



# 2D EveMaps

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

by Ombev  
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: Ombeve), with the details of the error. Any error spotting is greatly appreciated!

Latest release notes:

[v3.61](#) (25<sup>th</sup> 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](#)/ 40-239 & 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-3POW

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 [Sing 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 ☺

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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\*

O<sub>M</sub> - Minmatar Service Outpost (0.0 maps only)

O<sub>G</sub> - Gallente Admin. Outpost (0.0 maps only)

O<sub>C</sub> - Caldari Research Outpost (0.0 maps only)

O<sub>A</sub> - Amarr Factory Outpost (0.0 maps only)

N - NPC station (0.0 maps only)

Q - Conquerable station (0.0 maps only)

V - 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

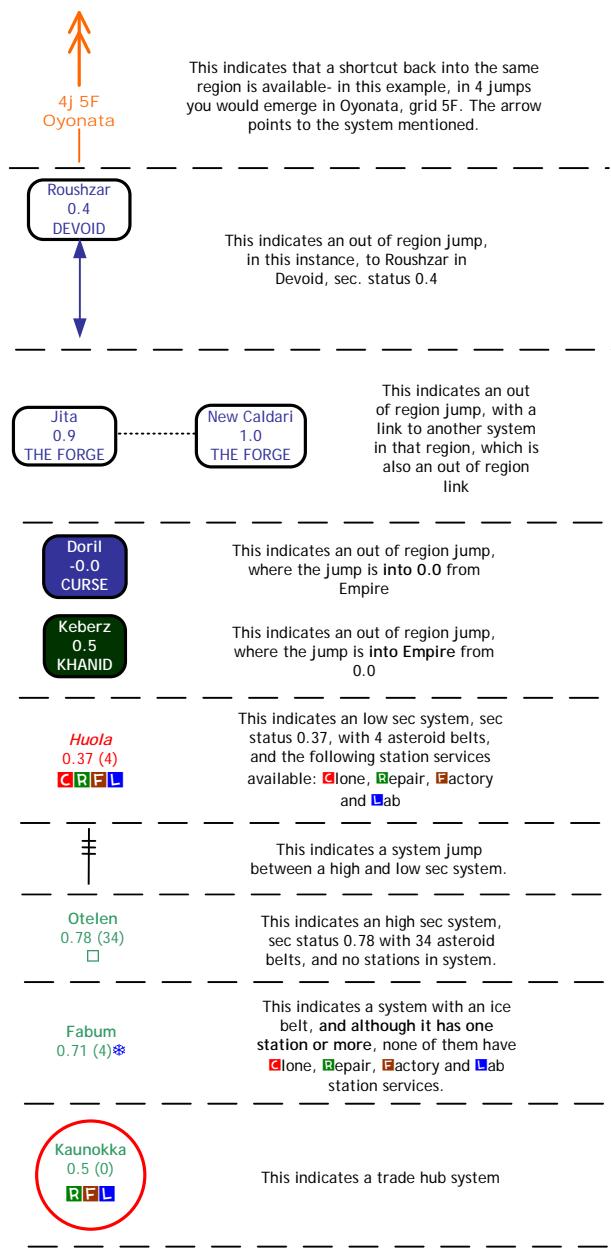
▶ - indicates a captureable bunker (FW maps)

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

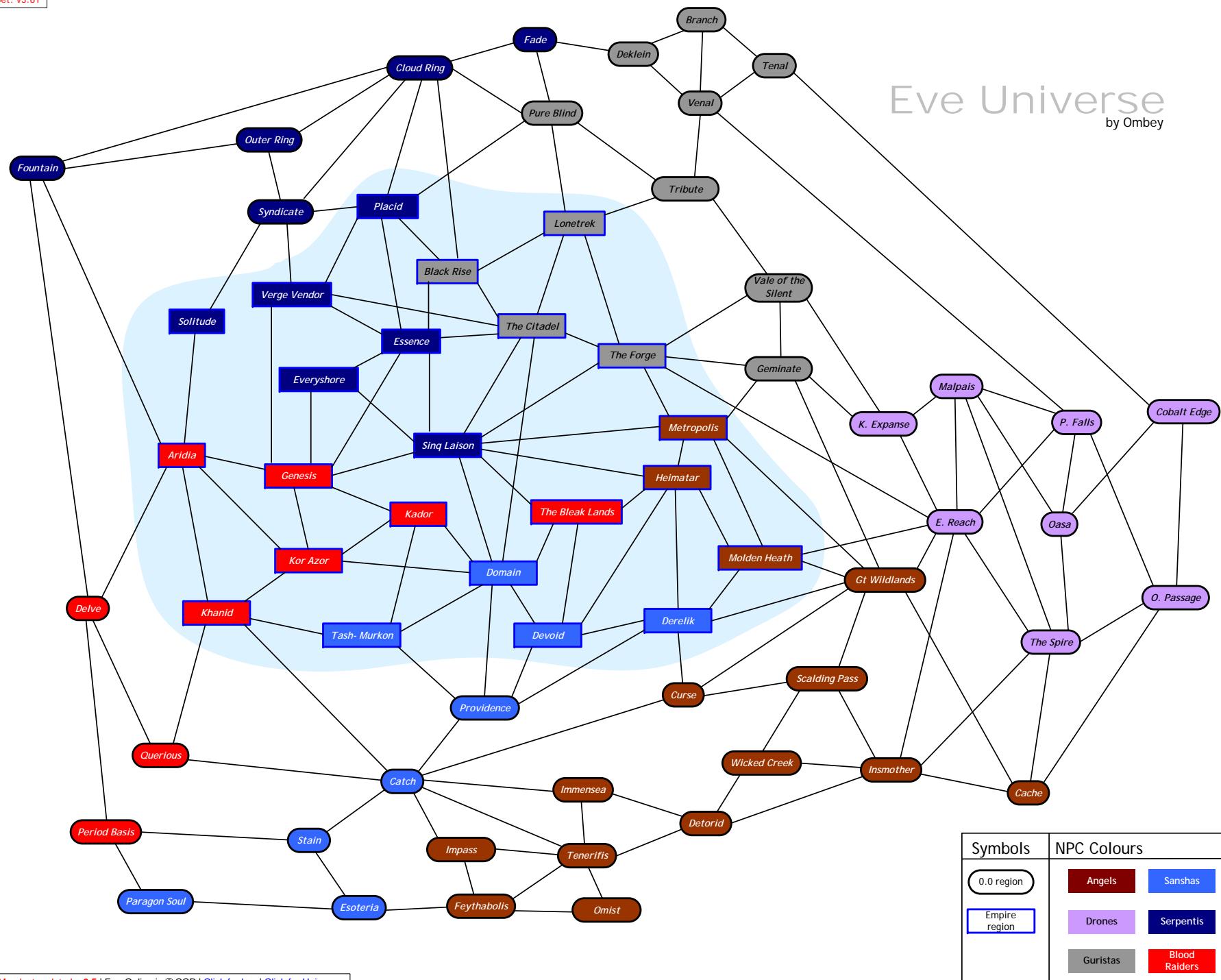


✳80 □143 Ⓜ3446 ▽844 ✳11

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 Ombez

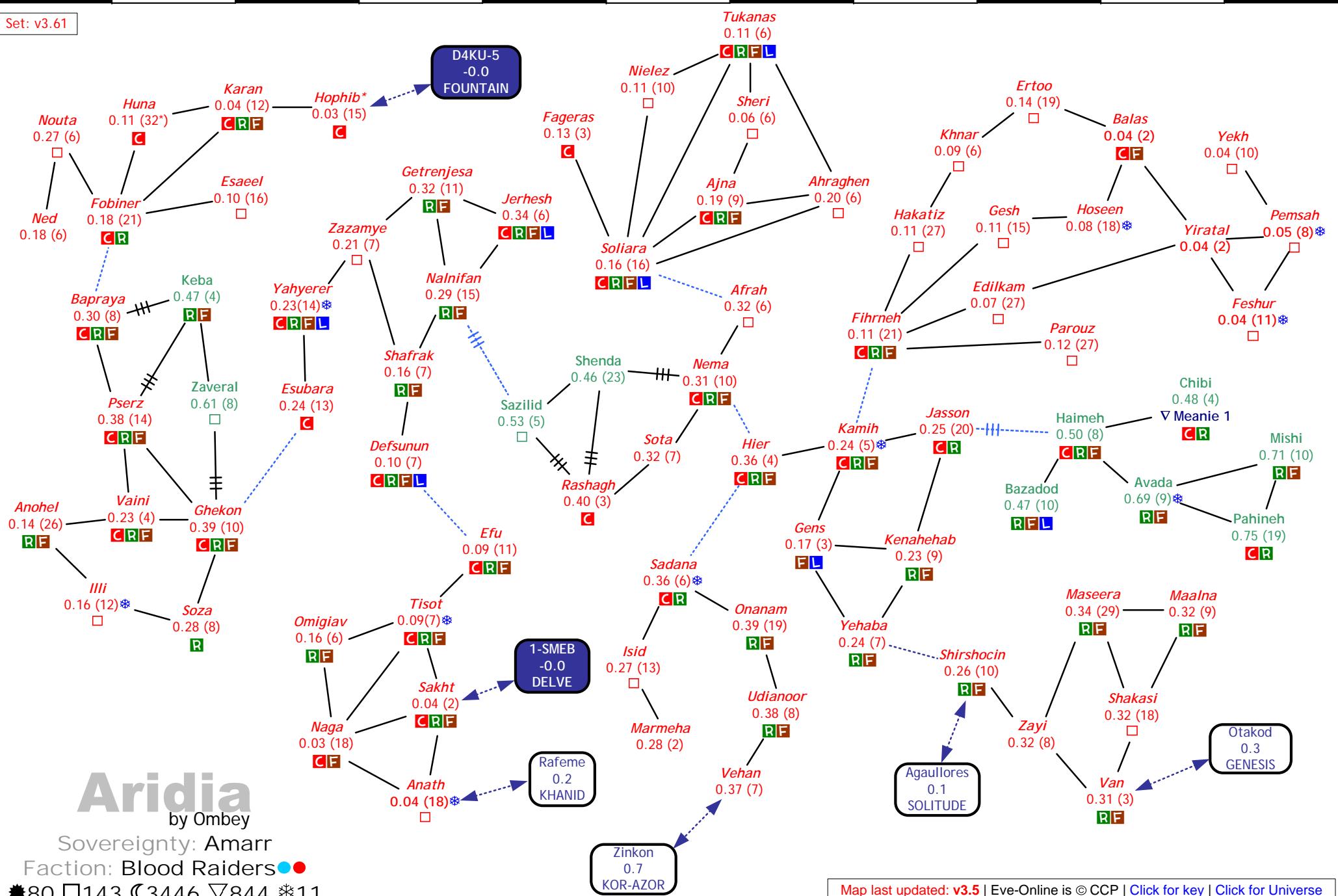


Set: v3.61

# Aridia

by Ombey

Sovereignty: Amarr  
Faction: Blood Raiders



1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

# Black Rise

by Ombey

Sovereignty: Caldari

Faction: Guristas ●●

★49 □38 ◉1884 ▽434 ⚡7

A

B

C

D

E

F

G

A

B

C

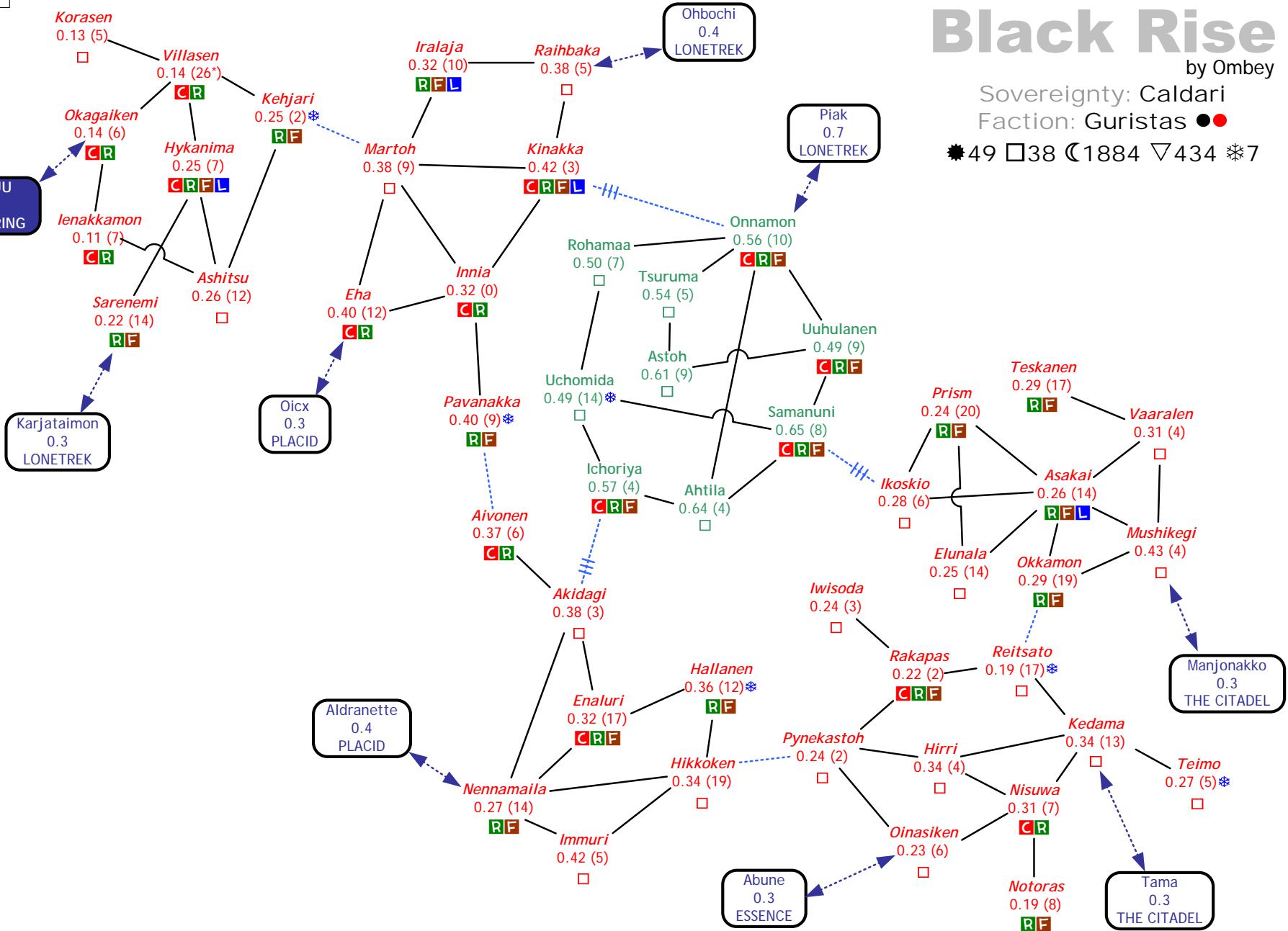
D

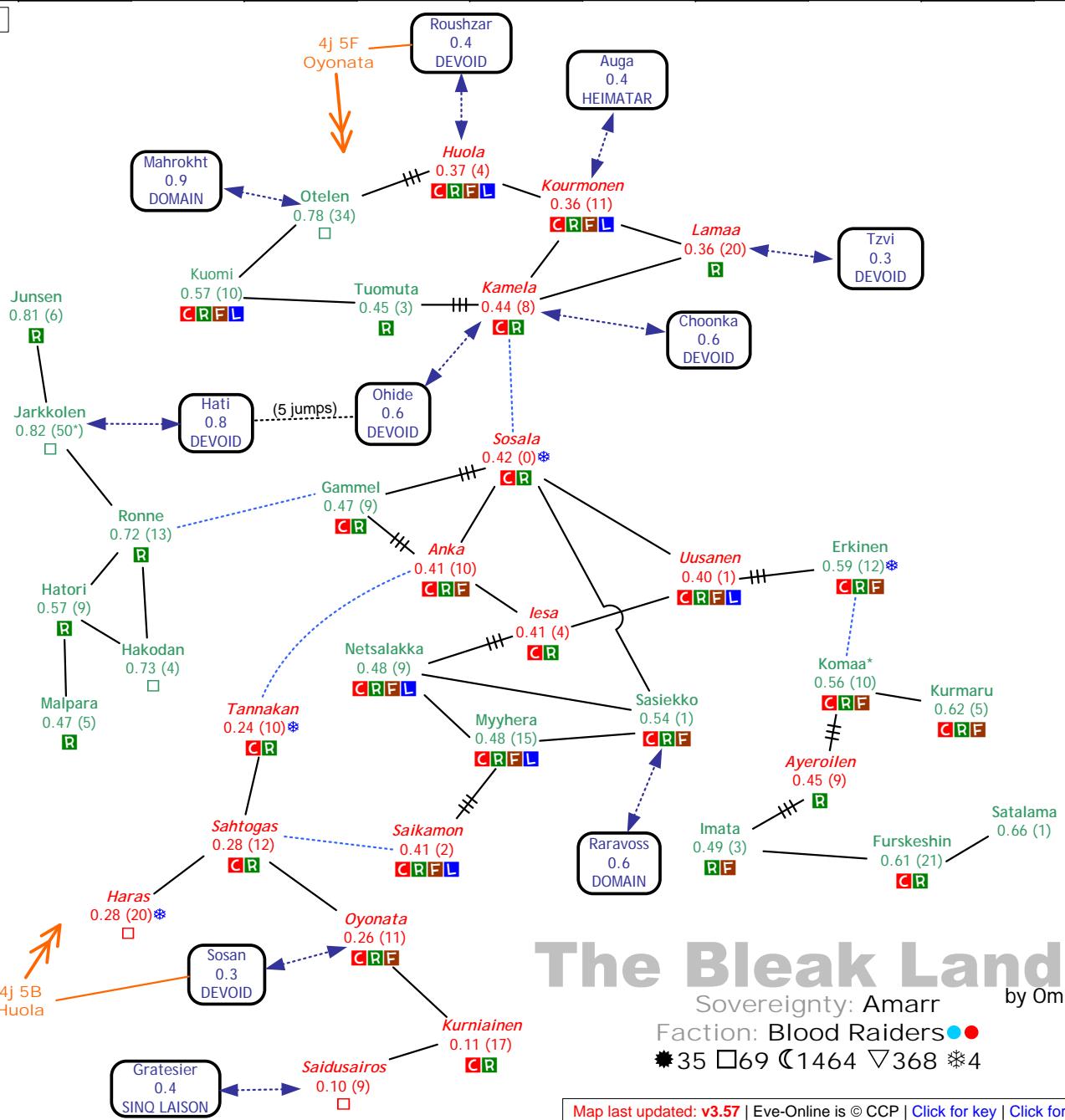
E

F

G

1 2 3 4 5 6 7 8 9 10 11





# The Bleak Lands

## Sovereignty: Amarr

by Ombeiy

Faction: Blood Raiders

●35 □69 ☀1464 ▽368 ⚩4

[View all posts](#) | [View all categories](#)

