



2D EveMaps

www.ombeve.co.uk

by Ombey
v3.61

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:

v3.61 (25th Jul 2009)

Typos:

Complexes:

Removed complex from [Domain](#)/ Anila

Belts:

Outposts/ Stations:

Added Outpost marker to [Deklein](#)/ WUZ-ZM & MZ1E-P

Added Outpost marker to [Delve](#)/ 4O-239 & CX8-6K

Added Outpost marker to [Esoteria](#)/ C-PEWN

Added Outpost marker to [Feythabolis](#)/ BJD4-E, TR07-S & JI-LGM

Added Outpost marker to [Fountain](#)/ 9DQW-W & H-NPXW

Added Outpost marker to [Immensea](#)/ R-ZUOL & E1F-LK

Added Outpost marker to [Perrigen Falls](#)/ RY-2FX & K-3PQW

Added Outpost marker to [Providence](#)/ AY-24I, GA9P-0, Shintaht & U-HYMT

Removed Factory marker from [Kor-Azor](#)/ Imih

Added a 'no station' marker to [Gt Wildlands](#)/ GF-3FL

System links:

Misc:

Re-added [Sinq Laison](#)/ Trossere, after it's mysterious disappearance :-\

Added Wormhole guide

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)

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.

- ☐ - System with no stations

- - Clone Facility*

Repair Facility

0.. - Minimatar Service Outpost (0.0 maps only)

Callento Admin: Outpost (0.0 maps only)

■ **lg** = Saliente Admin. Outpost (G.O. maps only)

0 Ameri Factory Output (0.0 max only)

Q Conquerable station (0.0 maps only)

▽ - Complex (with difficulty rating out of 10)

○ indicates an OCB jump into a dead end

In 2.2, the customer will be in different states

Abstract

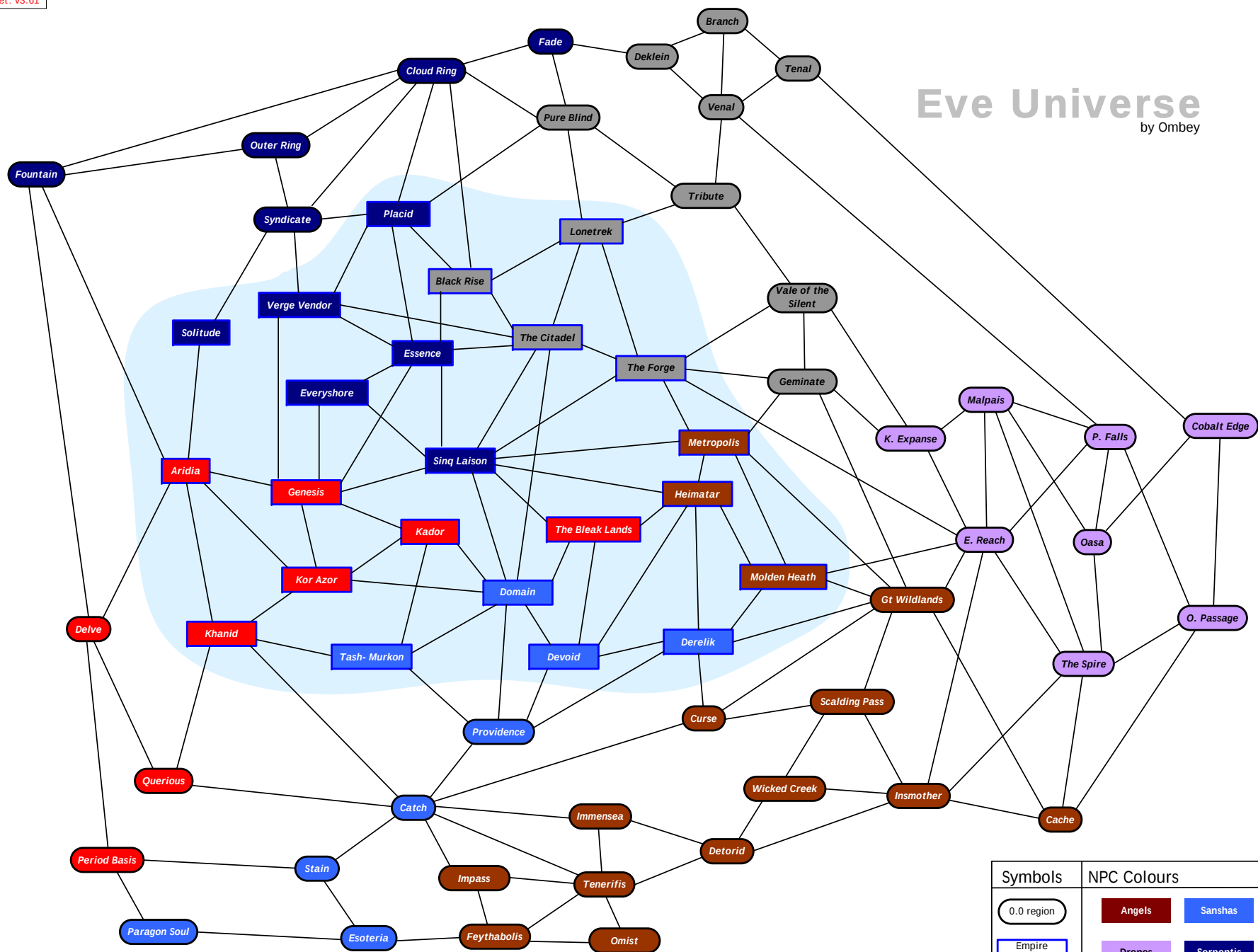
114 | Page

—

This indicates how n

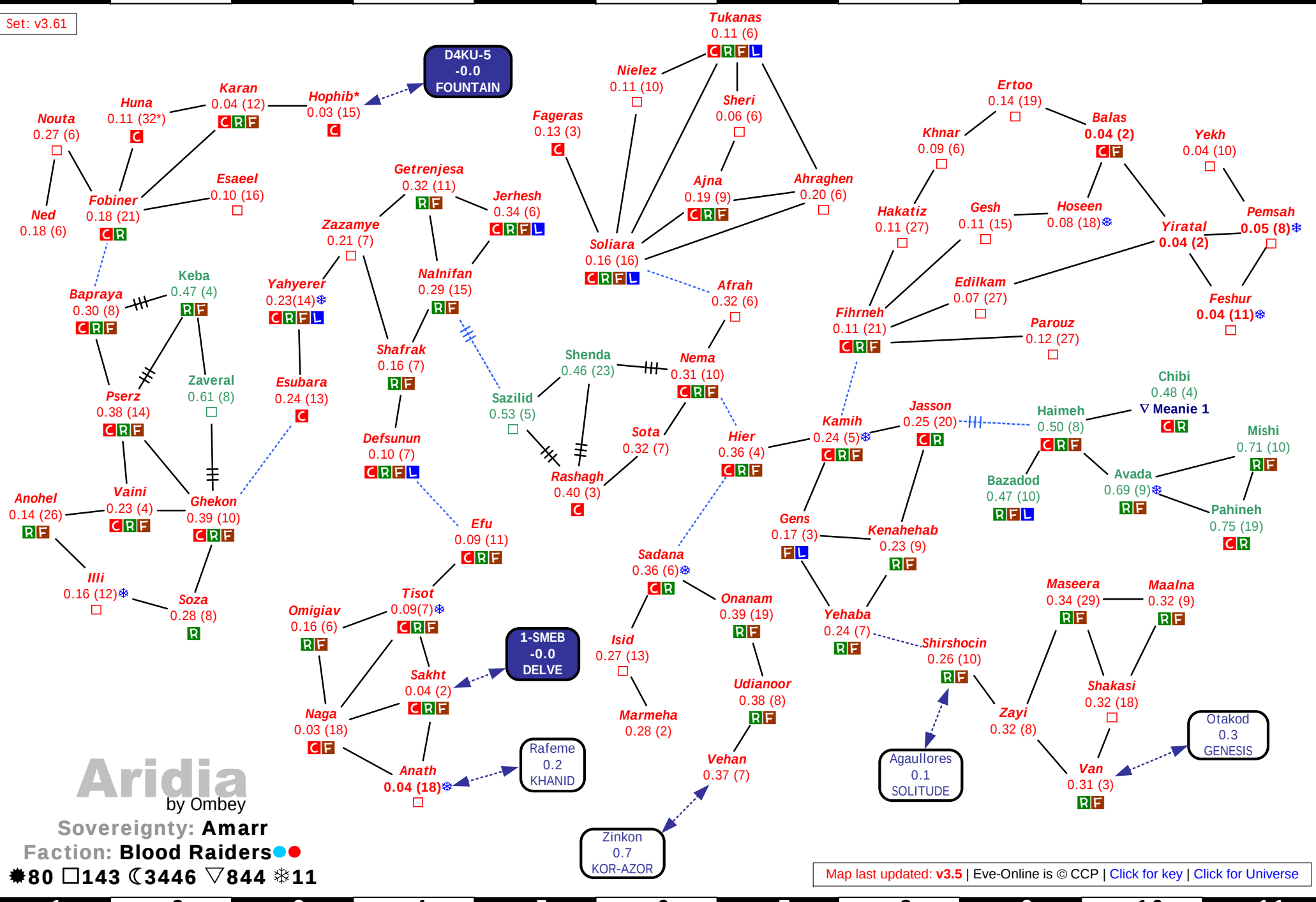
This indicates how many systems, outposts/ cong.

Eve Universe



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

Set: v3.61



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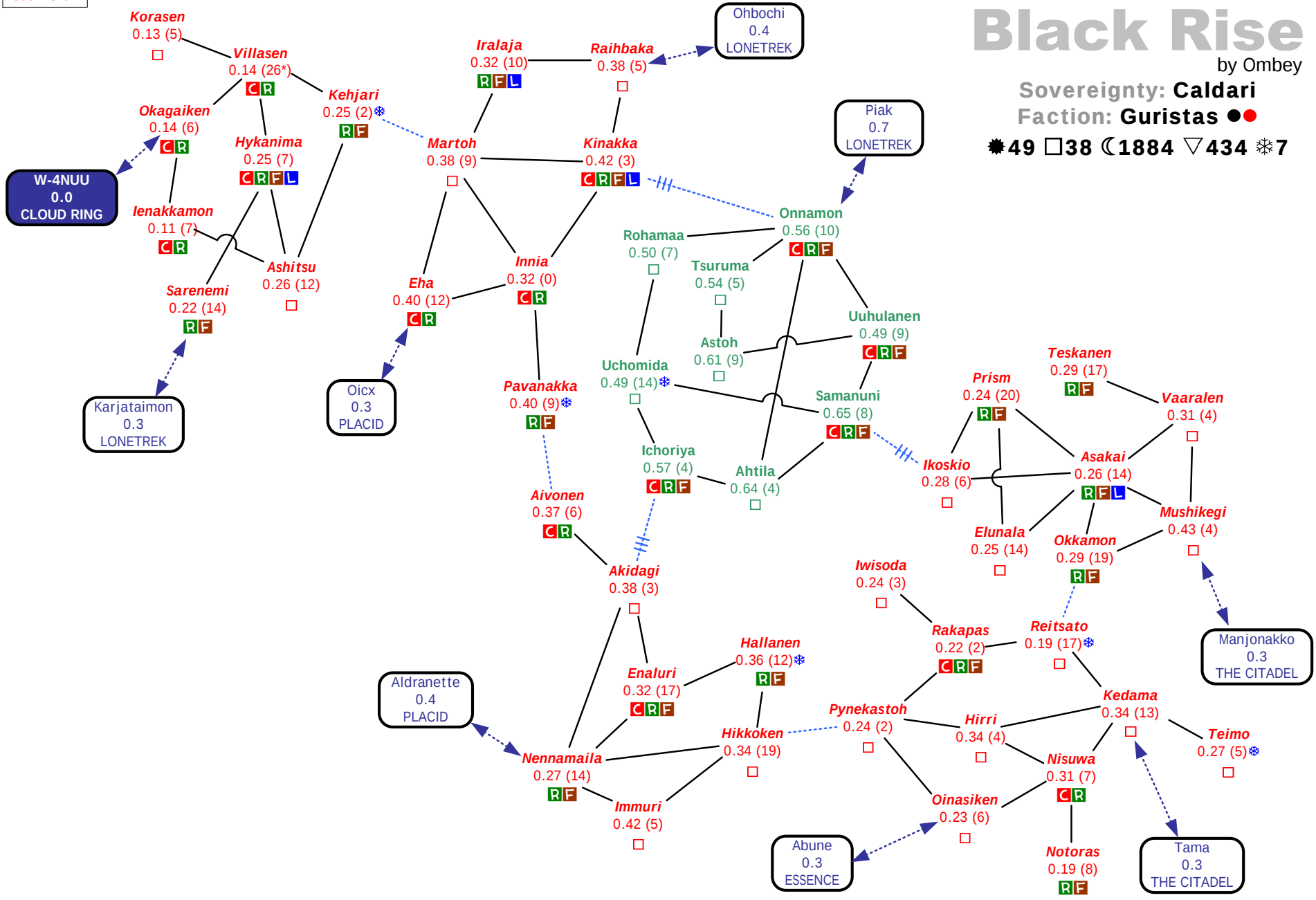
Black Rise

