



2D EveMaps

www.ombeve.co.uk

by Ombey
v3.62

[Jump to Universe Map](#)

2D EveMaps

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

Latest release notes:

v3.62 (6th Oct 2009)

Typos:

-

Complexes:

Corrected [Metropolis](#)/ Egbonbet rating

Added complex to [Heimatar](#)/ Ebodold & Bogeleg

Added complex to [Khanid](#)/ Ainsan

Belts:

Corrected belt count in [Tash Murkon](#)/ Ivih

Corrected [Kador](#)/ Yarebap to show most belts, not most agents

Outposts/ Stations:

Added outpost marker to [Branch](#)/ 6-O5GY, HB7R-F & Z-K495

Added outpost marker to [Cache](#)/ TPG-DD

Added outpost marker to [Catch](#)/ V-3YG7 & HY-RWO

Added outpost marker to [Delve](#)/ T-IPZB

Added outpost marker to [Deklein](#)/ 2R-CRW

Added outpost marker to [Esoteria](#)/ 7P-J38 & QFGB-E

Added outpost marker to [Providence](#)/ FC-3YI, LF-2KP, Y9-MDG & 7YWV-S

Added outpost marker to [Querious](#)/ W-IIYI, 5V-BJI, W6V-VM, P-ZMZV & ZAU-JW

Added outpost marker to [Vale of the Silent](#)/ 0MV-4W

Added factory marker to [Genesis](#)/ Pashanai & [The Bleak Lands](#)/ Iesa

Added lab marker to [The Bleak Lands](#)/ Iesa

Systems and links:

Connected [Domain](#)/ Bhizheba to shared Romi OOR link and not a separate one

Clarified OOR link to [Khanid](#)/ Anath to show as a lowsec jump, not 0.0

Corrected [The Citadel](#)/ Urhinichi sec. status

Moved OOR shortcut marker from [Metropolis](#)/ Olbra to Eystur OOR jump

Misc:

-

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.

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)
- 🏠 - NPC station (0.0 maps only)
- 🏠 - 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 **CRIFL** symbols means there are no stations *with those* services in system. It doesn't mean the system itself has no stations in it at all.

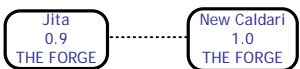
Some examples



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



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



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



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



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



This indicates a low sec system, sec status 0.37, with 4 asteroid belts, and the following station services available: 🏠one, 🔧Repair, 🏭factory and 🏫lab



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



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



This indicates a system with an ice belt, and although it has one station or more, none of them have 🏠one, 🔧Repair, 🏭factory and 🏫lab station services.



