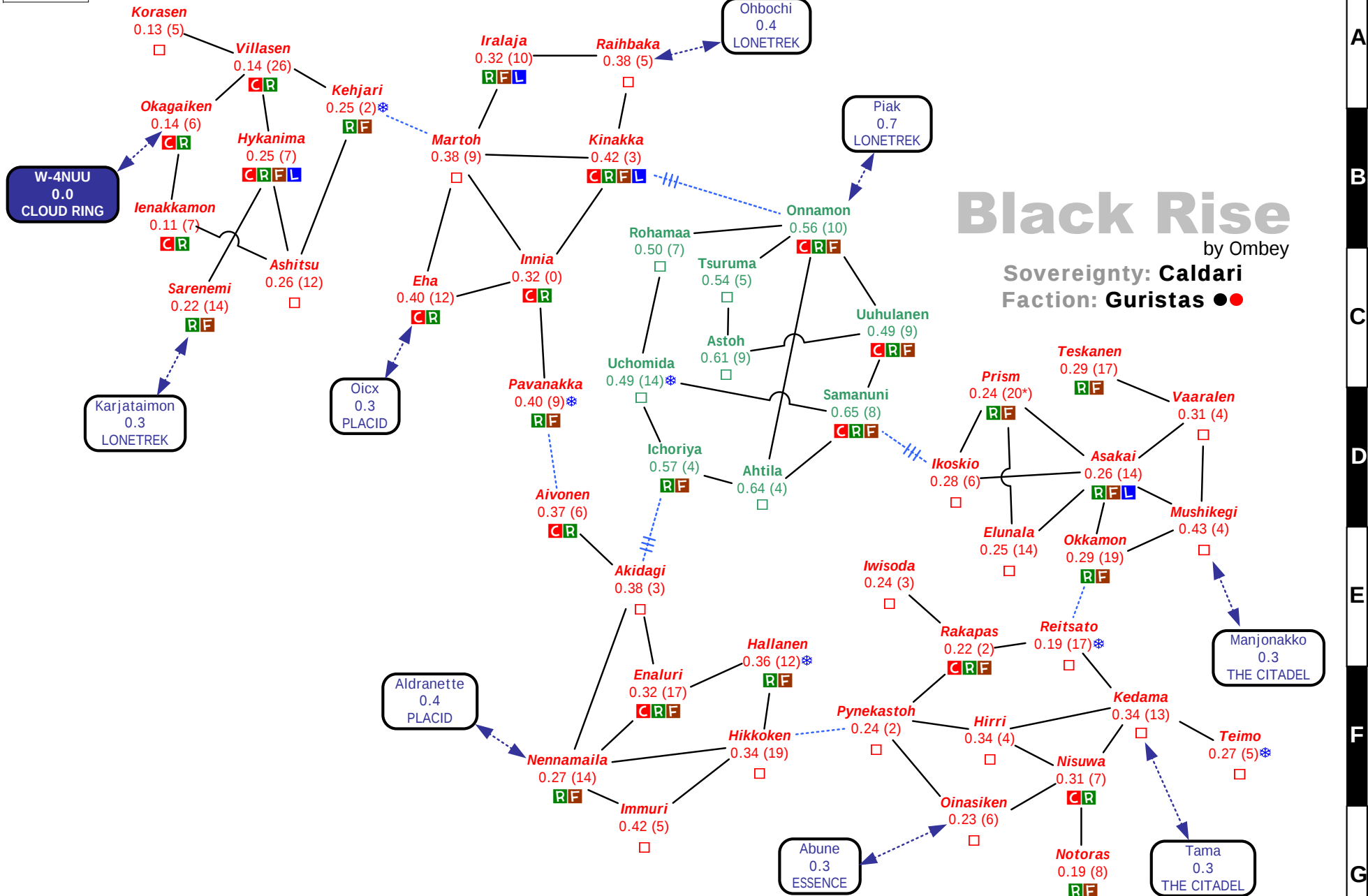
Set: v3.57



Aridia
by Ombey
Sovereignty: Amarr
Faction: Blood Raiders

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

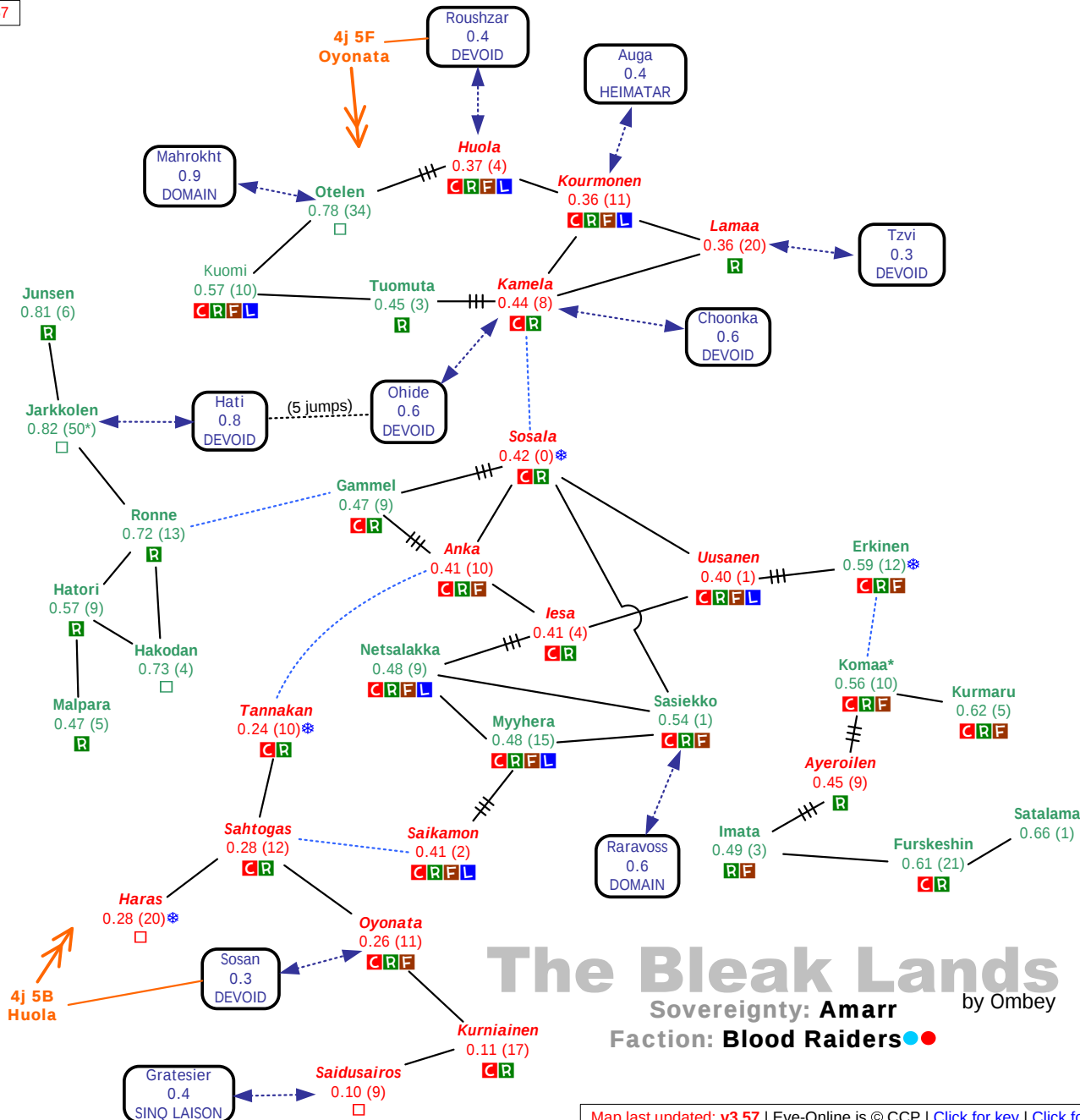
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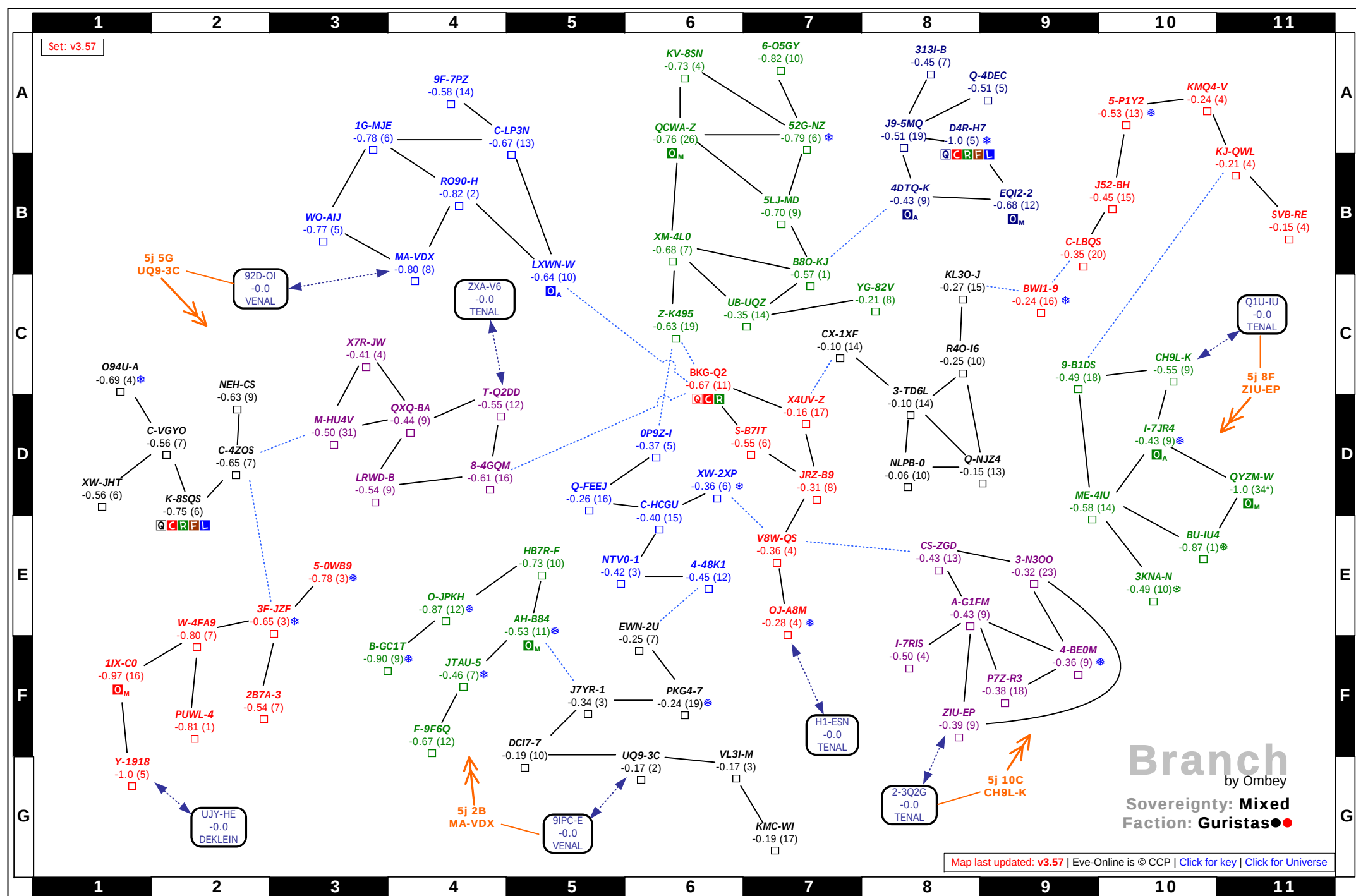


Actual sec. status to follow data dump

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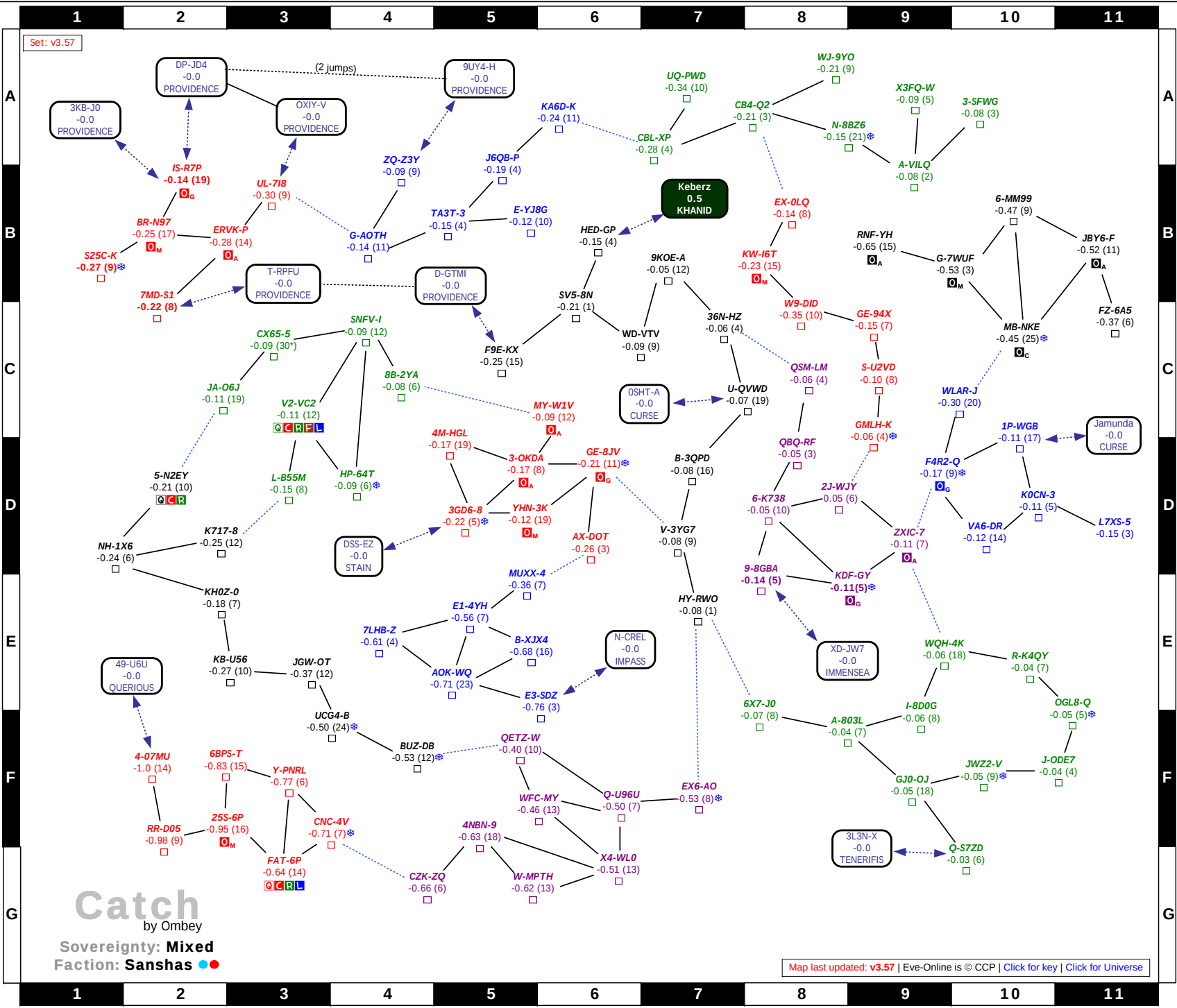
Set: v3.57