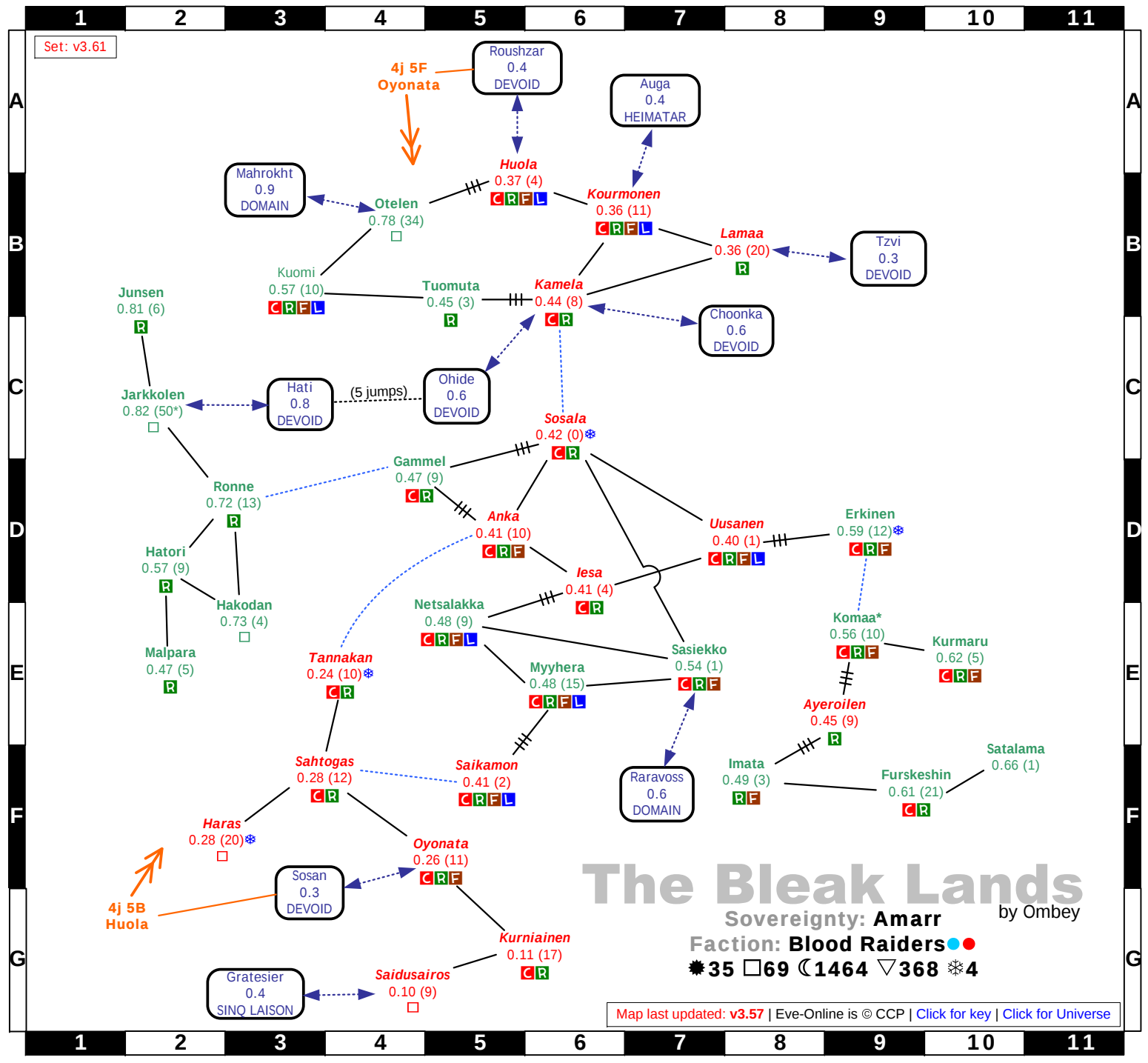
by Ombey

Sovereignty: Caldari

Faction: Guristas ●●

✱49 ☐38 ☾1884 ▽434 ✨7





Set: v3.61

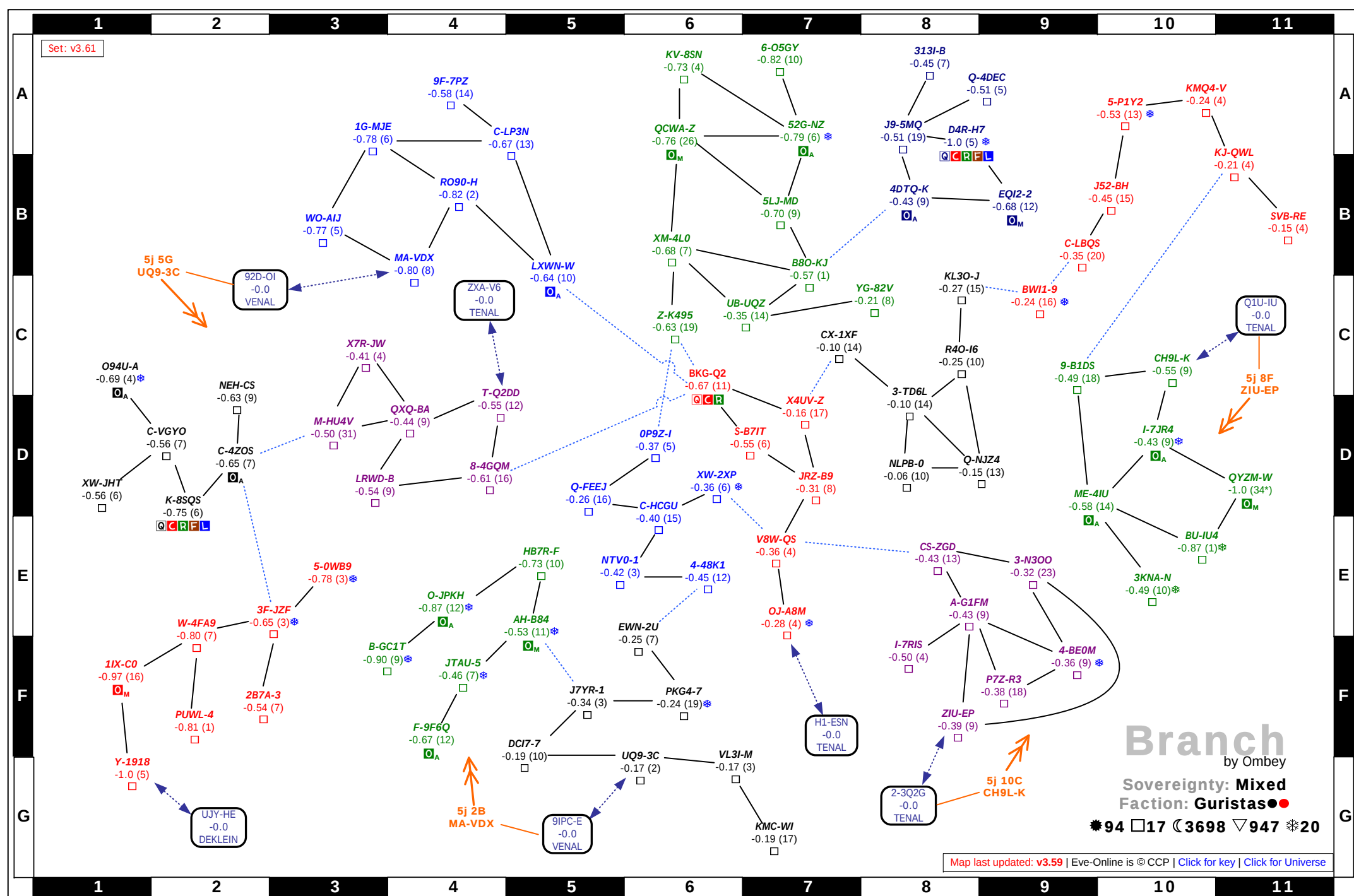
The Bleak Lands

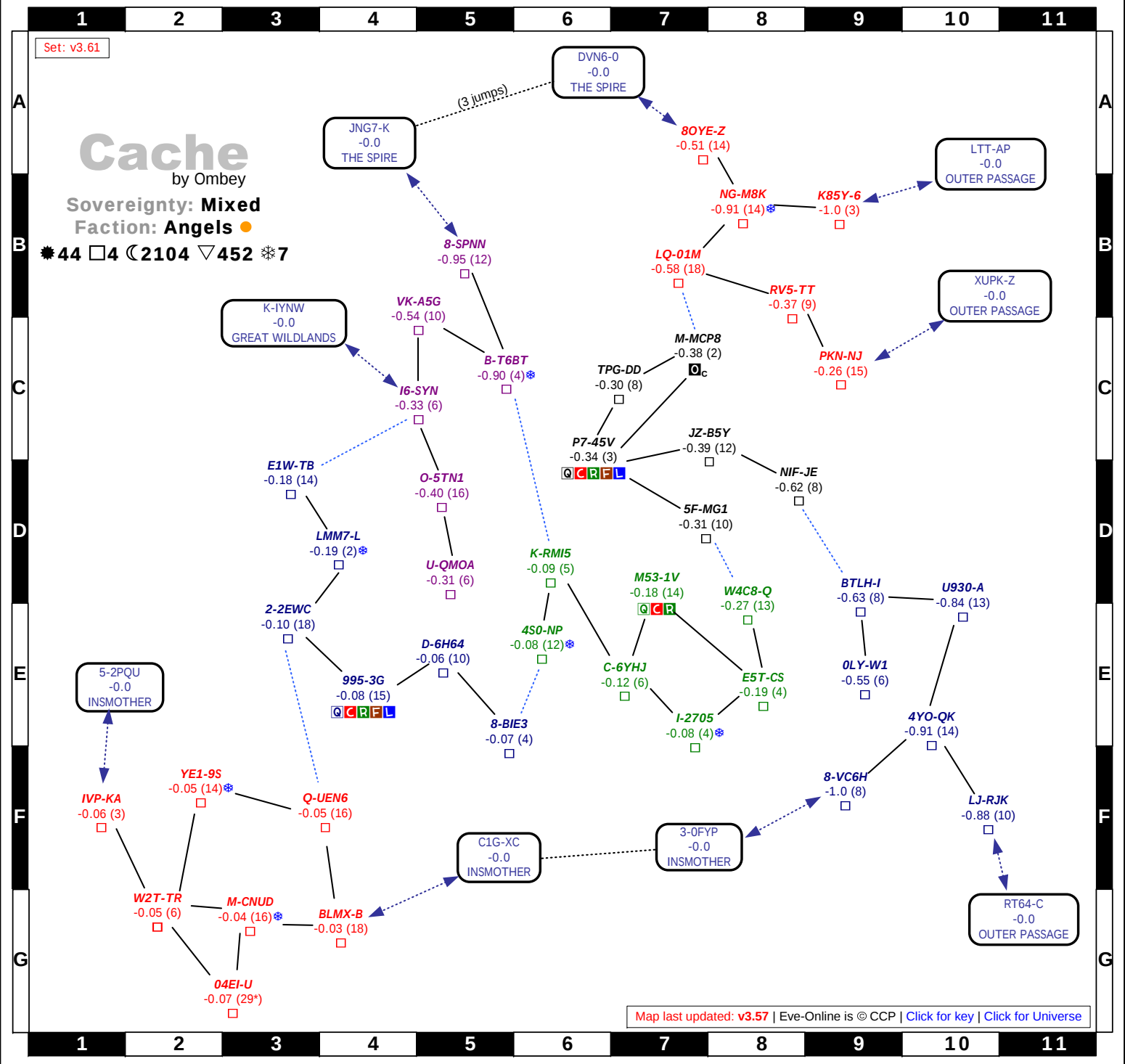
Sovereignty: Amarr

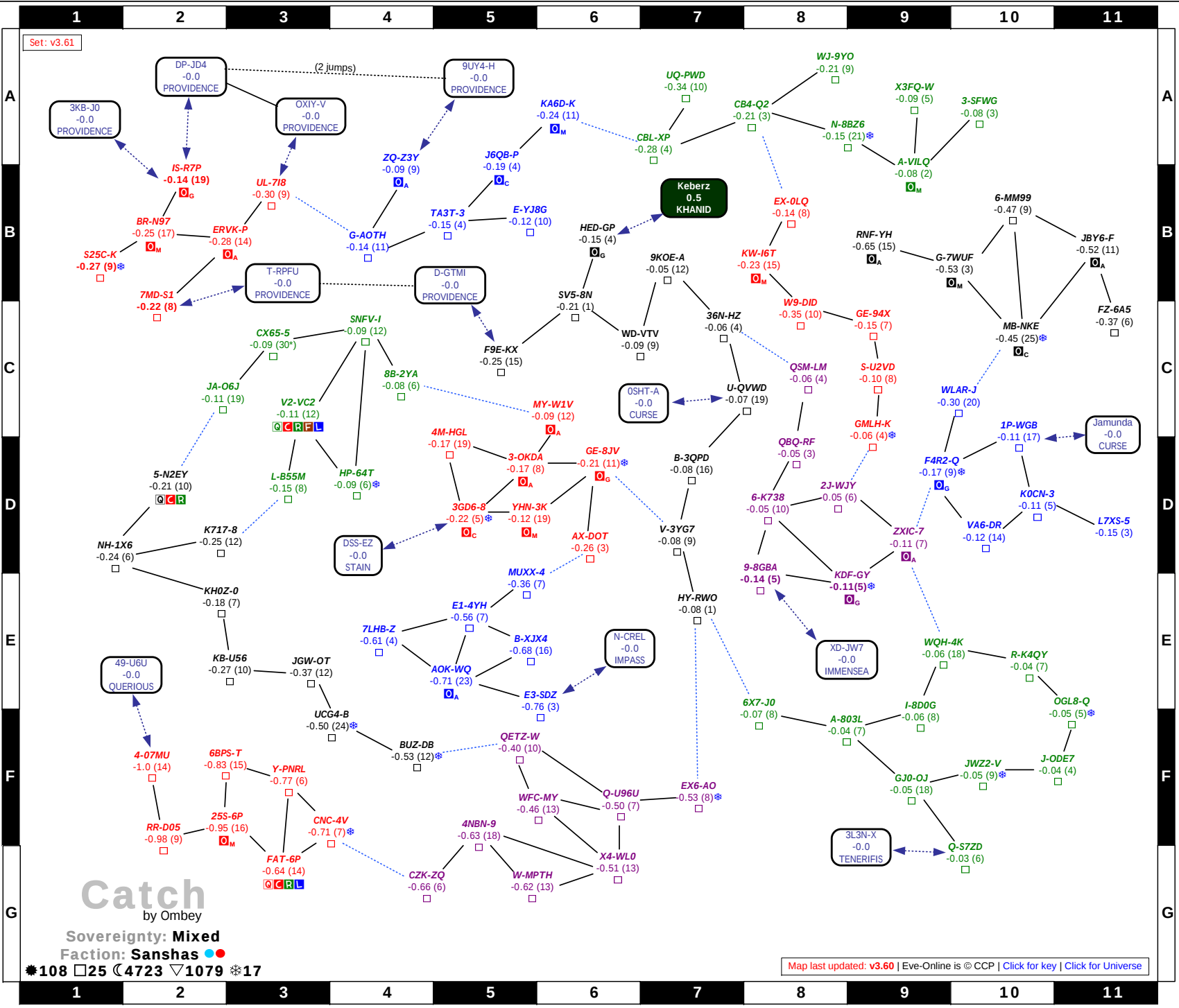
by Ombey

Faction: Blood Raiders

35 69 1464 368 4







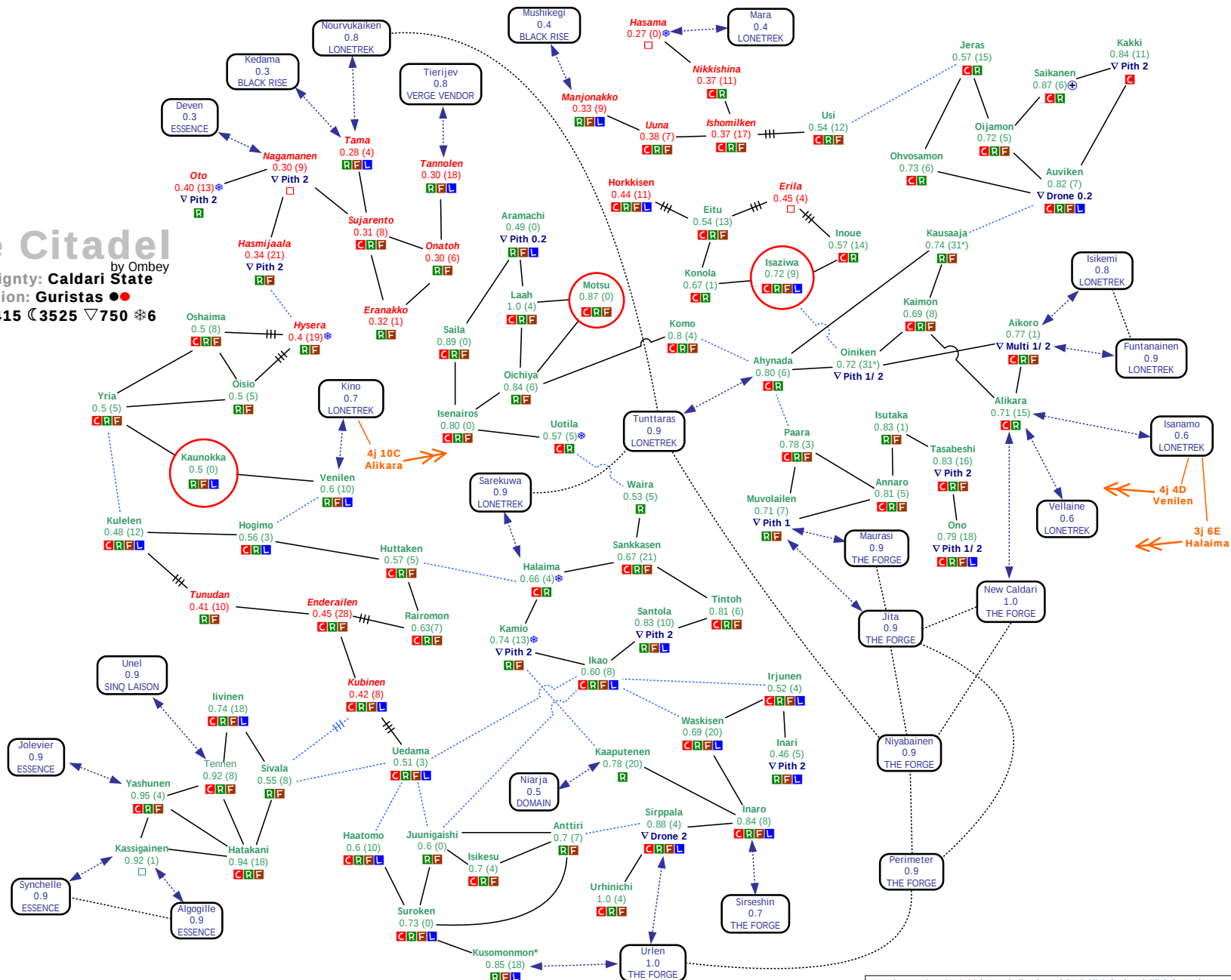
Set: v3.61

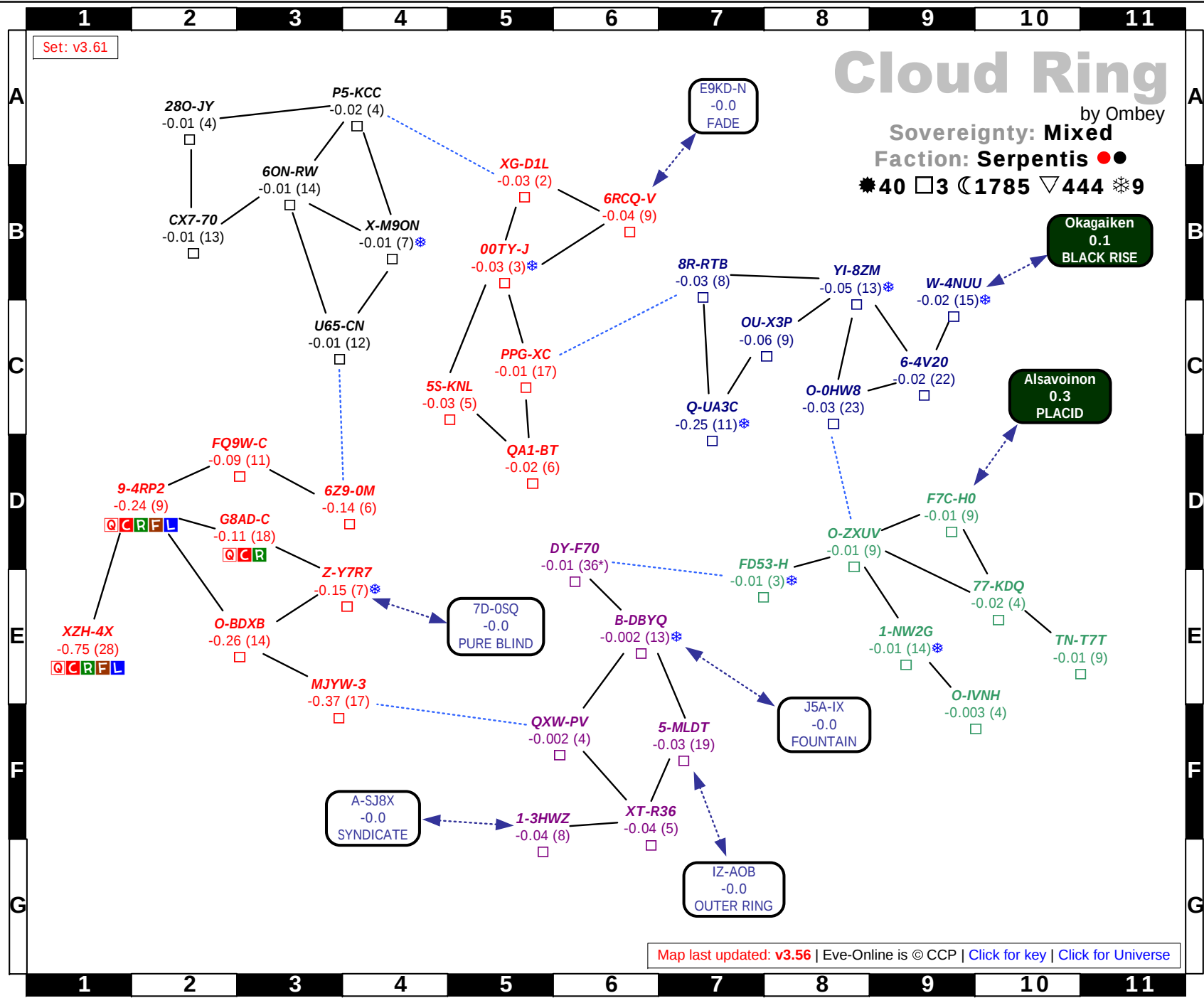
Map last updated: v3.60 | Eve-Online is © CCP | Click for key | Click for Universe

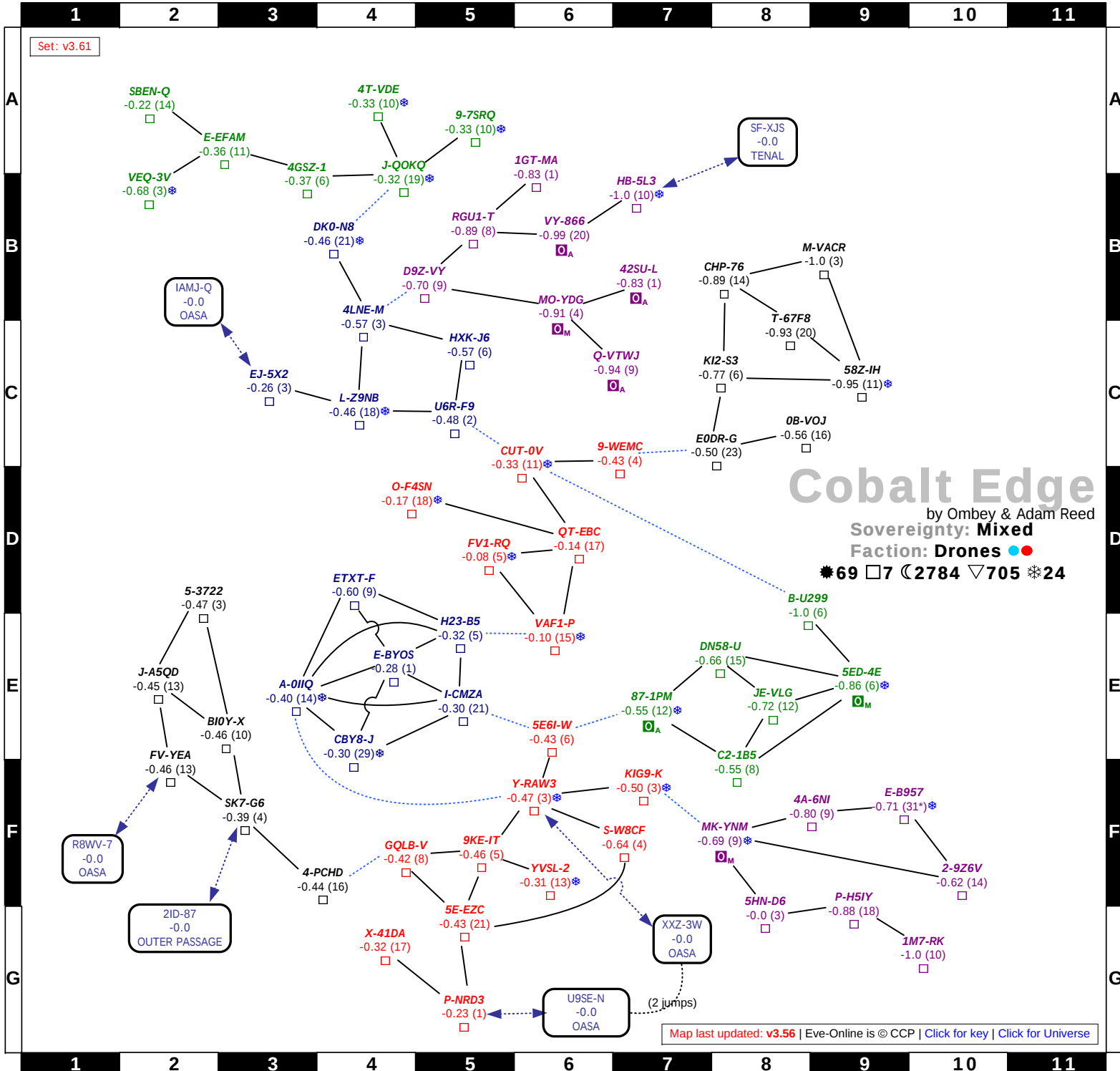
Sovereignty: Caldari State by Ombey

Faction: Guristas ●●

☀86 ☐415 ☾3525 ▽750 ❄6







Set: v3.61

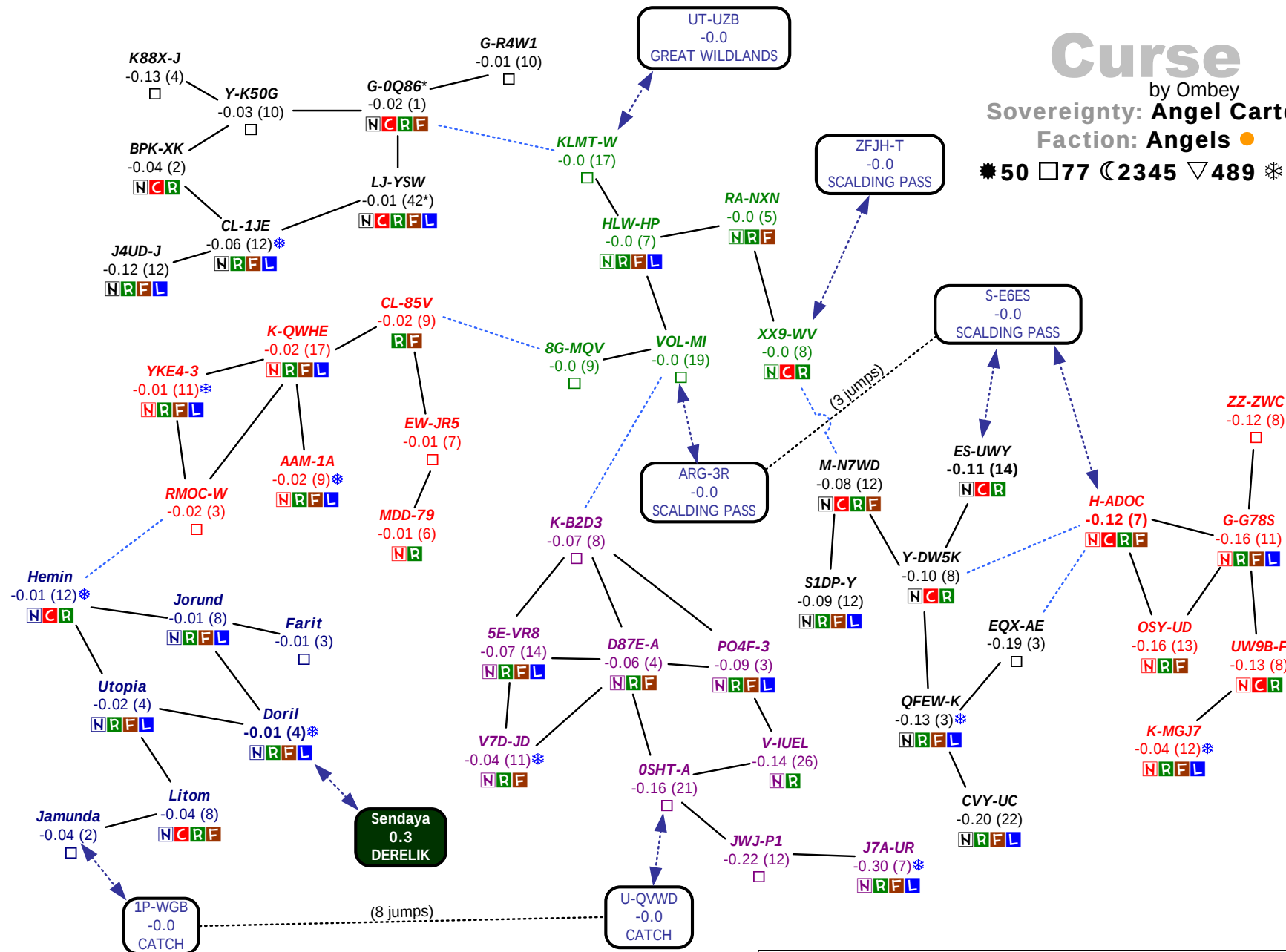
Curse

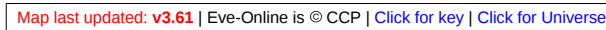
by Ombey

Sovereignty: **Angel Cartel**

Faction: **Angels** ●

✱50 □77 ☾2345 ▽489 ✱10



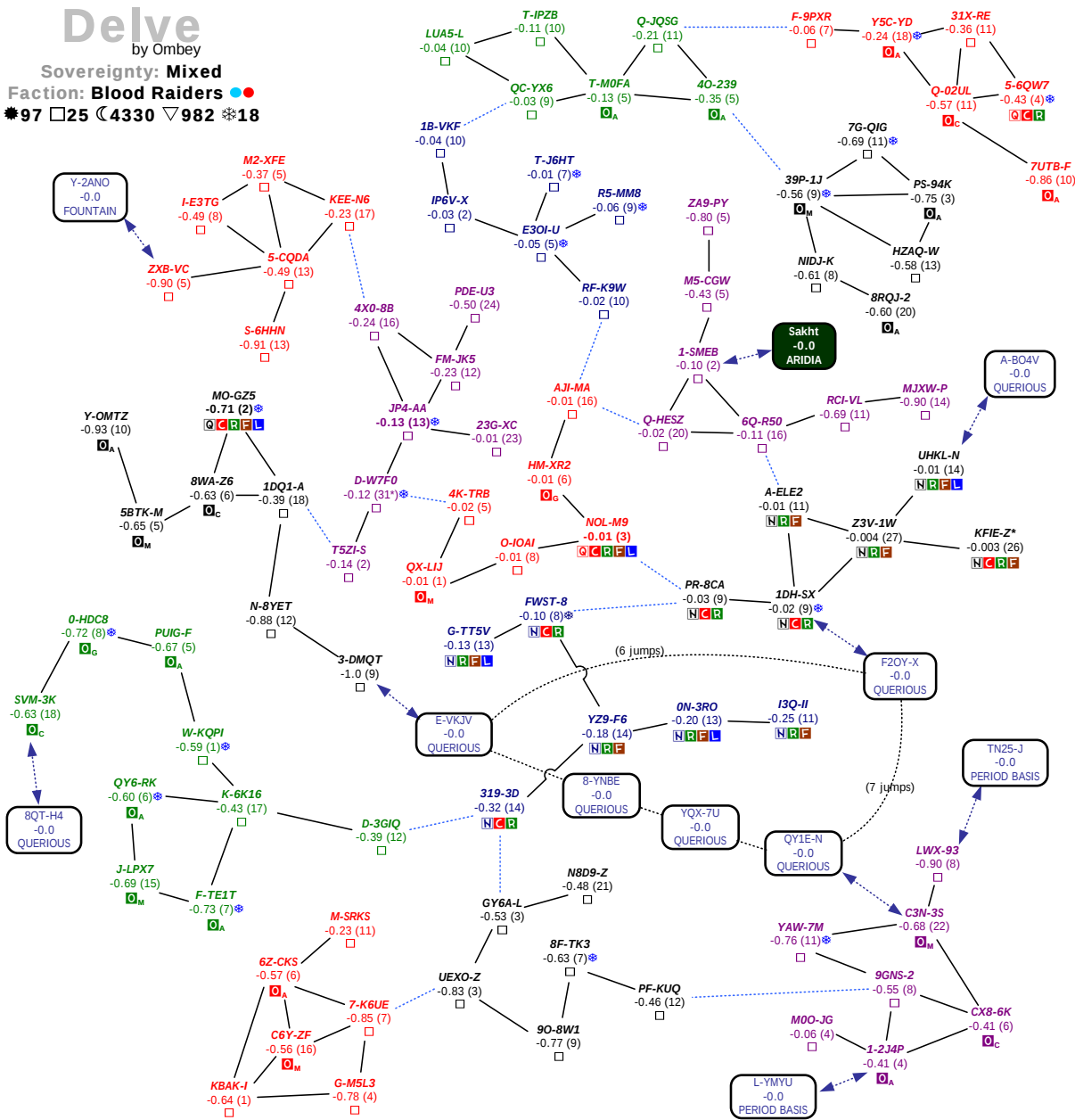


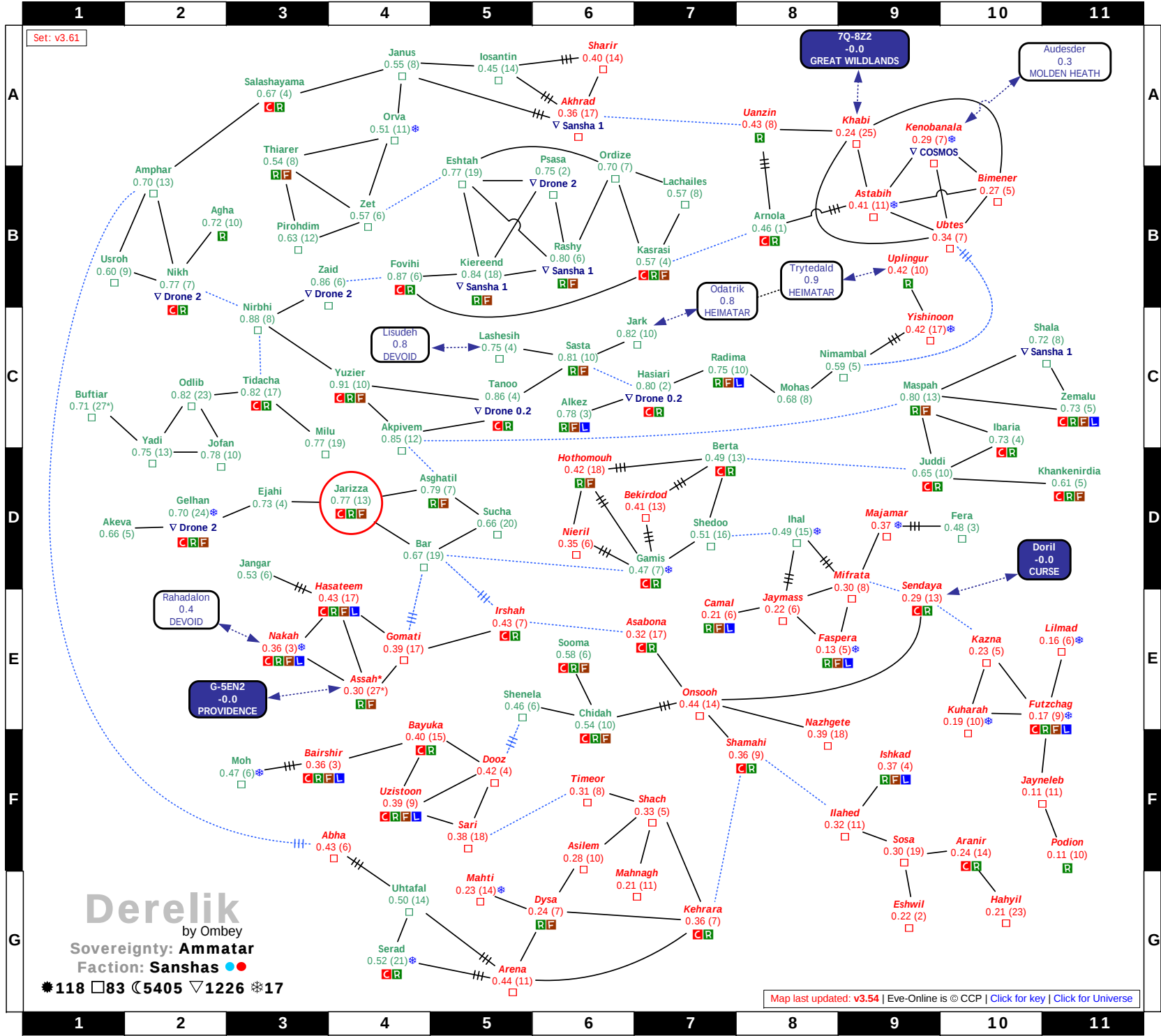
by Ombey

Sovereignty: Mixed

Faction: Blood Raiders ●●

☀97 □25 ☾4330 ▽982 ❄18





Set: v3.61

Derelik

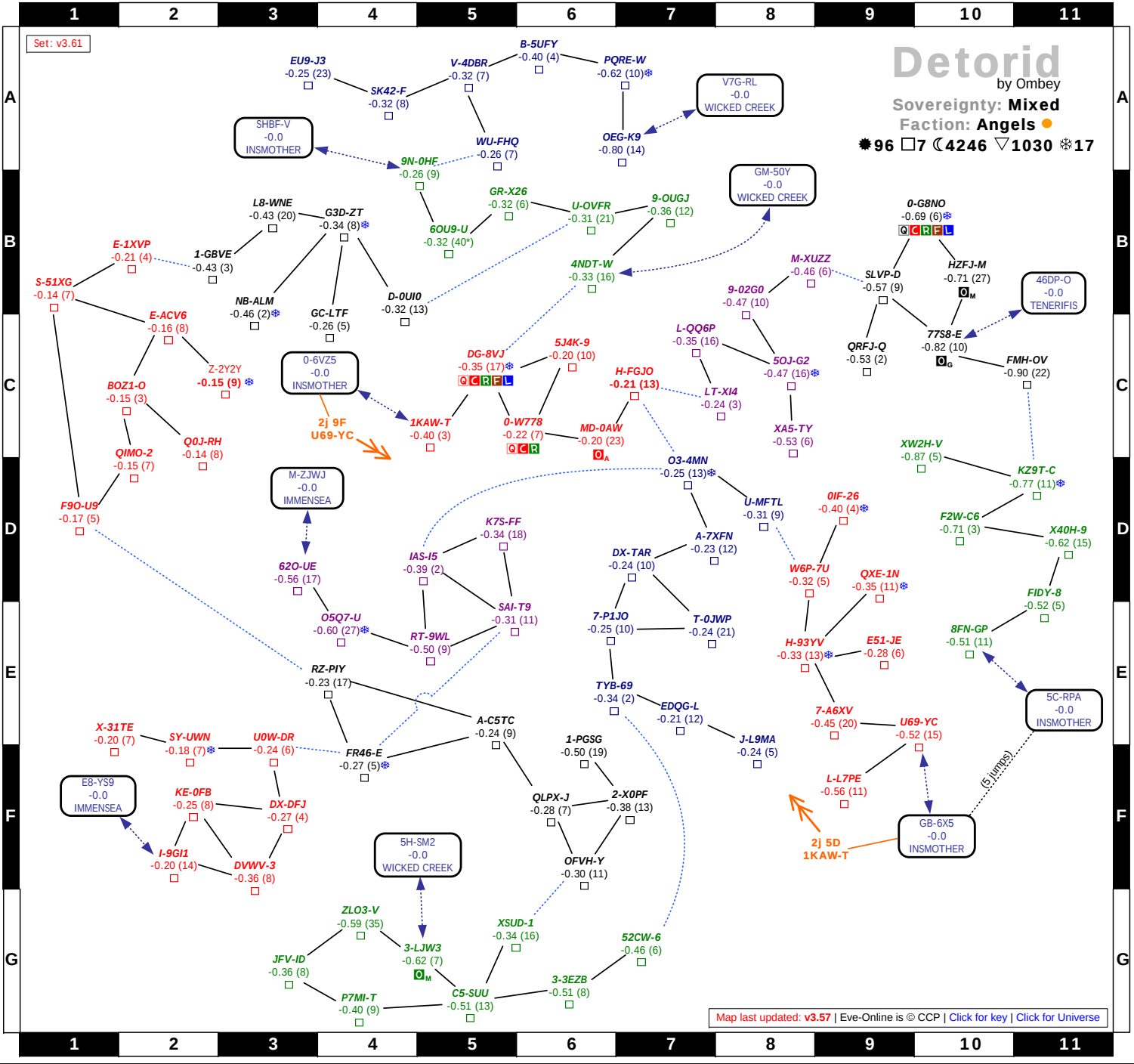
by Ombey

Sovereignty: Ammatar

Faction: Sanshas

118 83 5405 1226 17

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Detorid

by Ombey

Sovereignty: Mixed

Faction: Angels

96 7 4246 1030 17

Set: v3.61

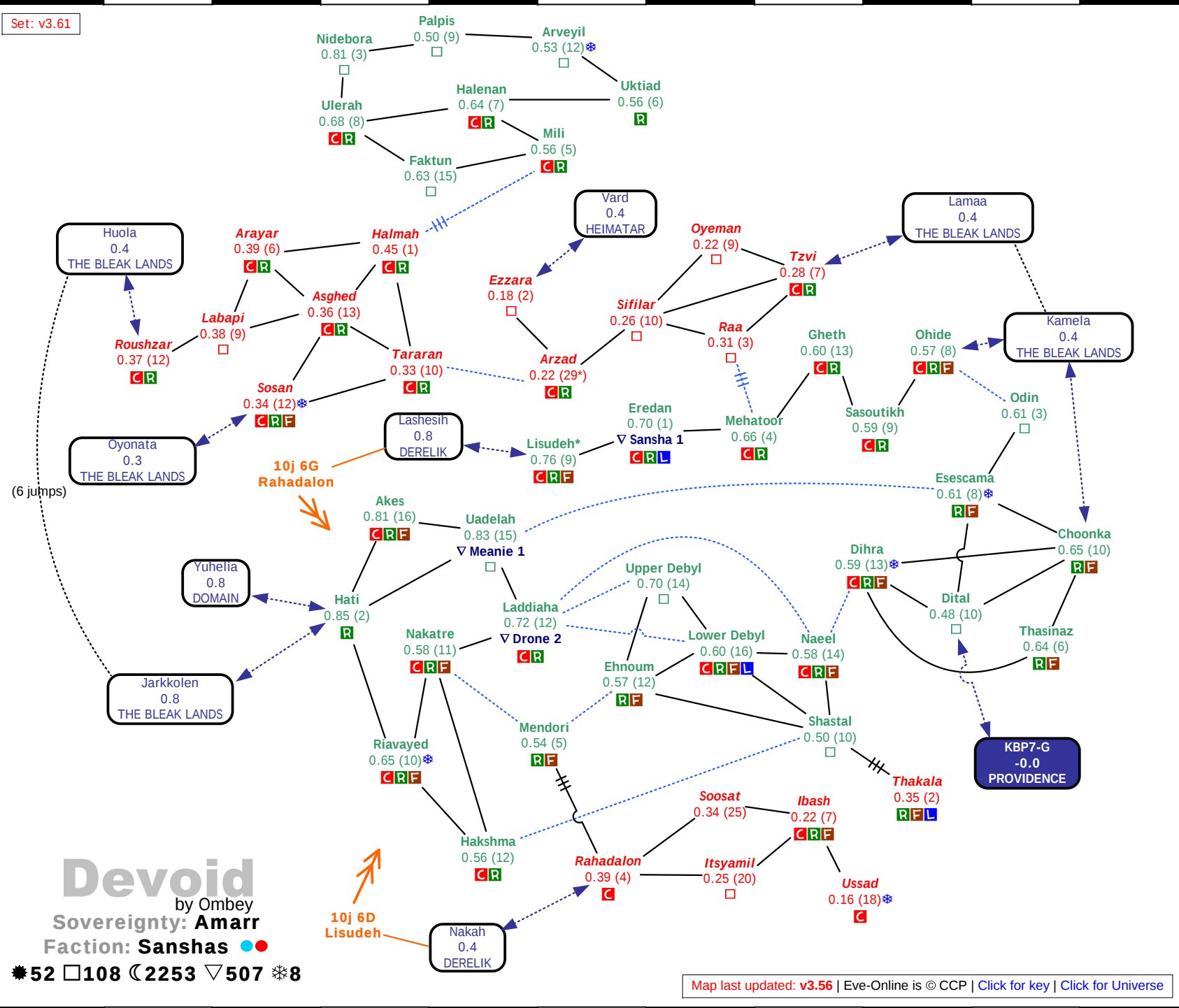
(6 jumps)