1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

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

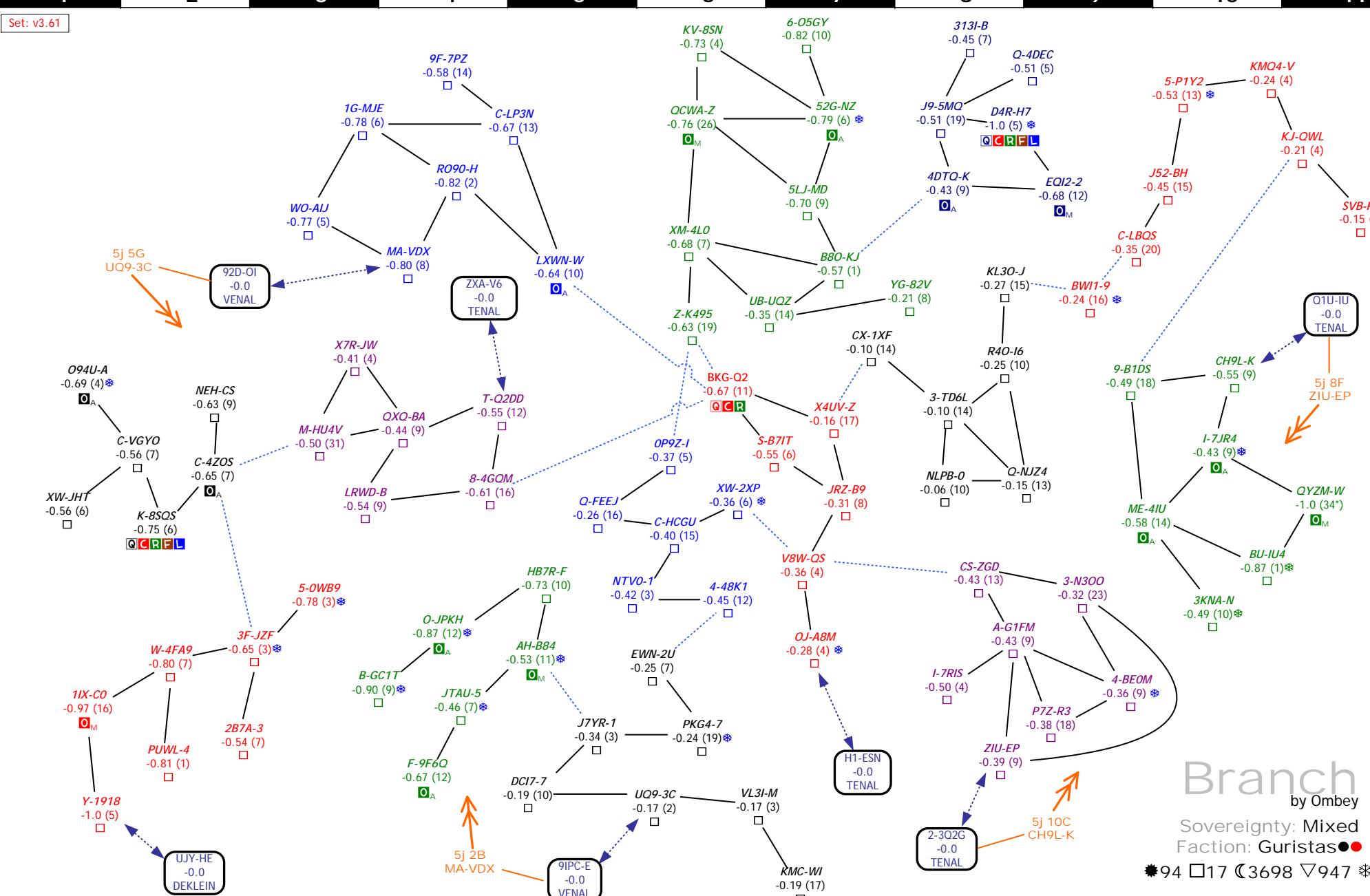
## Branch by Ombev

Sovereignty: Mixed  
Fraction: Guristas ●●

■ 94 □ 17 ⚭ 3698 ▽ 947 \* 20

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



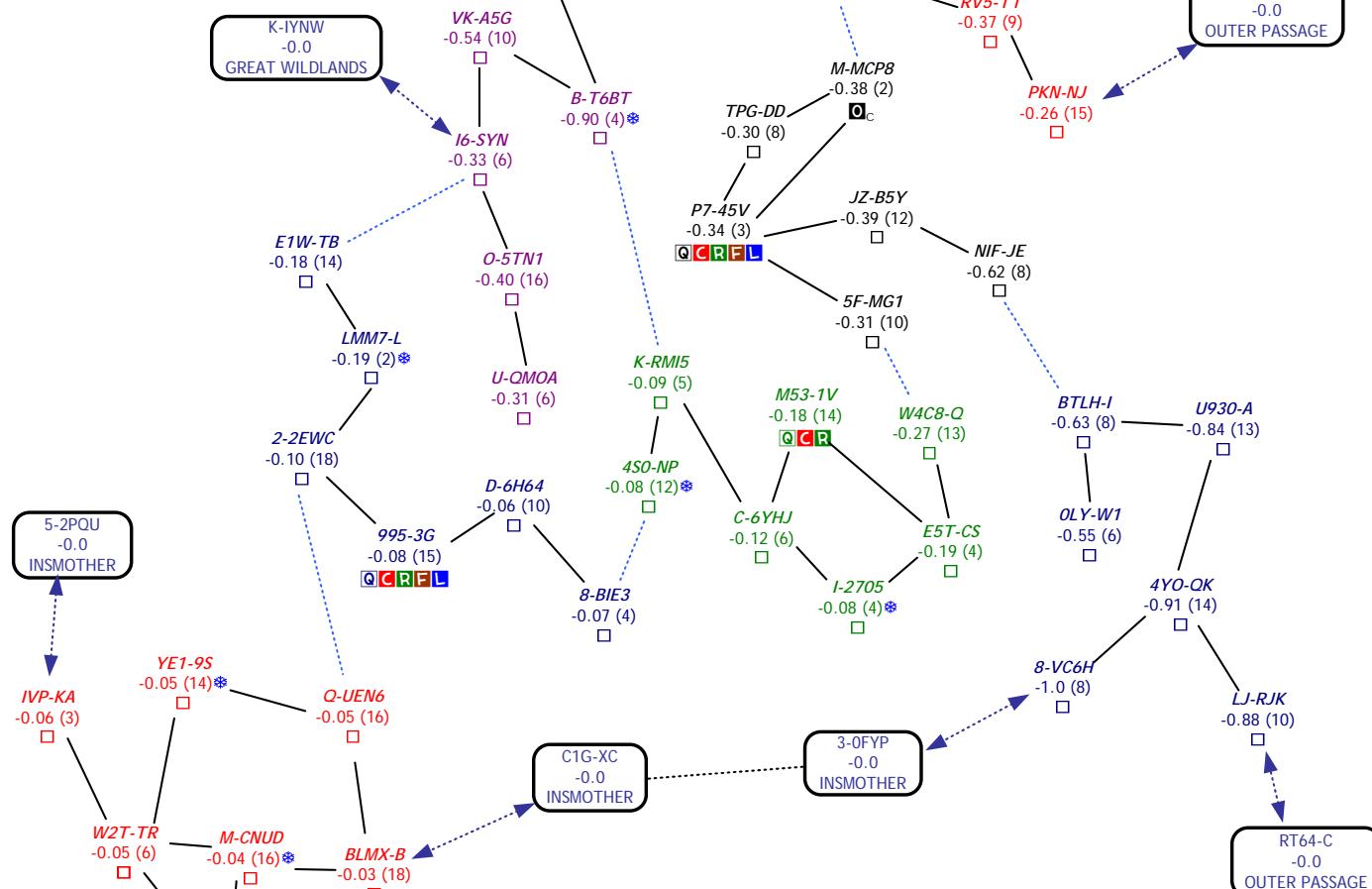
Set: v3.61

# Cache

by Ombev

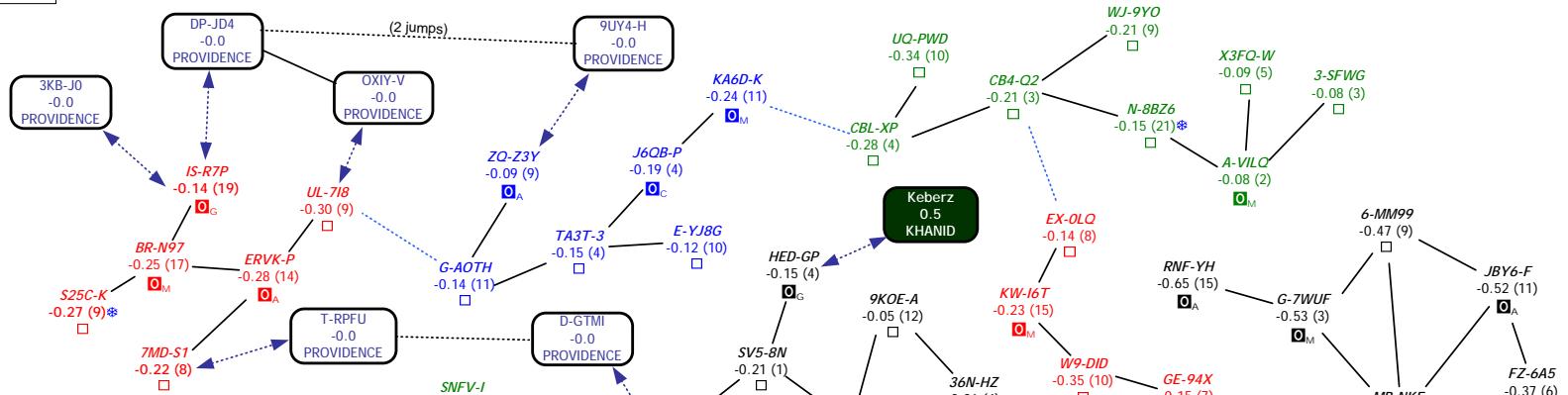
Sovereignty: Mixed  
Faction: Angels ●

•44 □4 C2104 ▽452 •7



1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

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

# Catch

by Ombev

Sovereignty: Mixed

Faction: Sanshas

★108 □25 C4723 ▽1079 ★17

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

1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

A

A

B

B

C

C

D

D

E

E

F

F

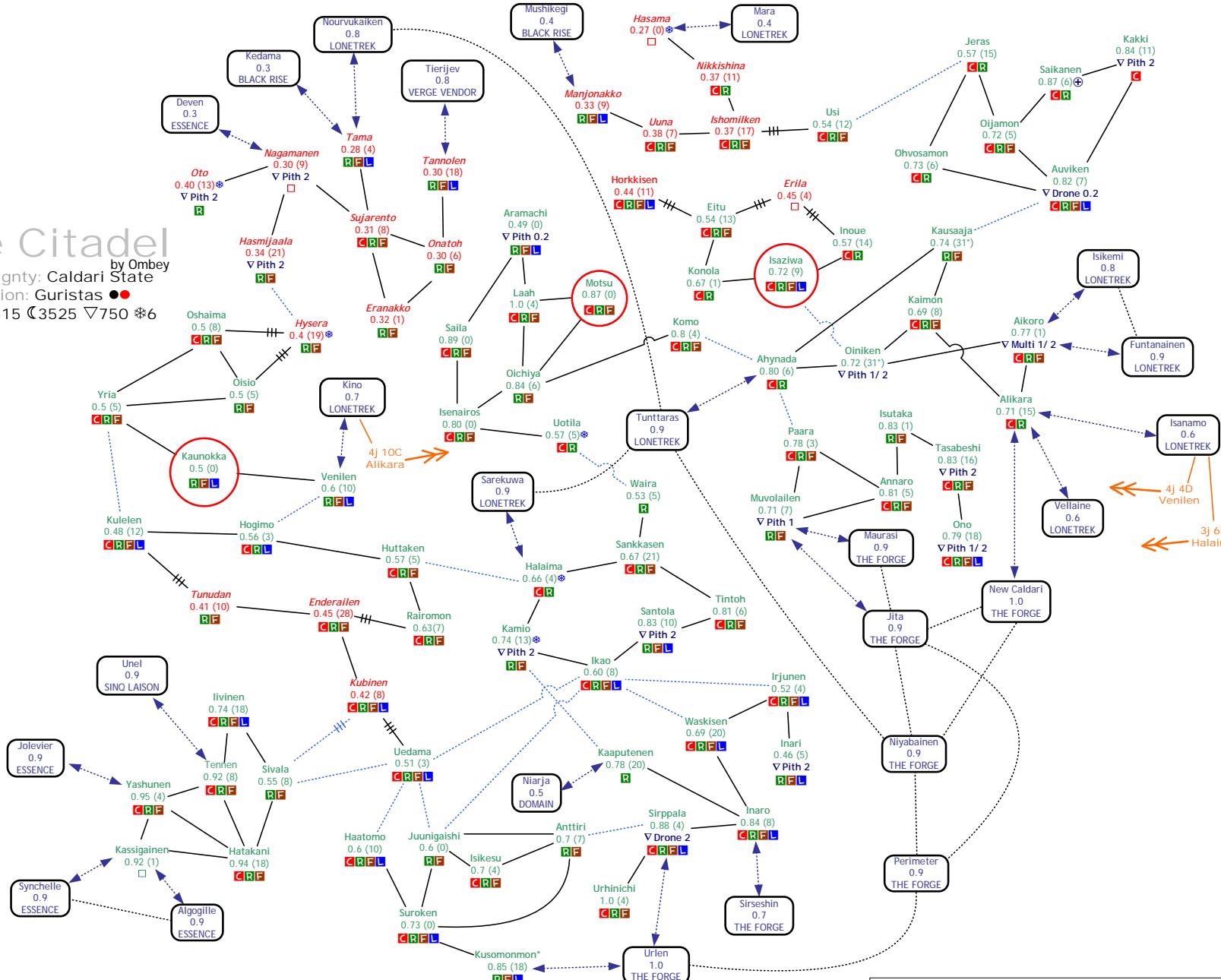
G

G

# The Citadel

Sovereignty: Caldari State  
Faction: Guristas ●●

•#86 □#415 C#3525 ▽#750 \*#6



Set: v3.61

# Cloud Ring

by Ombey

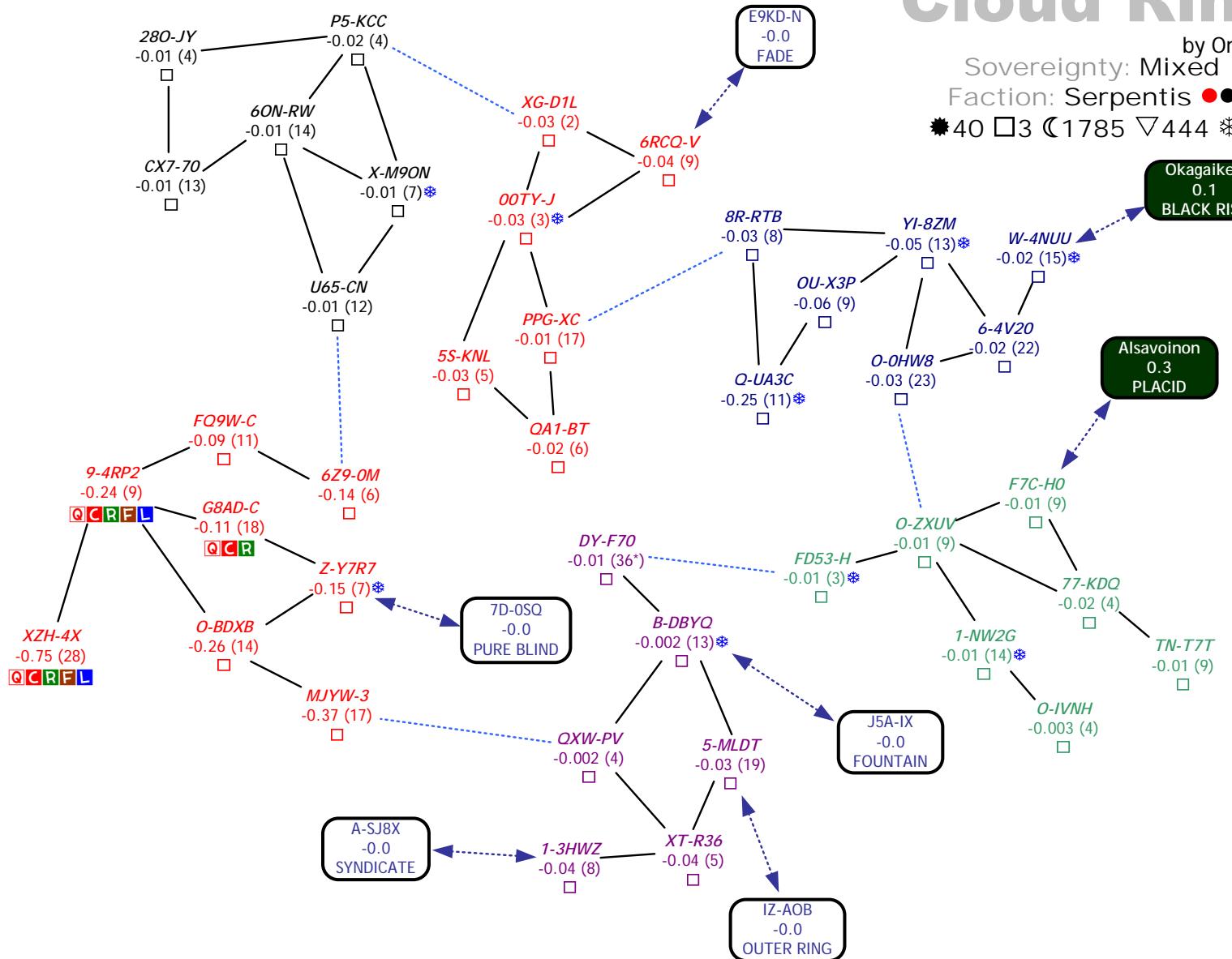
Sovereignty: Mixed

Faction: Serpentis ●

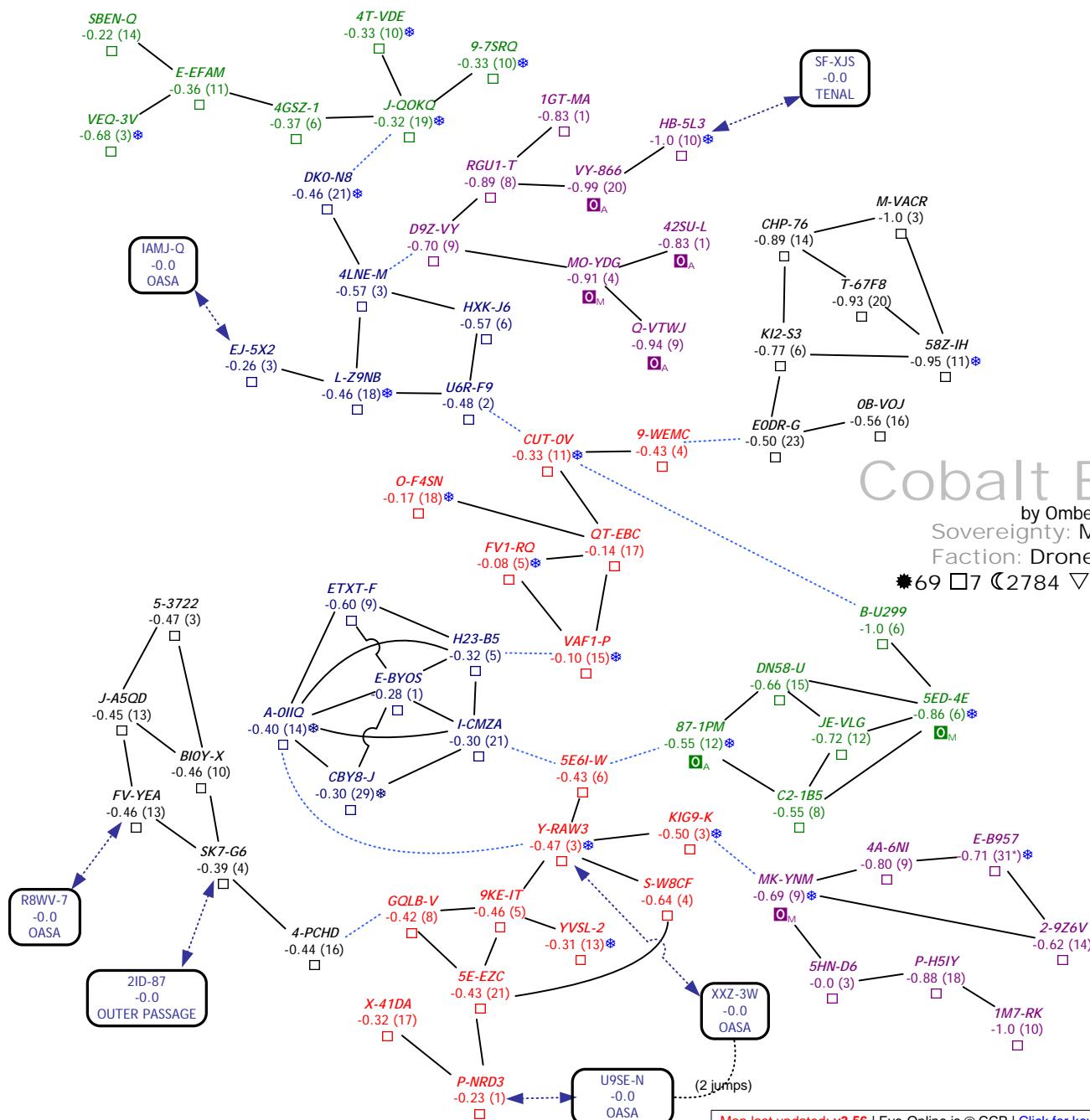
● 40 □ 3 ◇ 1785 ▽ 444 \* 9

Okagaiken  
0.1  
BLACK RISE

Alsavoinon  
0.3  
PLACID



Set: v3.61



**Cobalt Edge**  
by Omabay & Adam Reed  
Sovereignty: Mixed  
Faction: Drones ●

● 69 □ 7 ⚭ 2784 ▽ 705 \* 24

Set: v3.61

A

P

C

D

E

5

G

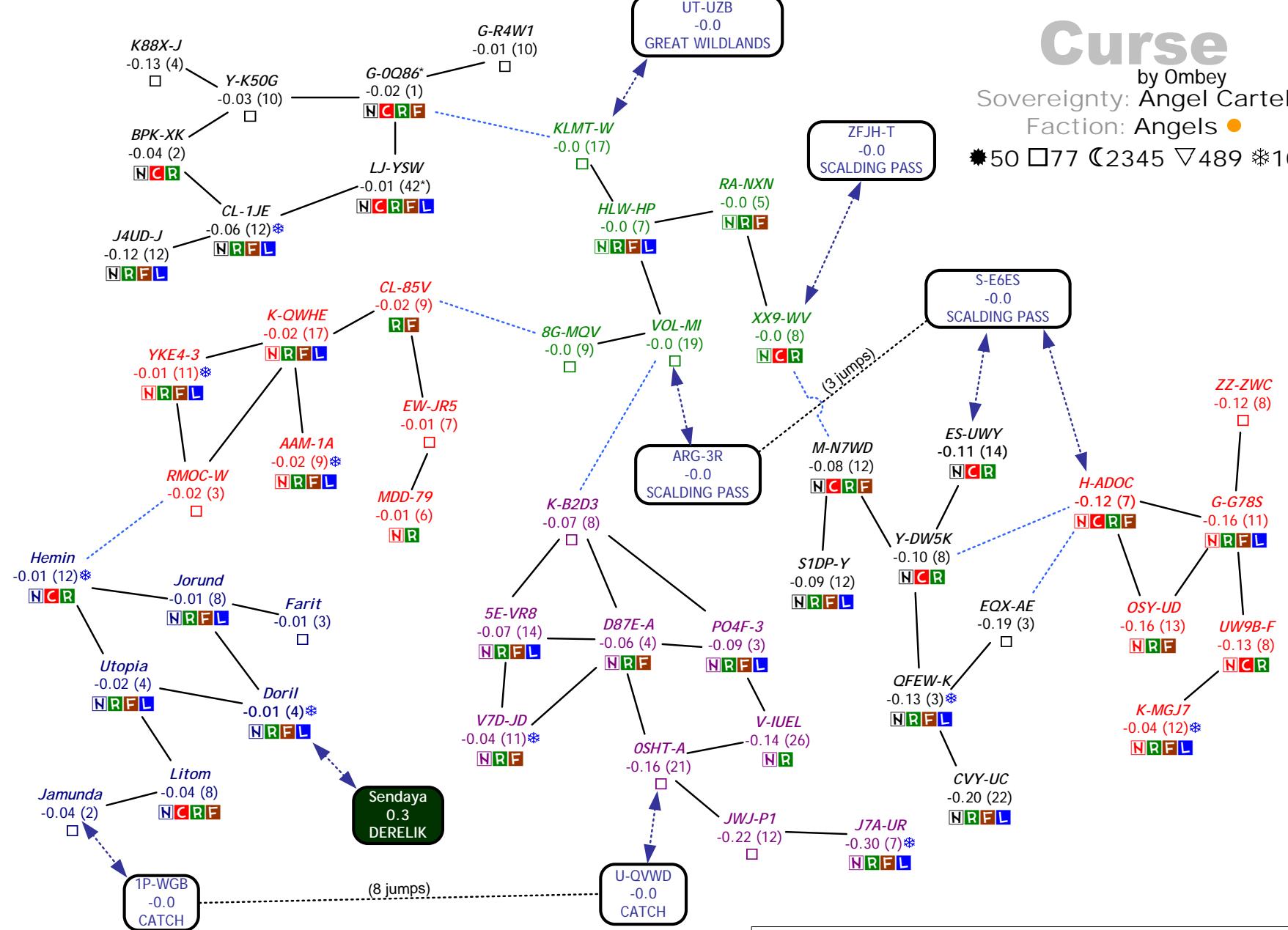
# Curse

by Ombez

## Sovereignty: Angel Cartel

## Faction: Angels

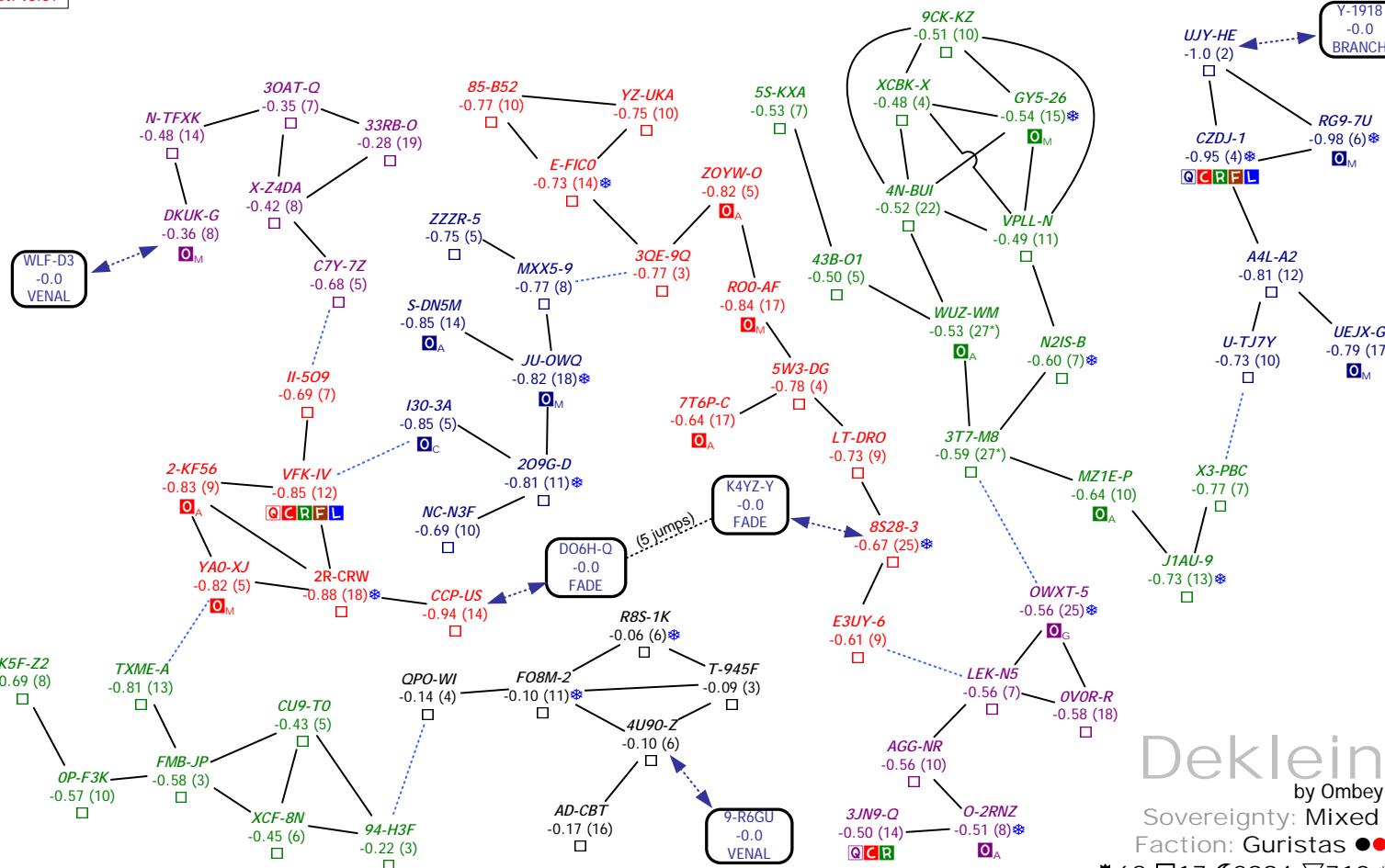
◆50 □77 ◇2345 △489 ✽10



1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

A



1 2 3 4 5 6 7 8 9 10 11

Map last updated: v3.61 | Eve-Online is © CCP | Click for key | Click for Universe

68 □17 ⚭2994 ▽710 \*16

Deklein

by Ombe

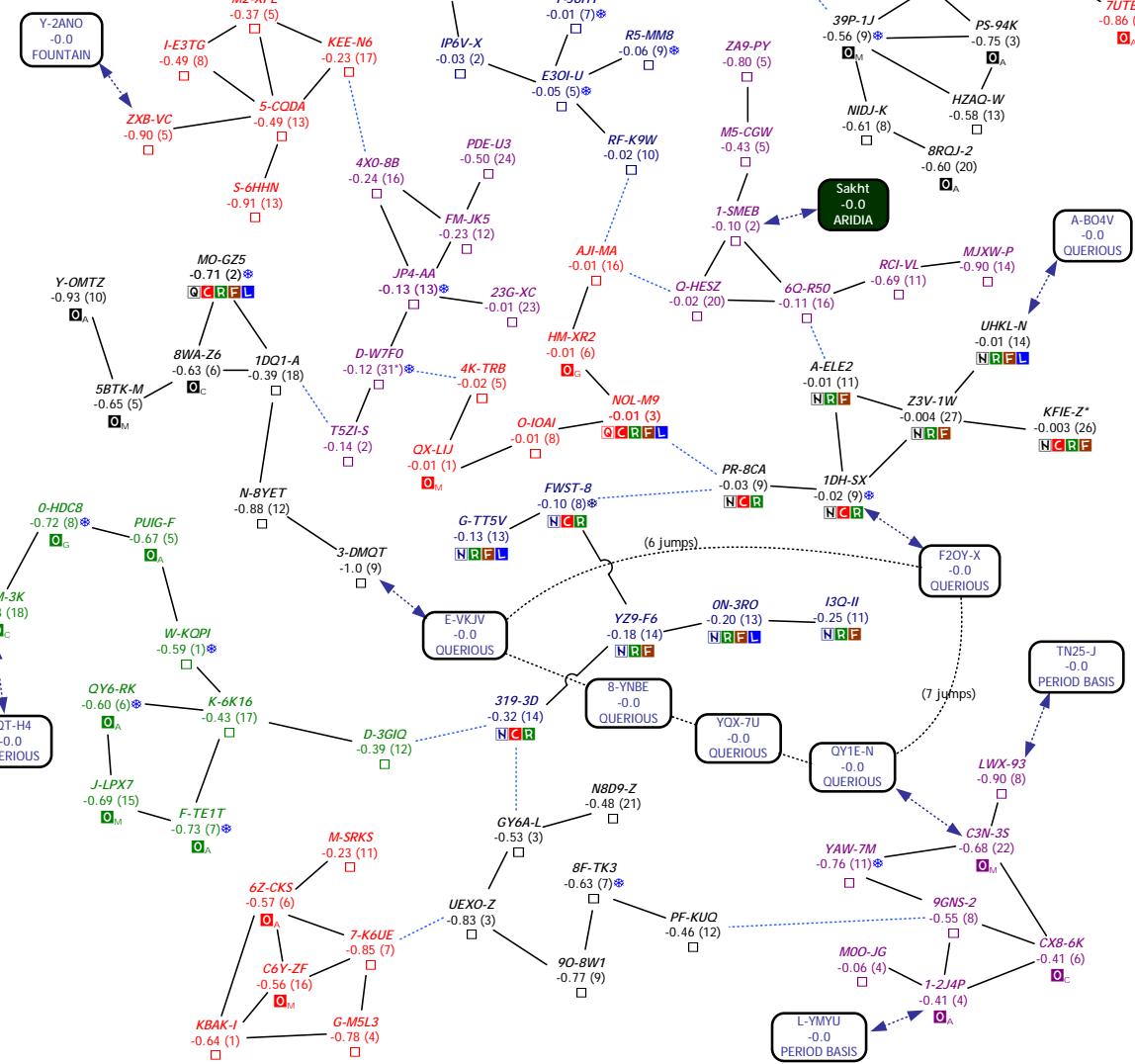
Sovereignty: Mixed  
Fraction: Guristas ●●

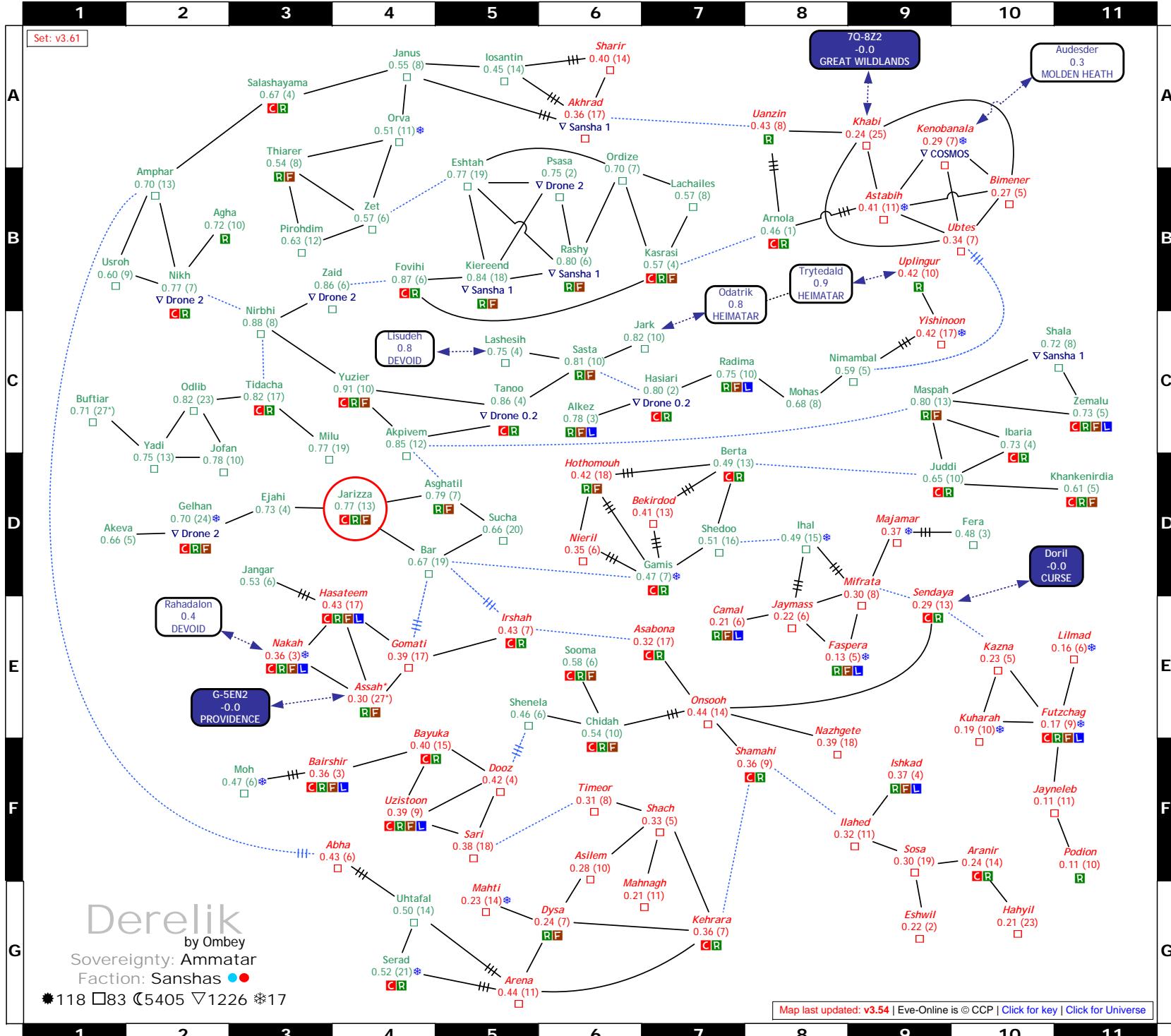
Set: v3.61

# Delve

by Ombev

Sovereignty: Mixed  
 Faction: Blood Raiders ●●  
 #97 □25 €4330 ▽982 \*18





# Derelik

by Ombey  
Sovereignty: Ammatar  
Faction: Sanchez

• 118 □ 83 ◯ 5405 △ 1226 ❄ 17

**Detorid**

by Ombery

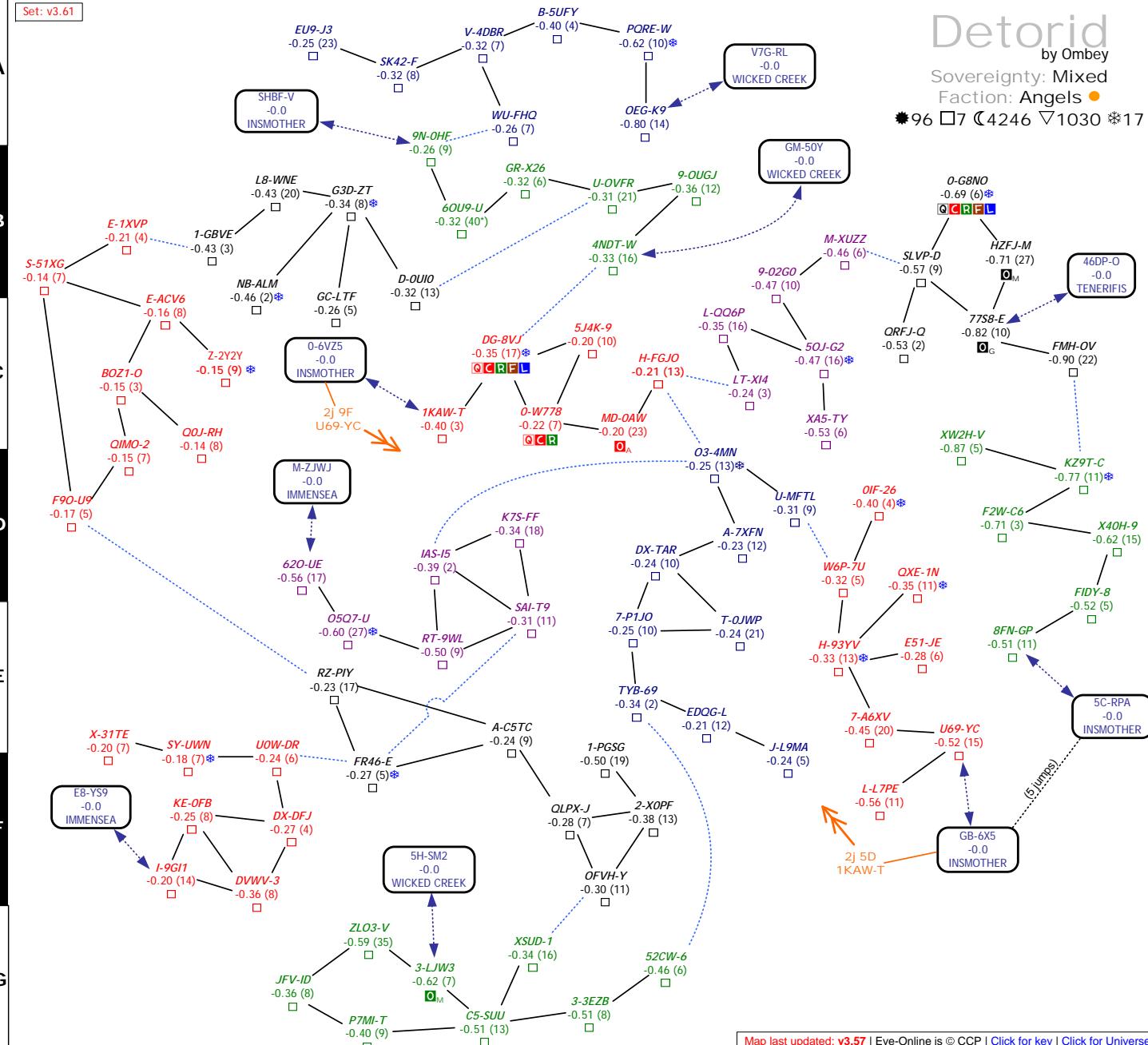
Sovereignty: Mixed

Faction: Angels ●

\*96 □7 €4246 ▽1030 \*17

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

Set: v3.61



Set: v3.61

A

B

C

D

E

F

G

A

B

C

D

E

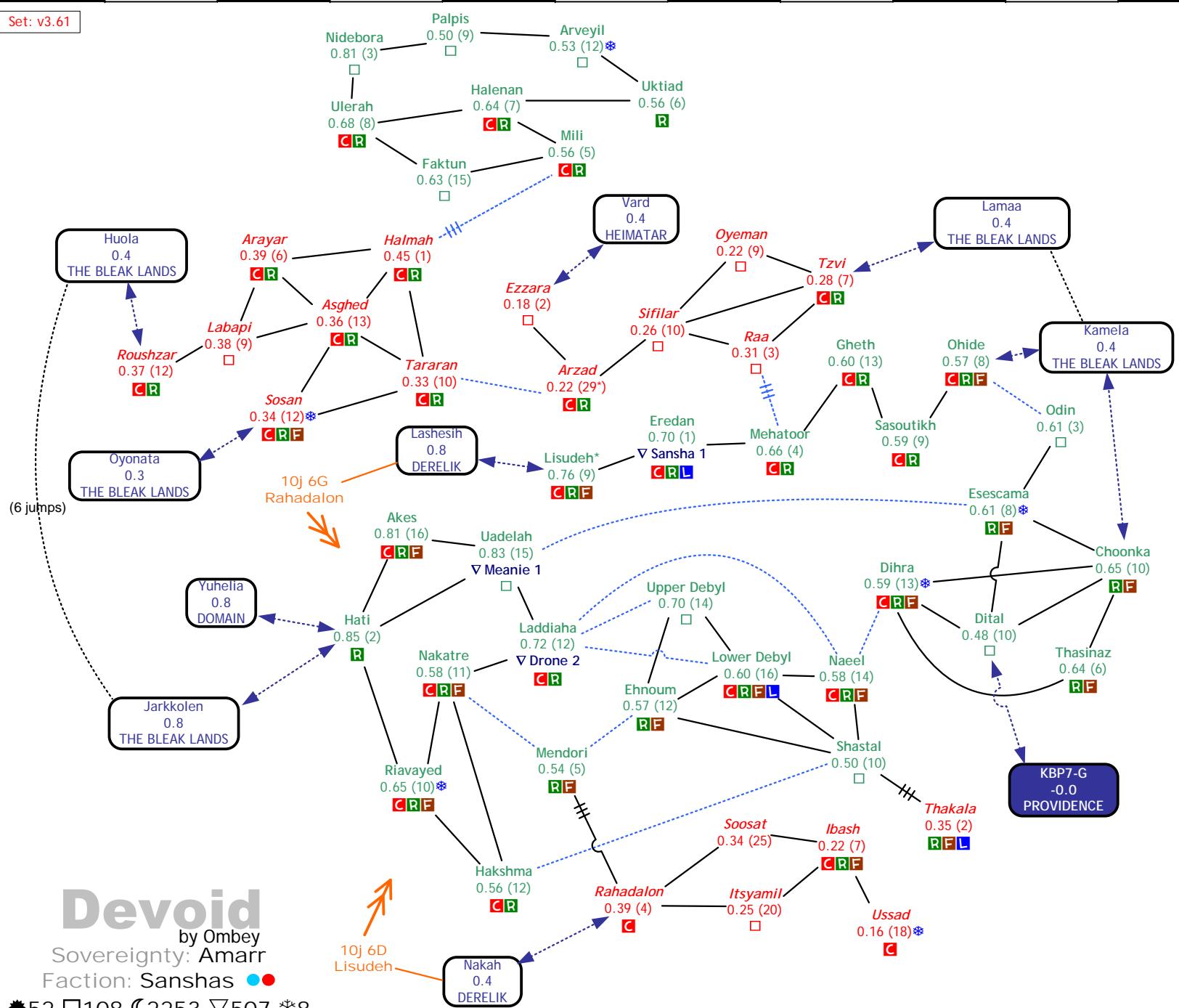
F

G

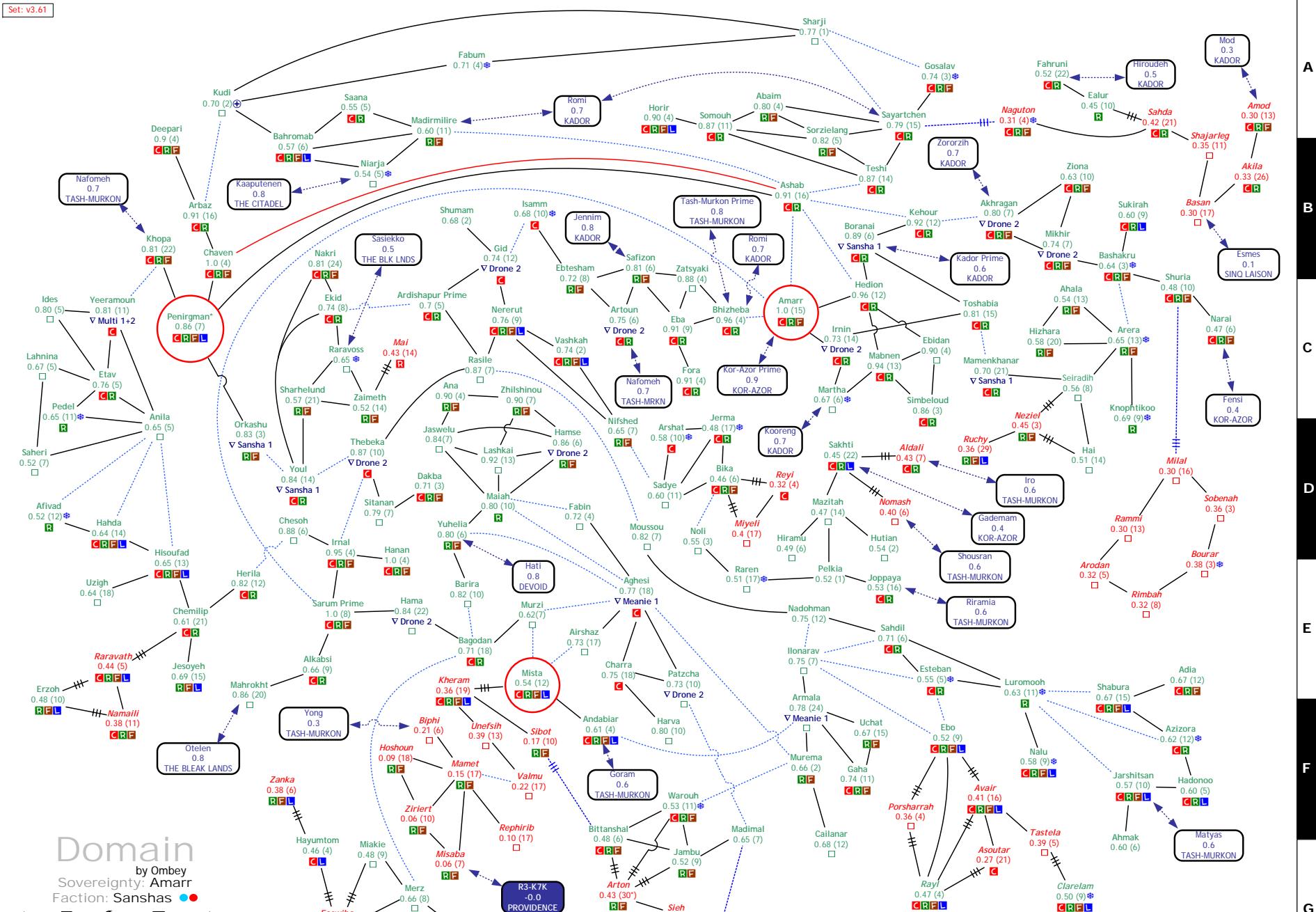
(6 jumps)