by Ombey

Faction: Angels ●



Set: v3.57

A

B

C

D

E

F

G

A

B

C

D

E

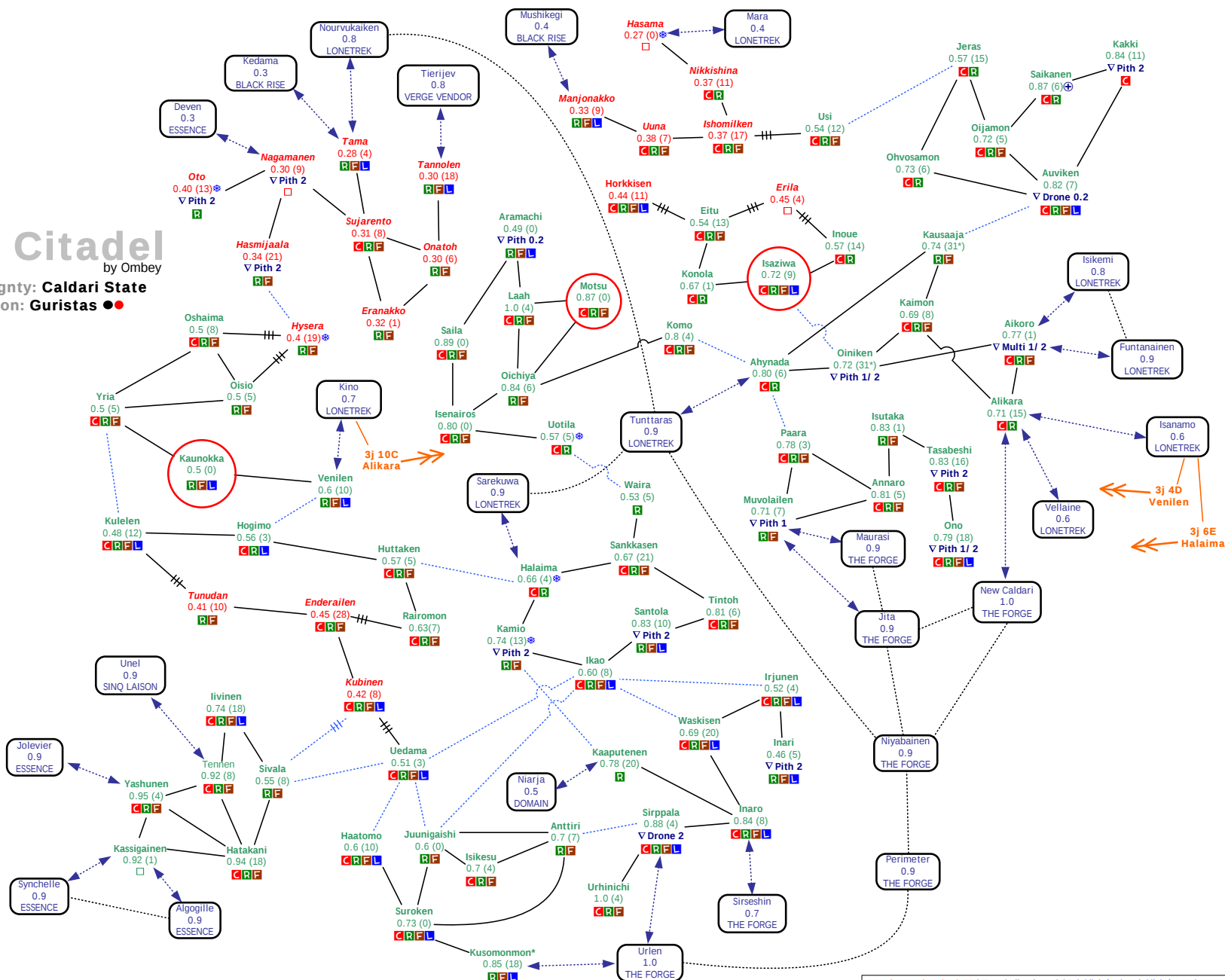
F

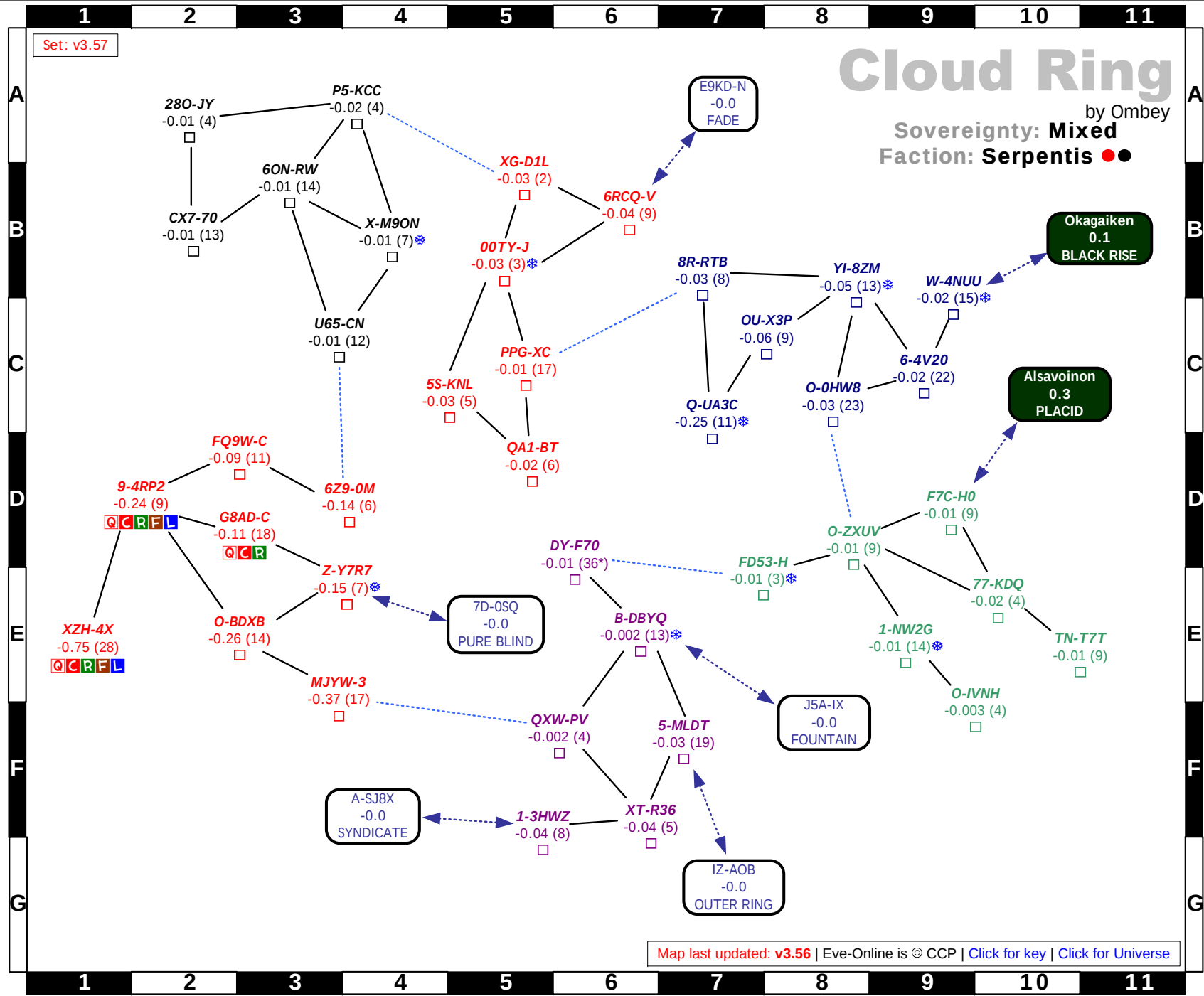
G

Catch
by Ombey

Sovereignty: Mixed
Faction: Sanshas

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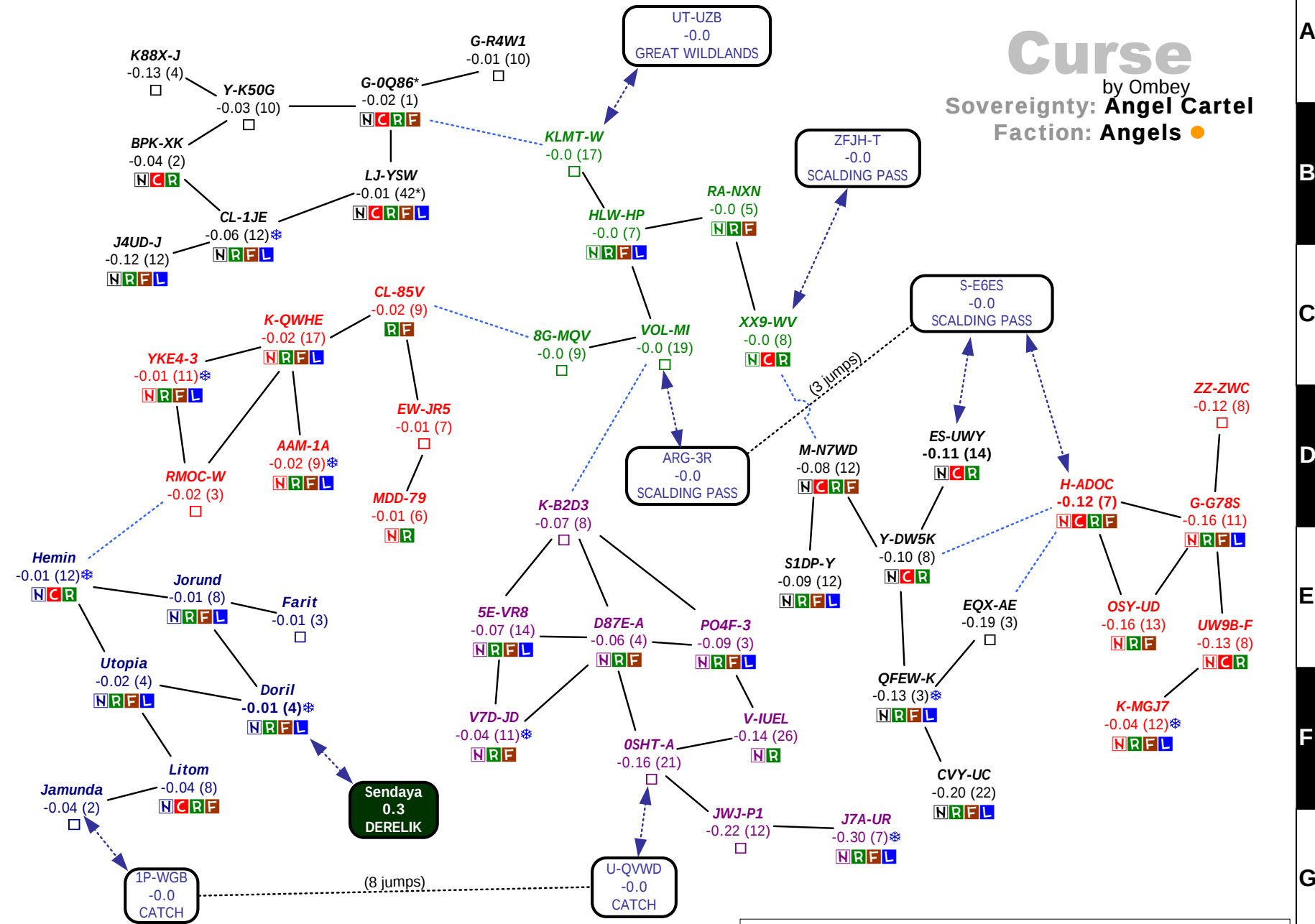
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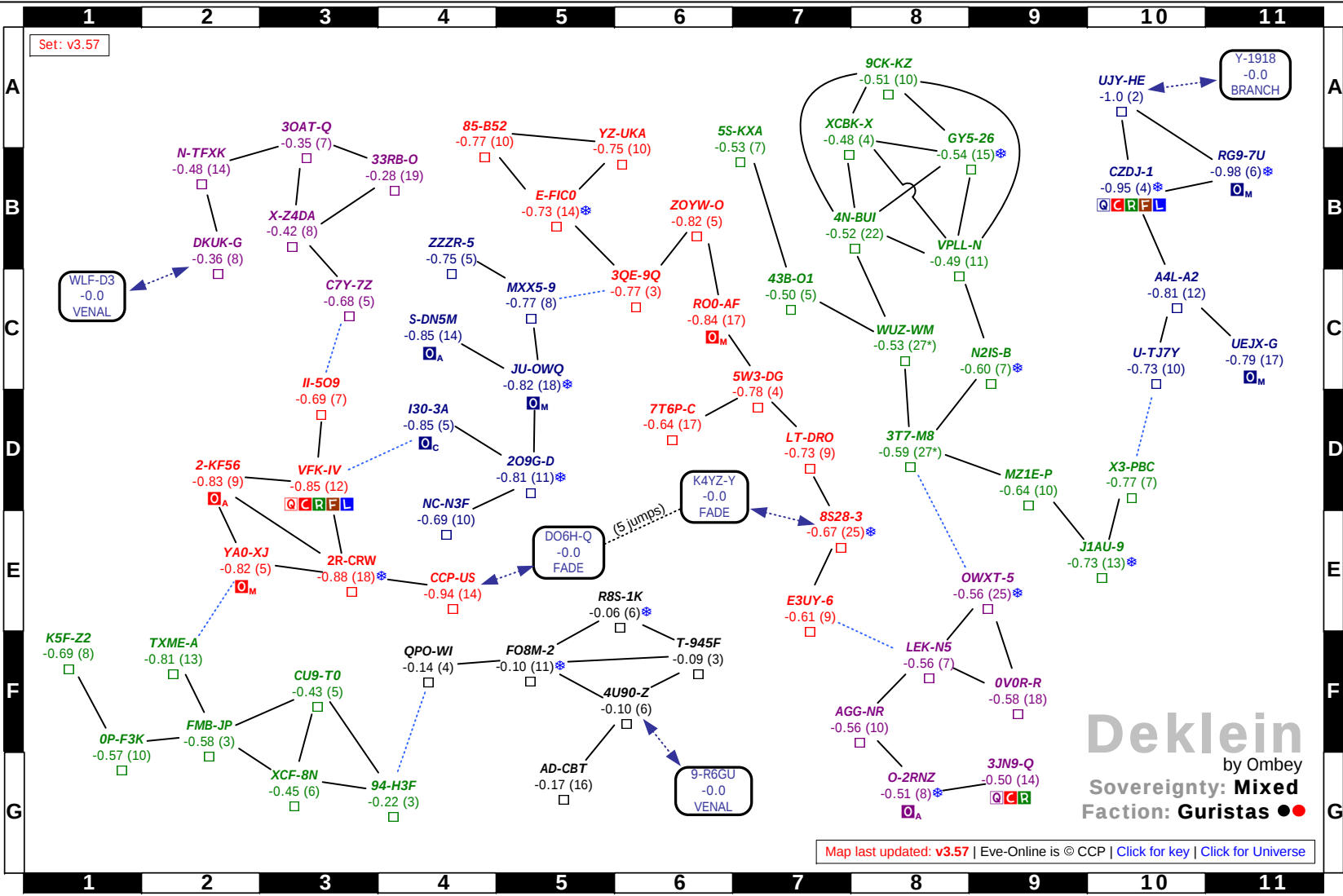




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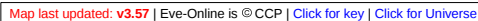
Curse
by Ombey
Sovereignty: **Angel Cartel**
Faction: **Angels** ●

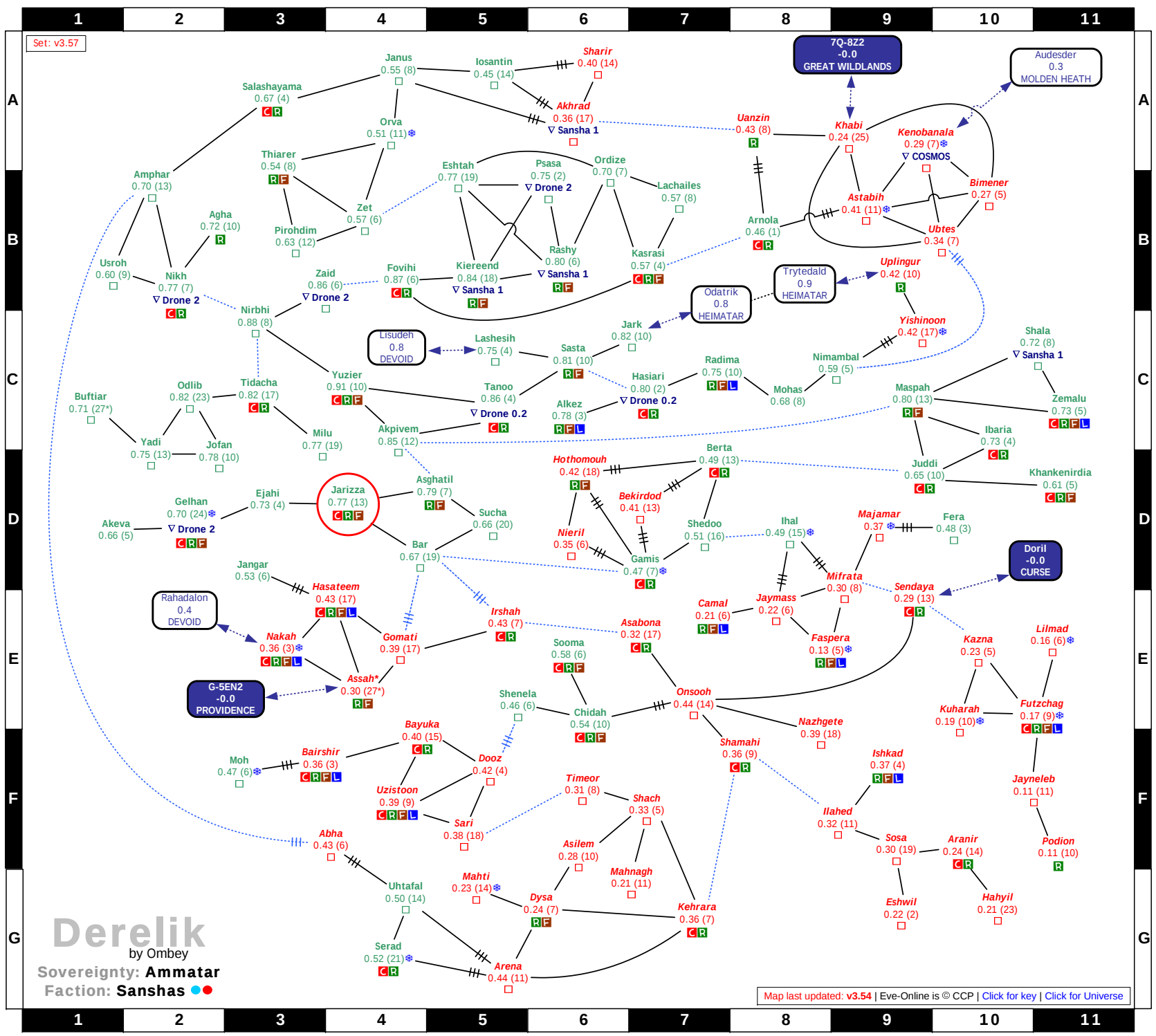




by Ombey

Faction: **Blood Raiders** ●●





Set: v3.57

7Q-822
-0.0
GREAT WILDLANDS

Audesder
0.3
MOLDEN HEATH

Trytedald
0.9
HEIMATAR

Odatrik
0.8
HEIMATAR

Lisudeh
0.8
DEVOID

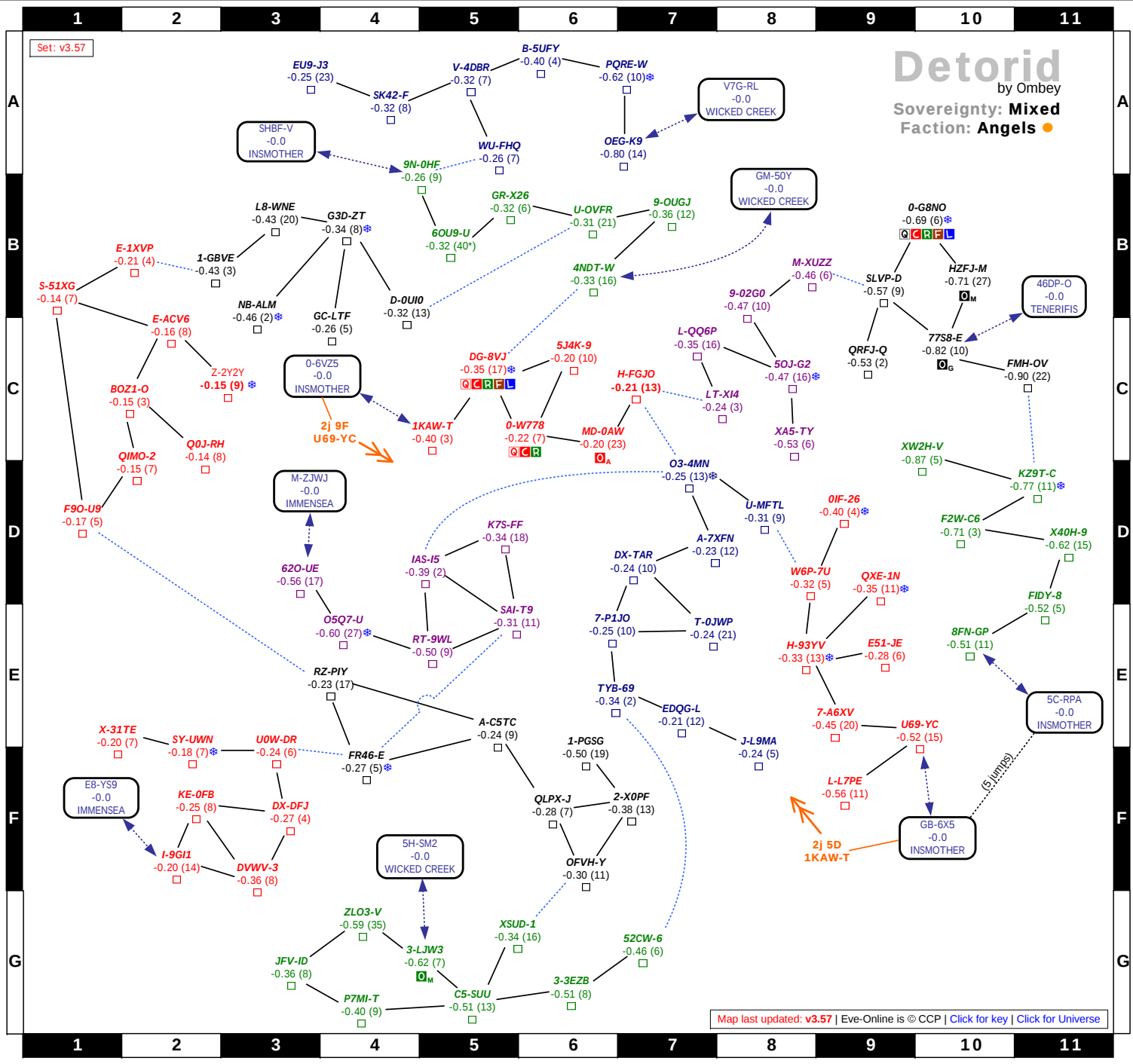
Doril
-0.0
CURSE

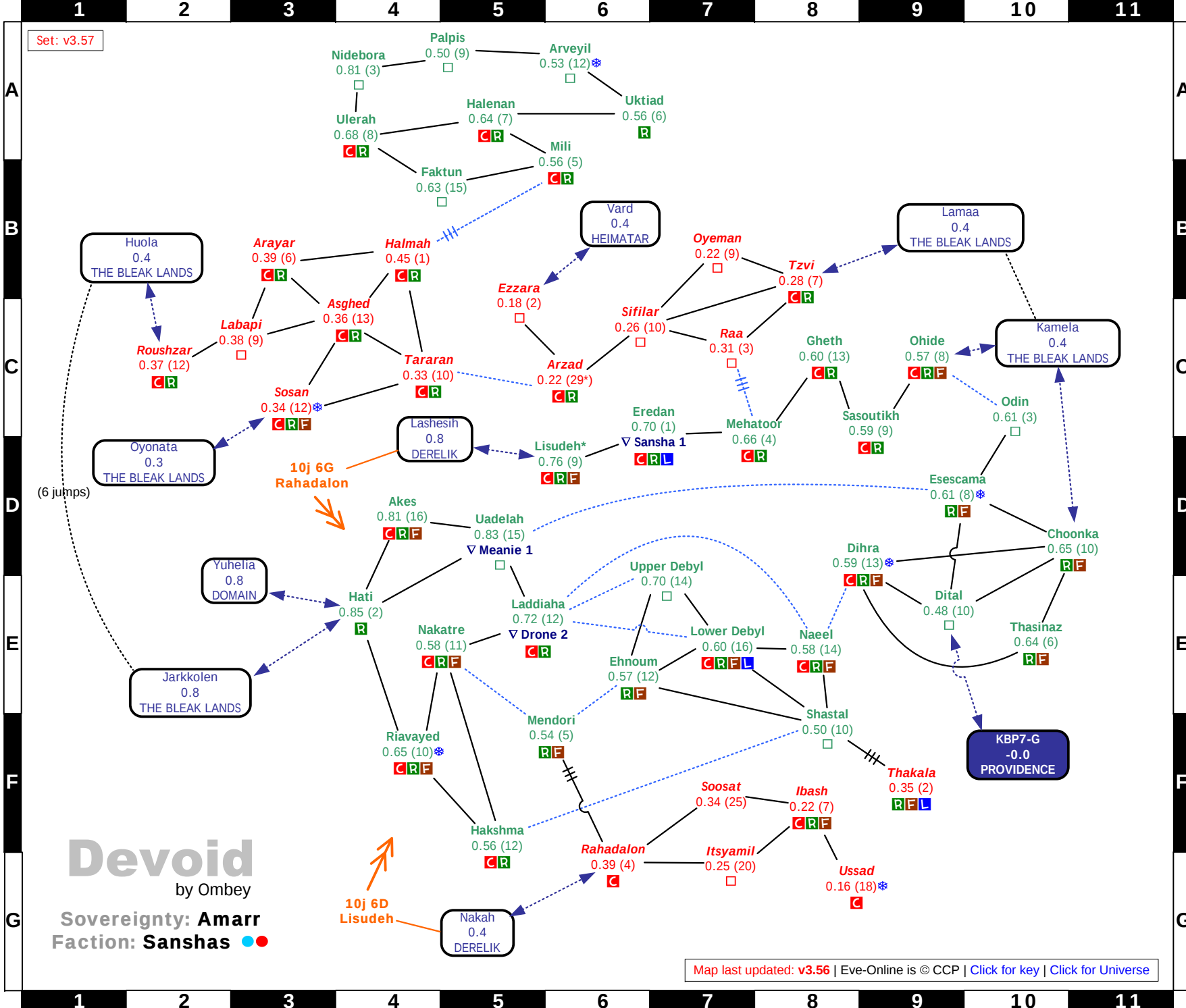
G-SEN2
-0.0
PROVIDENCE

Derelik
by Ombey

Sovereignty: Ammatar
Faction: Sanshas

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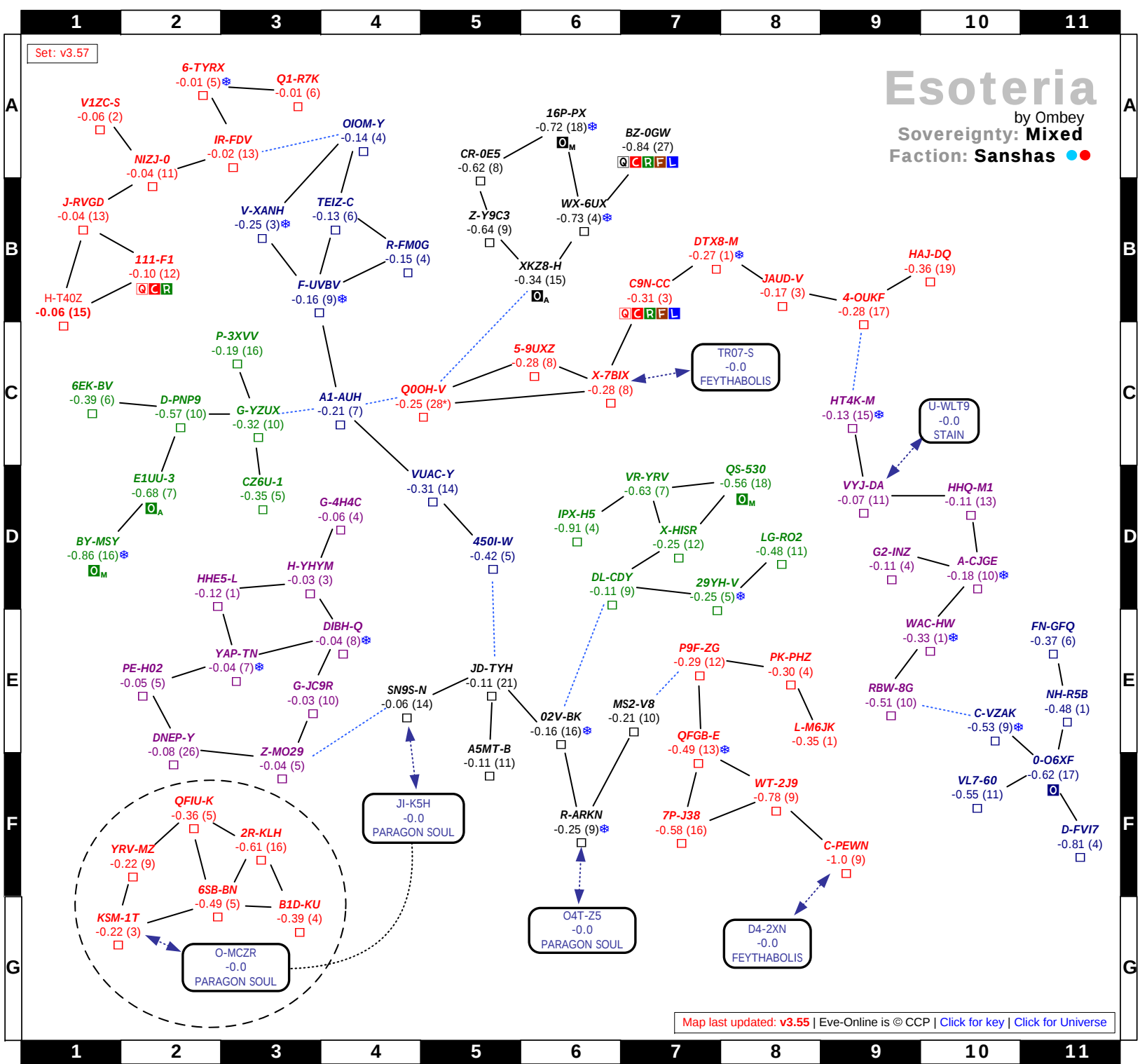
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Devoid

by Ombey

Sovereignty: Amarr
Faction: Sanshas

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Set: v3.57

Essence

by Ombey

Sovereignty: Gallente

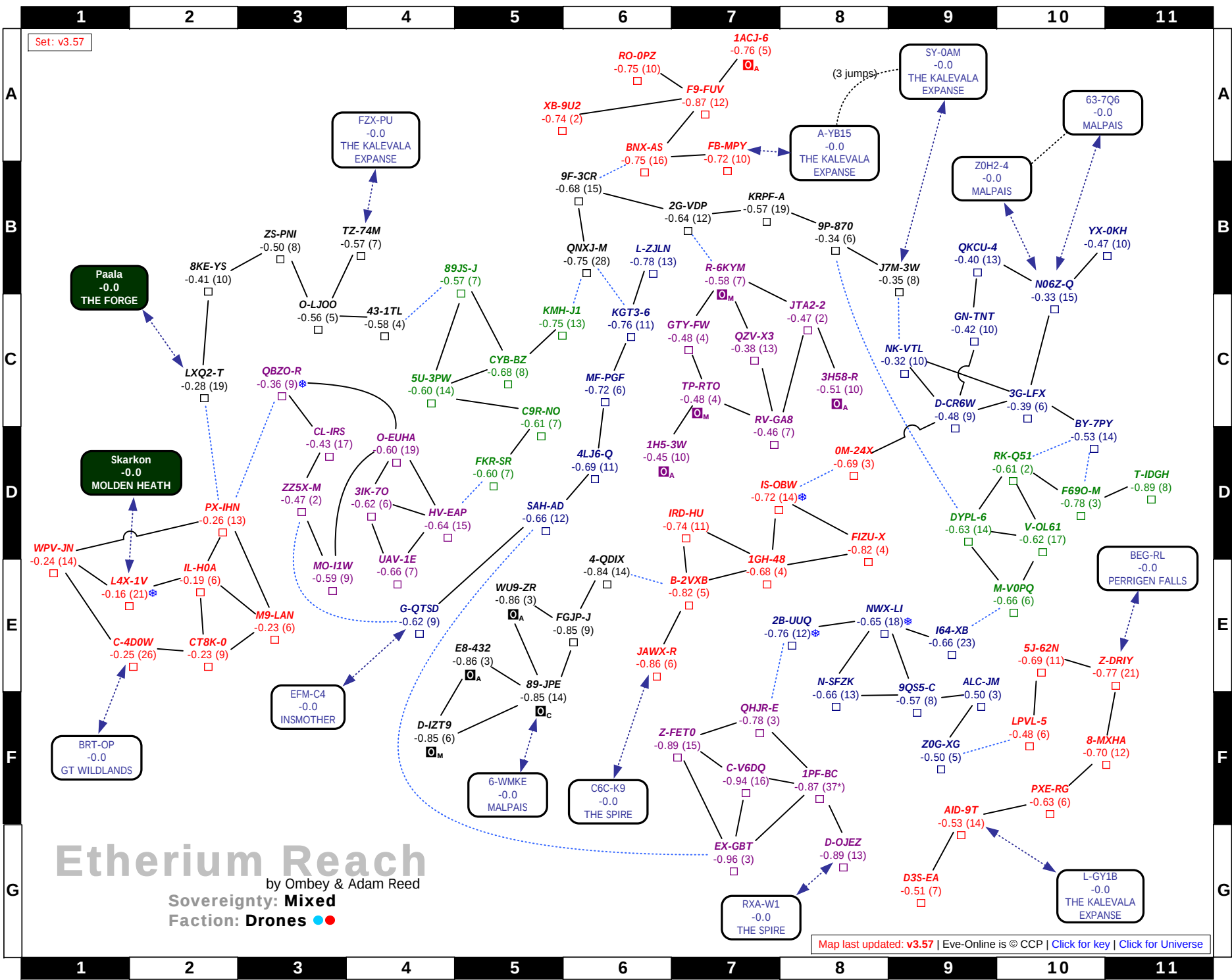
Faction: Serpents ●●

(5 jumps)