Devoid
by Ombey
Sovereignty: Amarr
Faction: Sanshas
✱52 □108 ☾2253 ▽507 ✱8

10j 6D
Lisudeh

10j 6G
Rahadalon

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Set: v3.61

A

B

C

D

E

F

G

A

B

C

D

E

F

G

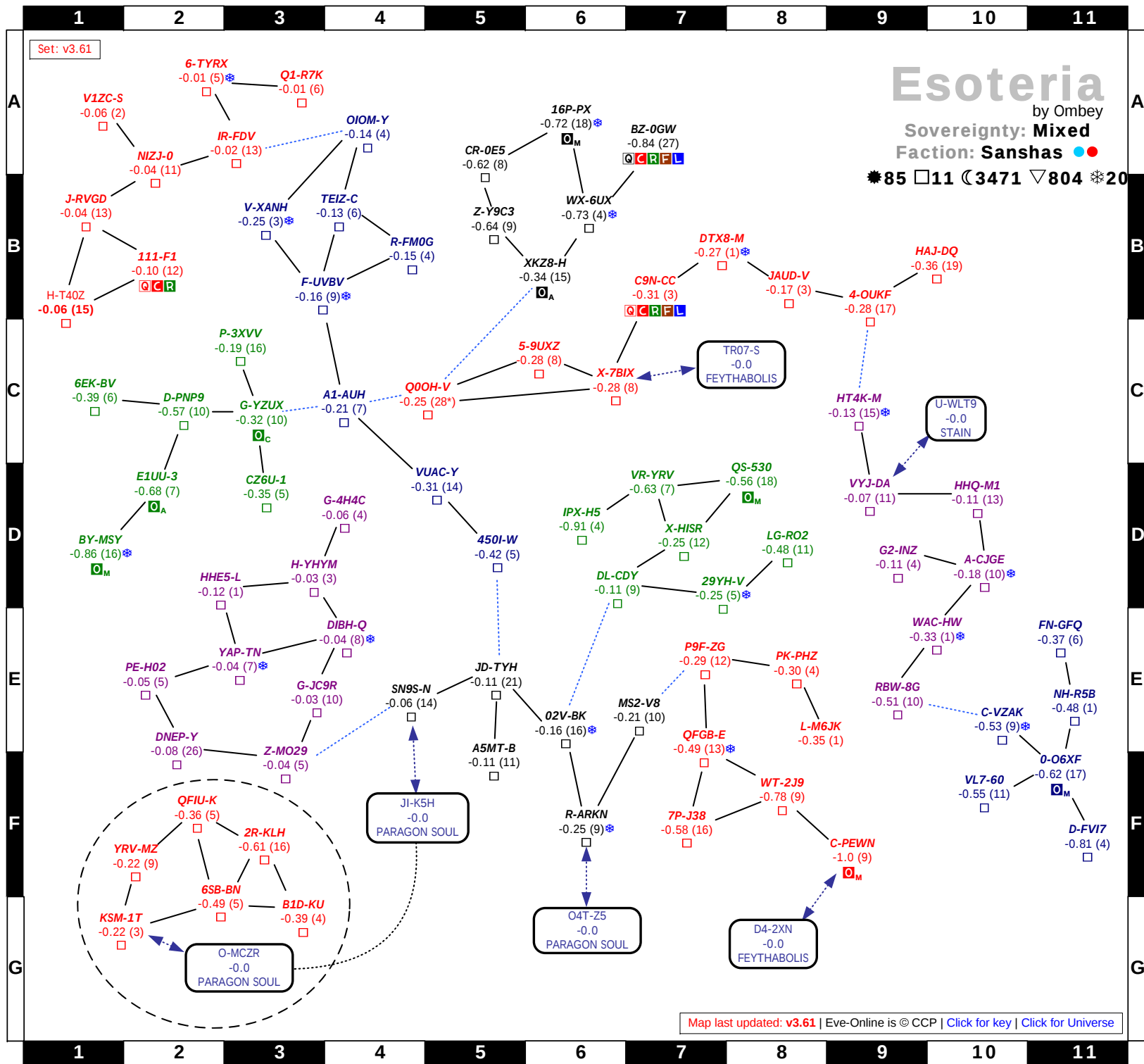
Domain

by Ombey
Sovereignty: Amarr
Faction: Sanshas

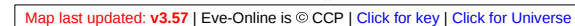
192 362 8505 1950 25

Different colour jump lines are
purely for ease of following
and do not signify anything

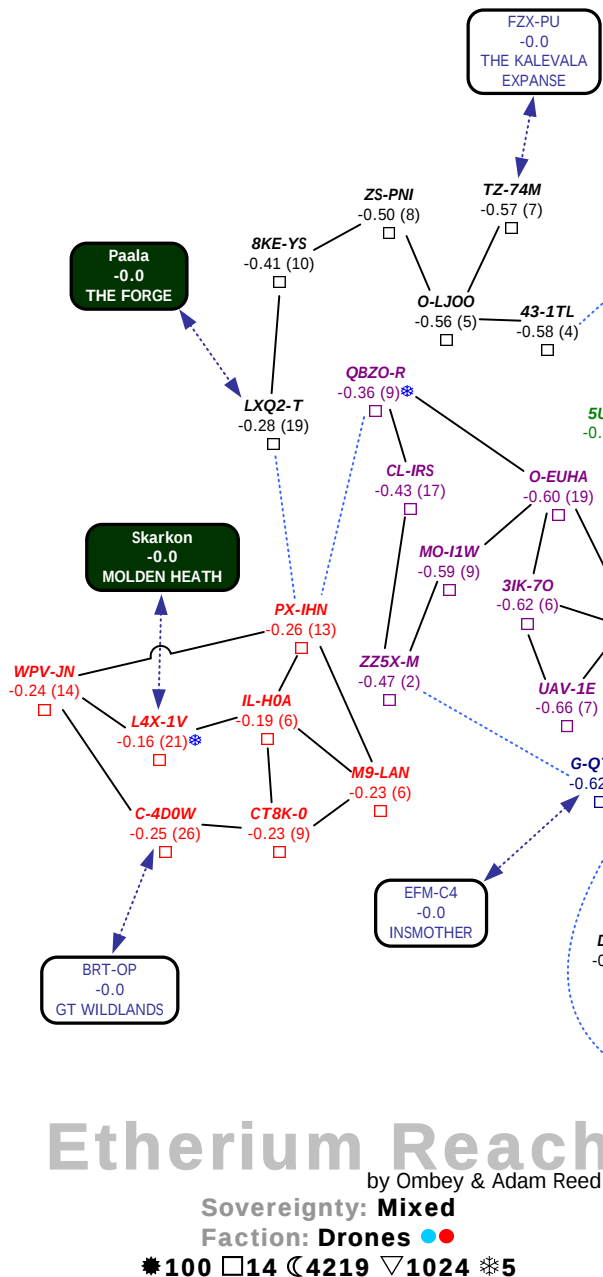
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☀67 □177 ☾2926 ▽705 ❄11



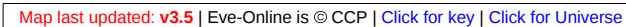
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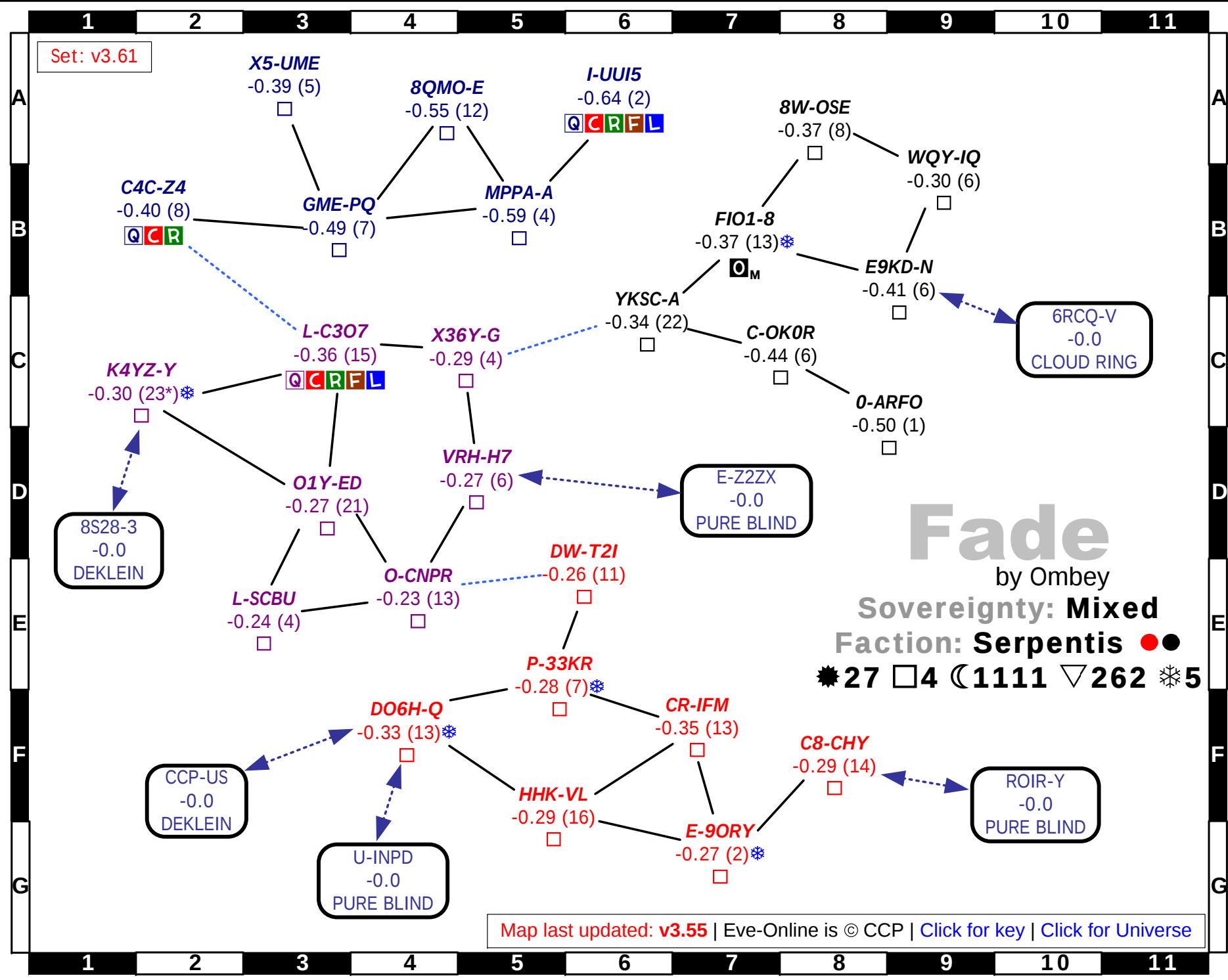


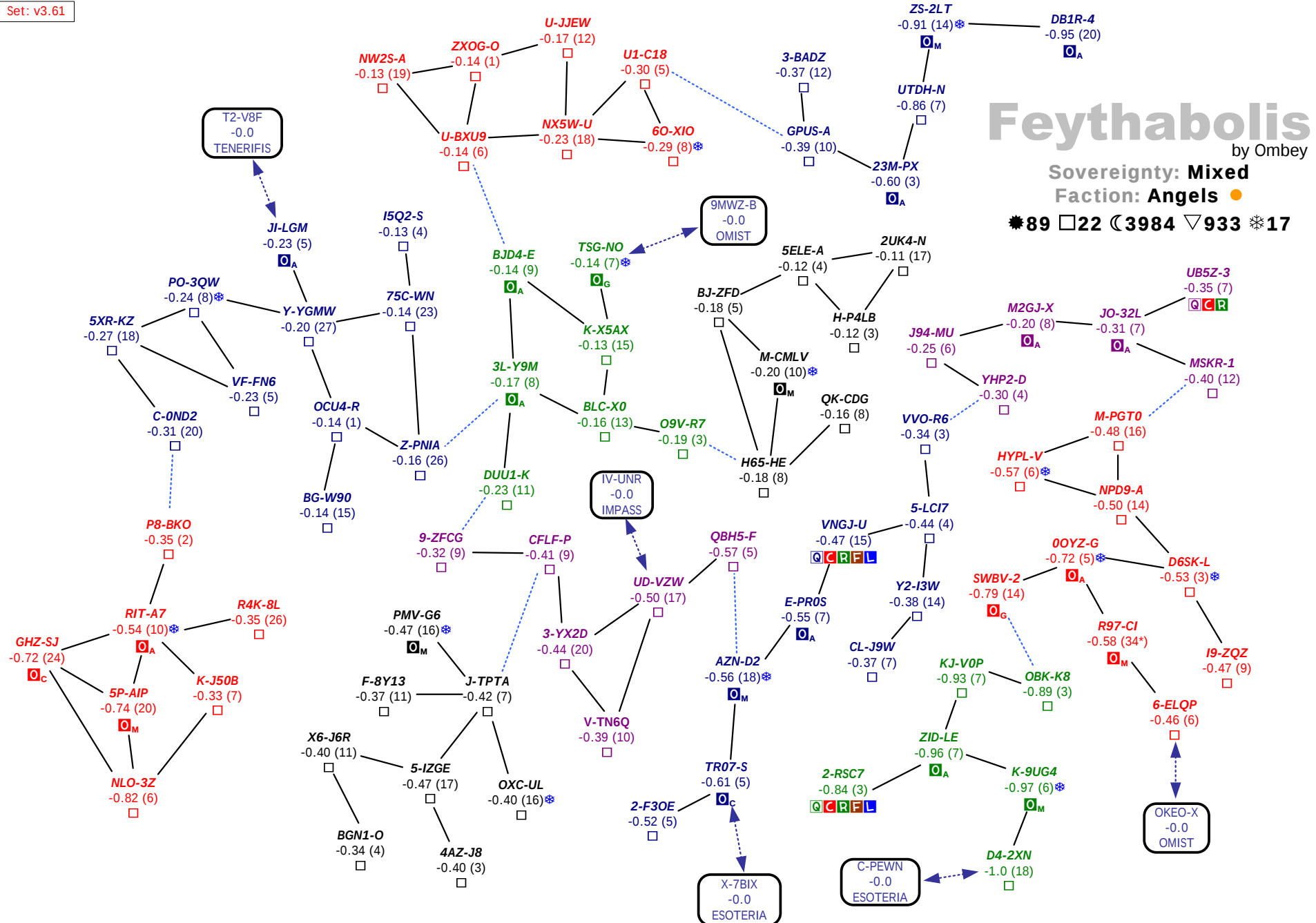
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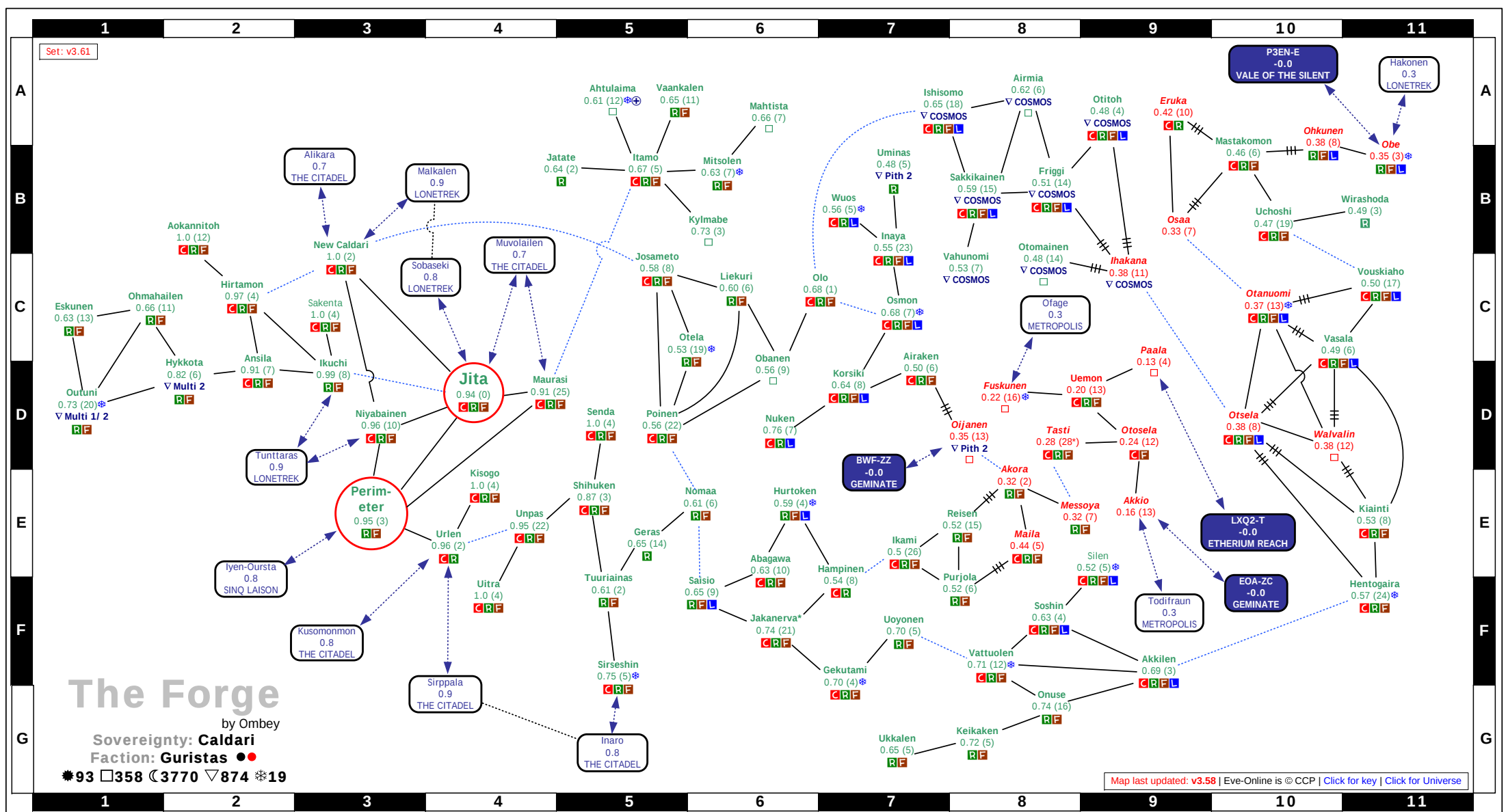
by Ombey