**Devoid**  
by Ombez  
Sovereignty: Amarr  
Faction: Sanshas ●●

★52 □108 C2253 ▽507 \*8



1 2 3 4 5 6 7 8 9 10 11



Domain

by Ombez

Sovereignty: Amarr

Faction: Sanshas

192 362 8505 1950 25

Different colour jump lines are

purely for ease of following

and do not signify anything

Mod 0.3 KADOR

Hiroudeh 0.5 KADOR

Eatur 0.45 (10) R

Sahda 0.42 (21) G

Shajareg 0.35 (11) G

Akila 0.33 (26) G

Basan 0.30 (17) G

Esnes 0.1 SINO-LIAISON

Fensi 0.4 KOR-AZOR

Milal 0.30 (16) R

Sabenah 0.36 (3) R

Bourar 0.38 (3) R

Rimbah 0.32 (8) R

Adia 0.67 (12) G

Azizora 0.62 (12) G

Jarhsitan 0.57 (10) G

Hadonoo 0.60 (5) G

Matyas 0.6 TASH-MURKON

Shabura 0.67 (15) G

Nalu 0.58 (9) R

Illovarav 0.75 (7) G

Esteban 0.55 (5) G

Sahdil 0.71 (6) G

Luromooh 0.63 (11) R

Tastela 0.39 (5) R

Ahmak 0.60 (6) R

Clarelam 0.50 (9) R

Asoutar 0.27 (21) C

Porsharah 0.36 (4) C

Avair 0.41 (16) C

Rayl 0.47 (4) C

Uchat 0.67 (15) R

Ebo 0.52 (9) R

Murema 0.66 (2) R

Gaha 0.74 (11) G

Ilonarav 0.75 (7) G

Armalia 0.78 (24) G

Warouh 0.53 (15) R

Patzcha 0.73 (10) G

Charra 0.75 (18) G

Andabiar 0.61 (4) R

Goram 0.6 (6) R

Arton 0.43 (30) R

Bittanshal 0.48 (6) R

Jambu 0.52 (9) R

Madimal 0.65 (7) R

Callanar 0.68 (12) R

Galeh 0.44 (10) R

Sirkhari 0.53 (15) R

Arton 0.43 (30) R

Sieh 0.28 (7) R

Rephirib 0.10 (17) R

Ziriert 0.06 (10) R

Hoshoun 0.09 (18) R

Biphi 0.21 (6) R

Mamet 0.15 (17) R

Valmu 0.22 (17) R

Misaba 0.06 (7) R

Faswiba 0.35 (8) R

Hayumtom 0.46 (4) R

Alkabsi 0.66 (9) R

Yong 0.3 TASH-MURKON

Otelen 0.8 THE BLEAK LANDS

Zanka 0.38 (6) R

Chemilip 0.61 (21) G

Hisoufad 0.65 (13) G

Herila 0.82 (12) G

Uzigh 0.64 (18) G

Afivad 0.52 (12) G

Hahda 0.64 (14) G

Iral 0.95 (4) G

Chesoh 0.88 (6) G

Orkashu 0.83 (3) G

Ides 0.80 (5) G

Yeeramoun 0.81 (11) G

Nafohem 0.7 TASH-MURKON

Penirgman\* 0.86 (7) G

Khopa 0.81 (22) G

Arba 0.91 (16) G

Arba

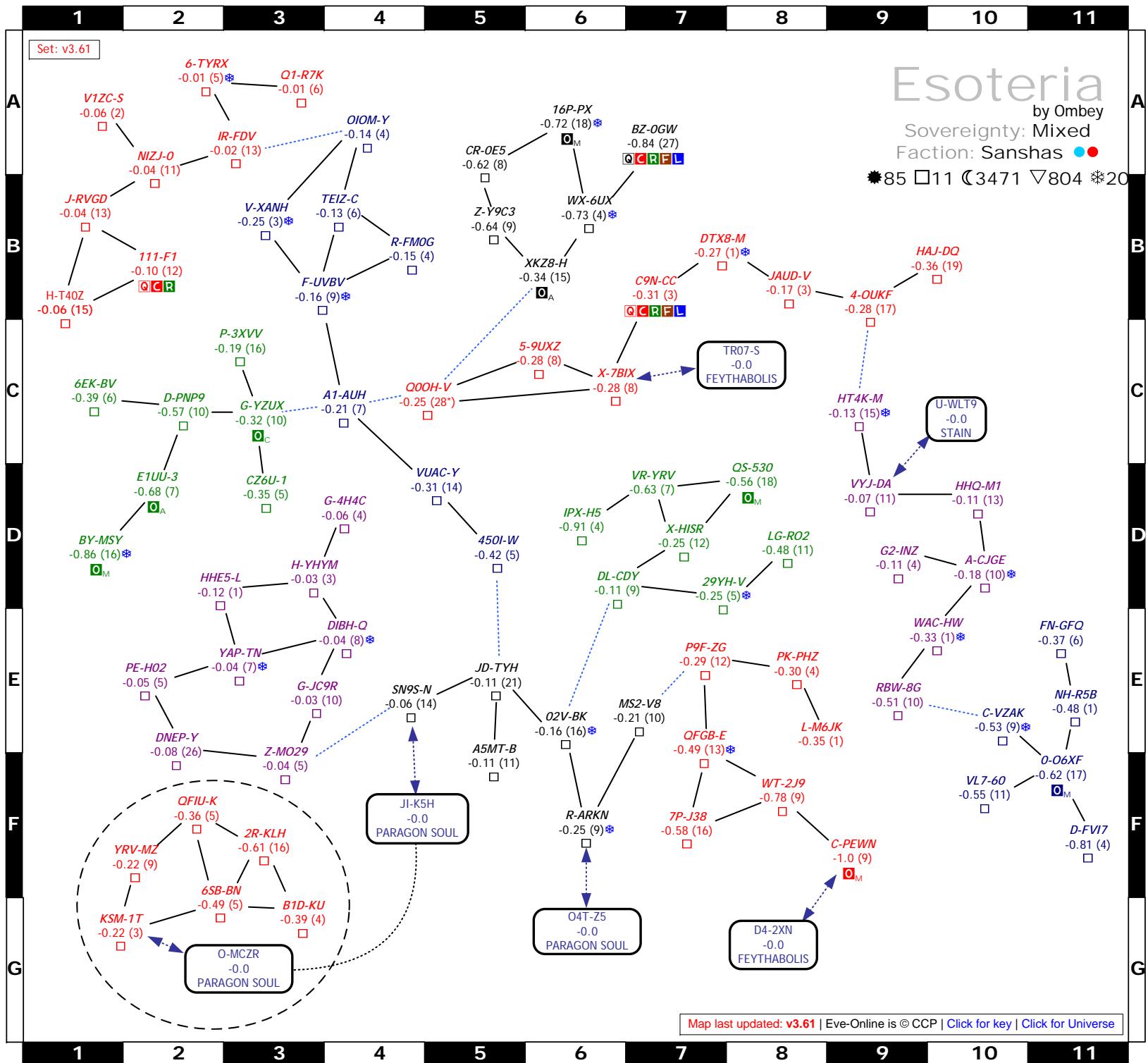
# Esoteria

by Ombery

Sovereignty: Mixed

Faction: Sanshas ●●

★85 □11 C3471 ▽804 \*20



1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

# Essence

by Ombey

Sovereignty: Gallente

Faction: Serpentis ●●

★67 □177 C2926 ▽705 ★11

A

A

B

B

C

C

D

D

E

E

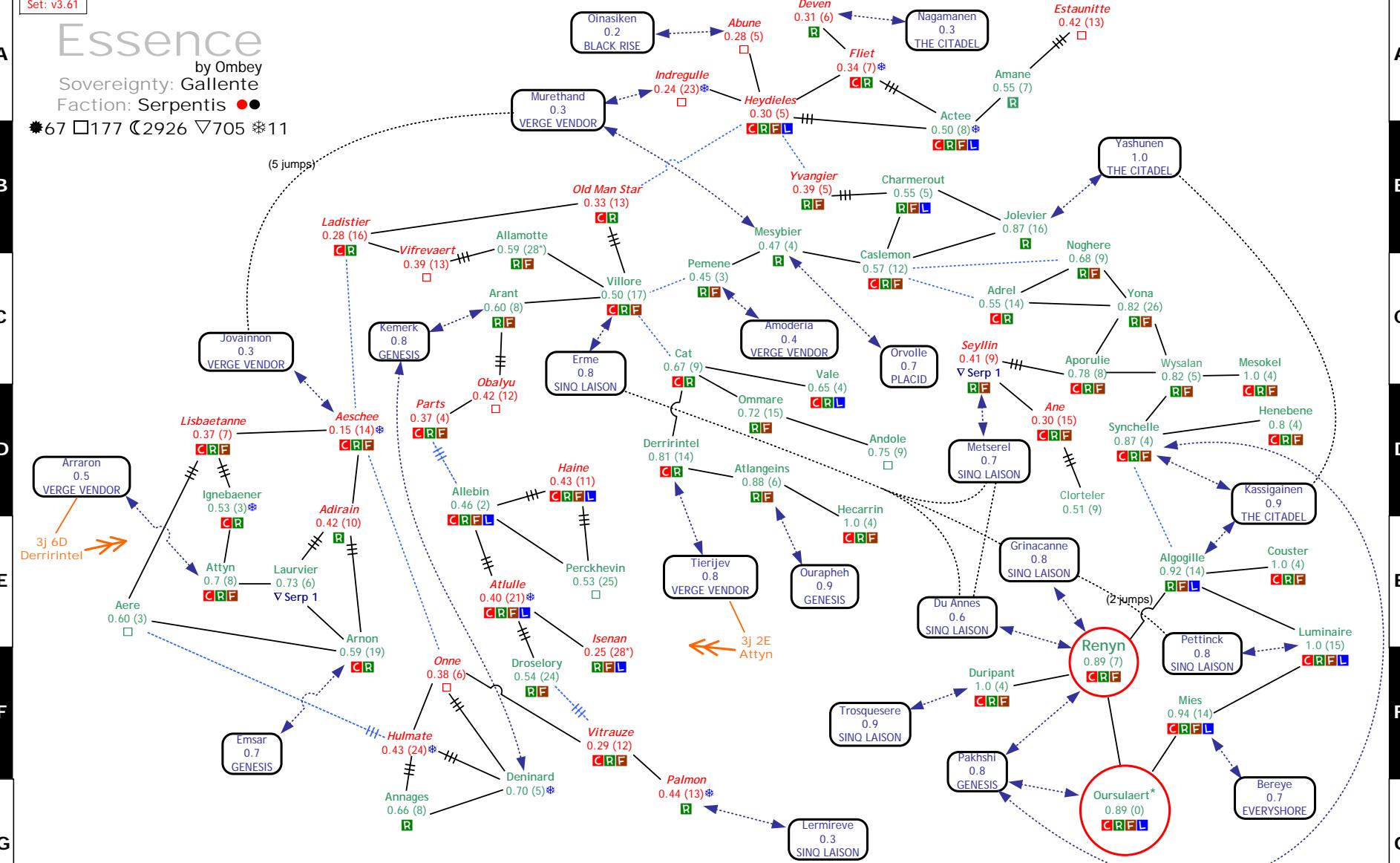
F

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: v3.61

A

B

C

D

E

F

G

A

B

C

D

E

F

G

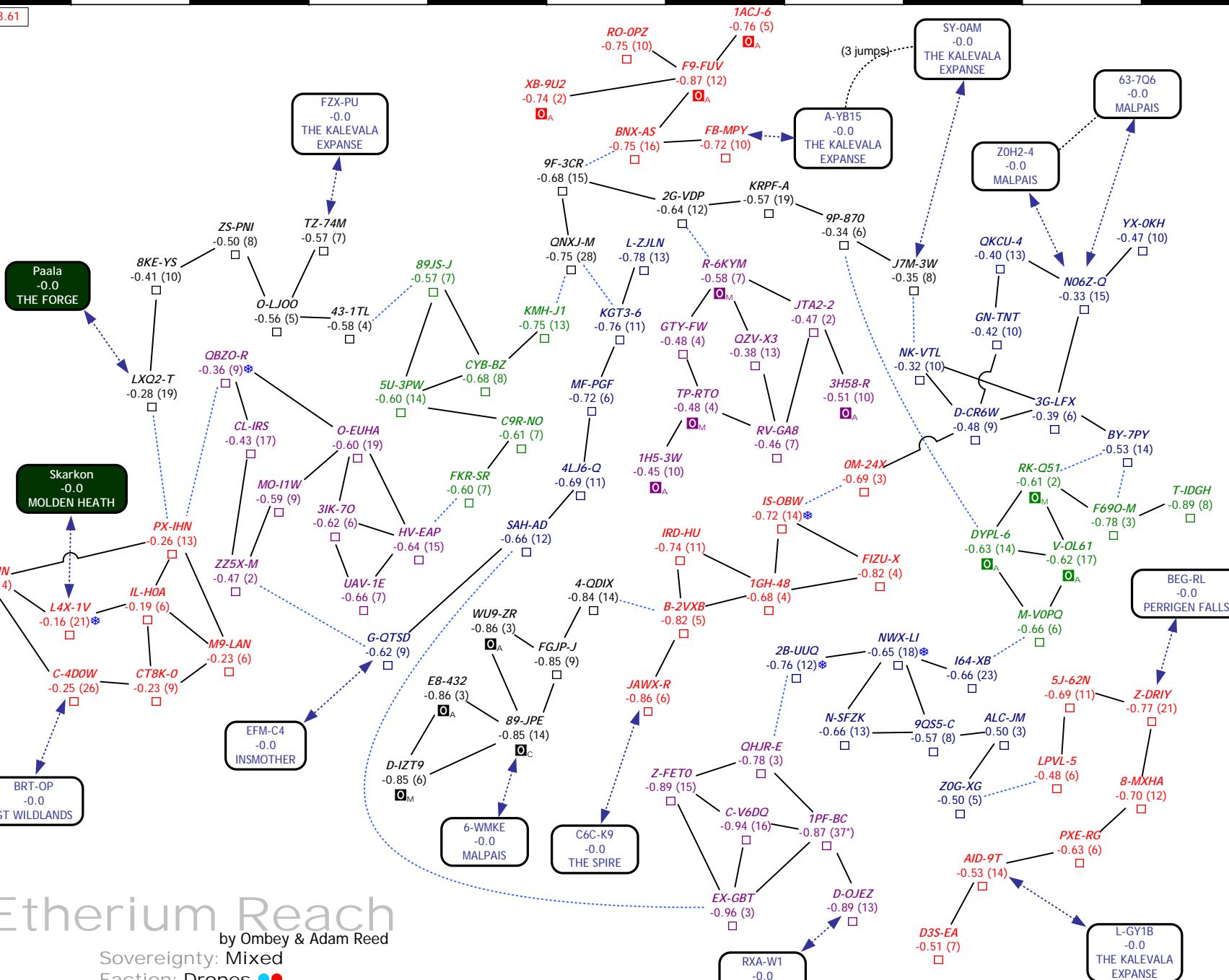
# Etherium Reach

by Ombev & Adam Reed

Sovereignty: Mixed

Faction: Drones ● ●

●100 □14 C4219 ▽1024 \*5



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1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

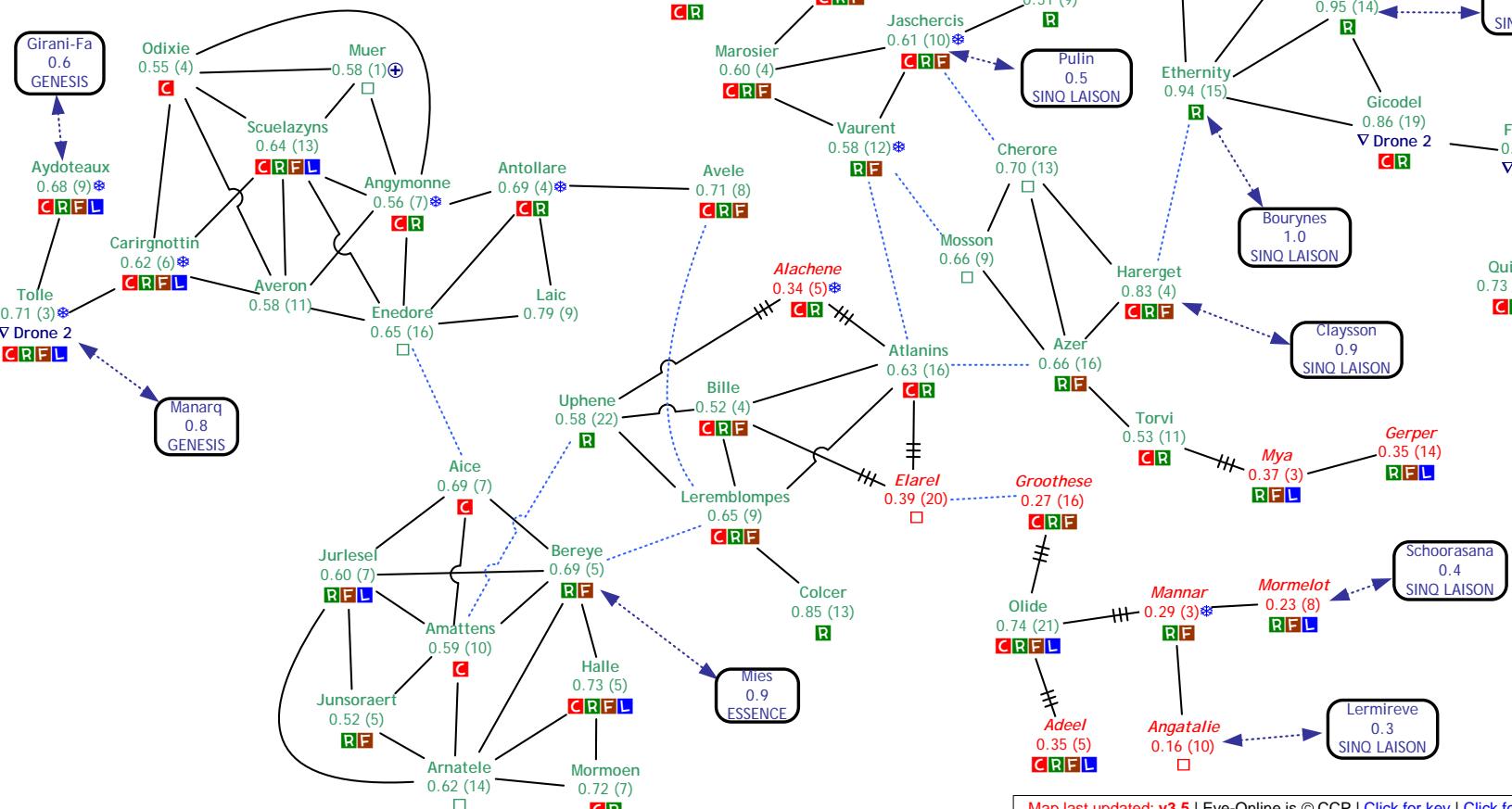
# Everyshore

by Ombez

Sovereignty: Gallente

Faction: Serpentis ●●

★54 □150 C2536 ▽543 \*14

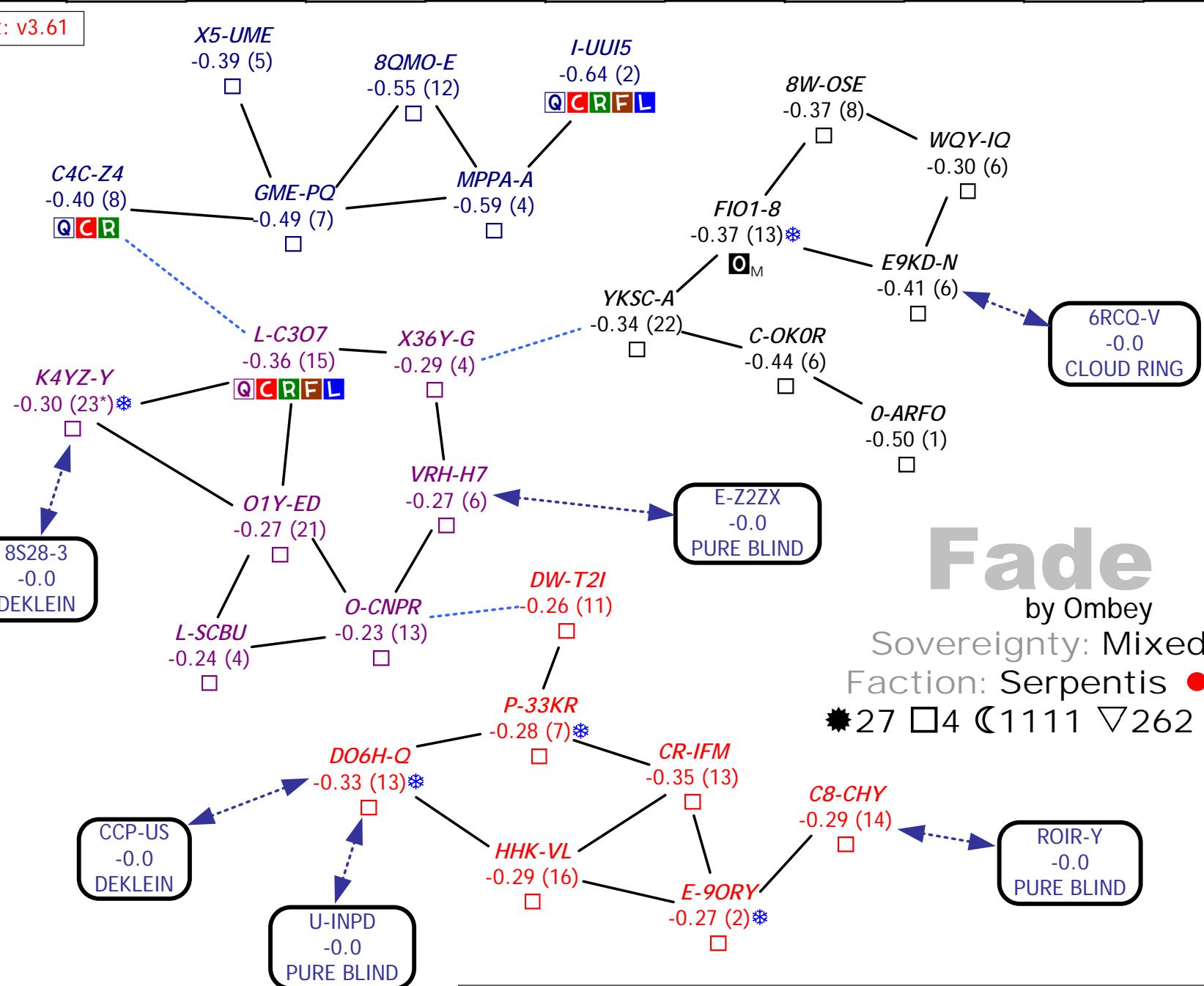


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1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