3j 6D
Derririntel

3j 2E
Attyn

(2 jumps)



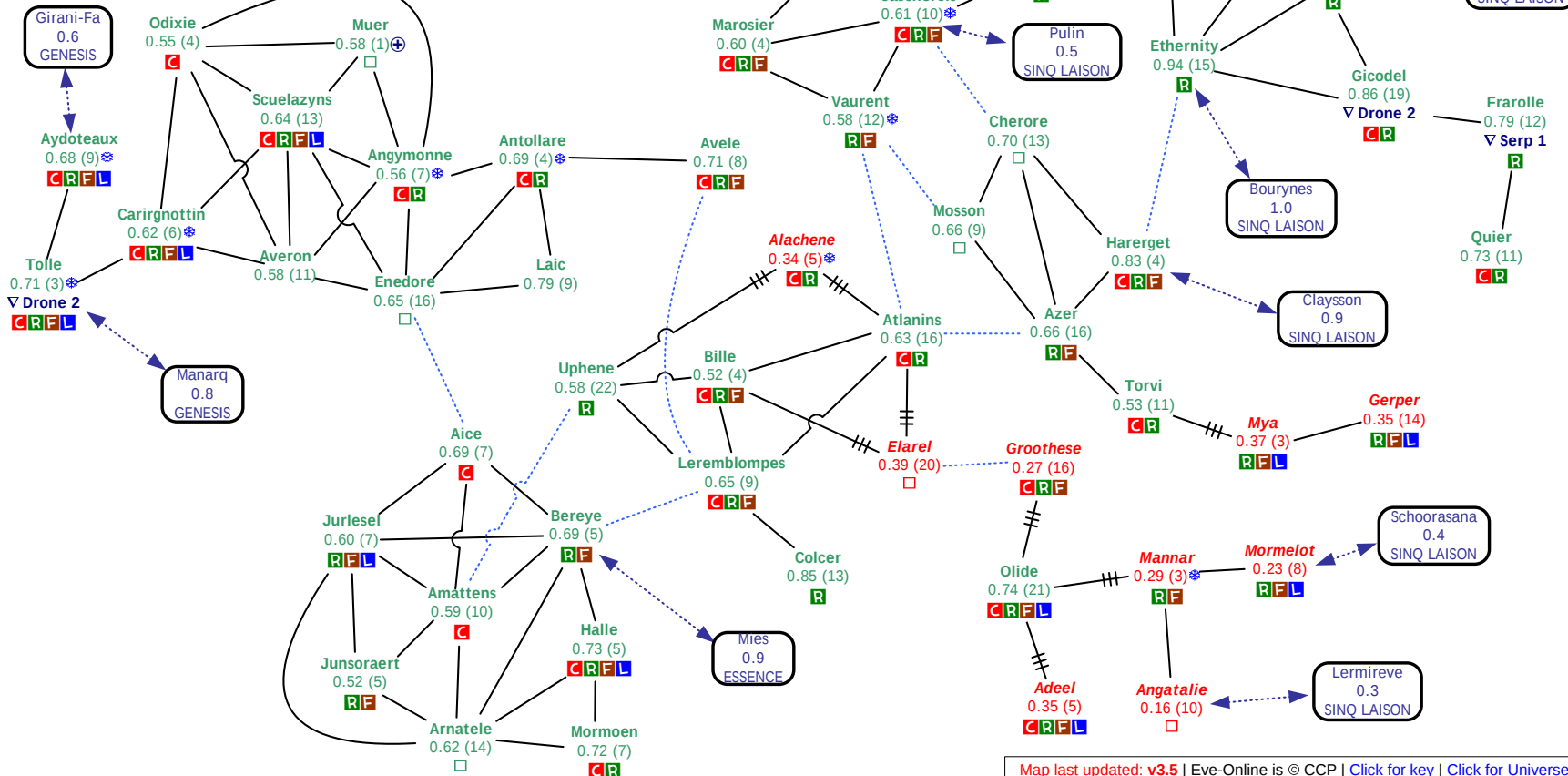
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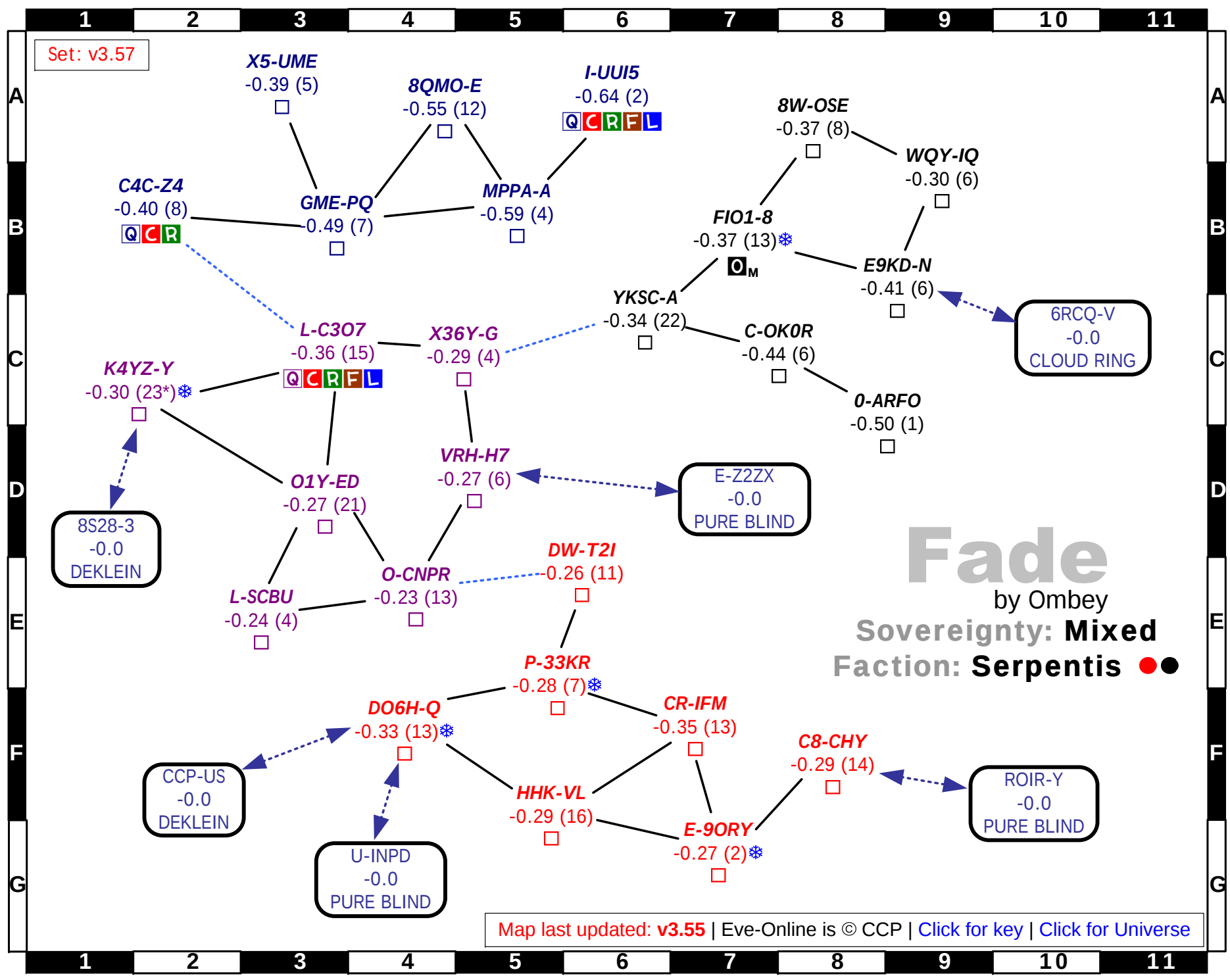
Everyshore

by Ombey

Sovereignty: Gallente

Faction: Serpents ●●



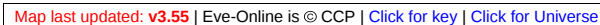


Set: v3.57

The Forge
by Ombey
Sovereignty: Caldari
Faction: Guristas ●●

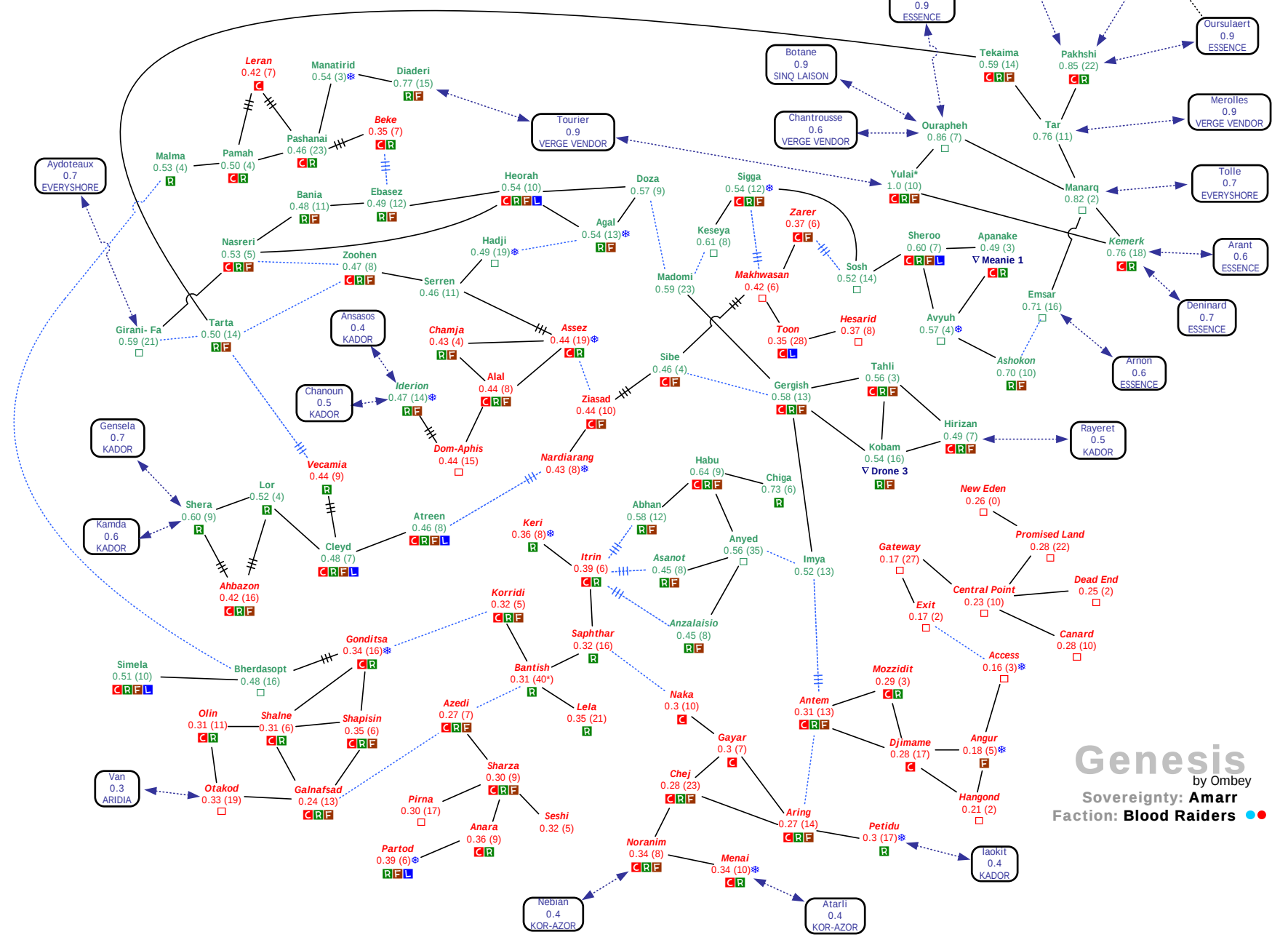
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by Ombey



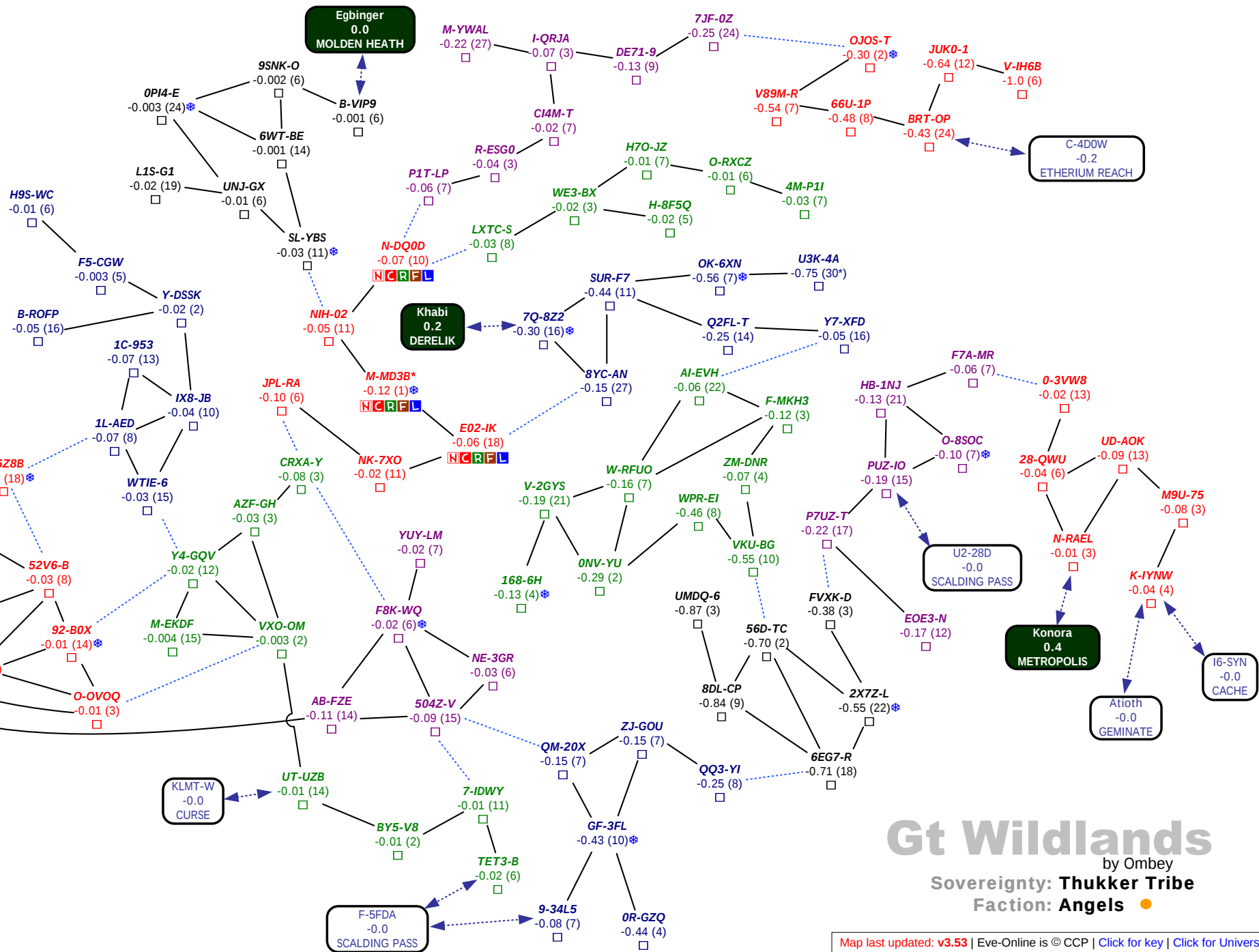


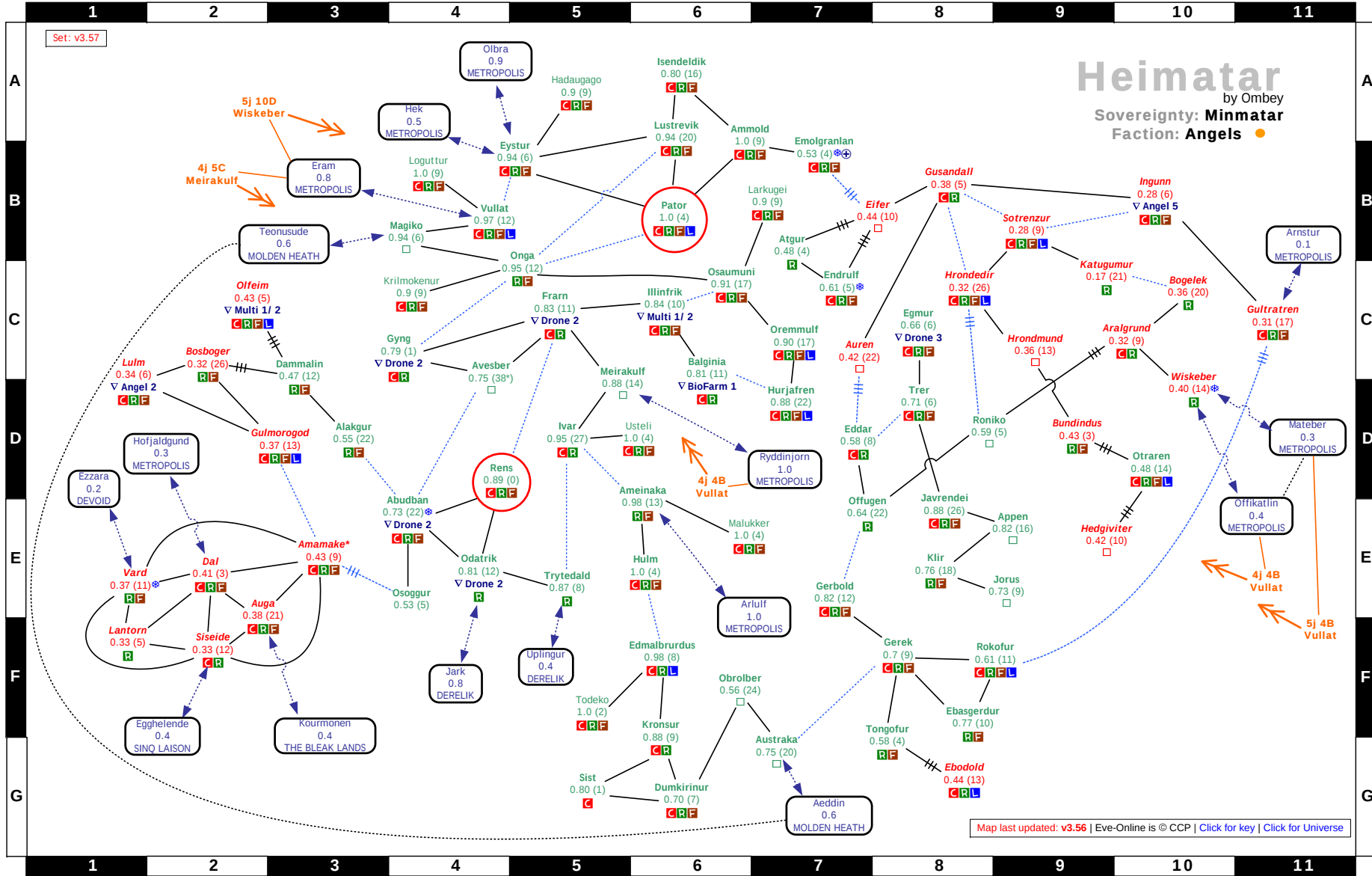
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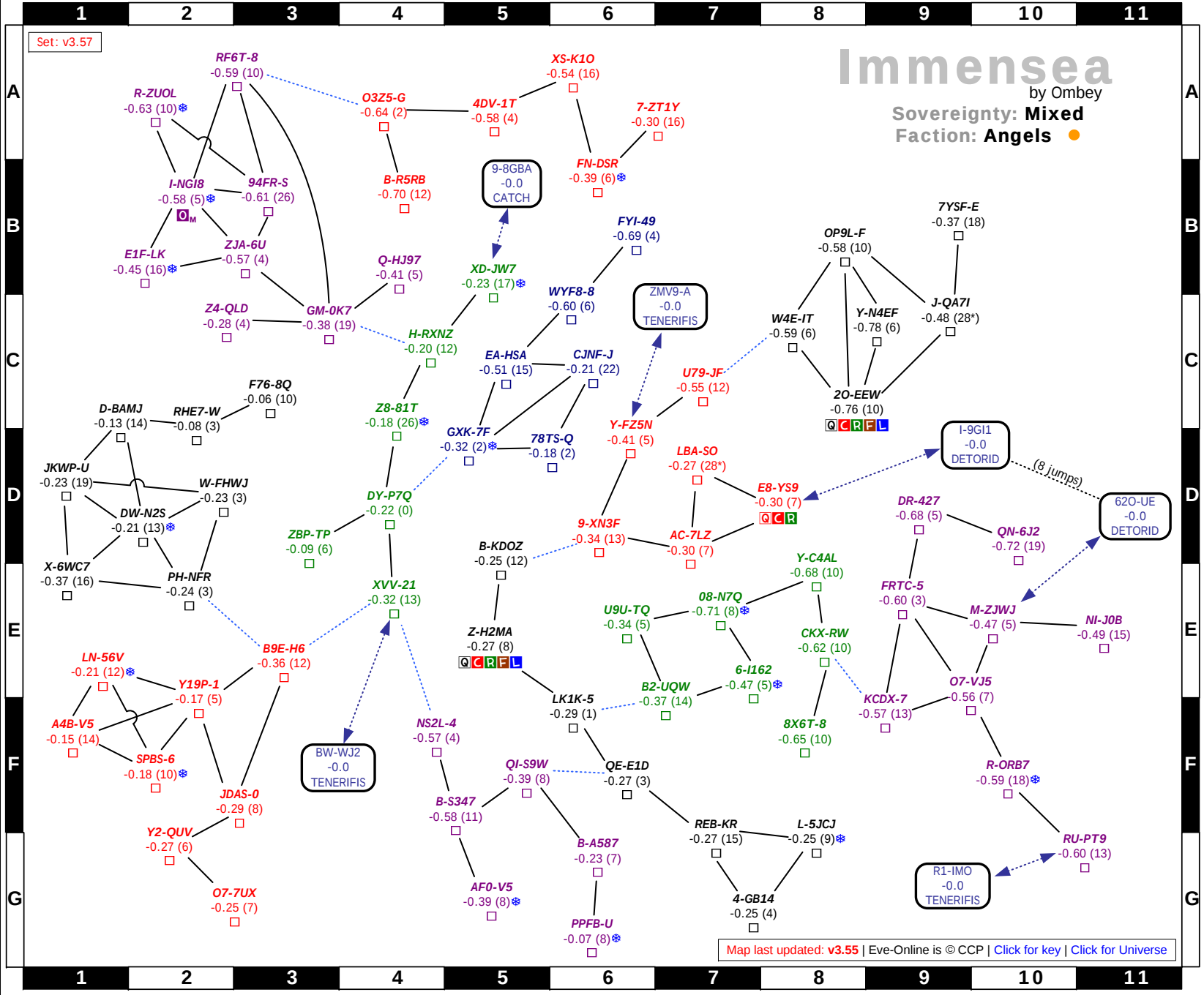