☀54 □150 ☾2536 ▽543 ❄14

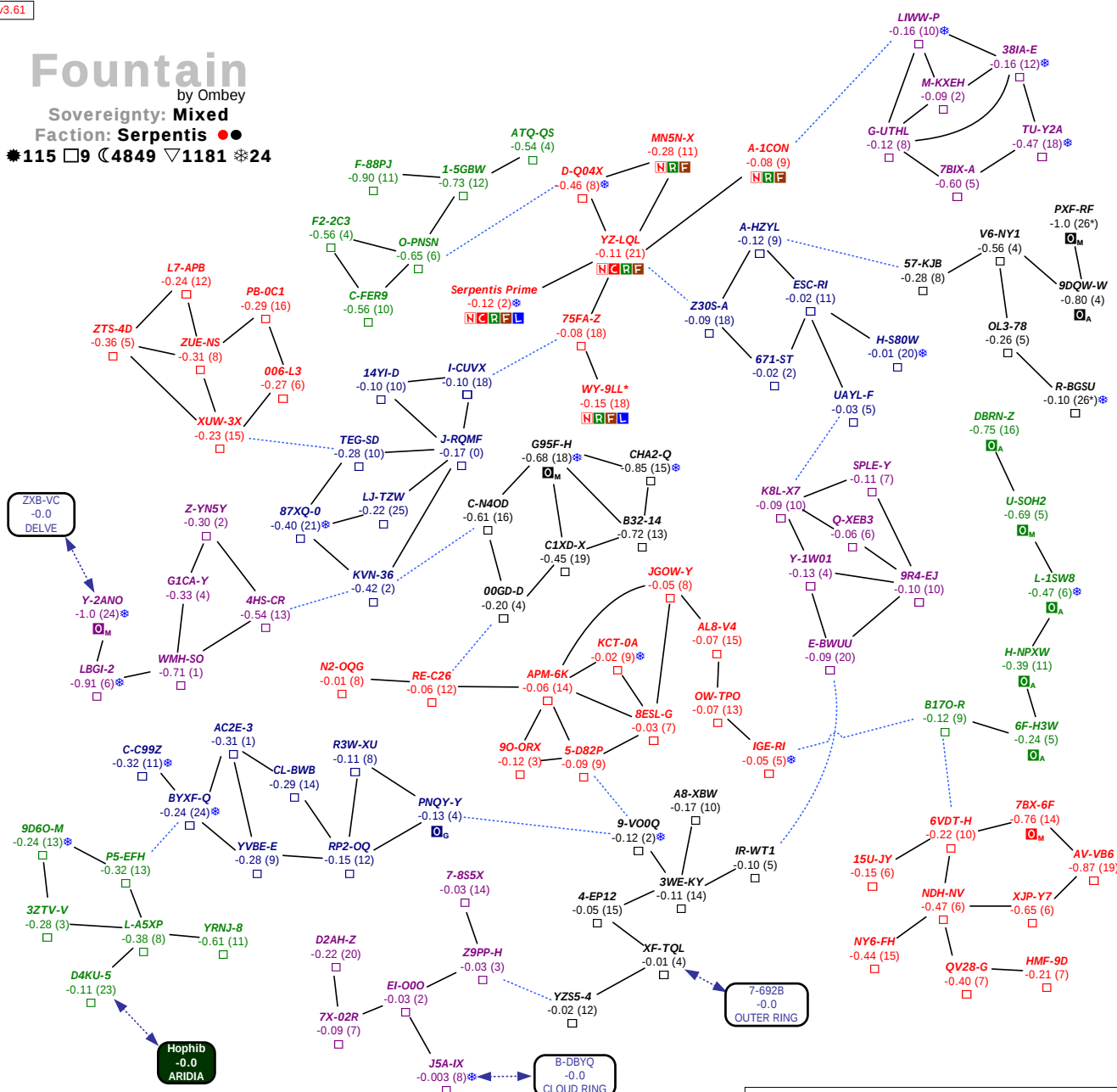








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Set: v3.61

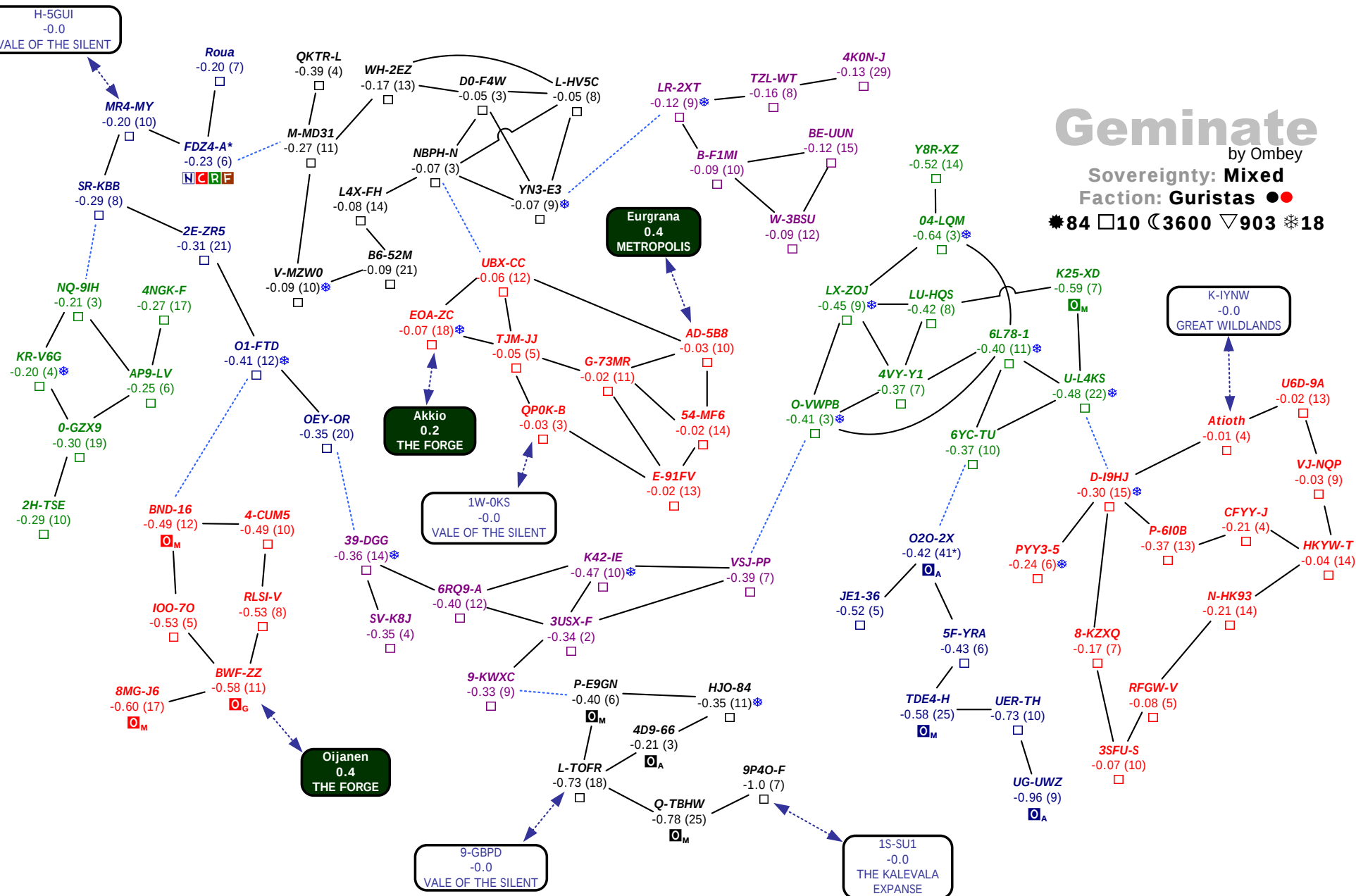
Geminate

by Ombey

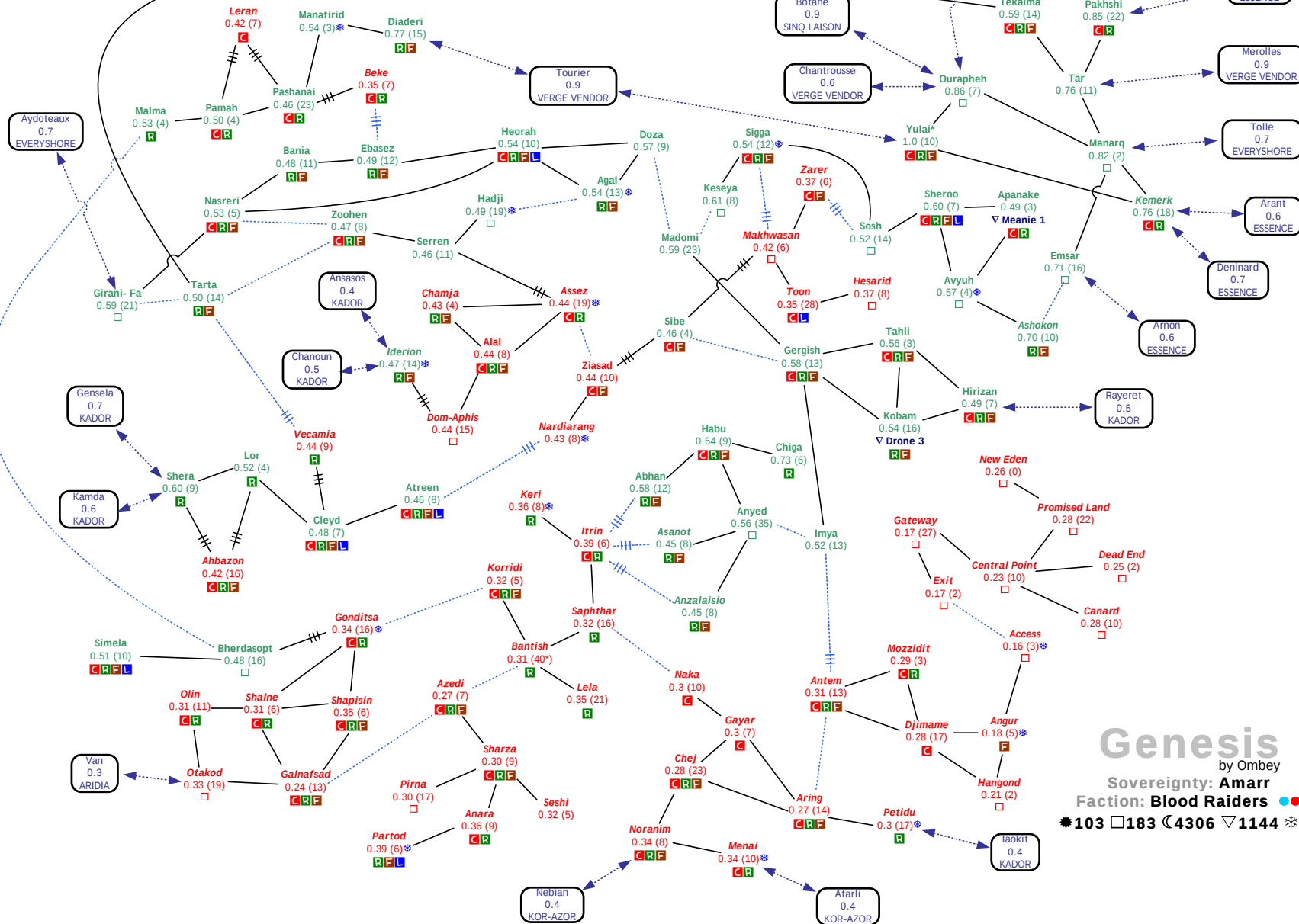
Sovereignty: Mixed

Faction: Guristas ●●

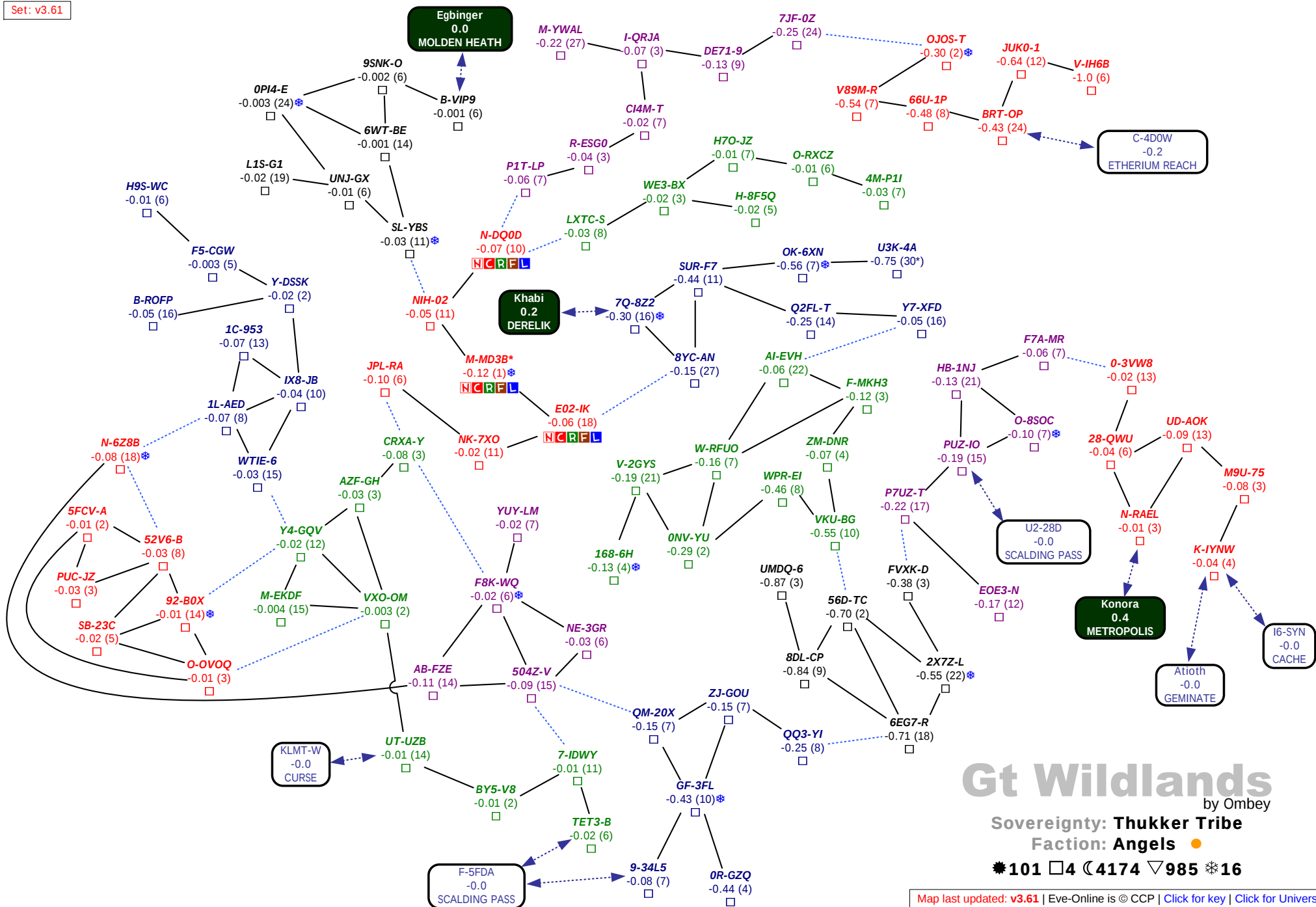
✳84 □10 ☾3600 ▽903 ✳18

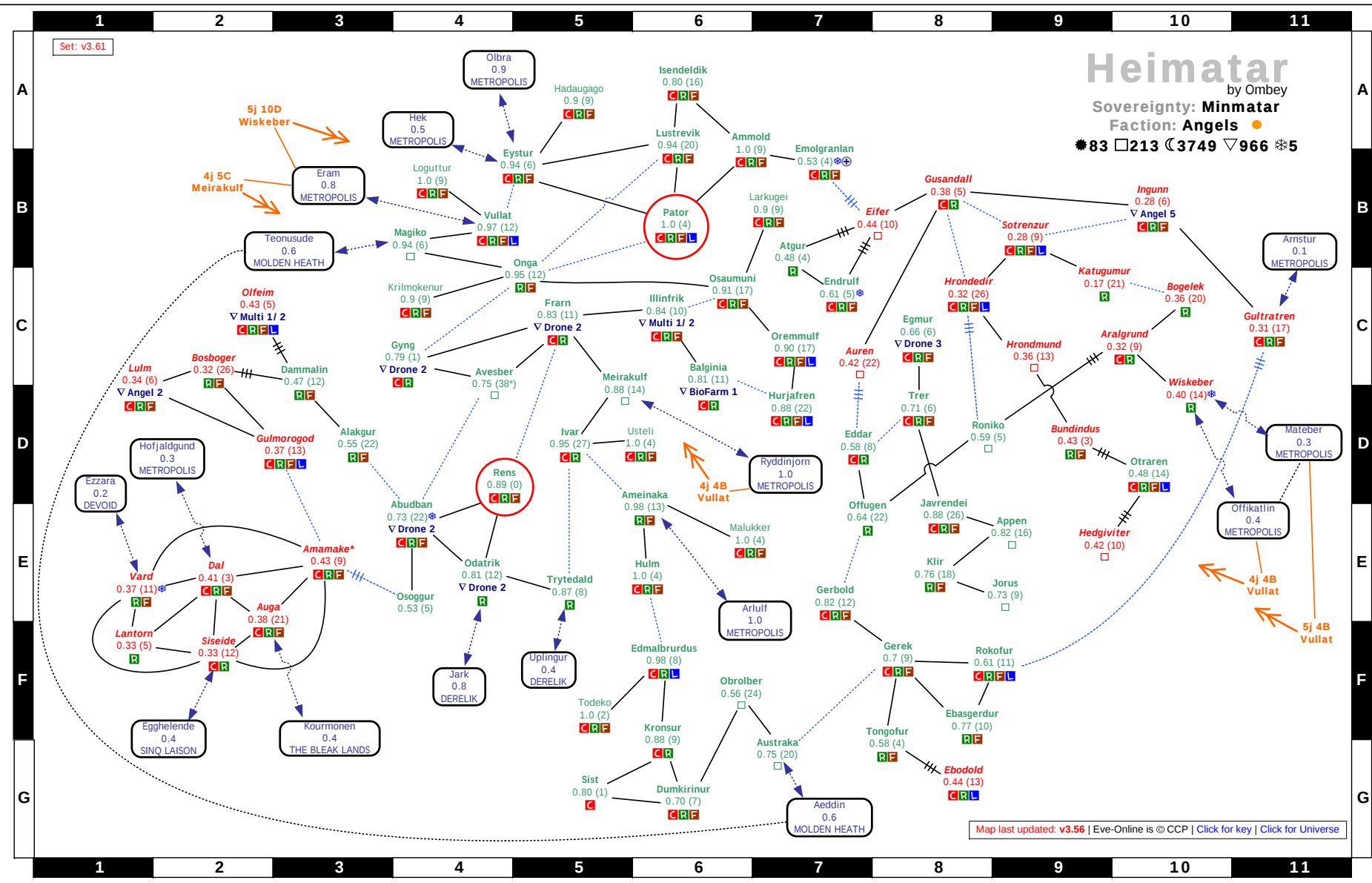


Set: v3.61



Set: v3.61





Heimatar

by Ombey

Sovereignty: Minmatar

Faction: Angels

✳83 ☐213 ☾3749 ▽966 ✳5

Set: v3.61

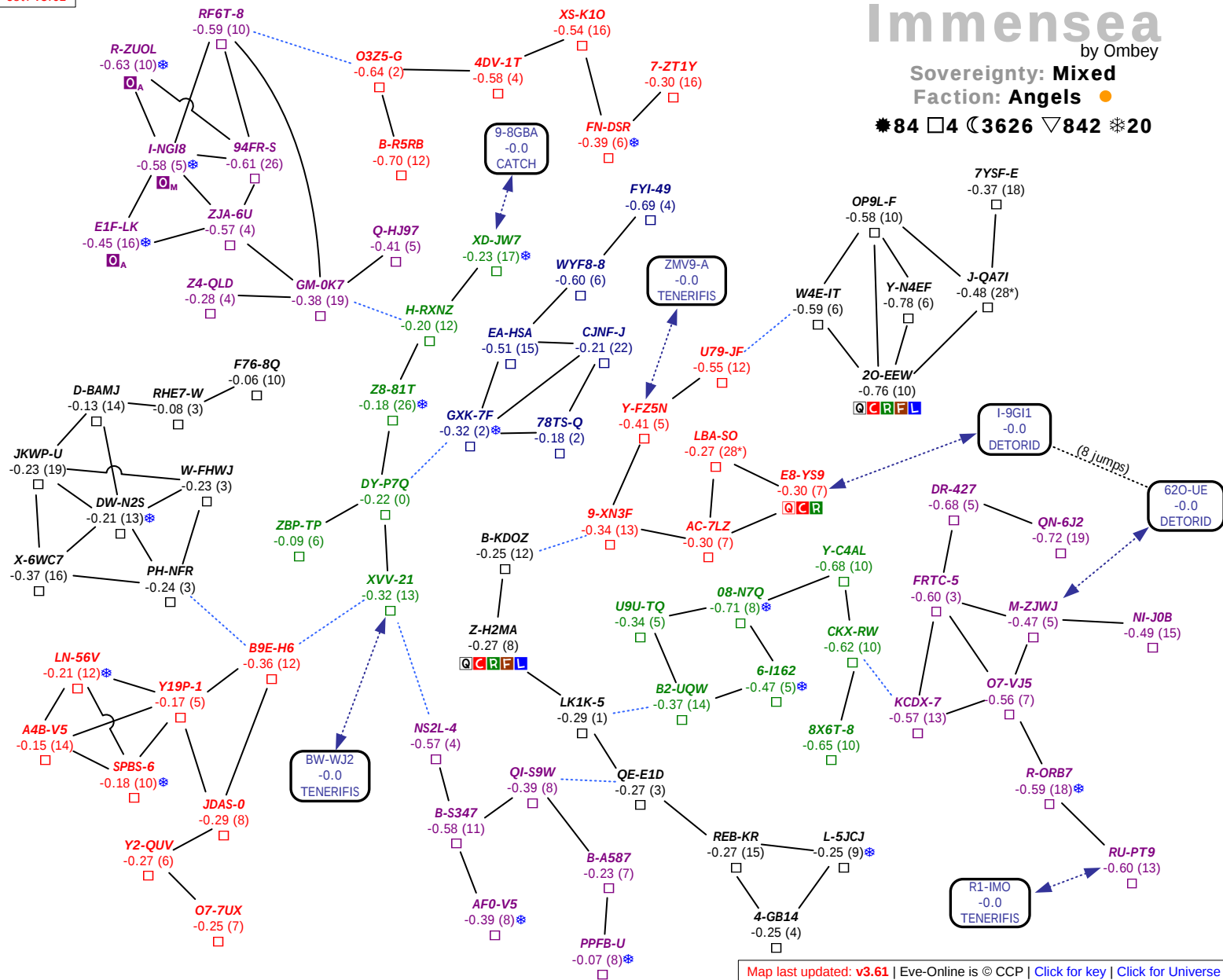
Immensea

by Ombey

Sovereignty: Mixed

Faction: Angels ●

☀84 ☐4 ☾3626 ▽842 ❄20



Impass

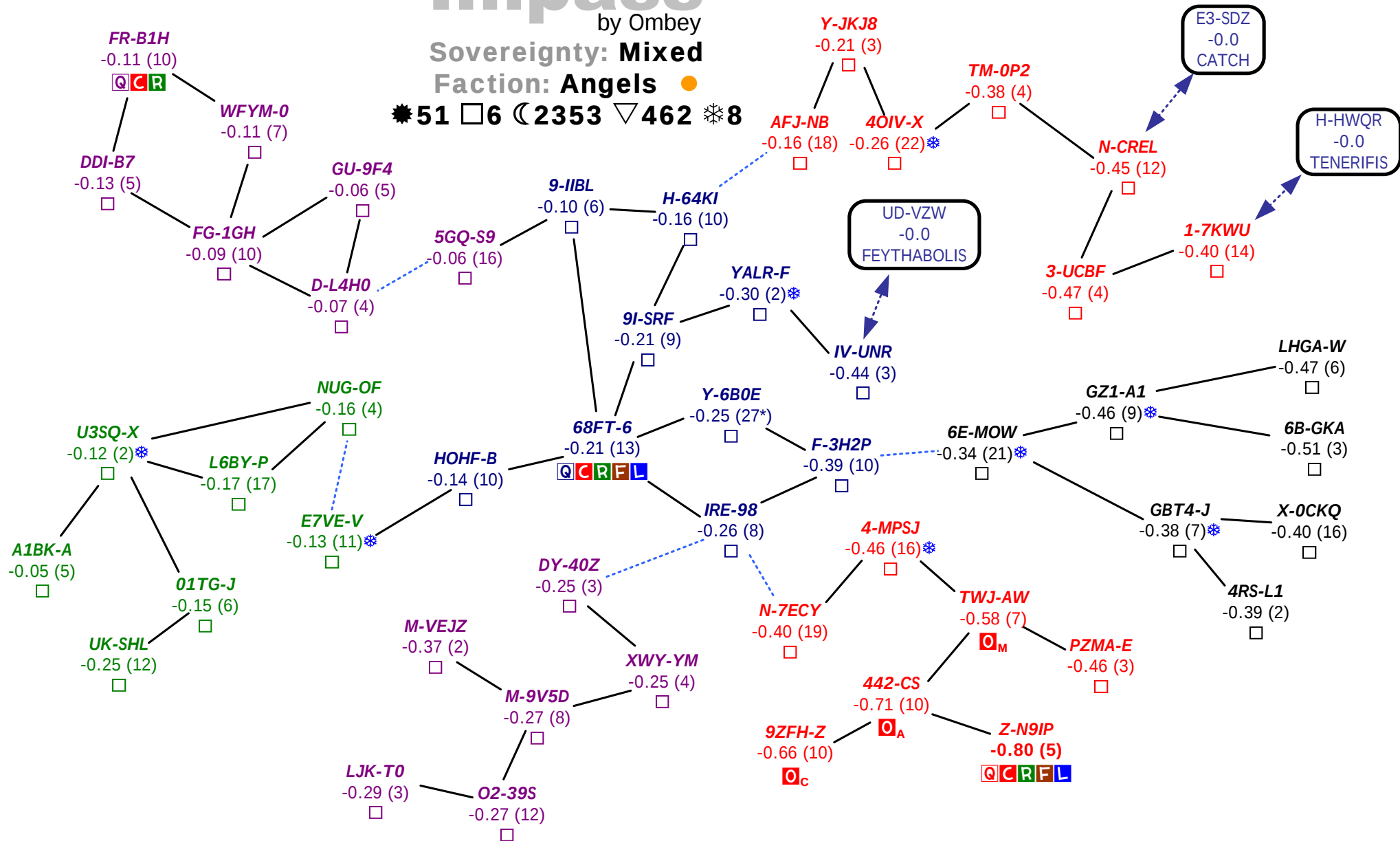
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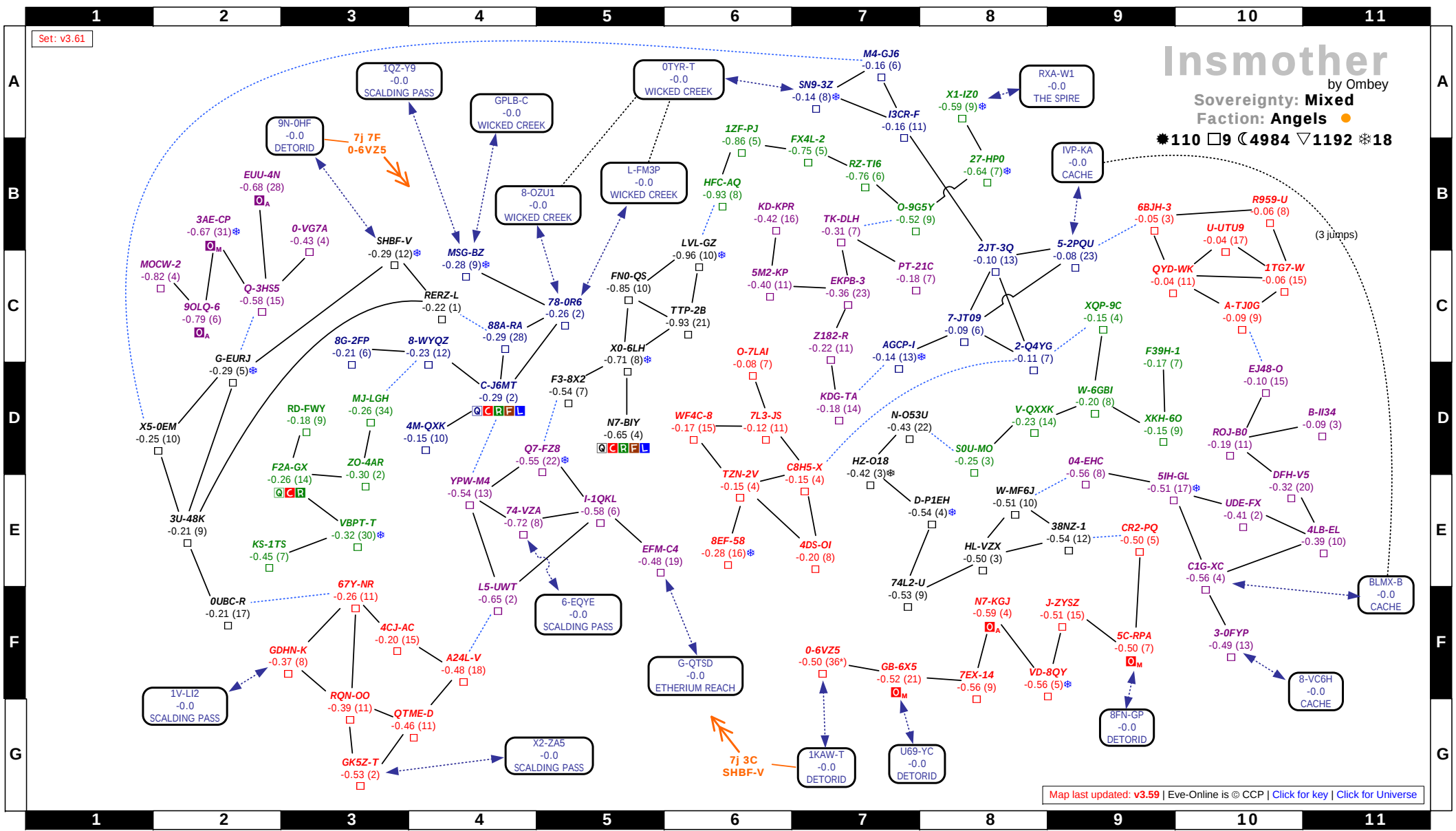
Sovereignty: **Mixed**

Faction: **Angels** ●

✱ 51 □ 6 ◐ 2353 ▽ 462 ✨ 8

Set: v3.61





Insmother

by Ombey

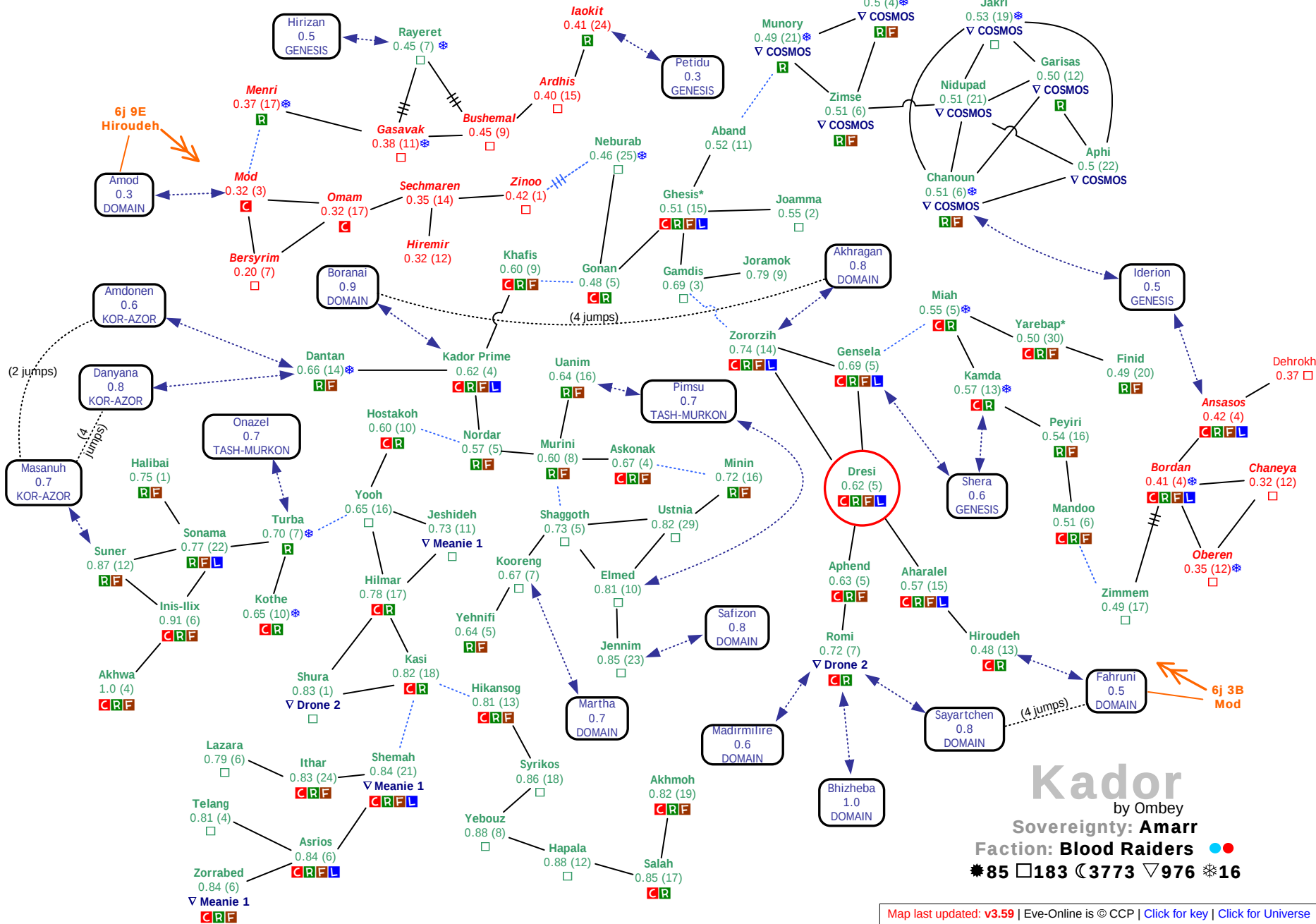
Sovereignty: Mixed

Faction: Angels

110 9 4984 1192 18

(3 jumps)

Set: v3.61

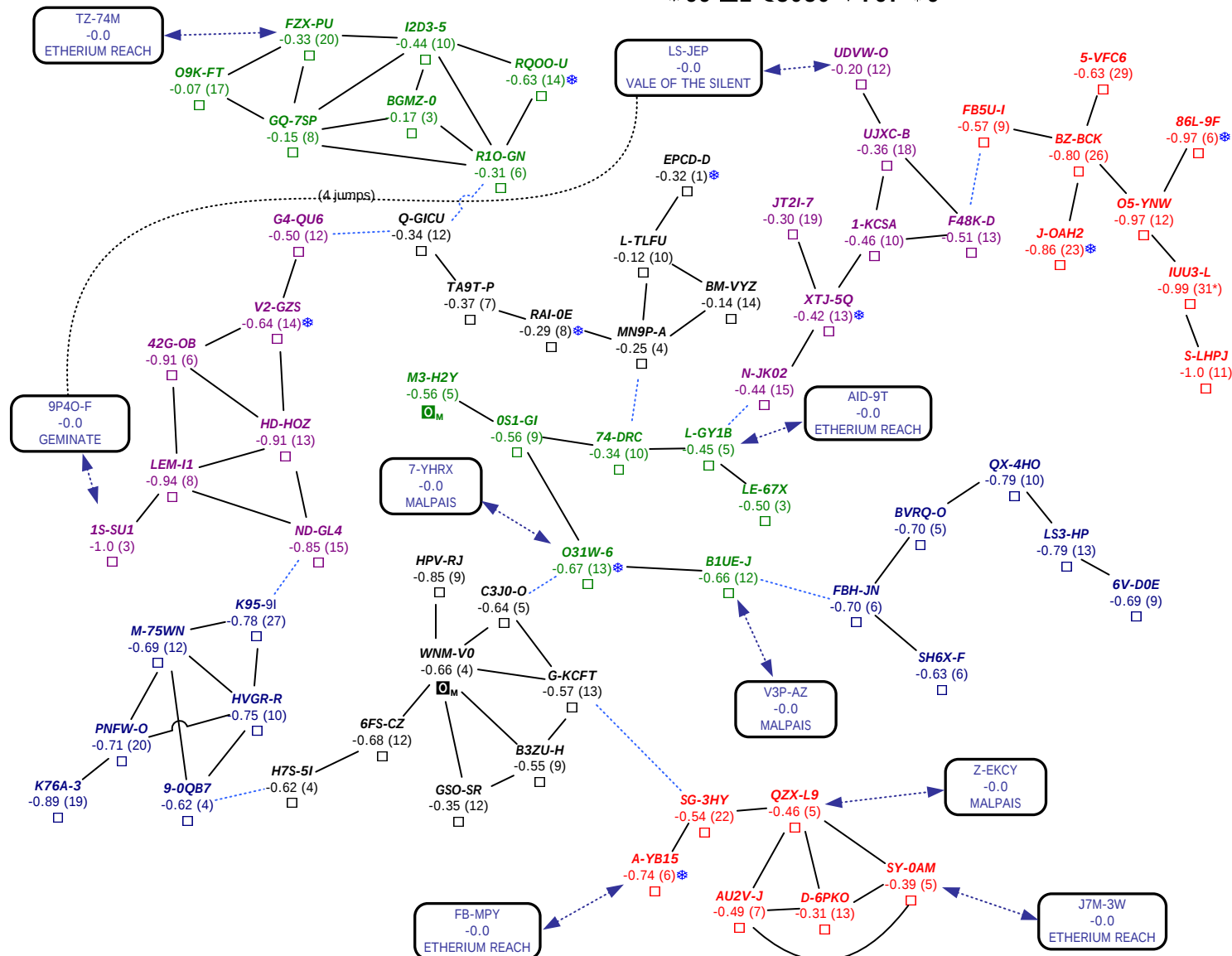


by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

☀69 □2 ☾3050 ▽767 ❄9



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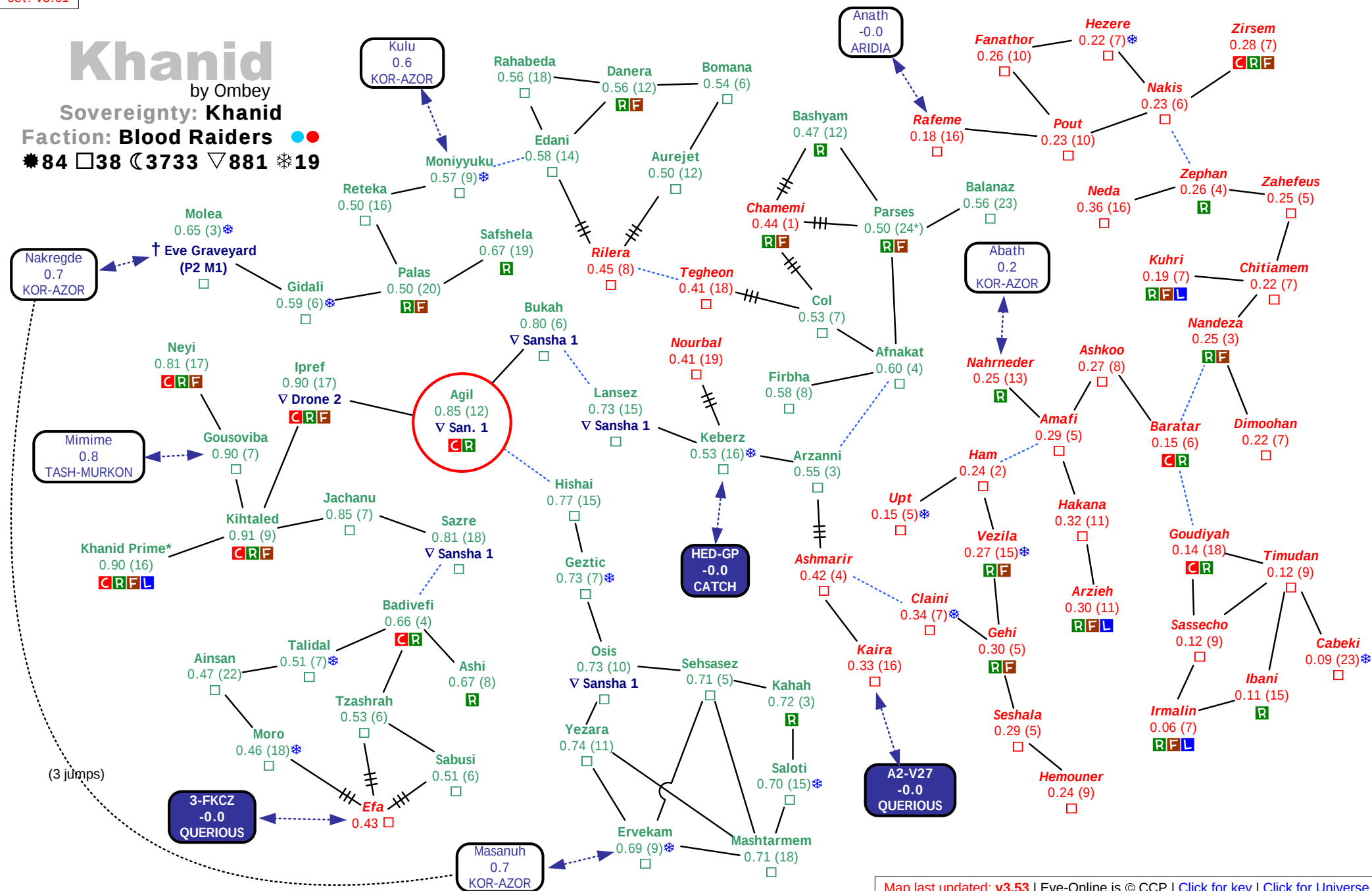
Khanid