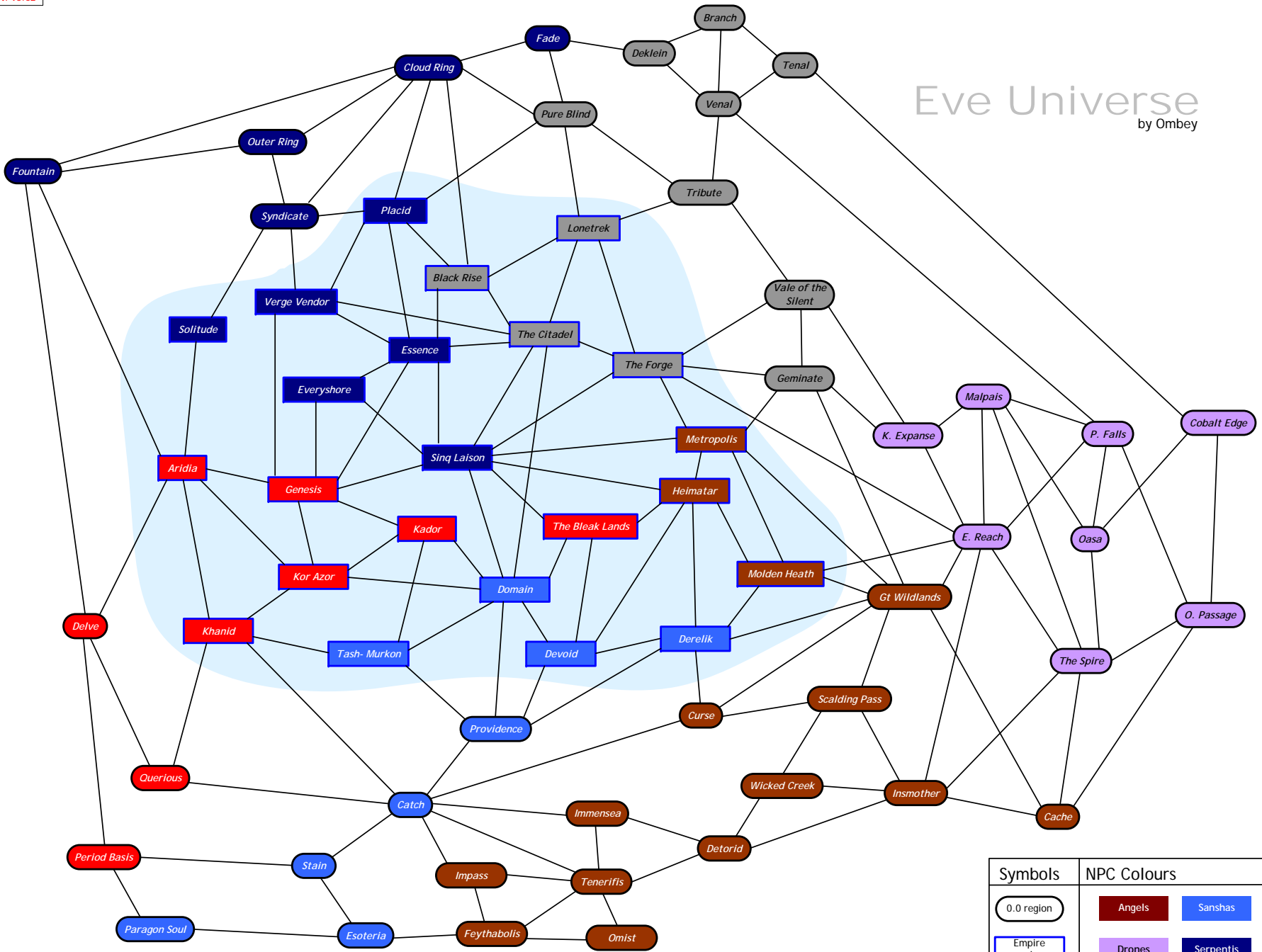
This indicates a trade hub system

✳80 □143 ☾3446 ▽844 ✳11

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

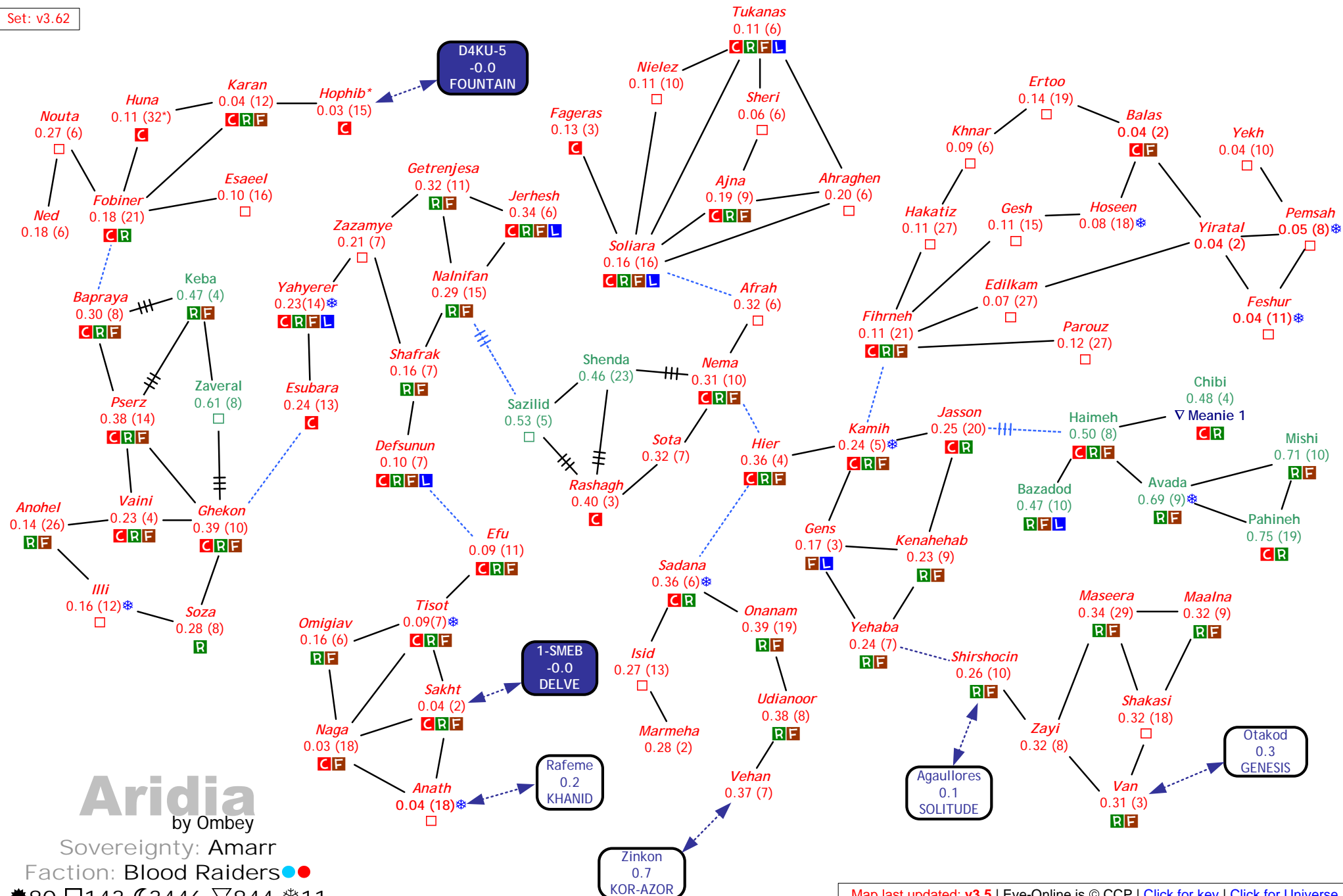
Eve Universe

by Ombey



Symbols	NPC Colours	

Set: v3.62



Aridia
by Ombey

Faction: Blood Raiders ●●

✳️80 ◻️143 ◡3446 ▽844 ✨11

Set: v3.62

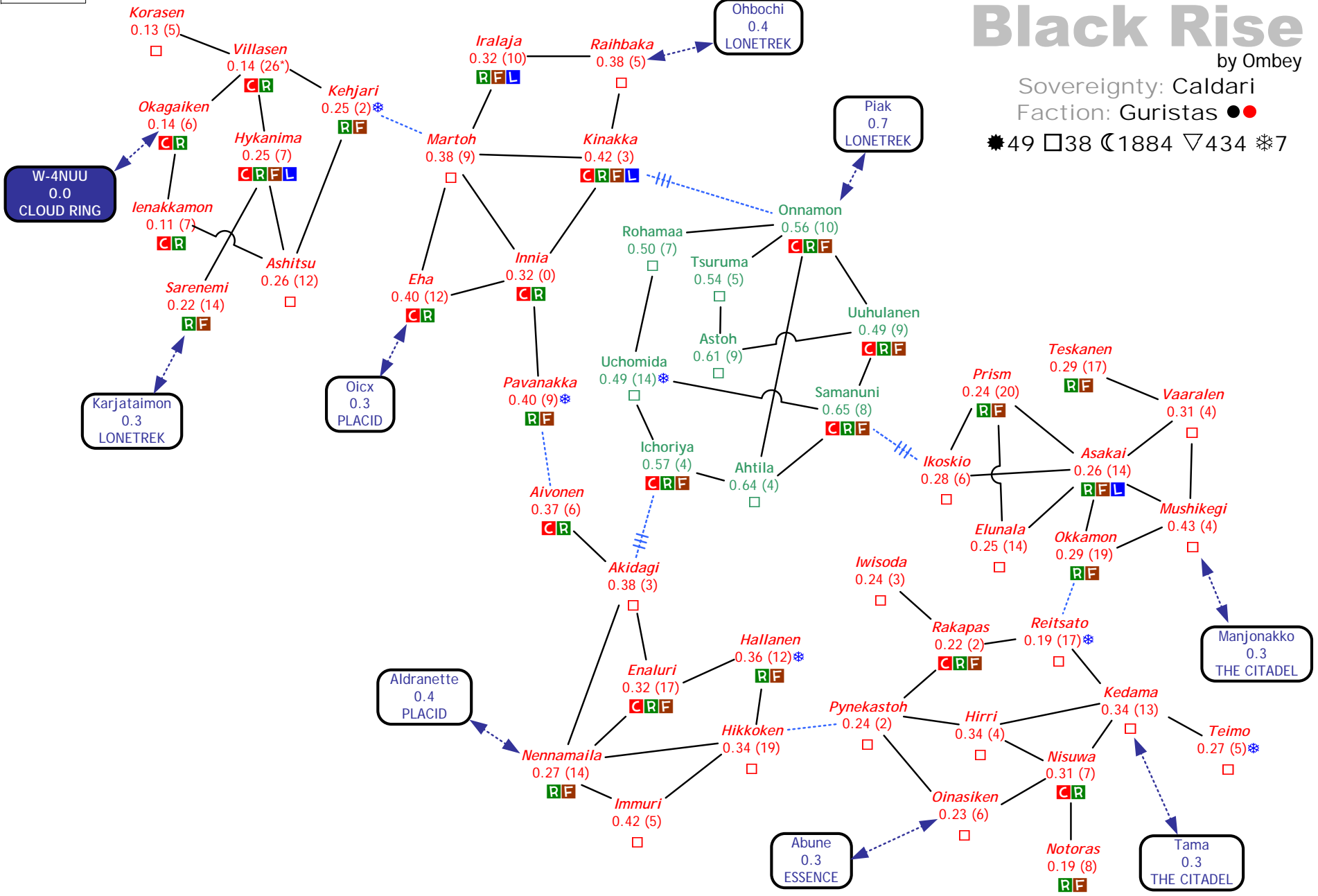
Black Rise

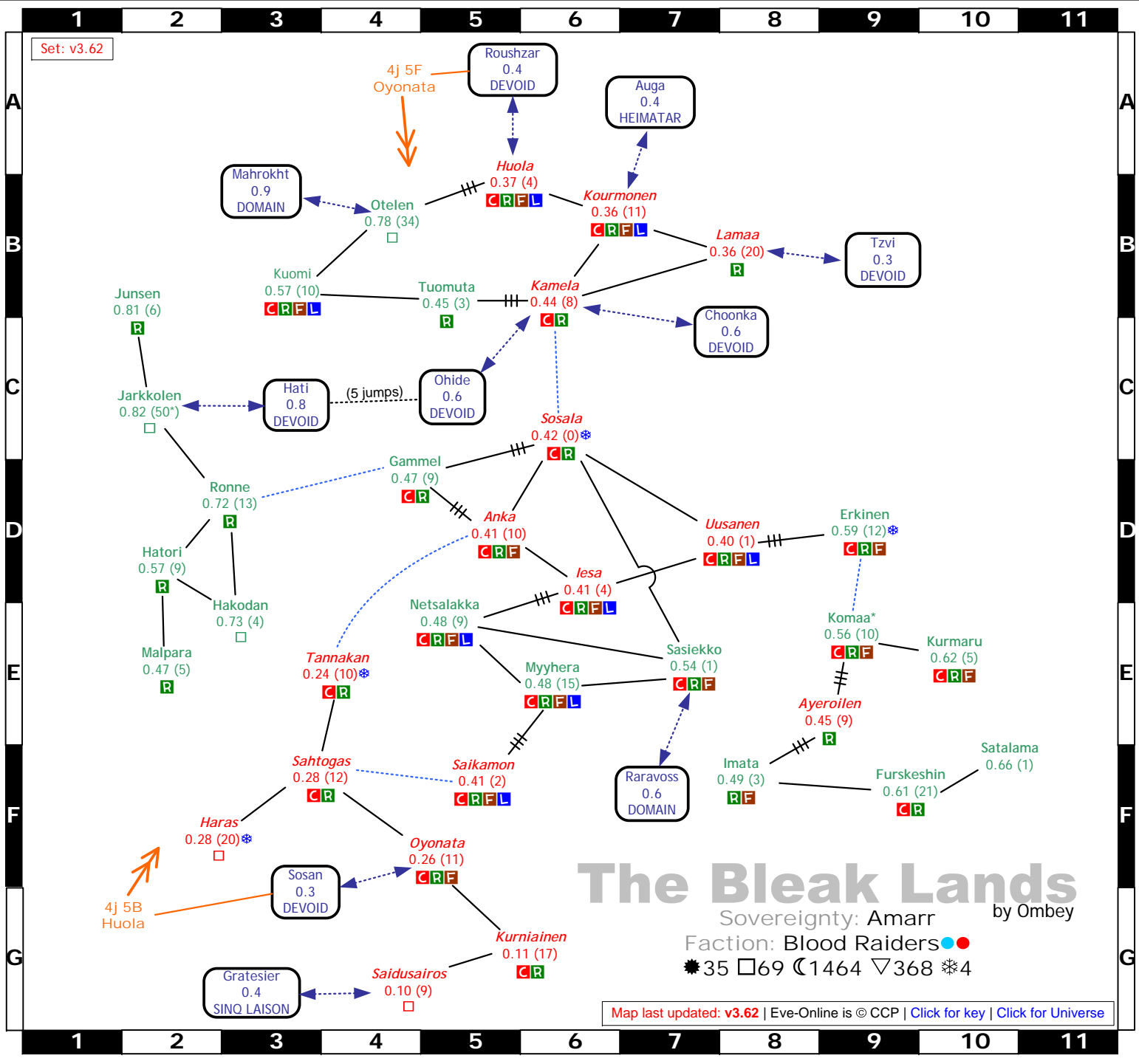
by Ombey

Sovereignty: Caldari

Faction: Guristas ●●

★49 □38 ☾1884 ▽434 ✨7





The Bleak Lands

Sovereignty: Amarr by Ombey

Faction: Blood Raiders ●●

✳35 □69 ◐1464 ▽368 ✳4

A

A

B

B

C

C

D

D

E

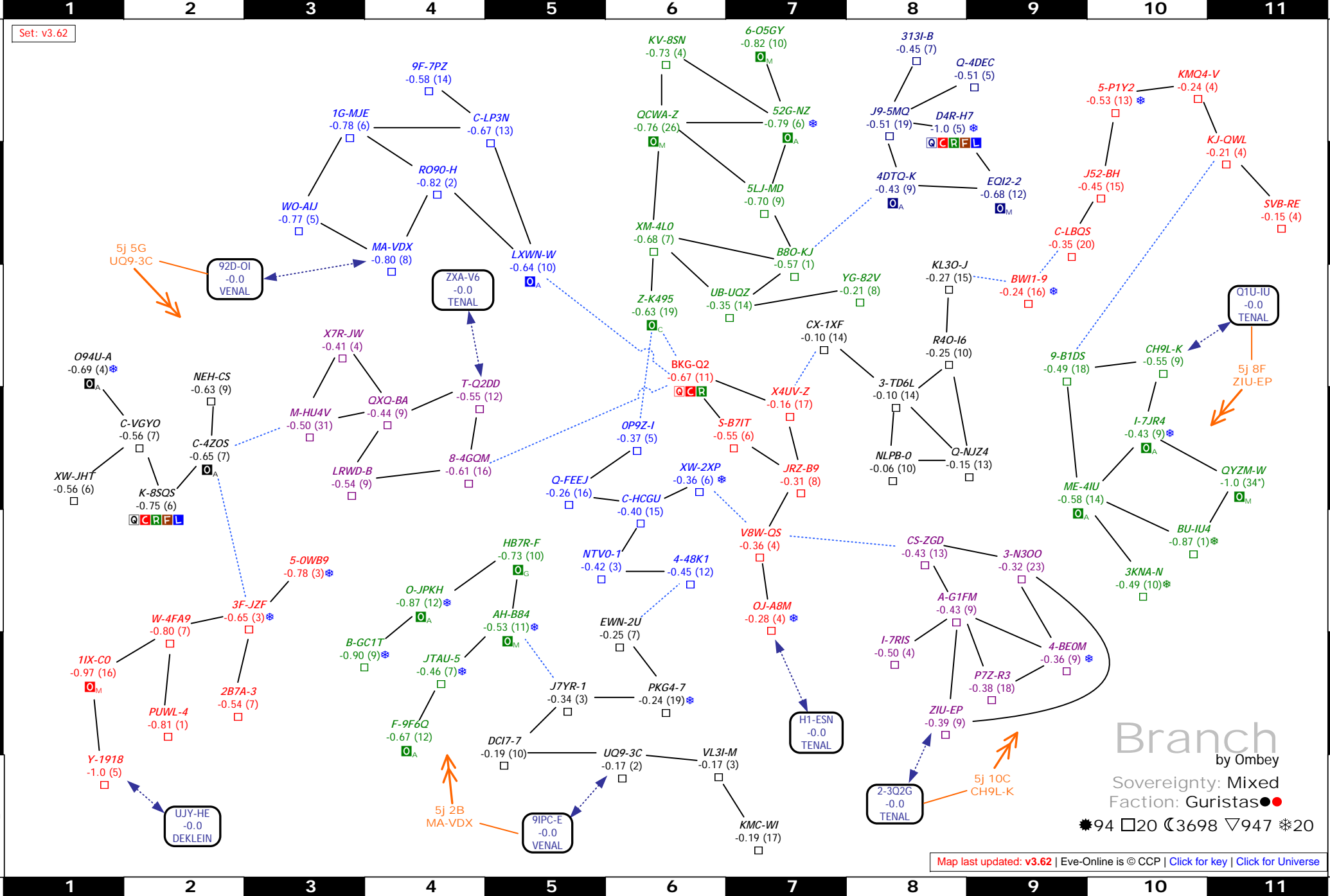
E

F

F

G

G



Branch
by Ombey

Sovereignty: Mixed
Faction: Guristas ●●

●94 □20 ◐3698 ▽947 *20

Set: v3.62

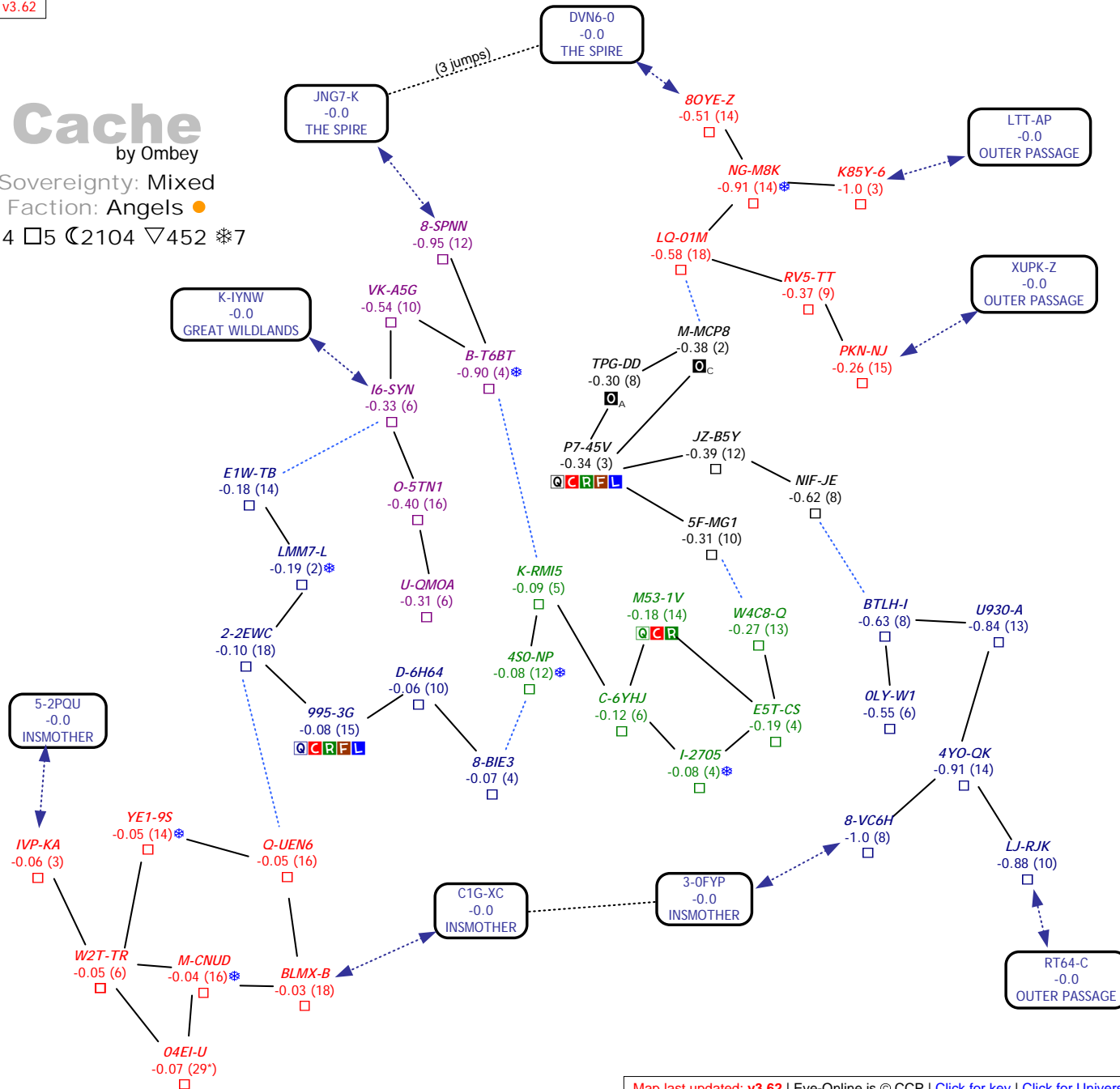
Cache

by Ombey

Sovereignty: Mixed

Faction: Angels ●

✪44 □5 ◀2104 ▽452 ✨7



A

B

C

D

E

F

G

A

B

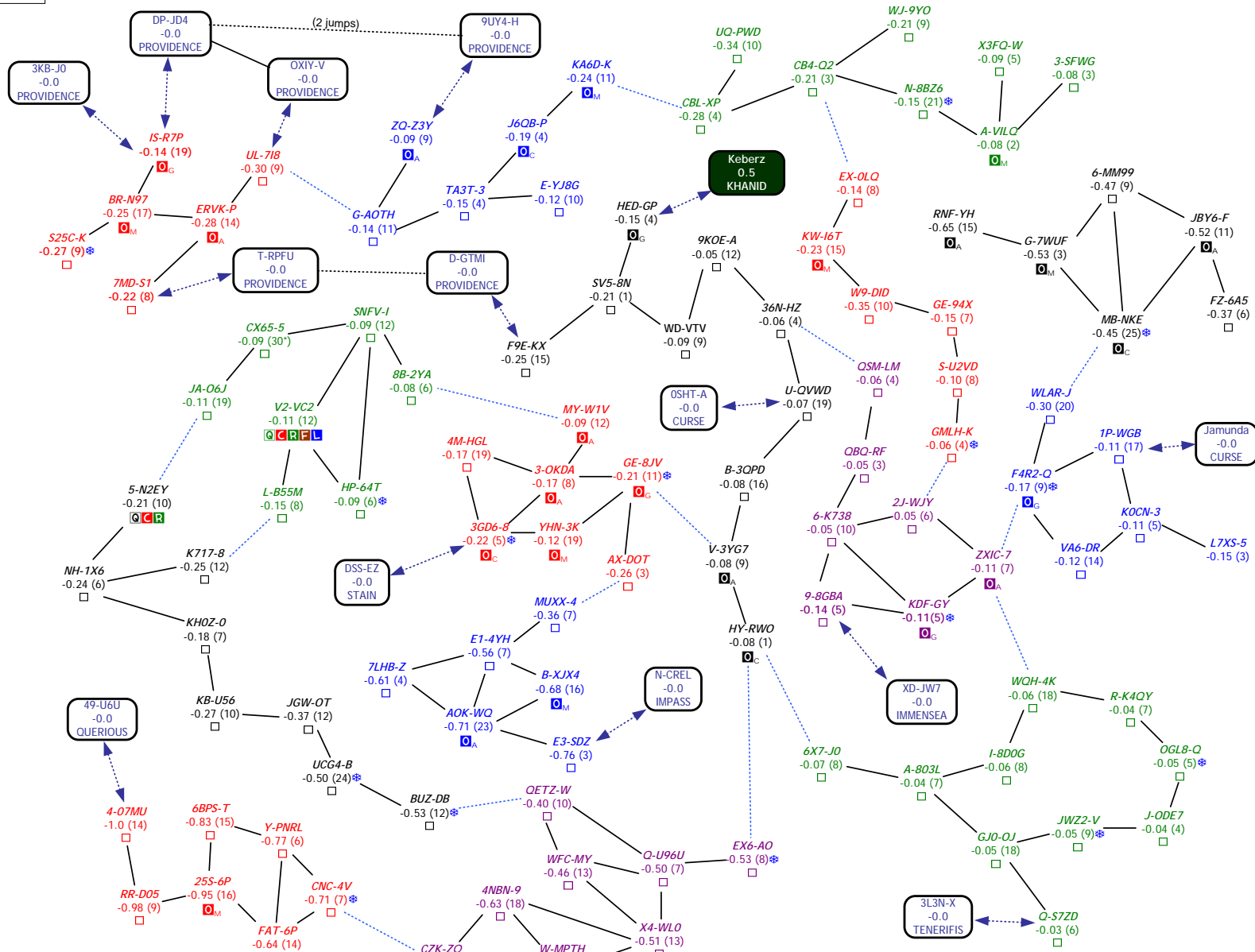
C

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E

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G



Catch
by Ombey

Sovereignty: Mixed
Faction: Sanshas ●●

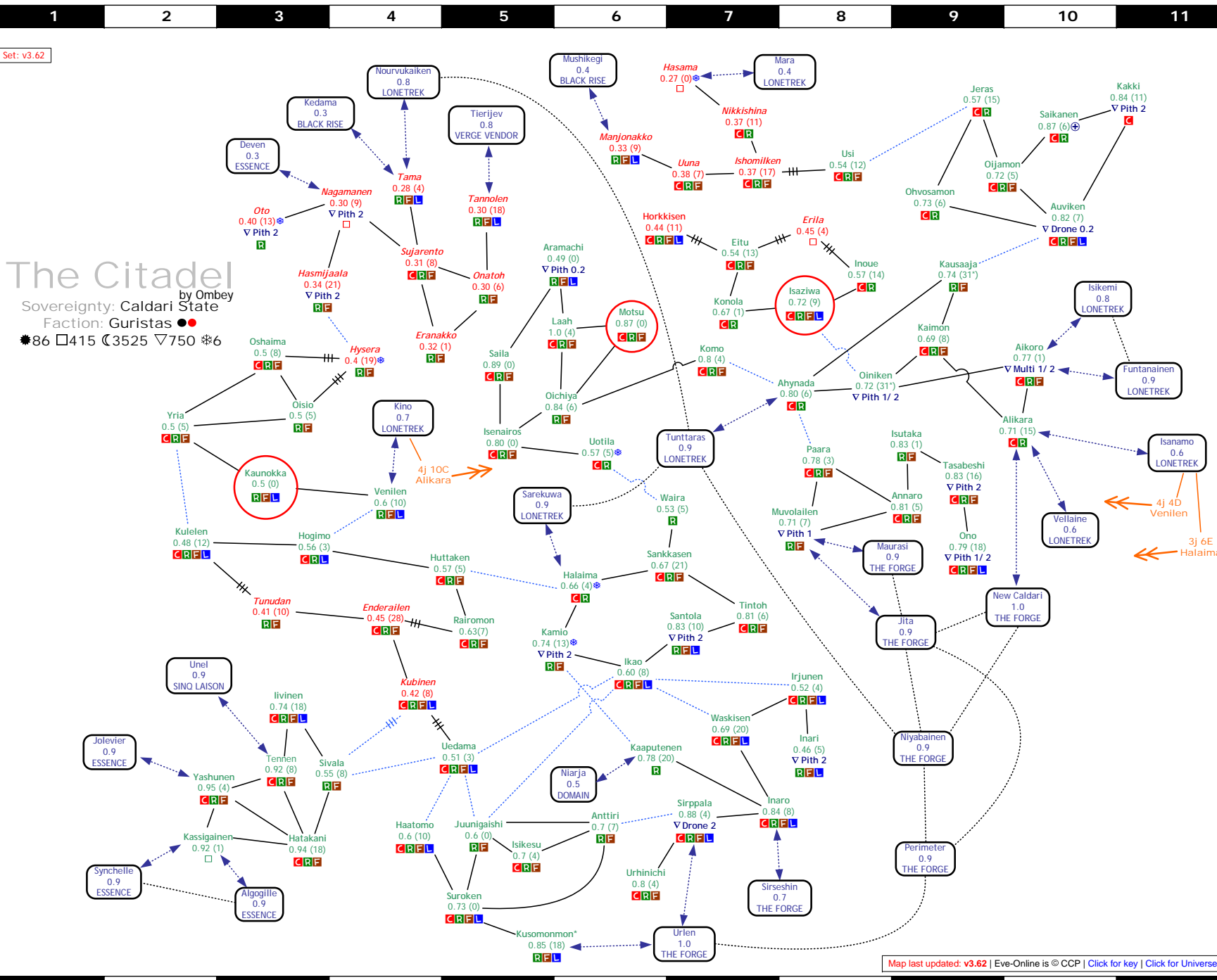
★108 □29 ◀4723 ▽1079 ★17

The Citadel

by Omby
Sovereignty: Caldari State
Faction: Guristas ●●
✳86 □415 ◂3525 ▽750 ✳6

A
B
C
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A
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Cloud Ring

by Ombey

Sovereignty: Mixed

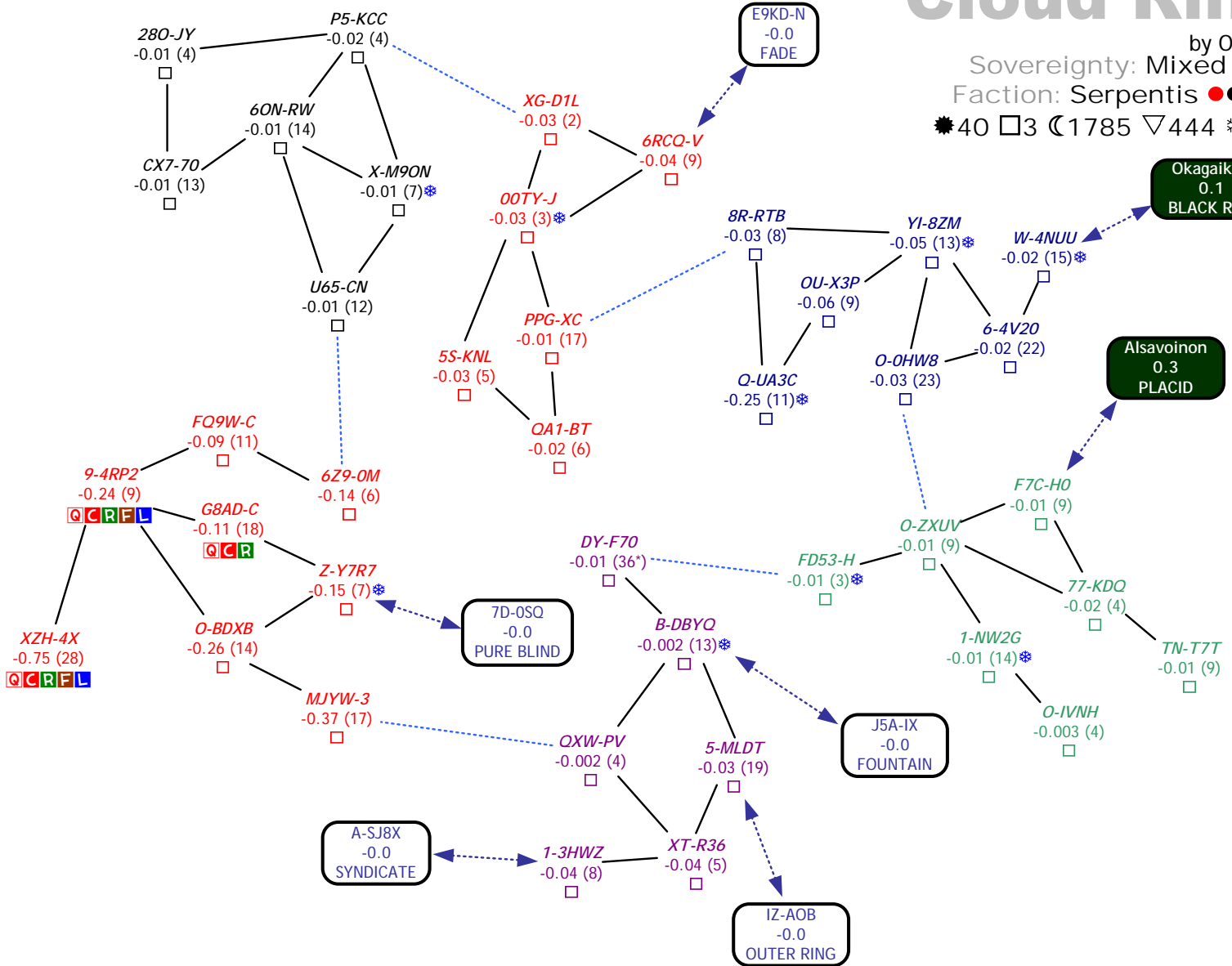
Faction: Serpentis ●●

★40 □3 ☾1785 ▼444 ✨9

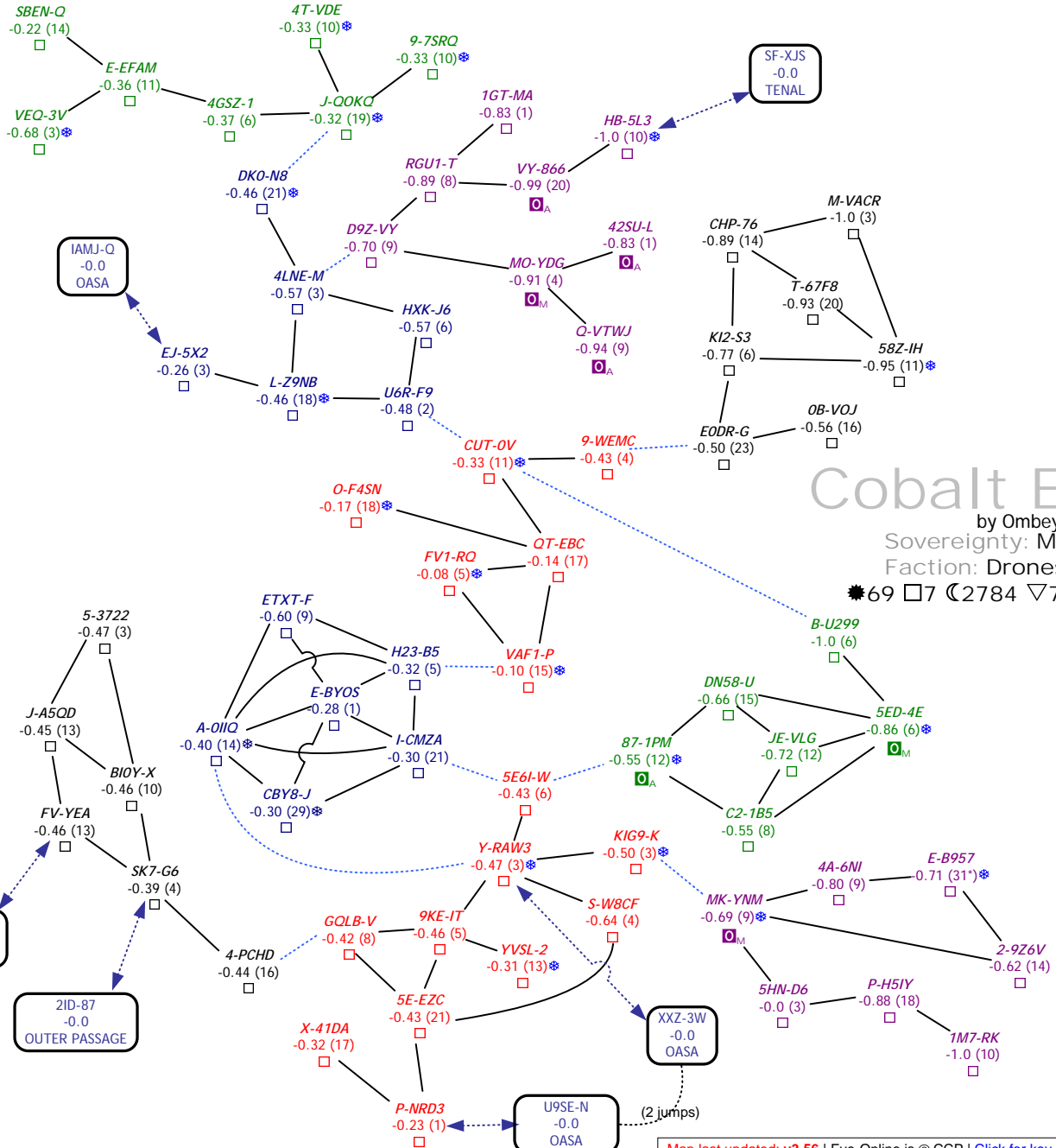
Okagaiken
0.1
BLACK RISE

Alsavoion
0.3
PLACID

Set: v3.62



Set: v3.62

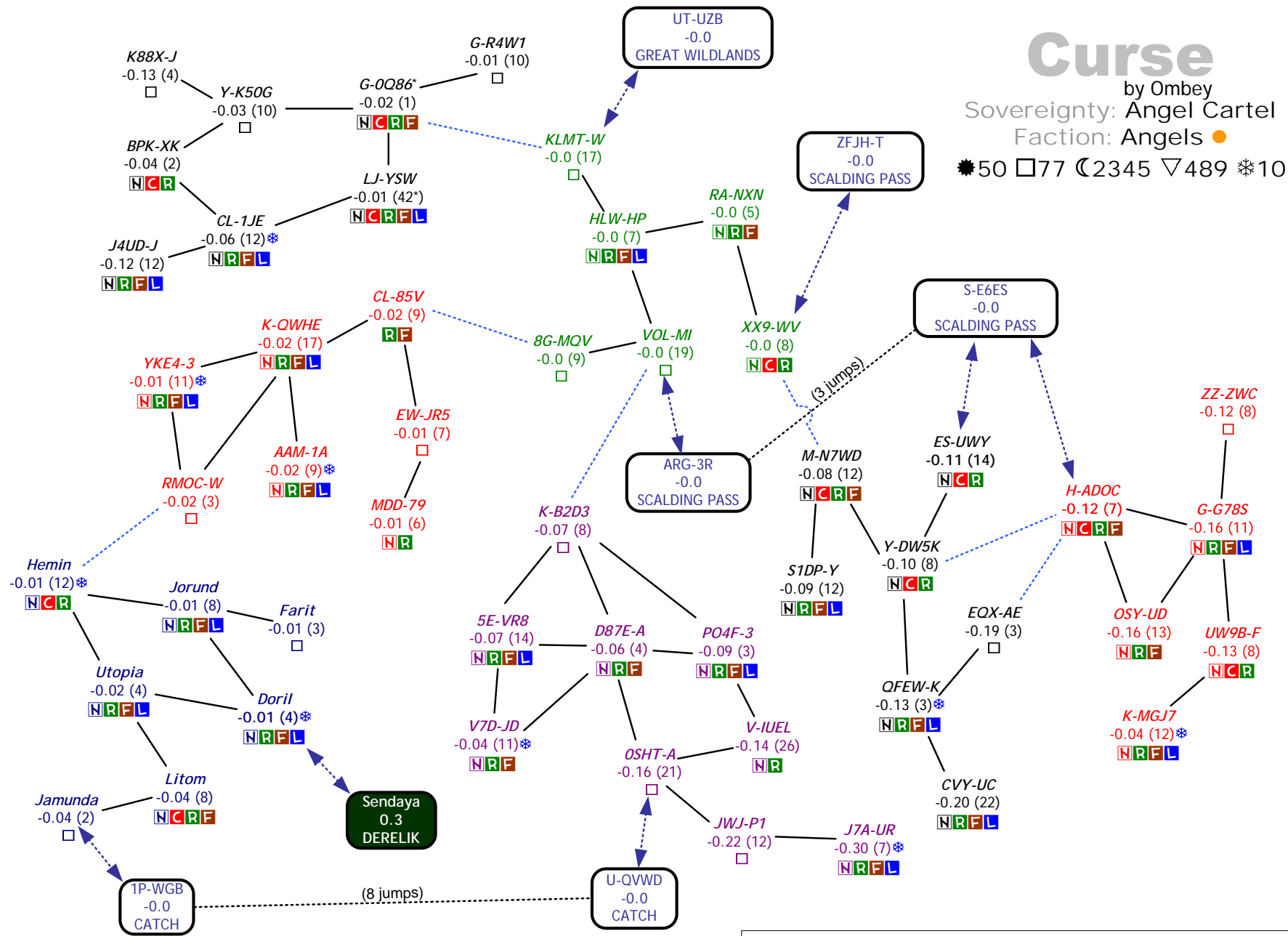


Cobalt Edge
 by Ombey & Adam Reed
 Sovereignty: Mixed
 Faction: Drones ●●
 ✳69 □7 ◐2784 ▽705 ✳24