Genesis
by Ombey
Sovereignty: Amarr
Faction: Blood Raiders

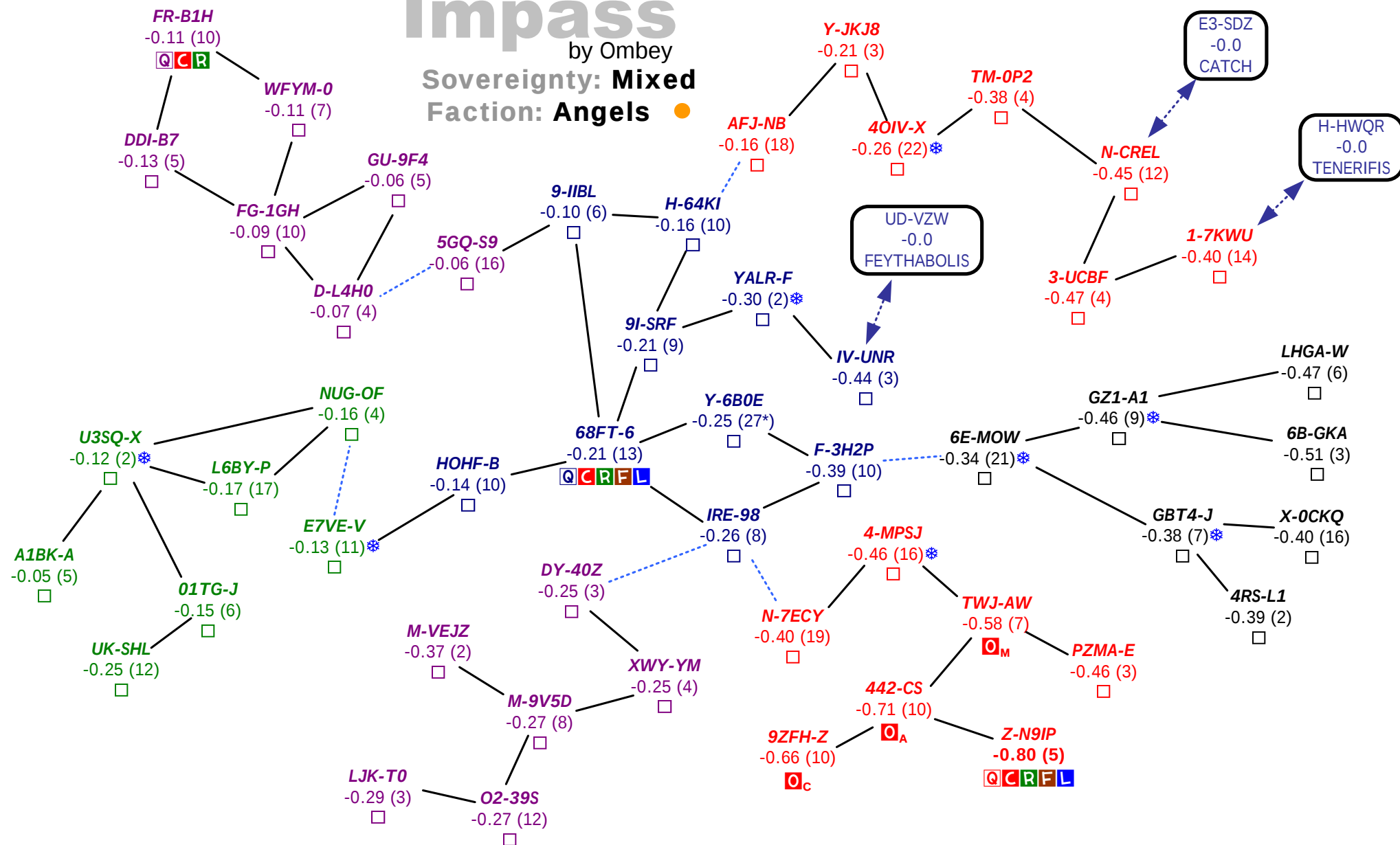
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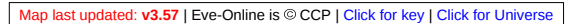




Impass
by Ombey
Sovereignty: Mixed
Faction: Angels ●



Faction: Angels ●





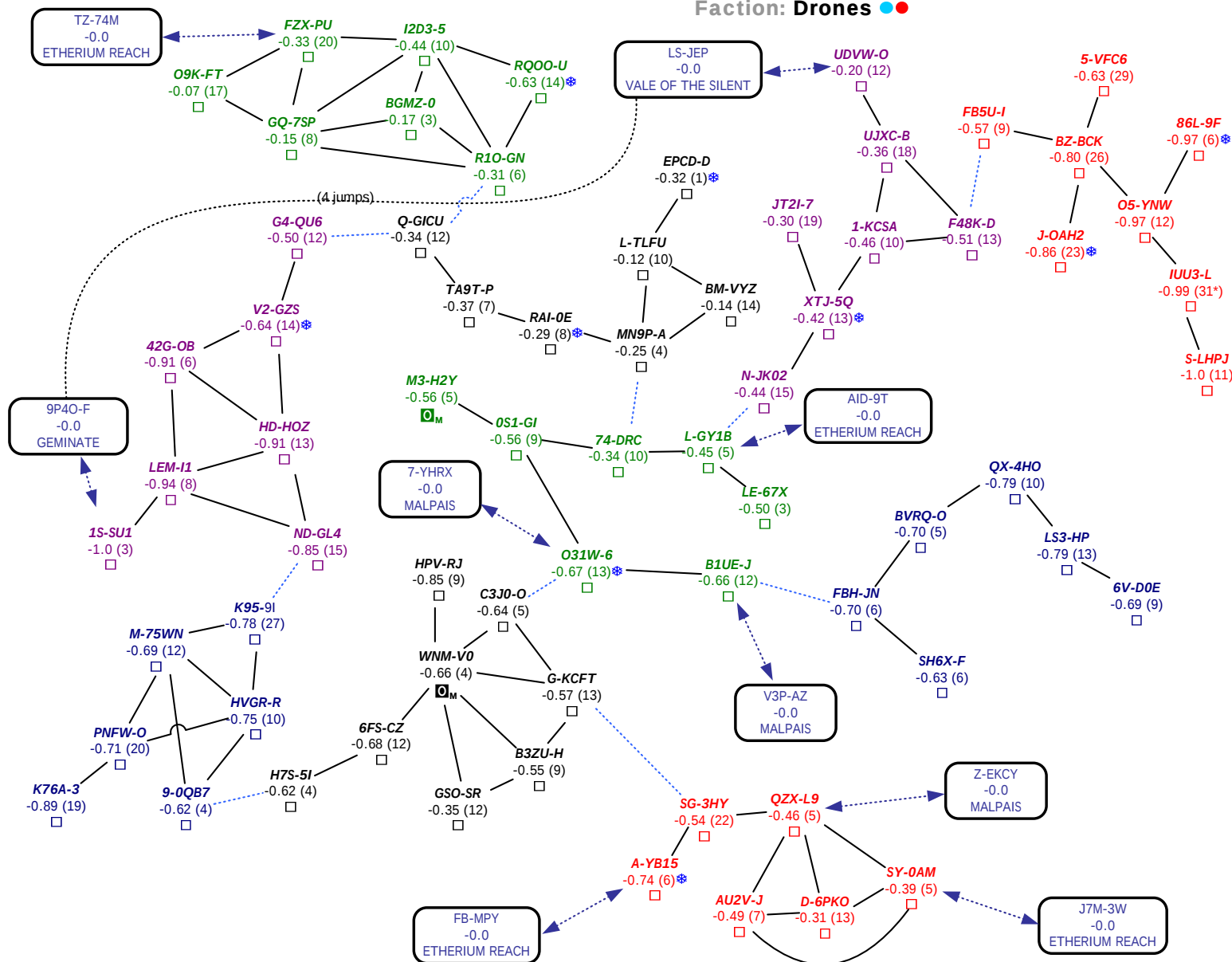
The Kalevala Expanse

by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones

Set: v3.57

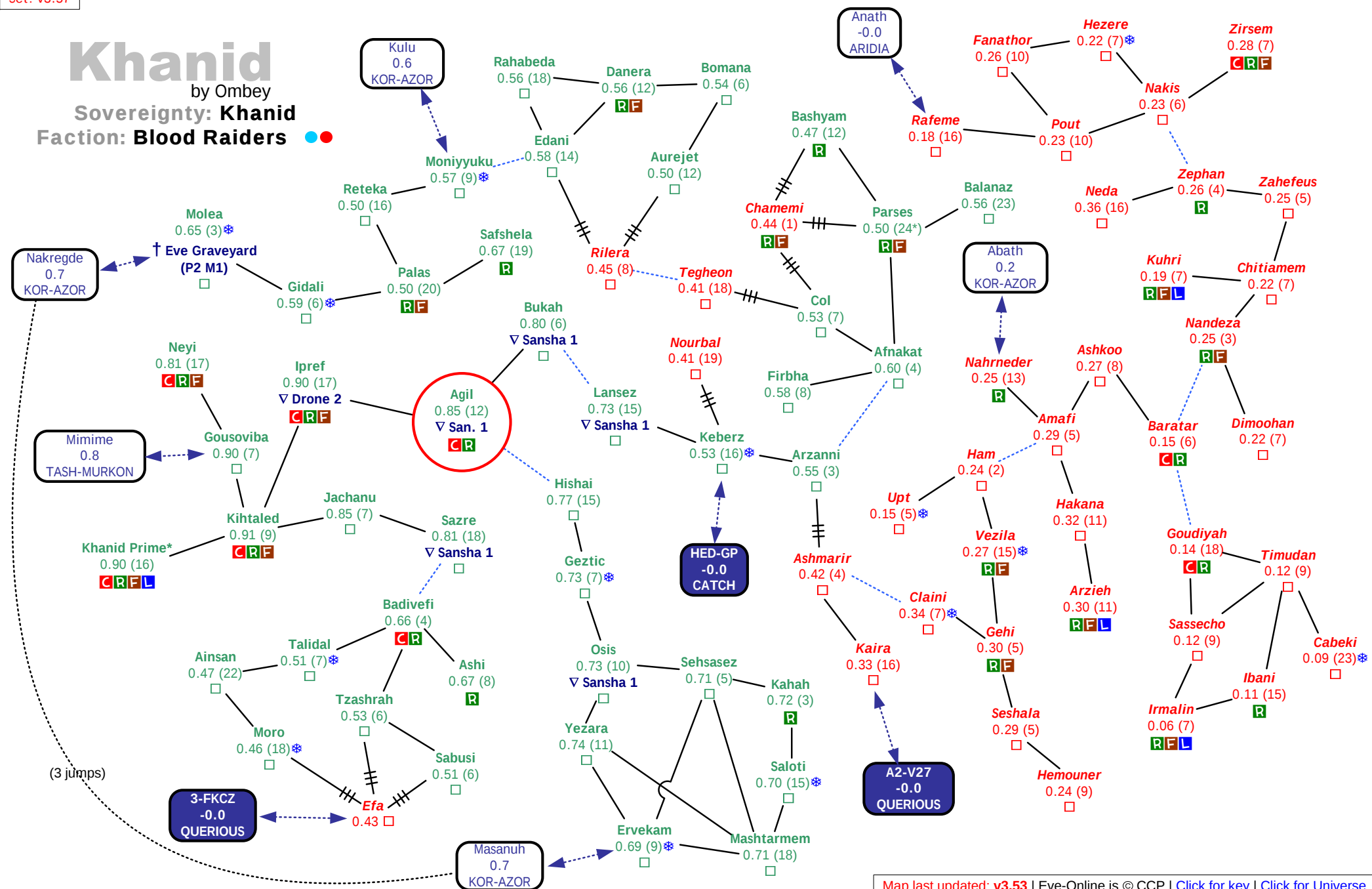


Khanid

by Ombey

Sovereignty: Khanid

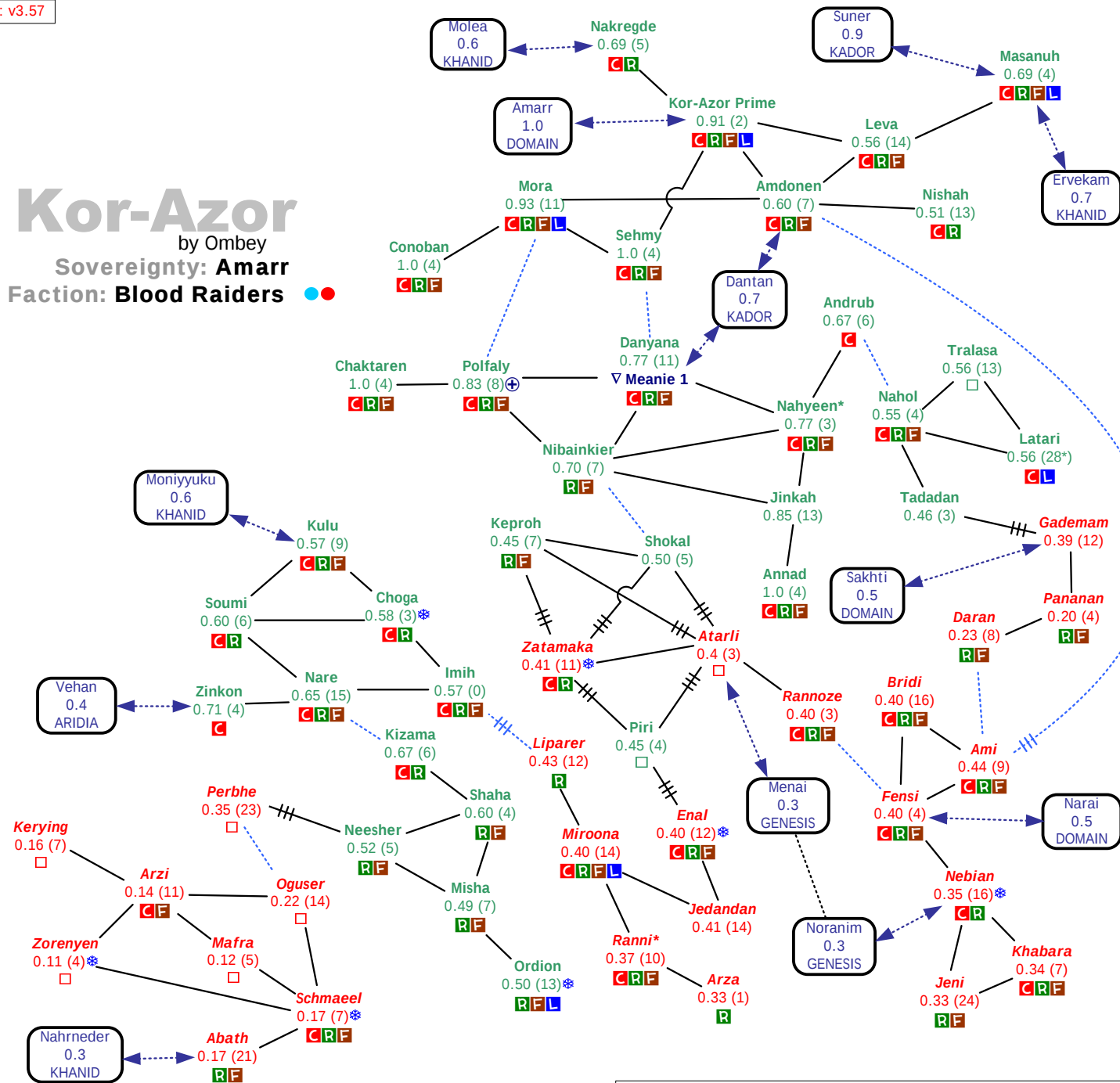
Faction: Blood Raiders 



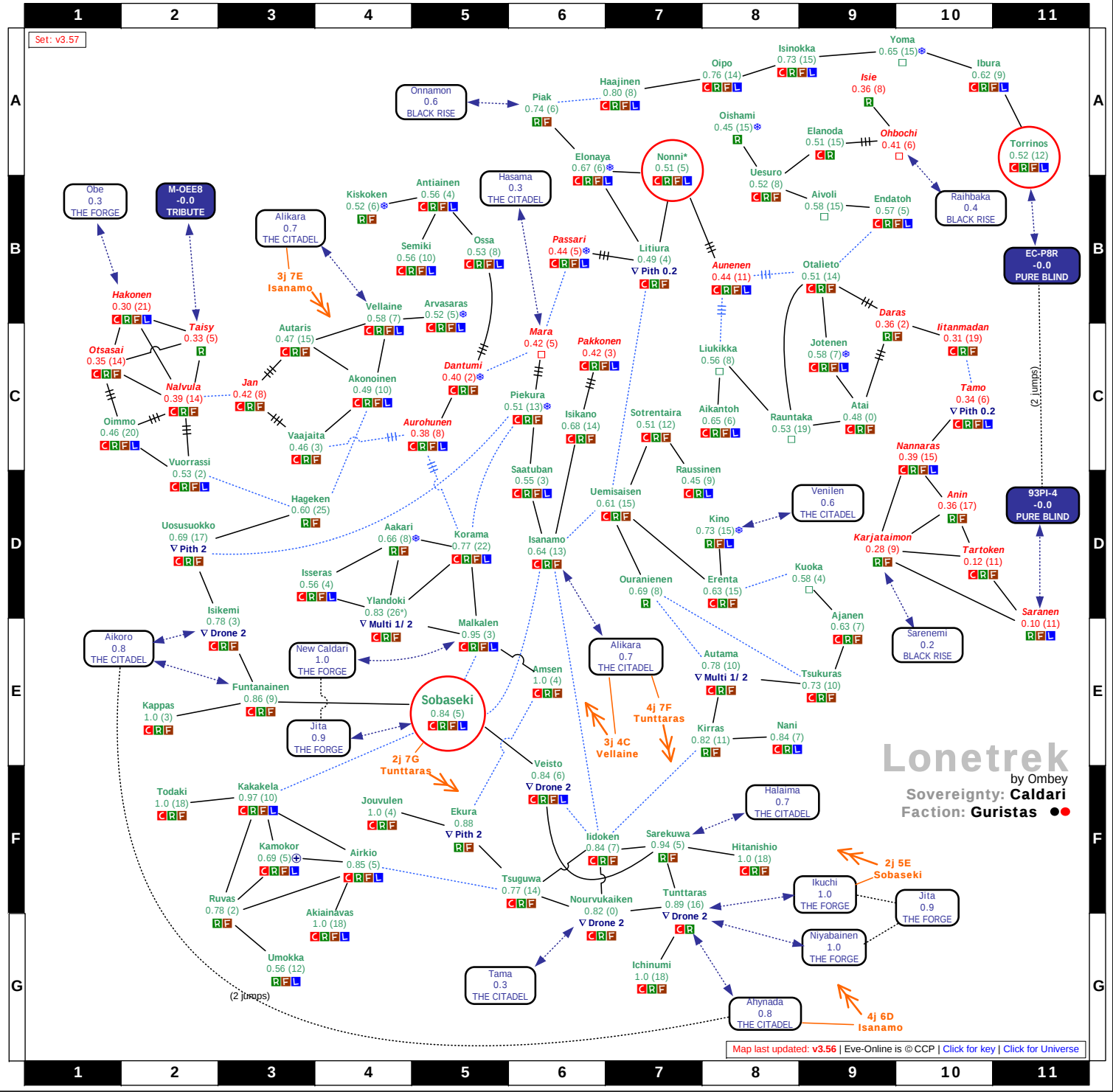
Set: v3.57

Kor-Azor

by Ombey
Sovereignty: Amarr
Faction: Blood Raiders



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Lonetrek
by Ombey
Sovereignty: Caldari
Faction: Guristas ●●

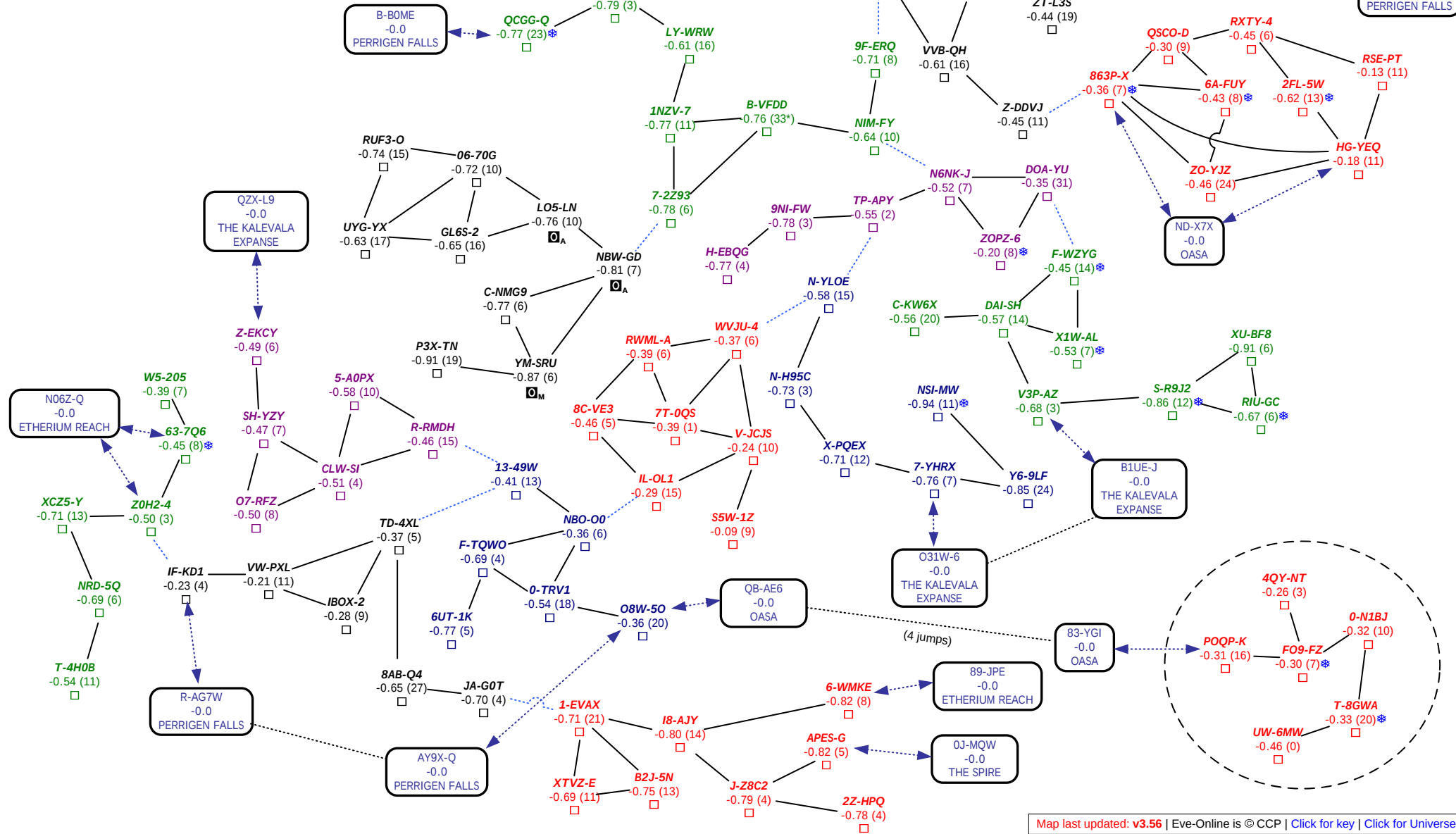
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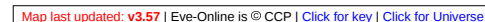
Malpais