by Ombey

Sovereignty: Khanid

Faction: Blood Raiders

84 38 3733 881 19



Set: v3.61

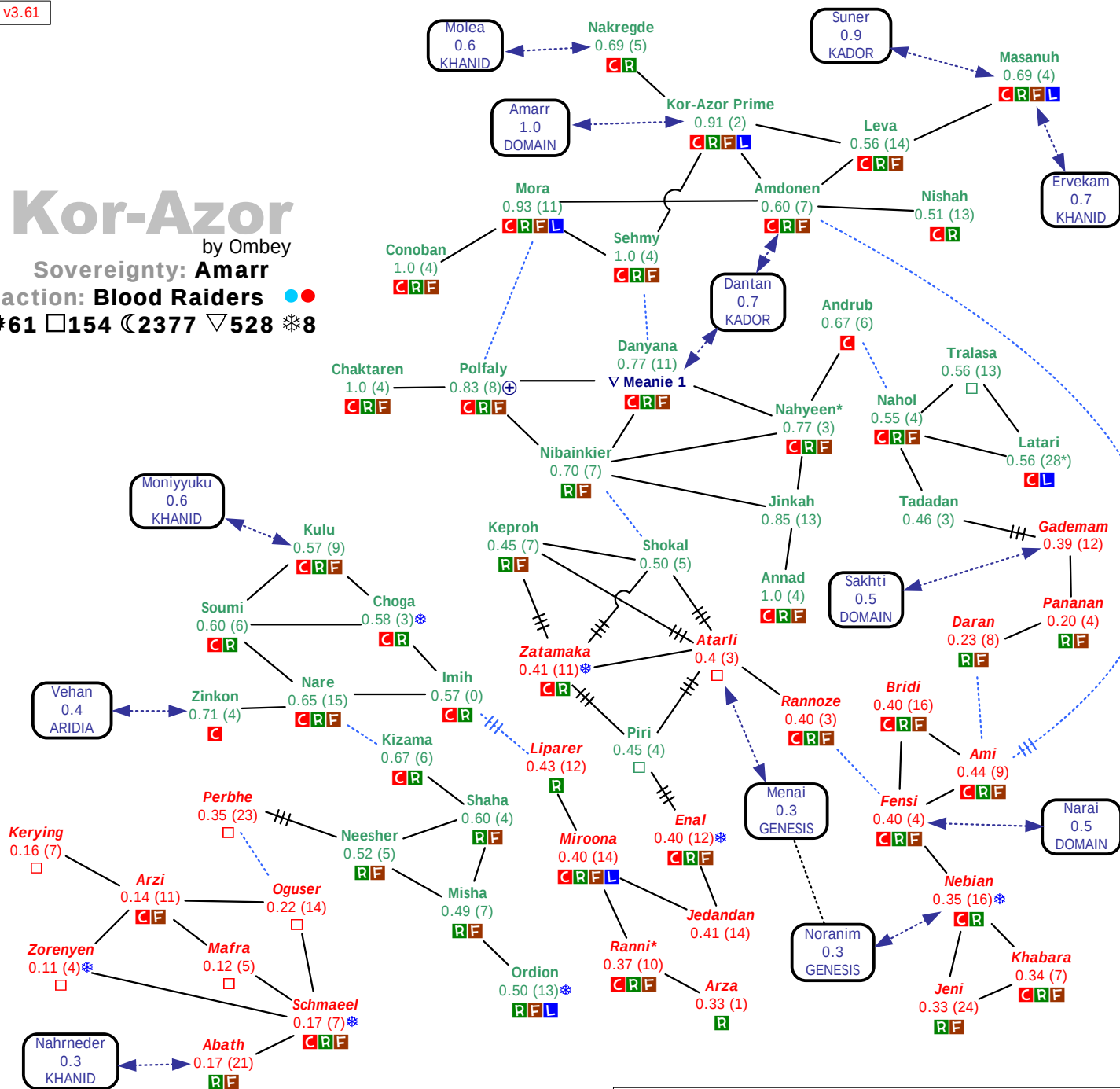
Kor-Azor

by Ombey

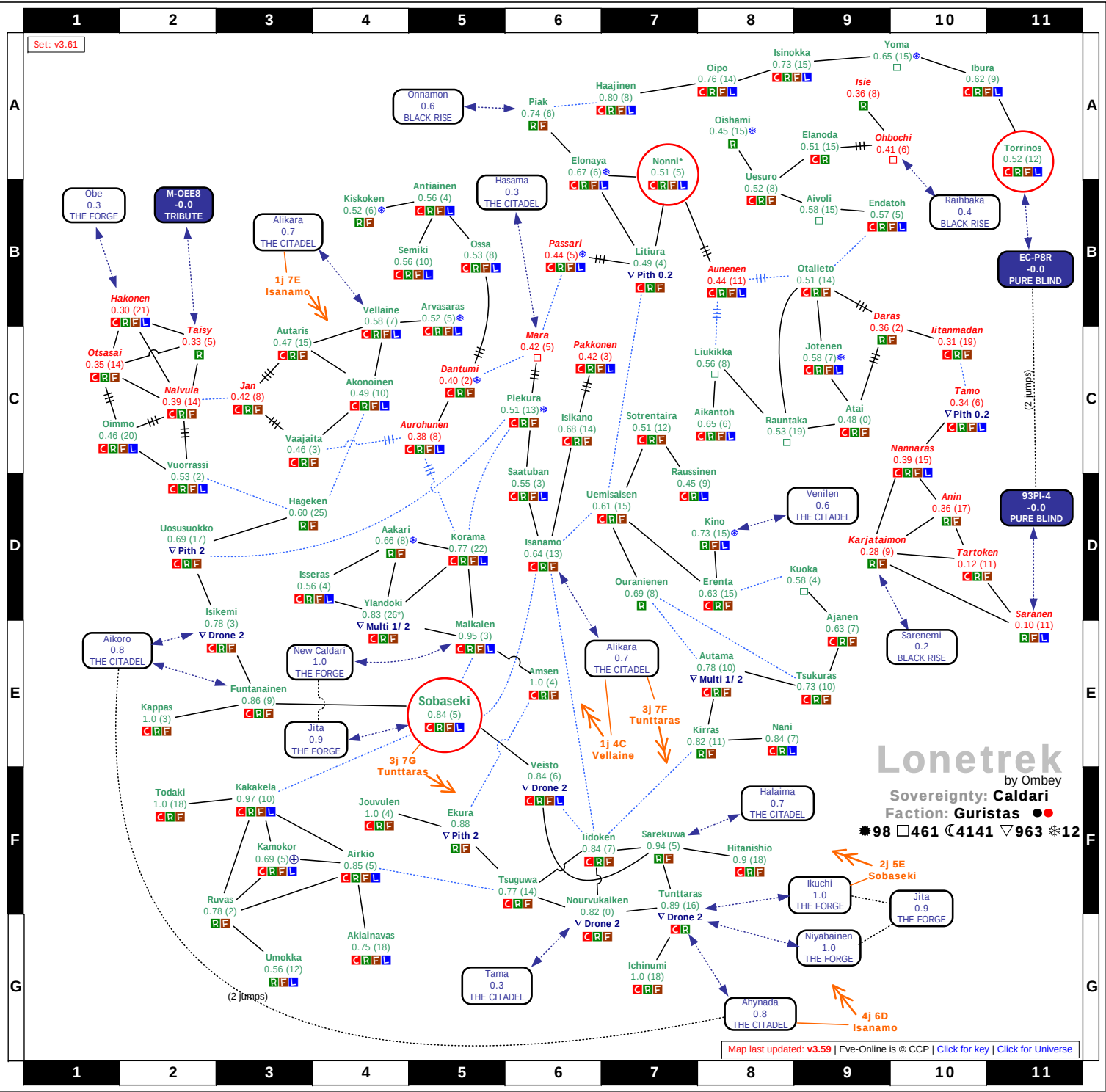
Sovereignty: **Amarr**

Faction: **Blood Raiders**

✳️61 📦154 🕒2377 ⚔️528 ❄️8



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Set: v3.61

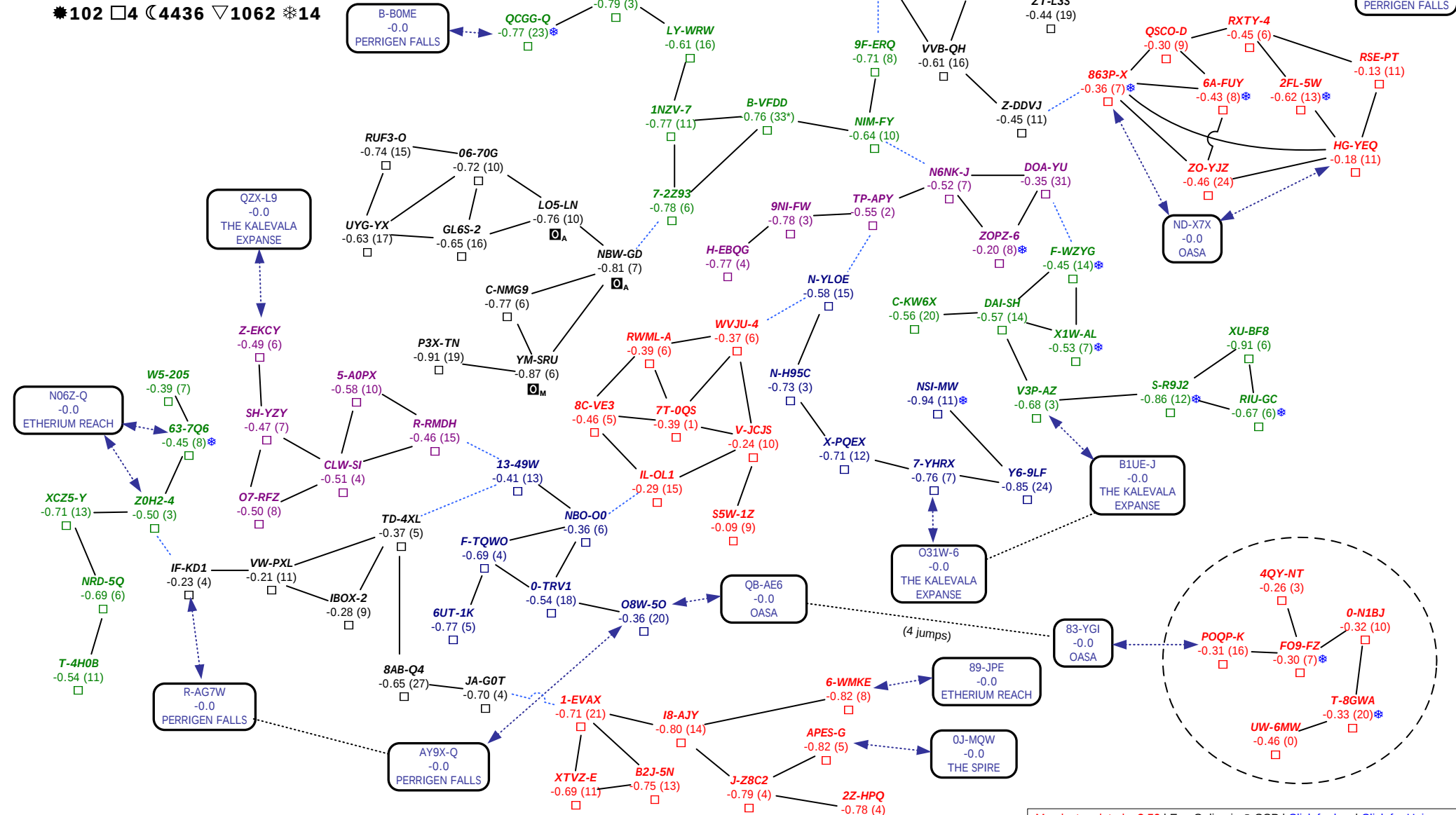
Malpais

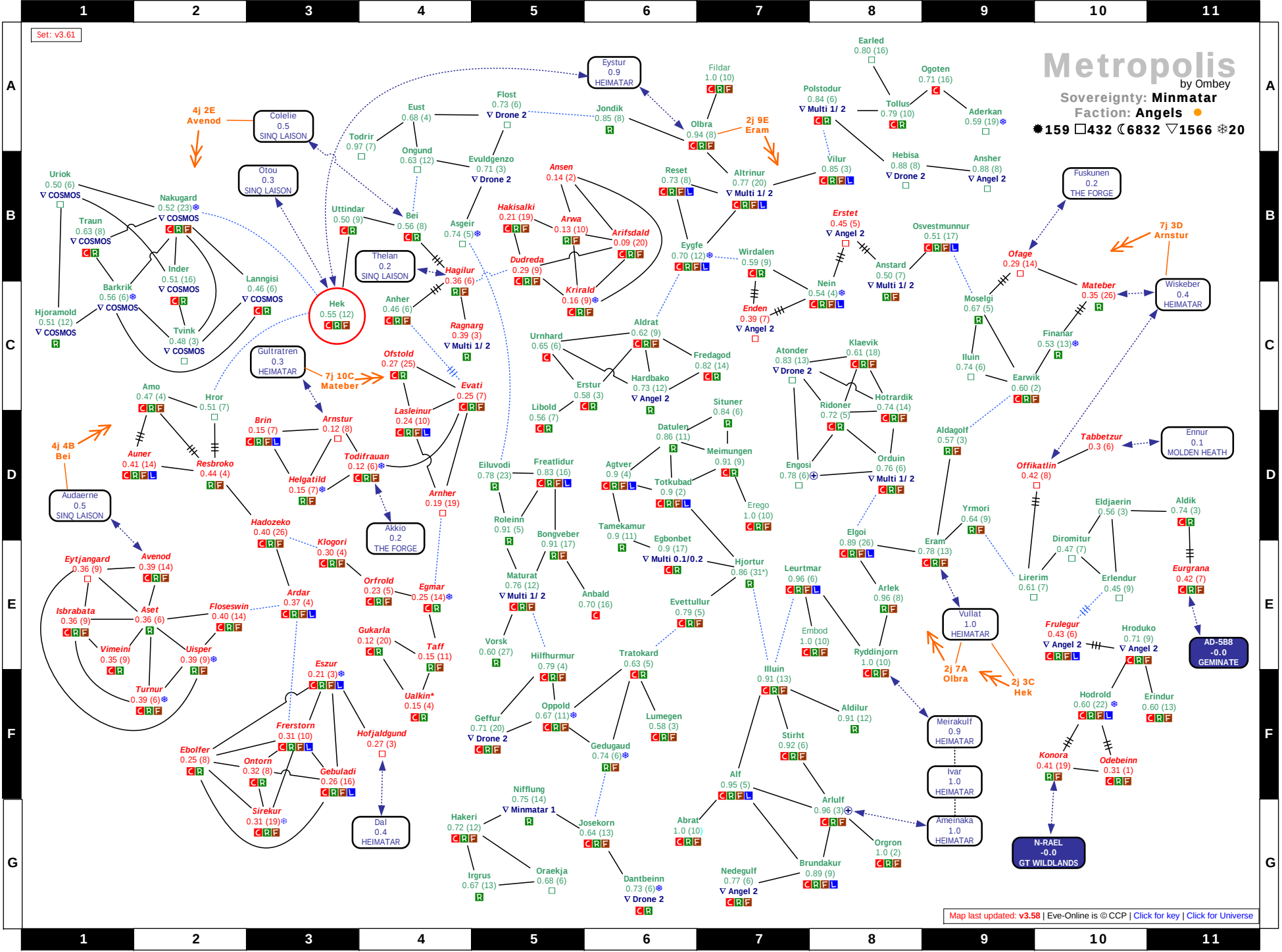
by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones

✱102 ☐4 ☾4436 ▽1062 ✨14





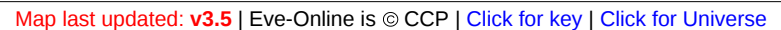
Metropolis
by Ombey
Sovereignty: **Minmatar**
Faction: **Angels** ●
●159 □432 ◐6832 ▽1566 ✨20

by Ombey

Faction: Angels ●

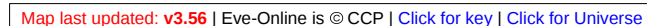
☀38 □113 ☾1621 ▽448 ❄8

Gulfonodi*
0.50 (29*)
C R F L



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☀85 ☐4 ☾3796 ▽800 ❄24



Omist

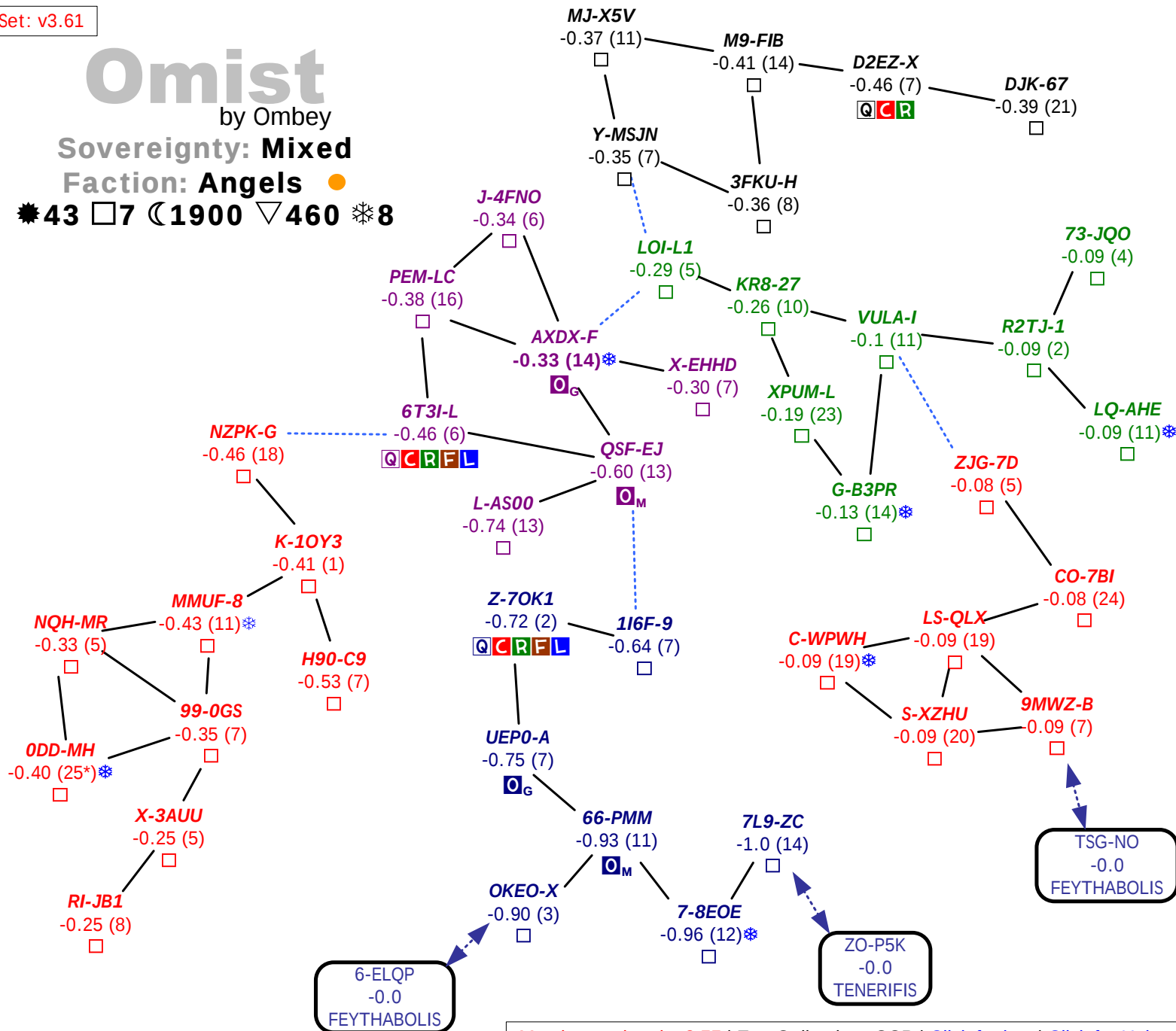
by Ombey

Sovereignty: Mixed

Faction: Angels ●

✱43 ☐7 ☾1900 ▽460 ✨8

Set: v3.61



Outer Passage

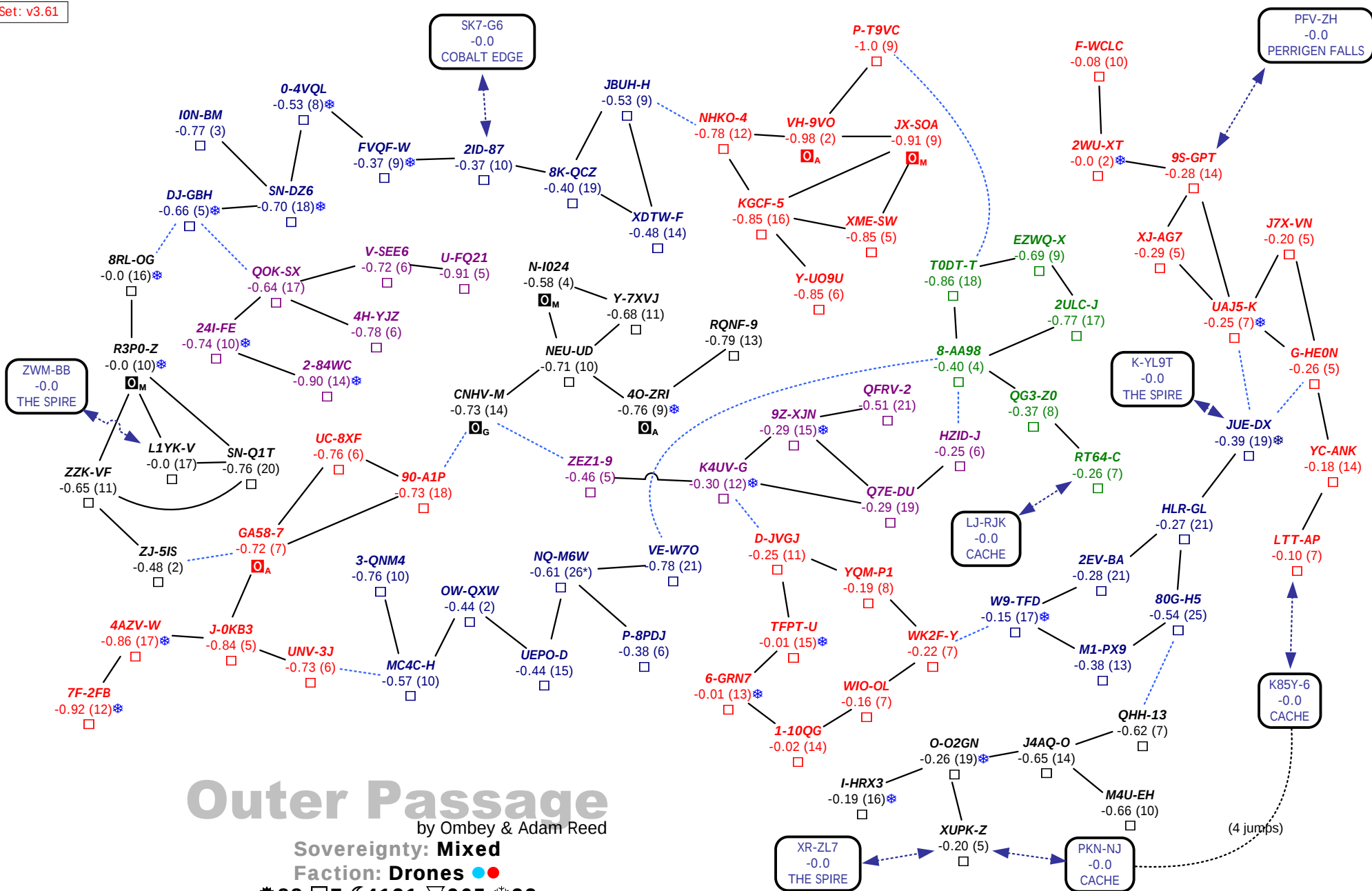
by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

☀88 □7 ☾4121 ▽965 ❄22

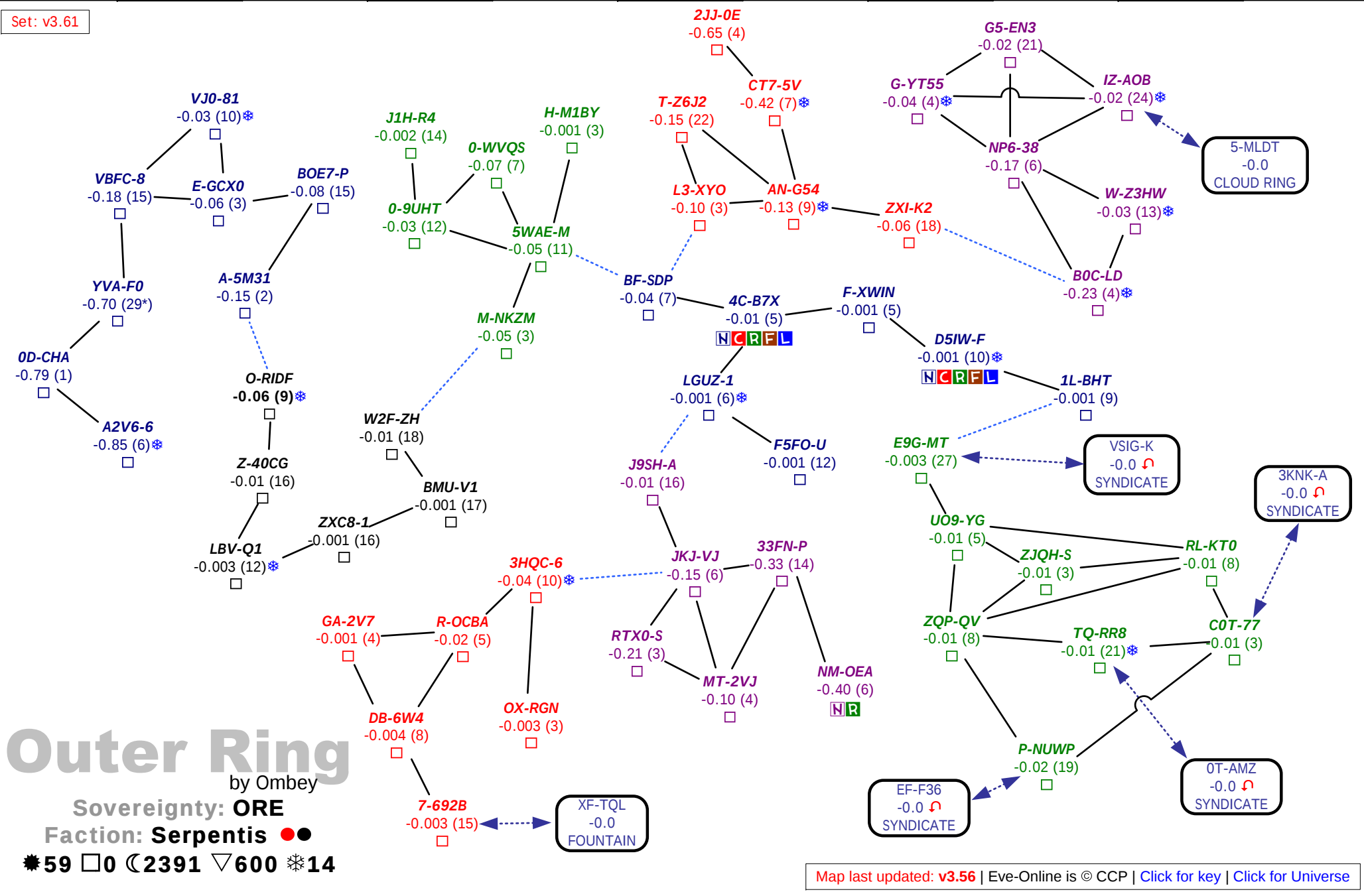
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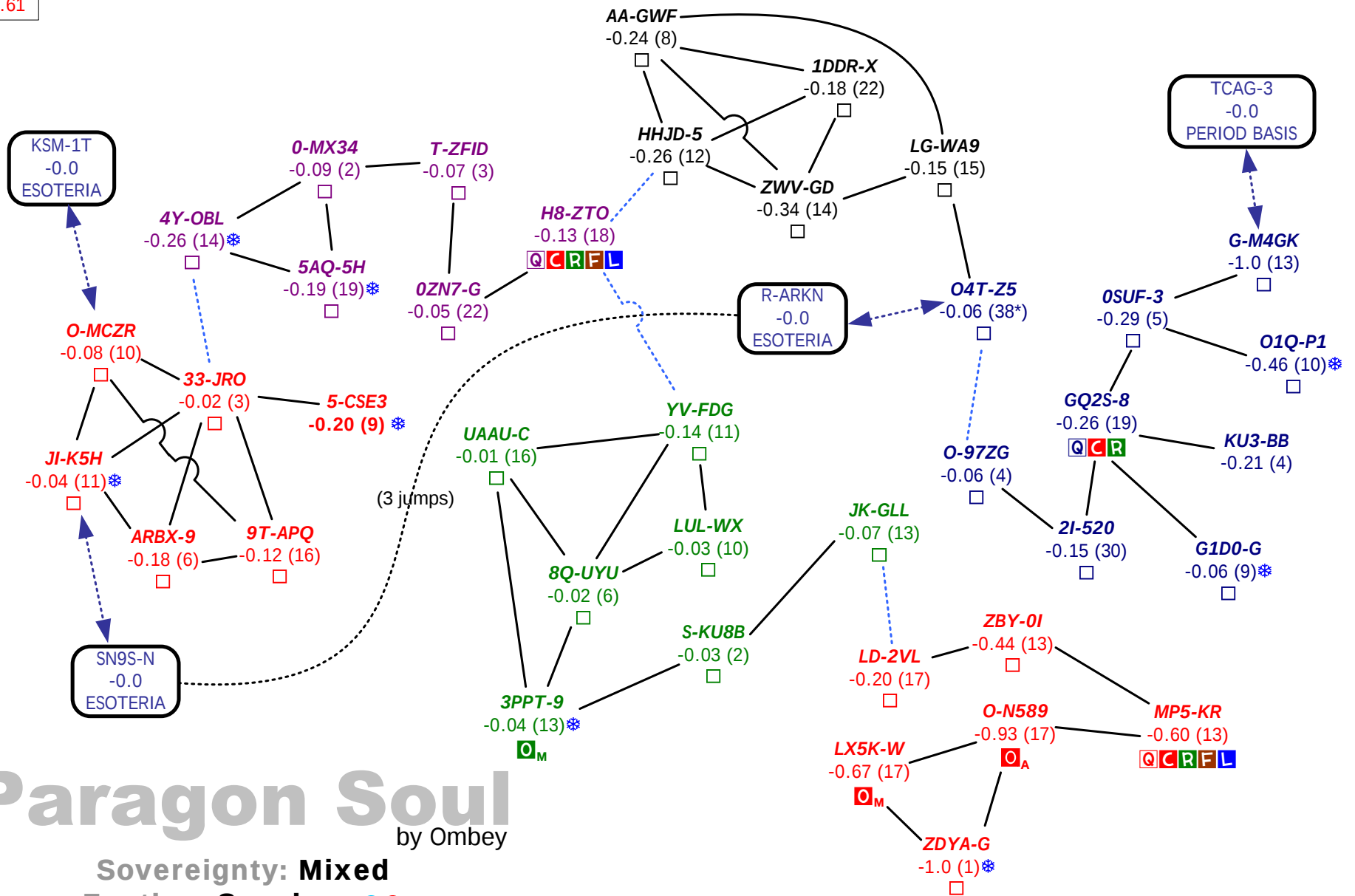
Set: v3.61