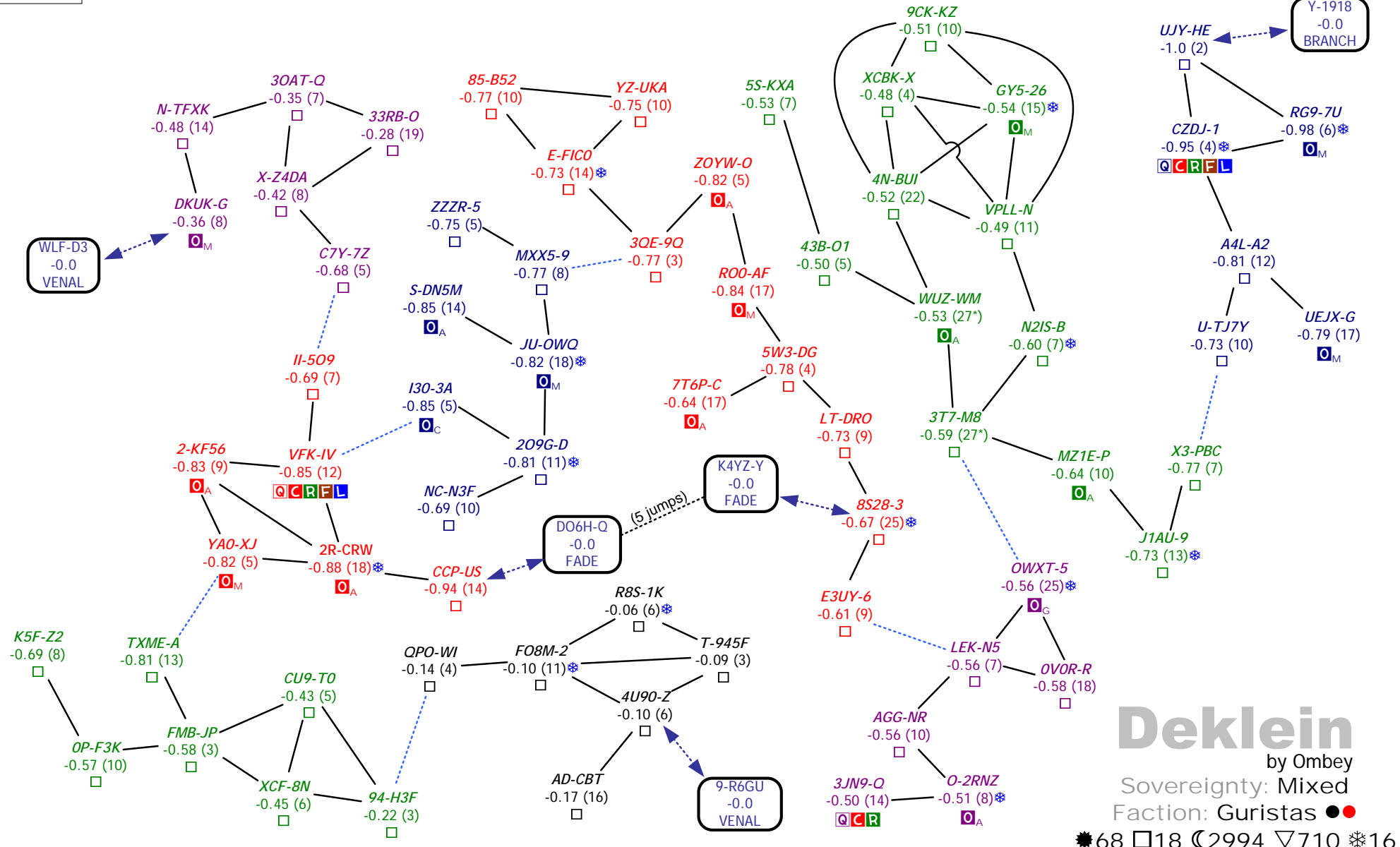
Curse

by Ombey
Sovereignty: Angel Cartel
Faction: Angels ●

☀️50 🏠77 🕒2345 ▽489 ❄️10



Set: v3.62



Deklein

by Ombey

Sovereignty: Mixed

Faction: Guristas ●●

✳68 □18 ☾2994 ▽710 ✳16

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Delve

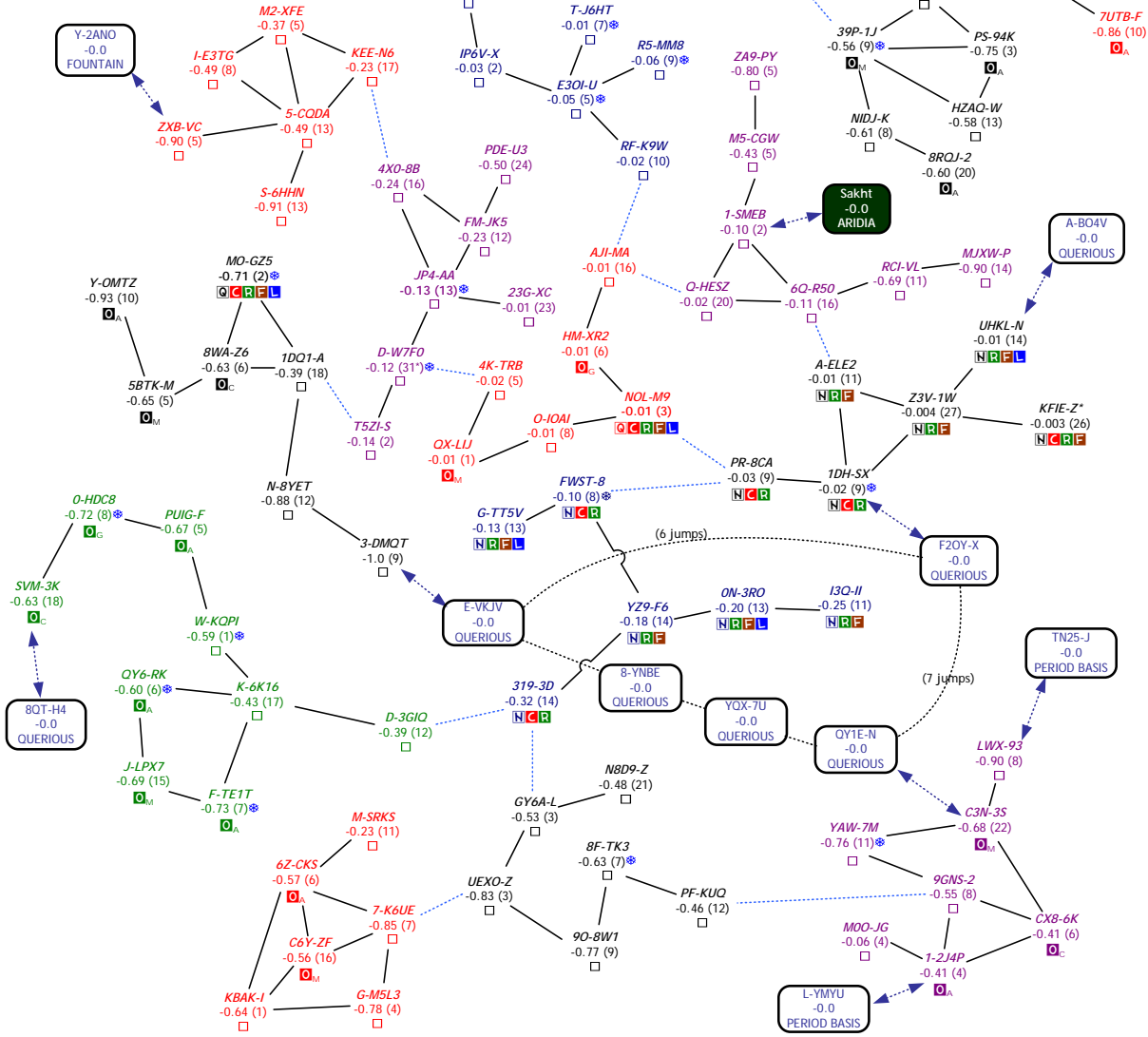
by Ombey

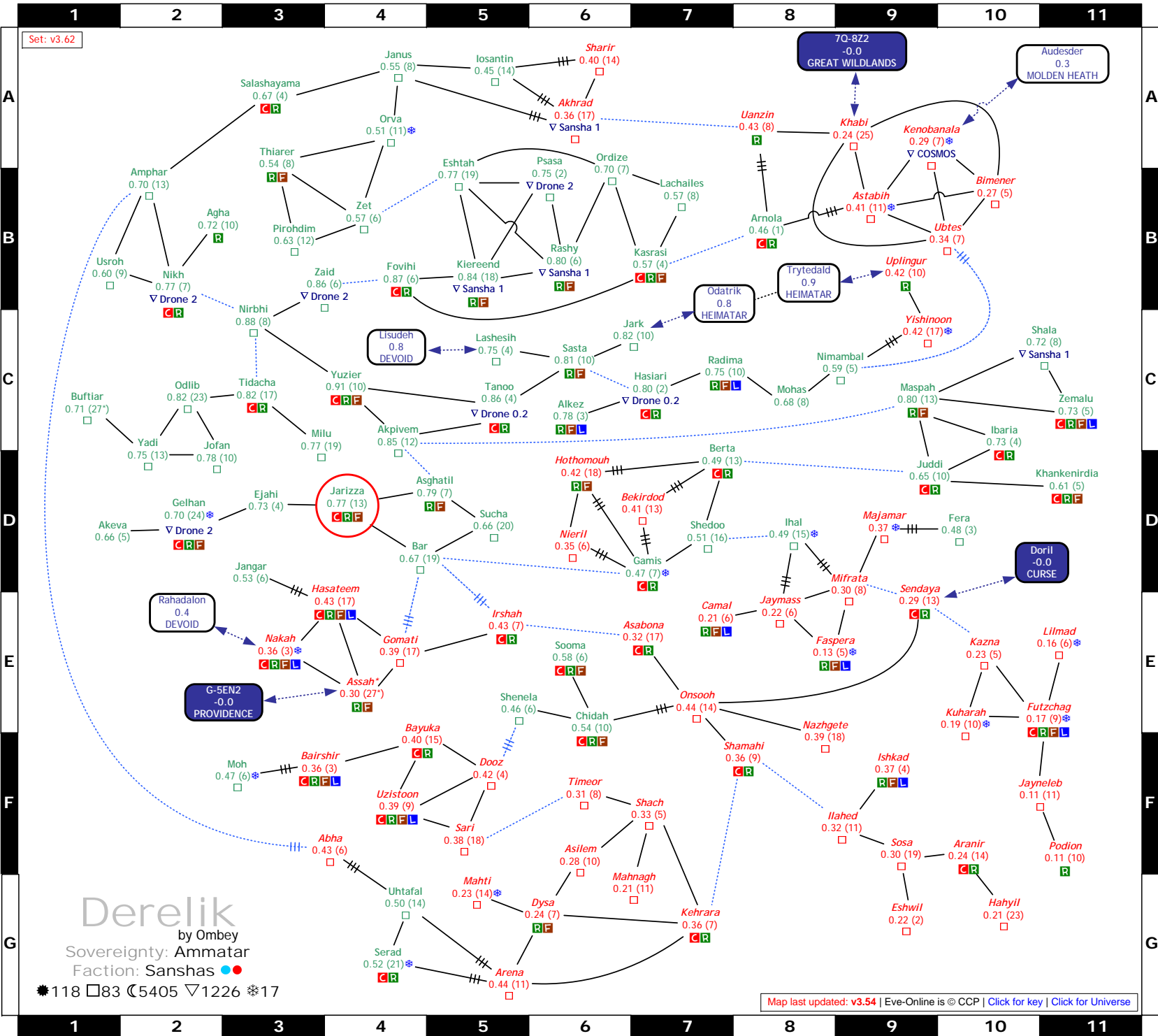
Sovereignty: Mixed

Faction: Blood Raiders ● ●
✪97 □26 ◡4330 ▽982 ✨18

A
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C
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G

A
B
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G





Set: v3.62

Derelik
by Ombey
Sovereignty: Ammatar
Faction: Sanshas

★118 □83 ◐5405 ▼1226 ✨17

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Detorid

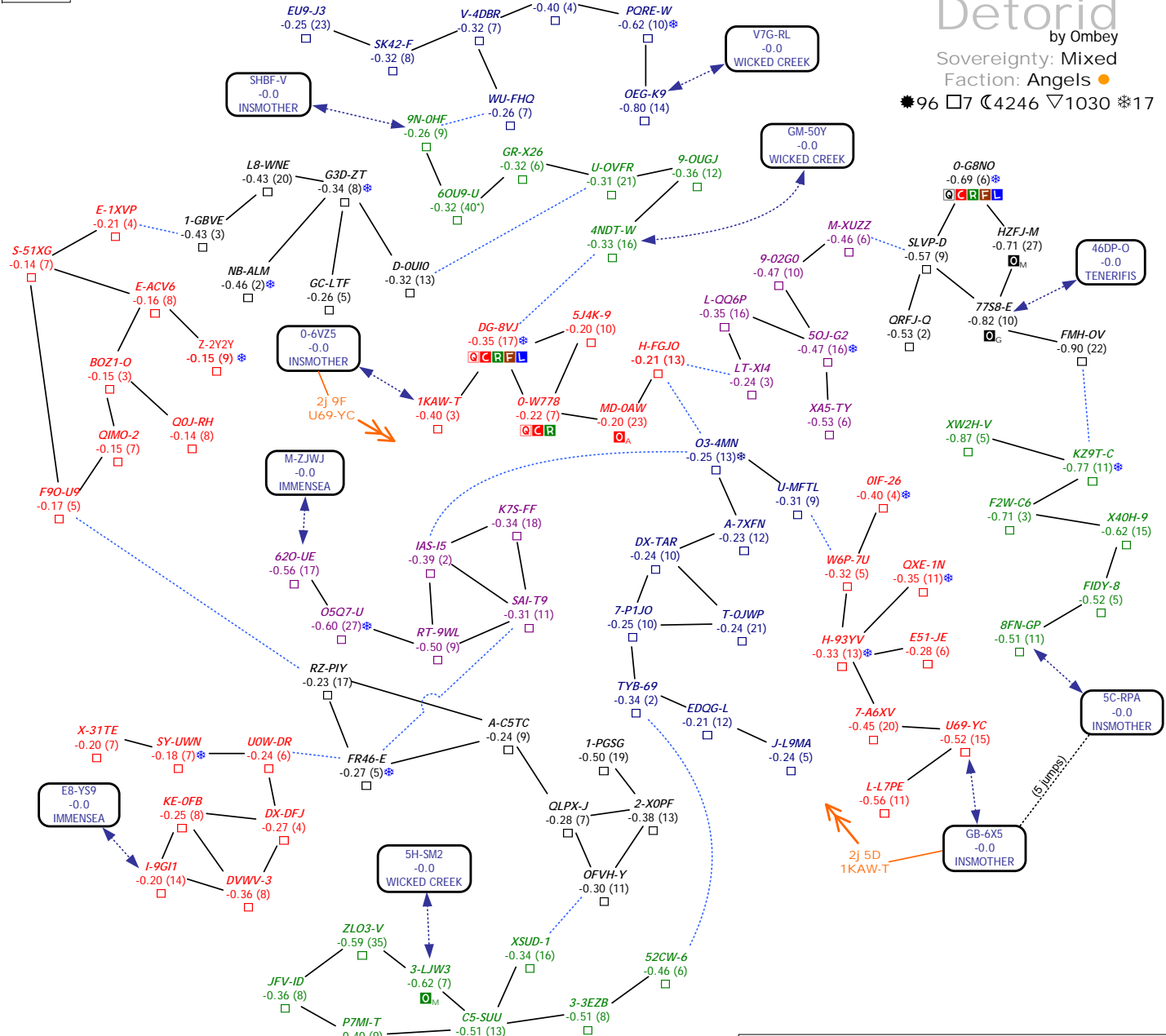
by Omby

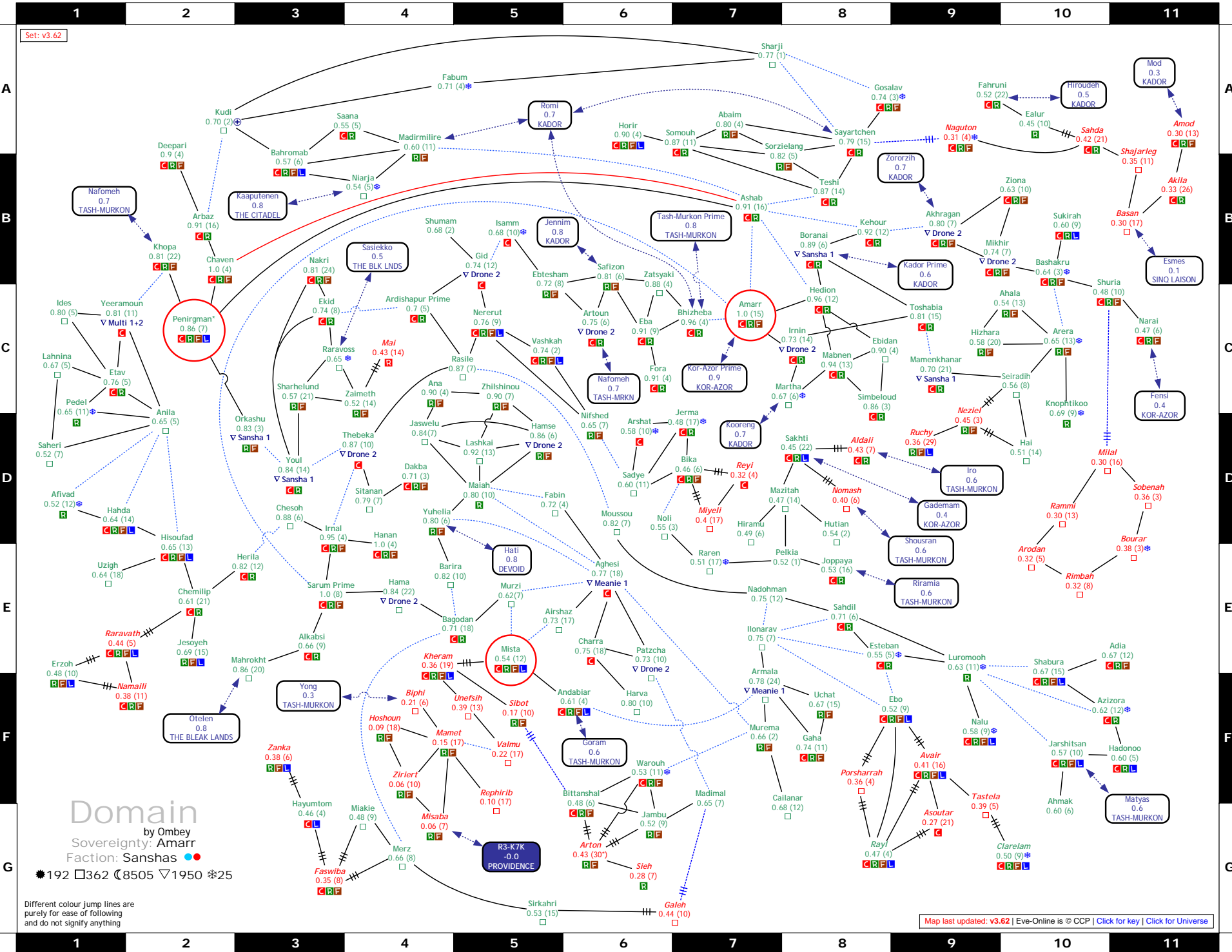
Sovereignty: Mixed

Faction: Angels ●

✪96 ◻7 ◻4246 ◻1030 ✪17

Set: v3.62





Set: v3.62

A
B
C
D
E
F
G

A
B
C
D
E
F
G

Penirgman*
0.86 (7)
C R F L

Amarr
1.0 (15)
C R F L

Mista
0.54 (12)
C R F L

Yong
0.3
TASH-MURKON

Goram
0.6
TASH-MURKON

Matyas
0.6
TASH-MURKON

R3-K7K
-0.0
PROVIDENCE

Essence

by Ombey

Sovereignty: Gallente

Faction: Serpentsis ●●

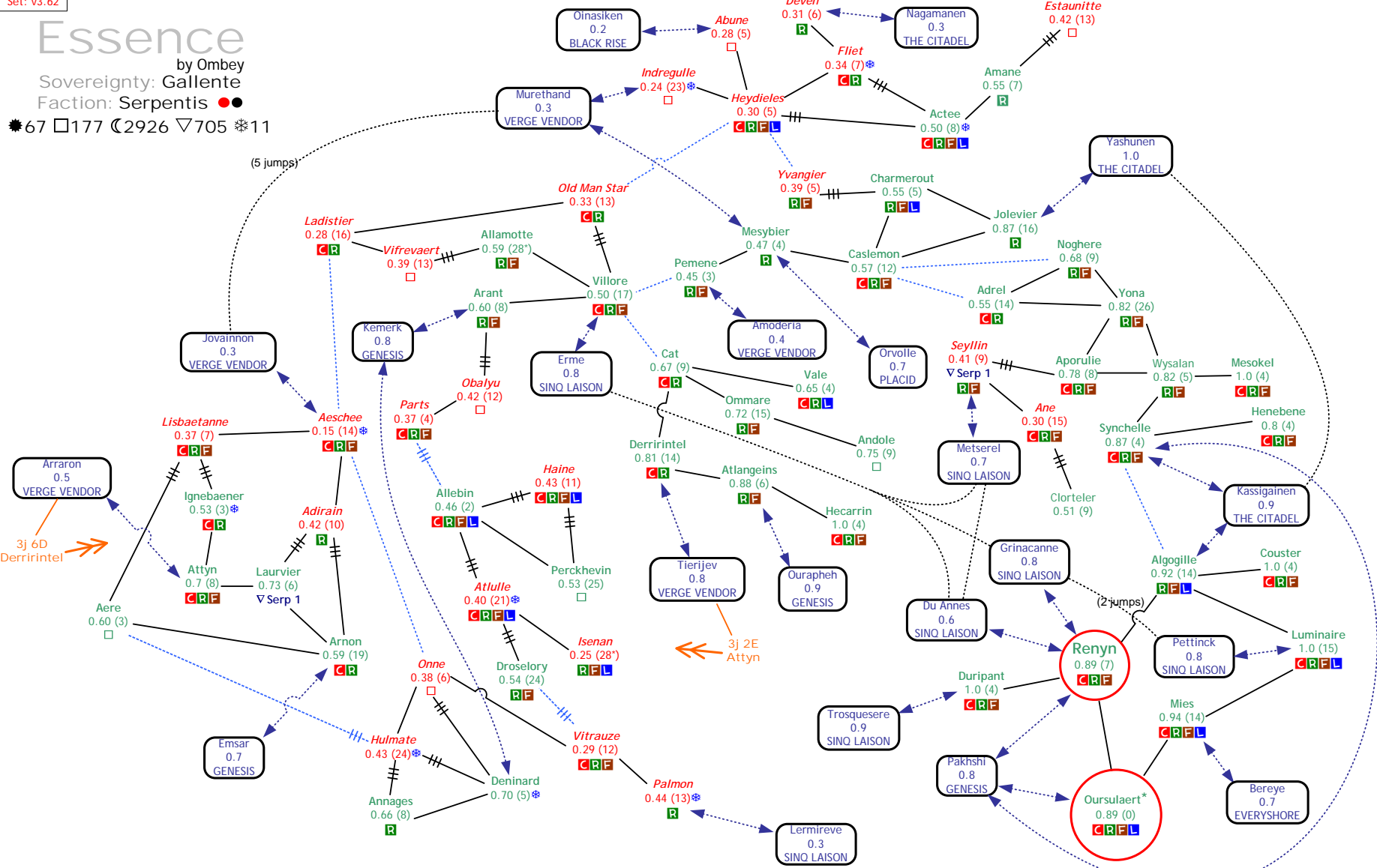
☀67 ☐177 ☾2926 ▽705 ✨11

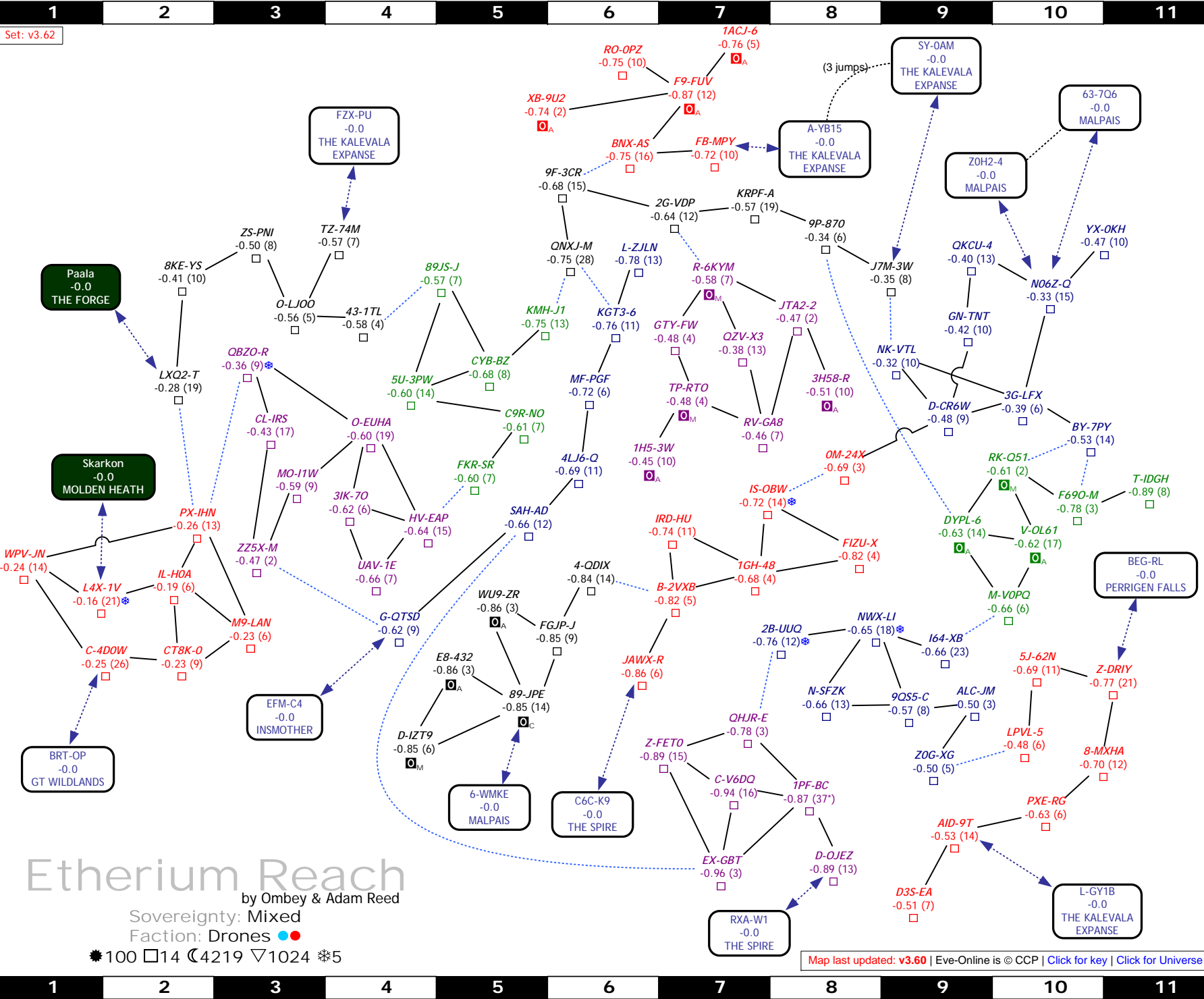
(5 jumps)