Set: v3.61



# Fade

by Ombev

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: v3.61

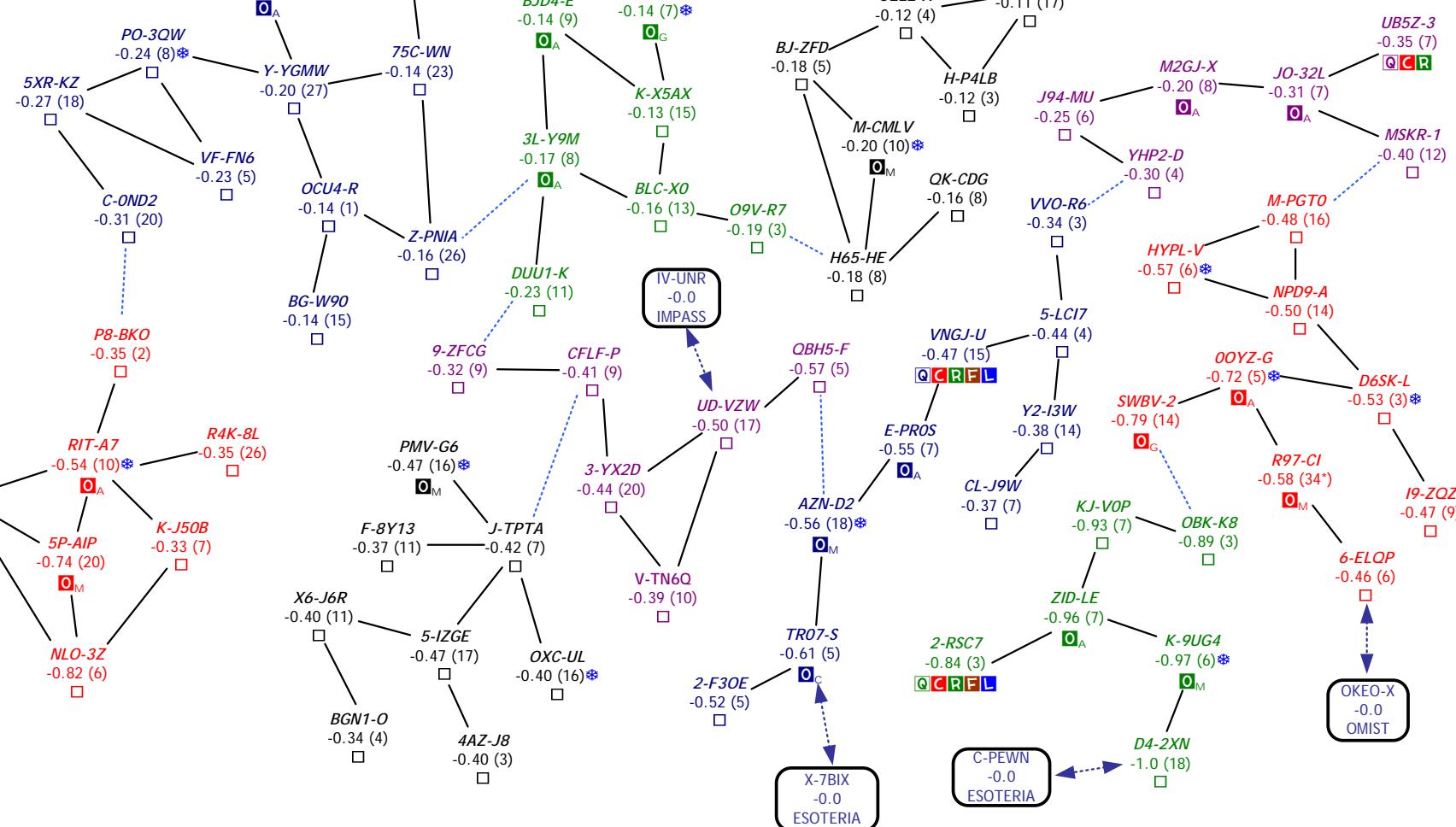
**A****B****C****D****E****F****G**

# Feythabolis

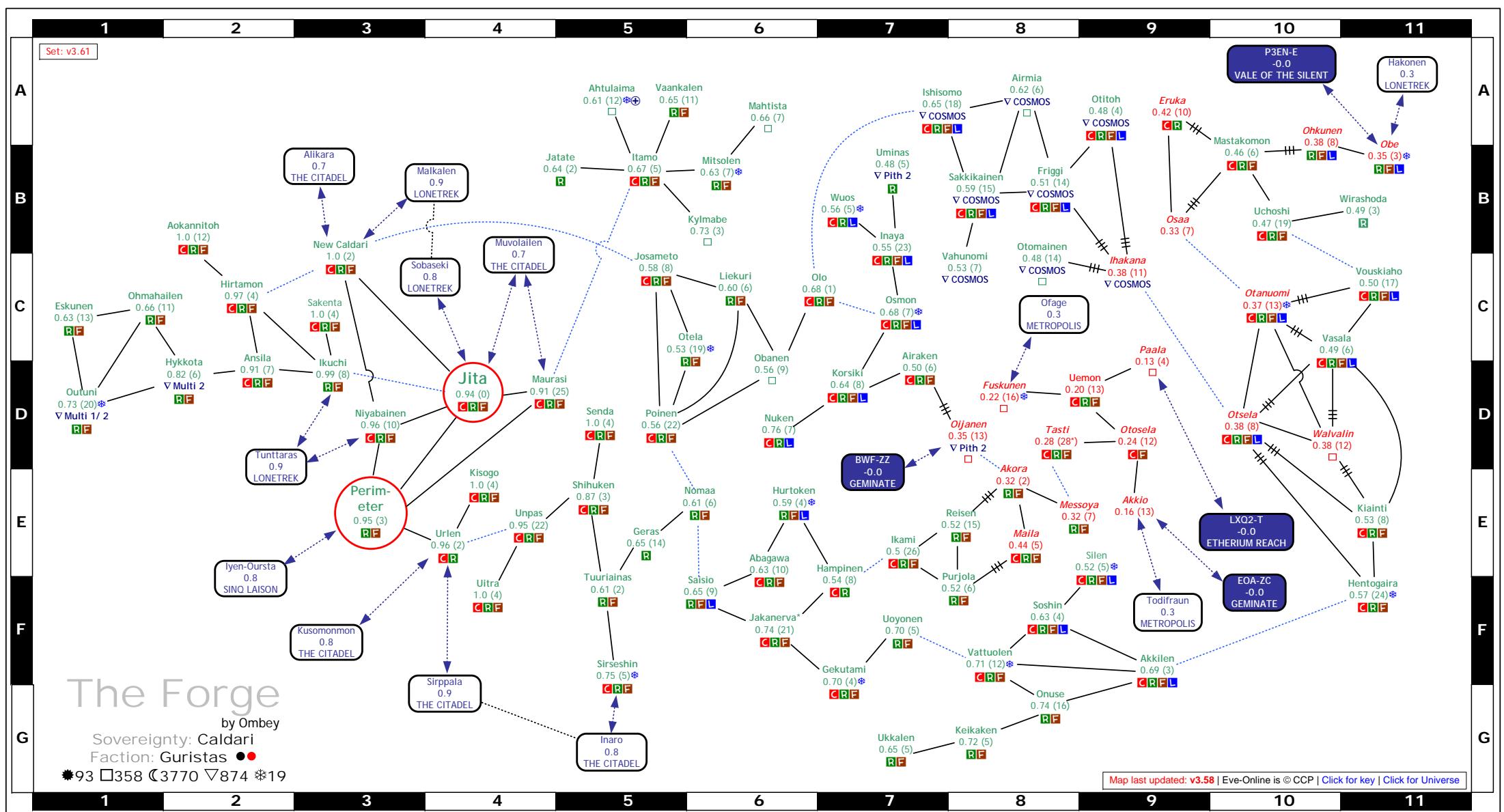
by Ombey

Sovereignty: Mixed  
Faction: Angels ●

★89 □22 €3984 ▽933 \*17



1 2 3 4 5 6 7 8 9 10 11



Set: v3.61

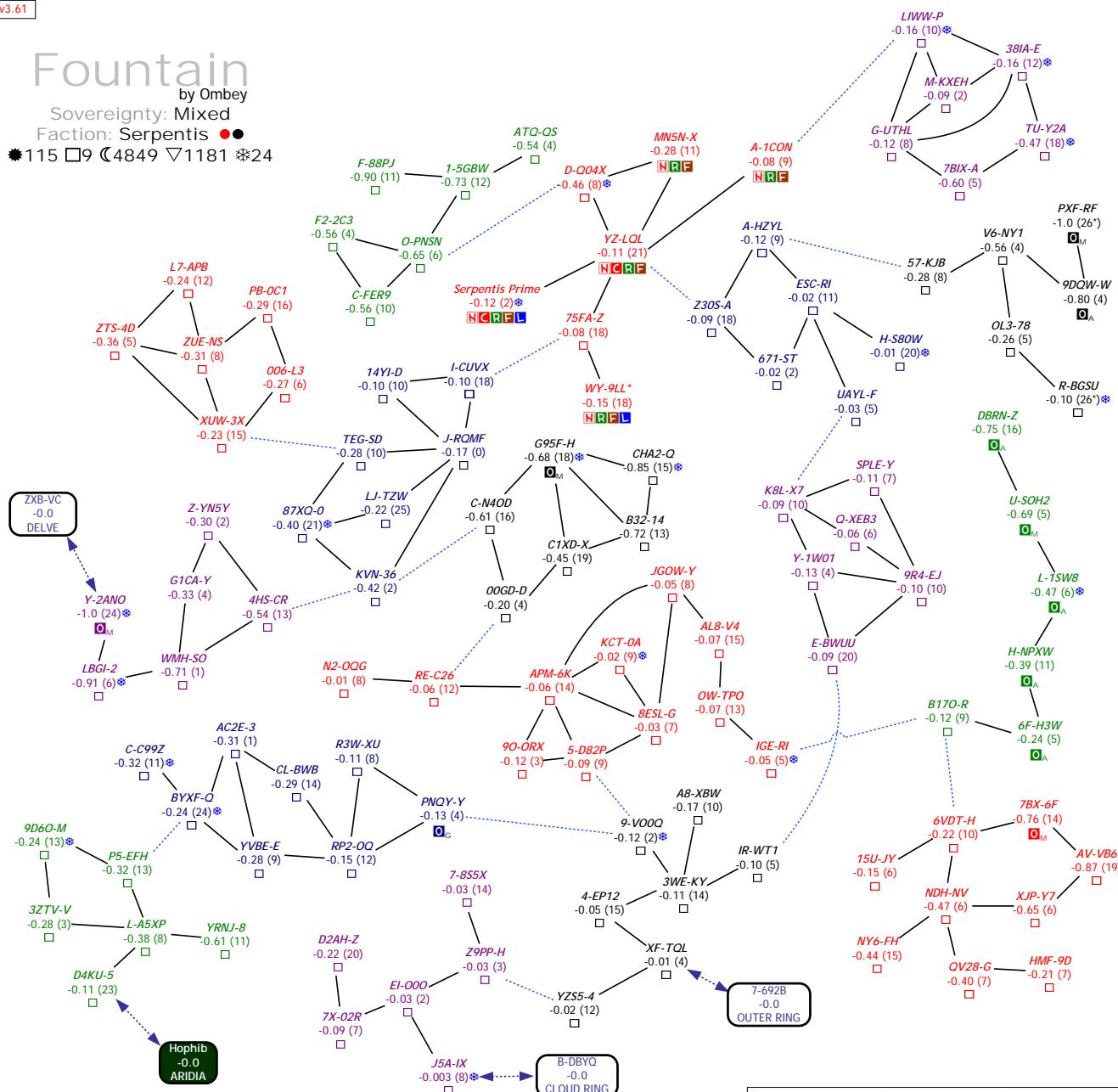
# Fountain

by Ombez

Sovereignty: **Mixed**

Faction: Serpent

•115 □9 Ⓜ4849 ▽1181 ♣24



1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

A

B

C

D

E

F

G

A

B

C

D

E

F

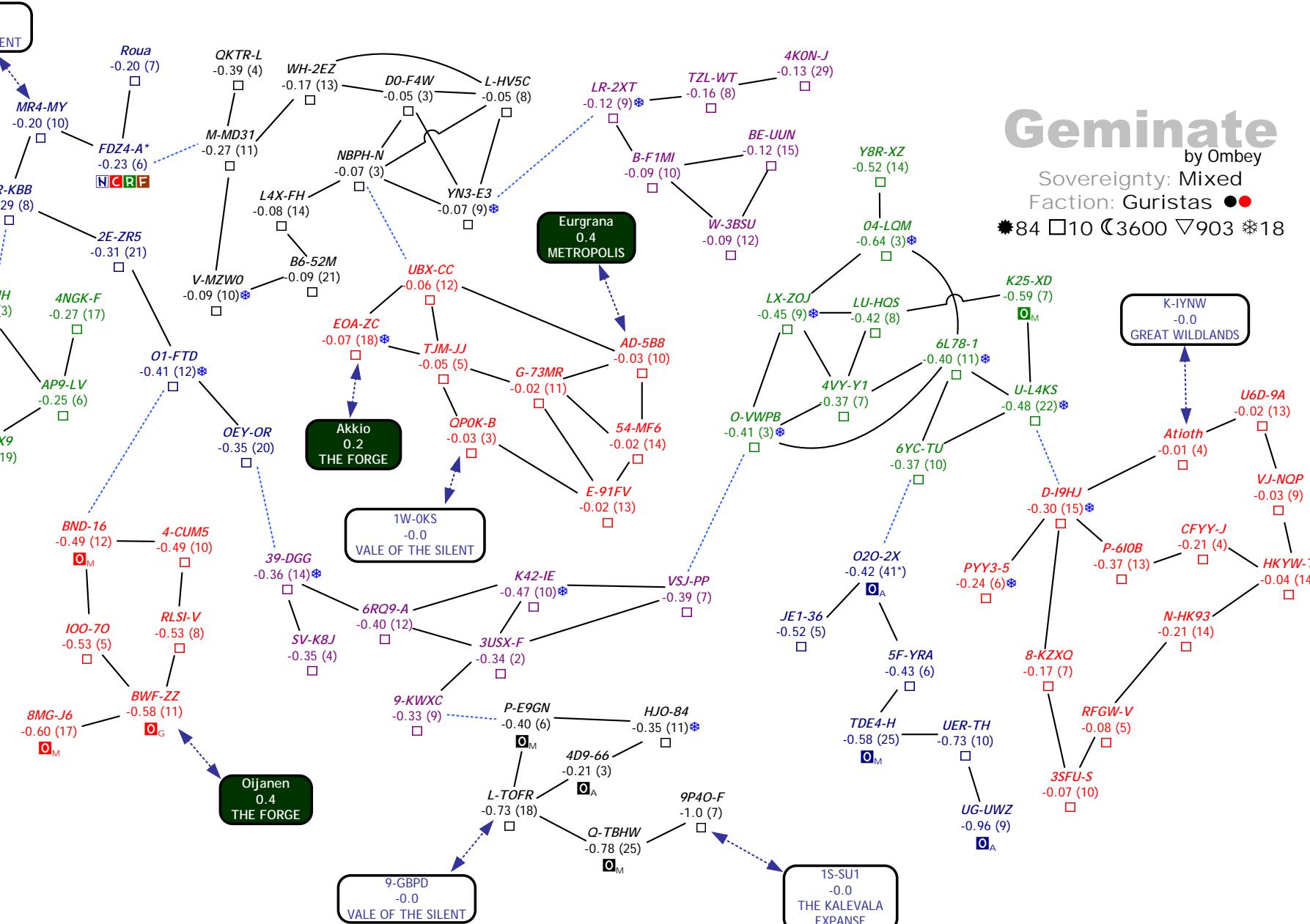
G

# Geminate

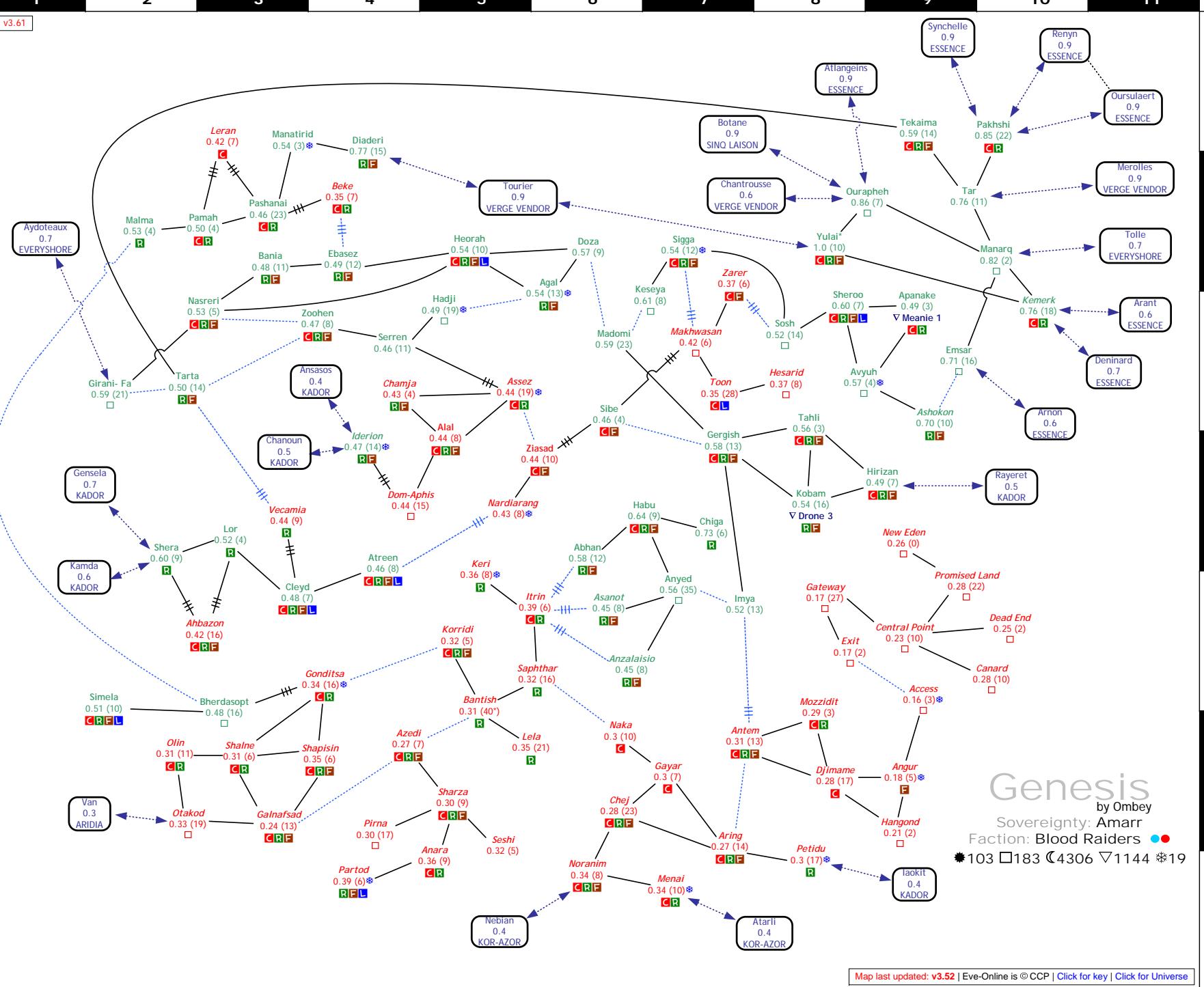
by Ombev

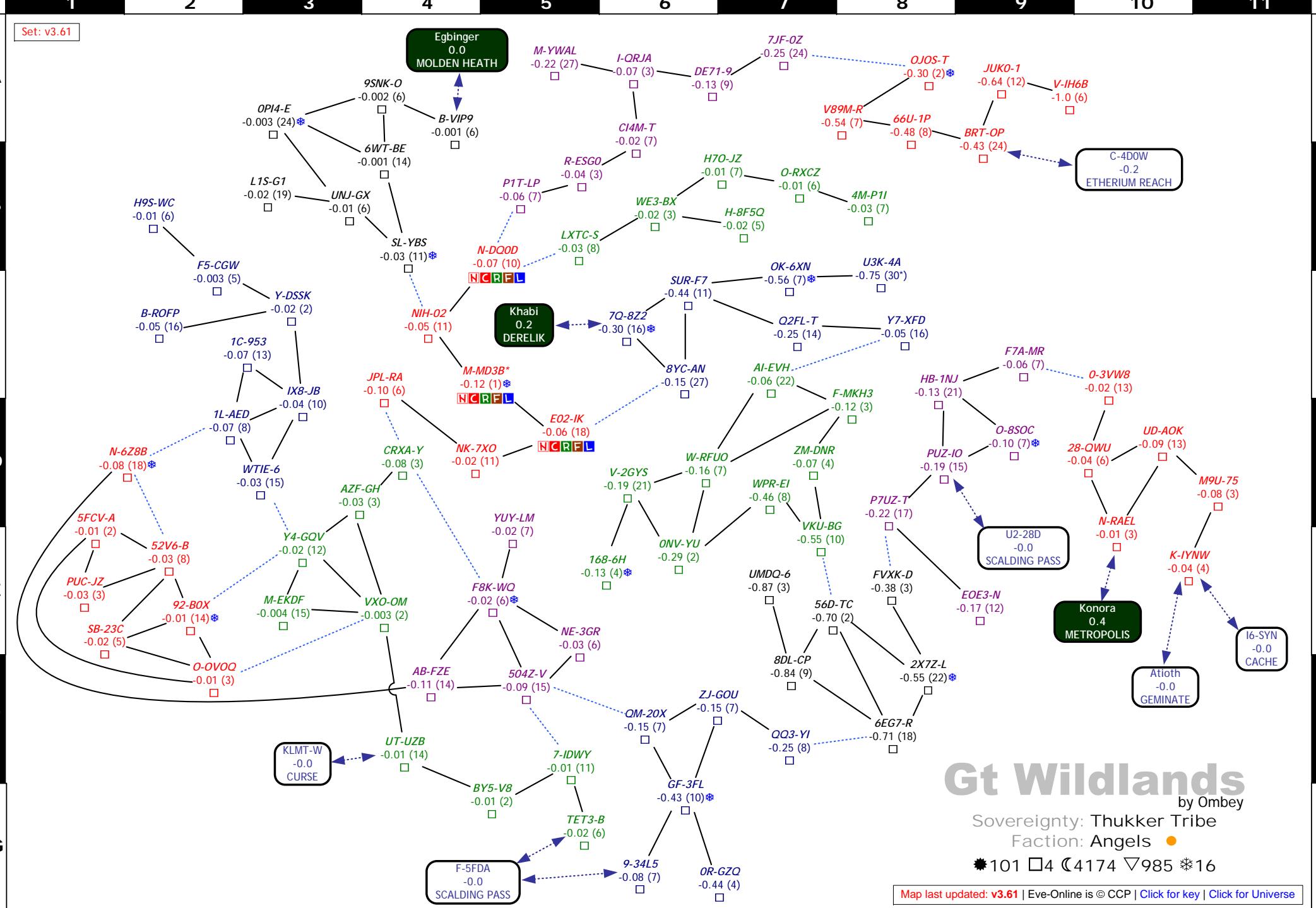
Sovereignty: Mixed  
Faction: Guristas ●●

✳84 □10 ◇3600 ▽903 ✳18



1 2 3 4 5 6 7 8 9 10 11





# Gt Wildlands

## Sovereignty: Thukker Tribe

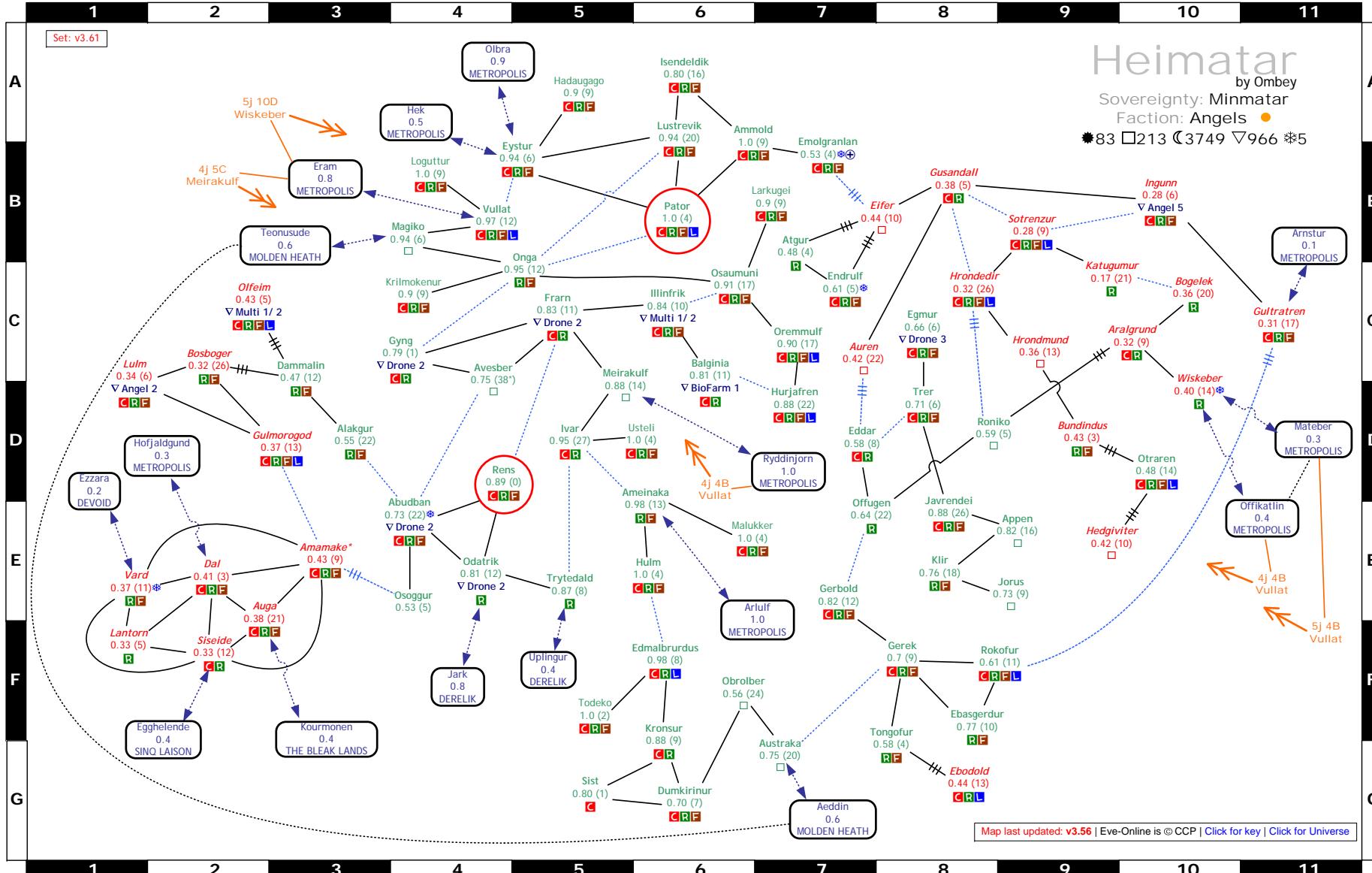
Faction: Angels •

◆101 □4 ◇4174 ▽985 ♦16

\* 101 □ 4 411,4 v.985 \* 10

Dated: v3.61 | Eve-Online is © CCP | Click for key | C

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1 2 3 4 5 6 7 8 9 10 11

# Immensea

by Ombev

Sovereignty: Mixed

Faction: Angels

★84 □4 ⚱3626 ▽842 \*20

A

B

C

D

E

F

G

A

B

C

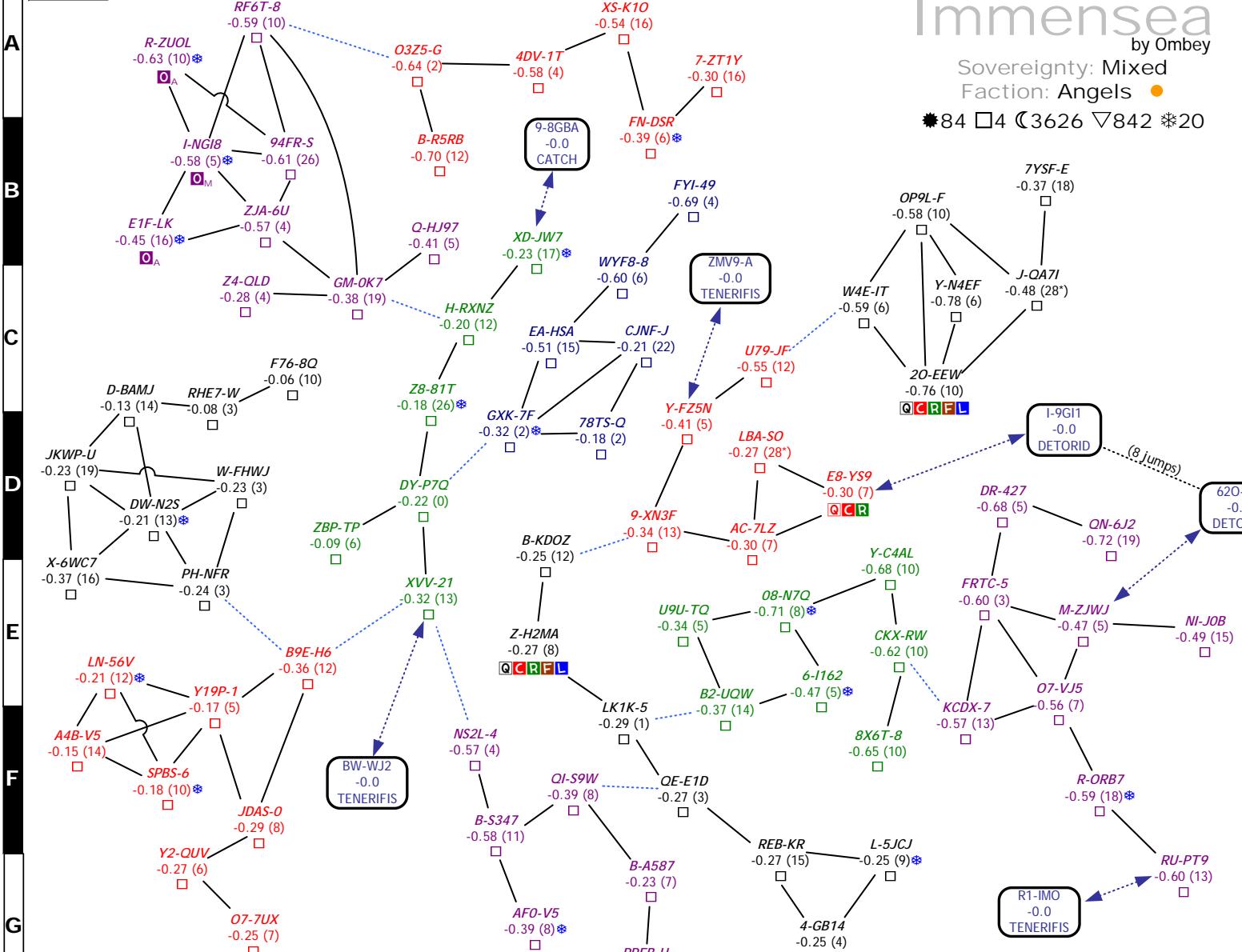
D

E

F

G

Set: v3.61



1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

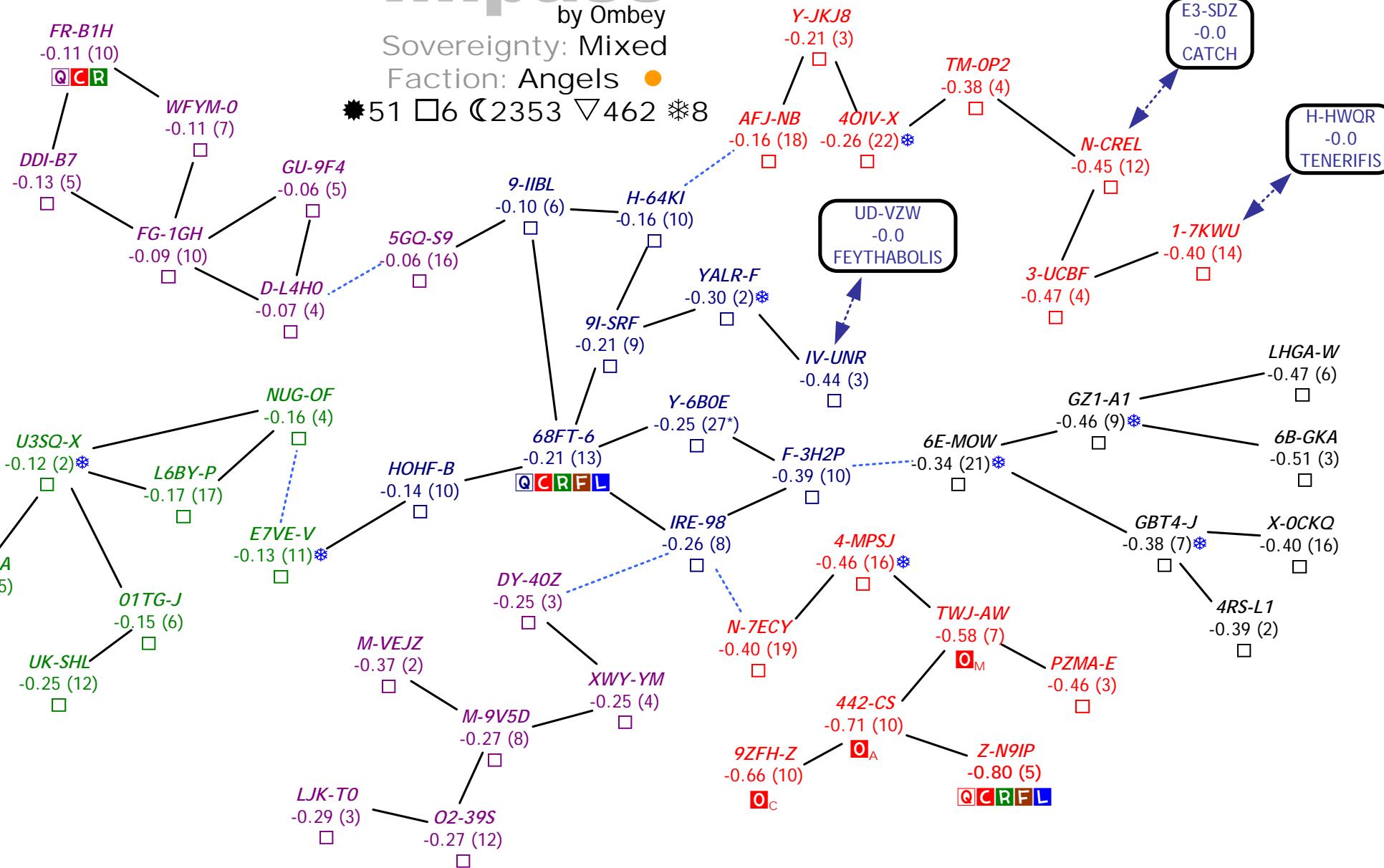
# Impass

by Ombey

Sovereignty: Mixed

Faction: Angels ●

★51 □6 ◇2353 ▽462 ✶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: v3.61

A

D

C

D

E

E

G

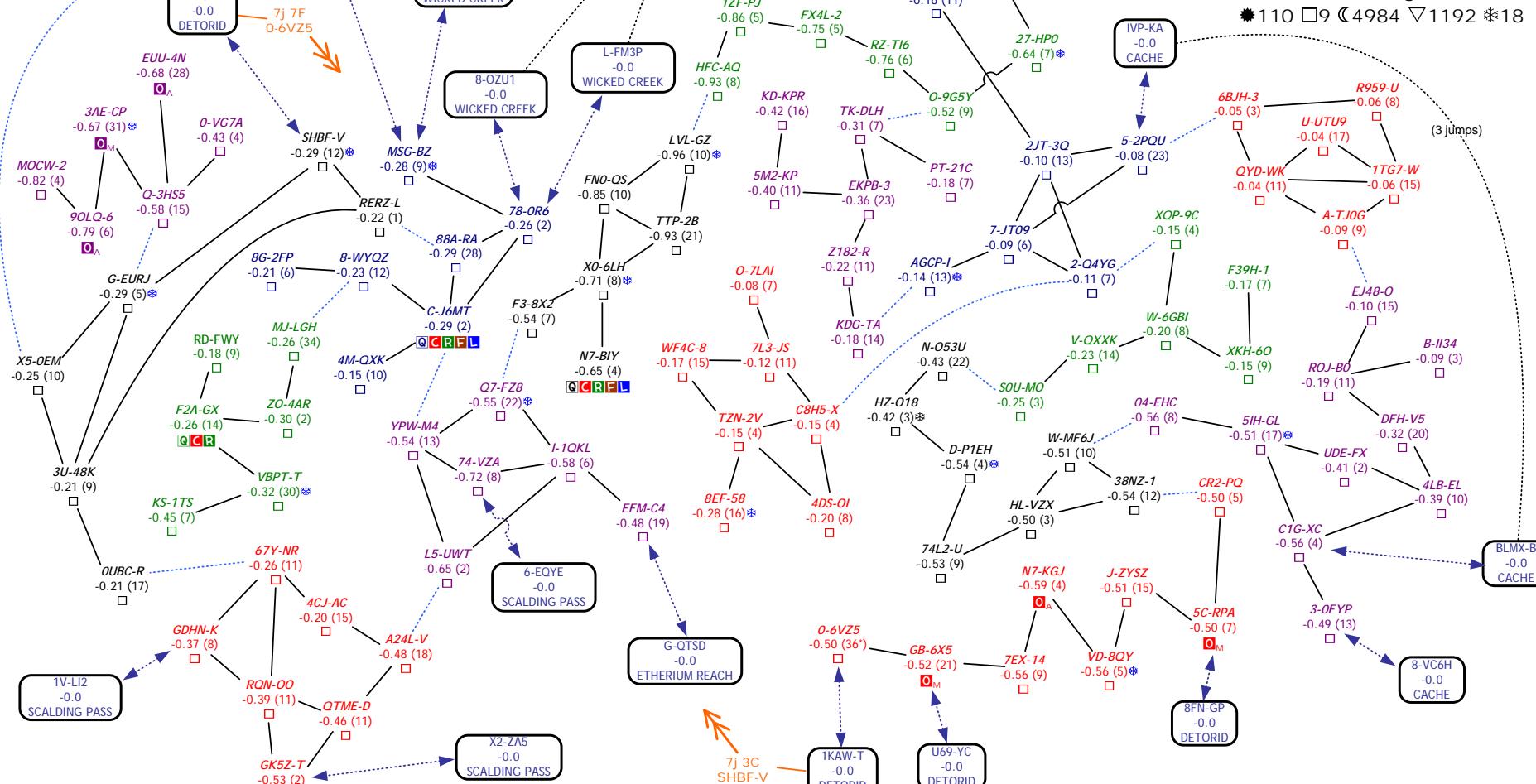
mhe

# Insmother

by Ombez

## Sovereignty: Mixed Faction: Angels

\*110 □9 €4984 ▽1192 \*18

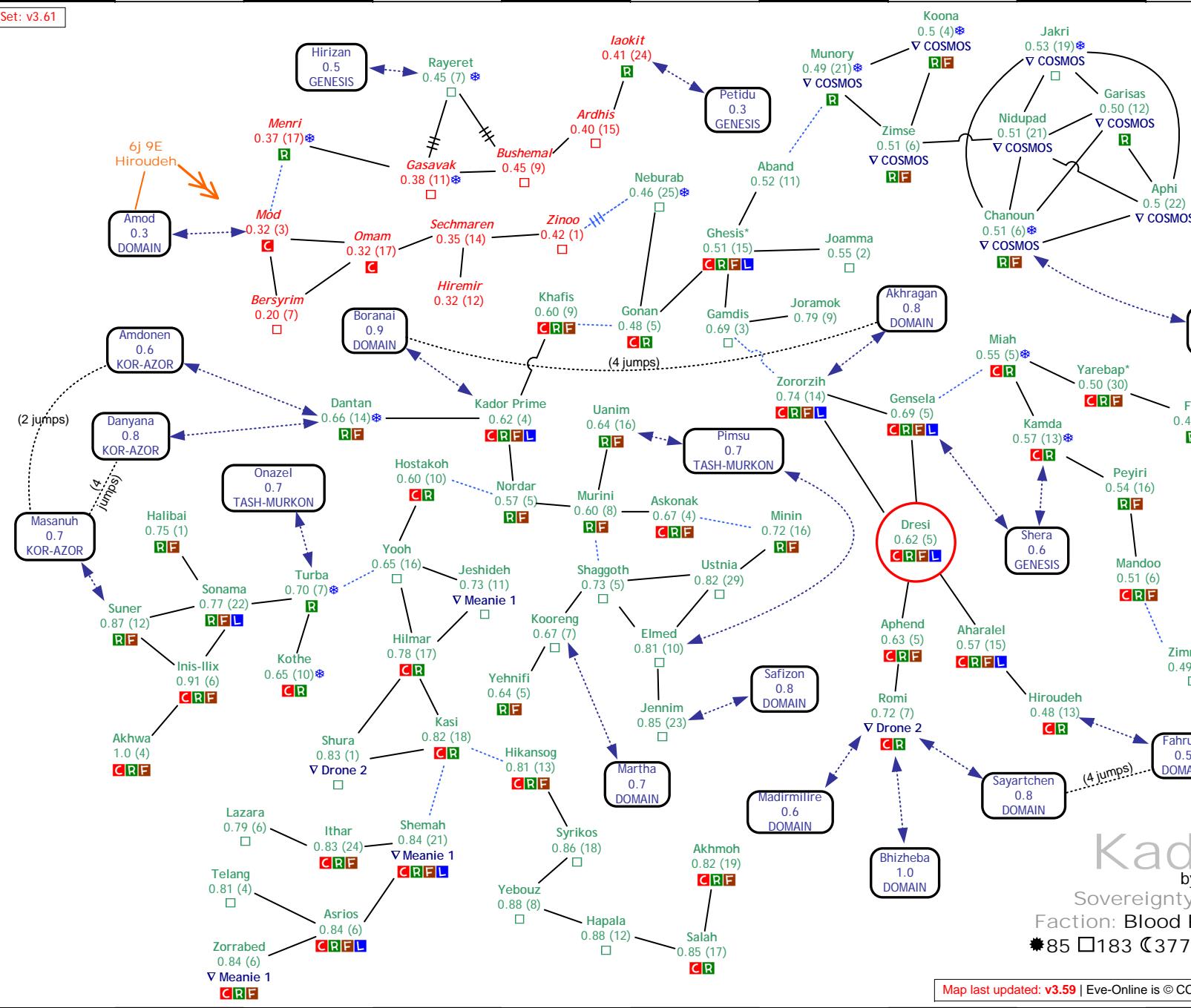


Map last updated: v3.59 | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)