by Ombey & Adam Reed

Sovereignty: **Mixed**

Faction: **Drones** ● ●



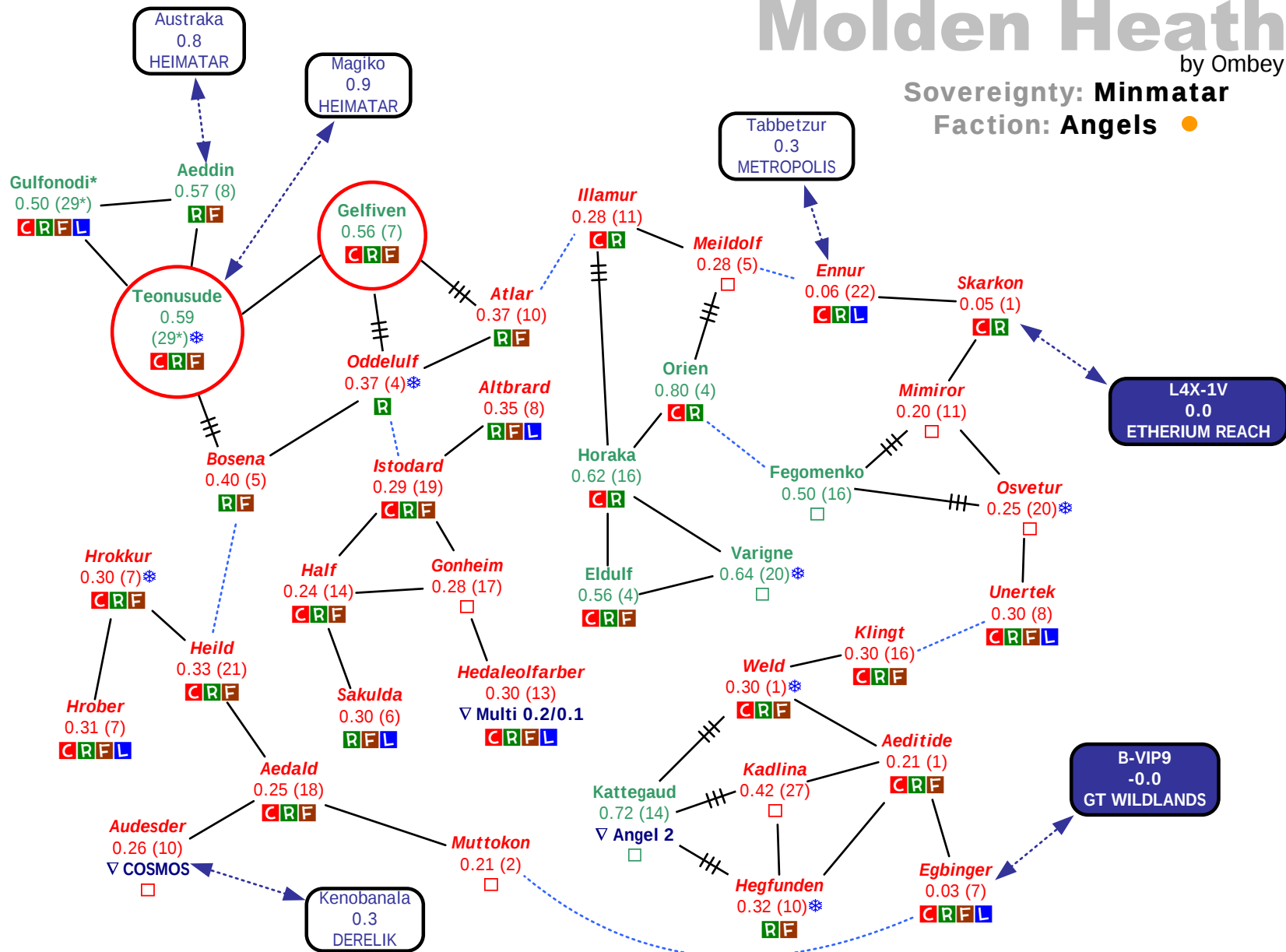


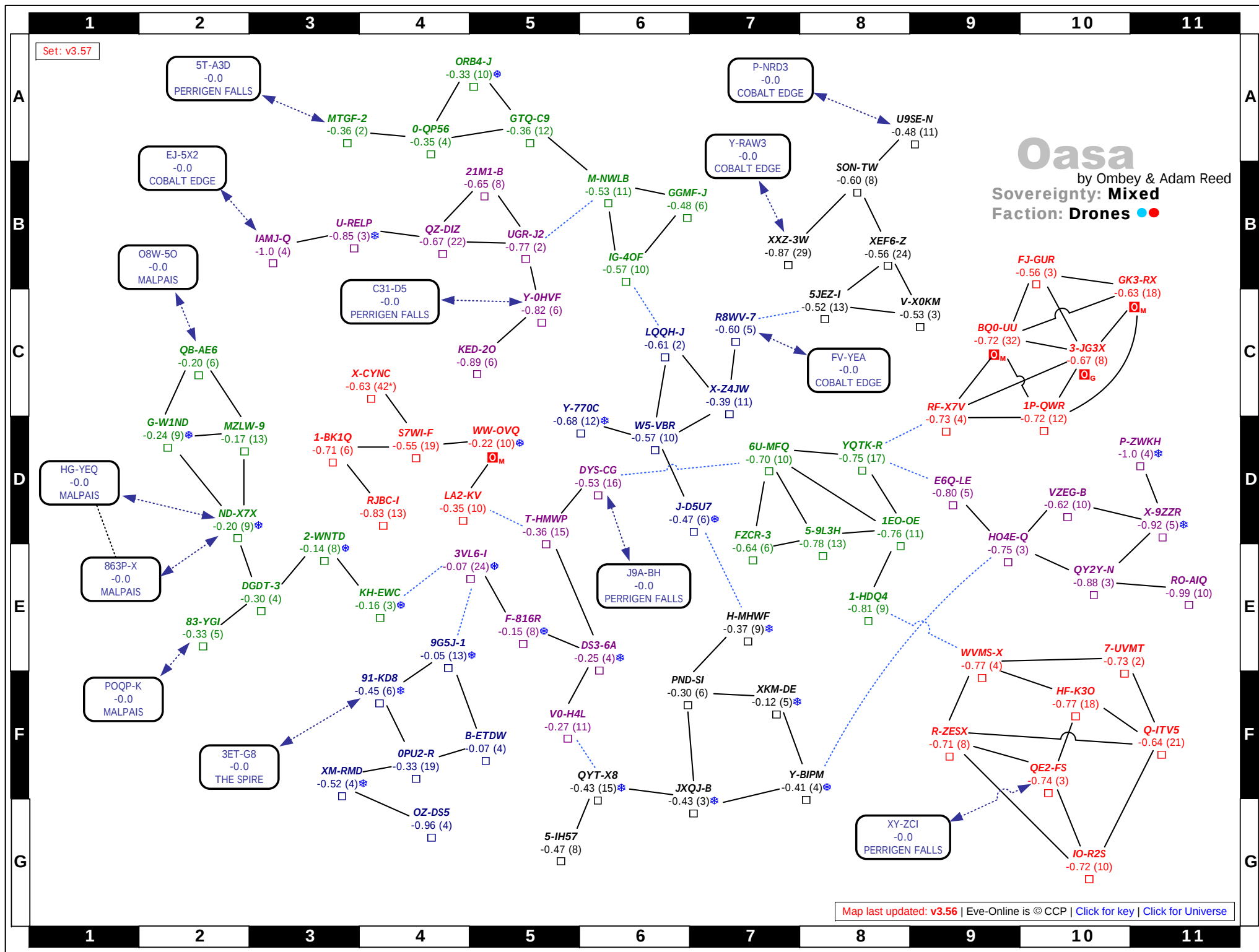
Molden Heath

by Ombey

Sovereignty: Minmatar

Faction: Angels ●





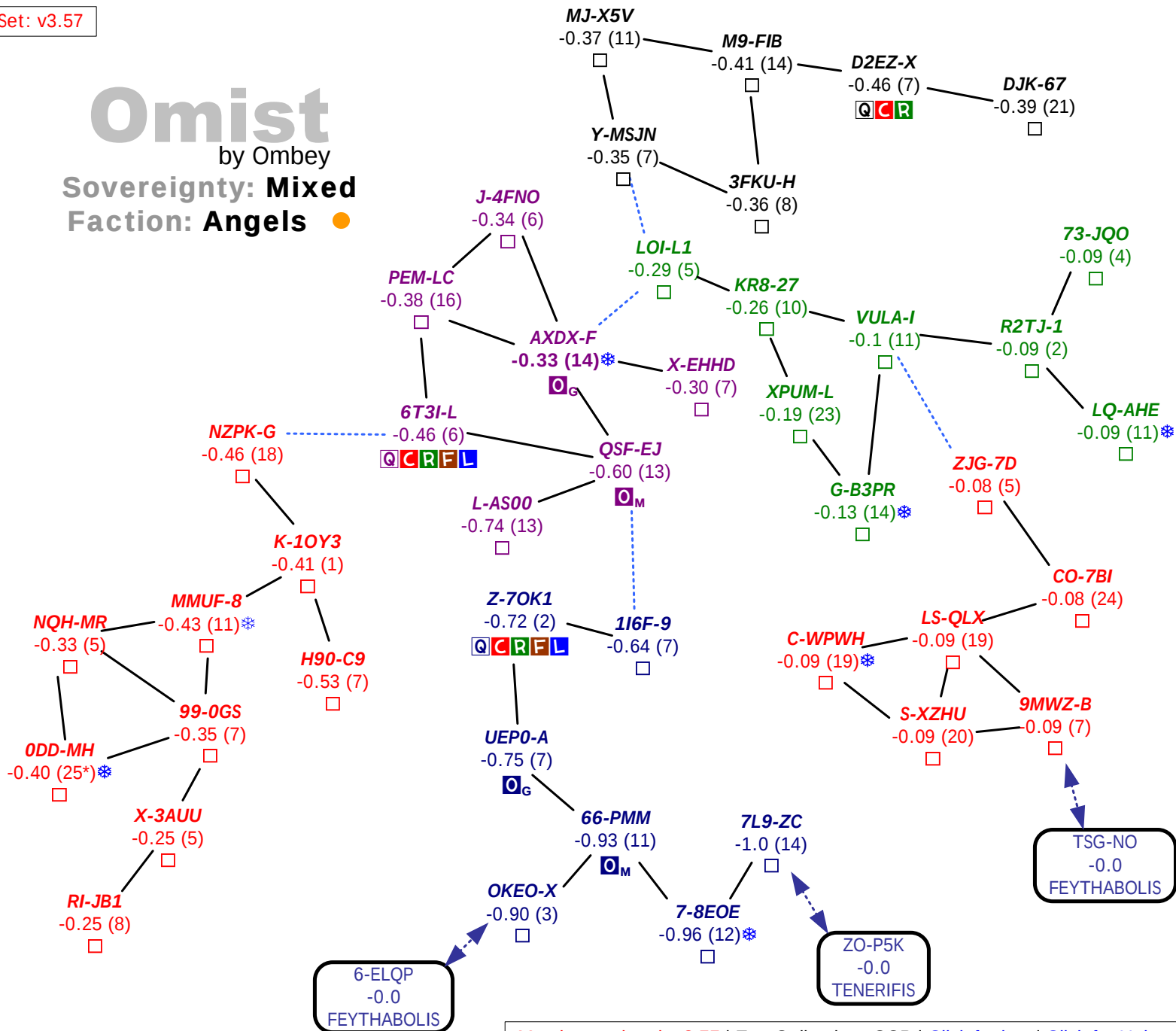
Omist

by Ombey

Sovereignty: **Mixed**

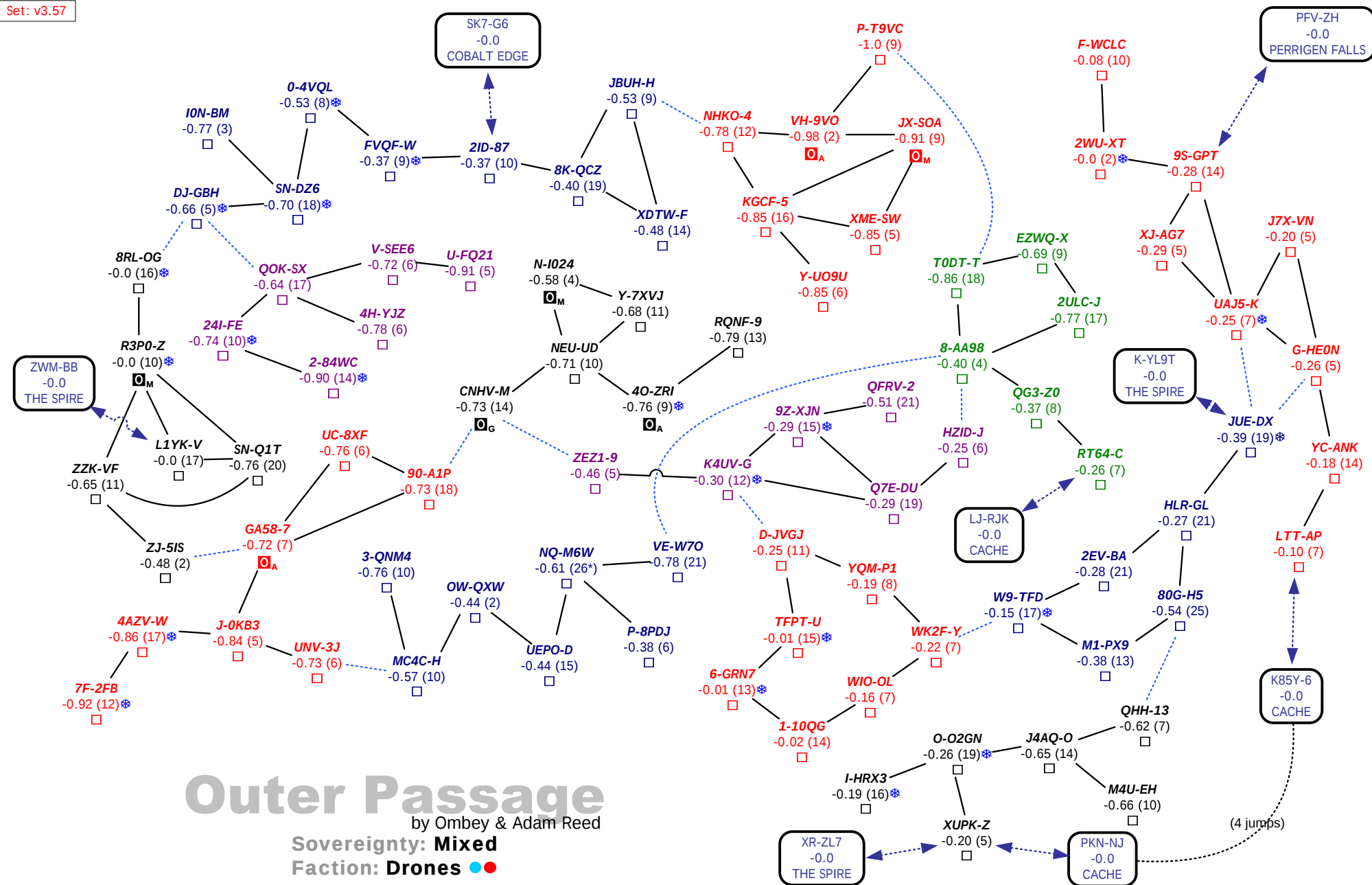
Faction: **Angels** ●

Set: v3.57



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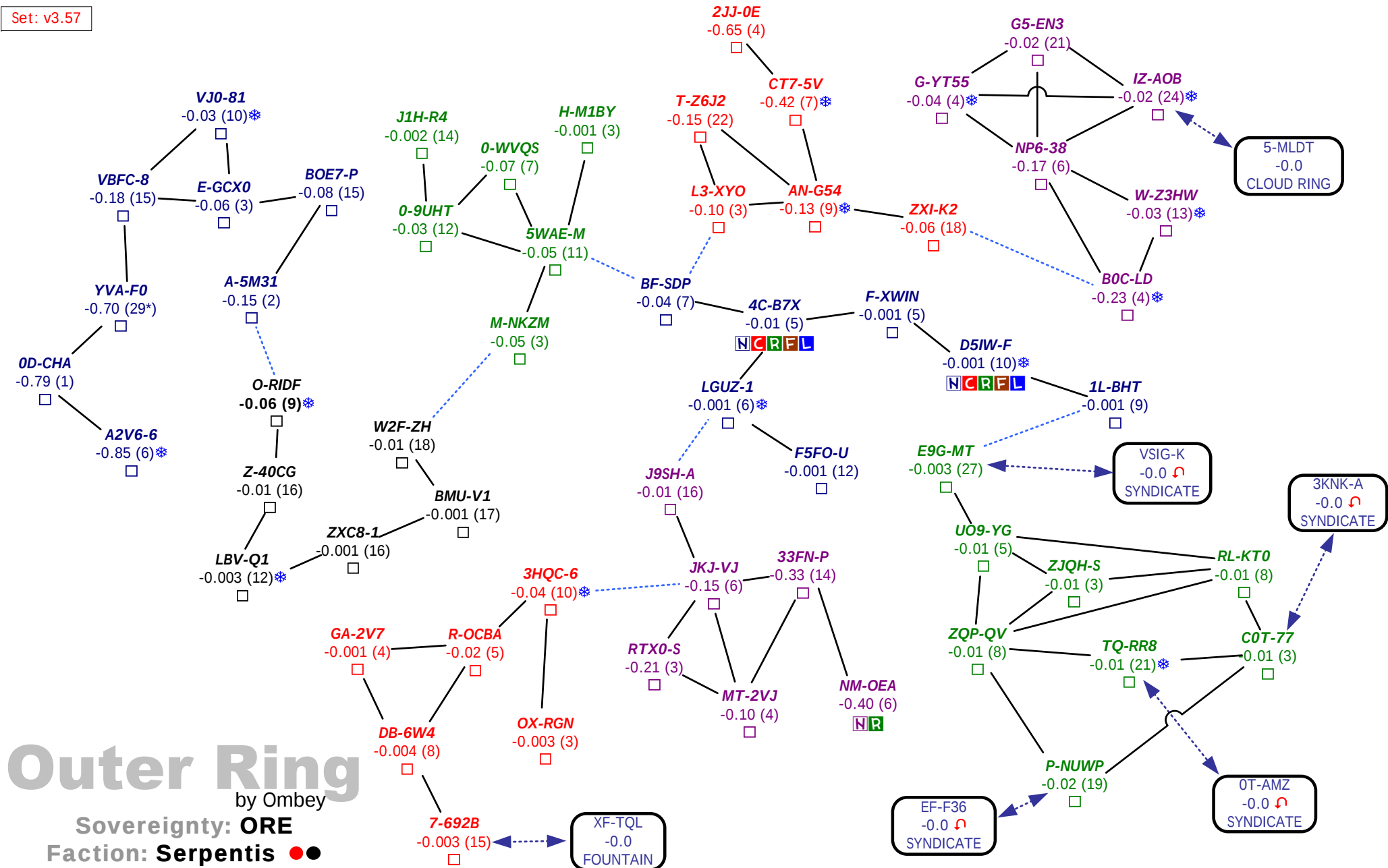
Set: v3.57

Outer Ring

by Ombey

Sovereignty: ORE
Faction: Serpentsis ●●

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Set: v3.57

KSM-1T
-0.0
ESOTERIA

4Y-OBL
-0.26 (14)*

0-MX34
-0.09 (2)

T-ZFID
-0.07 (3)

AA-GWF
-0.24 (8)

1DDR-X
-0.18 (22)

HHJD-5
-0.26 (12)

LG-WA9
-0.15 (15)

ZWV-GD
-0.34 (14)

H8-ZTO
-0.13 (18)
Q C R F L

0ZN7-G
-0.05 (22)

R-ARKN
-0.0
ESOTERIA

04T-Z5
-0.06 (38*)

TCAG-3
-0.0
PERIOD BASIS

G-M4GK
-1.0 (13)

0SUF-3
-0.29 (5)

01Q-P1
-0.46 (10)*

0-MCZR
-0.08 (10)

33-JRO
-0.02 (3)

5-CSE3
-0.20 (9)*

JI-K5H
-0.04 (11)*

ARBX-9
-0.18 (6)

9T-APQ
-0.12 (16)

UAAU-C
-0.01 (16)

YV-FDG
-0.14 (11)

LUL-WX
-0.03 (10)

8Q-UYU
-0.02 (6)

JK-GLL
-0.07 (13)

0-97ZG
-0.06 (4)

GQ2S-8
-0.26 (19)
Q C R

KU3-BB
-0.21 (4)

2I-520
-0.15 (30)

G1D0-G
-0.06 (9)*

SN9S-N
-0.0
ESOTERIA

(3 jumps)

3PPT-9
-0.04 (13)*
Q_M

S-KU8B
-0.03 (2)

LD-2VL
-0.20 (17)

ZBY-0I
-0.44 (13)

0-N589
-0.93 (17)

MP5-KR
-0.60 (13)
Q C R F L

LX5K-W
-0.67 (17)
Q_M

ZDYA-G
-1.0 (1)*

Paragon Soul

by Ombey

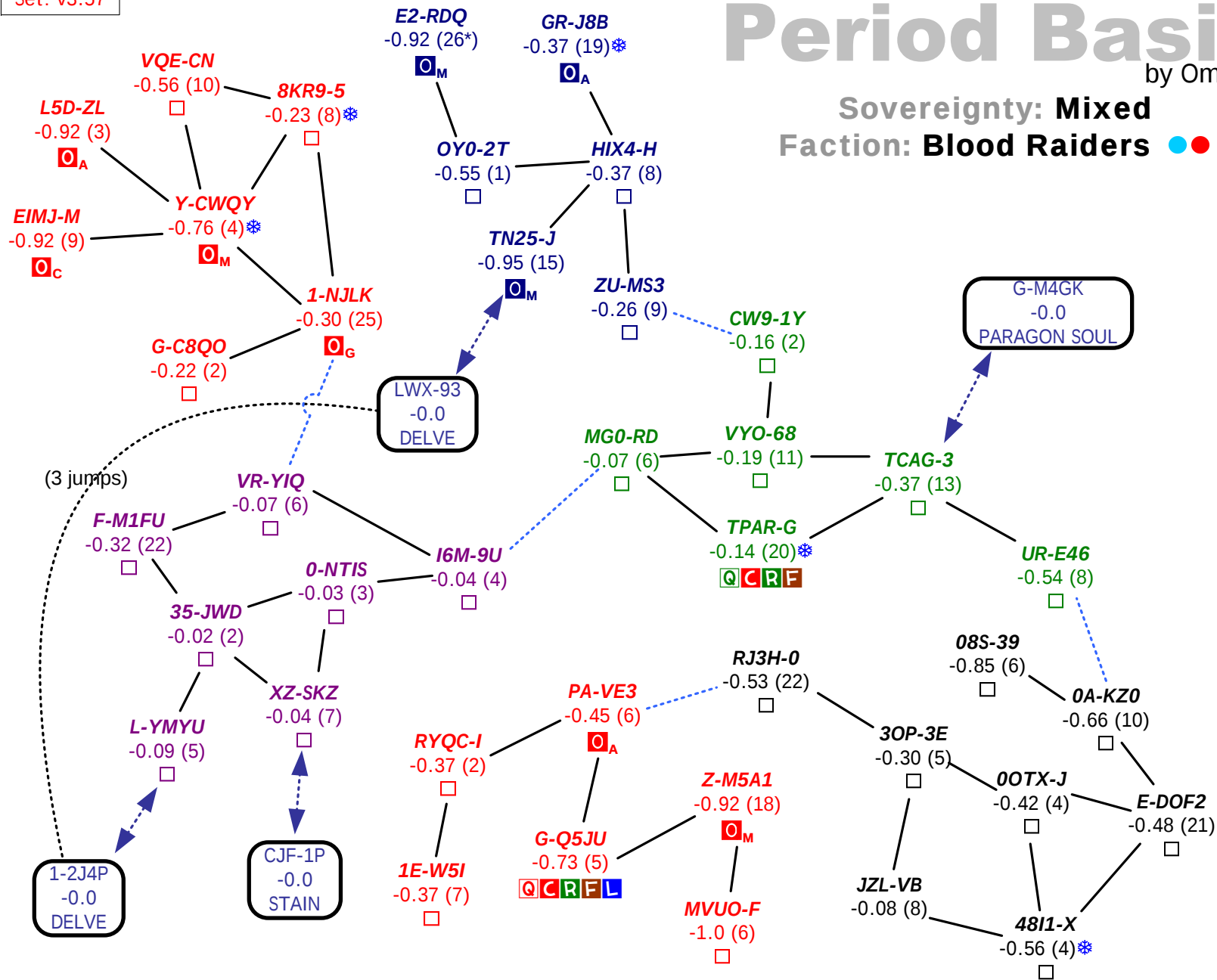
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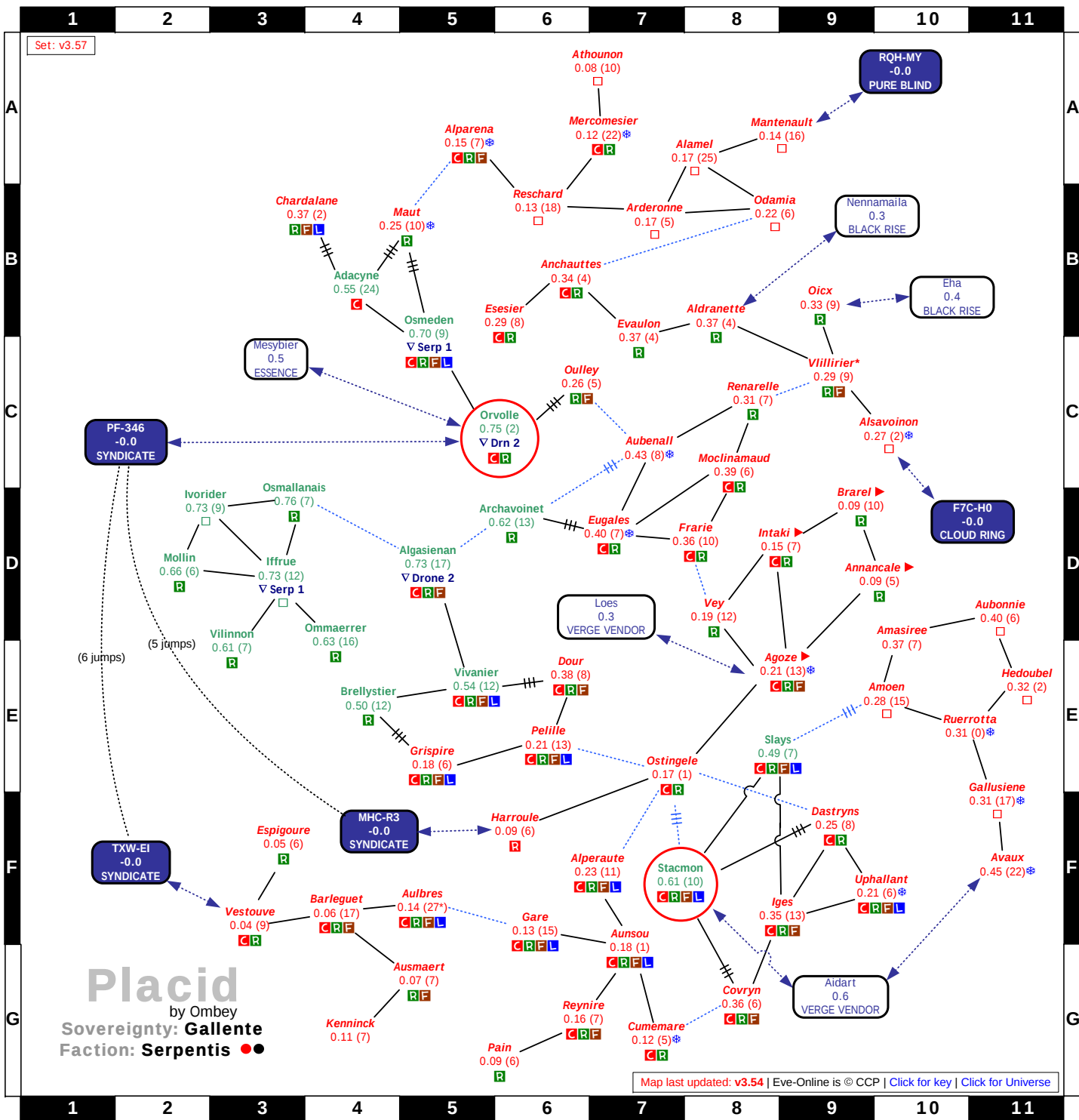
Faction: Sanshas ●●