3j 6D
Derrintel

3j 2E
Attyn

(2 jumps)





Ethereum Reach

by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

☀️100 ◻️14 ◻️4219 ▽1024 ✨5

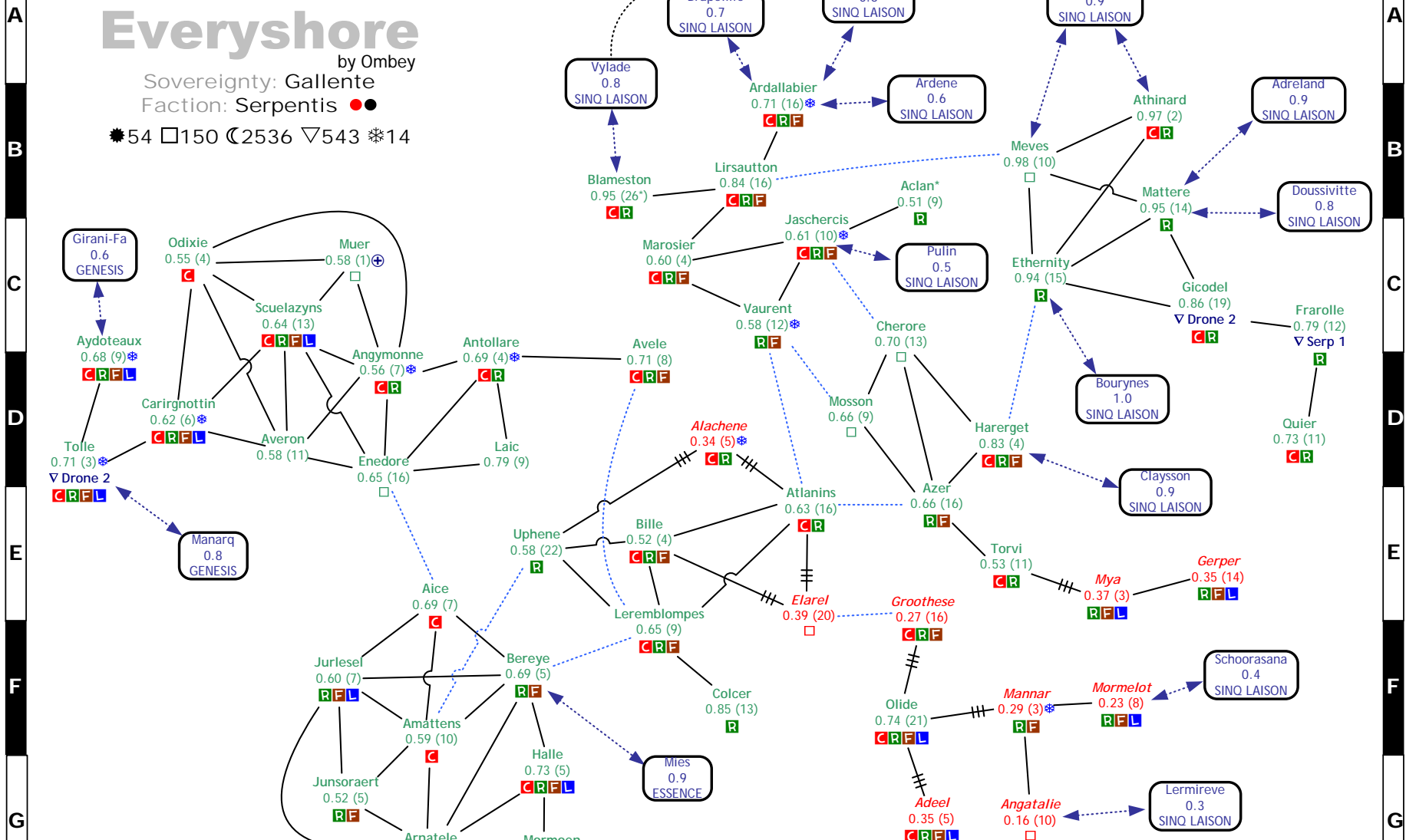
Everyshore

by Ombey

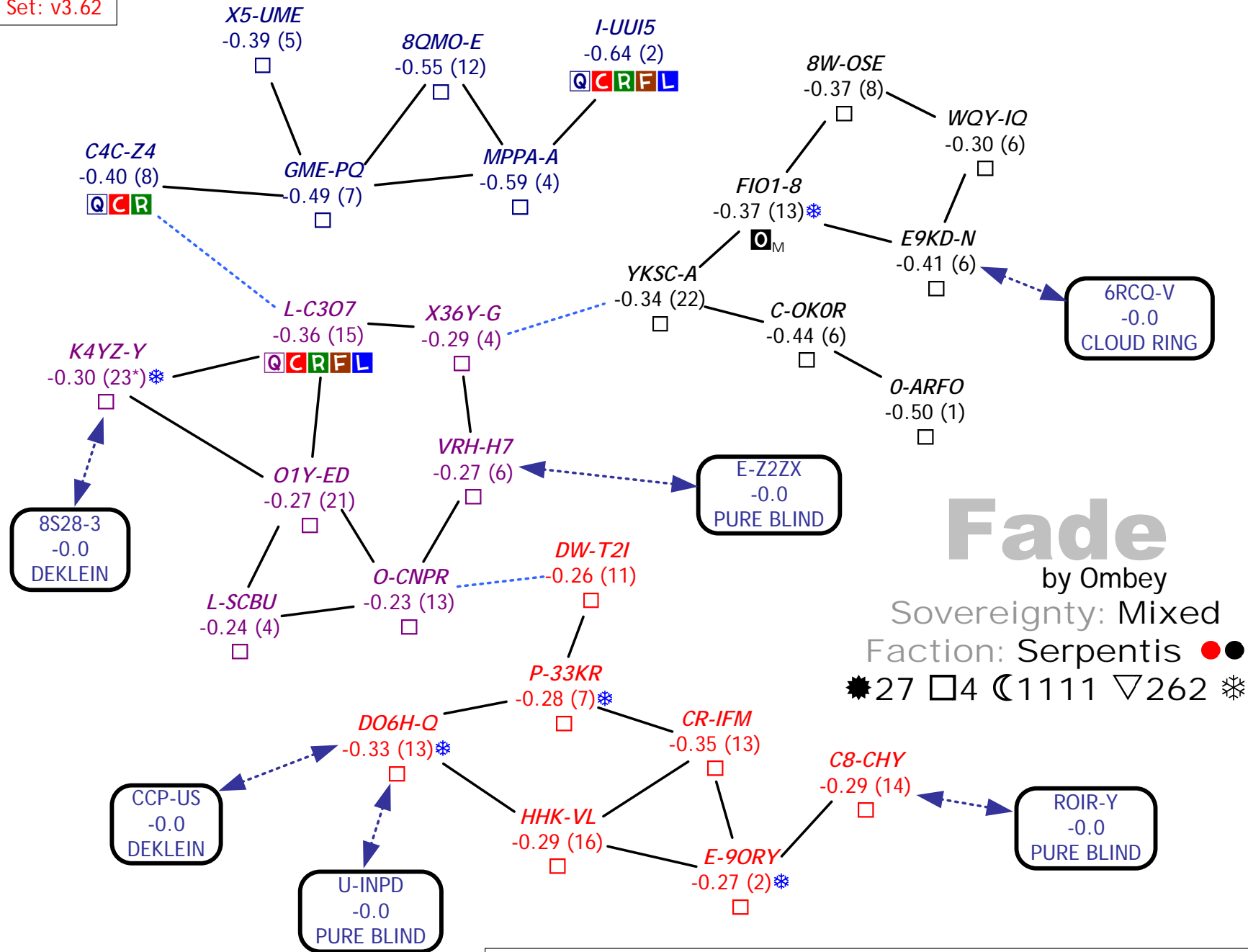
Sovereignty: Gallente

Faction: Serpentis ●●

✪54 ◻150 ◂2536 ▽543 ✨14



Set: v3.62



Fade

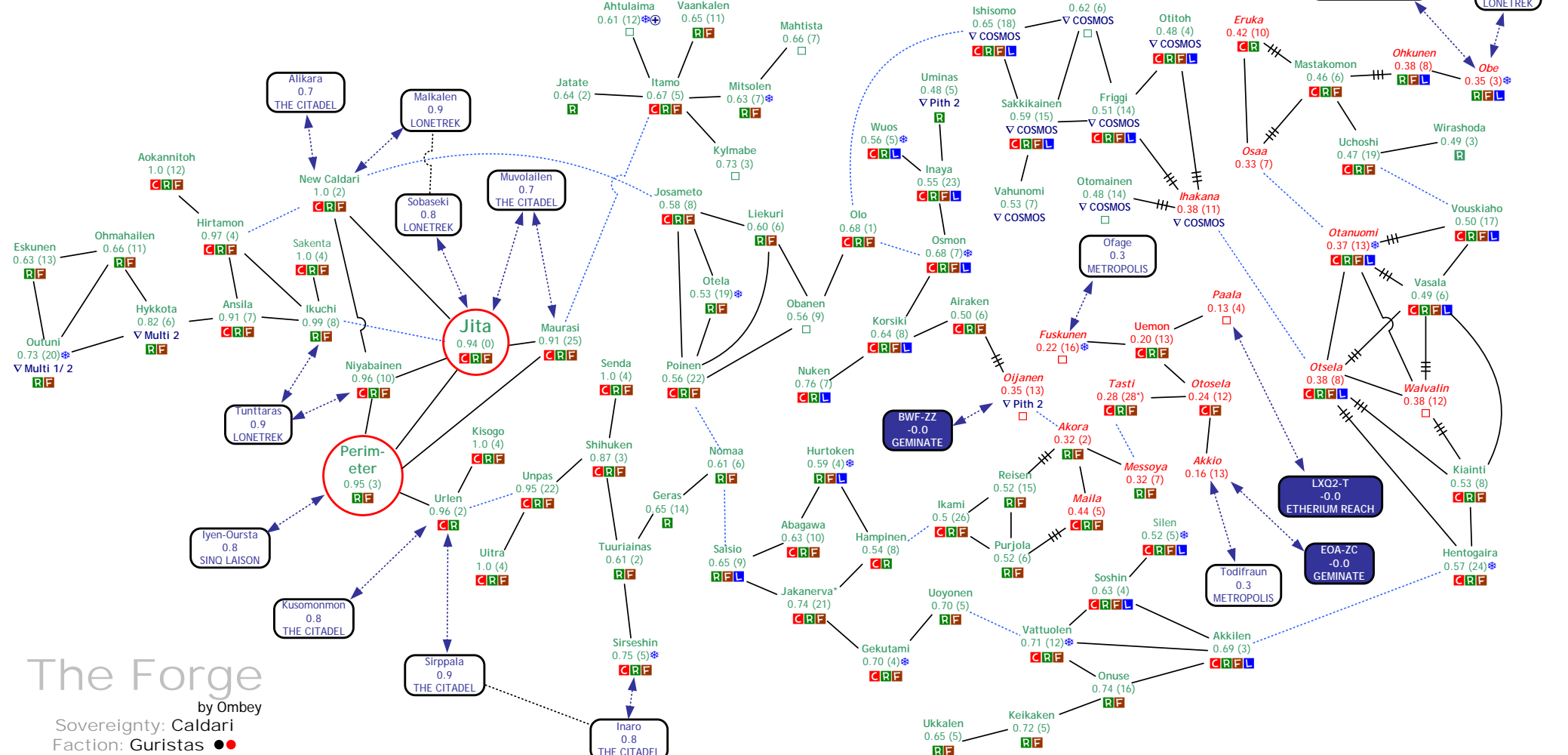
by Ombey

Sovereignty: Mixed

Faction: Serpentis ●●

✱27 □4 ☾1111 ▽262 ✱5

The Forge
 by Ombey
 Sovereignty: Caldari
 Faction: Guristas ●●
 ✳93 □358 ◡3770 ▽874 ✳19