1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

A



Kador

by Ombev

Sovereignty: Amarr

Faction: Blood Raiders

\*85 □183 ¶3773 ▽976 \*16

1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

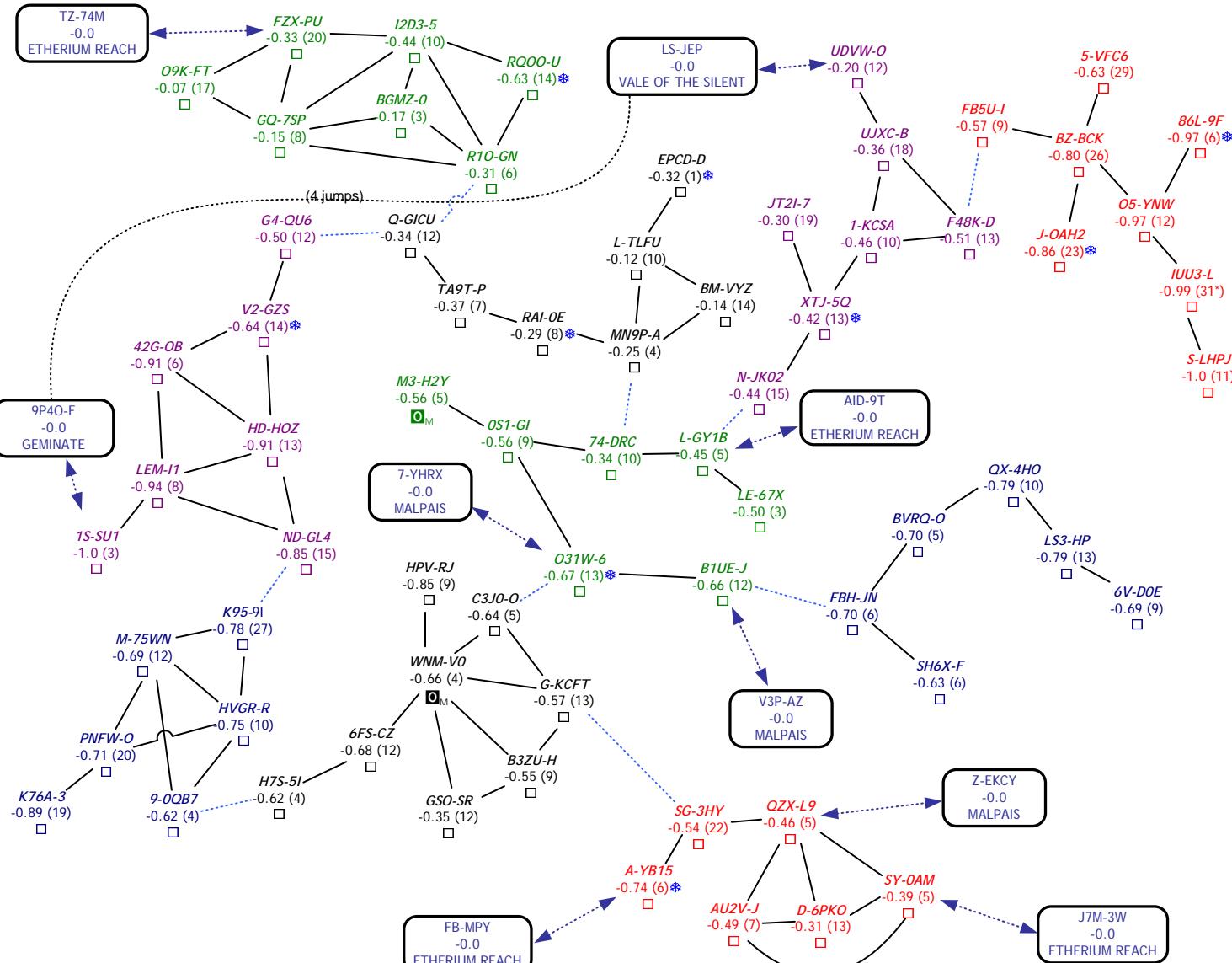
# The Kalevala Expanse

by Ombey &amp; Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

• 69 □ 2 ™ 3050 ▽ 767 \* 9



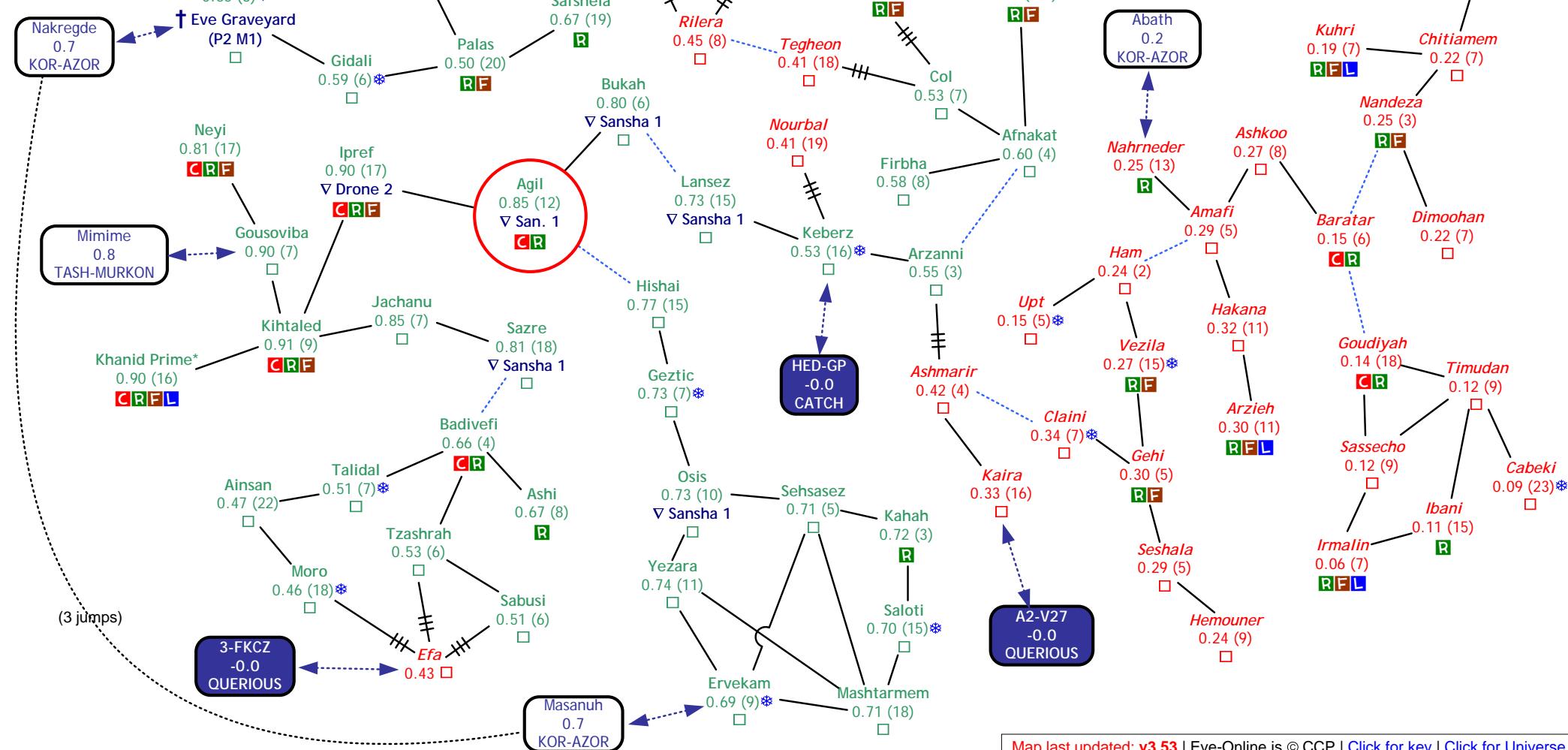
1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

# Khanid

by Ombery  
Sovereignty: Khanid  
Faction: Blood Raiders

•84 □38 ⚭3733 ▽881 \*19



1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

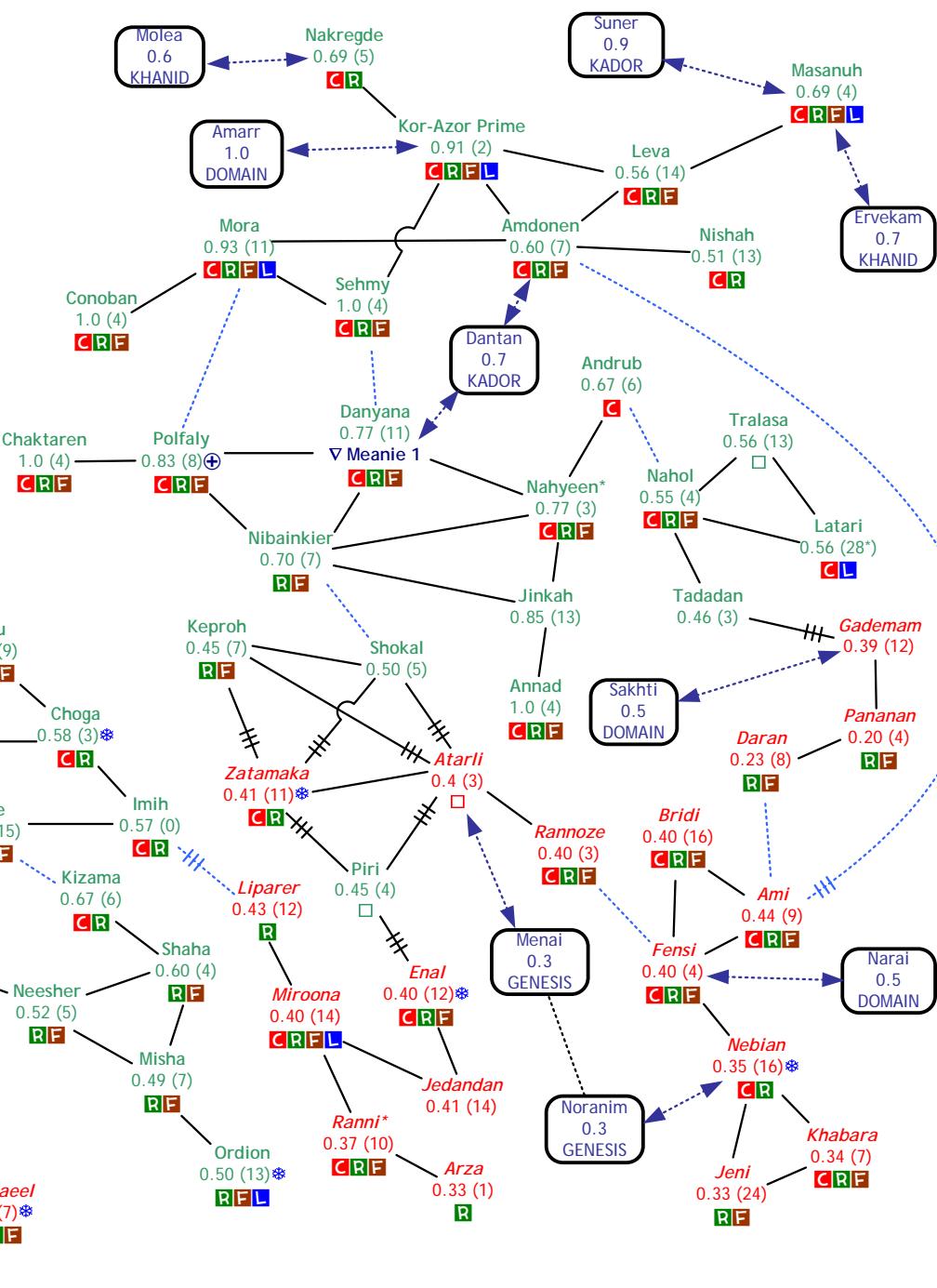
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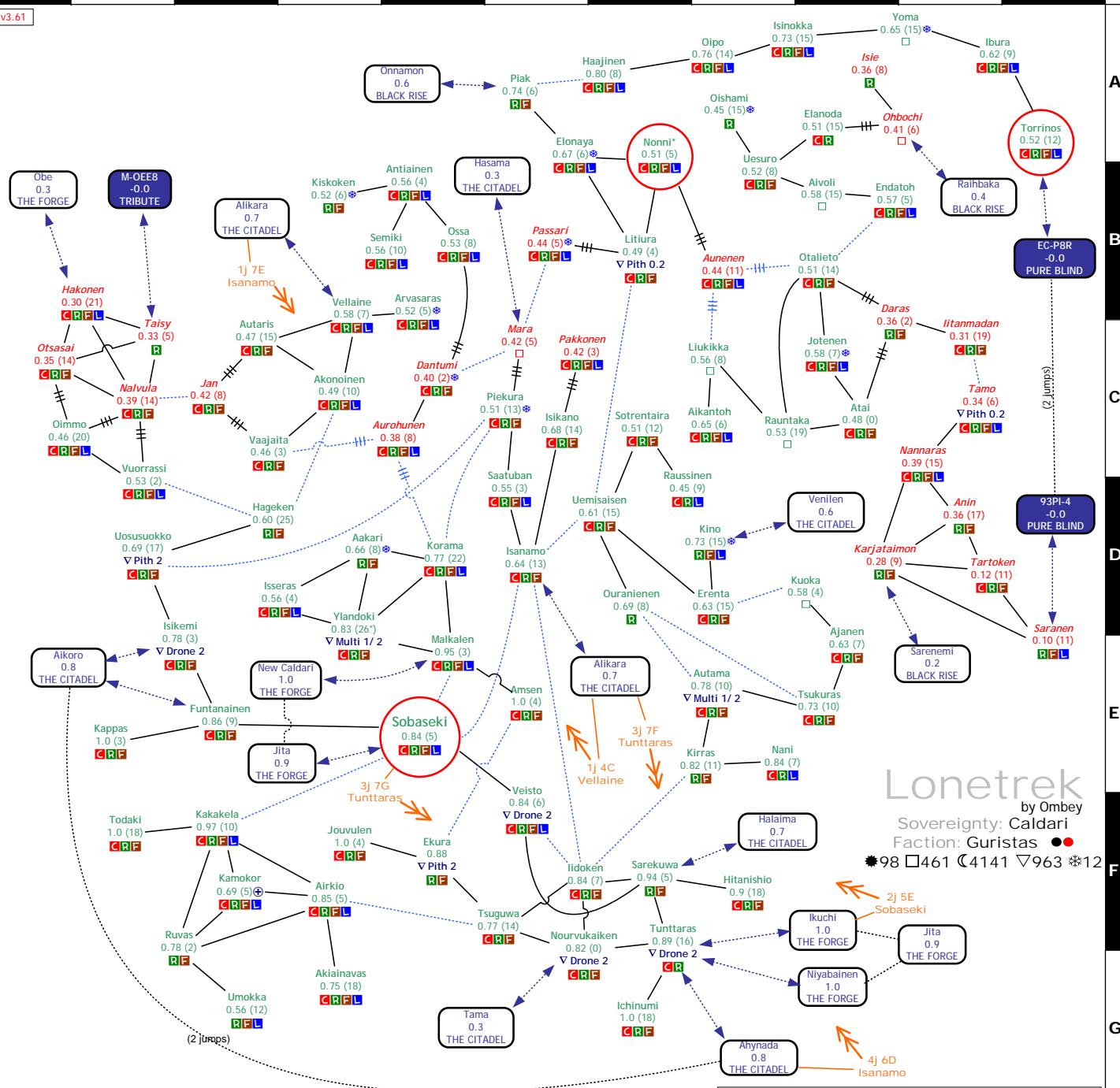
A

# Kor-Azor

by Ombev

Sovereignty: Amarr

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



# Lonetrek

by Ombov

## Sovereignty: Caldari

Faction: Guristas

98 □461 ℄4141 ▽963 ✎12

2j 5E  
obaseki

Jita

0.9  
THE FORGE

[View Details](#)

amo

One is © CCP | [Click for key](#) | [Click for Universe](#)

10 | 11

Digitized by srujanika@gmail.com

Set: v3.61

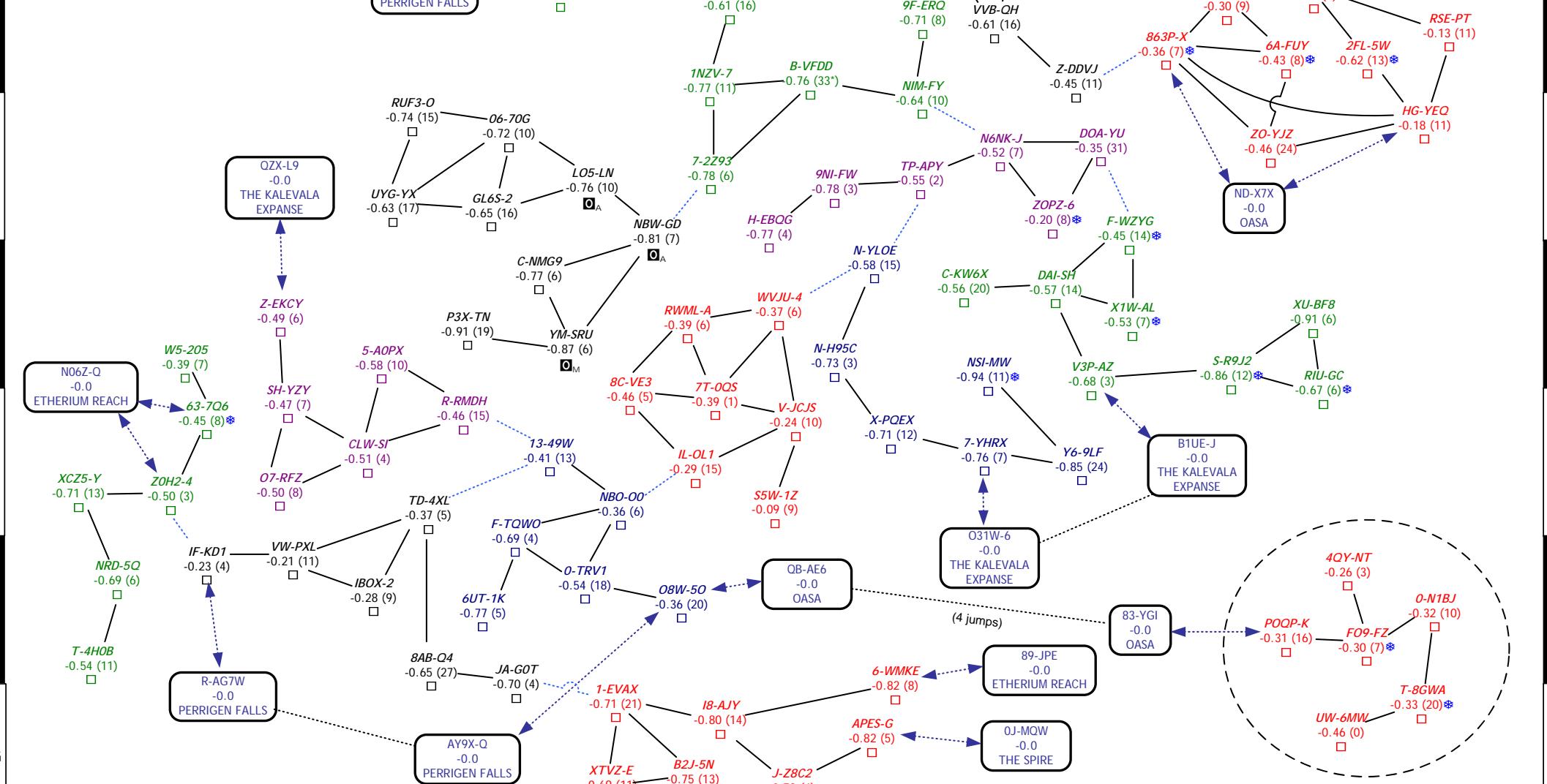
# Malpais

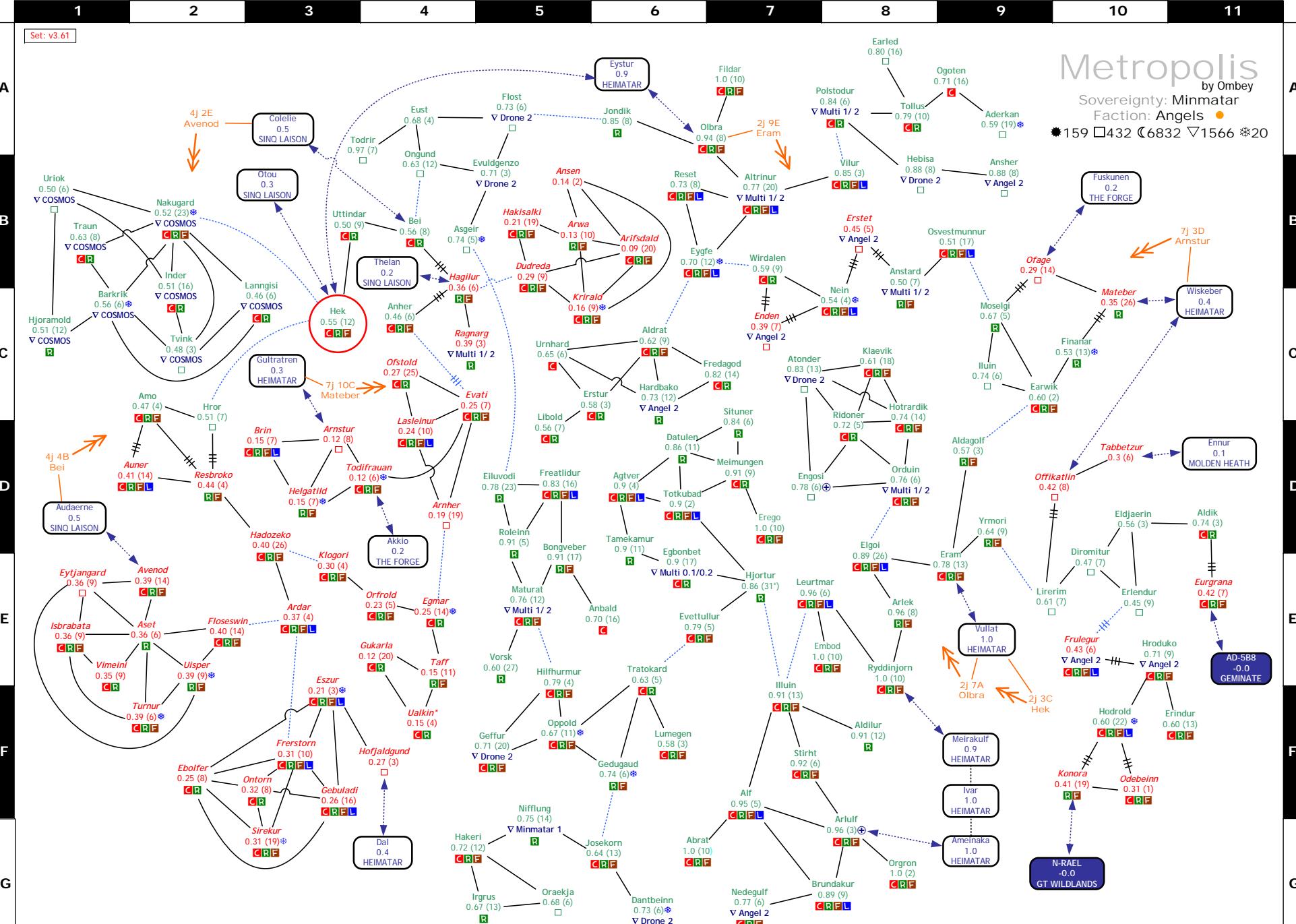
by Ombey & Adam Reed

qnty: Mixed

Drones

★102 □4 ◉4436 ▽1062 ✶14





Map last updated: v3.58 | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)