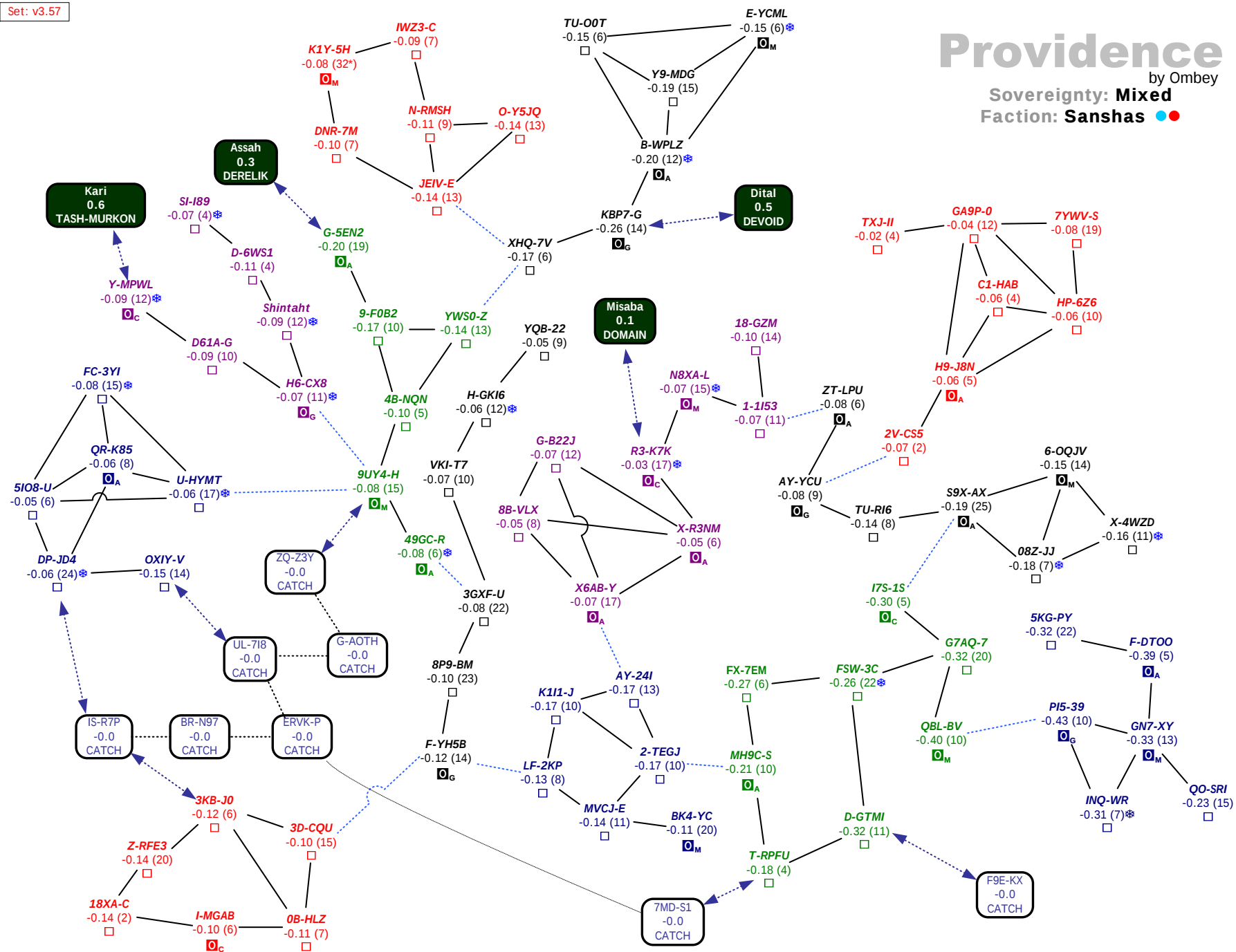
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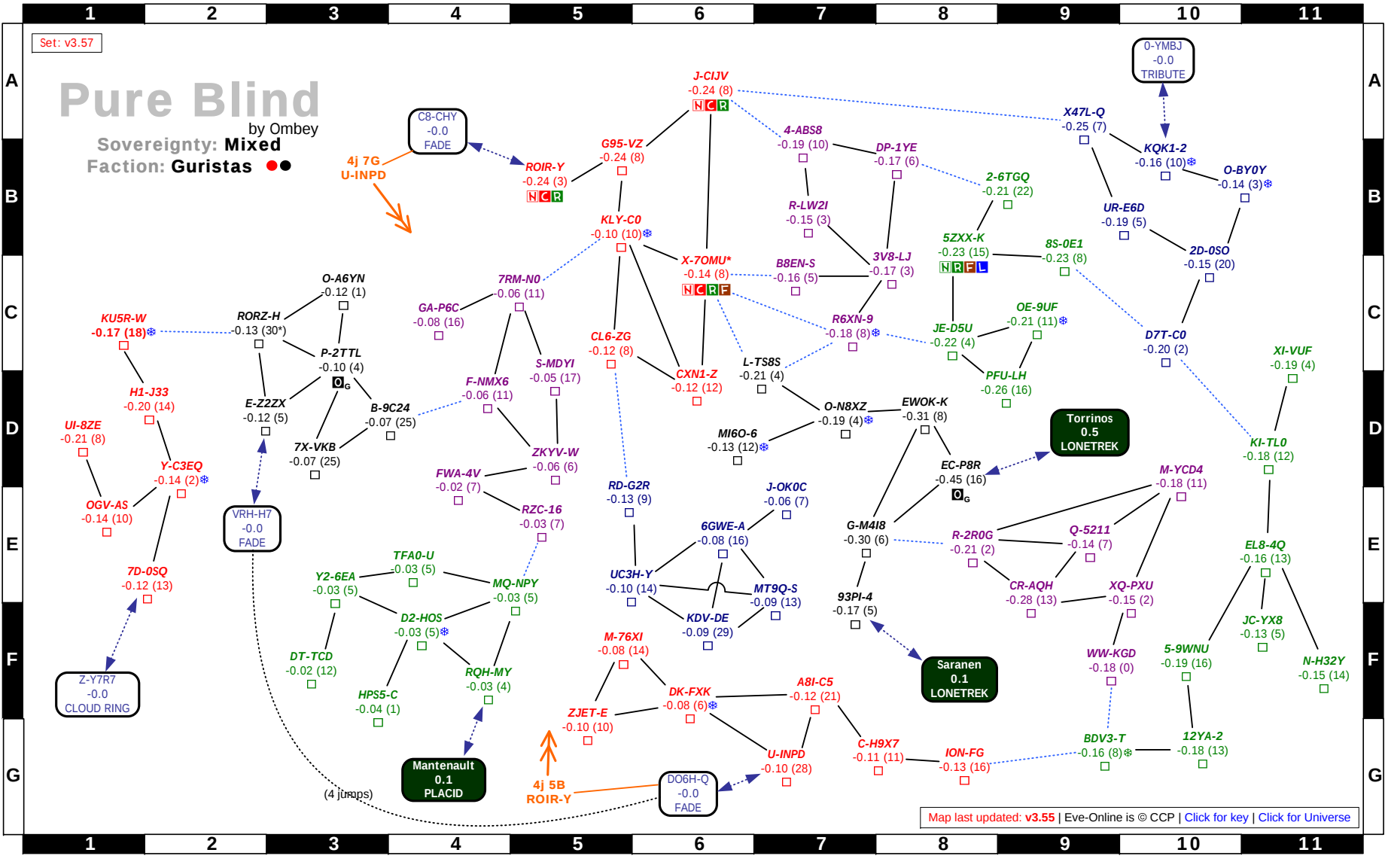
Period Basis

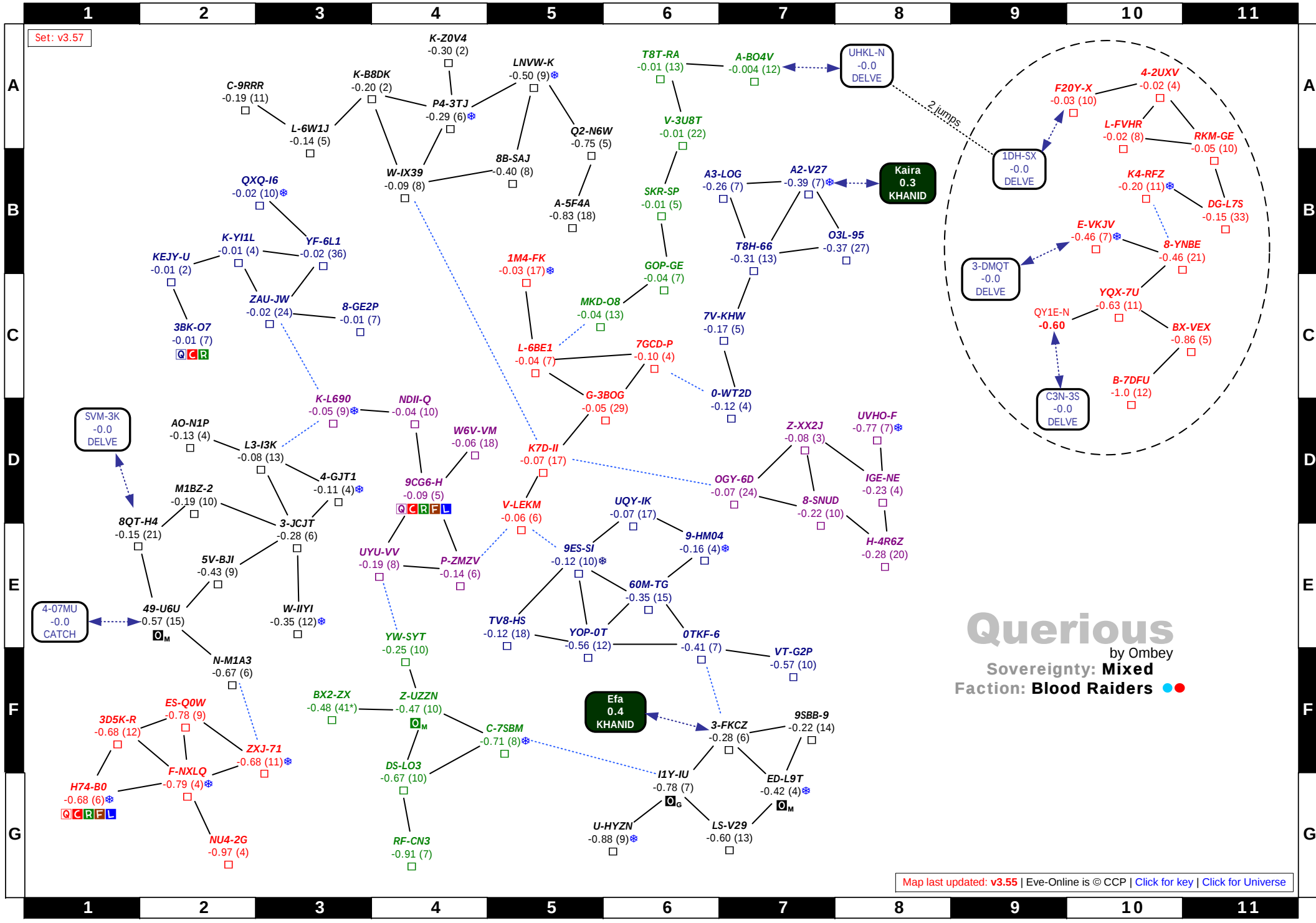
Sovereignty: Mixed
Faction: Blood Raiders







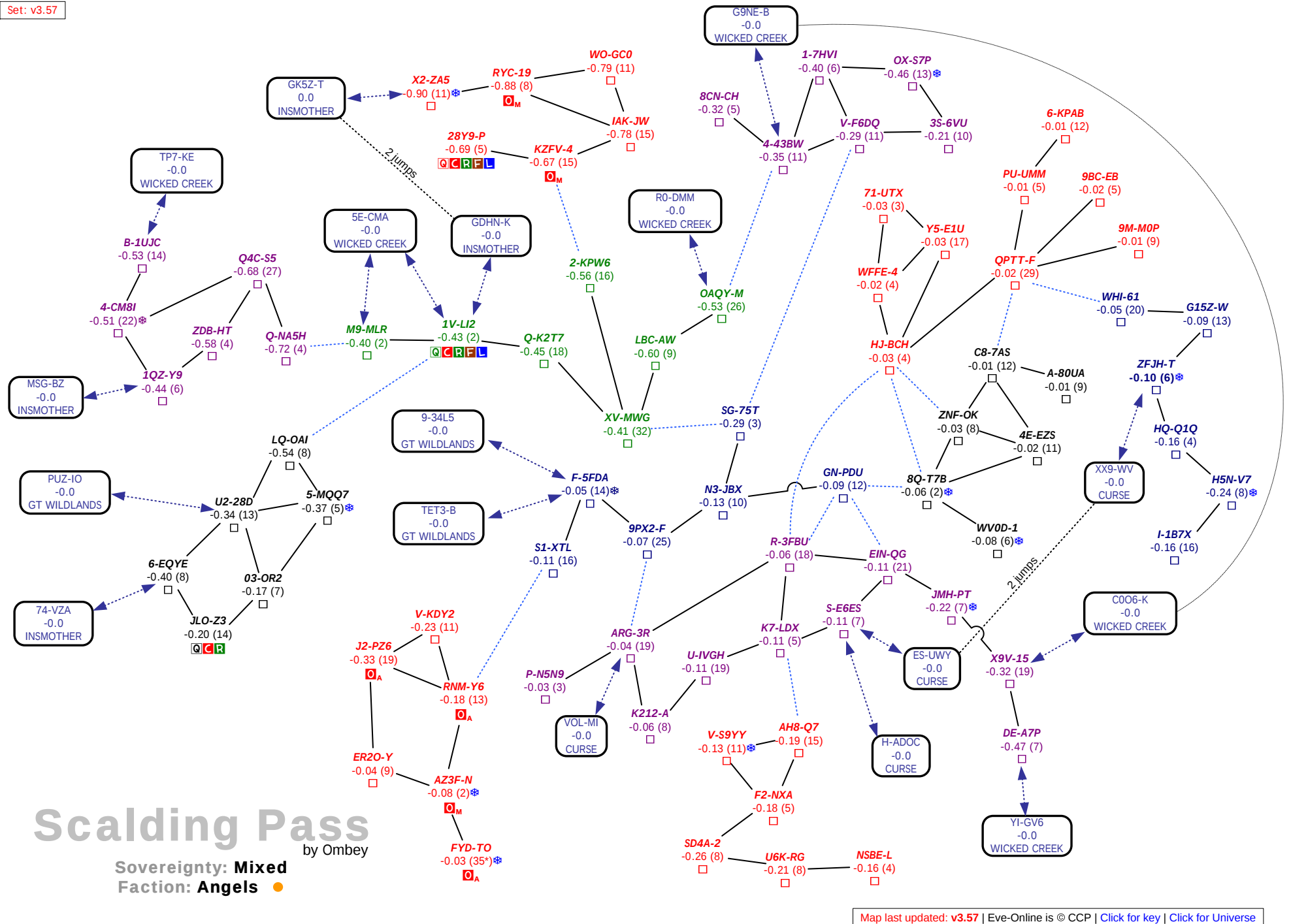


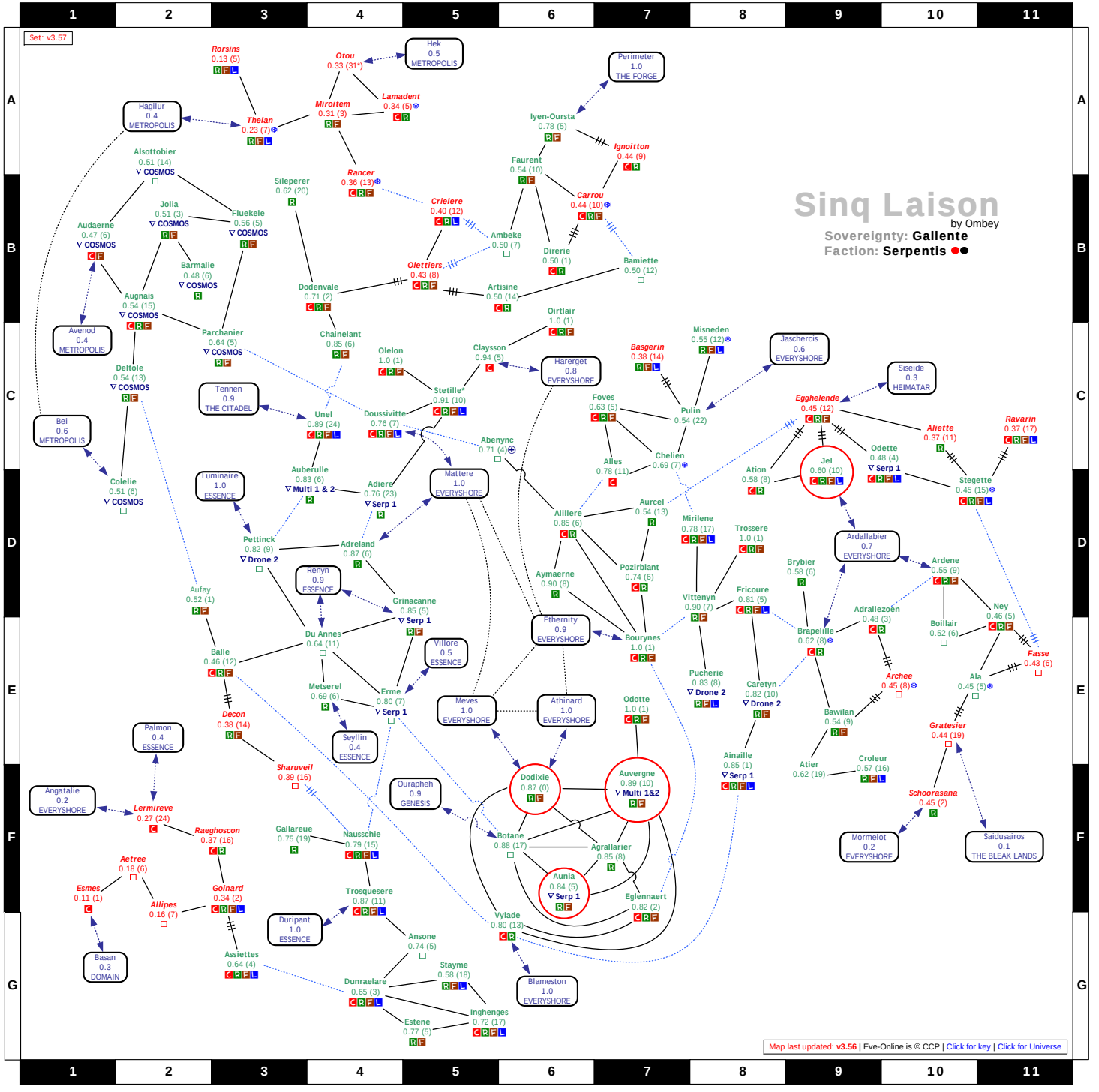


Set: v3.57

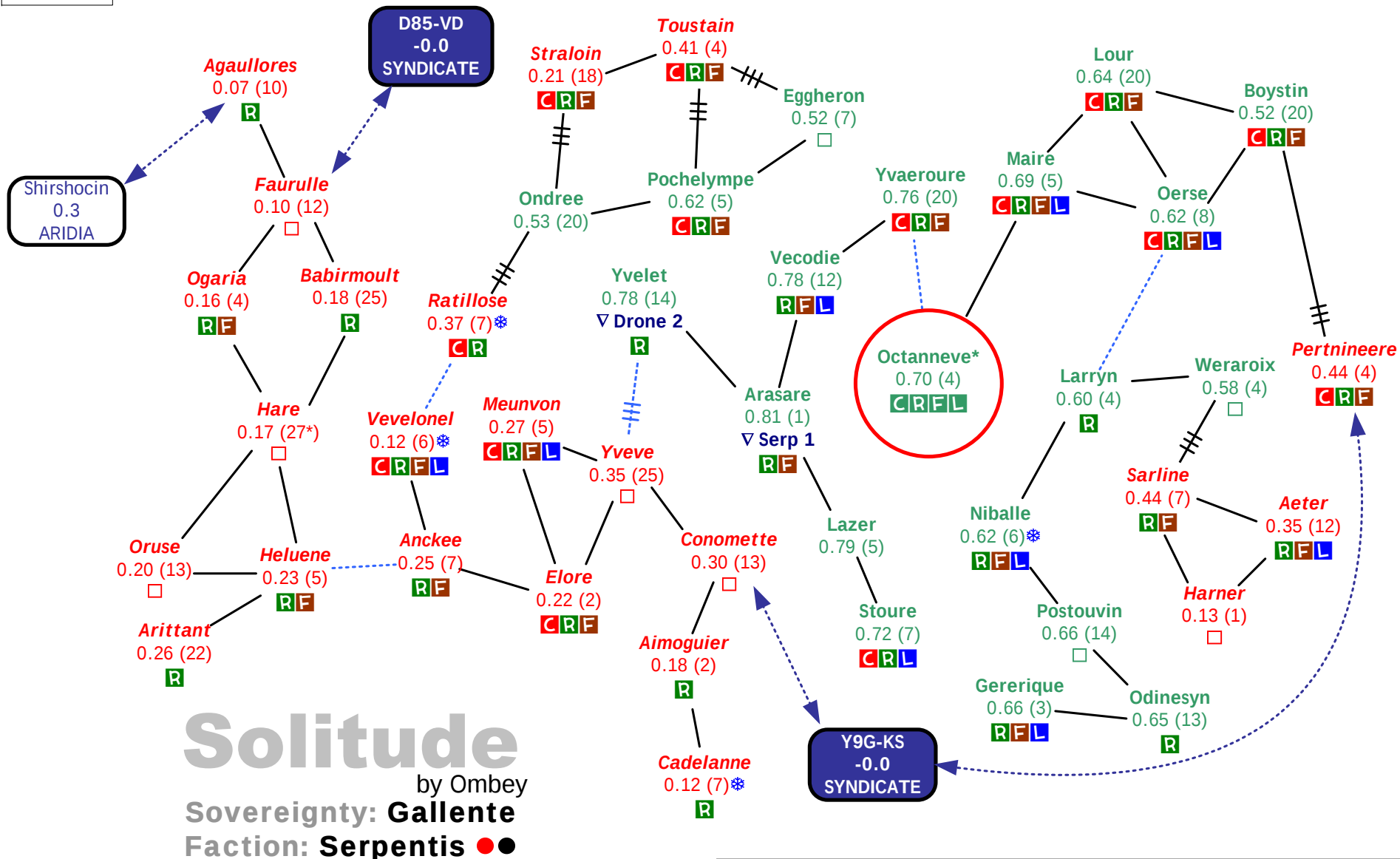
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Set: v3.57