Outer Ring
by Ombey

Sovereignty: ORE
Faction: Serpentis ●●
★59 □0 ◐2391 ▽600 ❄14



Set: v3.61



Paragon Soul

Sovereignty: Mixed
Faction: Sanshas ●●

☀39 □6 ☾1924 ▼482 ❄13

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Set: v3.61

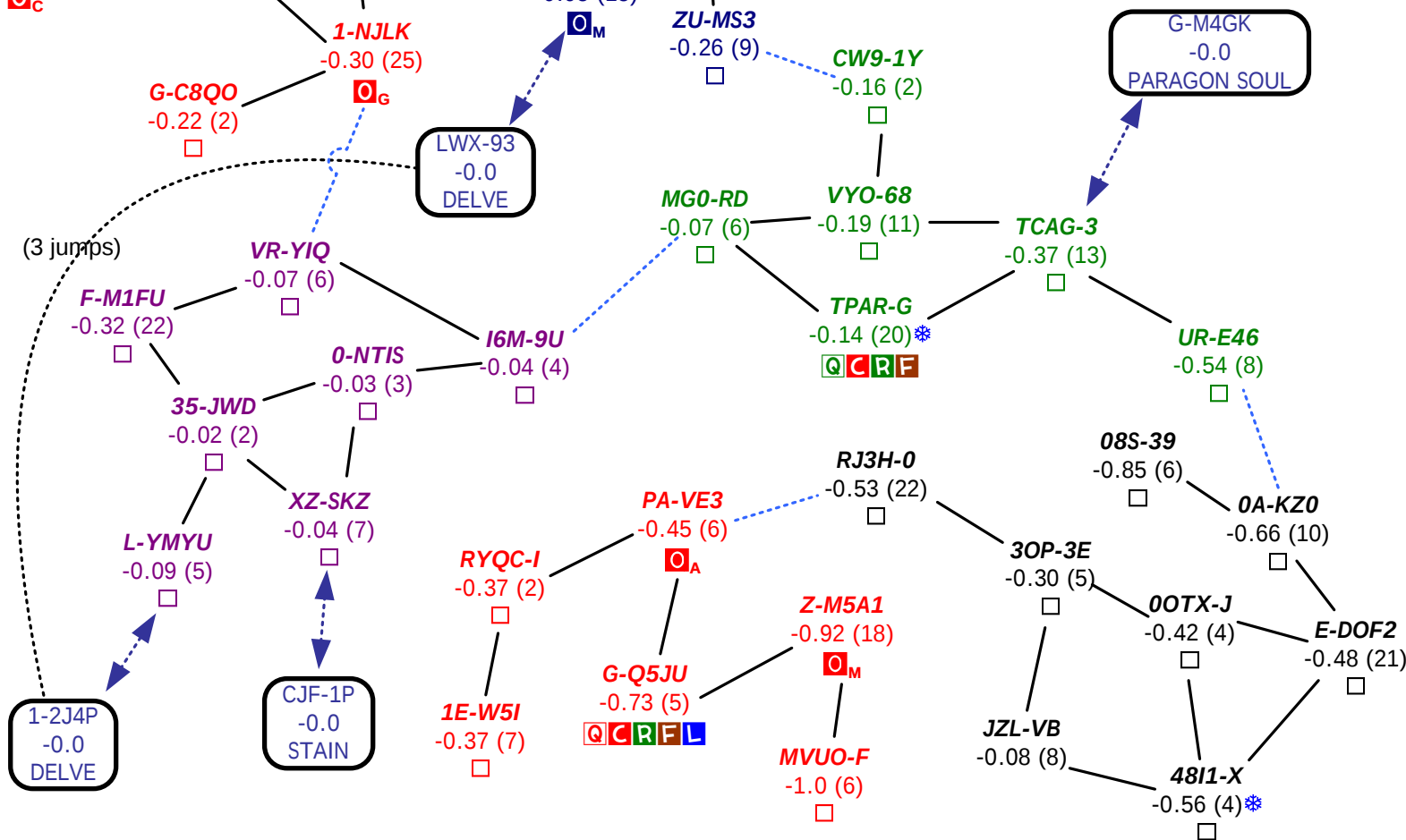
Period Basis

by Ombey

Sovereignty: Mixed

Faction: Blood Raiders

✱40 □11 ◐1638 ▽372 ✨5



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1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