# Molden Heath

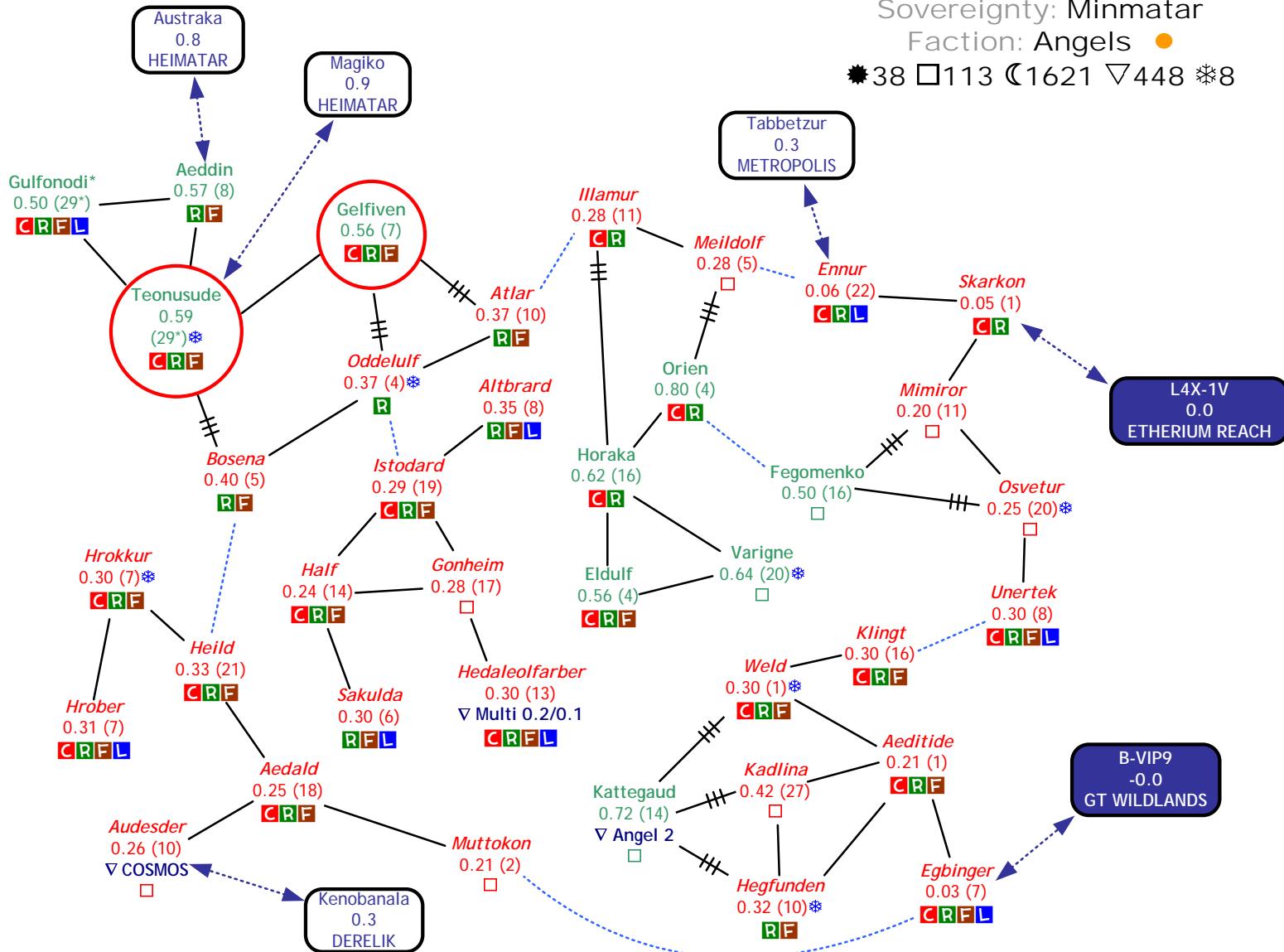
by Ombey

Sovereignty: Minmatar

Faction: Angels

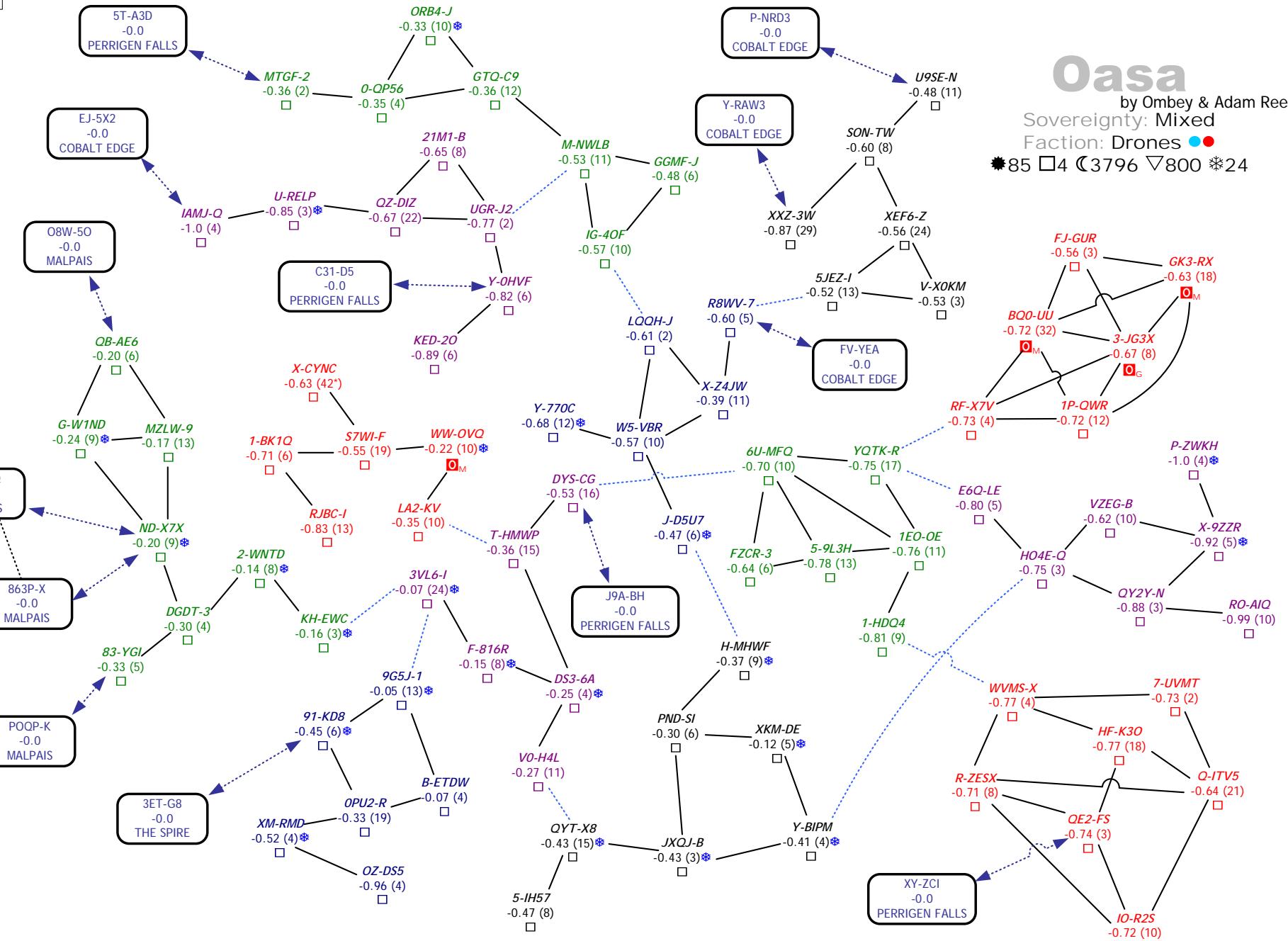
★38 □113 €1621 ▽448 \*8

Set: v3.61



1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

**Oasa**

by Omabay &amp; Adam Reed

Sovereignty: Mixed

Fraction: Drones

85 4 3796 800 24

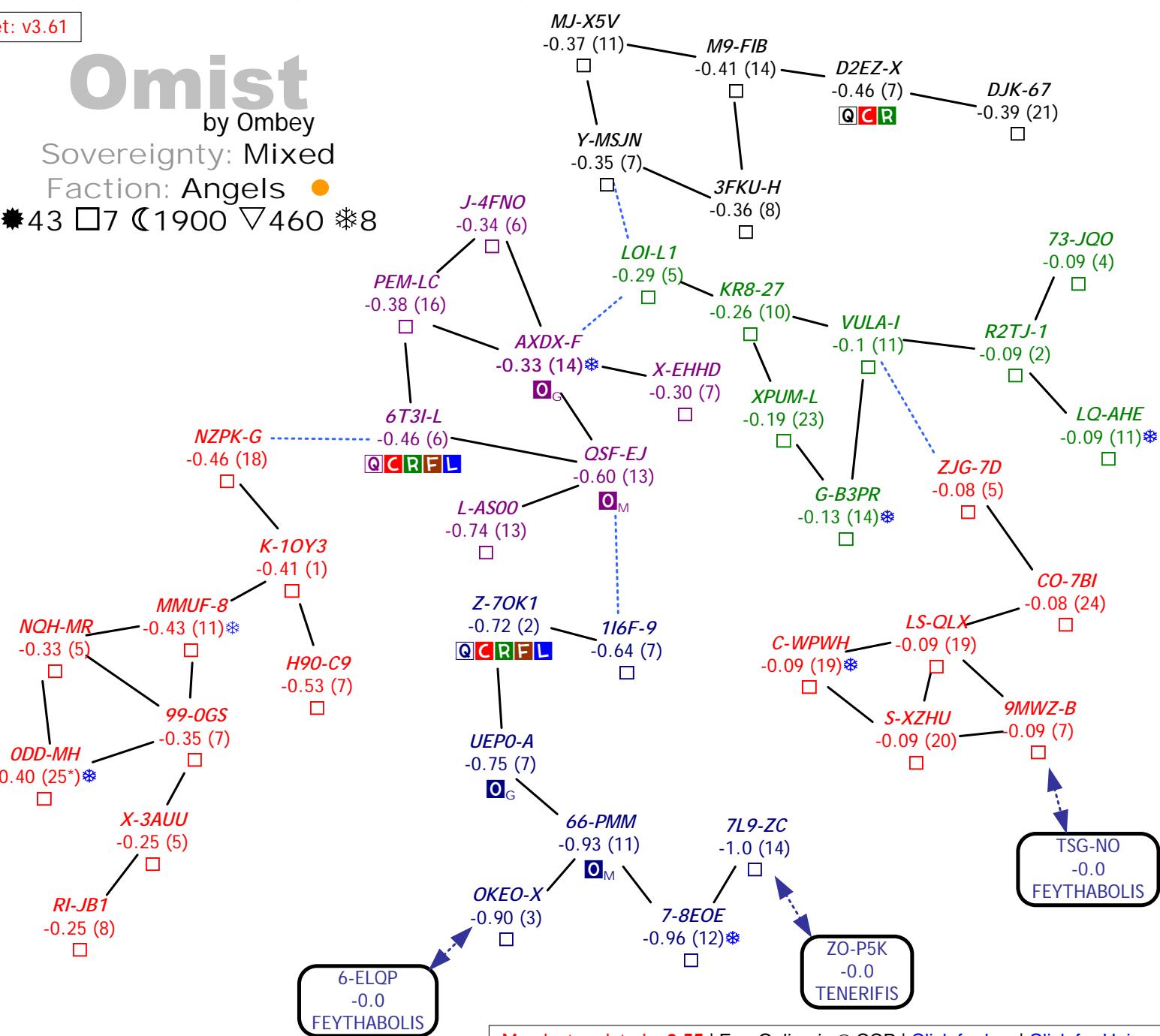
1 2 3 4 5 6 7 8 9 10 11

• v3 61

# Omist

by Ombev

Sovereignty: Mixed  
Faction: Angels



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

Set: v3.61

V-ZH

A

GEN FALL

B

C

1

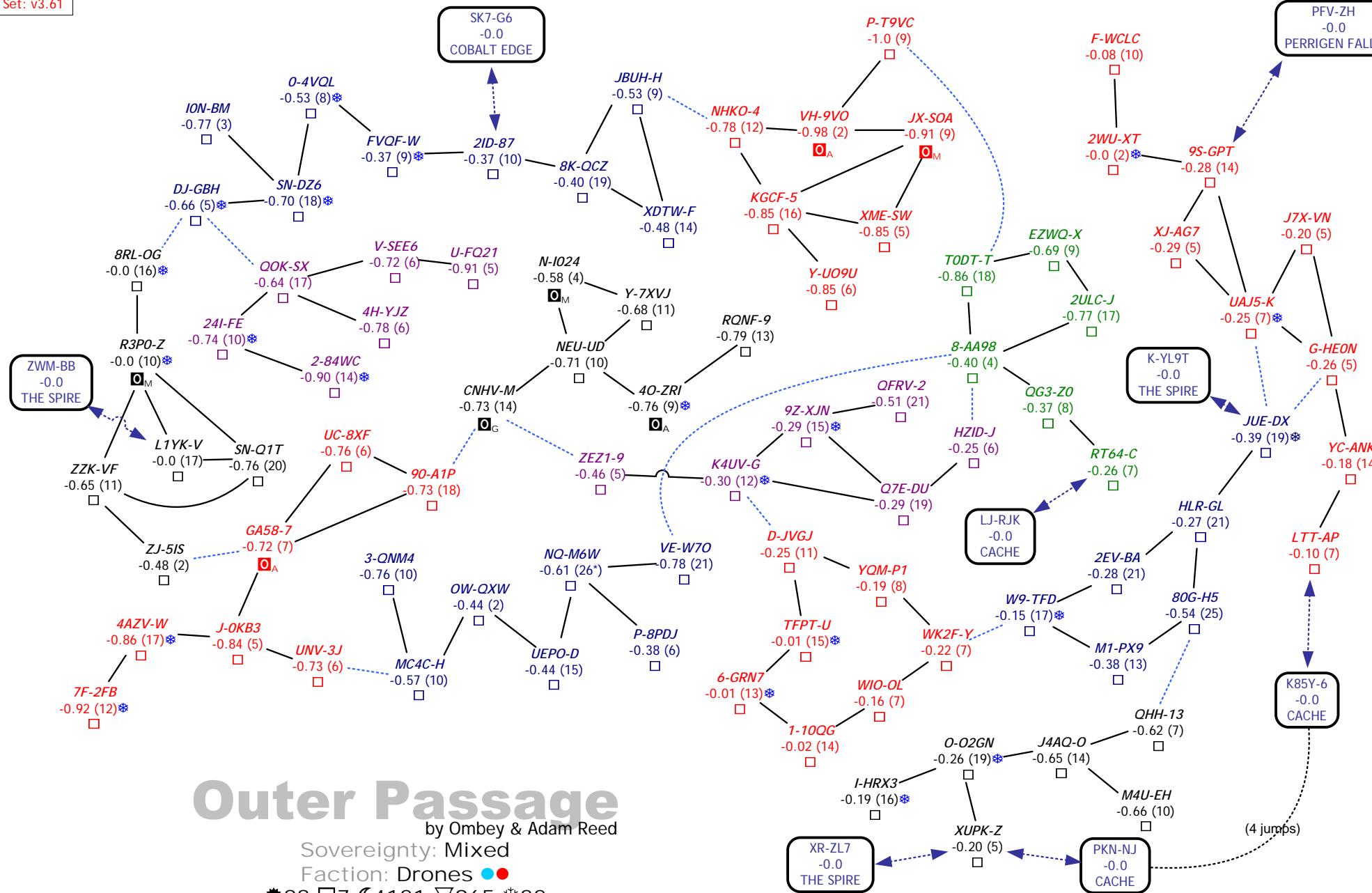
D

YC-ANK  
0.18 (1)

E

F

1



# Outer Passage

by Ombey & Adam Reed

## Sovereignty: Mixed

Faction: Drones

◆88 □7 ◇4121 ▽965 ◆22

1      2      3      4      5      6      7      8      9      10      11

Set: v3.61

A

B

C

D

E

F

**Outer Ring** by Ombe

Sovereignty: ORE

Faction: Serpentis

**Nodes and Values:**

- Cluster 1 (Top Left):**
  - VJ0-81: -0.03 (10)\*
  - VBFC-8: -0.18 (15)
  - YVA-FO: -0.70 (29\*)
  - OD-CHA: -0.79 (1)
  - A2V6-6: -0.85 (6)\*
  - O-RIDF: -0.06 (9)\*
  - Z-40CG: -0.01 (16)
  - LBV-Q1: -0.003 (12)\*
  - ZXC8-1: -0.001 (16)
  - W2F-ZH: -0.01 (18)
  - BMU-V1: -0.001 (17)
  - 3HQC-6: -0.04 (10)\*
  - GA-2V7: -0.001 (4)
  - R-OCBA: -0.02 (5)
  - DB-6W4: -0.004 (8)
  - OX-RGN: -0.003 (3)
  - 7-692B: -0.003 (15)
  - XF-TOL: -0.0
  - E-GCXO: -0.06 (3)
  - BOE7-P: -0.08 (15)
  - J1H-R4: -0.002 (14)
  - O-WVQS: -0.07 (7)
  - O-9UHT: -0.03 (12)
  - 5WAE-M: -0.05 (11)
  - M-NKZM: -0.05 (3)
  - BH-SDP: -0.04 (7)
  - 4C-B7X: -0.01 (5)
  - NCRFL: (Blue box)
  - LGUZ-1: -0.001 (6)\*
  - J9SH-A: -0.01 (16)
  - JKJ-VJ: -0.15 (6)
  - RTX0-S: -0.21 (3)
  - MT-2VJ: -0.10 (4)
  - 33FN-P: -0.33 (14)
  - NM-OEA: -0.40 (6)
  - NR: (Green box)
- Cluster 2 (Top Middle):**
  - T-Z6J2: -0.15 (22)
  - L3-XYO: -0.10 (3)
  - AN-G54: -0.13 (9)\*
  - ZXI-K2: -0.06 (18)
  - BF-SDP: -0.04 (7)
  - F-XWIN: -0.001 (5)
  - D5IW-F: -0.001 (10)\*
  - 1L-BHT: -0.001 (9)
  - E9G-MT: -0.003 (27)
  - UO9-YG: -0.01 (5)
  - ZQH-QV: -0.01 (8)
  - ZJQH-S: -0.01 (3)
  - RL-KT0: -0.01 (8)
  - COT-77: 0.01 (3)
  - TQ-RR8: -0.01 (21)\*
  - P-NUWP: -0.02 (19)
  - EF-F36: -0.0
  - OT-AMZ: -0.0 ⚡ SYNDICATE
- Cluster 3 (Top Right):**
  - G-Y755: -0.04 (4)\*
  - NP6-38: -0.17 (6)
  - W-Z3HW: -0.03 (13)\*
  - BOC-LD: -0.23 (4)\*
  - 5-MLDT CLOUD RING
  - VSIG-K SYNDICATE
  - 3KNK-A -0.0 ⚡ SYNDICATE

# Outer Ring

by Ombev

## Sovereignty: ORE

Faction: Serpentis

★59 □0 C2391 ▽600 \*\*\*14

1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

A

B

6

D

E

5

2

A

R

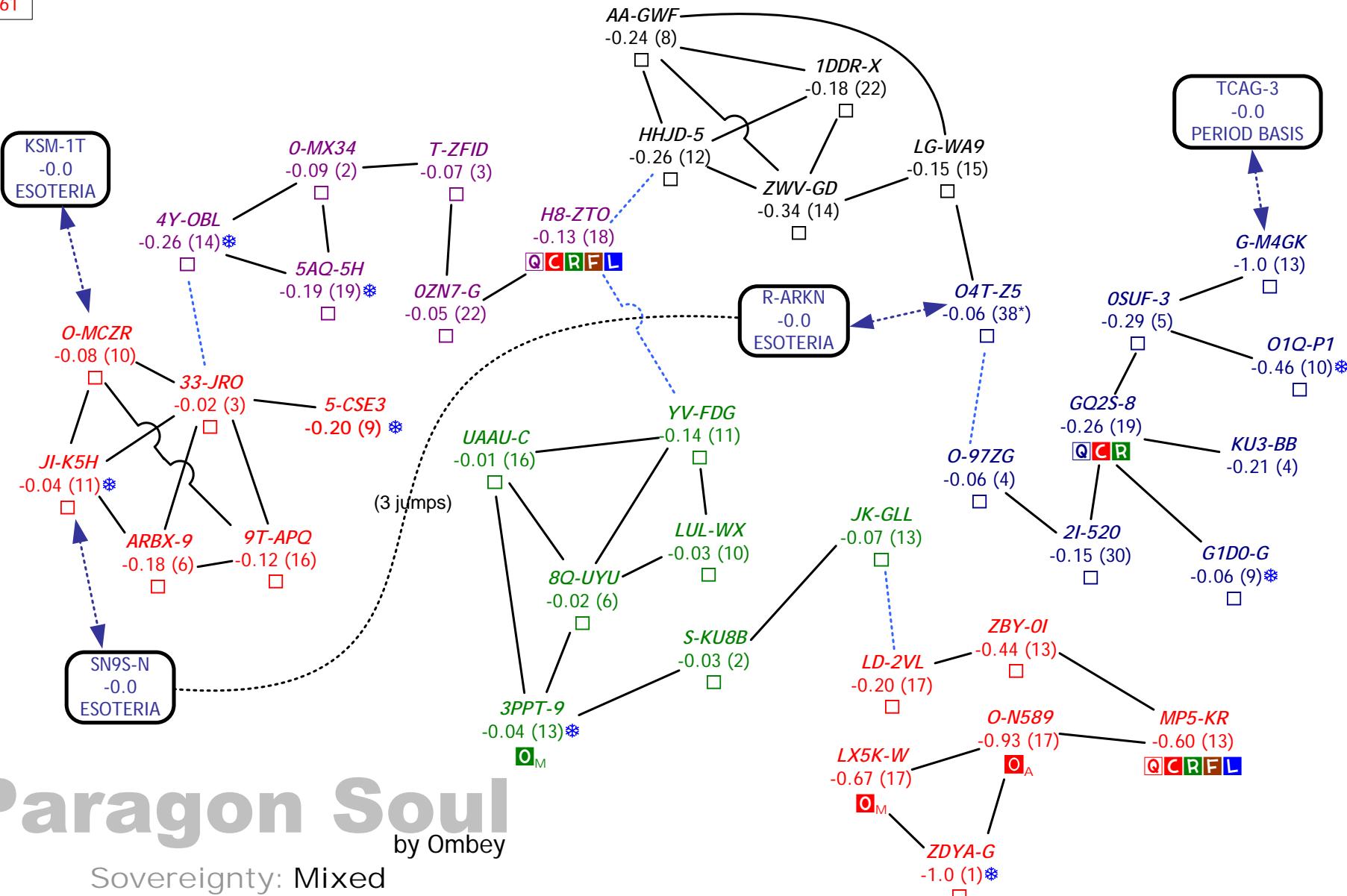
9

1

9

1

6



# Paragon Soul

by Ombey

Sovereignty: Mixed

Faction: Sanshas

★39 □6 ℗1924 △482 ✶13

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1 2 3 4 5 6 7 8 9 10 11

# Period Basis

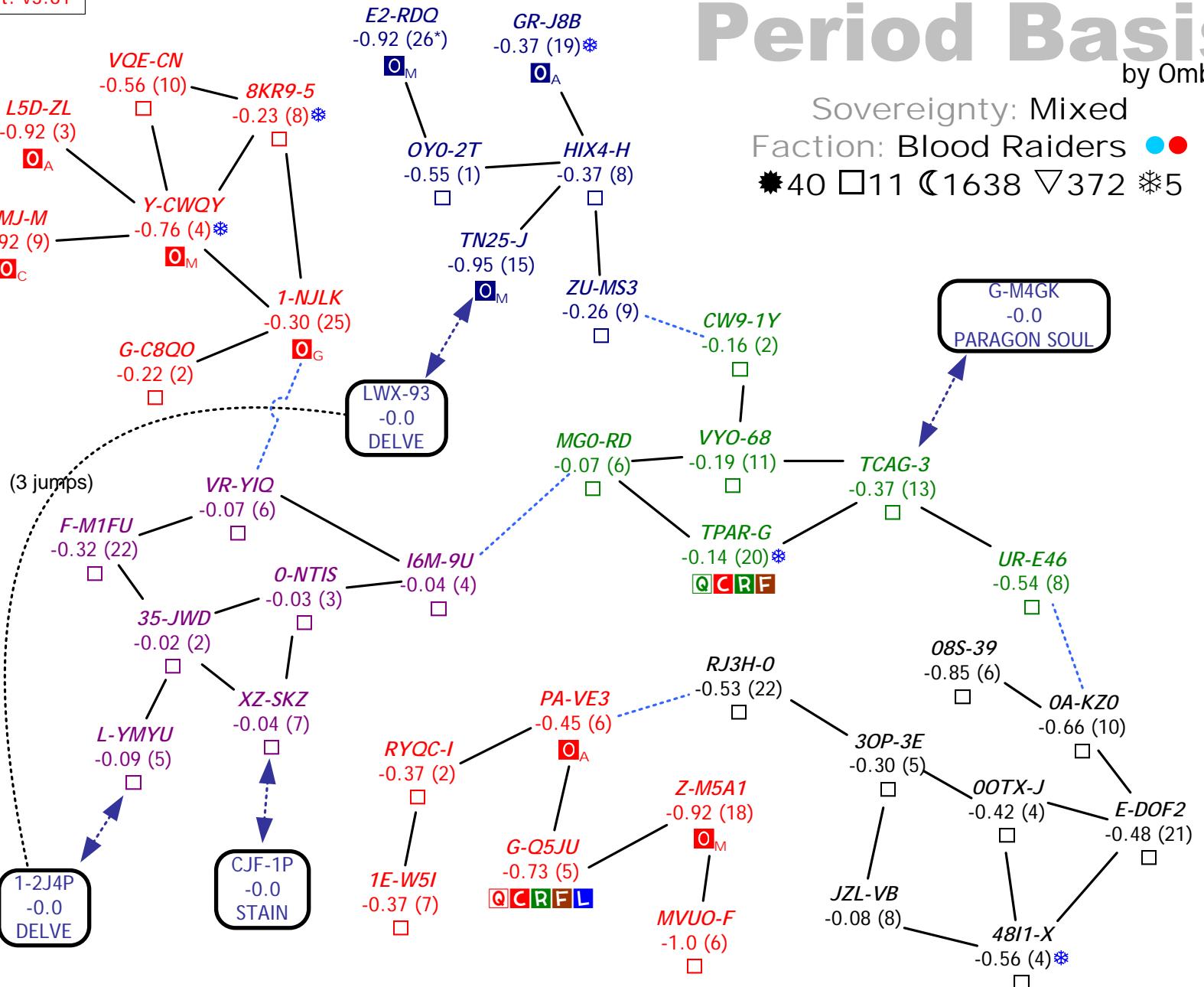
by Ombey

Sovereignty: Mixed

Faction: Blood Raiders

• 40 □ 11 ⚭ 1638 ▽ 372 ✶ 5

Set: v3.61



1

2

3

4

5

6

7

8

9

10

11

Set: v3.61

# Perrigen Falls

by Omby &amp; Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

●104 □10 ◇4360 ▽958 \*22

A

B

C

D

E

F

G

A

B

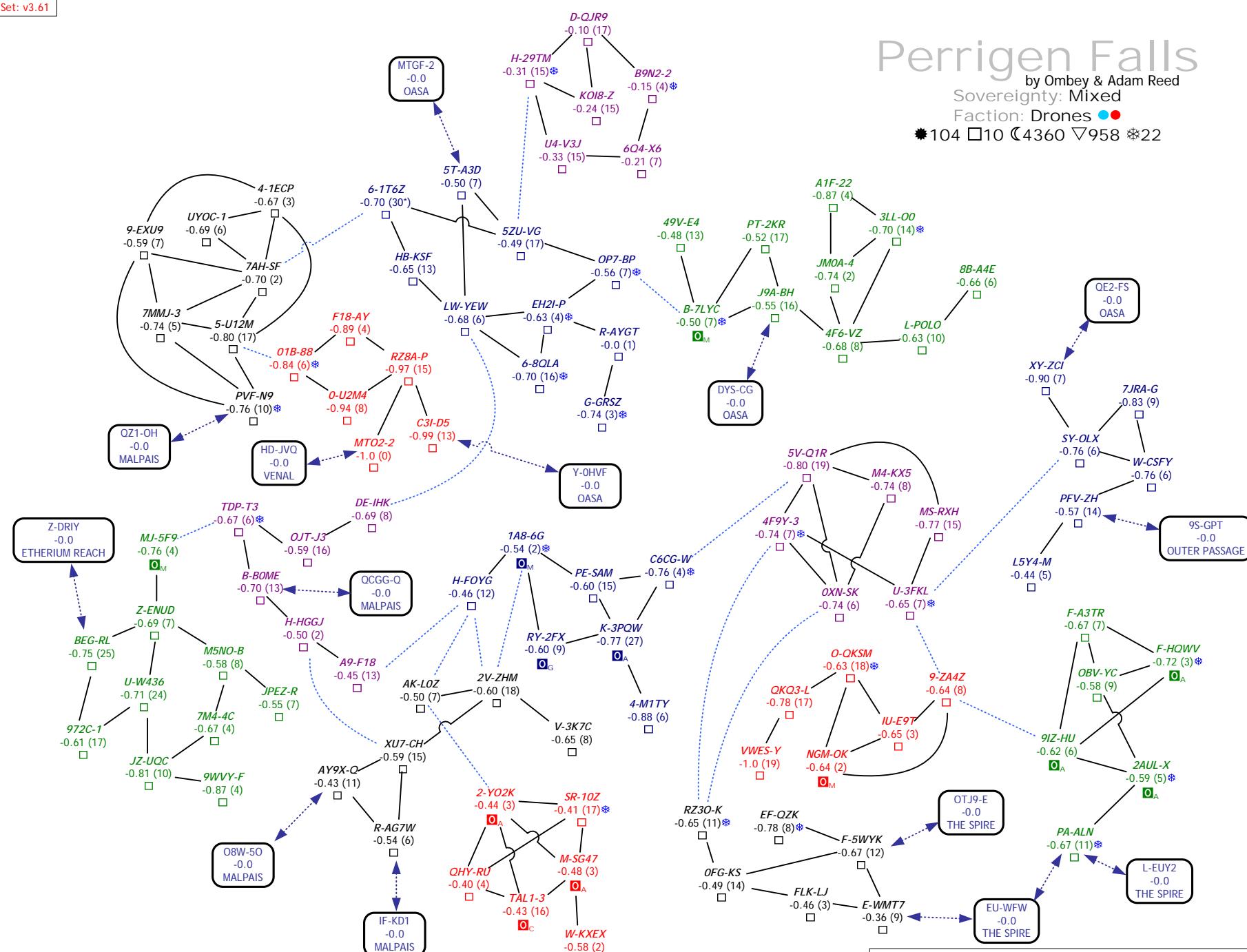
C

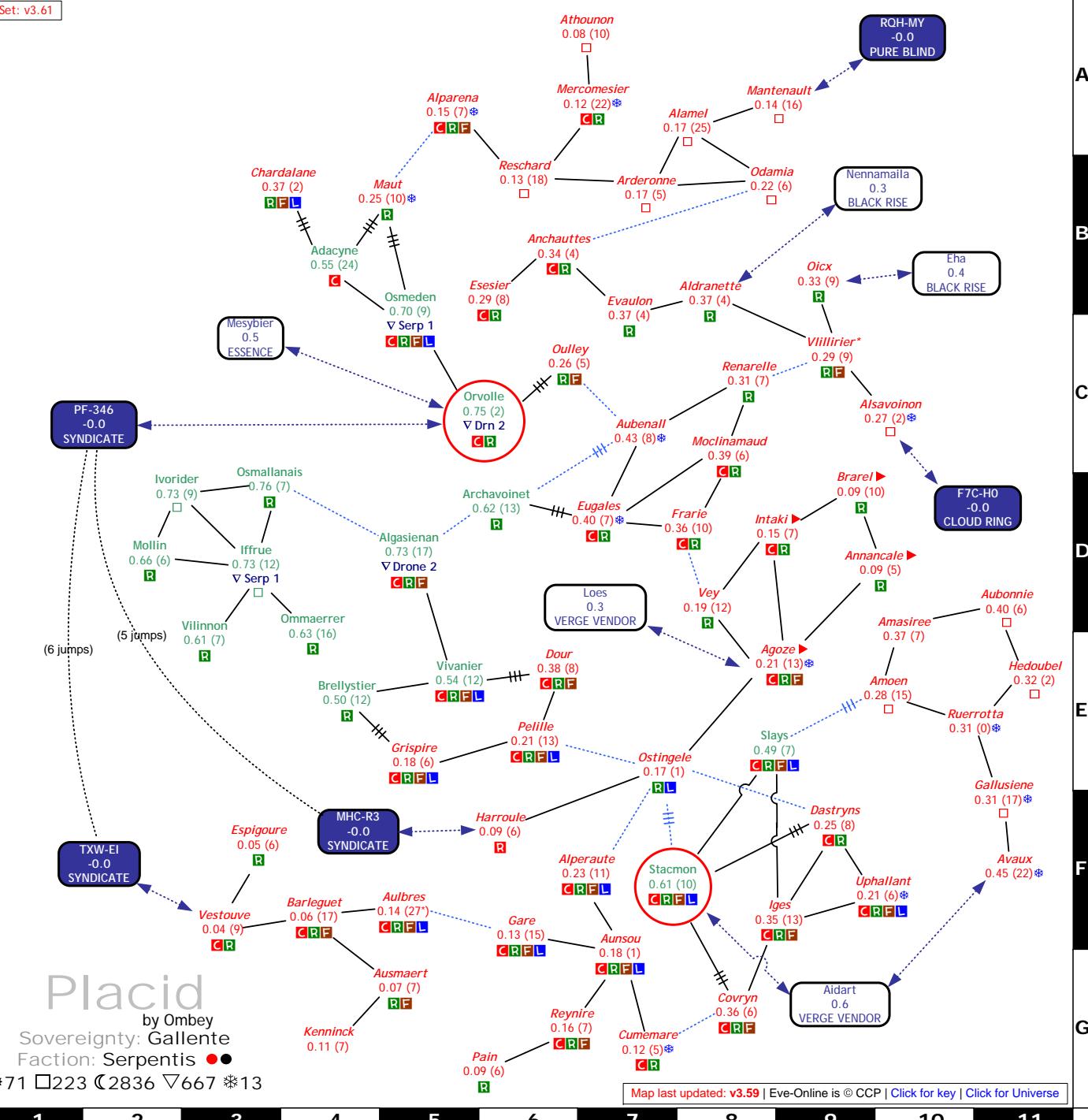
D

E

F

G





## Placid

by Ombev

Sovereignty: Gallente

Faction: Serpentis ●●



1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

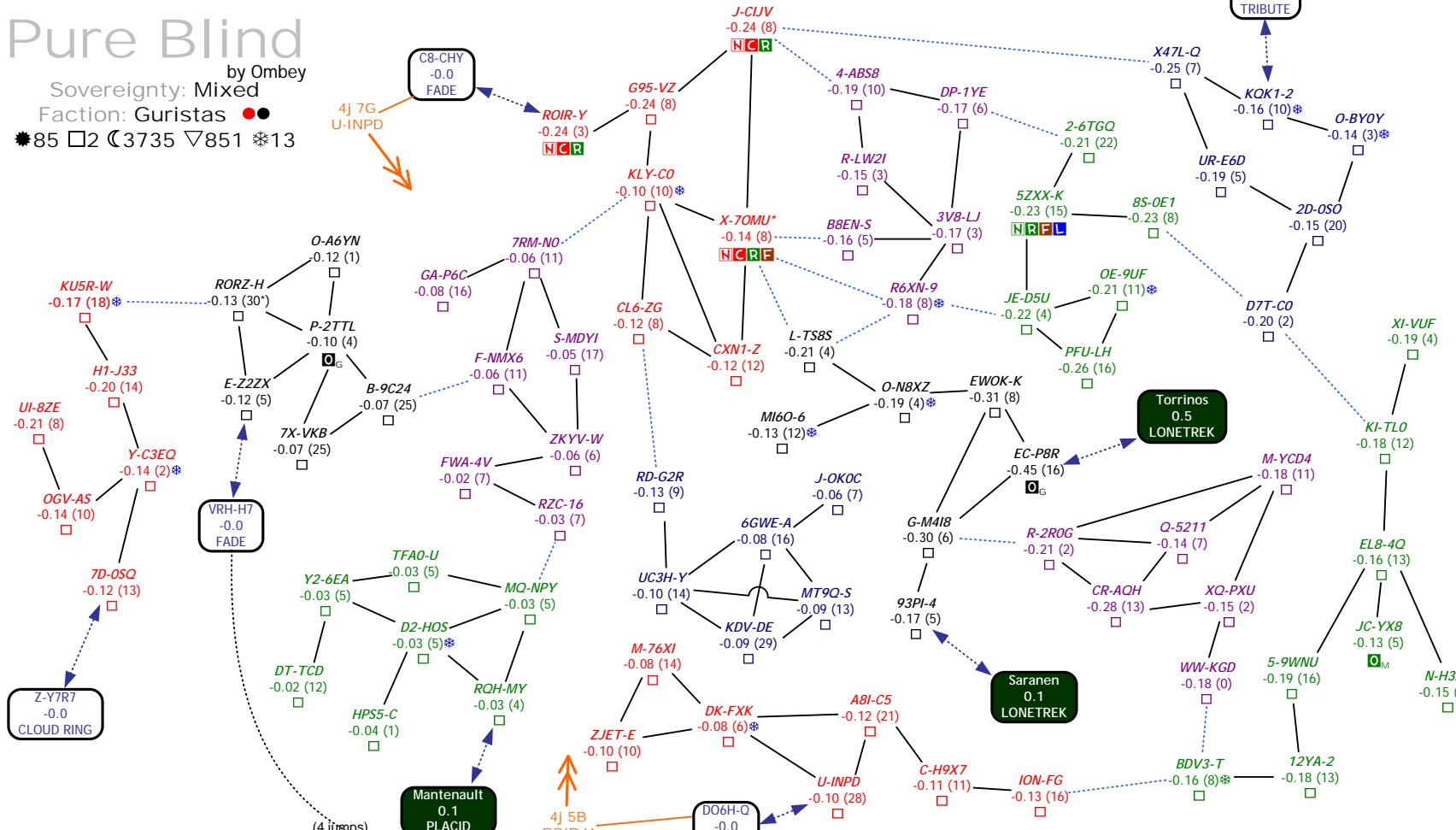
# Pure Blind

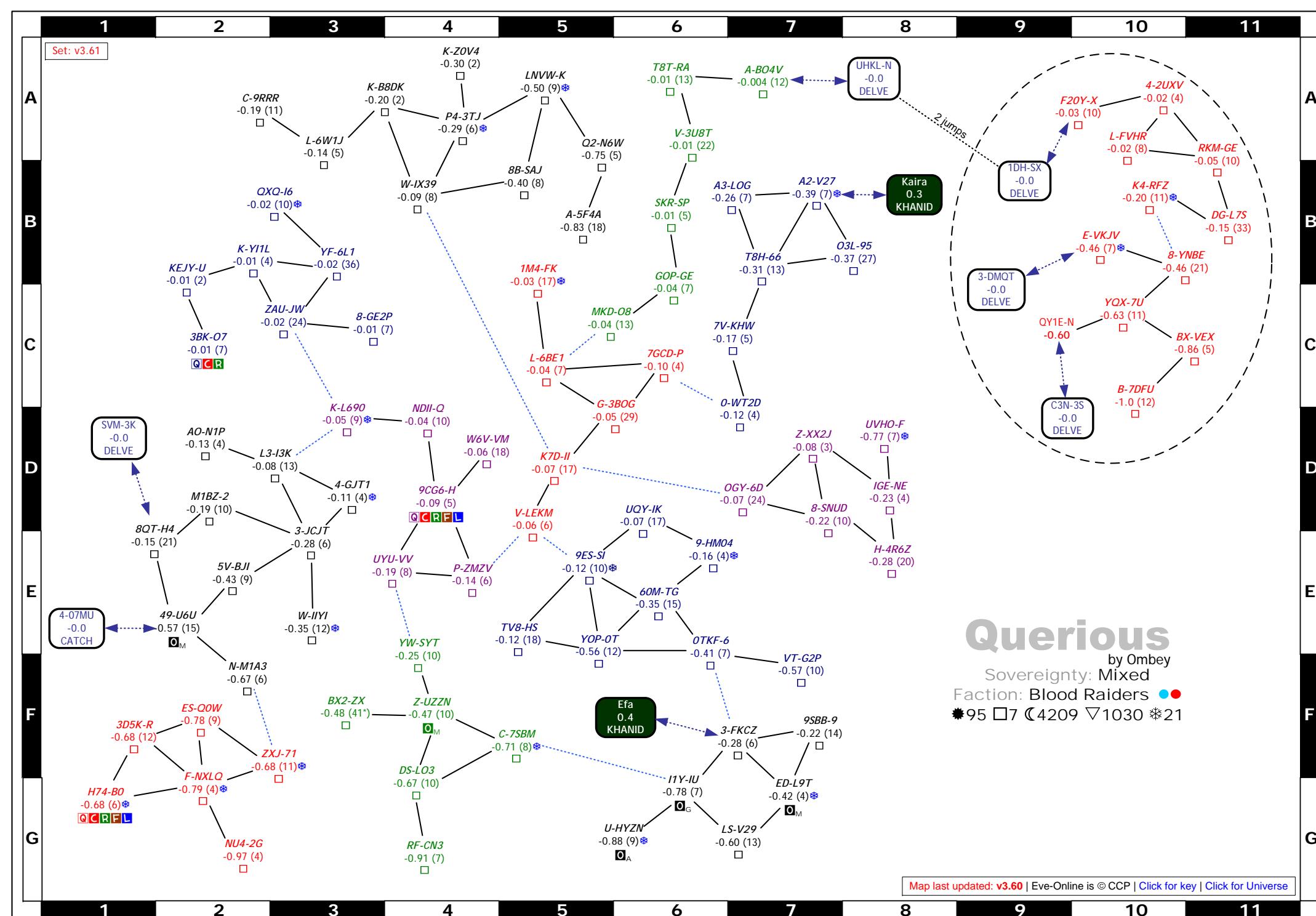
by Ombezey

Sovereignty: Mixed

Faction: Guristas ●●

• 85 □ 2 C 3735 ▽ 851 \* 13





Set: v3.61

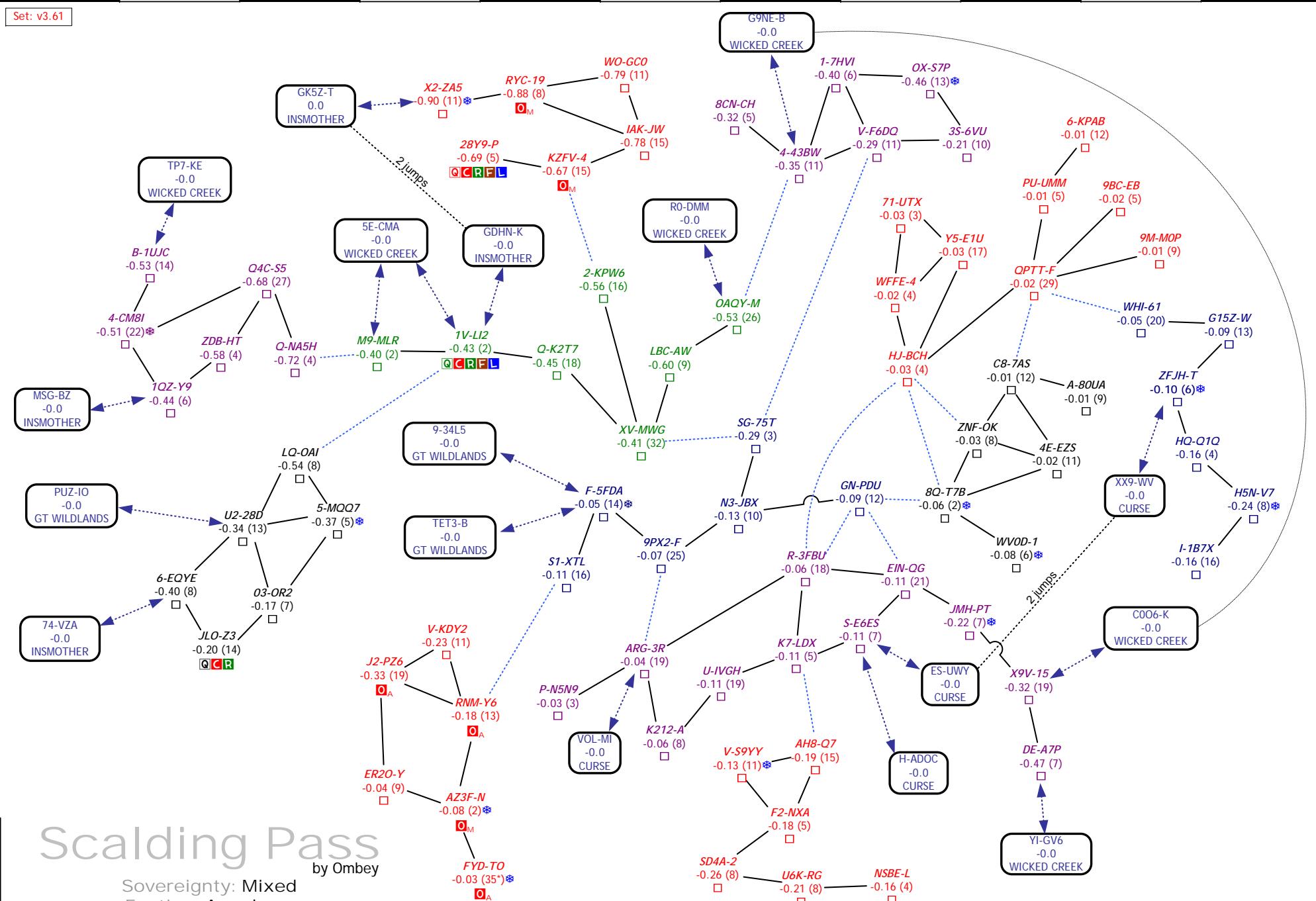
**A****B****C****D****E****F****G****A****B****C****D****E****F****G**