Set: v3.62

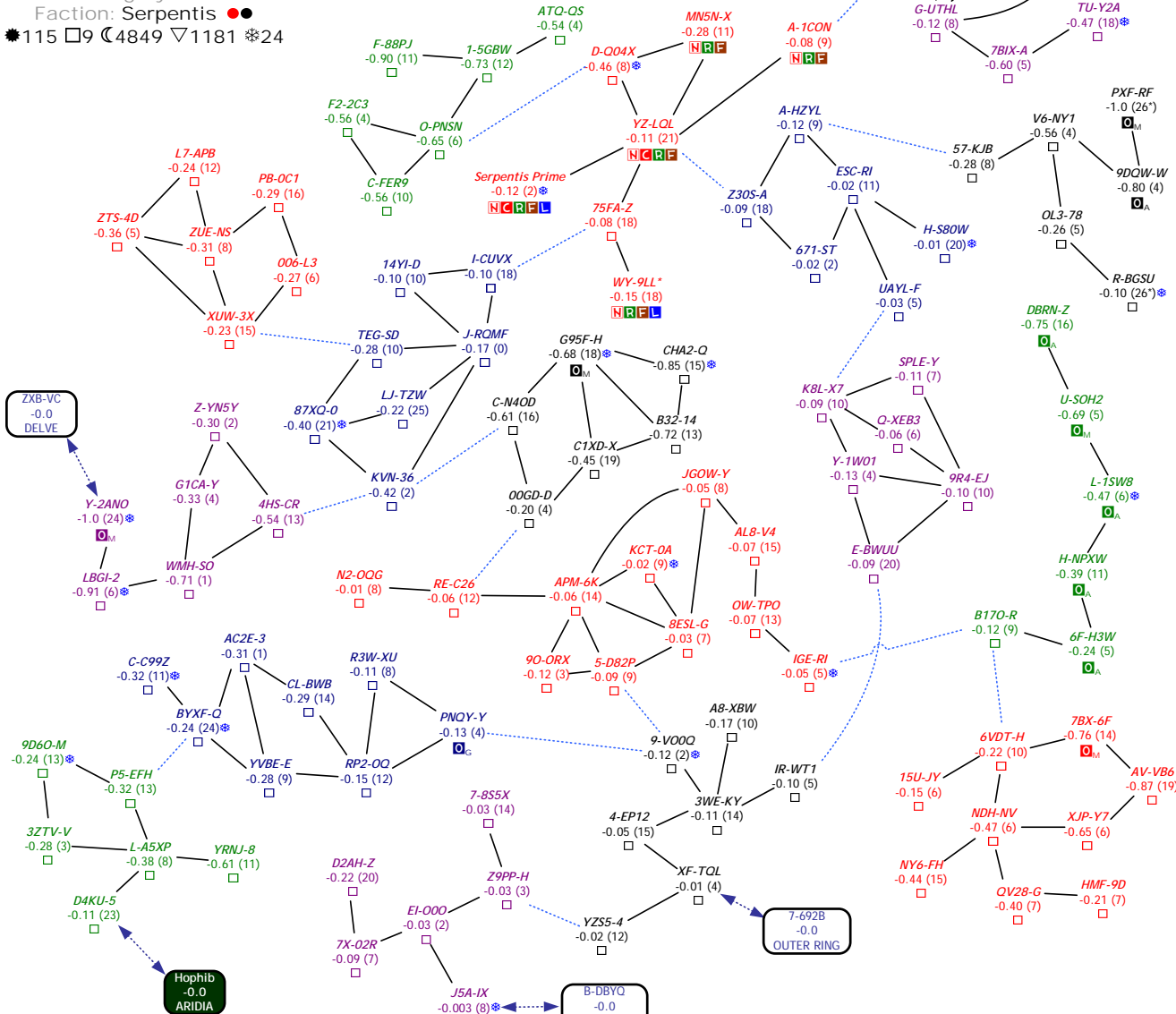
Fountain

by Ombey

Sovereignty: Mixed

Faction: Serpents ●●

☀115 □9 ◐4849 ▽1181 ❄24



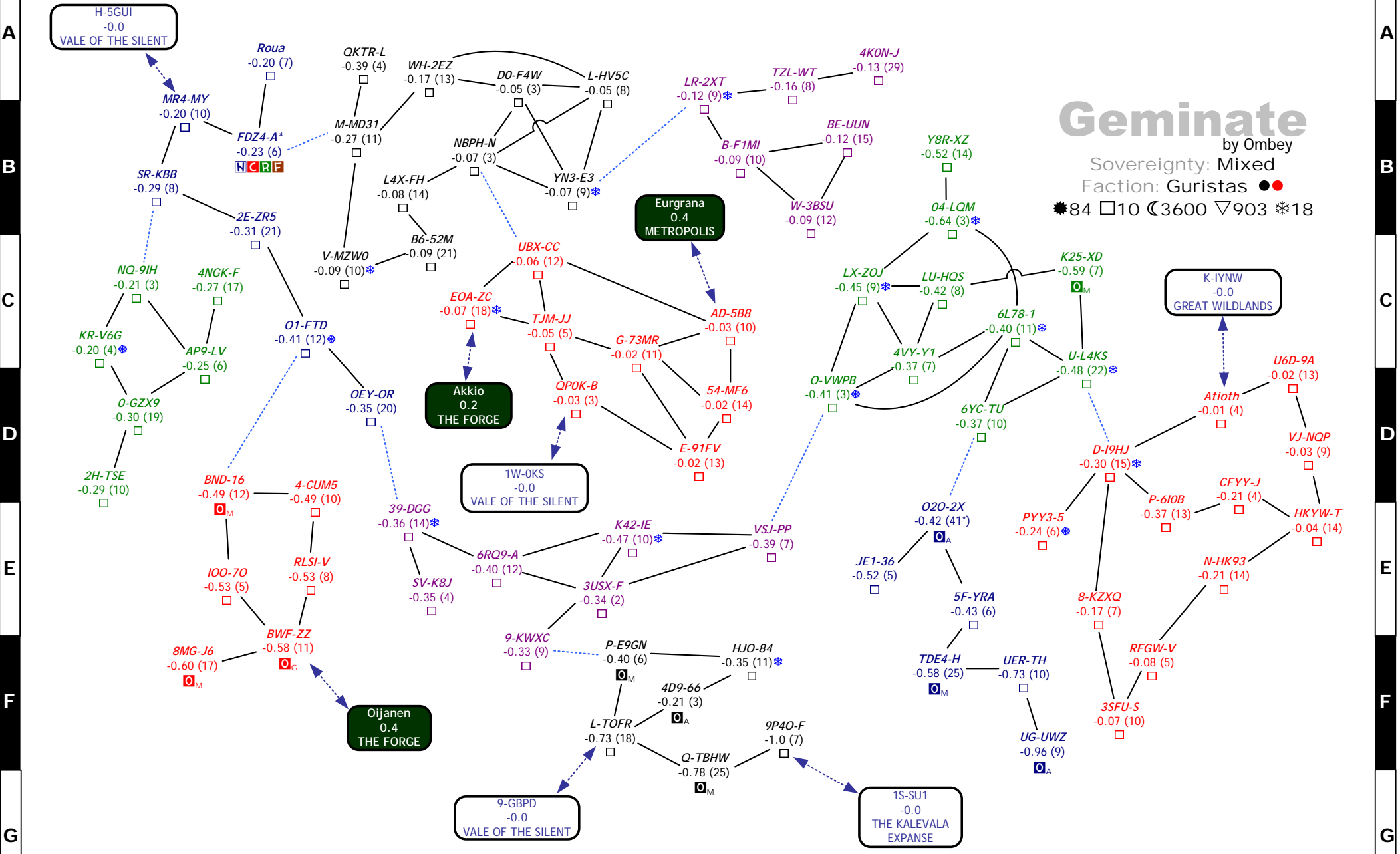
Geminate

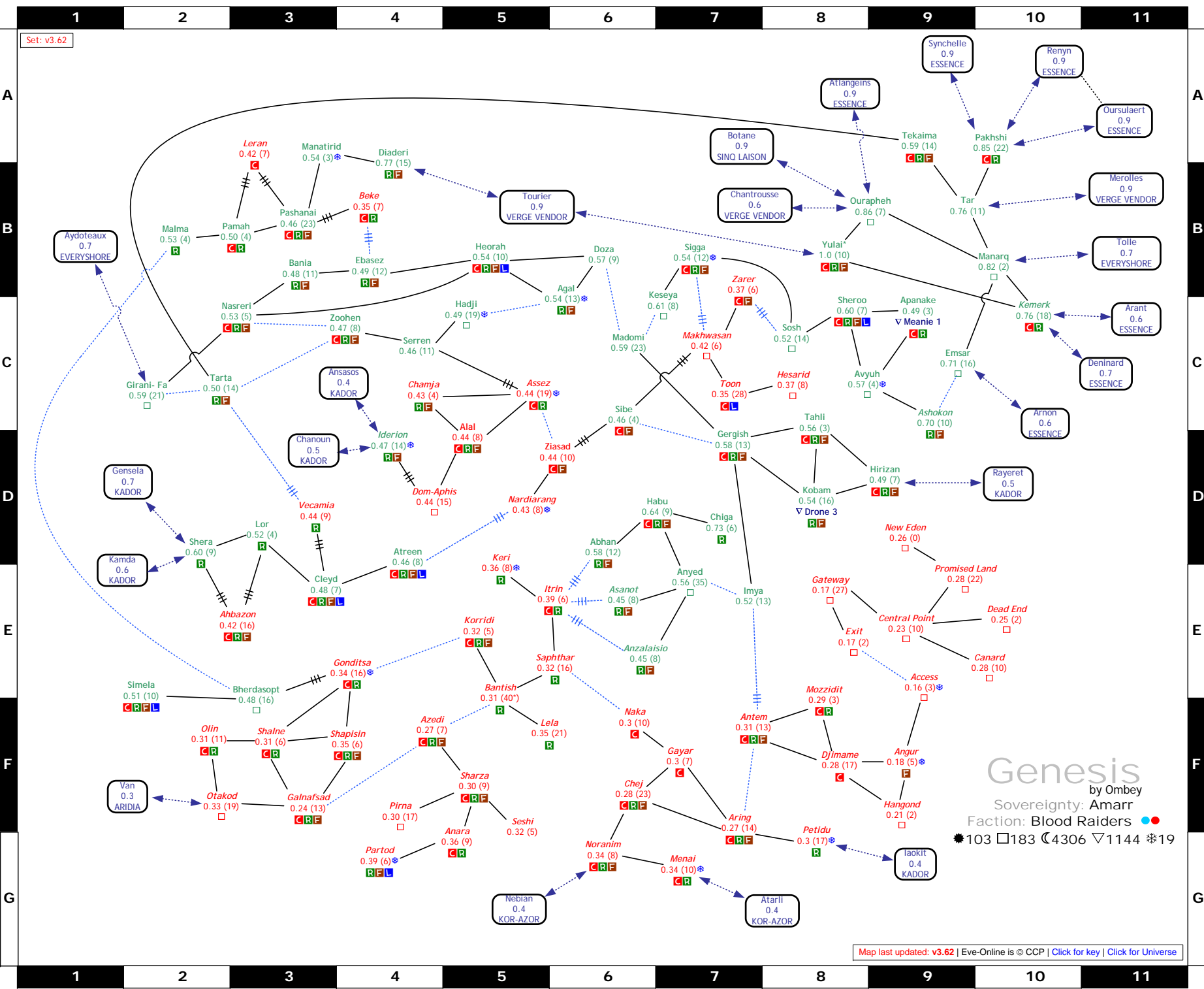
by Ombey

Sovereignty: Mixed

Faction: Guristas ●●

✳84 □10 ◐3600 ▽903 ✳18





Genesis
by Ombey

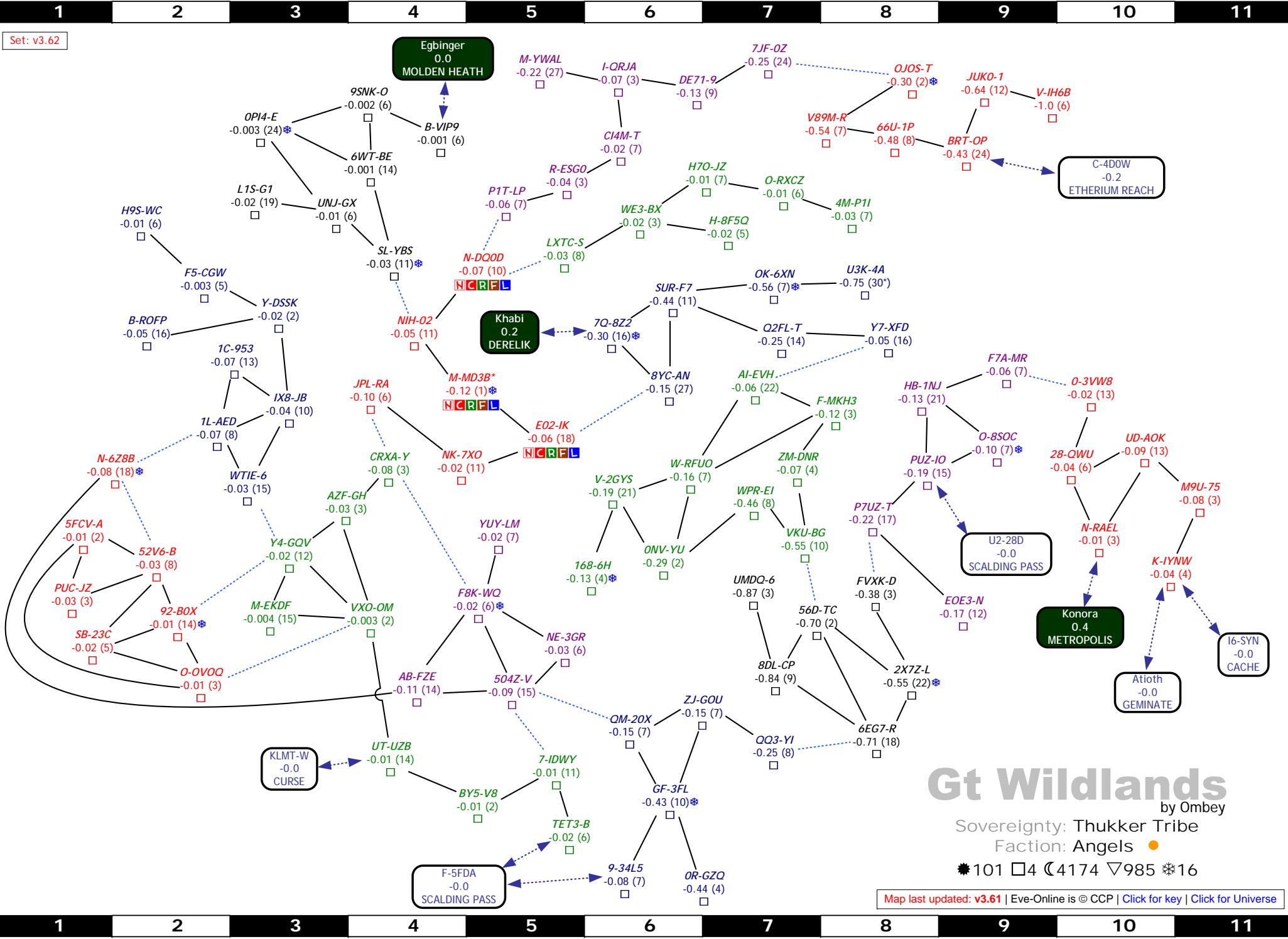
Sovereignty: Amarr
Faction: Blood Raiders

☀️103 🏠183 🏠4306 🏠1144 ⚡️19

Set: v3.62

A
B
C
D
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A
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E
F
G



Gt Wildlands

by Ombey

Sovereignty: Thukker Tribe

Faction: Angels ●

★101 □4 ☾4174 ▽985 ✨16

Heimatar

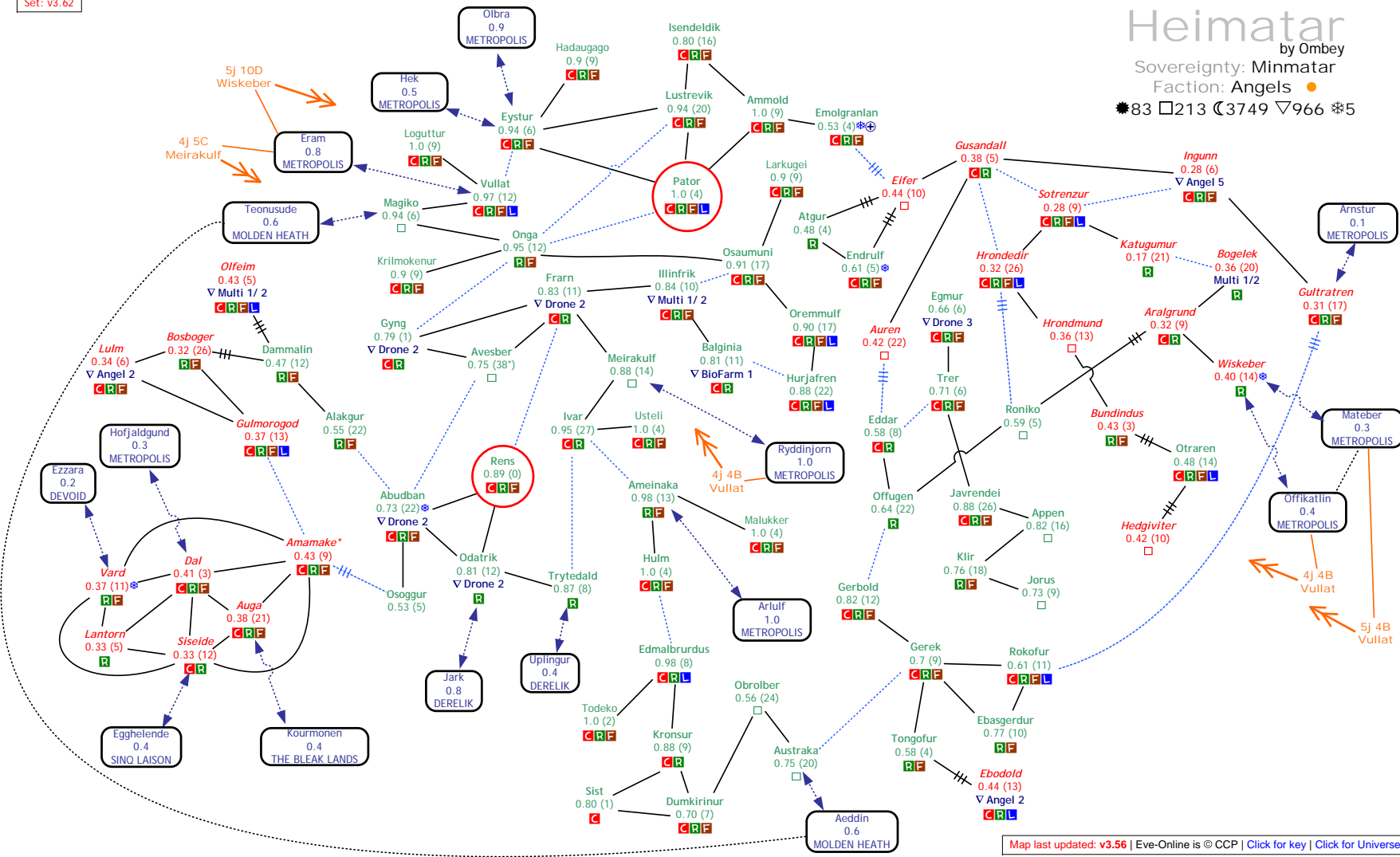
by Ombey

Sovereignty: Minmatar

Faction: Angels

✳83 ☐213 ☾3749 ▽966 ✳5

Set: v3.62



Set: v3.62

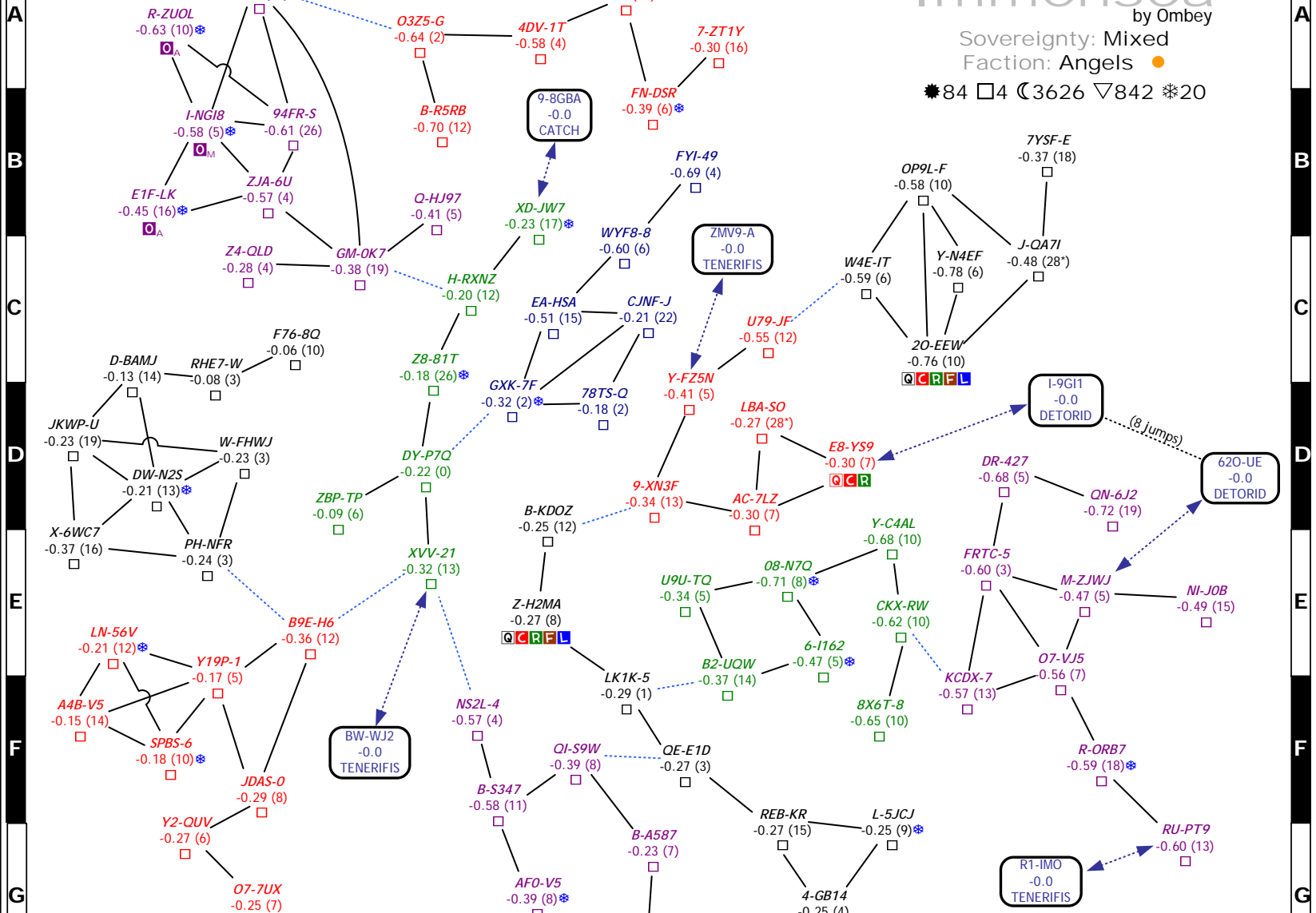
Immensea

by Ombey

Sovereignty: Mixed

Faction: Angels ●

✳84 □4 ◐3626 ▽842 ✳20



Set: v3.62

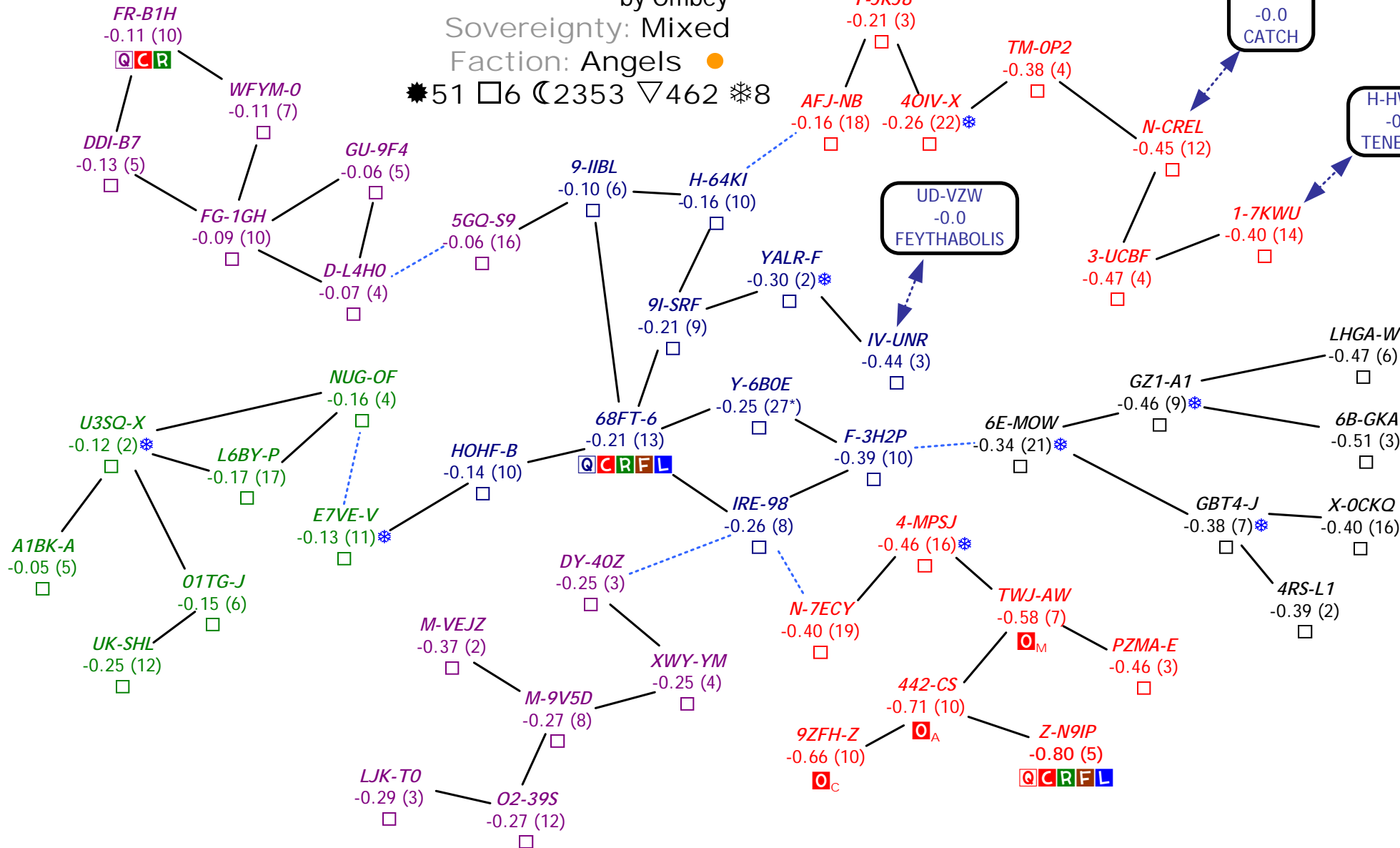
Impass

by Ombey

Sovereignty: Mixed

Faction: Angels ●

☀51 ☐6 ☾2353 ▽462 ✨8



Set: v3.62

Insmother

by Ombey

Sovereignty: Mixed

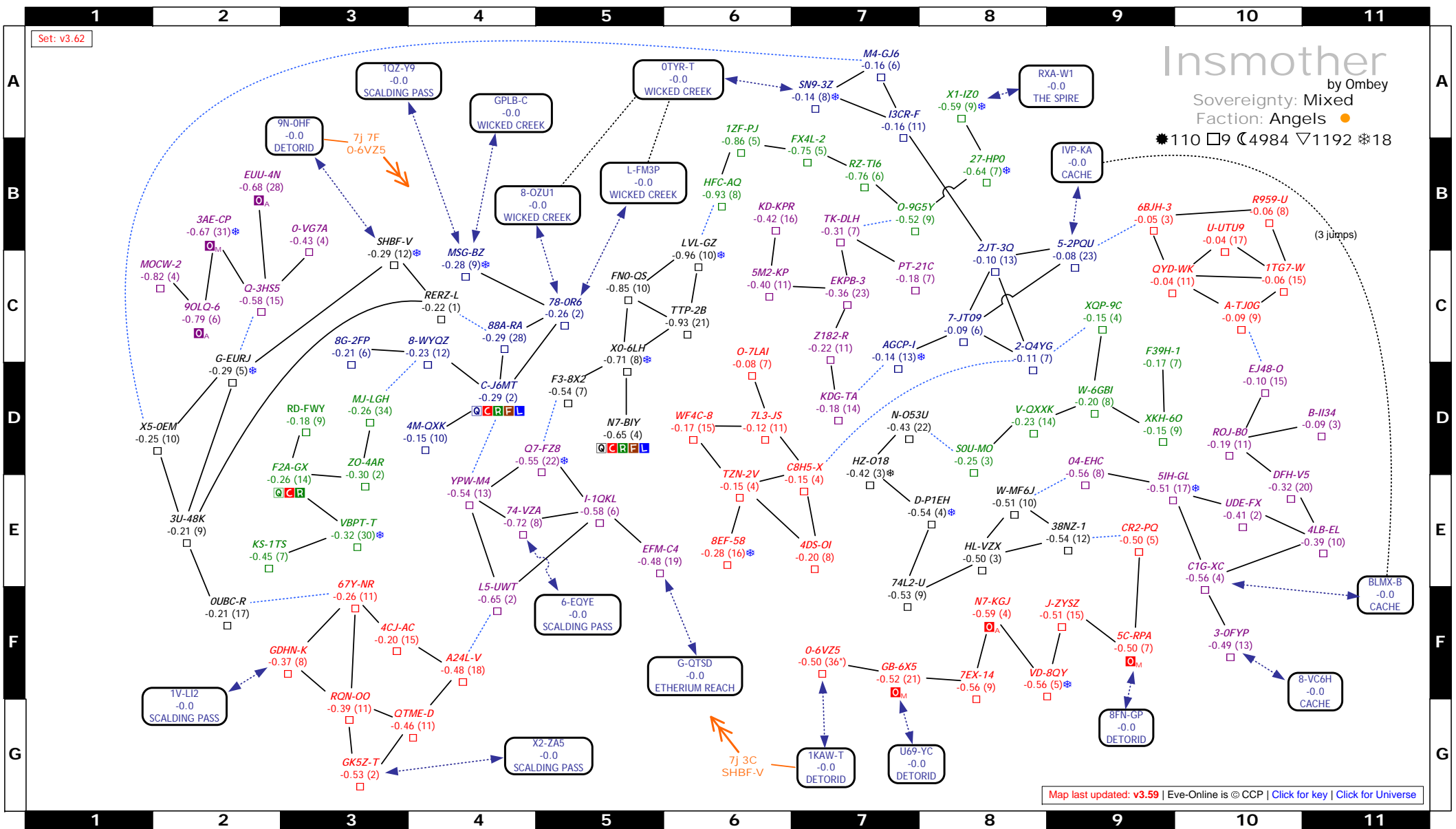
Faction: Angels ●

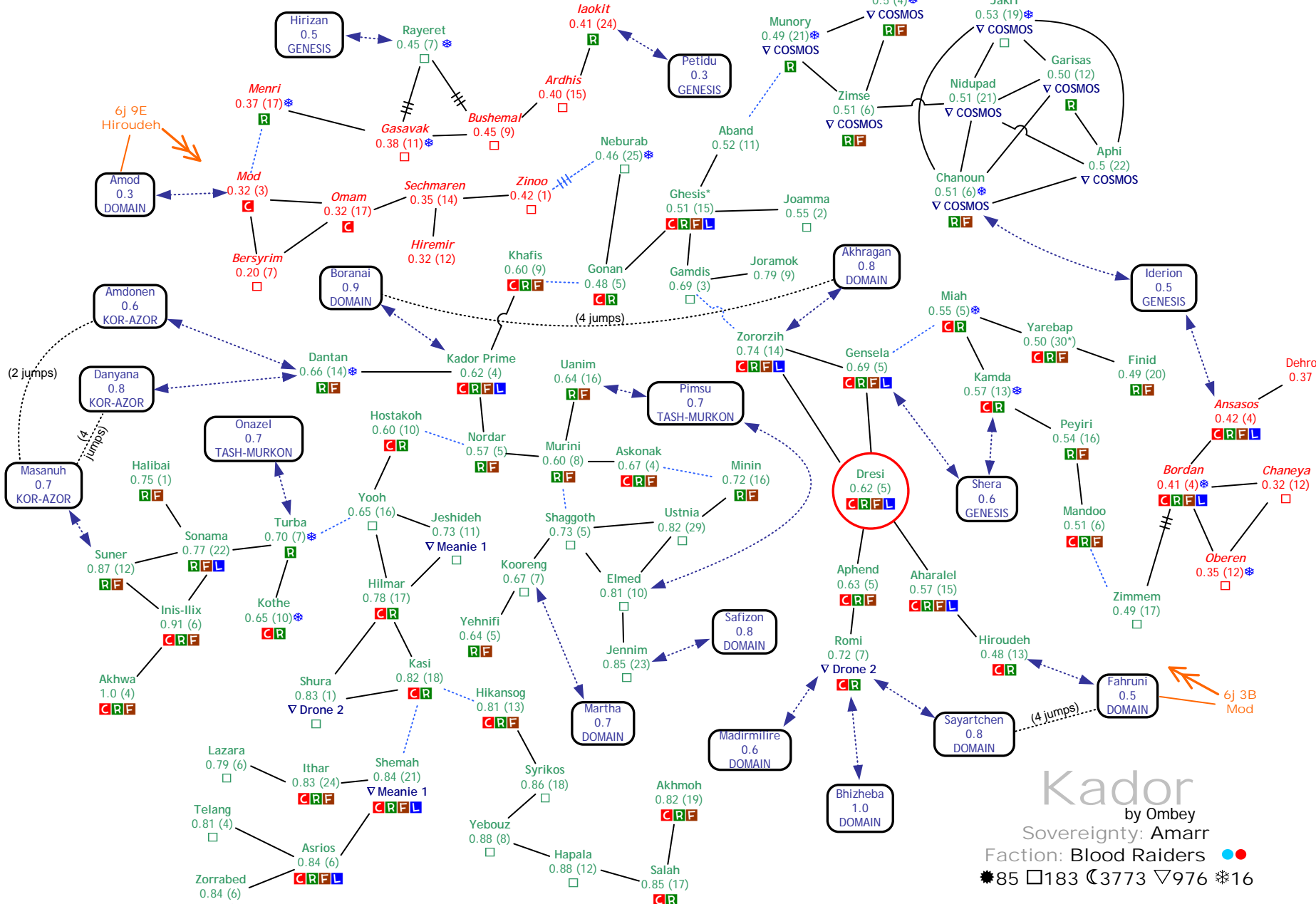
✳110 ◻9 ◂4984 ▽1192 ✳18

(3 jumps)