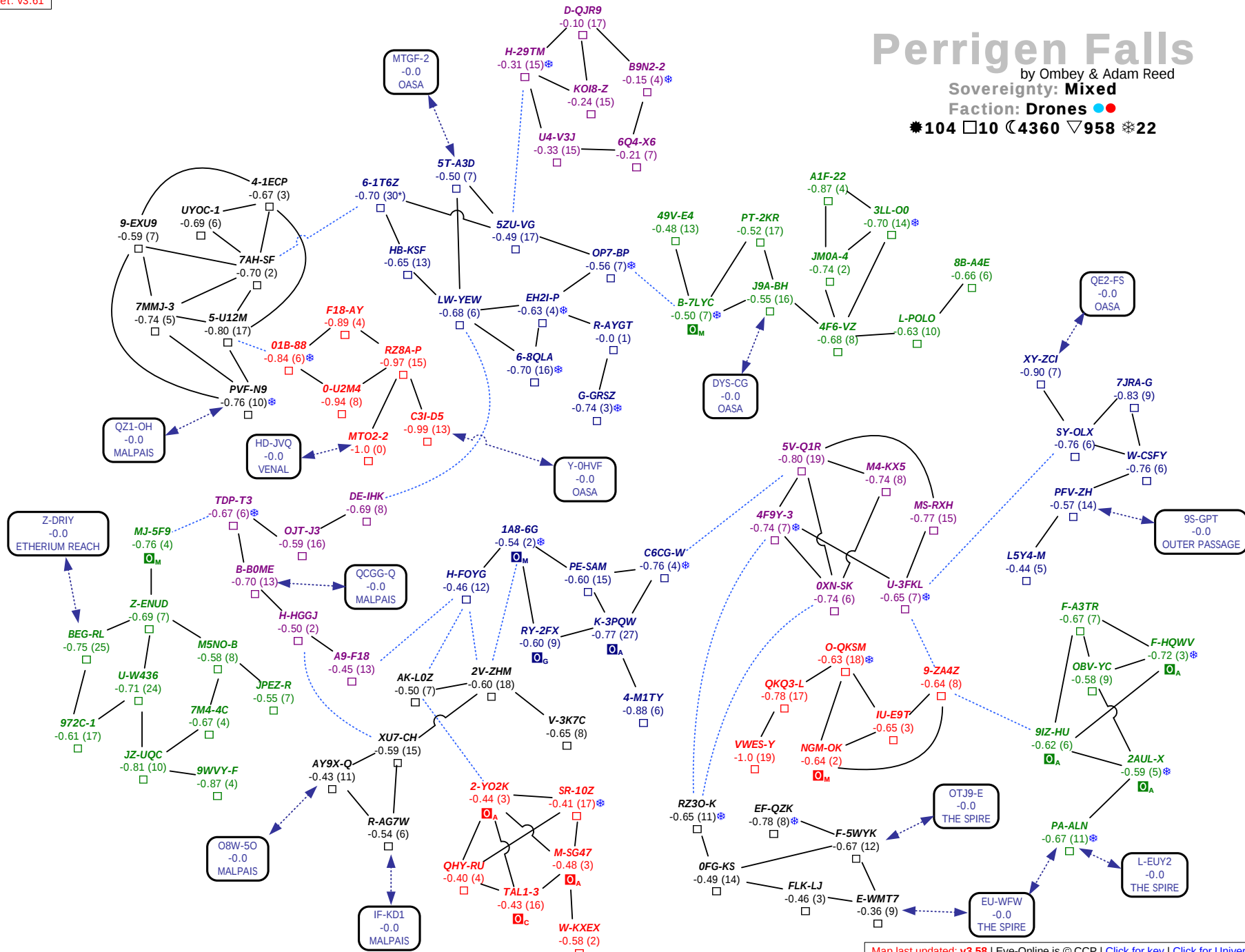
Perrigen Falls

by Ombey & Adam Reed

Sovereignty: Mixed

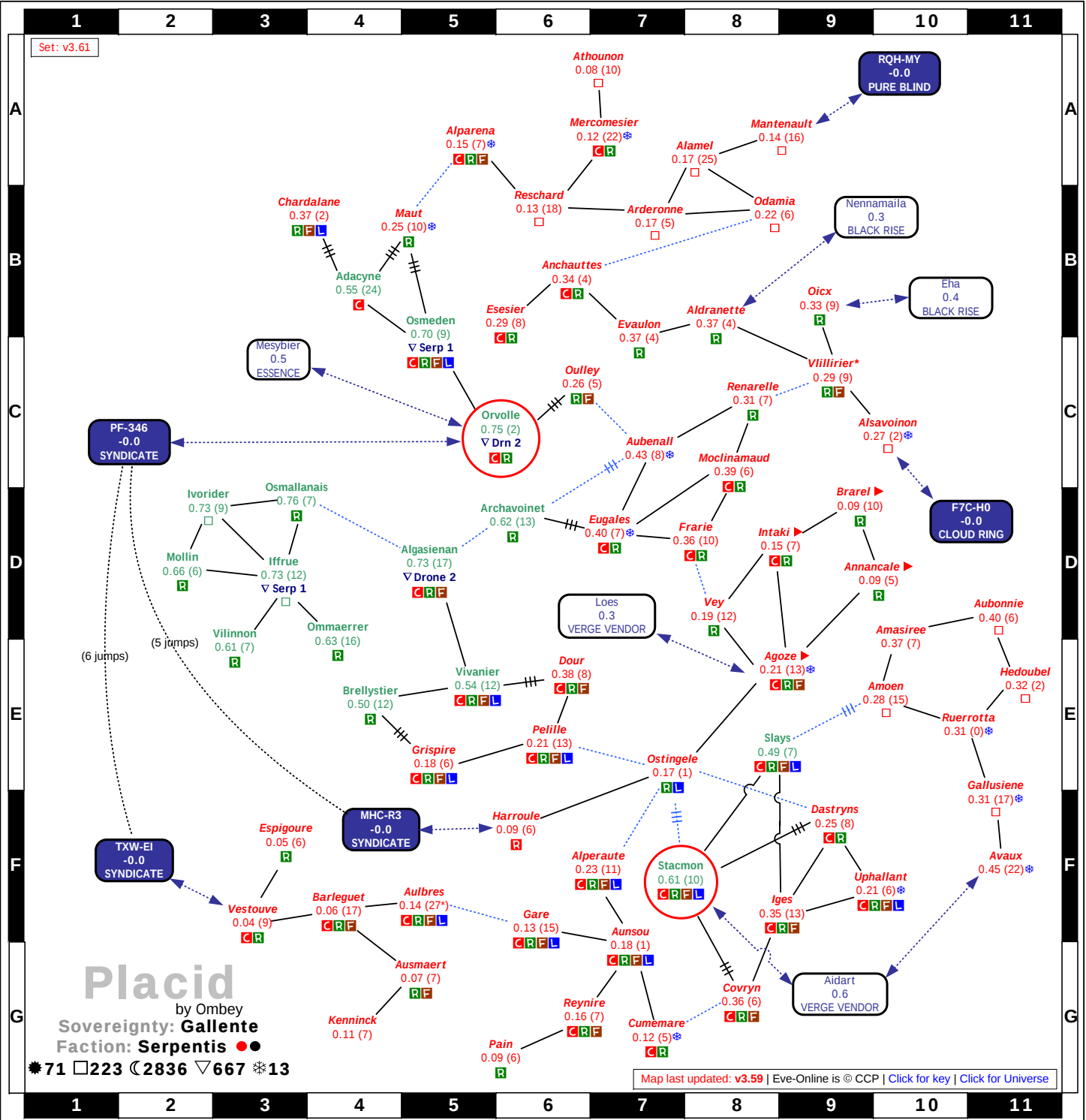
Faction: Drones

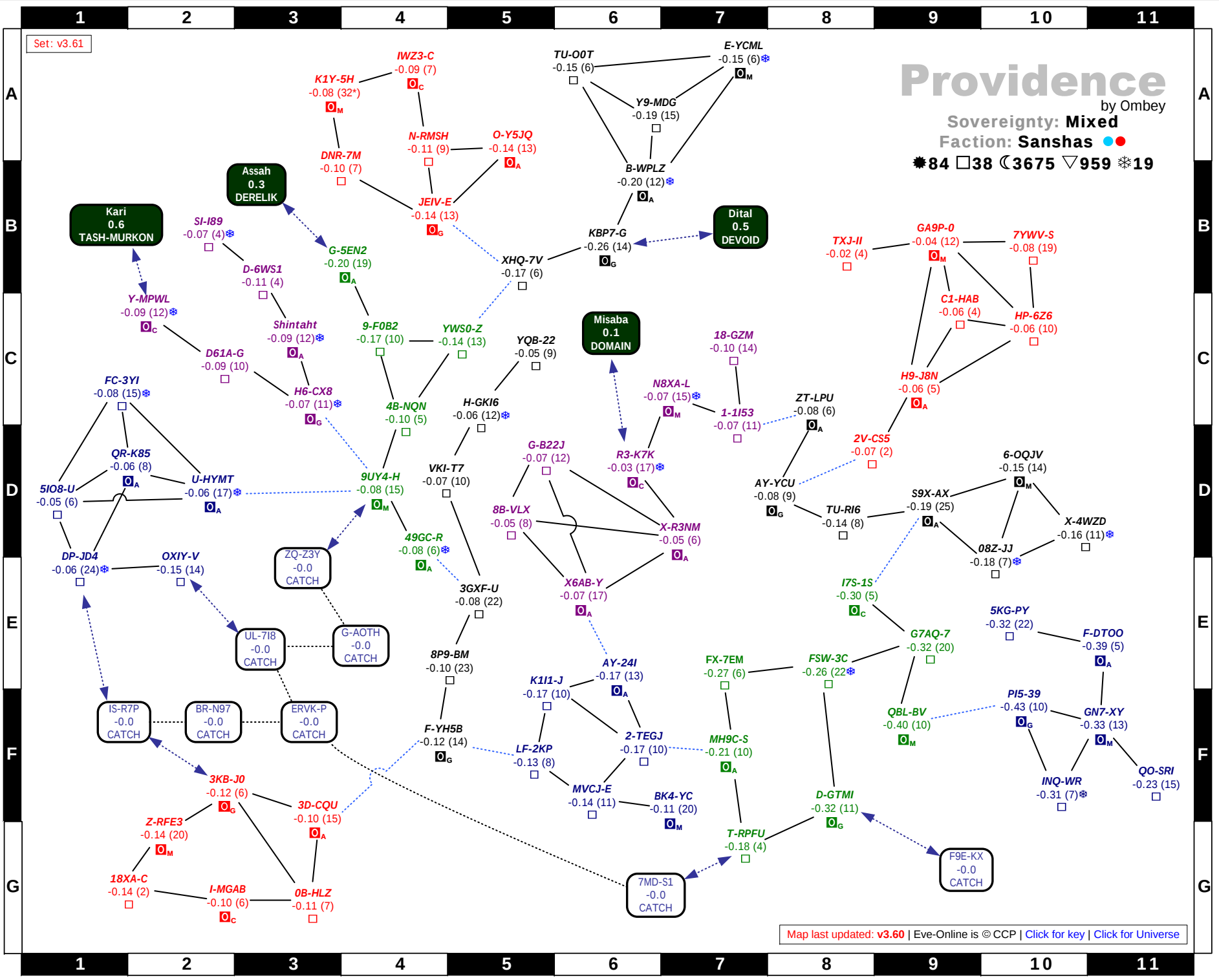
★104 □10 ☾4360 ▼958 ❄22



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1 2 3 4 5 6 7 8 9 10 11





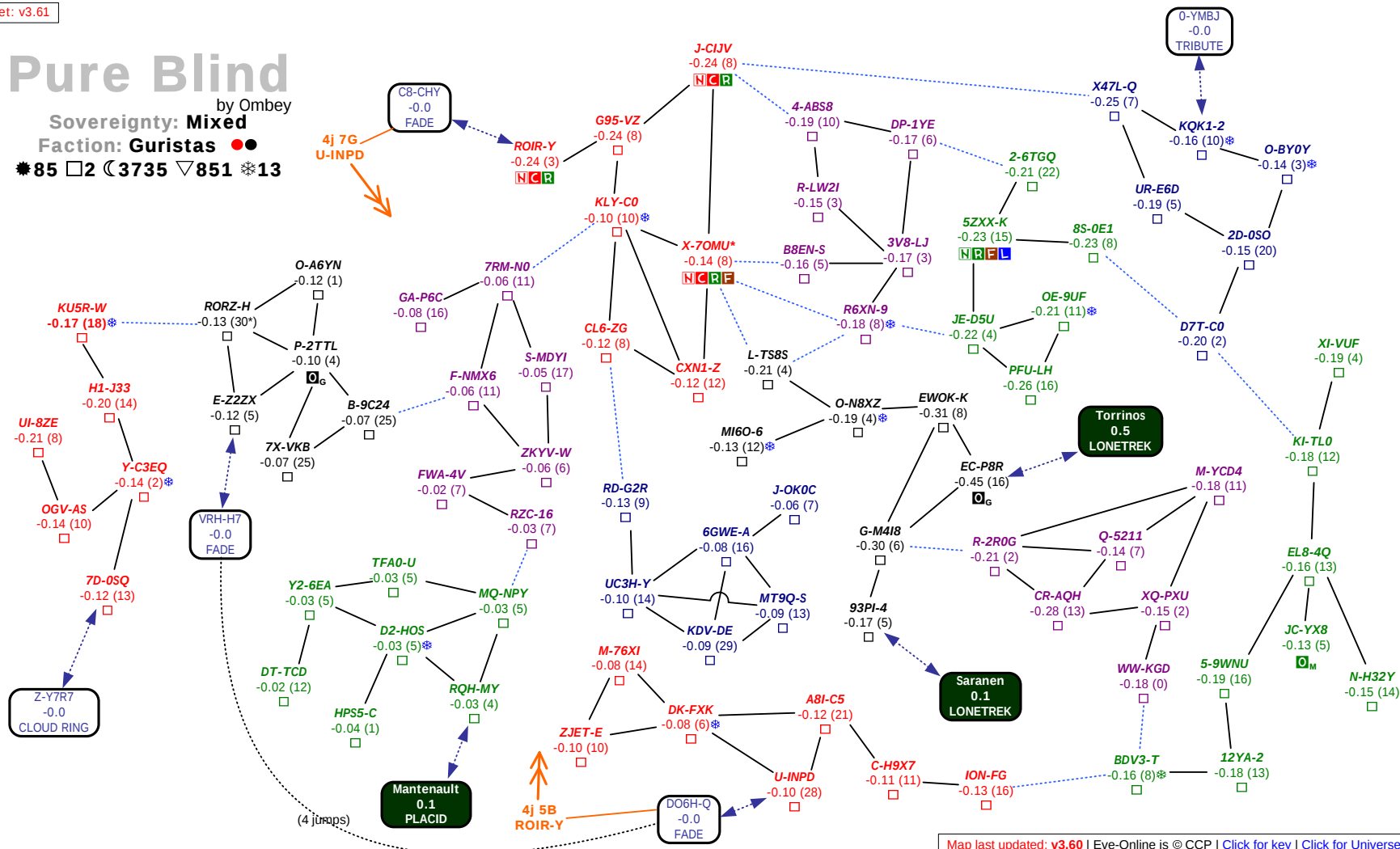
Pure Blind

by Ombey

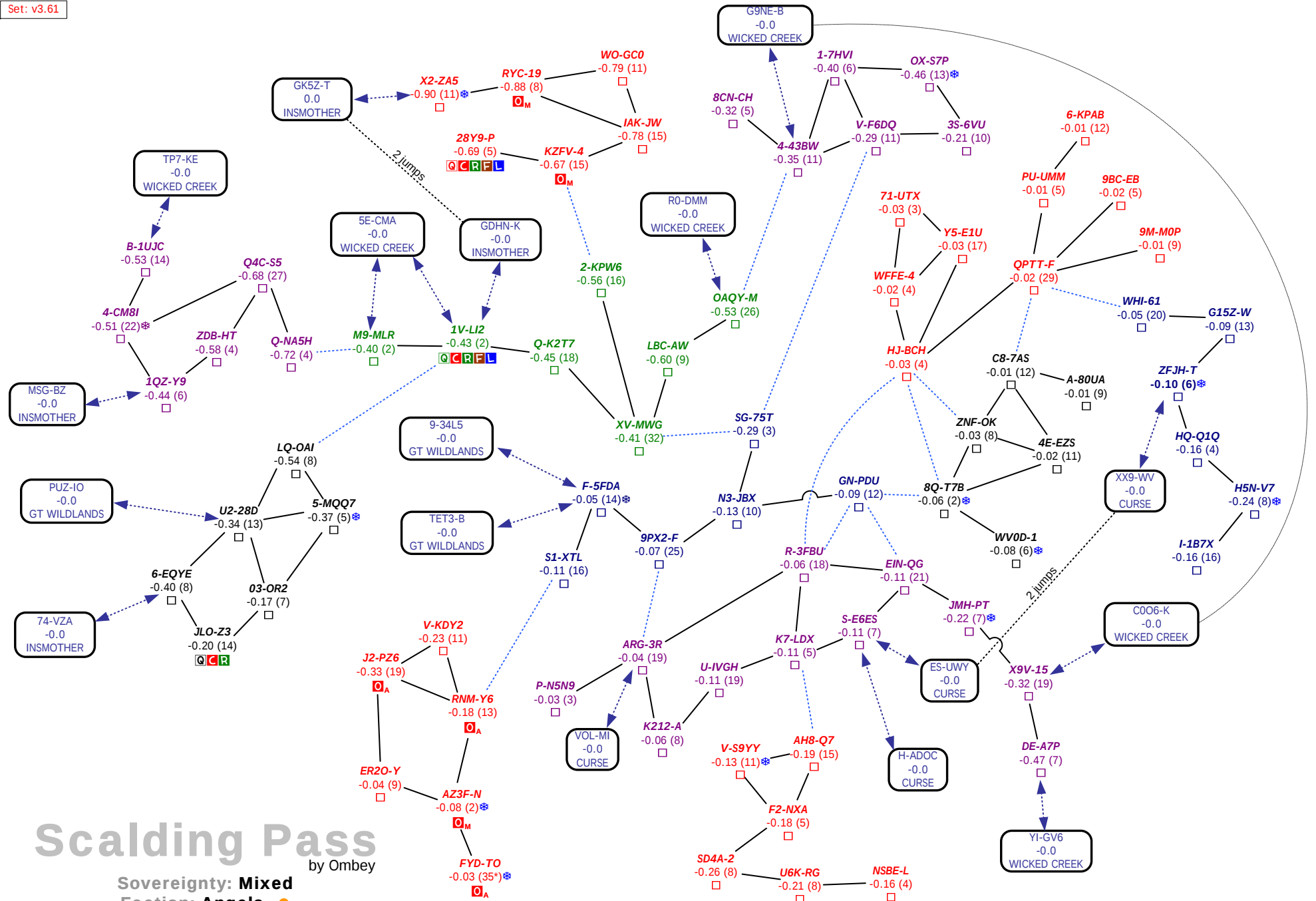
Sovereignty: Mixed

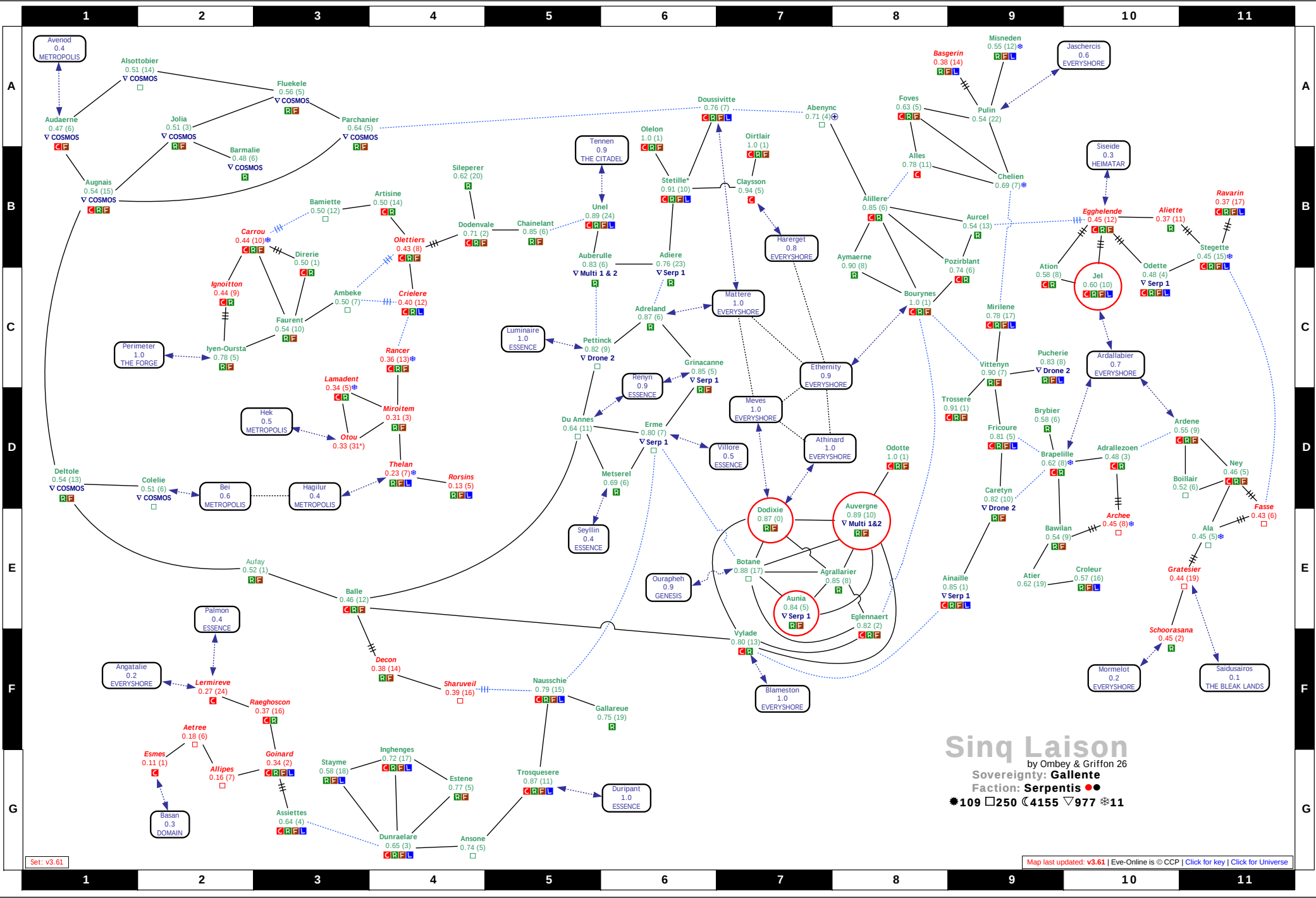
Faction: Guristas

☀85 □2 ☾3735 ▽851 ❄13



Set: v3.61





Sing Laison

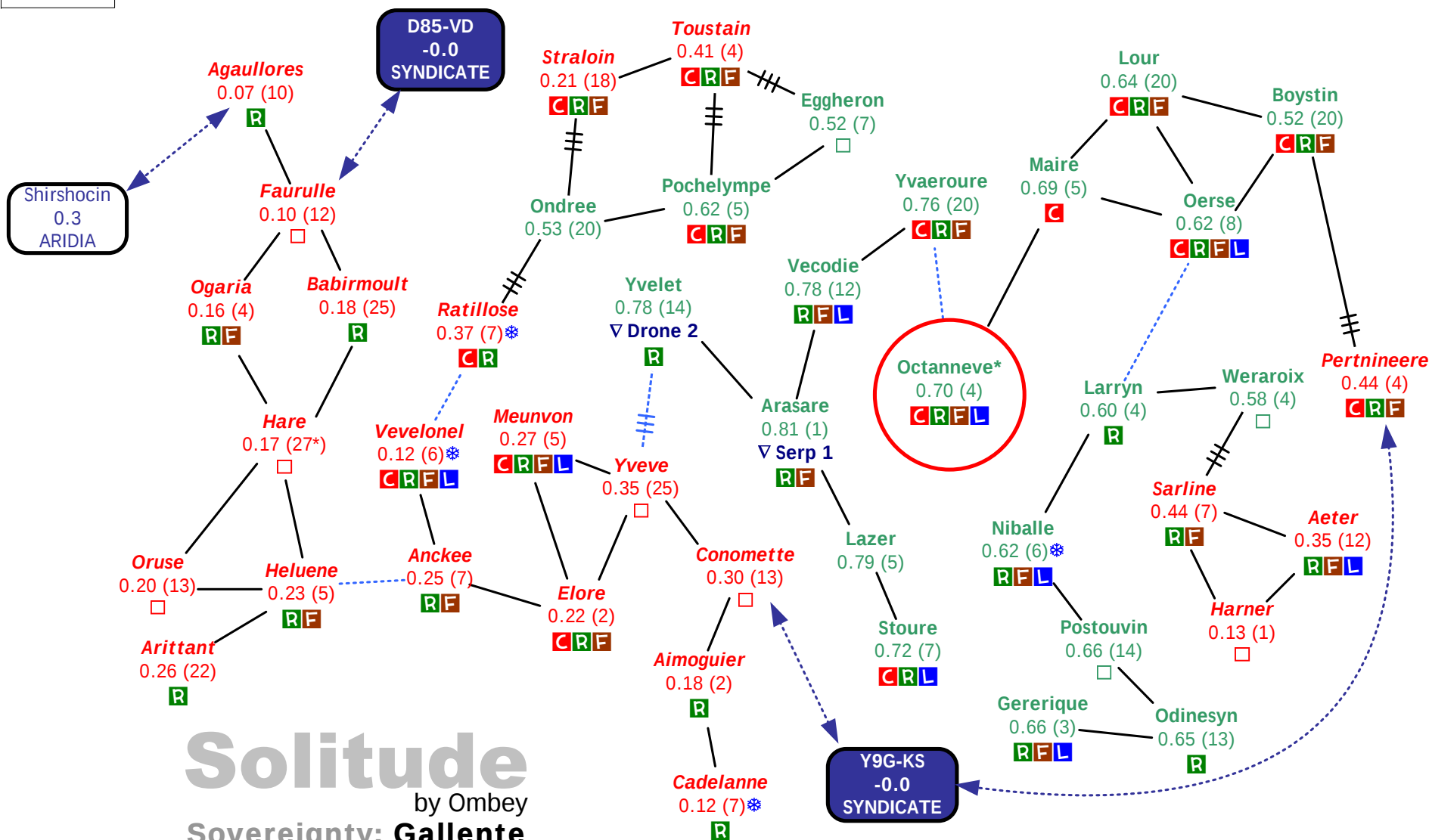
by Ombey & Griffon 26

Sovereignty: Gallente

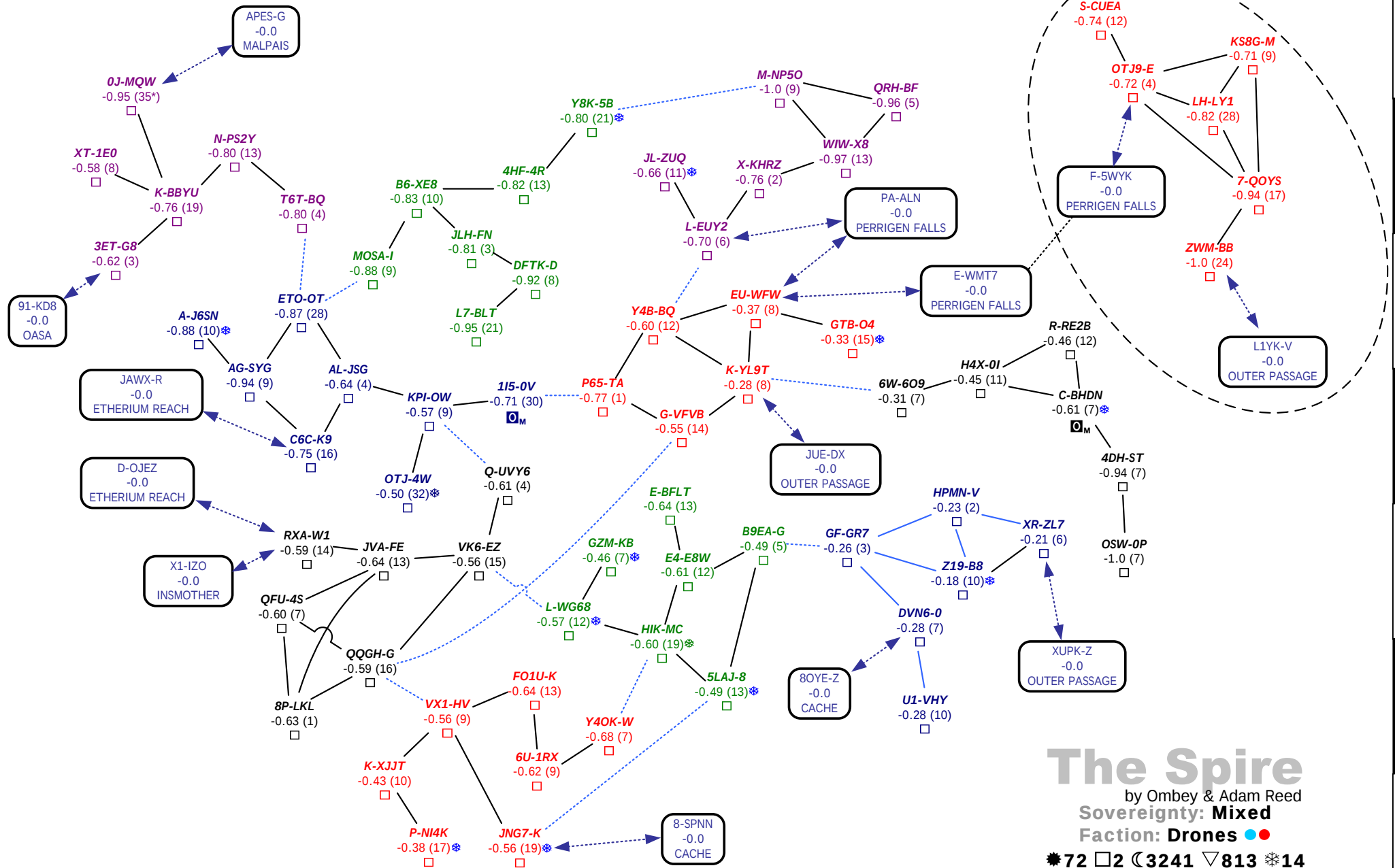
Faction: Serpents

109 250 4155 977 11

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Set: v3.61



The Spire

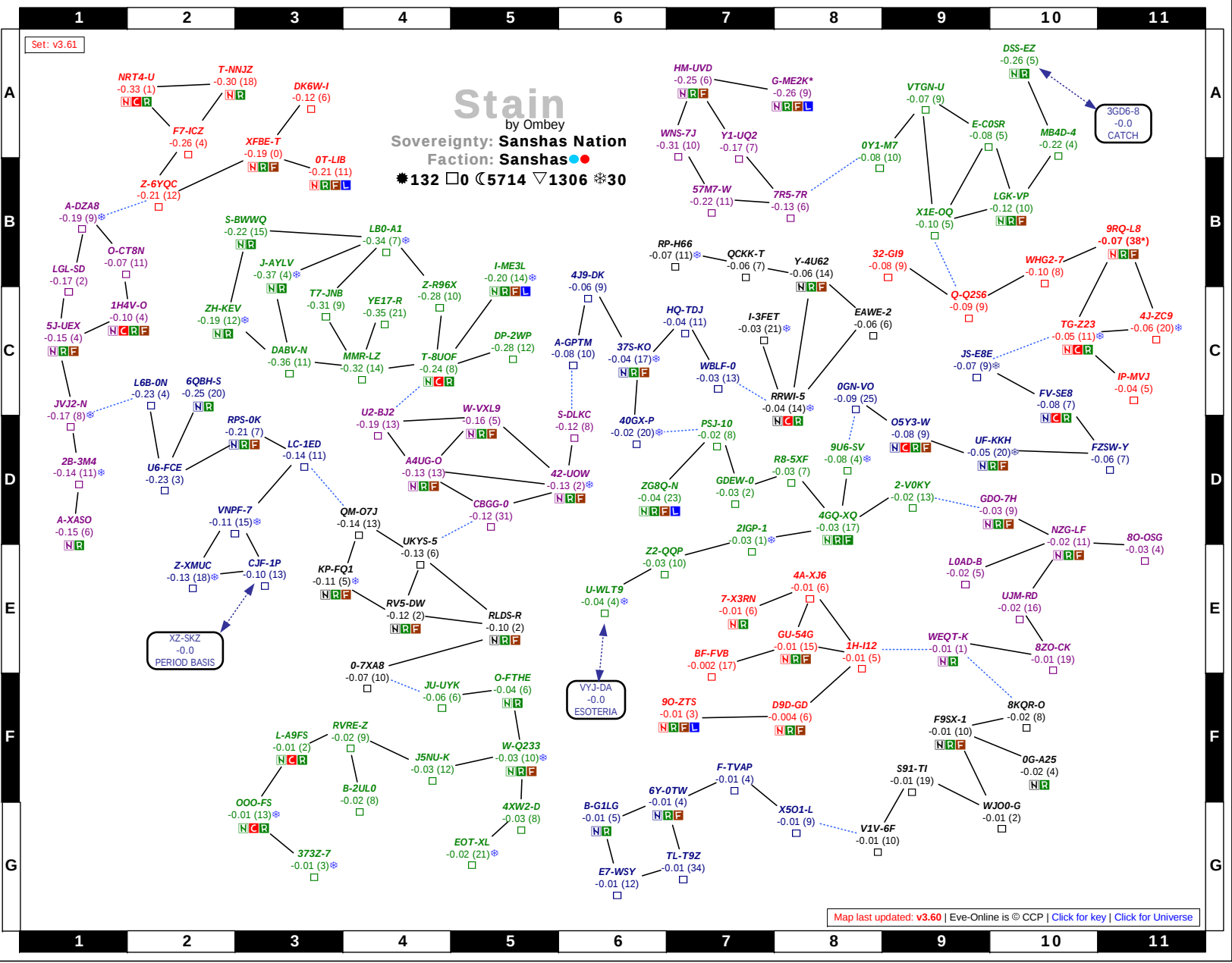
by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

★72 □2 ☾3241 ▽813 ★14

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Set: v3.61

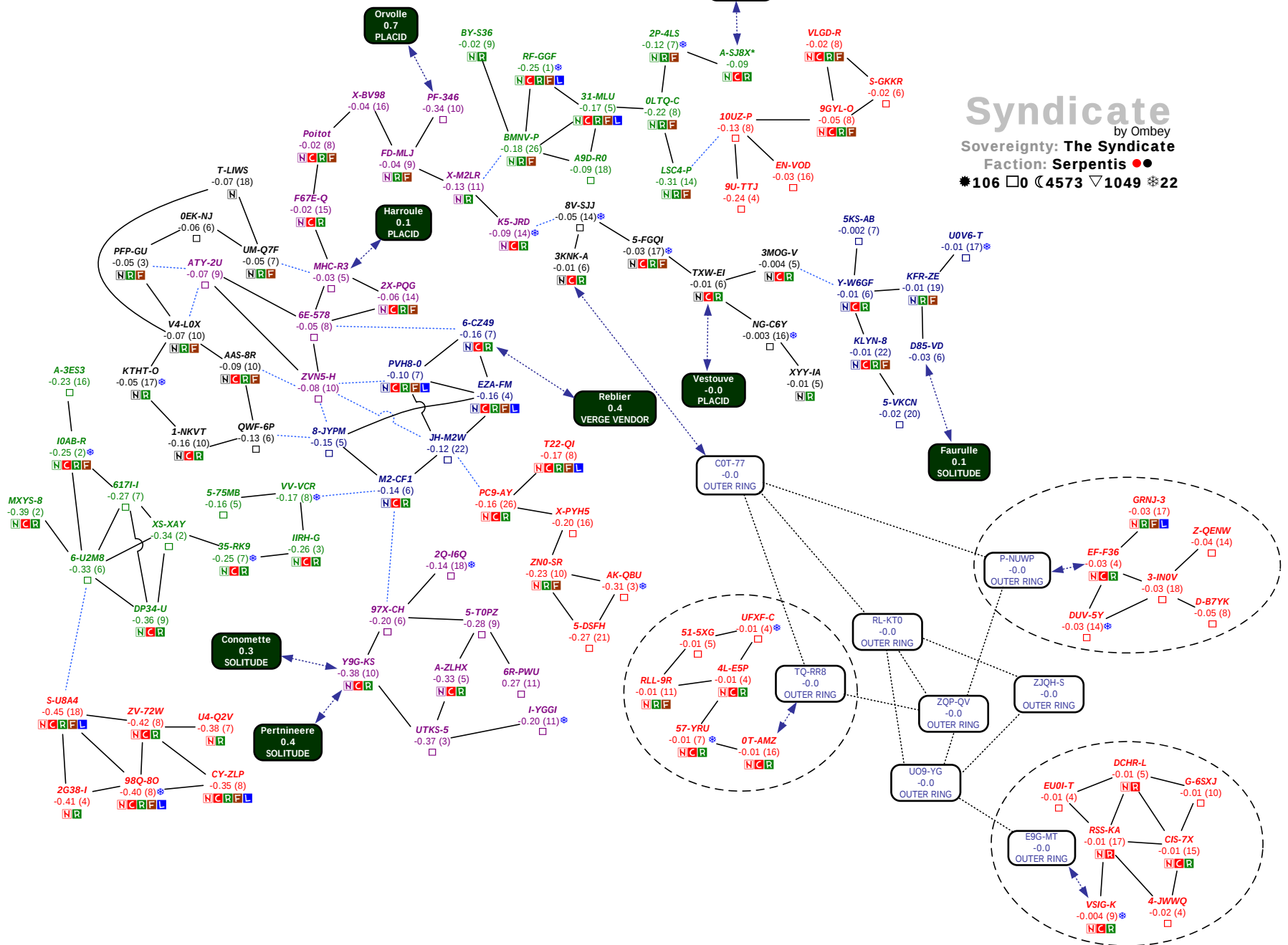
Syndicate

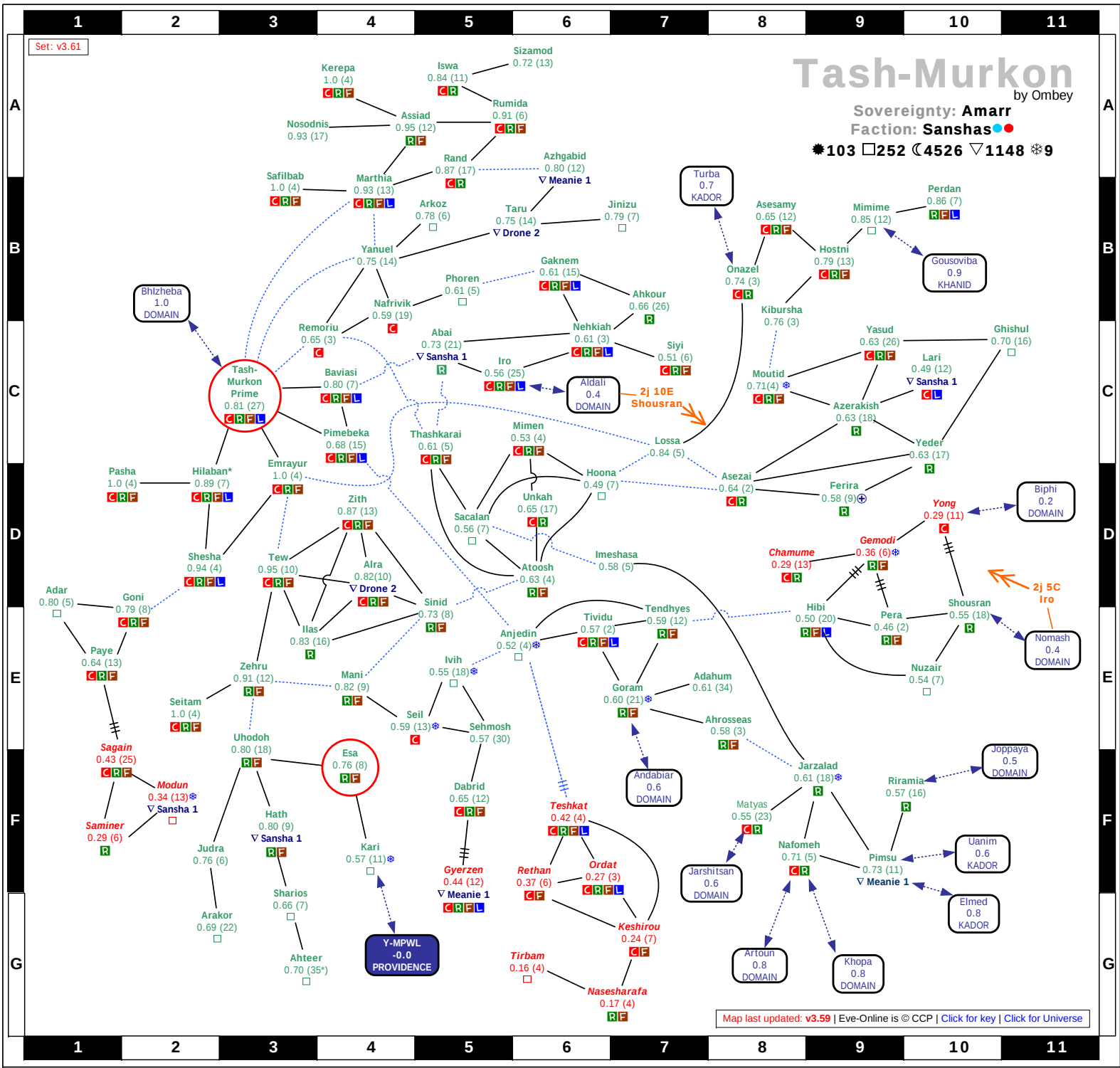
by Ombey

Sovereignty: The Syndicate

Faction: Serpents ●●

★106 □0 ◀4573 ▽1049 ✱22





Set: v3.61

Tash-Murkon

by Ombey

Sovereignty: Amarr
Faction: Sanshas

103 252 4526 1148 9

Bhlzheba
1.0
DOMAIN

Tash-Murkon Prime
0.81 (27)
CRFL

Aidali
0.4
DOMAIN

Gousoviba
0.9
KHANID

Biphi
0.2
DOMAIN

Nomash
0.4
DOMAIN

Joppaya
0.5
DOMAIN

Unanim
0.6
KADOR

Elmed
0.8
KADOR

Khopa
0.8
DOMAIN

Artoun
0.8
DOMAIN

Nasesharafa
0.17 (4)
RF

Tirbam
0.16 (4)
RF

Y-MPWL
-0.0
PROVIDENCE

Set: v3.61

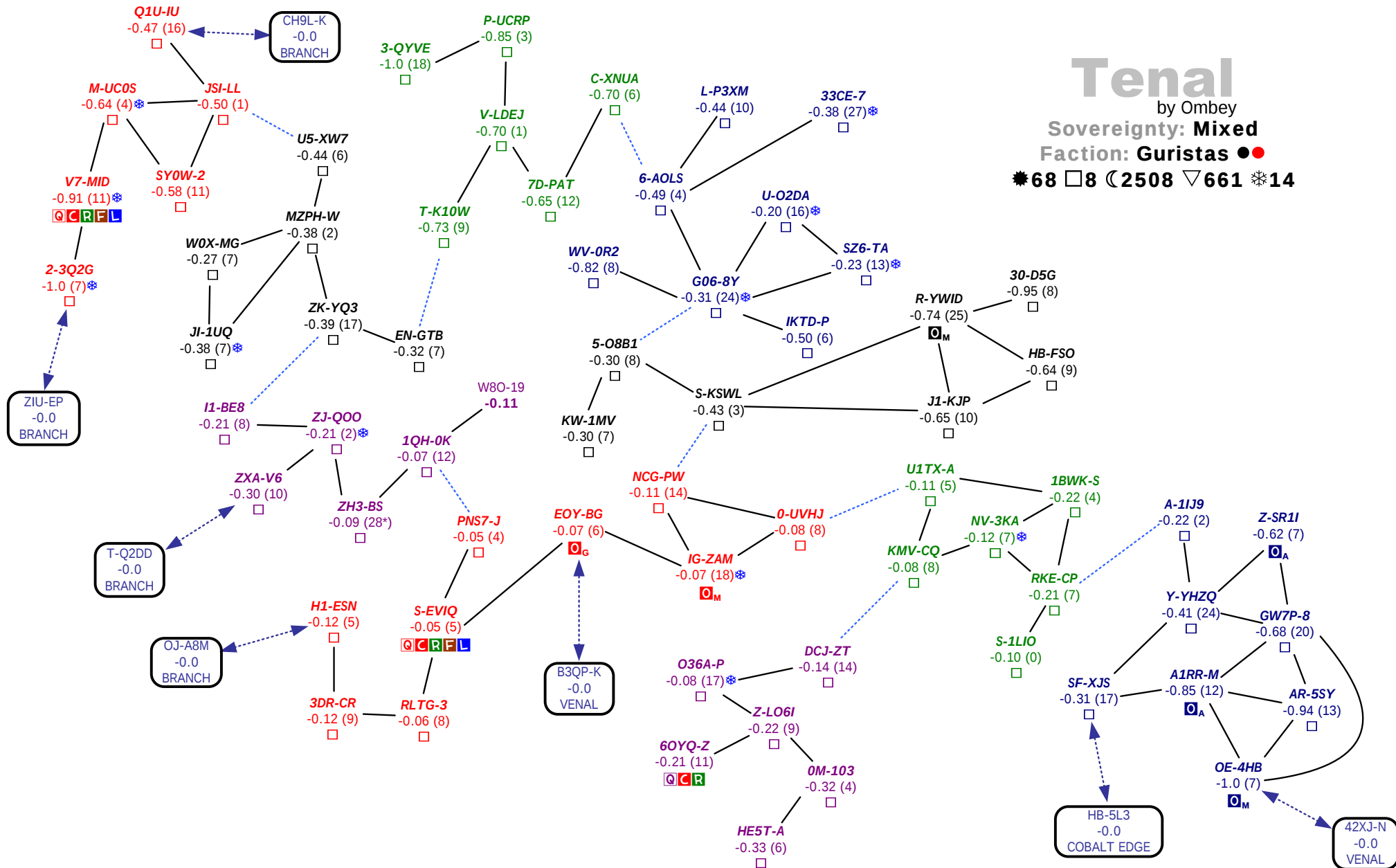
Tenal

by Ombey

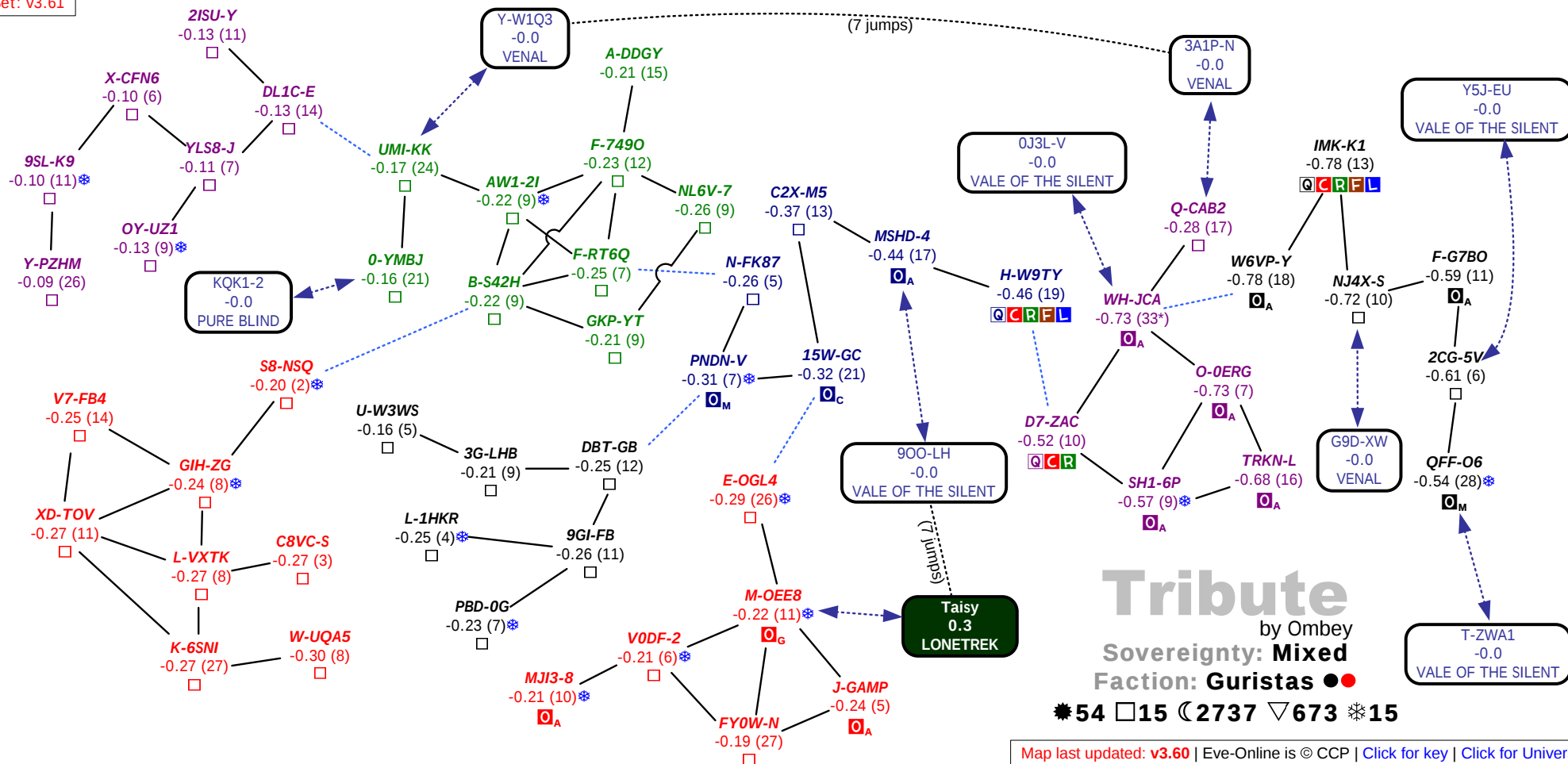
Sovereignty: Mixed

Faction: Guristas ●●

★68 □8 ☾2508 ▼661 ❄14



Set: v3.61



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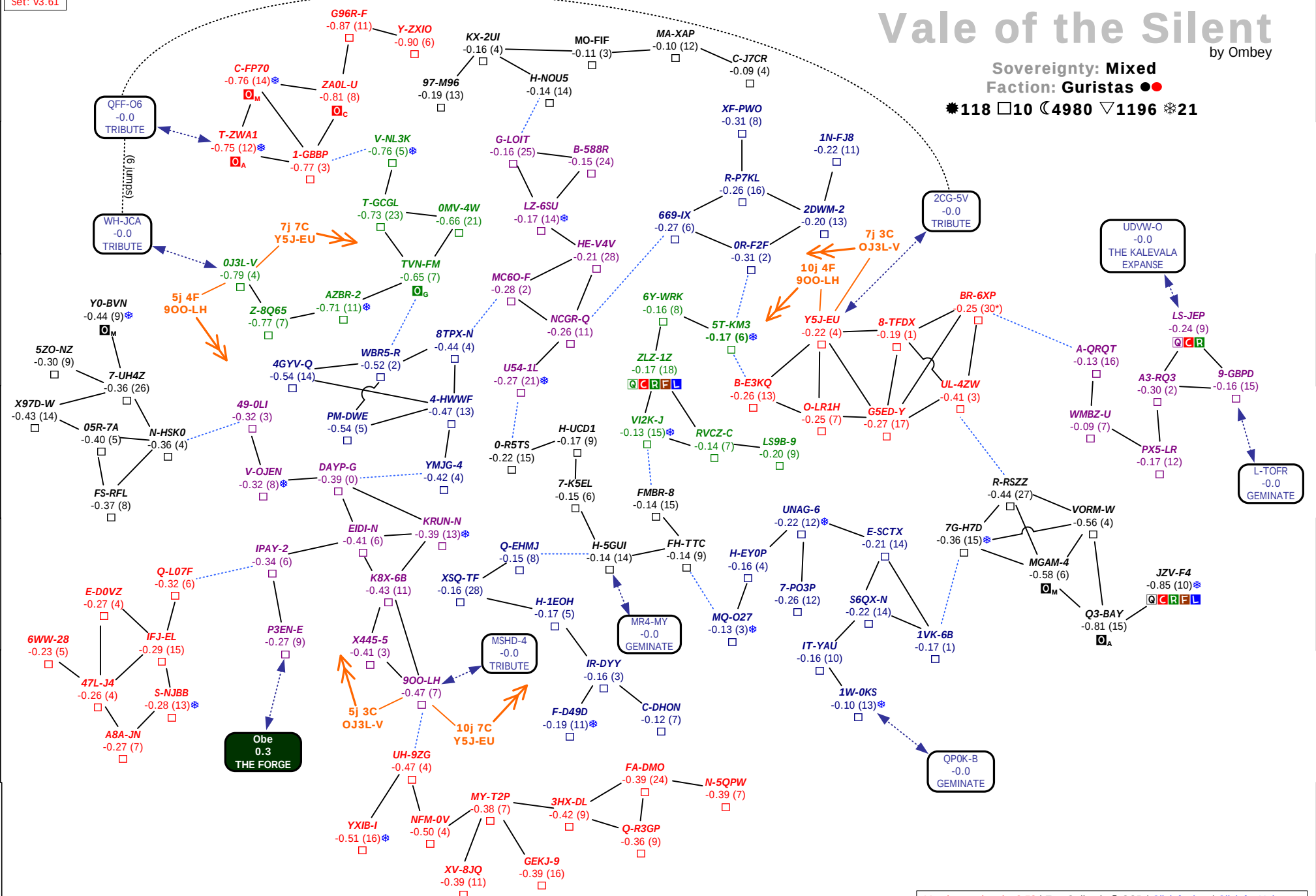
Set: v3.61