# Scalding Pass

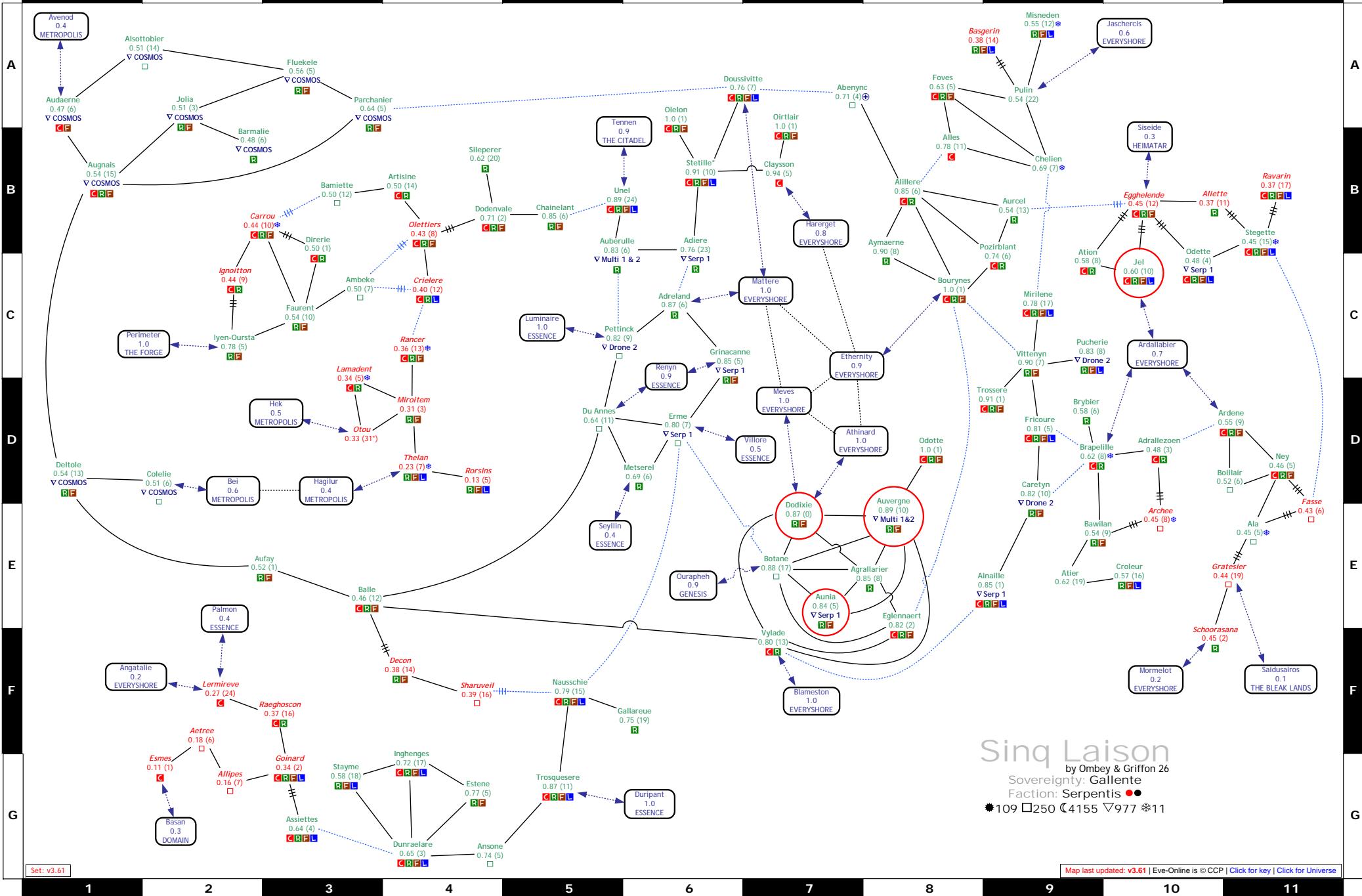
by Ombez

Sovereignty: Mixed  
 Faction: Angels

•81 □9 C3437 ▽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: v3.61

A

B

C

D

E

F

G

A

B

C

D

E

F

G

# Solitude

by Ombeiy

Sovereignty: Gallente

Faction: Serpentis ●●

★43 □116 ₣1859 ▽430 ✽4

Shirshocin  
0.3  
ARIDIA

Agaullores  
0.07 (10)

D85-VD  
-0.0  
SYNDICATE

Faurulle  
0.10 (12)

Ogaria  
0.16 (4)

Ratilloose  
0.37 (7)\*

Hare  
0.17 (27\*)

Oruse  
0.20 (13)

Arittant  
0.26 (22)

Heluene  
0.23 (5)

Ankee  
0.25 (7)

Elore  
0.22 (2)

Aimoguier  
0.18 (2)

Cadelanne  
0.12 (7)\*

Straloin  
0.21 (18)

Ondree  
0.53 (20)

Pochelympe  
0.62 (5)

Yvelet  
0.78 (14)

Drone 2

Meunvon  
0.27 (5)

Yveve  
0.35 (25)

Conomette  
0.30 (13)

Lazer  
0.79 (5)

Arasare  
0.81 (1)

Serp 1

Stoure  
0.72 (7)

Postouvin  
0.66 (14)

Gerérique  
0.66 (3)

Toustain  
0.41 (4)

Eggeron  
0.52 (7)

Yvaeroure  
0.76 (20)

Vecodie  
0.78 (12)

Octanneve\*  
0.70 (4)

CRFL

Larryn  
0.60 (4)

Nibble  
0.62 (6)\*

RFL

Sarline  
0.44 (7)

Niballe  
0.62 (6)\*

RF

Harner  
0.13 (1)

Postouvin  
0.66 (14)

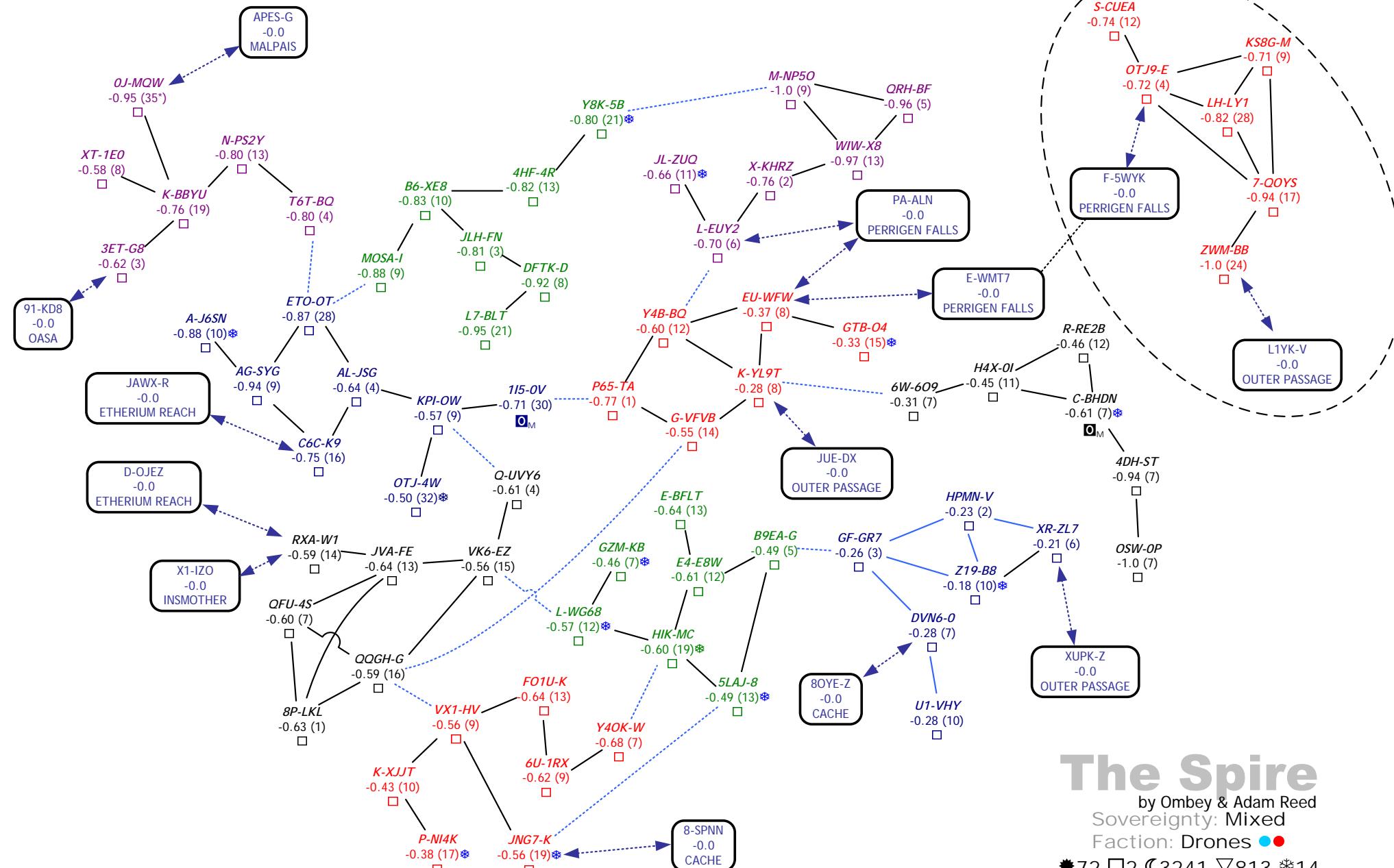
Odinesyn  
0.65 (13)

Y9G-KS  
-0.0  
SYNDICATE

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: v3.61



1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

Stain

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

A

B

C

D

E

F

G

A

B

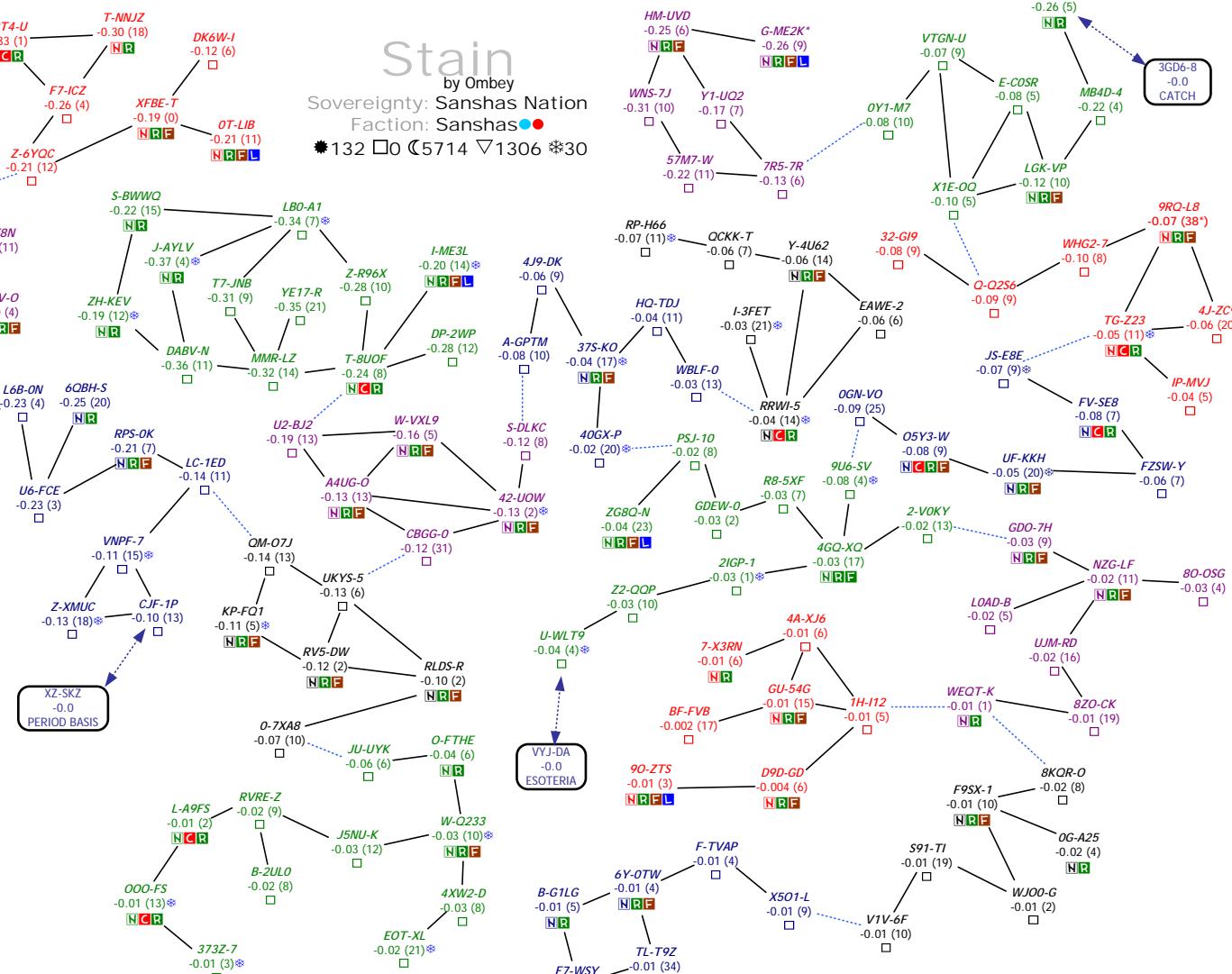
C

D

E

F

G



1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

A

B

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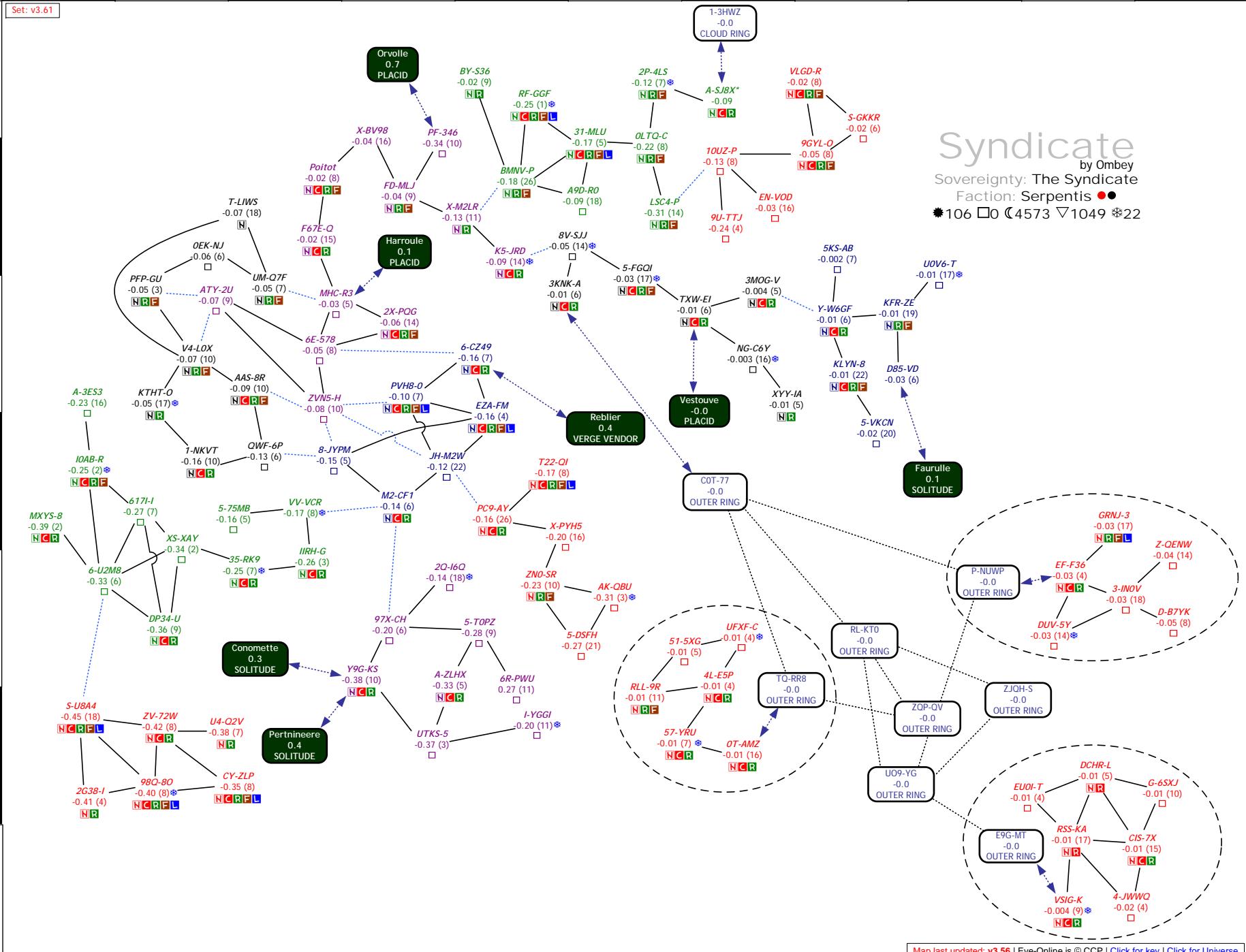
# Syndicate

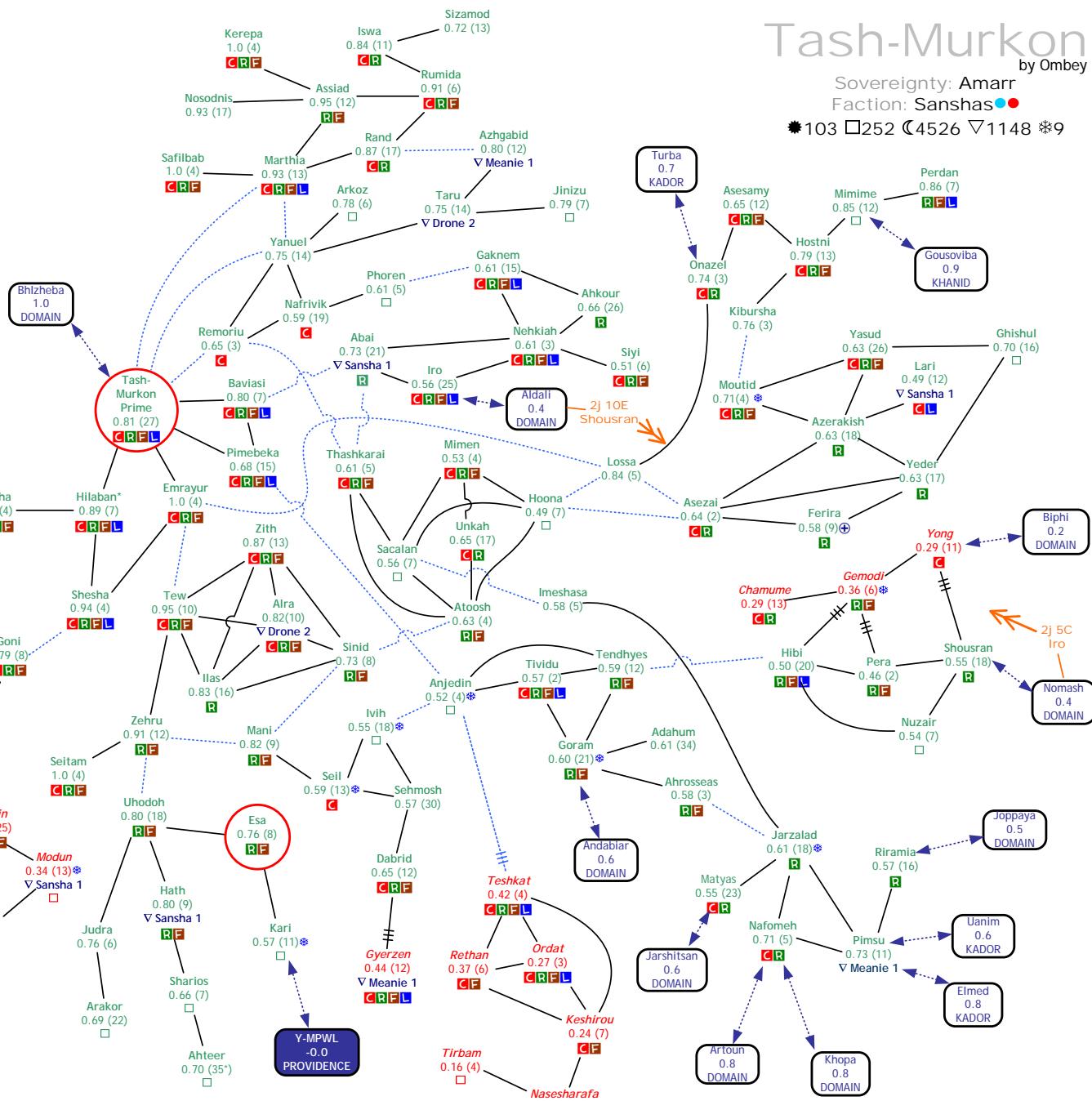
by Ombev

Sovereignty: The Syndicate

Faction: Serpentis ●

\*106 □ 0 C4573 ▽1049 \*22

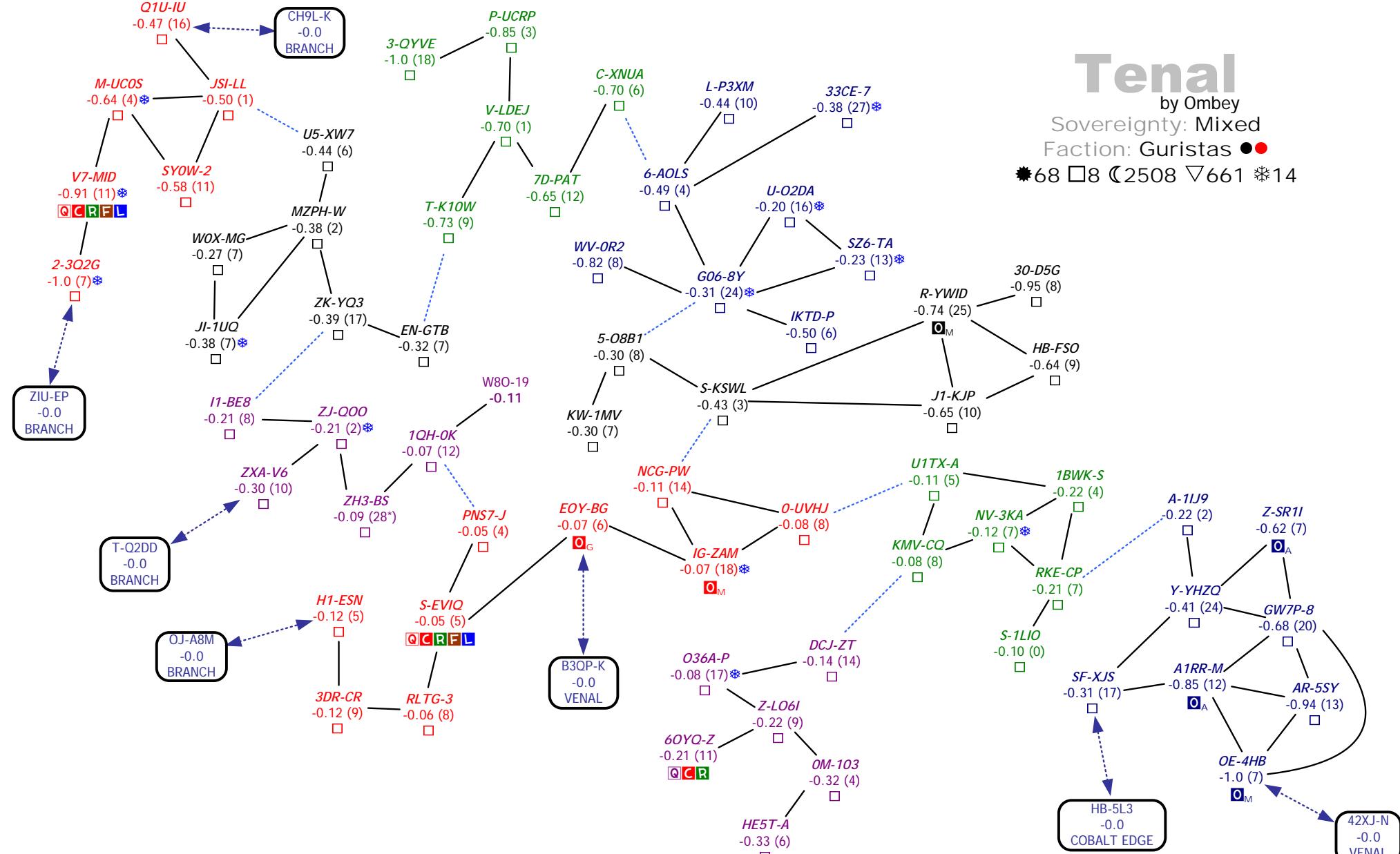




Map last updated: v3.59 | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)

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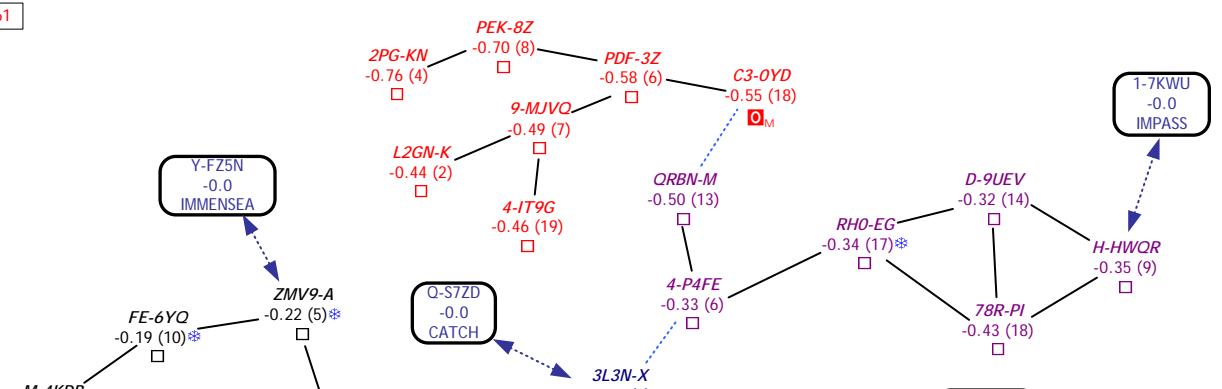
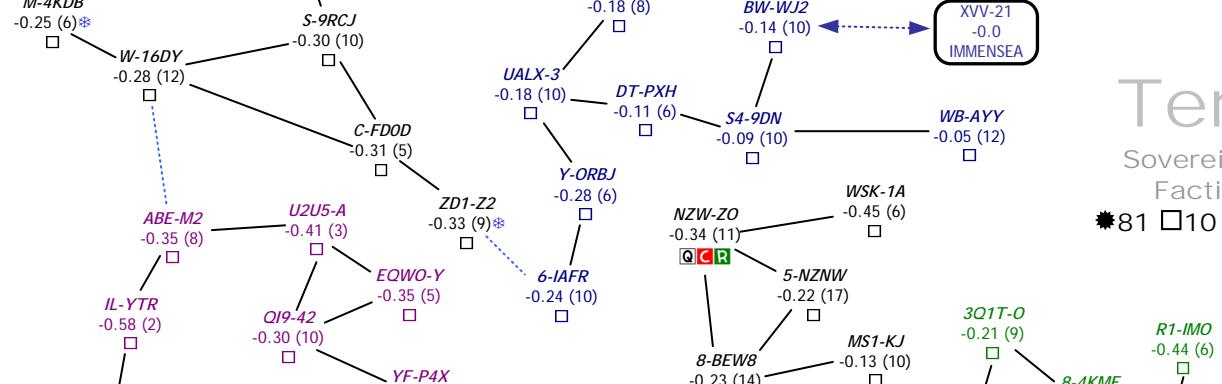
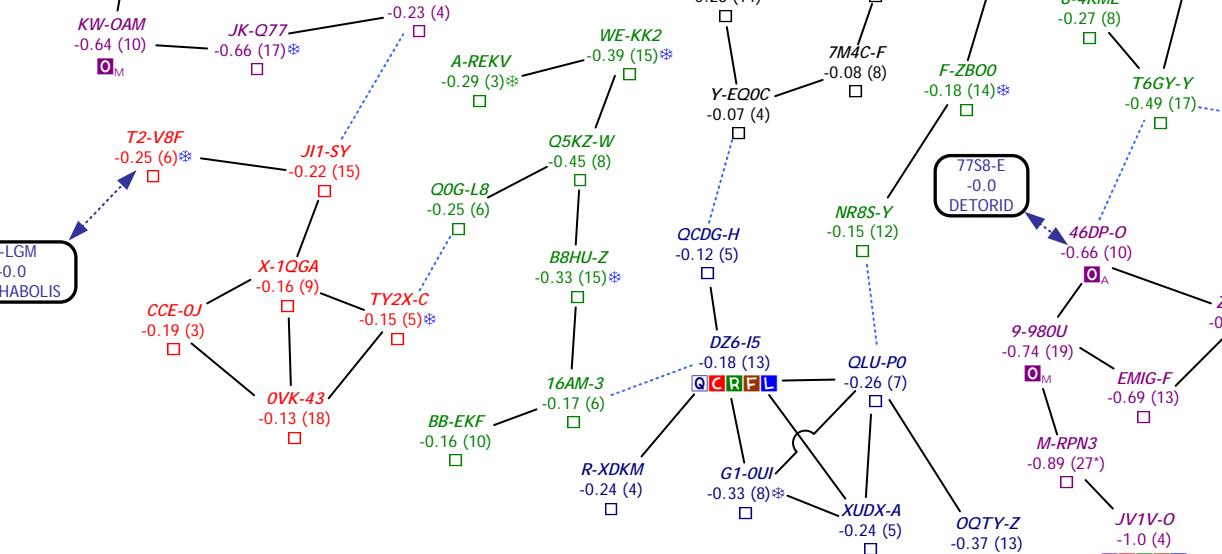
Set: v3.61