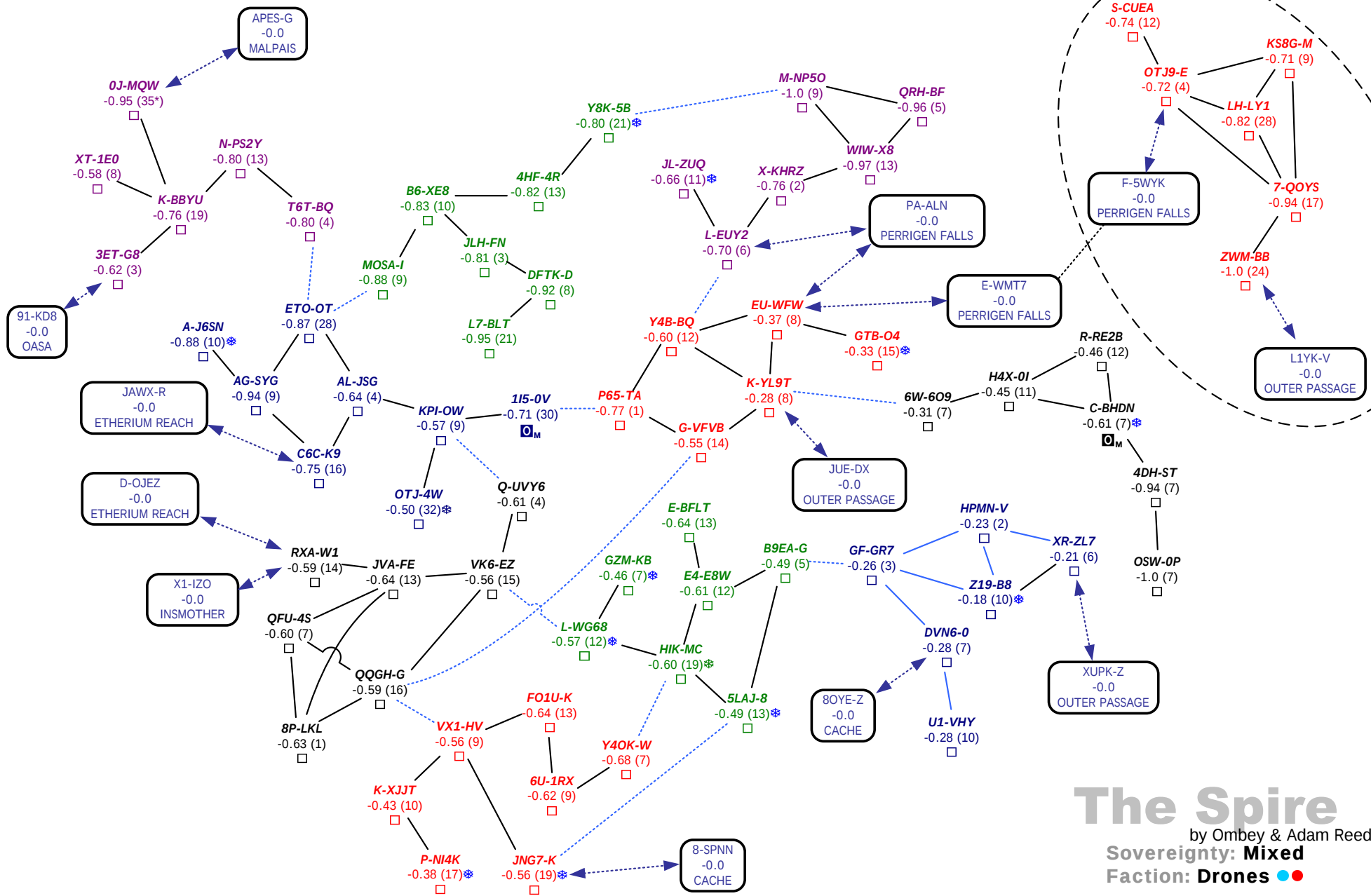


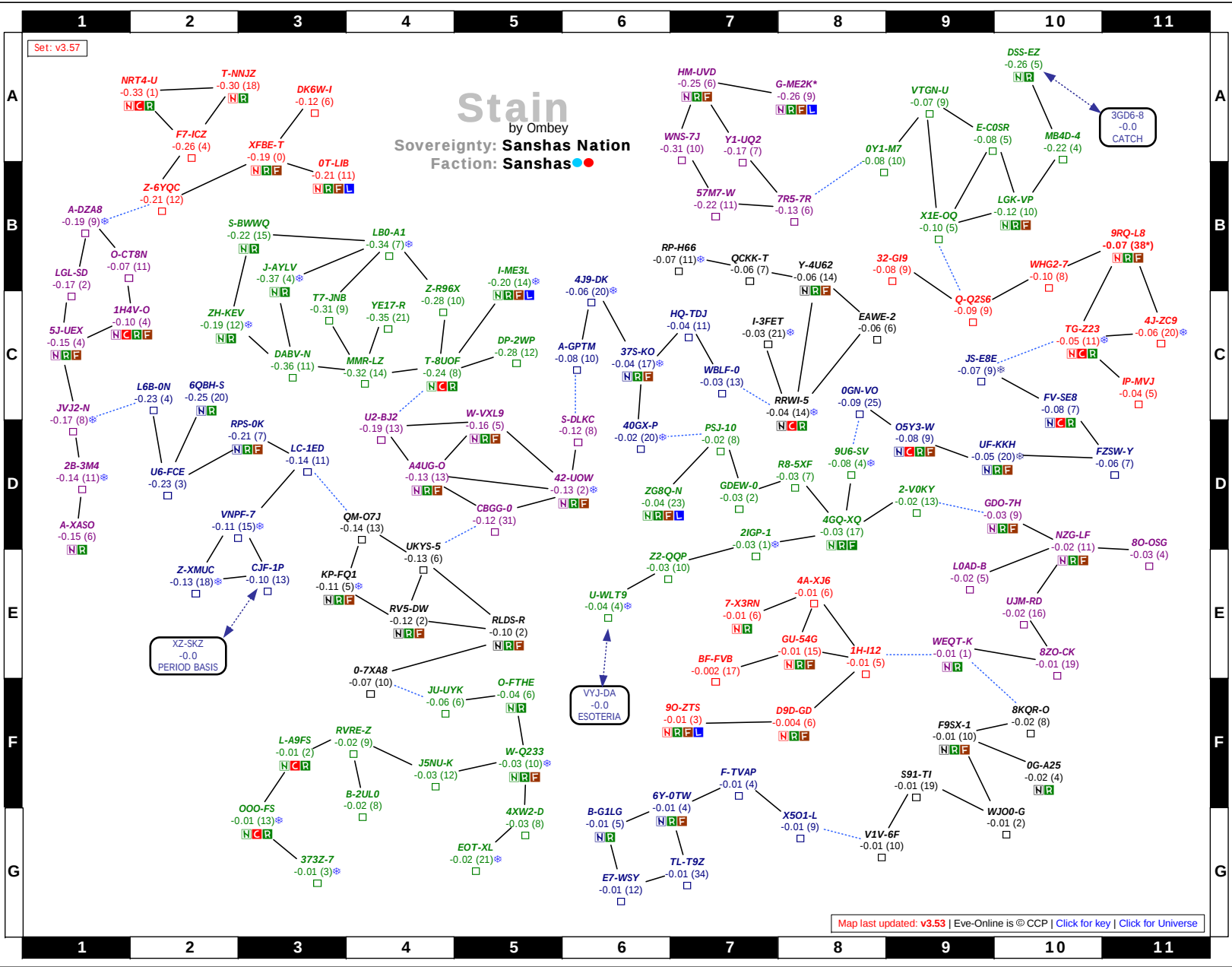


Sinq Laison
by OnmbeY
Sovereignty: Gallente
Faction: Serpents ●●

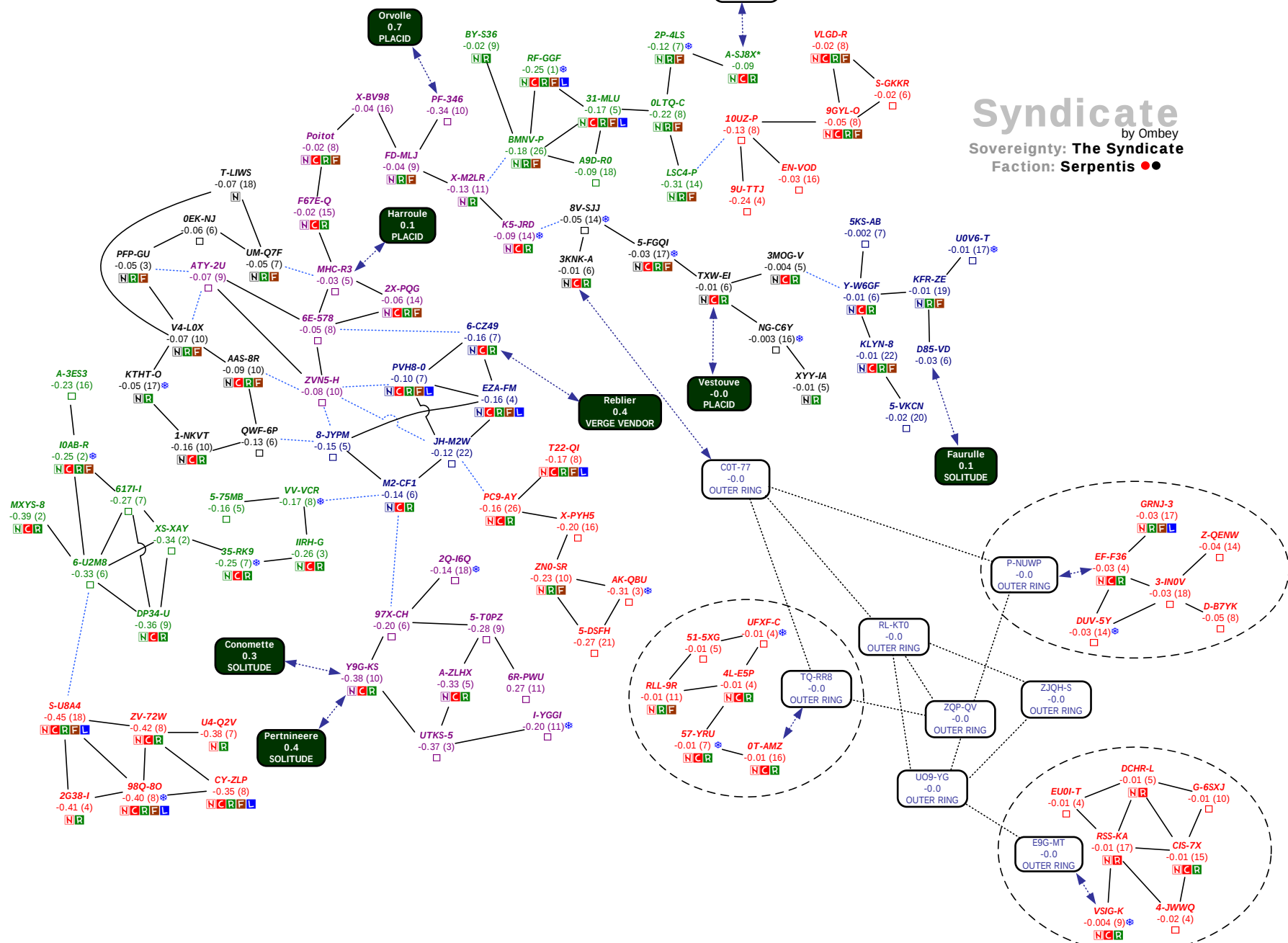


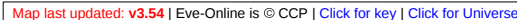
Set: v3.57





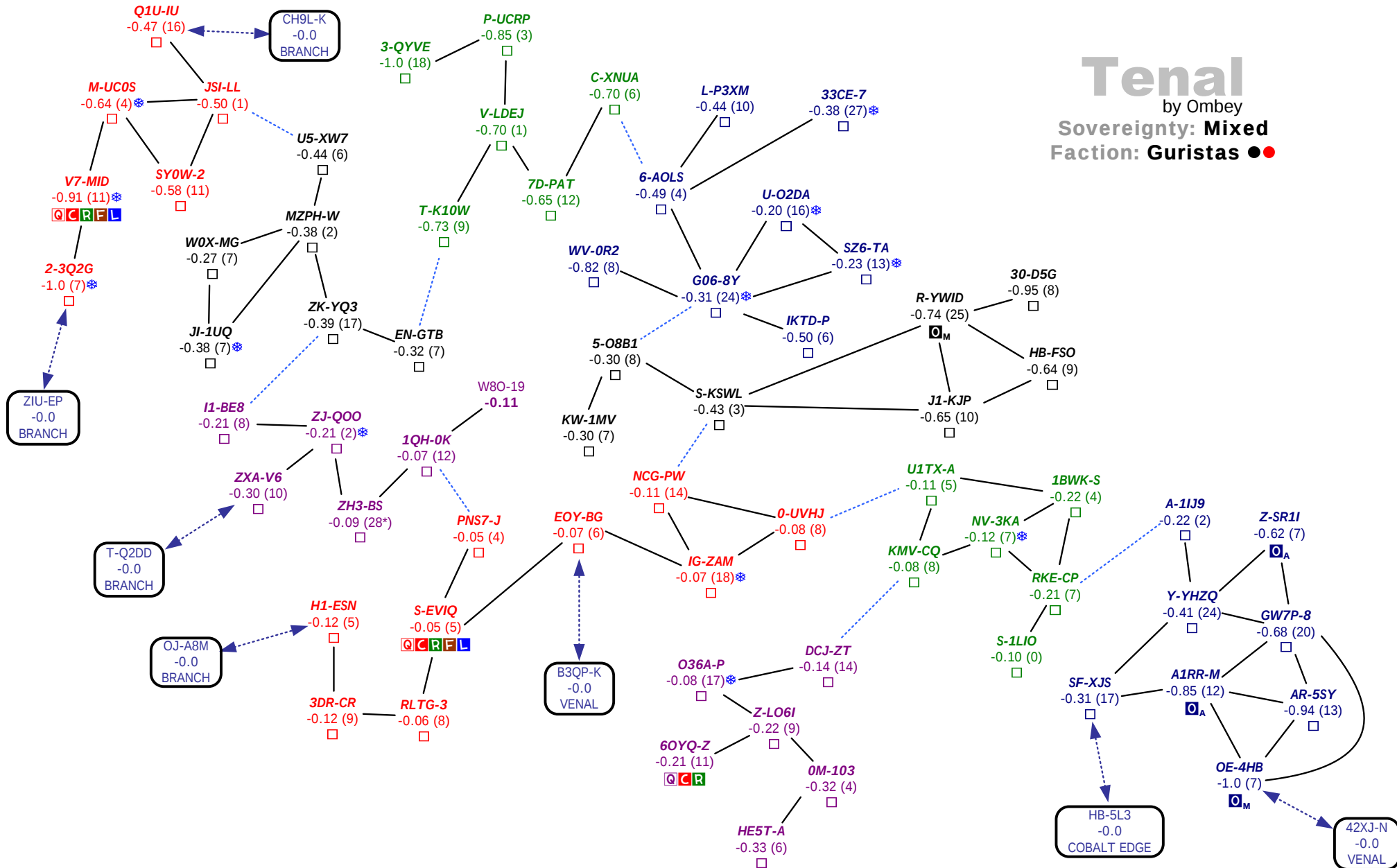
Syndicate
by Ombey
Sovereignty: The Syndicate
Faction: Serpents ●●