A
B
C
D
E
F
G

A
B
C
D
E
F
G





Kadon

by Ombey

Sovereignty: Amarr
 Faction: Blood Raiders ●●
 ✪85 □183 ◡3773 ▽976 ✪16

The Kalevala Expanse

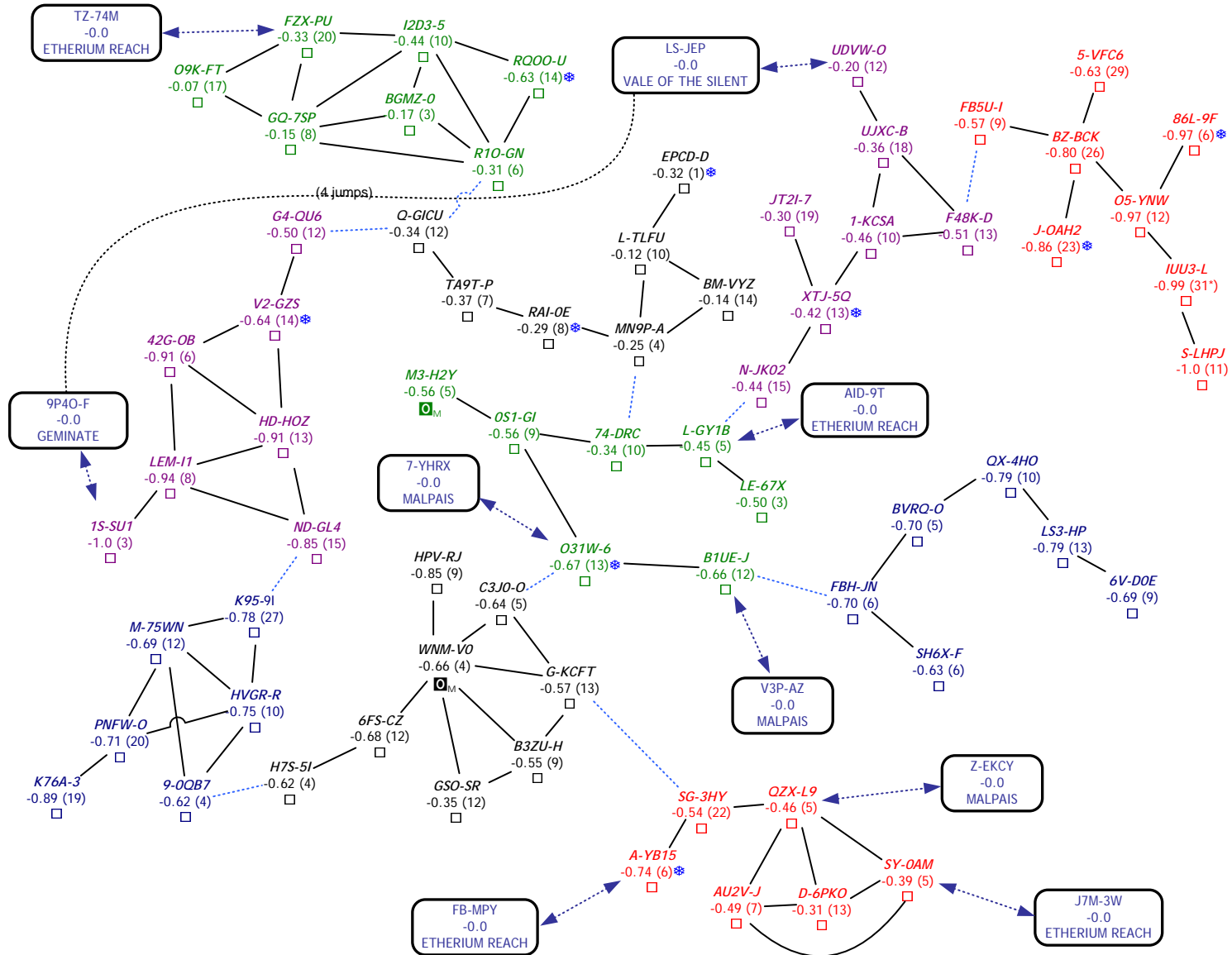
by Ombey & Adam Reed

Set: v3.62

Sovereignty: Mixed

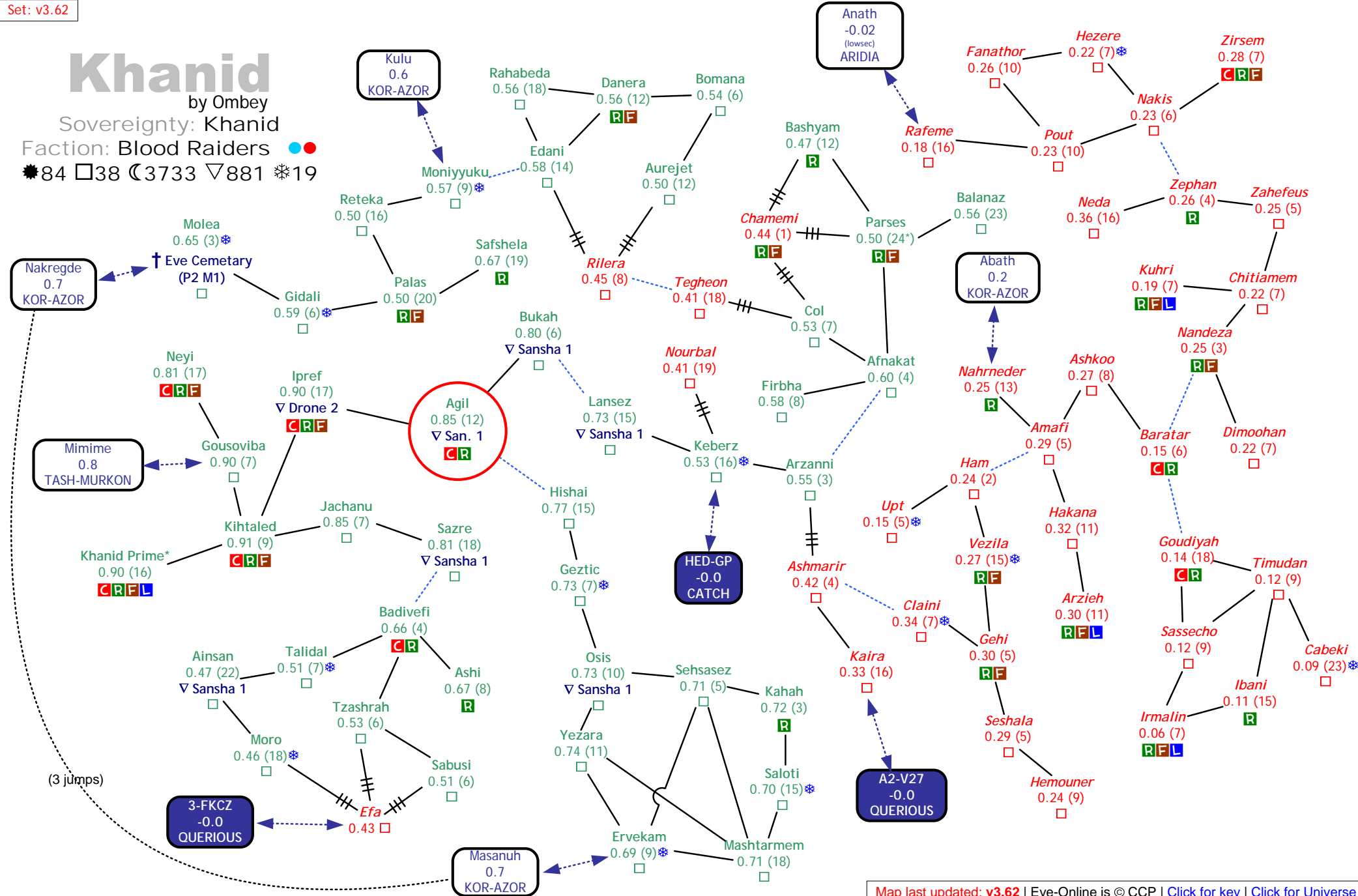
Faction: Drones ●●

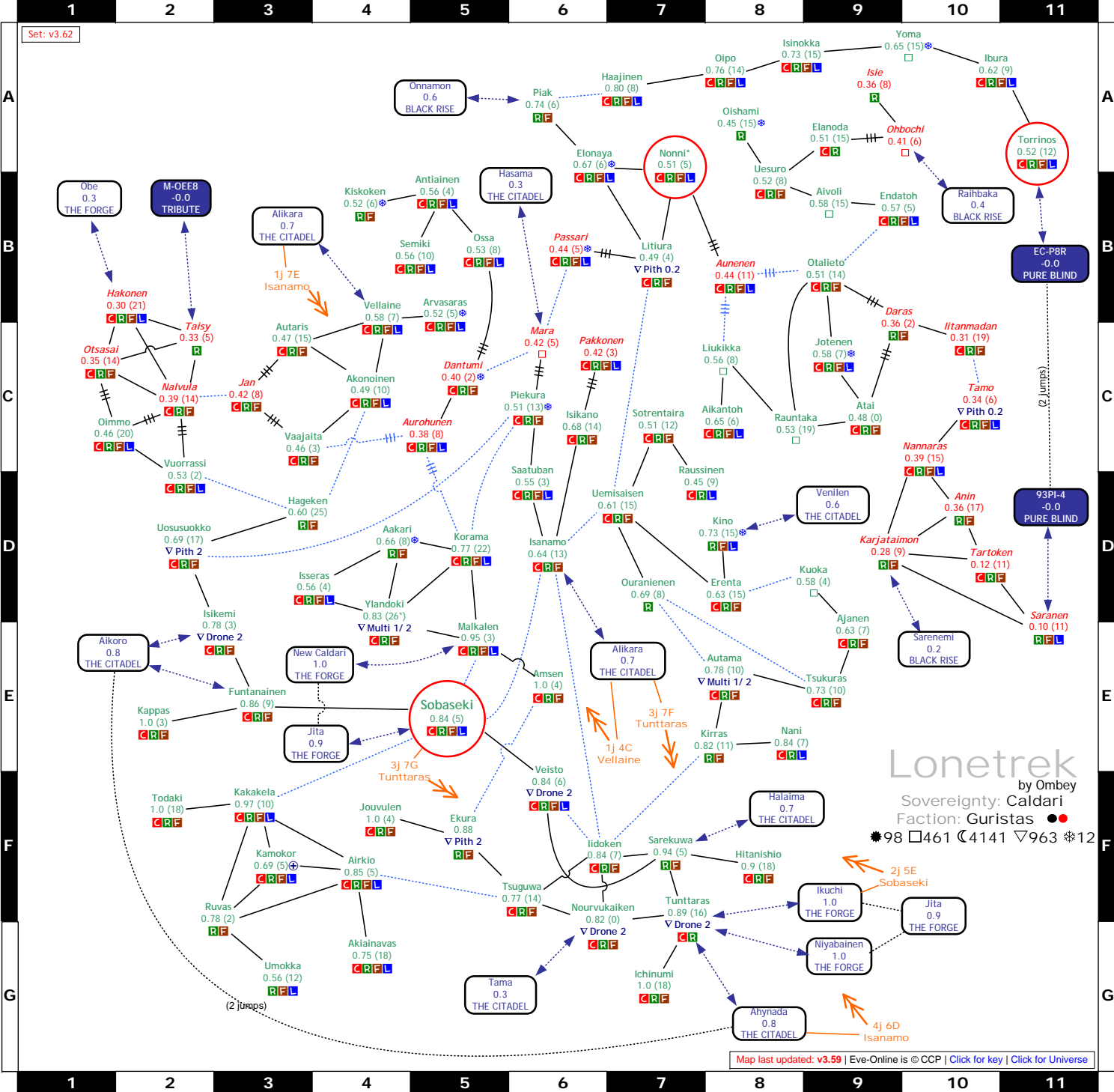
✳69 □2 ☾3050 ▽767 ✳9



Khanid

by Ombey
Sovereignty: Khanid
Faction: Blood Raiders
✳84 ◻38 ◡3733 ▽881 ✳19





Lonetrek

by Ombey

Sovereignty: Caldari
 Faction: Guristas ●●

☀98 ☐461 ☾4141 ▽963 ✨12

Malpais

by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones

102 4436 1062 14

B-BOME
-0.0
PERRIGEN FALLS

N06Z-Q
-0.0
ETHERIUM REACH

OZX-L9
-0.0
THE KALEVALA EXPANSE

R-AG7W
-0.0
PERRIGEN FALLS

AY9X-Q
-0.0
PERRIGEN FALLS

B1UE-J
-0.0
THE KALEVALA EXPANSE

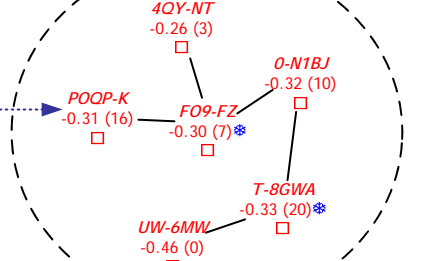
83-YGI
-0.0
OASA

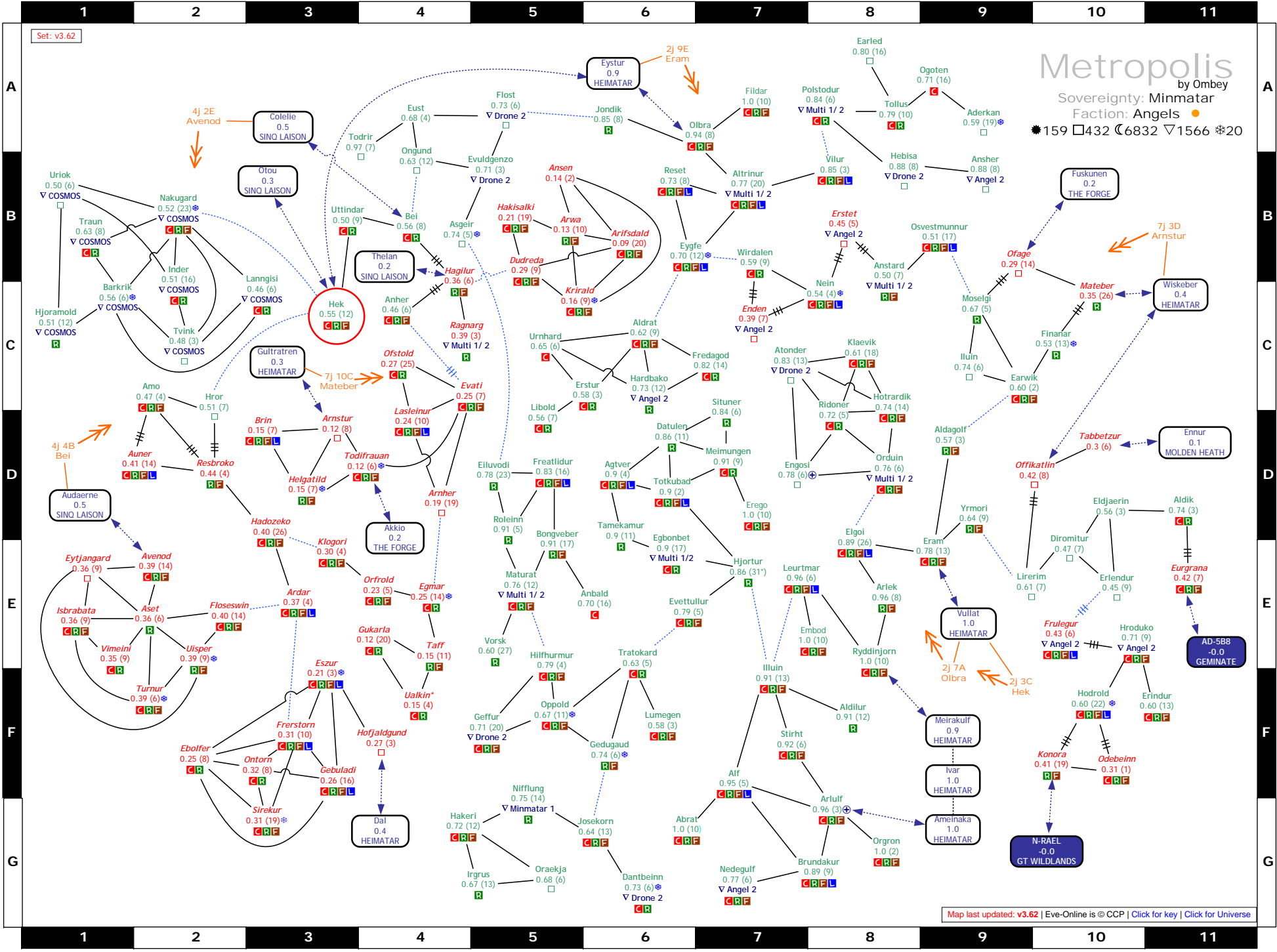
89-JPE
-0.0
ETHERIUM REACH

OJ-MQW
-0.0
THE SPIRE

PVF-N9
-0.0
PERRIGEN FALLS

ND-XTX
-0.0
OASA





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

Molden Heath

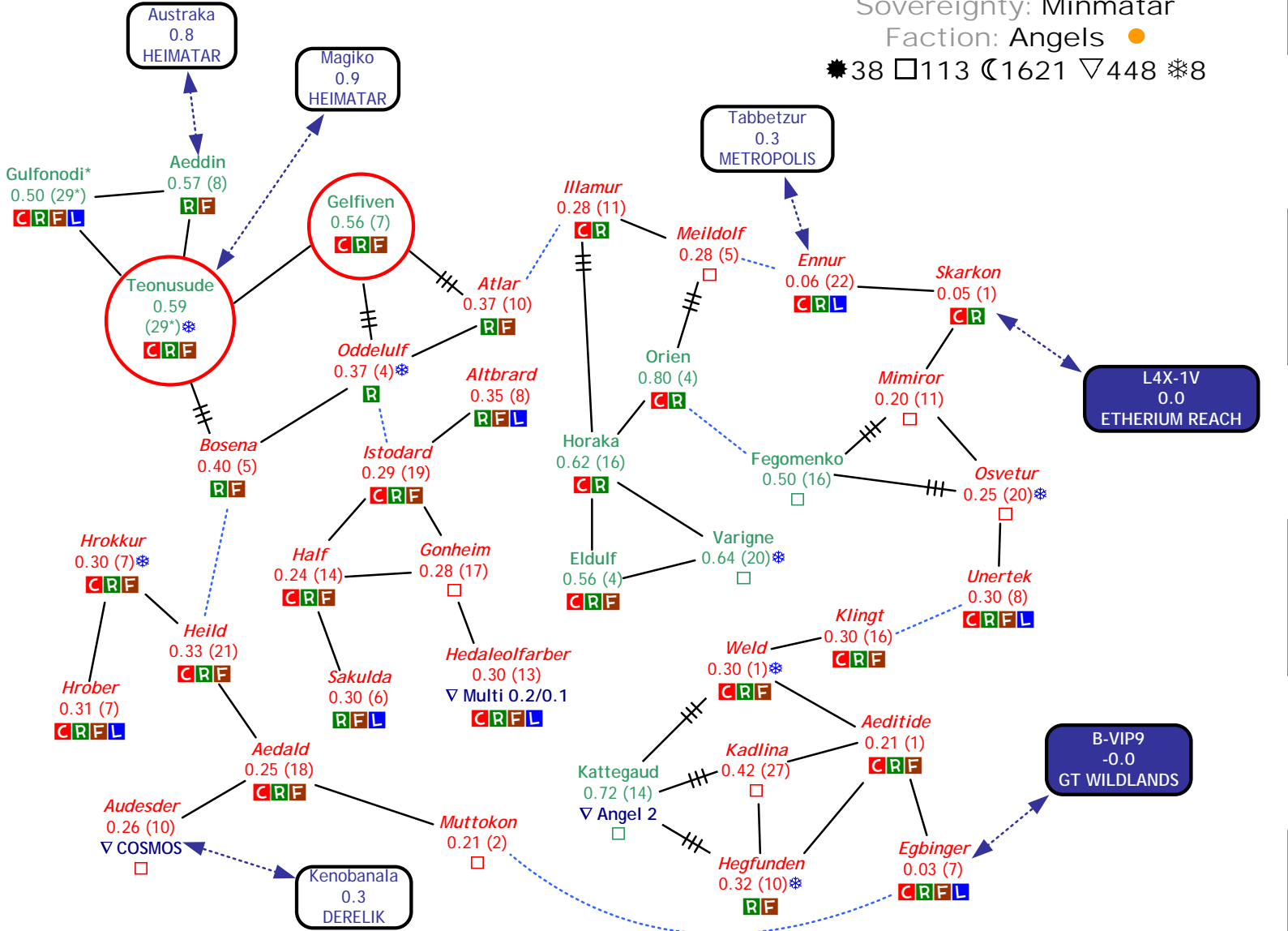
by Ombey

Sovereignty: Minmatar

Faction: Angels ●

☀38 ☐113 ☾1621 ▽448 ❄8

Set: v3.62



Set: v3.62

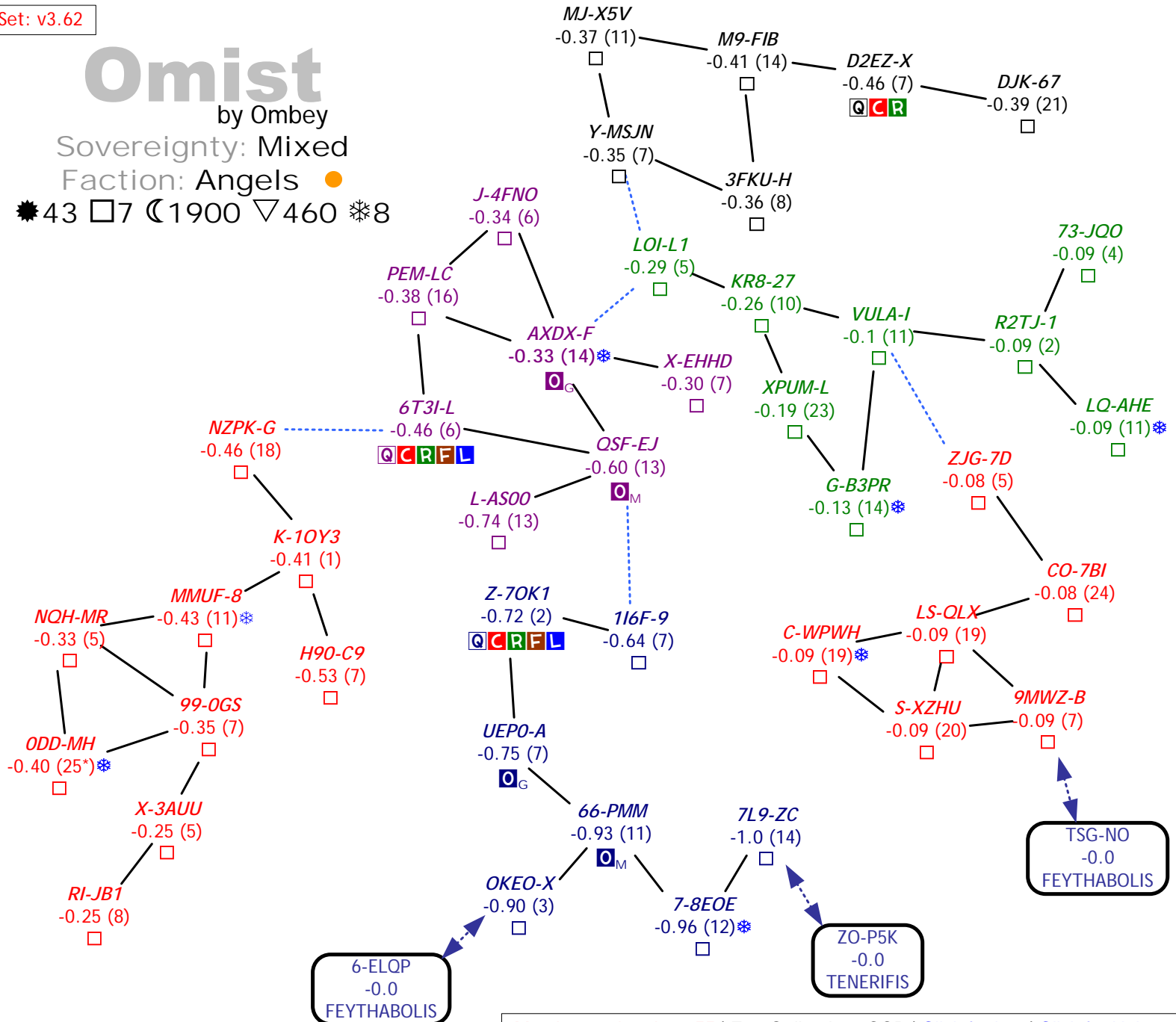
Omist

by Ombey

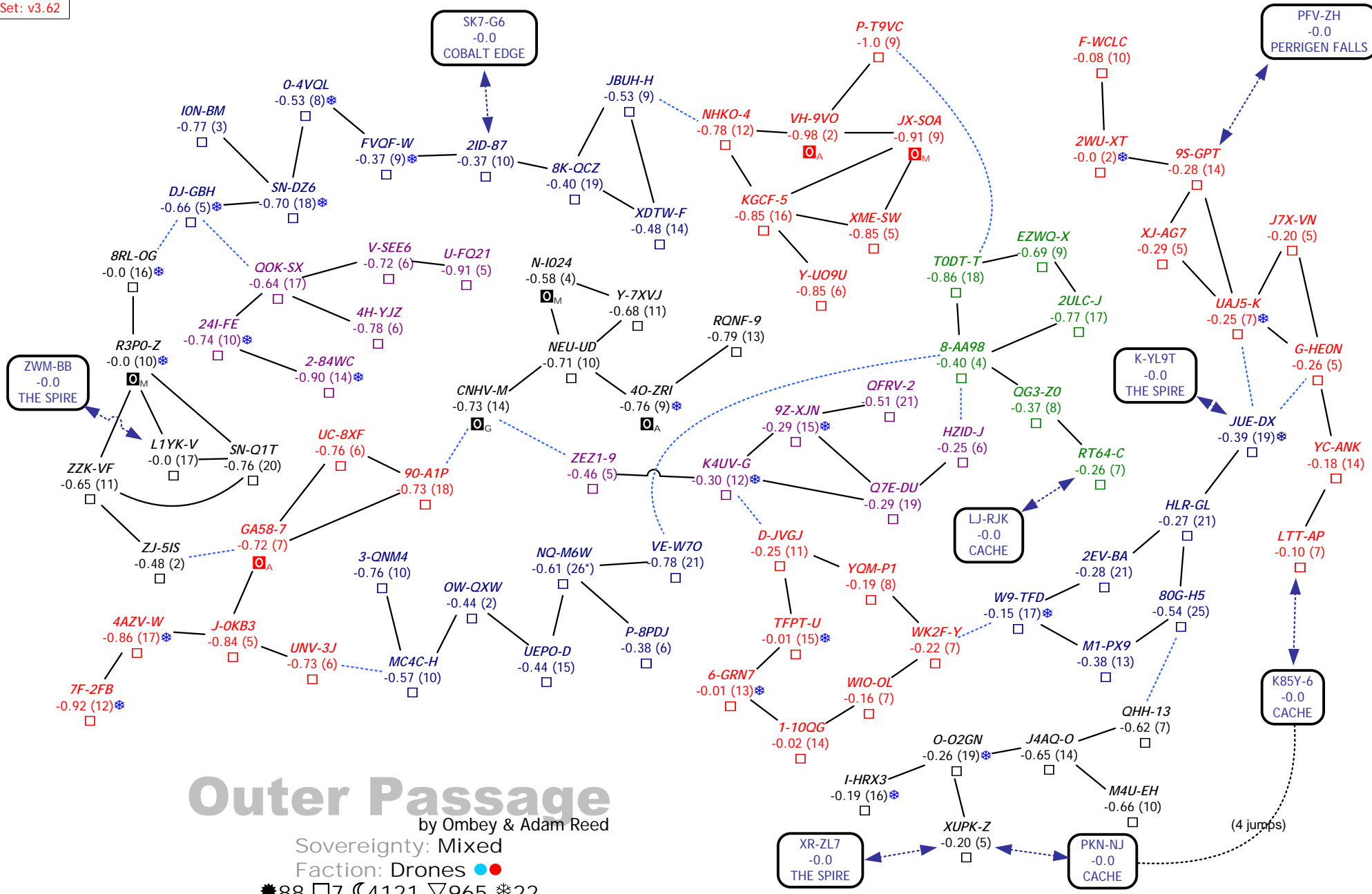
Sovereignty: Mixed

Faction: Angels ●

☀ 43 ☐ 7 ☾ 1900 ▽ 460 ❄ 8



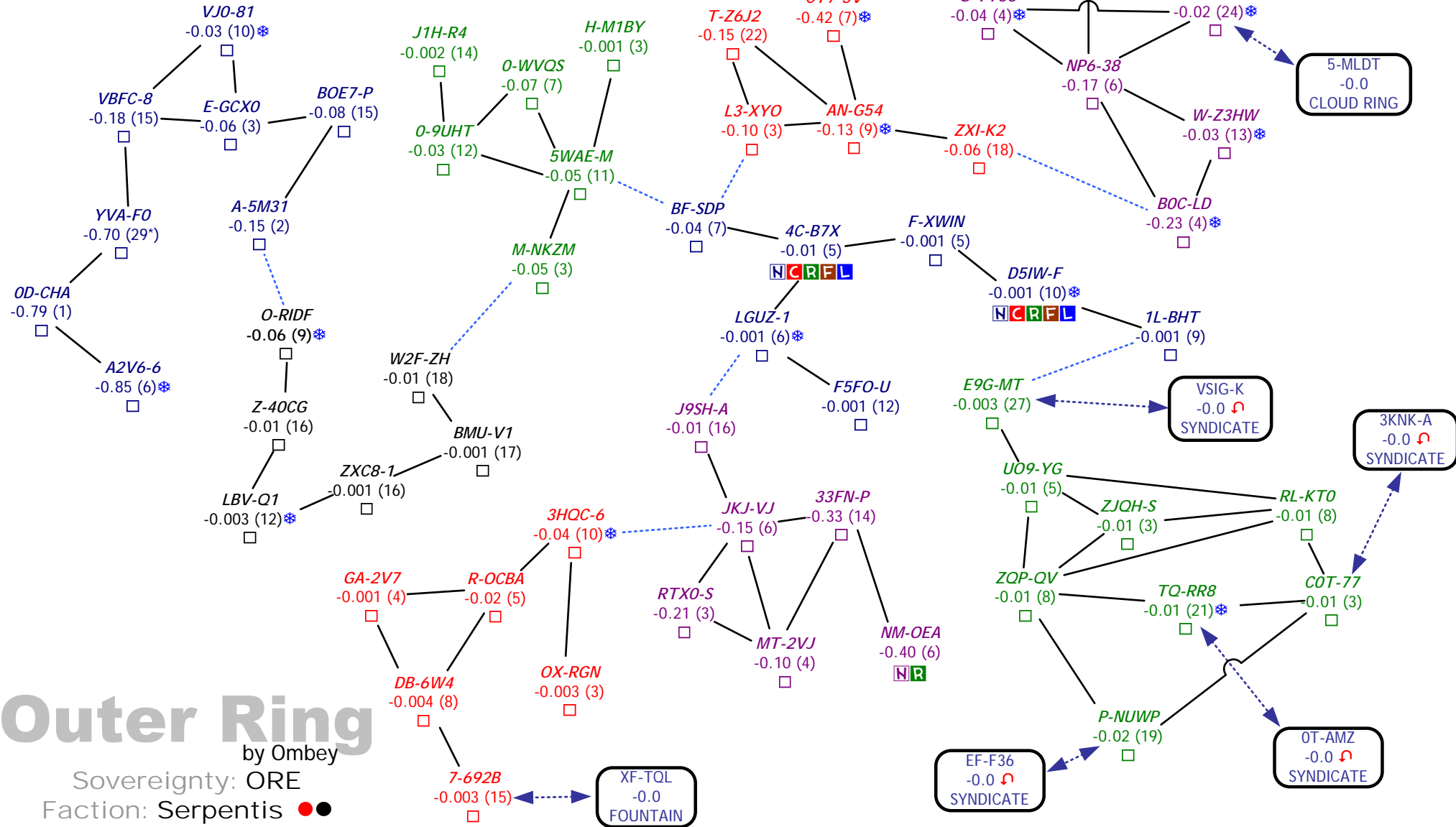
Set: v3.62



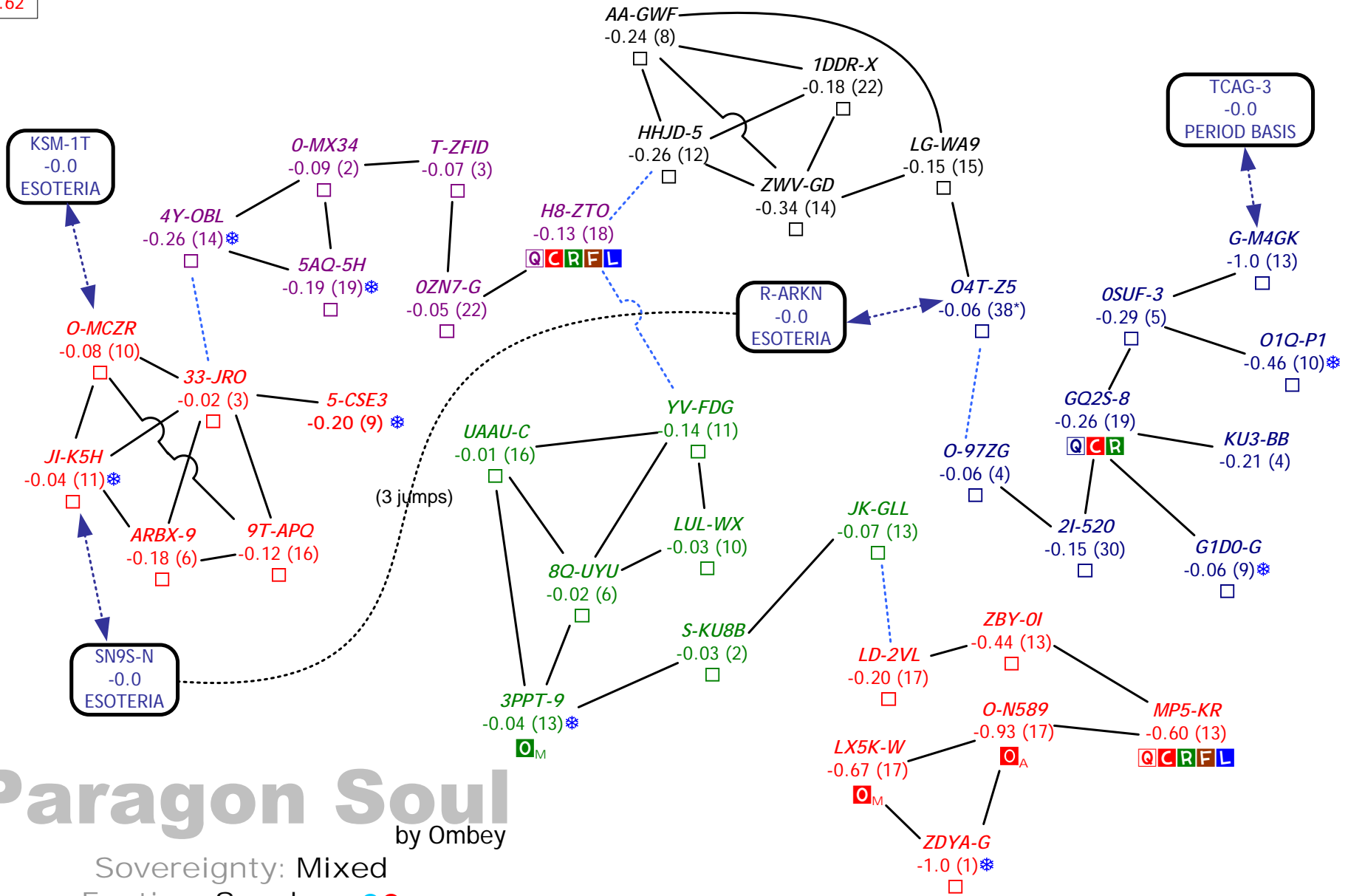
Outer Passage

by Ombey & Adam Reed
 Sovereignty: Mixed
 Faction: Drones ●●
 ✳88 ◻7 ◡4121 ▽965 ✳22

Set: v3.62



Set: v3.62



Paragon Soul

by Ombey

Sovereignty: Mixed

Faction: Sanshas ● ●

★39 □6 ◐1924 ▽482 ✱13

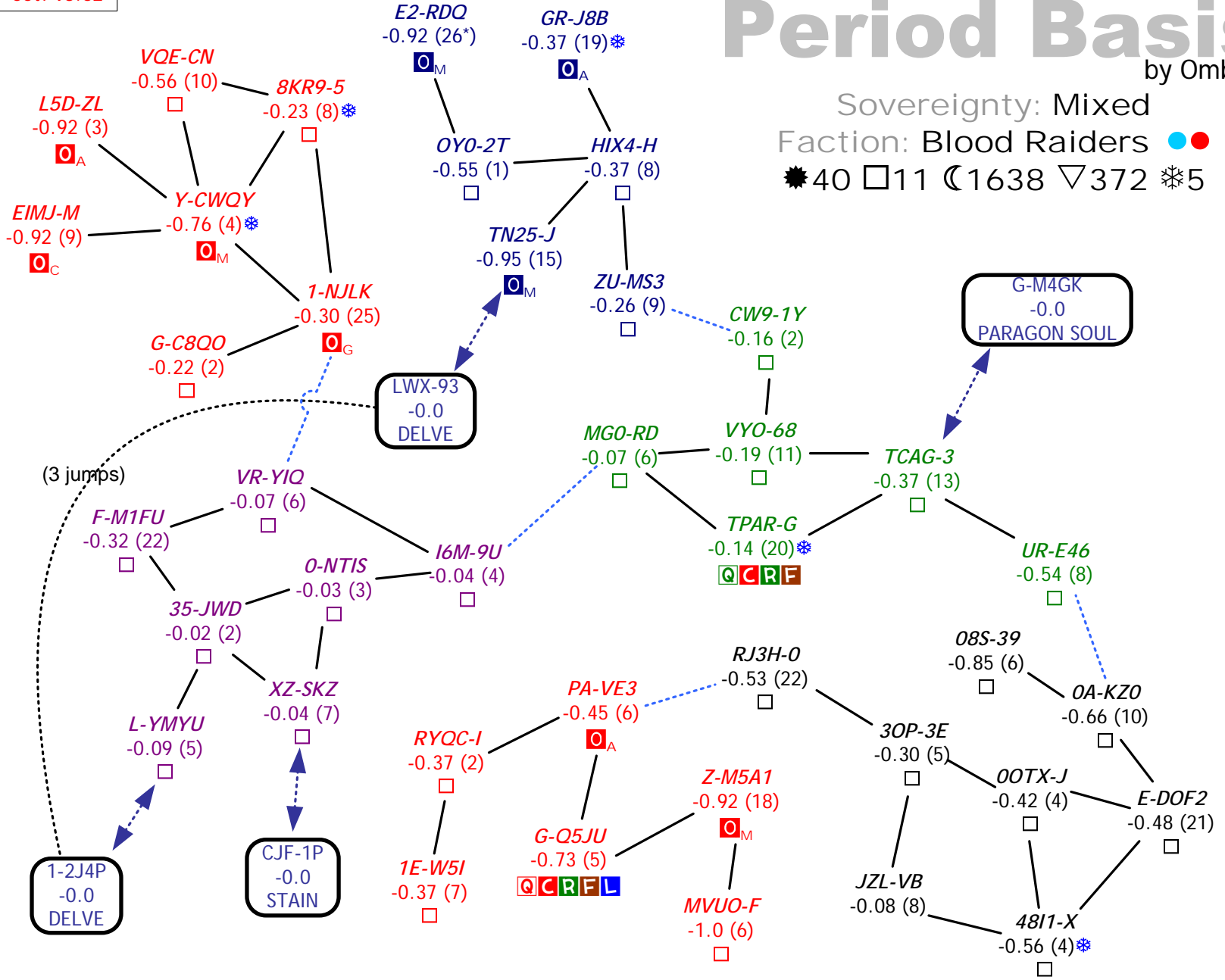
Map last updated: v3.60 | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)

Period Basis