1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

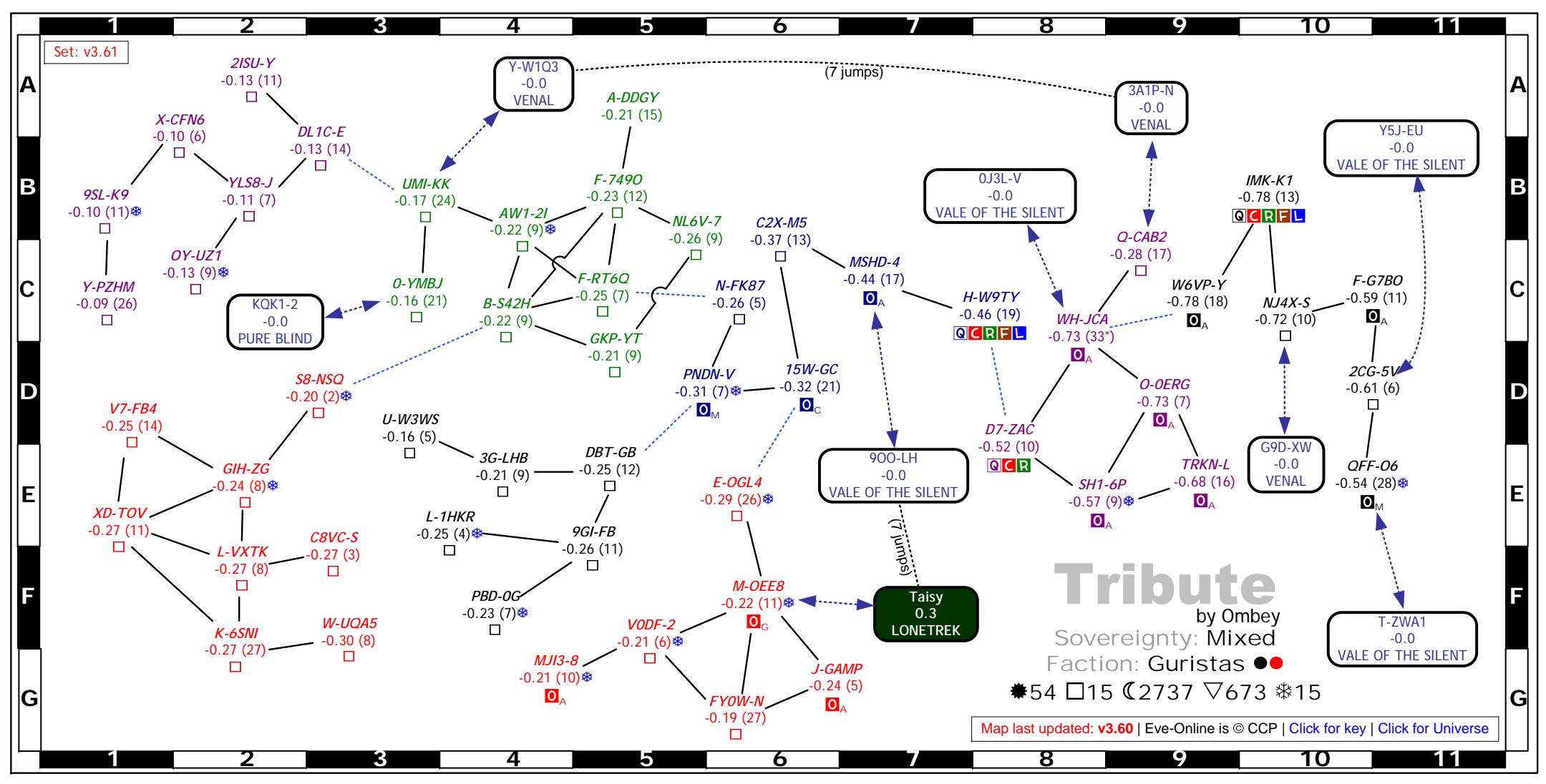
**A****B****C****D**

**Tenerifis**  
by Ombez  
Sovereignty: Minmatar  
Faction: Angels

★81 □10 ◇3783 ▽819 ★19

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

1 2 3 4 5 6 7 8 9 10 11

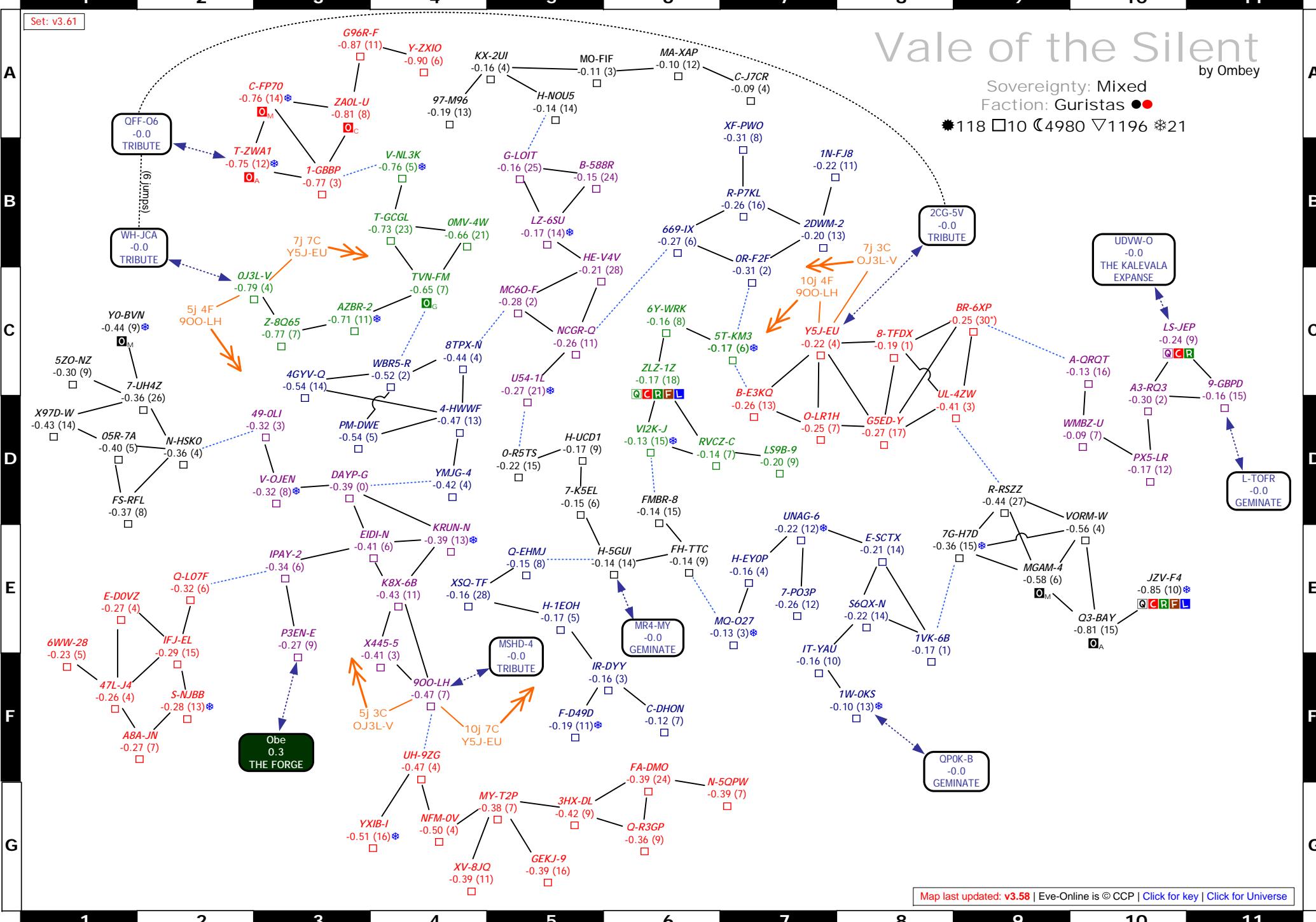


# Vale of the Silent

by Ombev

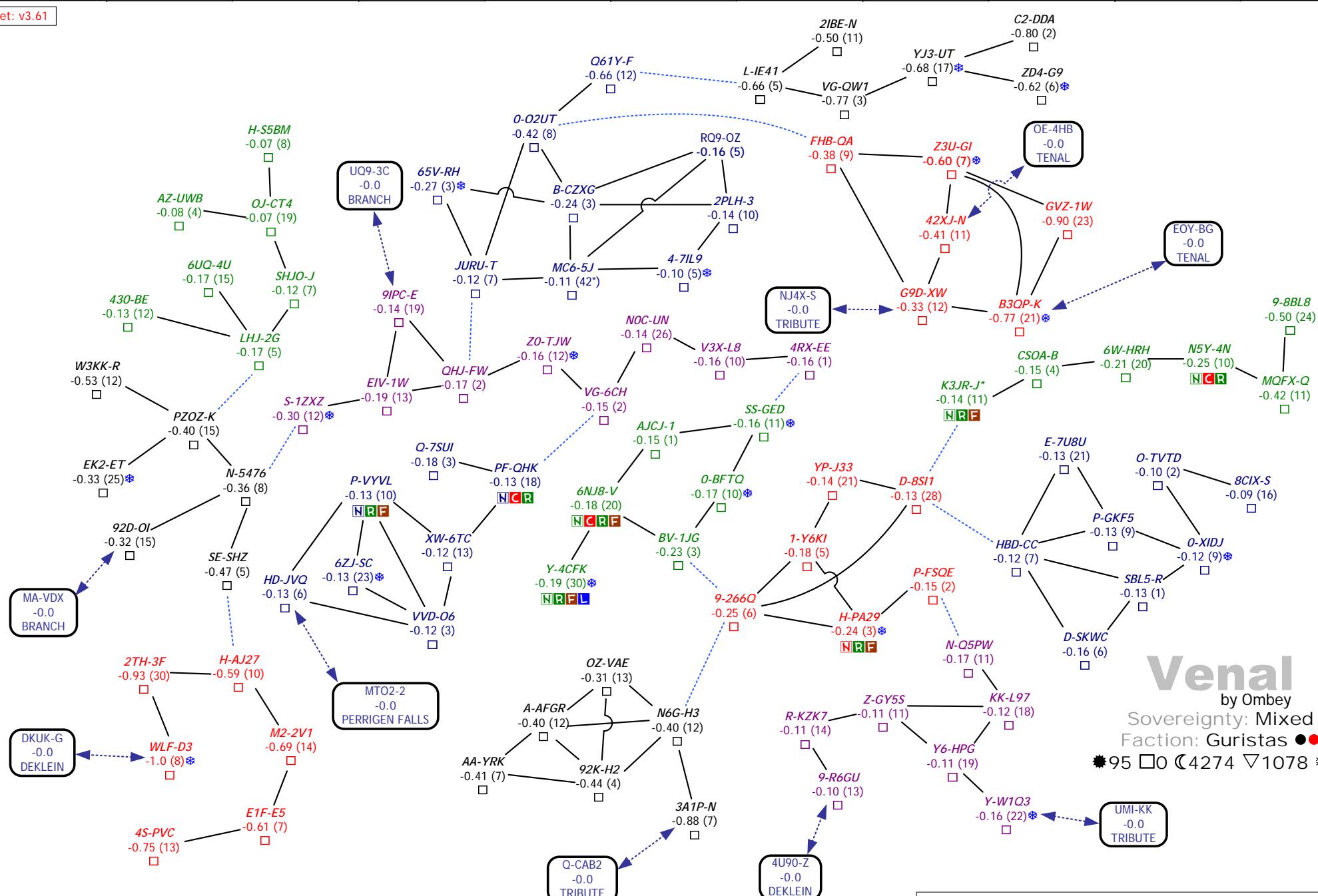
Sovereignty: Mixed  
Faction: Guristas ●

★118 □10 ⚭4980 ▽1196 ♦21



1 2 3 4 5 6 7 8 9 10 11

Set: v3.61

**A****B****C****D****E****F****G****A****B****C****D****E****F****G****Venal**Sovereignty: Mixed  
Fraction: Guristas ●

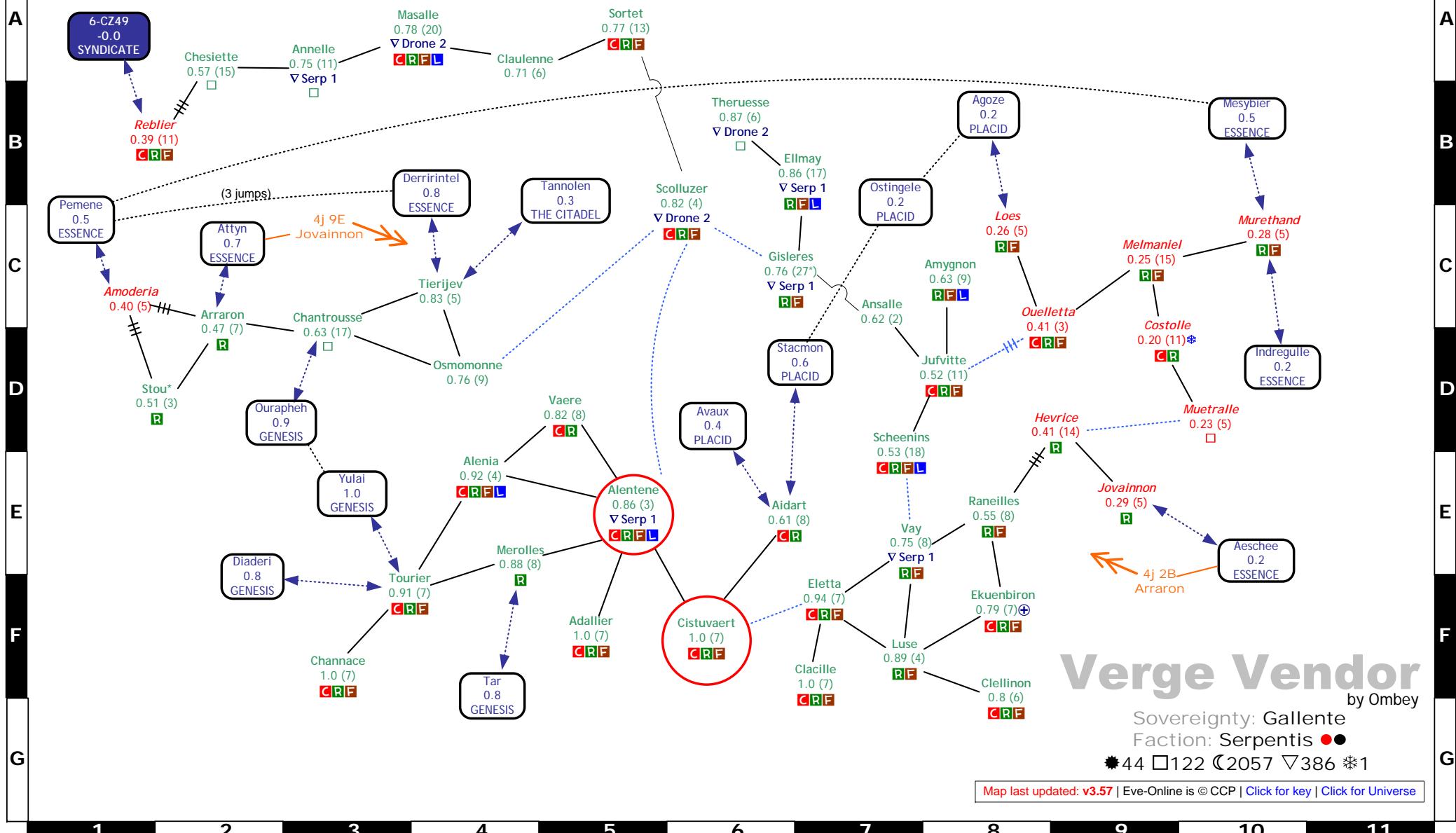
\*95 □0 Ⓛ4274 ▽1078 \*17

Map last updated: v3.58 | 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: v3.61



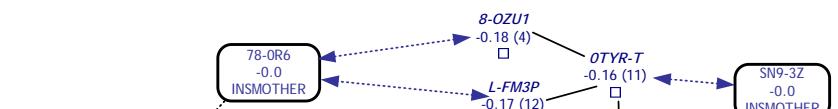
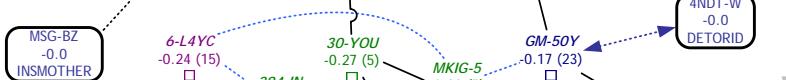
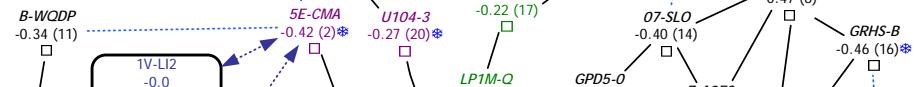
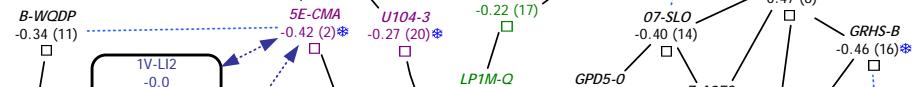
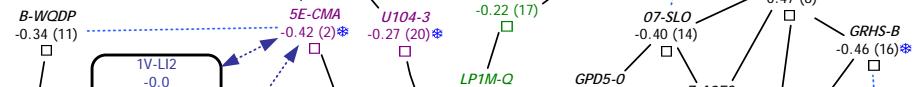
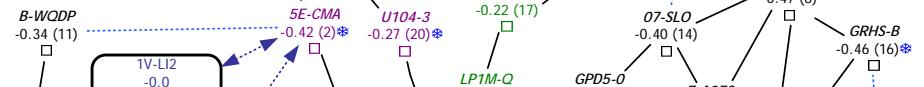
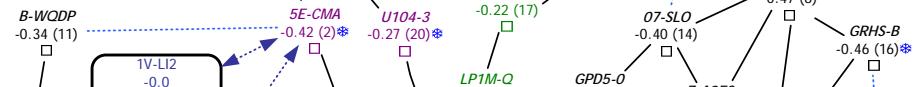
# Verge Vendor

by Ombev

Sovereignty: Gallente  
Faction: Serpentis ●●

★44 □122 ₣2057 ▽386 ★1

Set: v3.61

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

# Wicked Creek

by Ombev

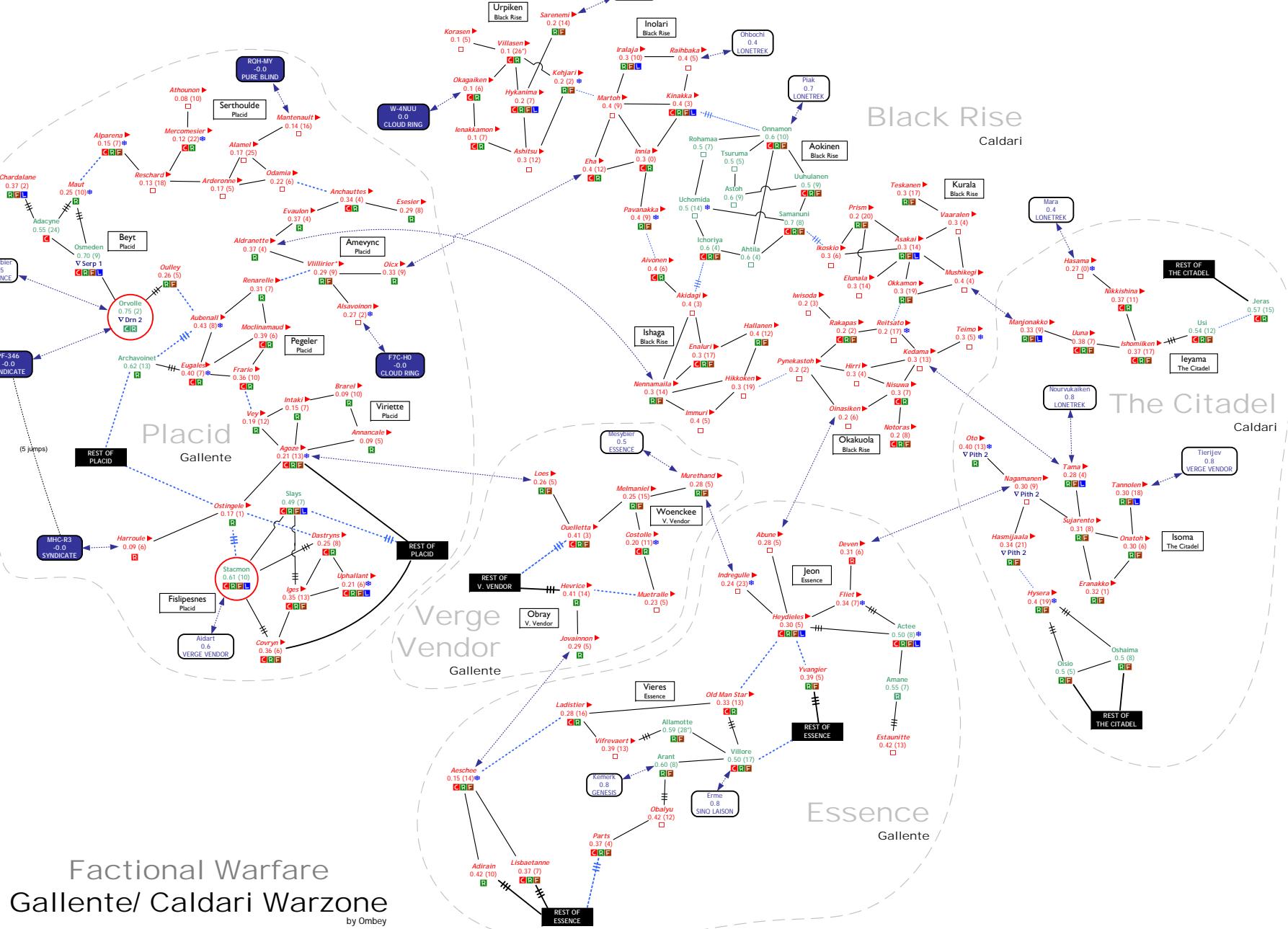
Sovereignty: Minmatar

Faction: Angels

★82 □7 C3358 □797 ★11

1 2 3 4 5 6 7 8 9 10 11

Set: v3.61



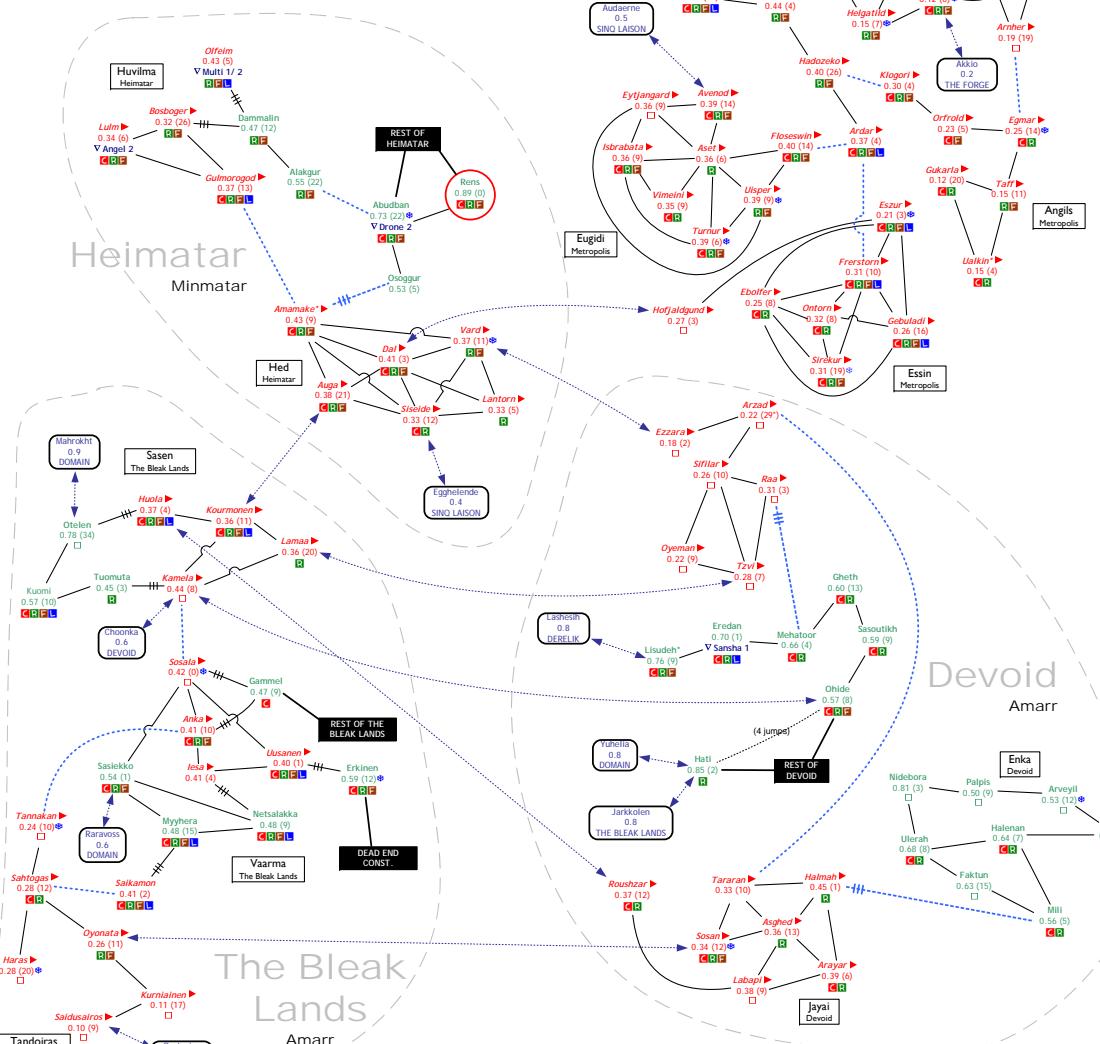
1 2 3 4 5 6 7 8 9 10 11

## Metropolis

# Factional Warfare

## Minmatar/ Amarr Warzone

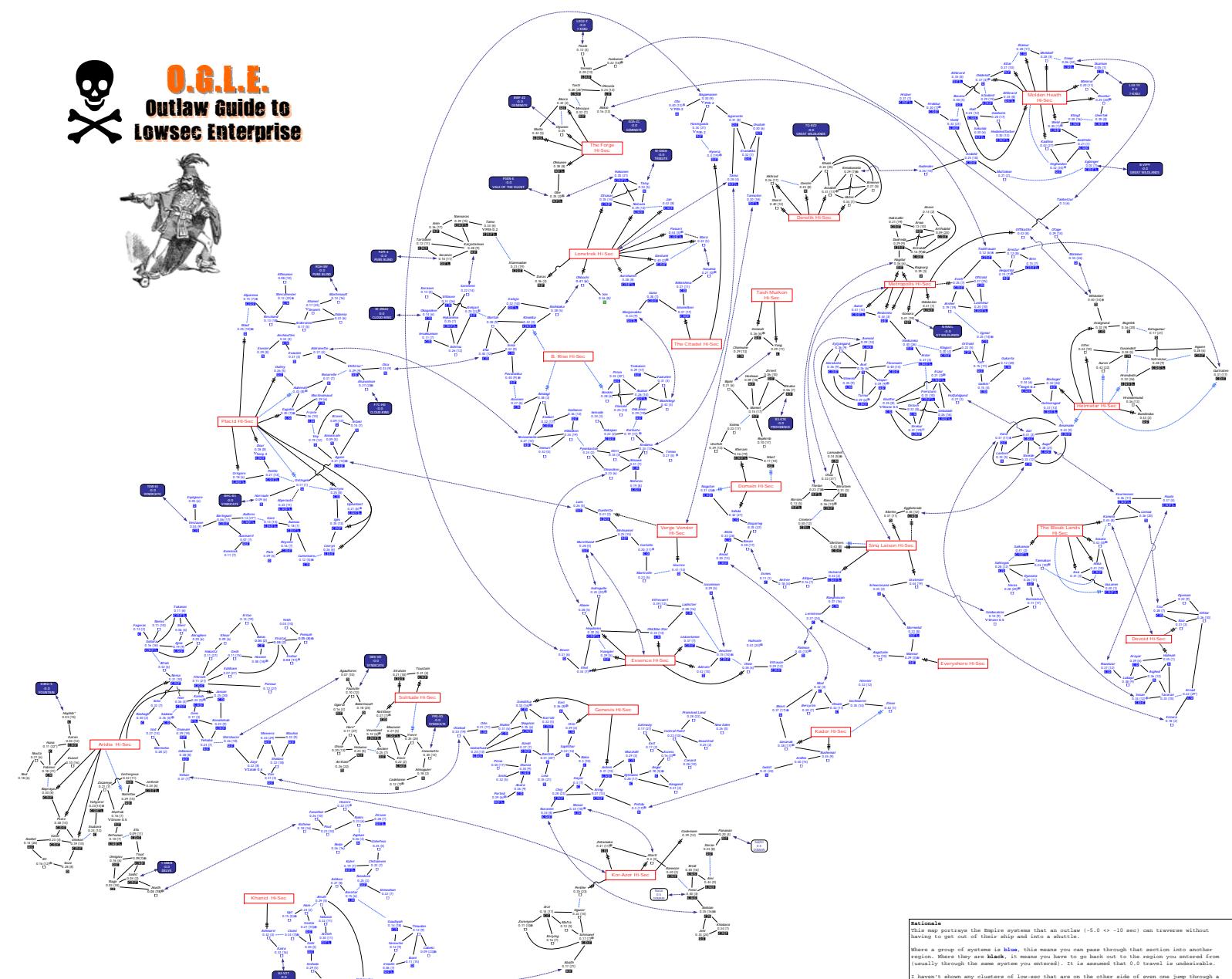
by Omby





# O.G.L.E.

## Outlaw Guide to Lowsec Enterprise



### Rationale:

This map portrays the Empire systems that an outlaw ( $5.0 \leftrightarrow -10$  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 fusing 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 & 27)

- checkpoint

- hanger

- 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 yxx0 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 flag 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
Pulsar	+25%	+40%	+55%	+68%	+85%	+100%
Shield	+25%	+40%	+55%	+68%	+85%	+100%
Armour Results	10%	18%	+22%	+27%	+34%	+50%
Cap Recharge	10%	18%	+27%	+34%	+41%	+50%
Targeting Range	+25%	+40%	+55%	+68%	+85%	+100%
Signature	+25%	+40%	+55%	+68%	+85%	+100%
<b>Black Hole</b>						
Missile Velocity	10%	18%	+27%	+34%	+41%	+50%
Ship Velocity	+25%	+40%	+55%	+68%	+85%	+100%
Droste Control Range	10%	18%	+27%	+34%	+41%	+50%
Utility	+25%	+40%	+55%	+68%	+85%	+100%
Lock Range	10%	18%	+27%	+34%	+41%	+50%
Falloff	10%	18%	+27%	+34%	+41%	+50%
<b>Cataclysmic Variable</b>						
Repair Amount	10%	18%	+27%	+34%	+41%	+50%
Shield Transfer Amount	10%	18%	+27%	+34%	+41%	+50%
Shield Repair	+25%	+40%	+55%	+68%	+85%	+100%
Remote Repair	+25%	+40%	+55%	+68%	+85%	+100%
Capacitor Capacity	+25%	+40%	+55%	+68%	+85%	+100%
Capacitor Recharge	+25%	+40%	+55%	+68%	+85%	+100%
<b>Magnetar</b>						
ECM Effect	+25%	+40%	+55%	+68%	+85%	+100%
Target Painter Effect	+25%	+40%	+55%	+68%	+85%	+100%
Gangping Effect	+25%	+40%	+55%	+68%	+85%	+100%
Target Disruption Effect	+25%	+40%	+55%	+68%	+85%	+100%
Damage	+25%	+40%	+55%	+68%	+85%	+100%
Ast Velocity	10%	18%	+27%	+34%	+41%	+50%
Drone Velocity	10%	18%	+27%	+34%	+41%	+50%
Targeting Range	10%	18%	+27%	+34%	+41%	+50%
Tracking Speed	10%	18%	+27%	+34%	+41%	+50%
<b>Red Giant</b>						
Heat Damage	10%	18%	+27%	+34%	+41%	+50%
Overload Bonus	+25%	+40%	+55%	+68%	+85%	+100%
Smart Bomb Range	10%	18%	+27%	+34%	+41%	+50%
Smart Bomb Damage	10%	18%	+27%	+34%	+41%	+50%
<b>Wolf Rayet</b>						
Armor Resist	+10%	+22%	+27%	+34%	+41%	+50%
Shield Resist	+10%	+18%	+22%	+27%	+34%	+50%
Small Weapon Damage	+25%	+40%	+55%	+68%	+85%	+100%
Signature Size	10%	18%	+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

- 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 (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'.