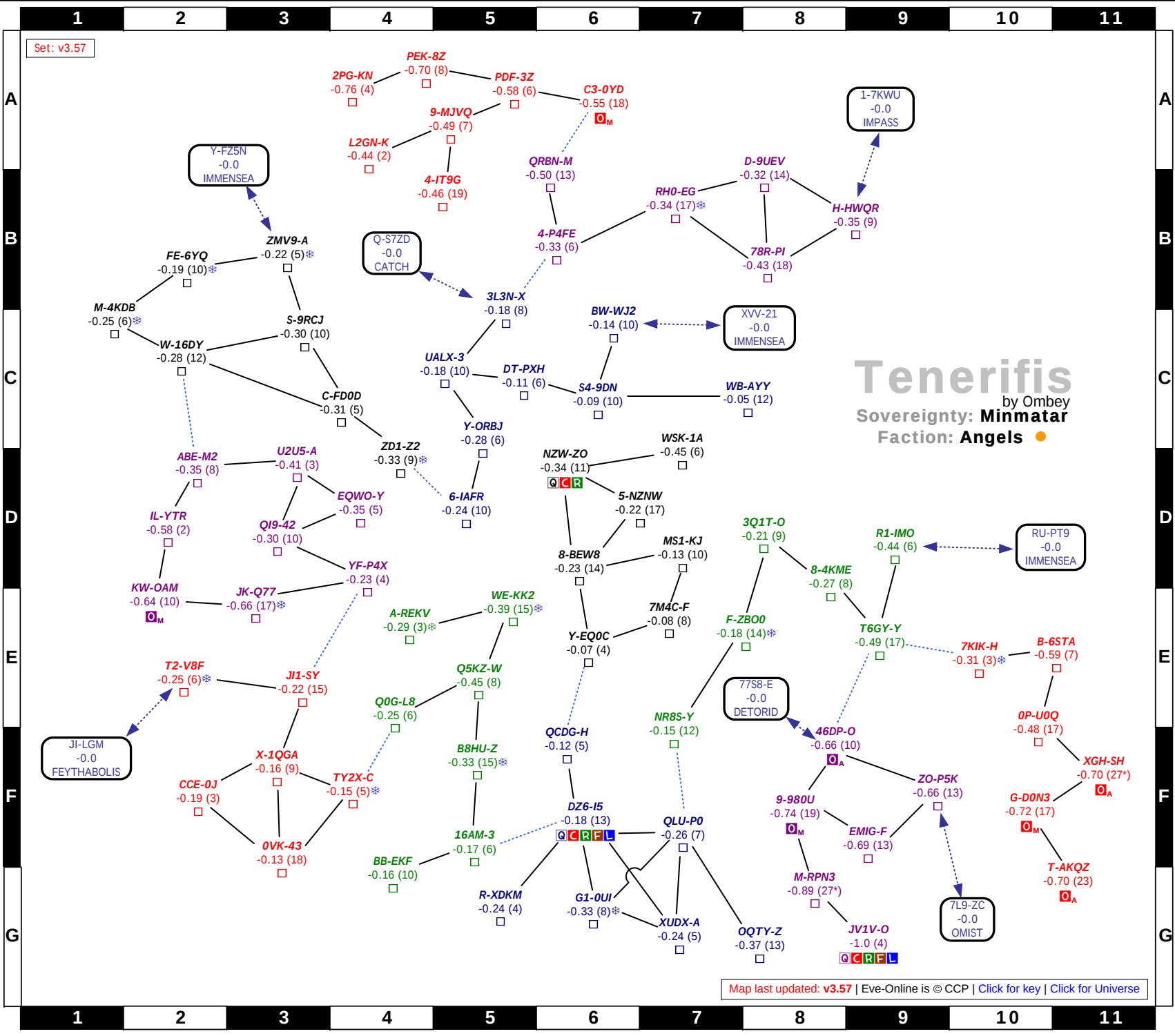




Set: v3.57

Tenal
by Ombey
Sovereignty: Mixed
Faction: Guristas ●●

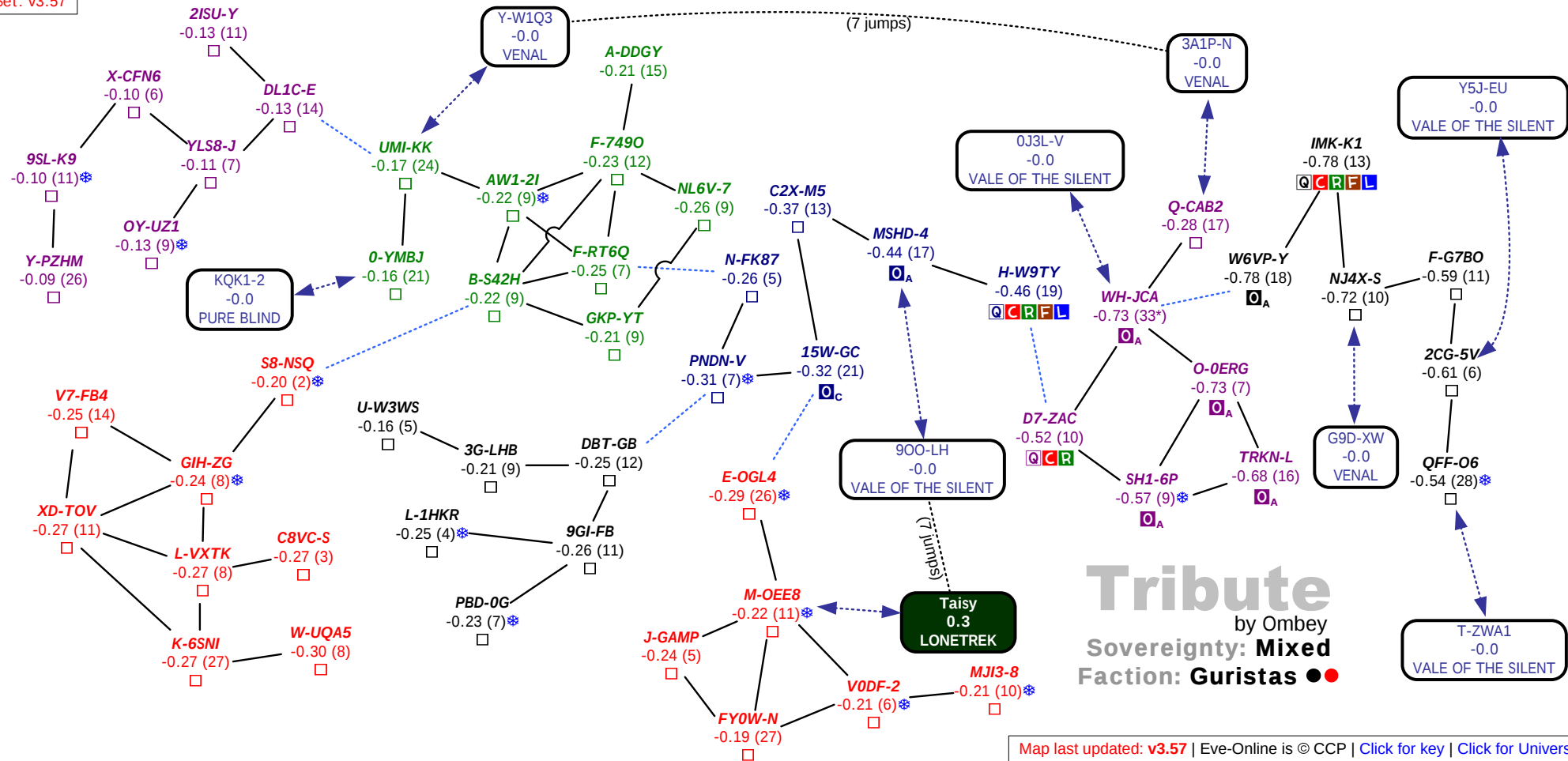


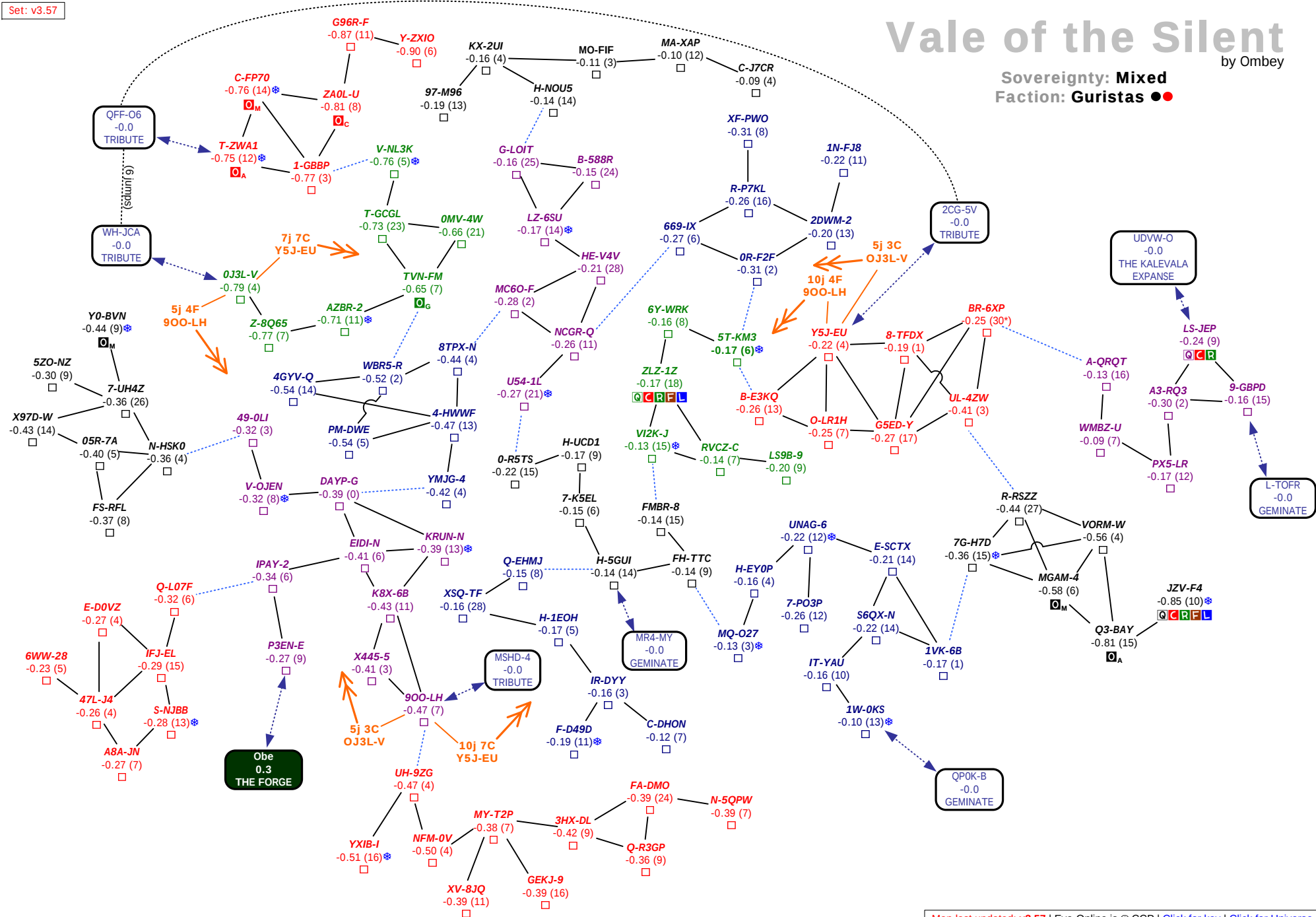


Set: v3.57

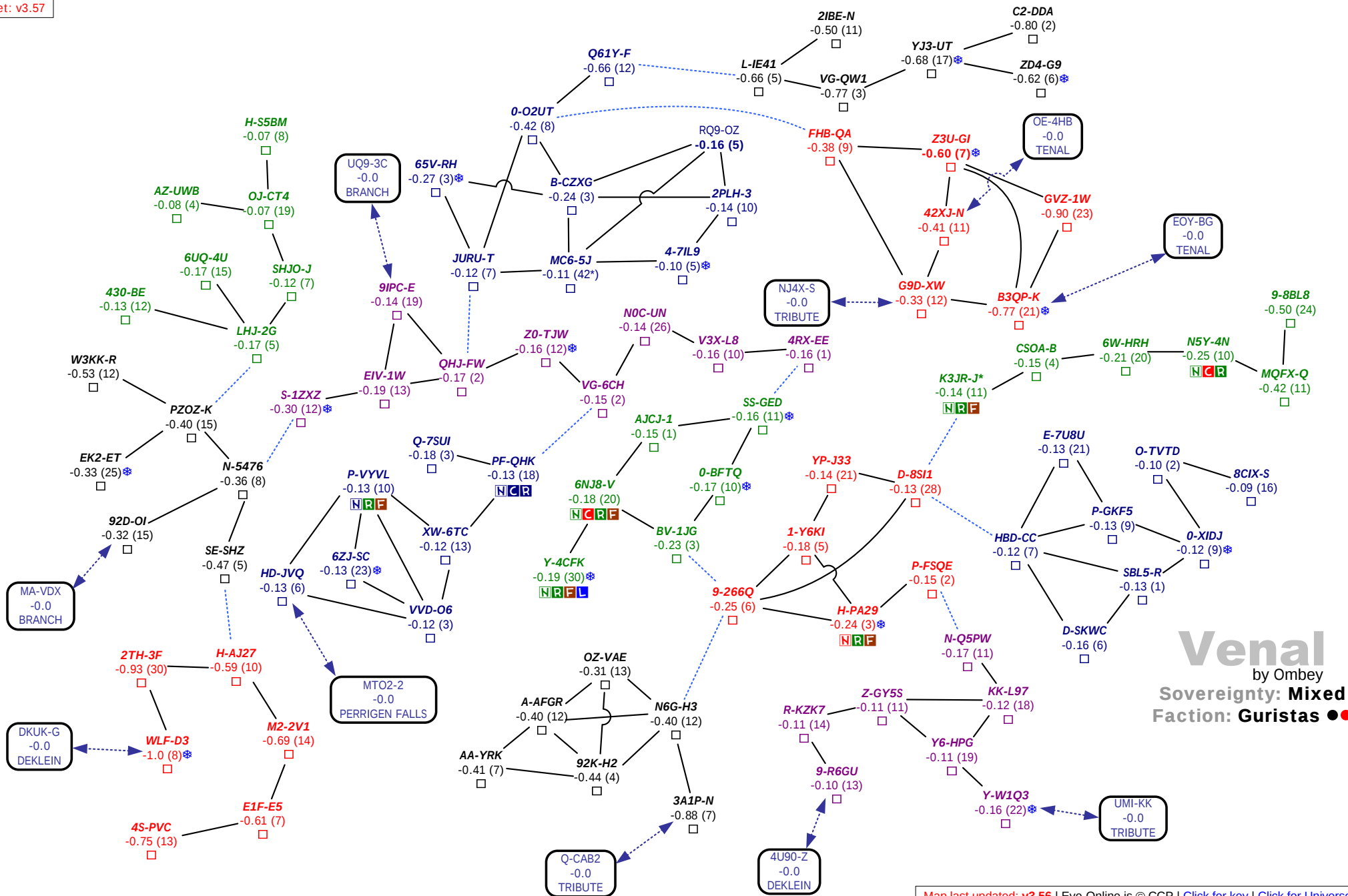
Tenerifis
by Ombey
Sovereignty: Minmatar
Faction: Angels ●

Set: v3.57

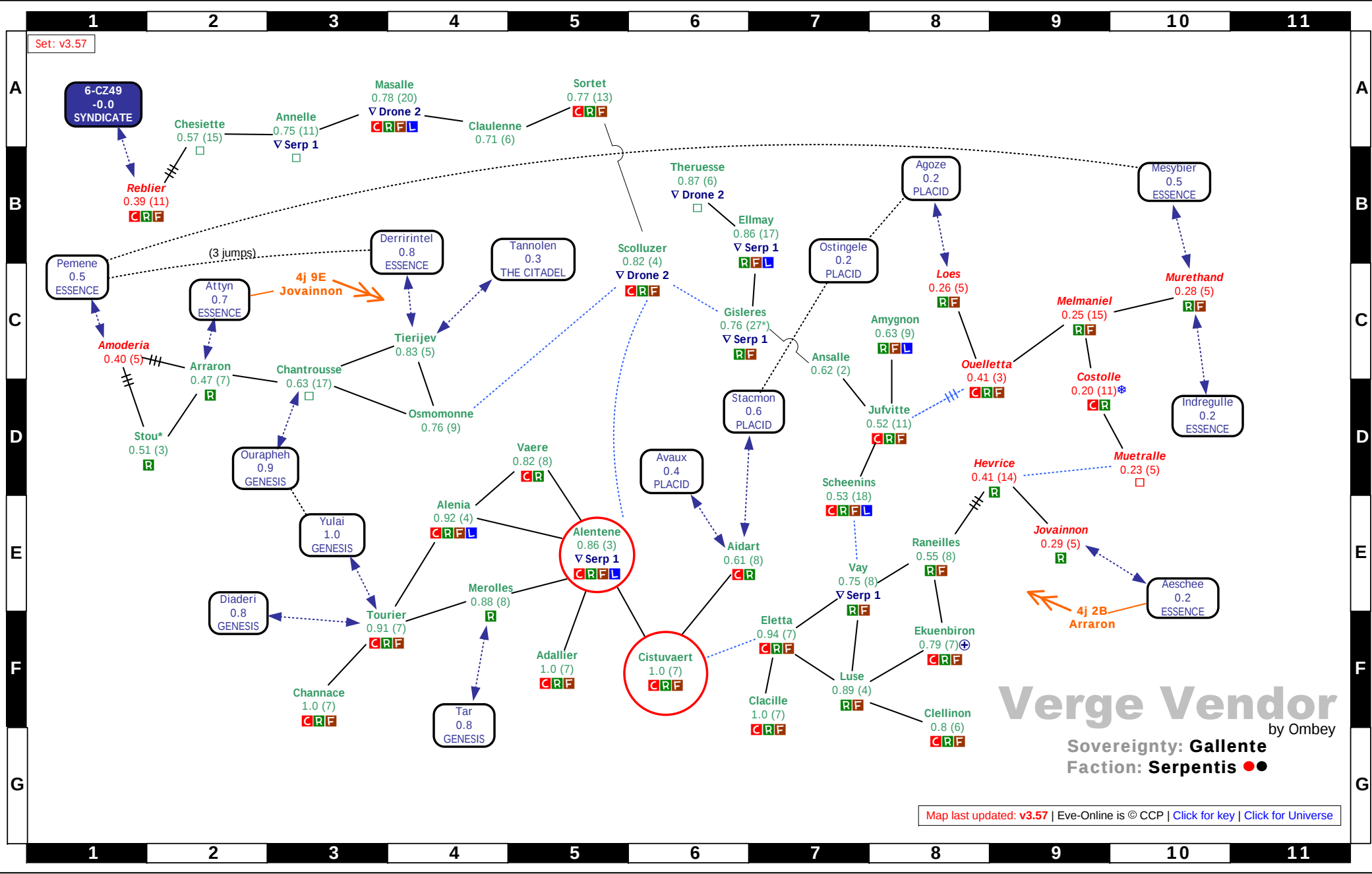


Map last updated: **v3.57** | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)

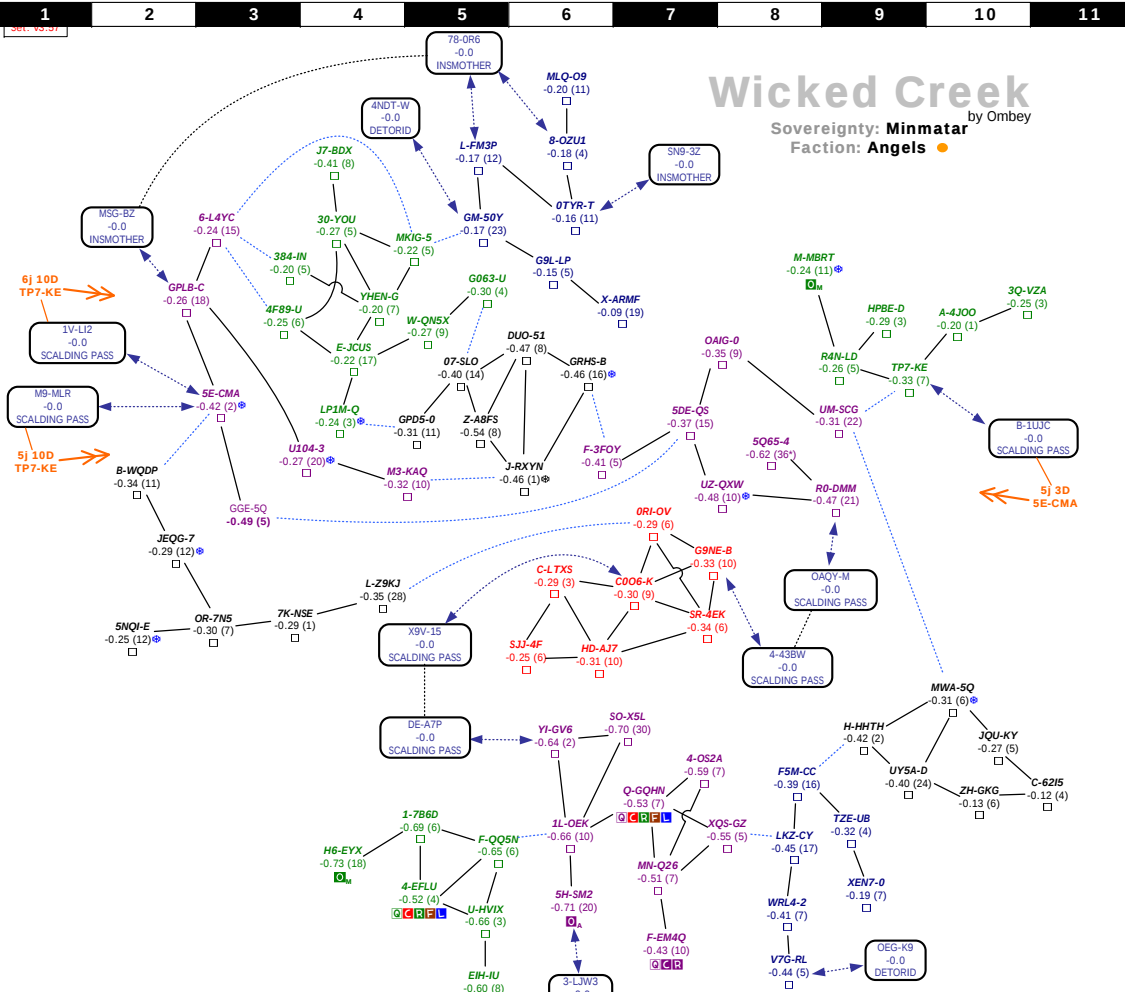
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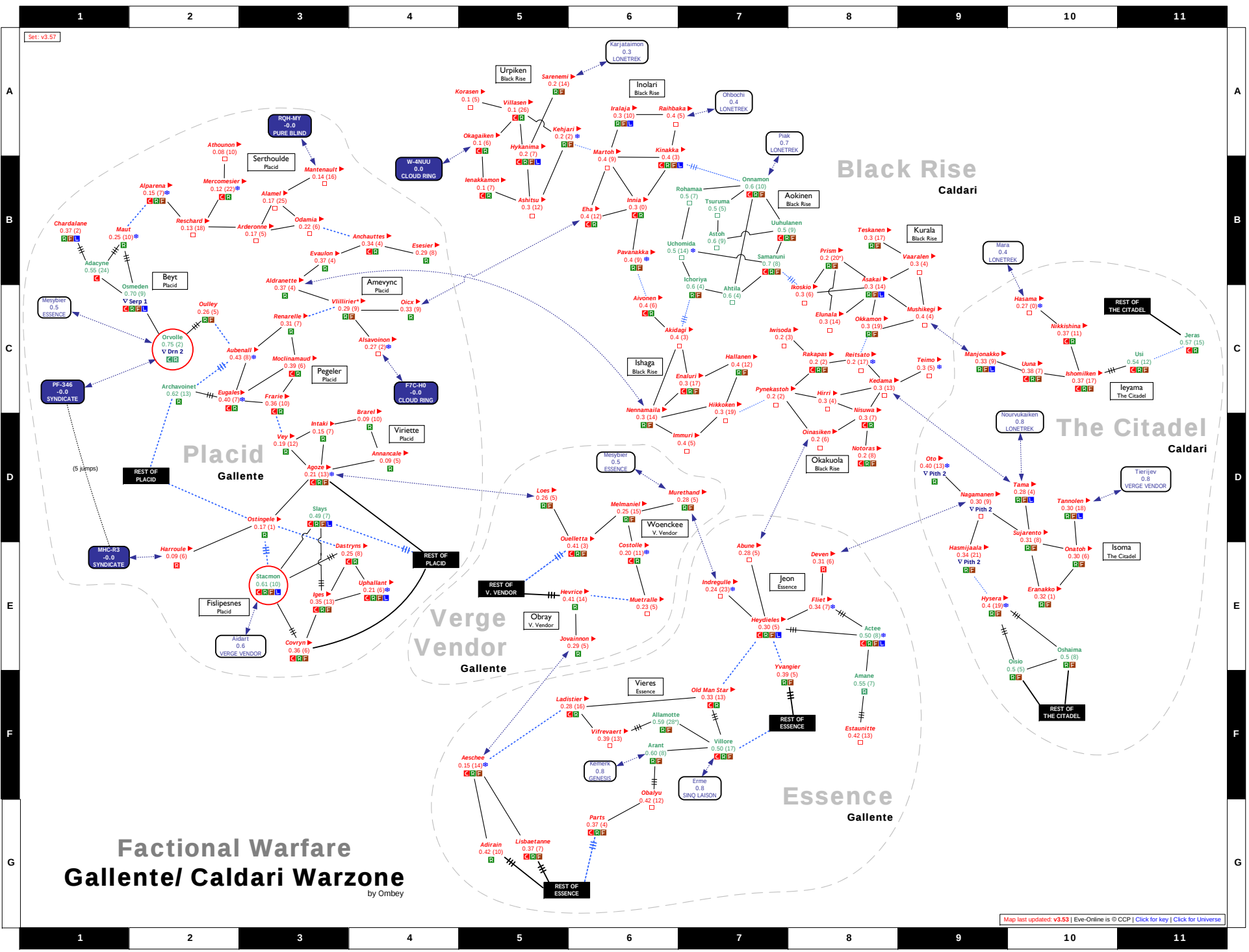


Venal
by Ombey
Sovereignty: Mixed
Faction: Guristas ●●



Sovereignty: **Minmatar**
Faction: **Angels** ●



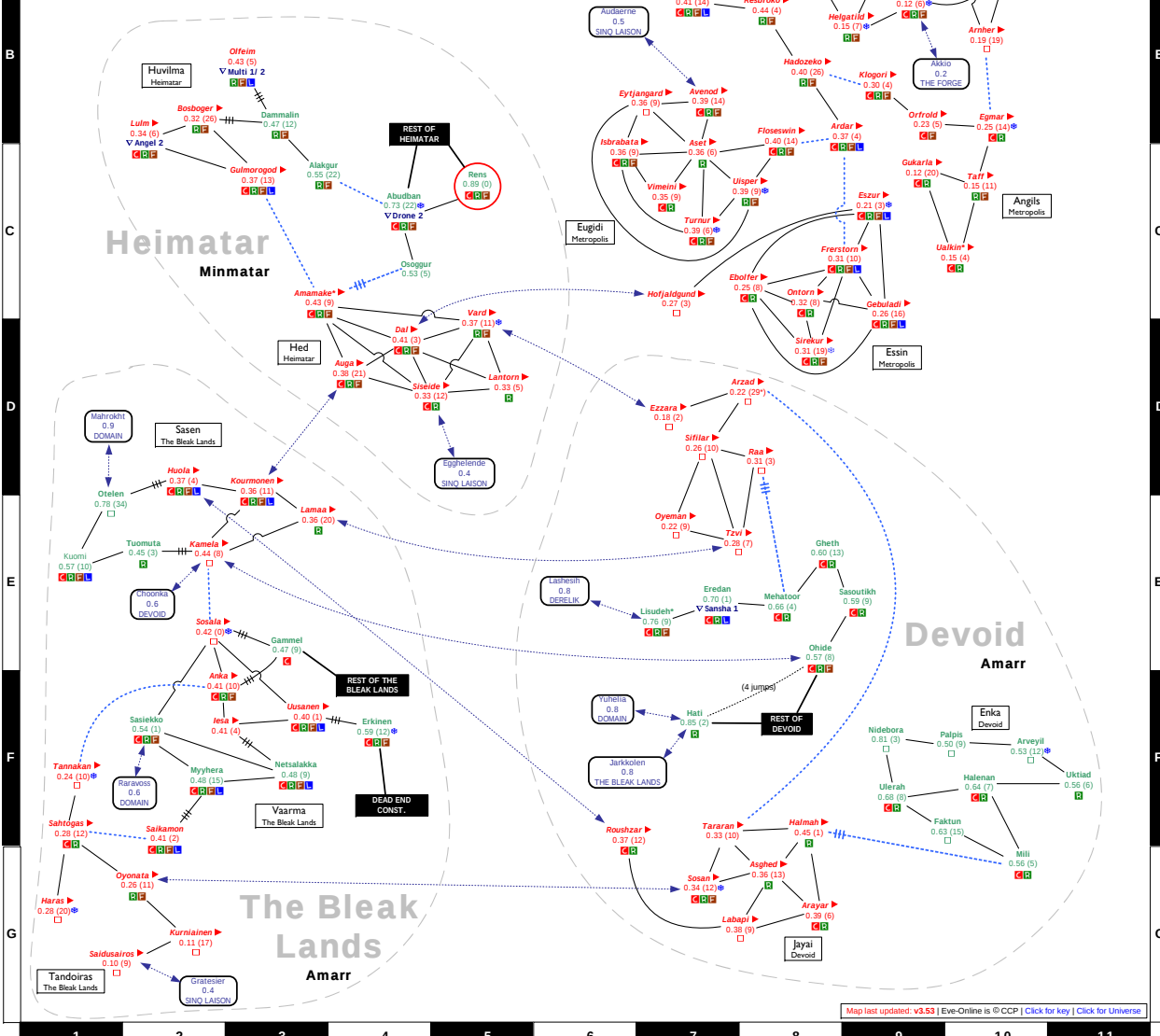


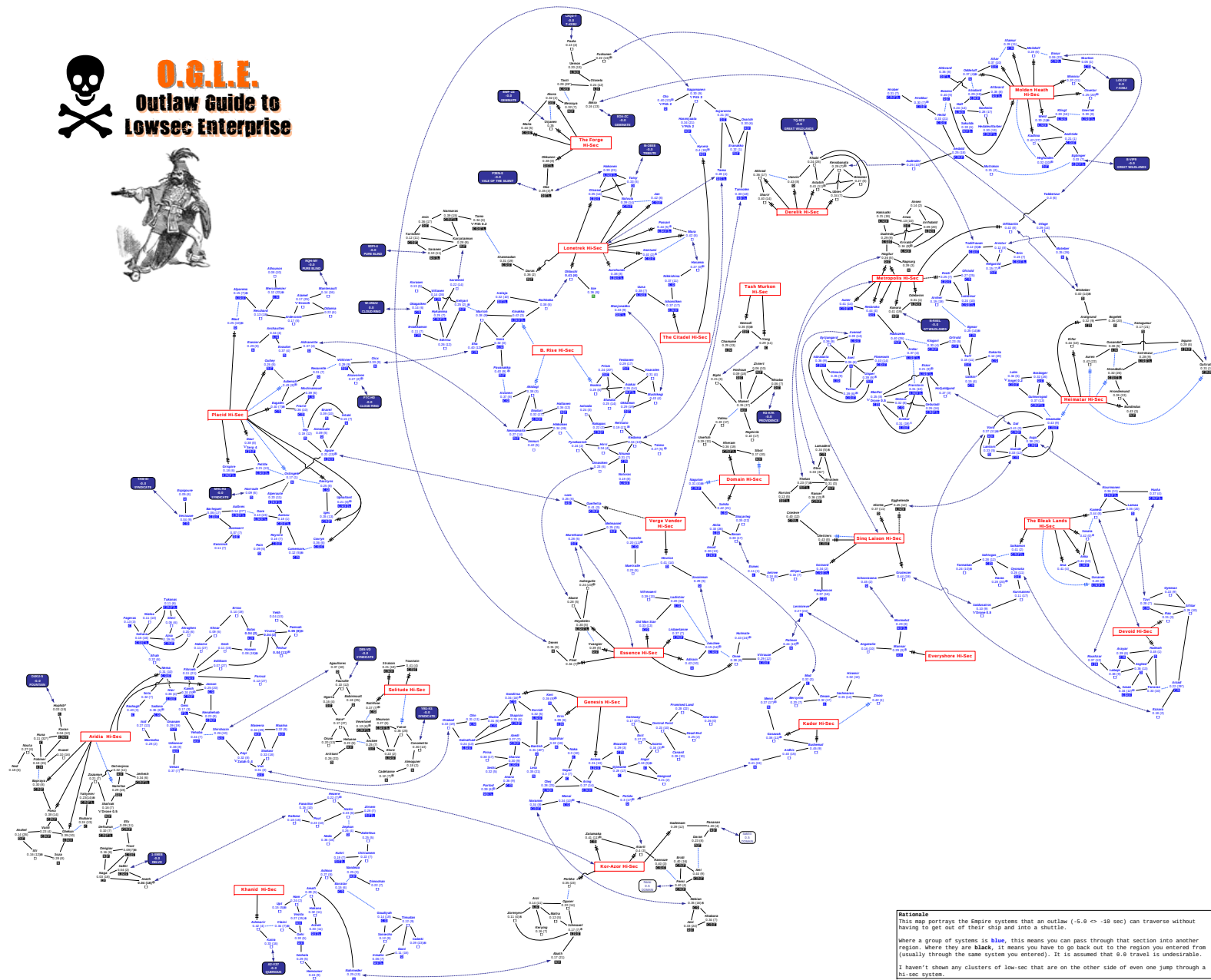
Factional Warfare Gallente/ Caldari Warzone

by Ombey

Minmatar/ Amarr Warzone

by Ombey





Rationale
This map portrays the Empire systems that an outlaw (-5.0 <= -10 sec) can traverse without having to get out of their ship and into a shuttle.

Where a group of systems is **blue**, this means you can pass through that section into another region. Where they are **black**, it means you have to go back out to the region you entered from (usually through the same system you entered). It is assumed that 0.0 travel is undesirable.

I haven't shown any clusters of low-sec that are on the other side of even one jump through a hi-sec system.