Vale of the Silent

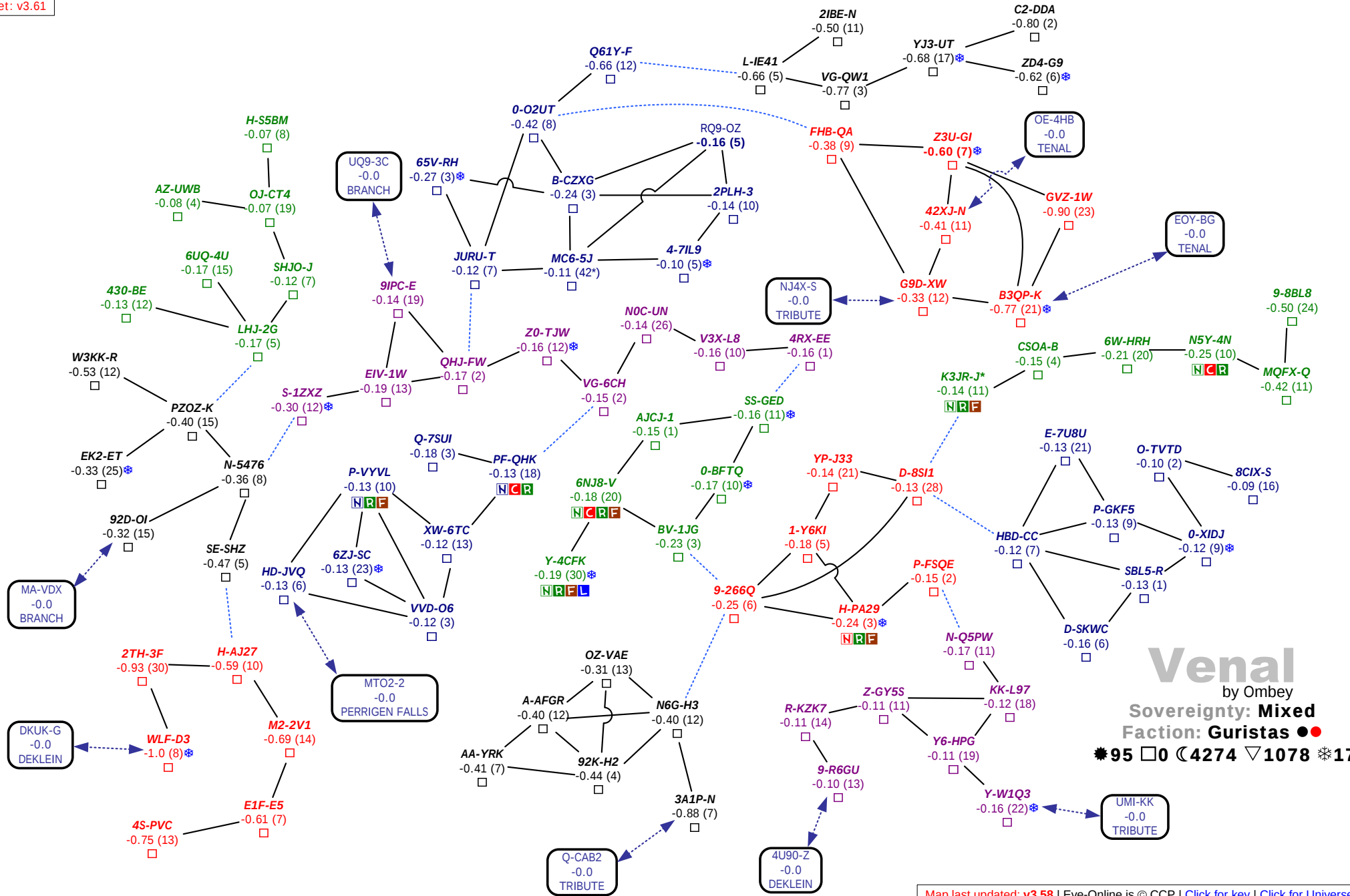
by Ombey

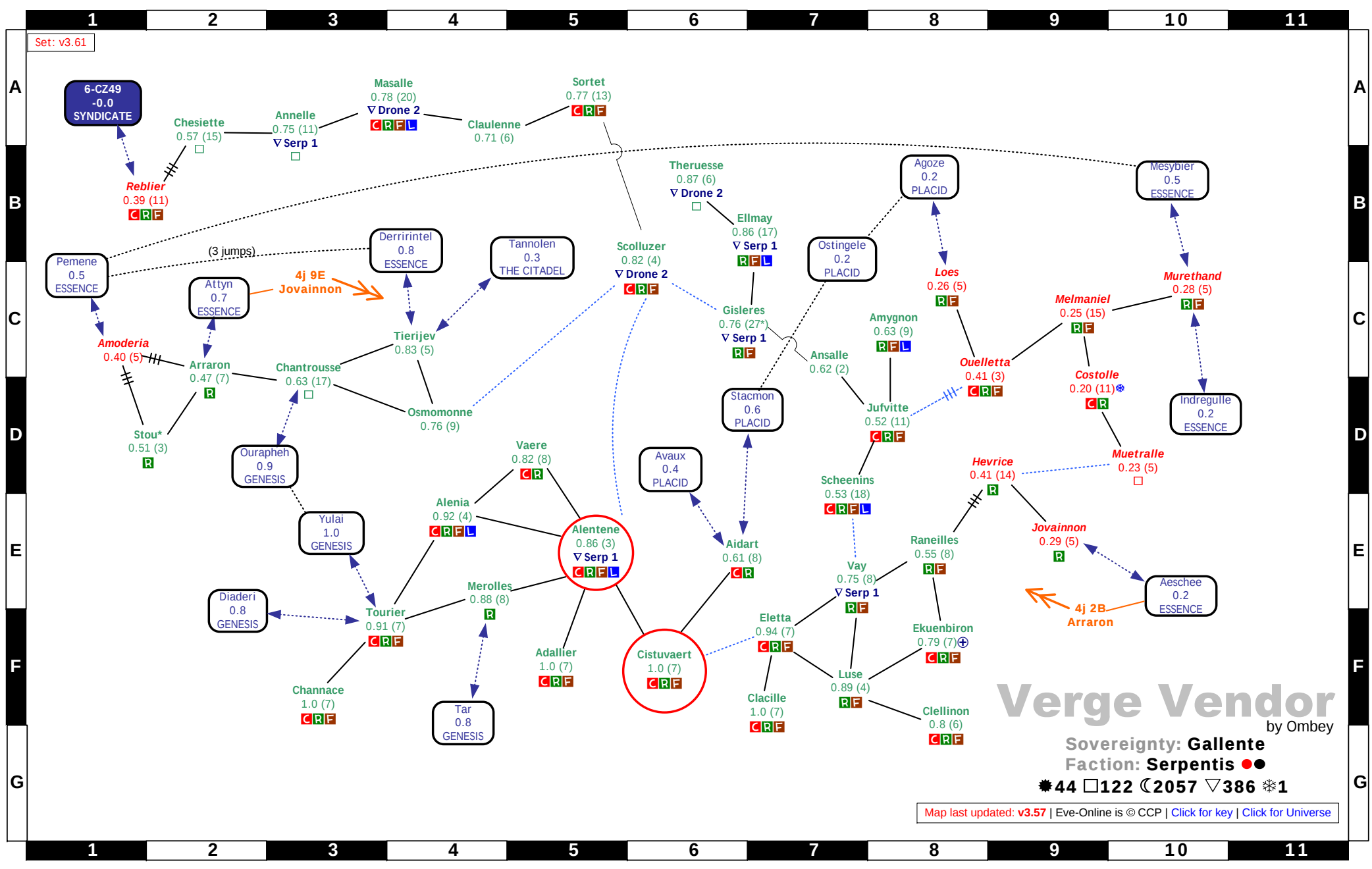
Sovereignty: Mixed
Faction: Guristas ●●

✱118 □10 ◀4980 ▽1196 ✱21



Set: v3.61





Set: v3.61

Verge Vendor
by Ombey

Sovereignty: Gallente
Faction: Serpents ●●

★44 □122 ☾2057 ▼386 ❄1

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Set: v3.61

A

B

C

D

E

F

G

A

B

C

D

E

F

G

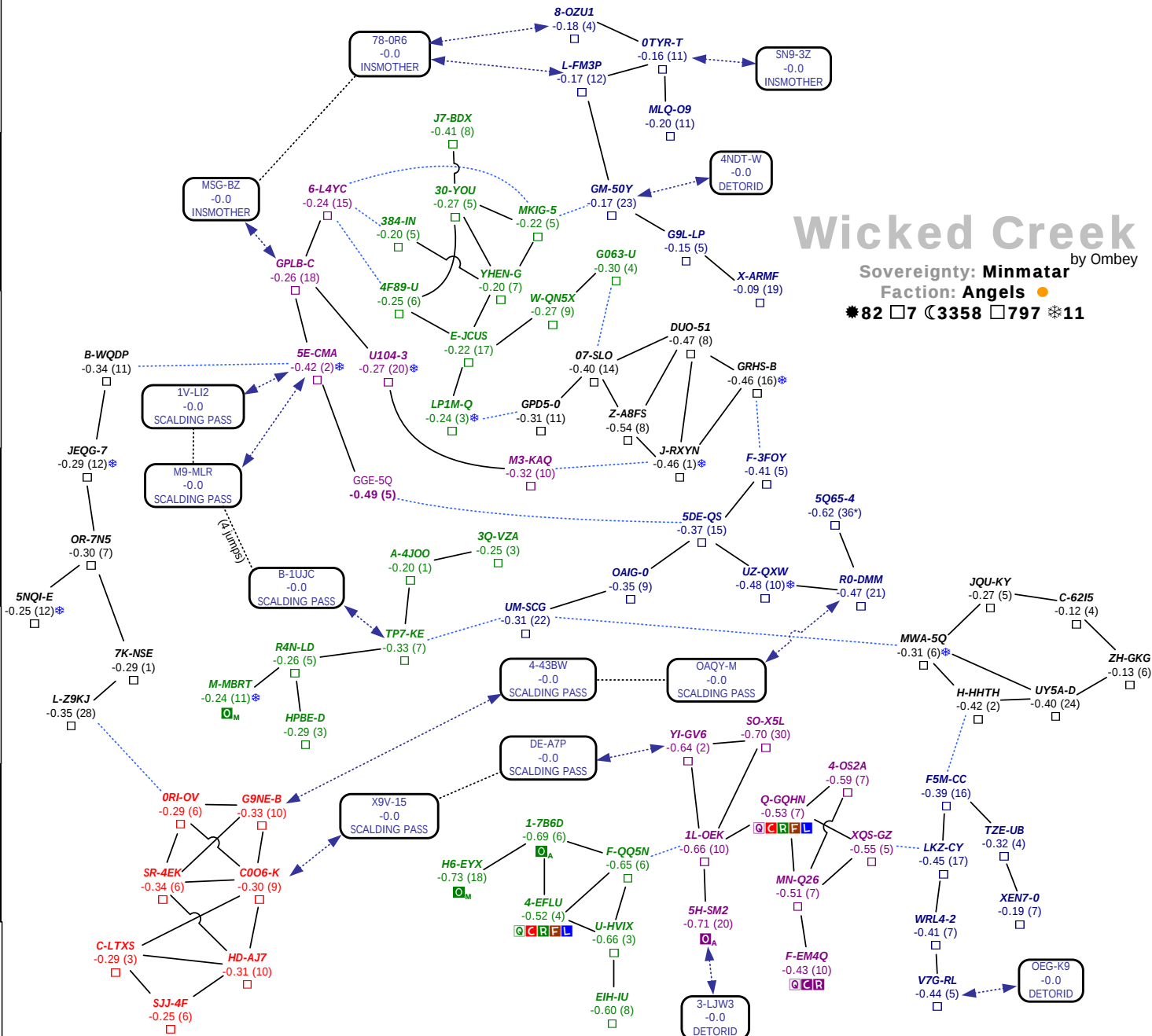
Wicked Creek

by Ombey

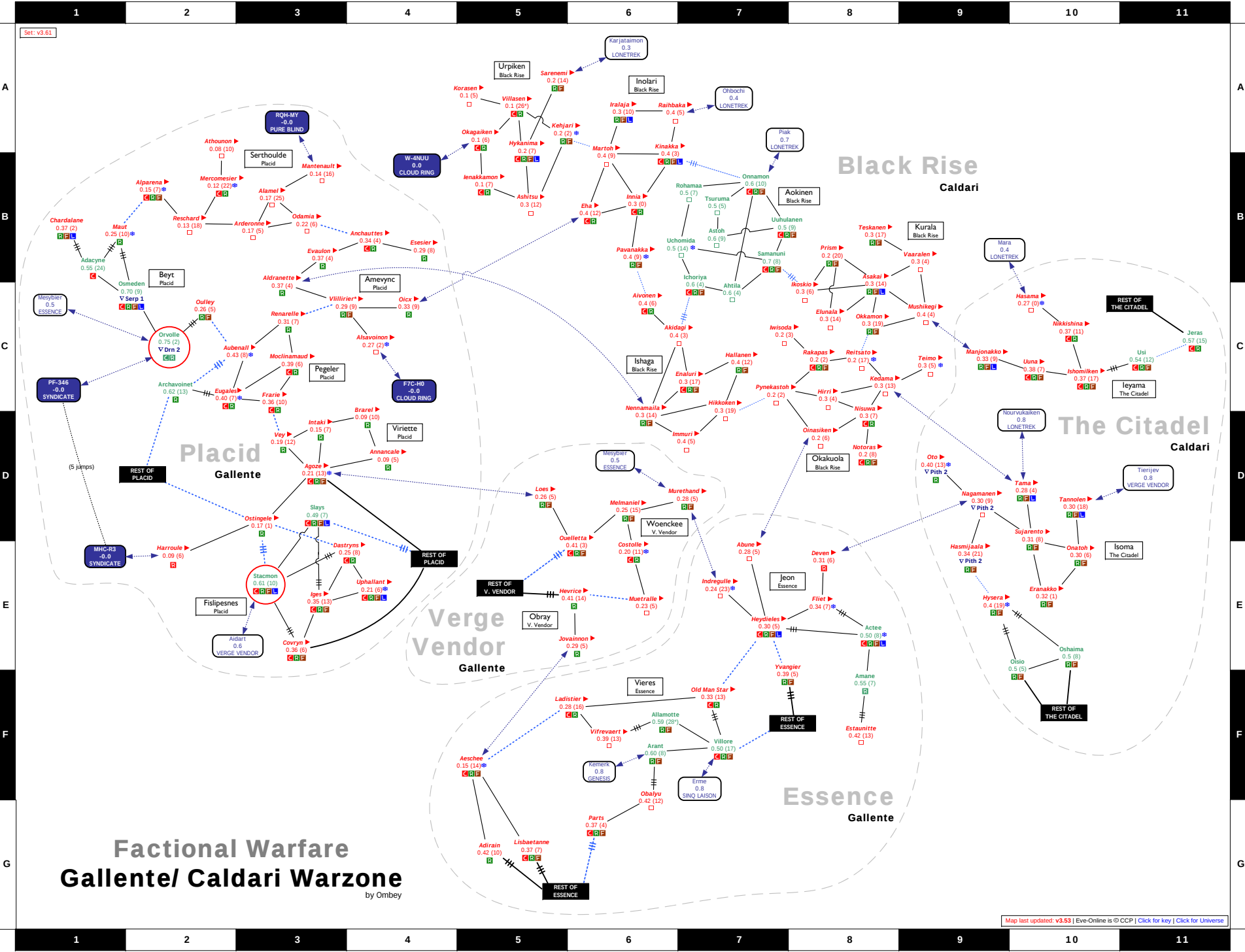
Sovereignty: Minmatar

Faction: Angels

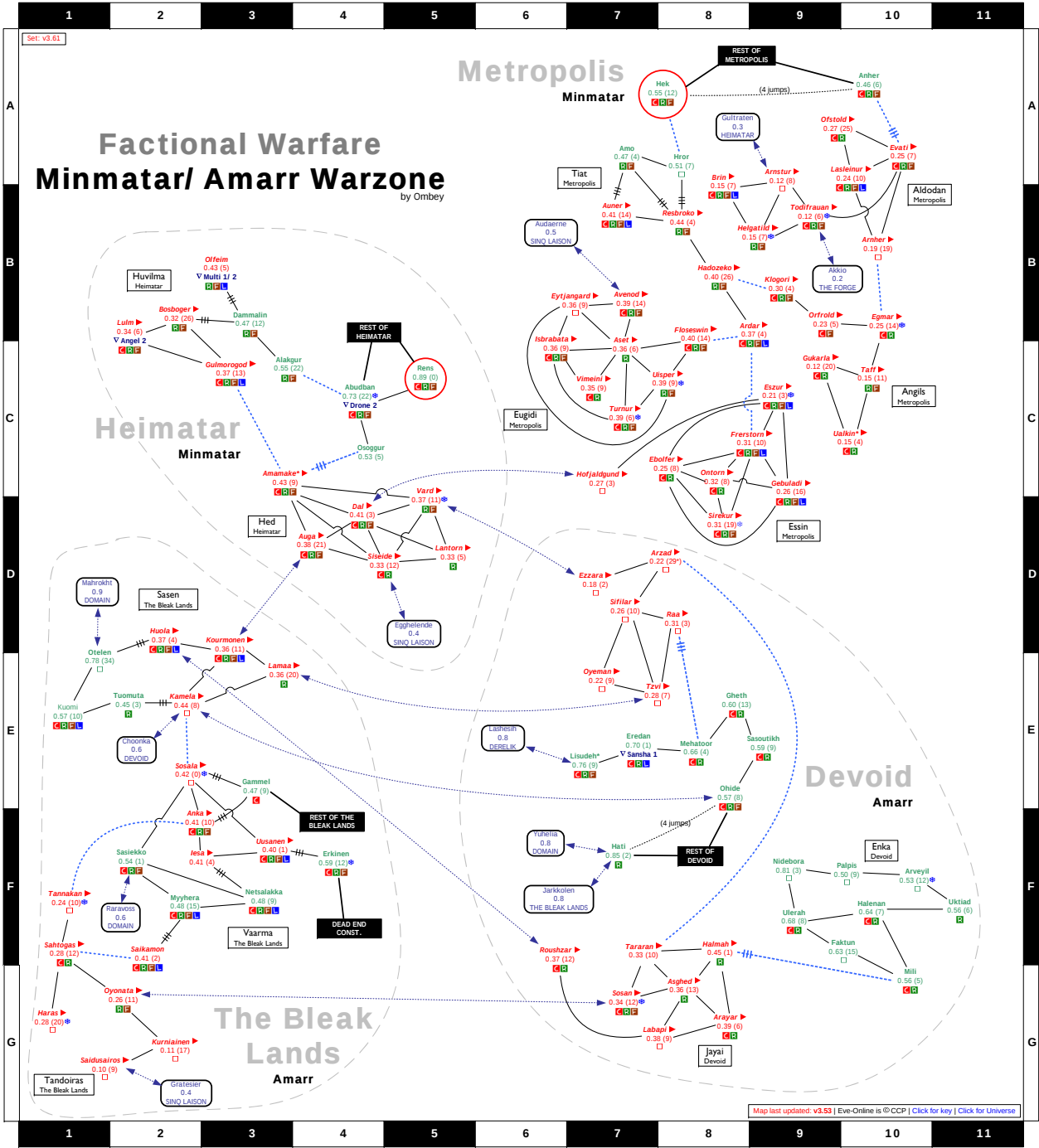
82 7 3358 797 11

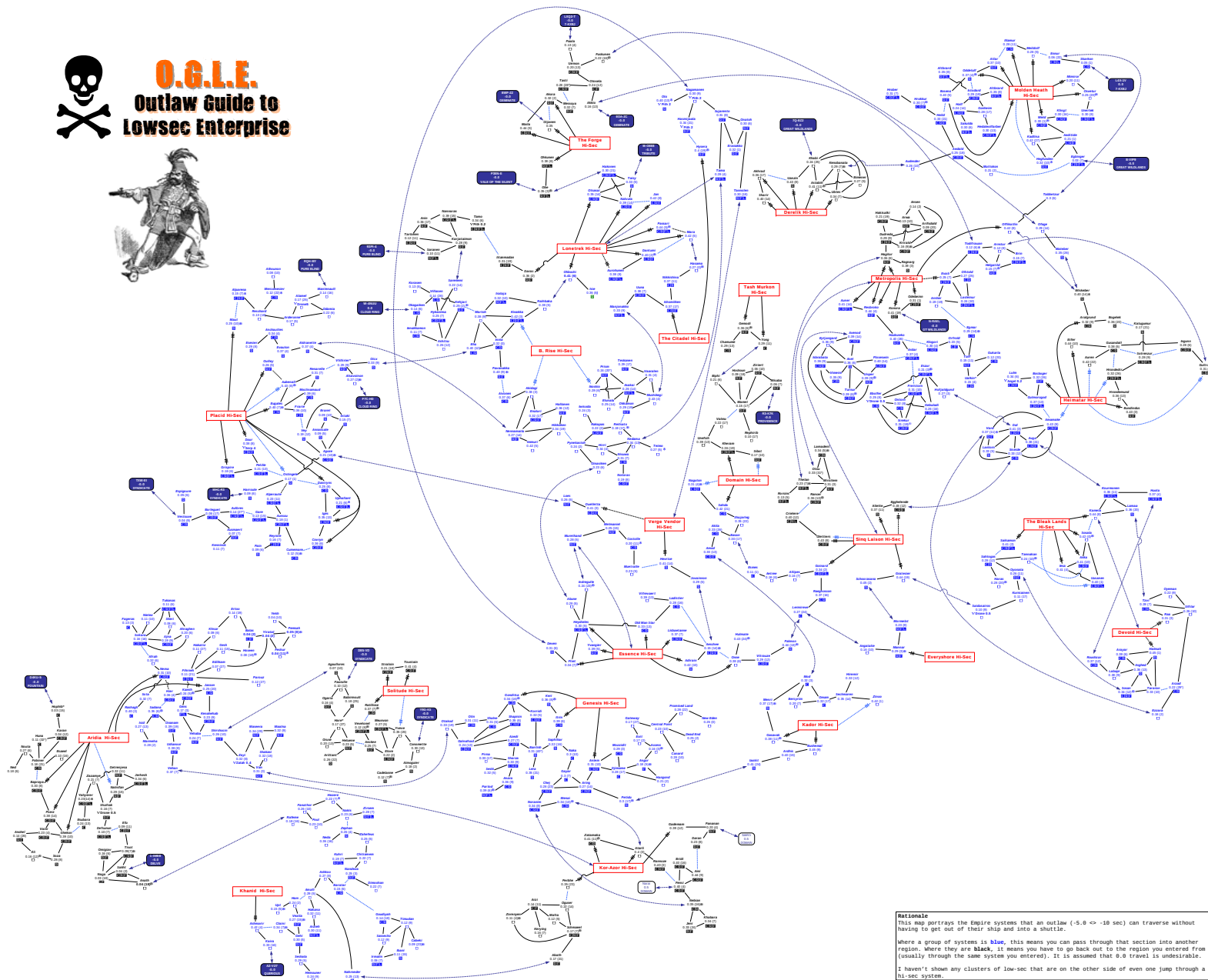


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Factional Warfare
Gallente/ Caldari Warzone
by Ombey





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.

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 (decryptors, 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 & 27)
- checkpoint
- hangar
- camp
- ambush point

Frontier (tiers 3 & 47)
- command
- barracks
- outpost
- fortification

Core (tiers 5 & 67)
- 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 xxxx 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 unignore all ignored sites in the same way, but choose 'unignore' instead.

This table may help further (3rd post down). It shows the approximate, unmodified 'iage 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						
	Pulsar	Class 1	Class 2	Class 3	Class 4	Class 5
Shield	+25%	+48%	+55%	+68%	+85%	+100
Armor Resist	-10%	-18%	-22%	-27%	-34%	-50%
Cap Recharge	-10%	-39%	-27%	-34%	-41%	-50%
Targeting Range	+25%	+48%	+55%	+68%	+85%	+100%
Signature	+25%	+48%	+55%	+68%	+85%	+100%
	Black Hole	Class 1	Class 2	Class 3	Class 4	Class 5
Missile Velocity	-10%	-39%	-27%	-34%	-41%	-50%
Ship Velocity	+25%	+48%	+55%	+68%	+85%	+100%
Drone Control Range	-10%	-39%	-27%	-34%	-41%	-50%
Inertia	+25%	+48%	+55%	+68%	+85%	+100%
Lock Range	-10%	-39%	-27%	-34%	-41%	-50%
Refill	-10%	-39%	-27%	-34%	-41%	-50%
	Cataclysmic Variable	Class 1	Class 2	Class 3	Class 4	Class 5
Repair Amount	-10%	-39%	-27%	-34%	-41%	-50%
Shield Transfer Amount	-10%	-39%	-27%	-34%	-41%	-50%
Shield Repair	+25%	+48%	+55%	+68%	+85%	+100%
Remote Repair	+25%	+48%	+55%	+68%	+85%	+100%
Capacitor Capacity	+25%	+48%	+55%	+68%	+85%	+100%
Capacitor Recharge	+25%	+48%	+55%	+68%	+85%	+100%
	Magnetar	Class 1	Class 2	Class 3	Class 4	Class 5
ECM effect	+25%	+48%	+55%	+68%	+85%	+100%
Target Painter effect	+25%	+48%	+55%	+68%	+85%	+100%
Damaging effect	+25%	+48%	+55%	+68%	+85%	+100%
Target Disruption effect	+25%	+48%	+55%	+68%	+85%	+100%
Damage	+25%	+48%	+55%	+68%	+85%	+100%
Ast Velocity	-10%	-39%	-27%	-34%	-41%	-50%
Drone Velocity	-10%	-39%	-27%	-34%	-41%	-50%
Targeting Range	-10%	-39%	-27%	-34%	-41%	-50%
Tracking Speed	-10%	-39%	-27%	-34%	-41%	-50%
	Red Giant	Class 1	Class 2	Class 3	Class 4	Class 5
Heat Damage	+10%	+18%	+22%	+27%	+34%	+50%
Overload Bonus	+25%	+48%	+55%	+68%	+85%	+100%
Smart Bomb Range	+25%	+48%	+55%	+68%	+85%	+100%
Smart Bomb Damage	+25%	+48%	+55%	+68%	+85%	+100%
	Wolf Remot	Class 1	Class 2	Class 3	Class 4	Class 5
Armor Resist	+10%	+18%	+22%	+27%	+34%	+50%
Shield Resist	-10%	-18%	-22%	-27%	-34%	-50%
Small Weapon Damage	+25%	+48%	+55%	+68%	+85%	+100%
Signature Size	-10%	-39%	-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'
Battleship - 'Sleepless'

Emergent:
- Escort
- Patrollier
- Watchman
- Outguard

- Defender
- Preserver (Scrambler)
- Upholder (Repper)
- Safeguard

- Warden (Scrambler/ Webber)
- Sentinel (Scrambler/ Webber)
- Guardian
- Keeper (Repper)

Awakened:
- Escort
- Patrollier
- Watchman
- Outguard

- Defender
- Preserver (Repper)
- Upholder (Nos/ Webber)
- Safeguard

- Warden (Repper)
- Sentinel (Webber)
- Guardian
- Keeper (Scram/ Webber)

Sleepless:
- Escort
- Patrollier
- 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'.