by Ombey

Sovereignty: Mixed
Faction: Blood Raiders ●●
✳40 □11 ◐1638 ▽372 ✳5

Set: v3.62



Set: v3.62

Perrigen Falls

by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones

★104 □10 ◐4360 ▽958 ✨22

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A

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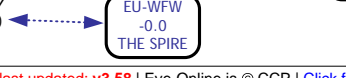
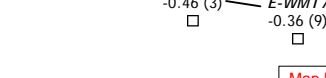
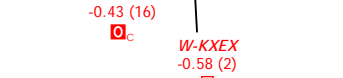
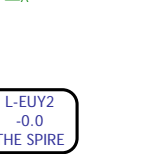
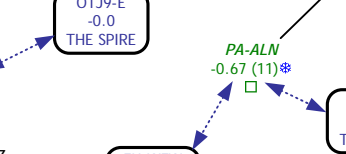
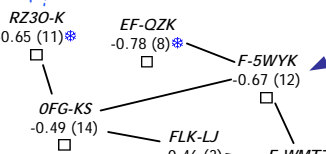
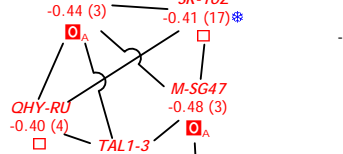
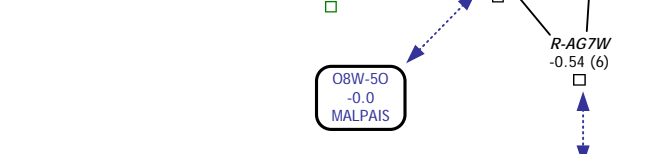
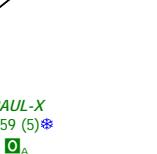
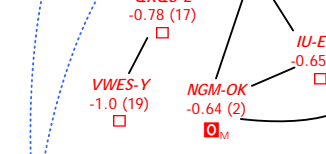
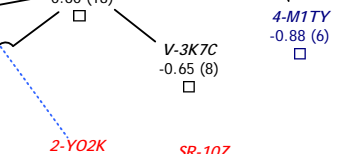
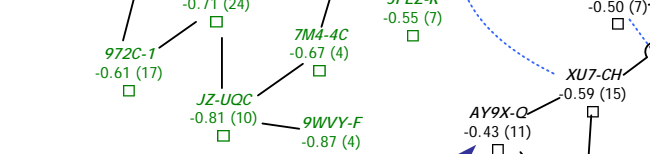
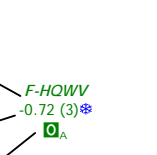
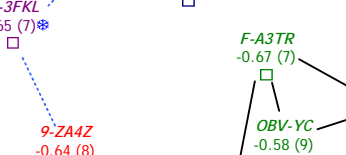
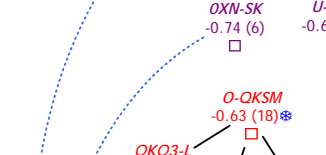
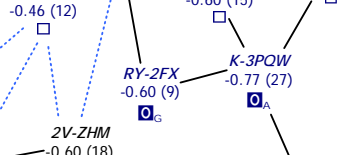
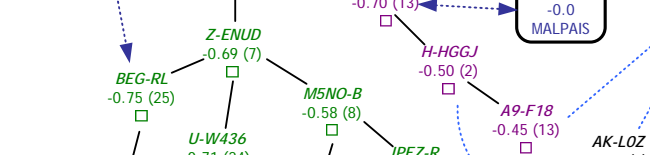
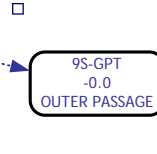
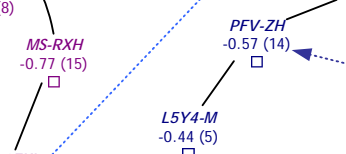
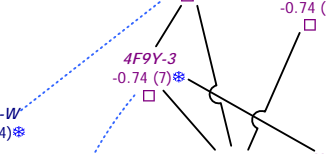
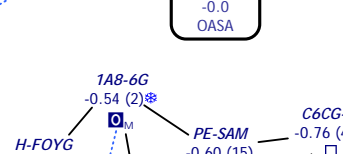
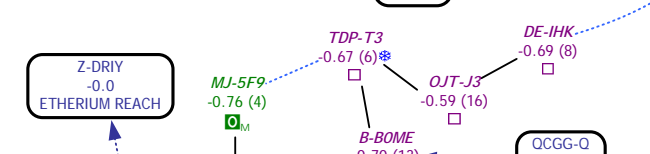
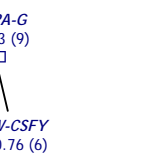
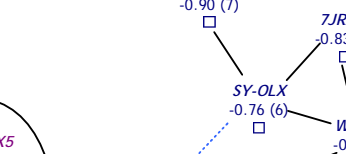
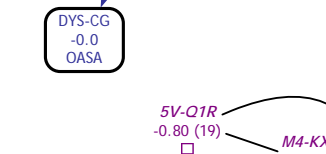
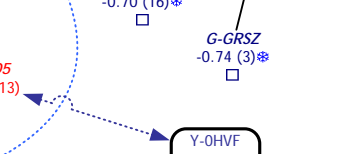
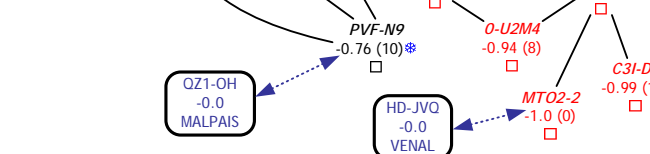
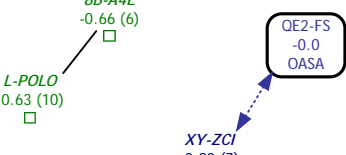
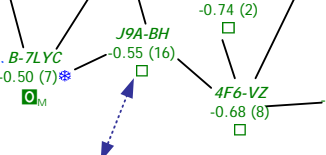
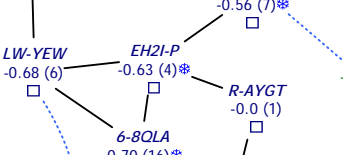
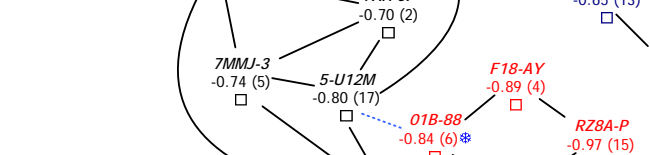
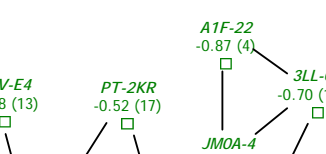
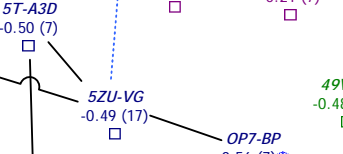
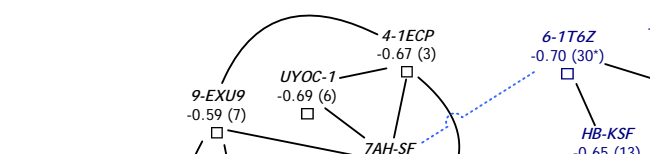
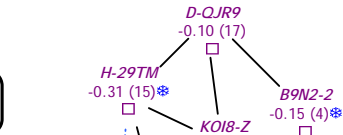
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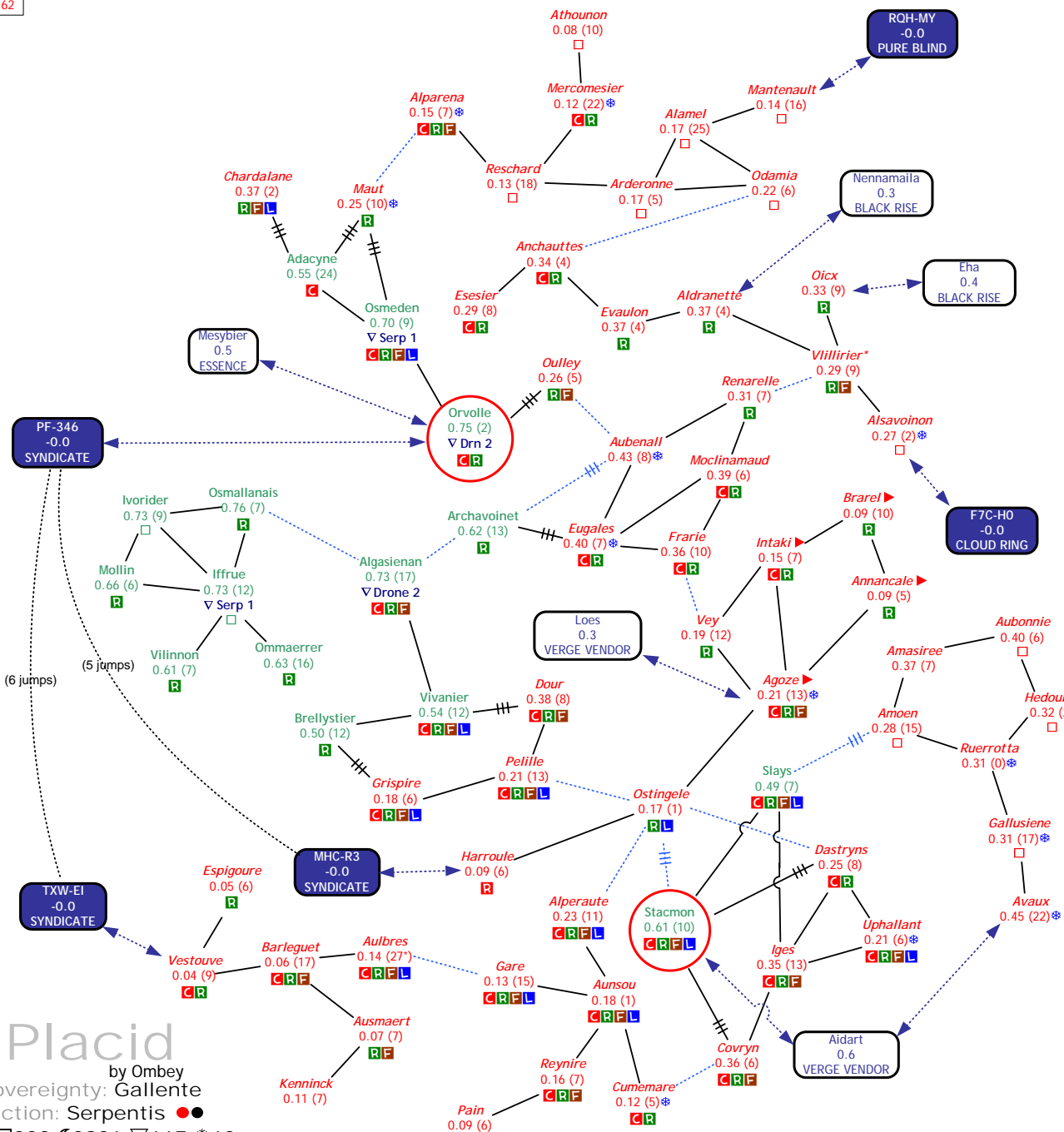
G



Set: v3.62

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Placid
by Ombey
Sovereignty: Gallente
Faction: Serpents ●●
*71 □223 ◂2836 ▽667 *13

Set: v3.62

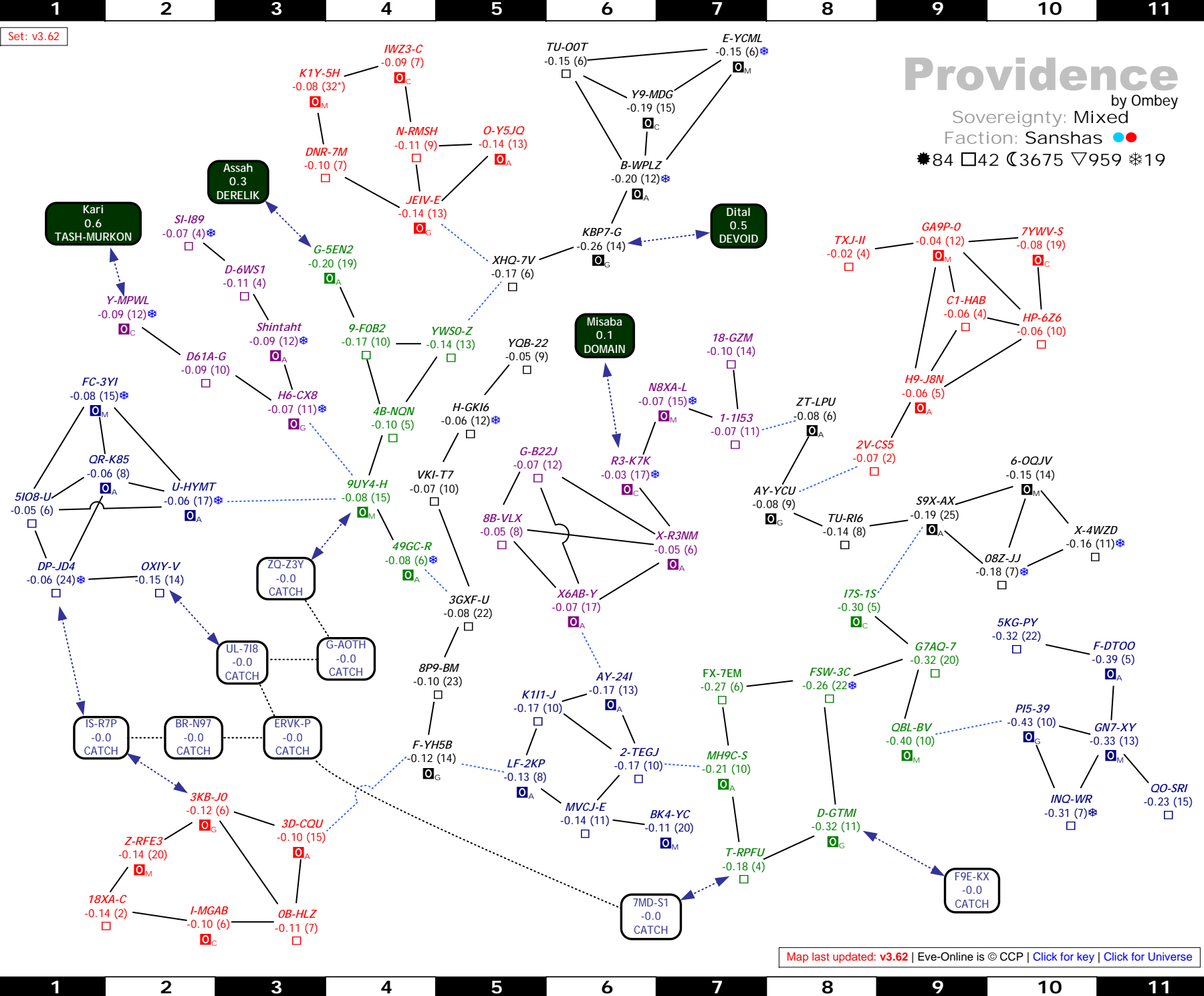
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by Ombey

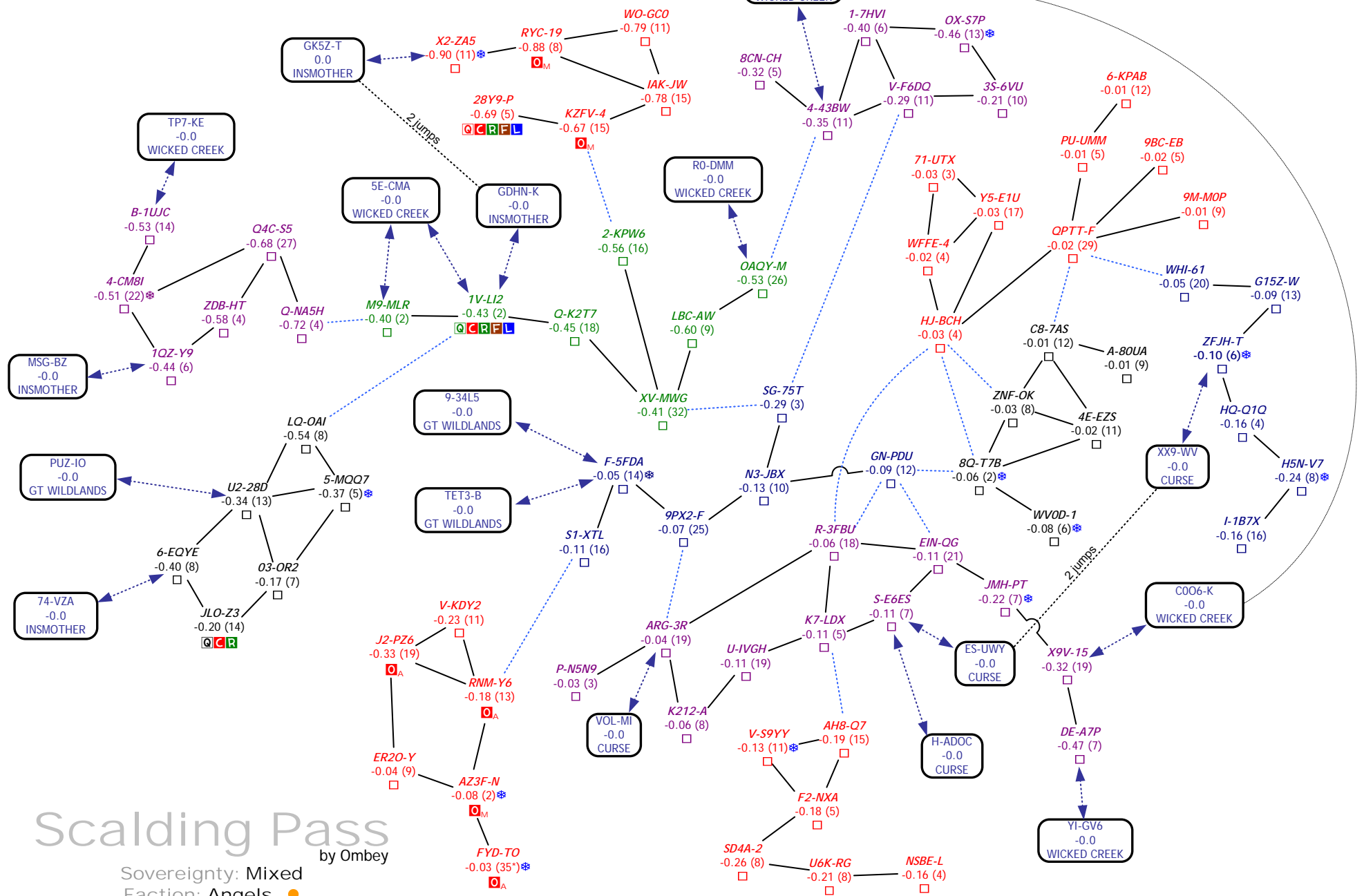
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Faction: Sanshas ● ●

✳84 ◻42 ◡3675 ▽959 ✳19



Set: v3.62



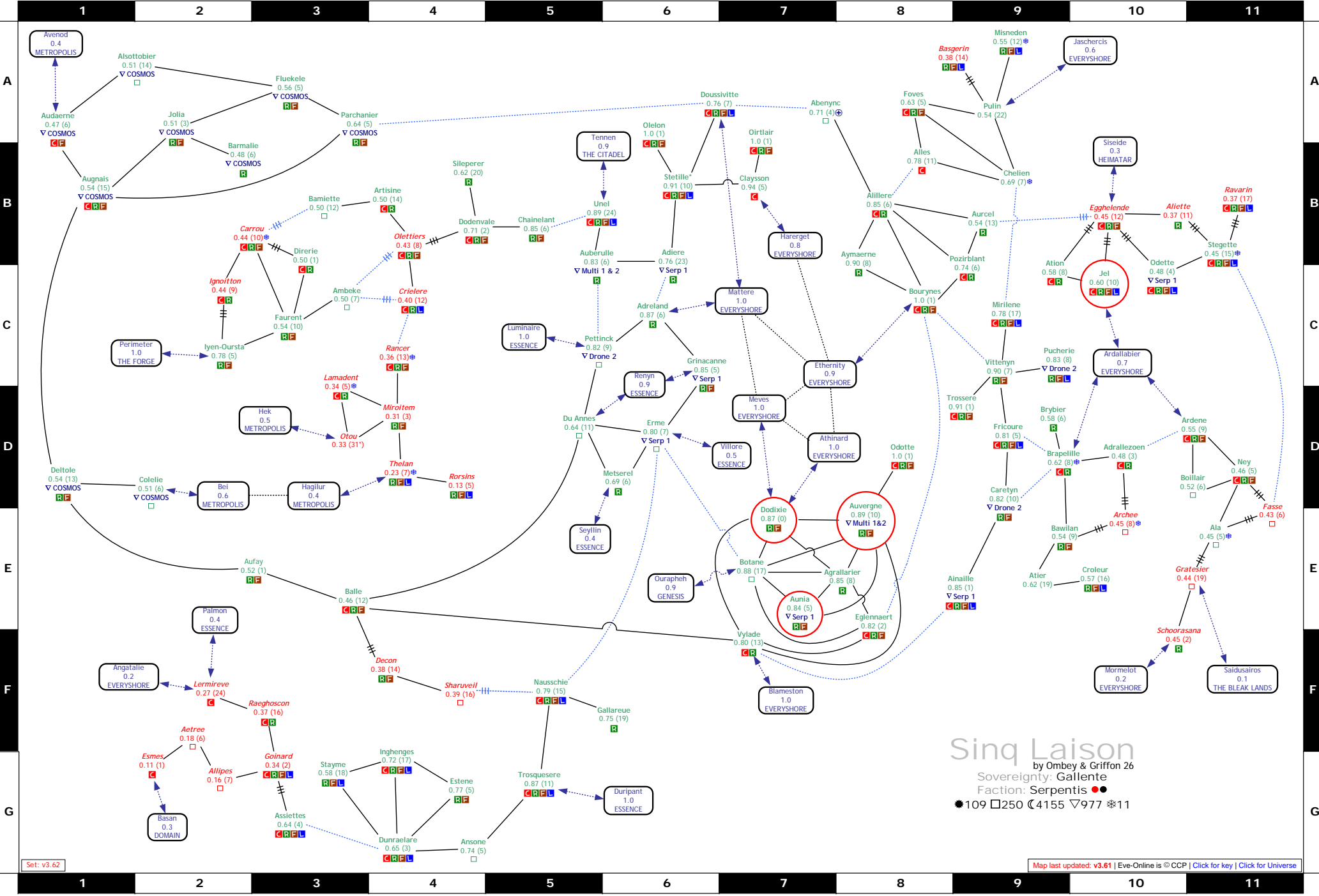
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by Ombey

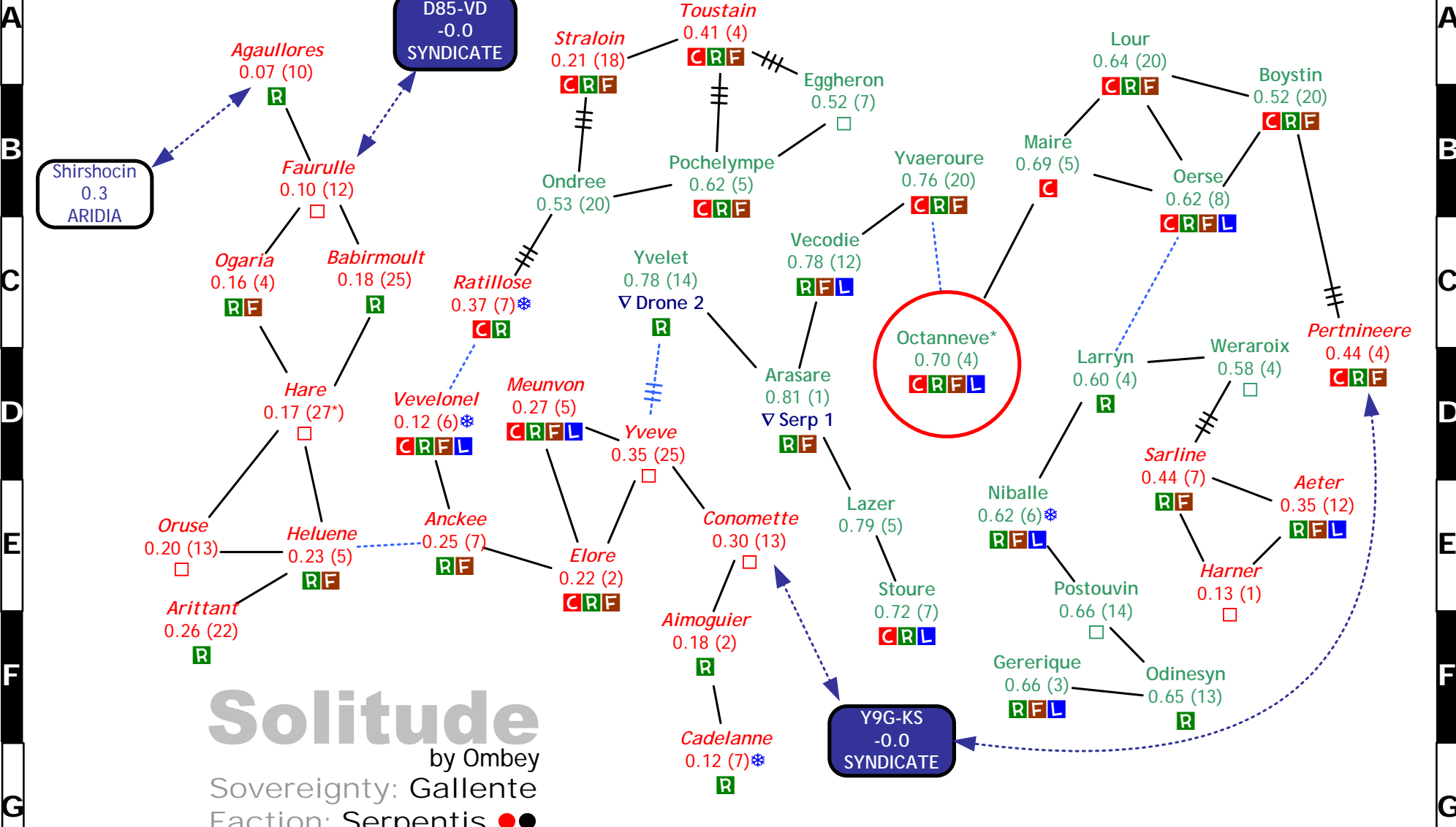
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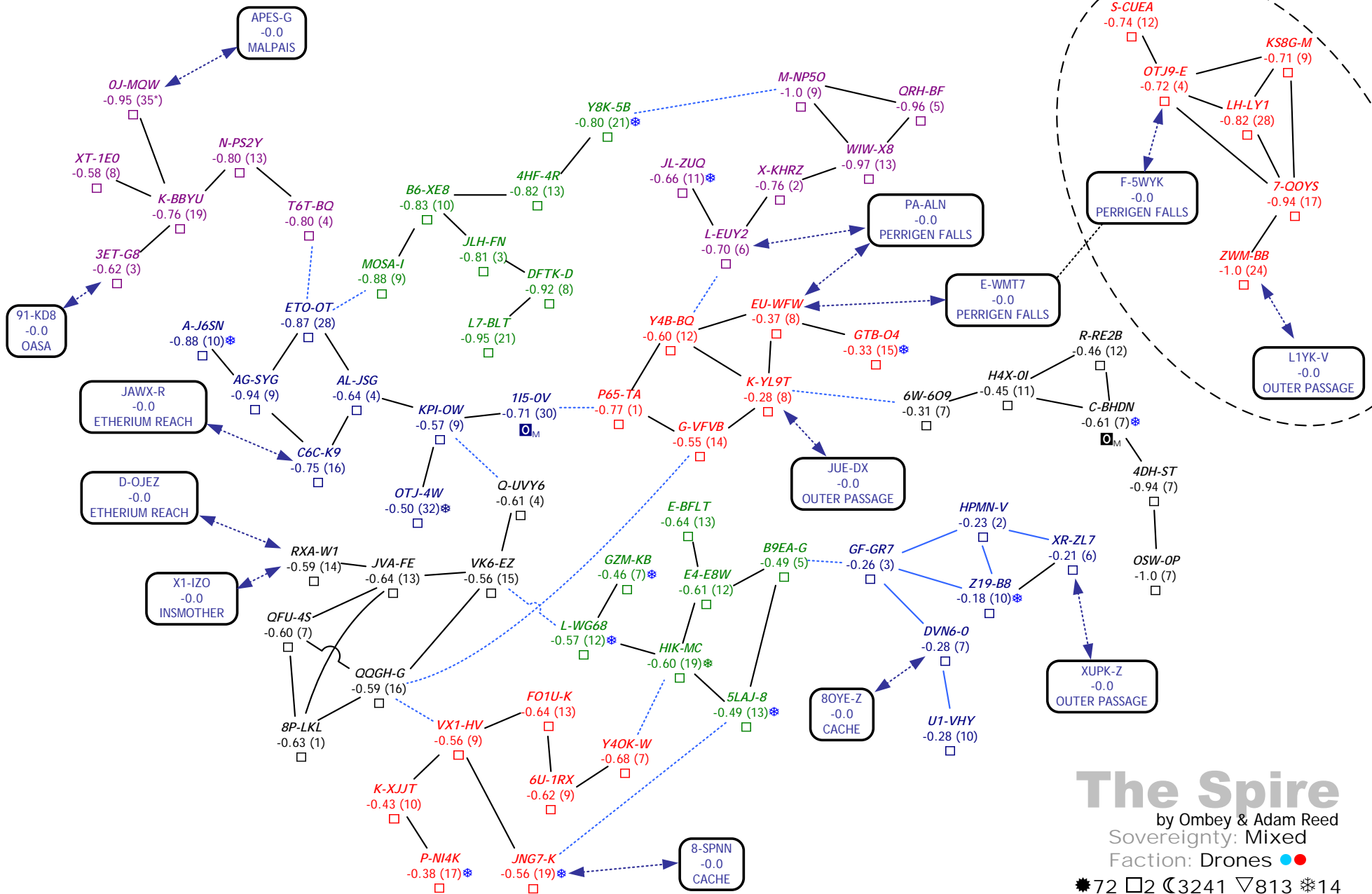
Faction: Angels

✳️ 81 ◻ 9 ◻ 3437 ▽ 914 ✳️ 14



Set: v3.62





The Spire
 by Ombey & Adam Reed
 Sovereignty: Mixed
 Faction: Drones ●●
 ●72 □2 ☾3241 ▽813 ✨14

Stain

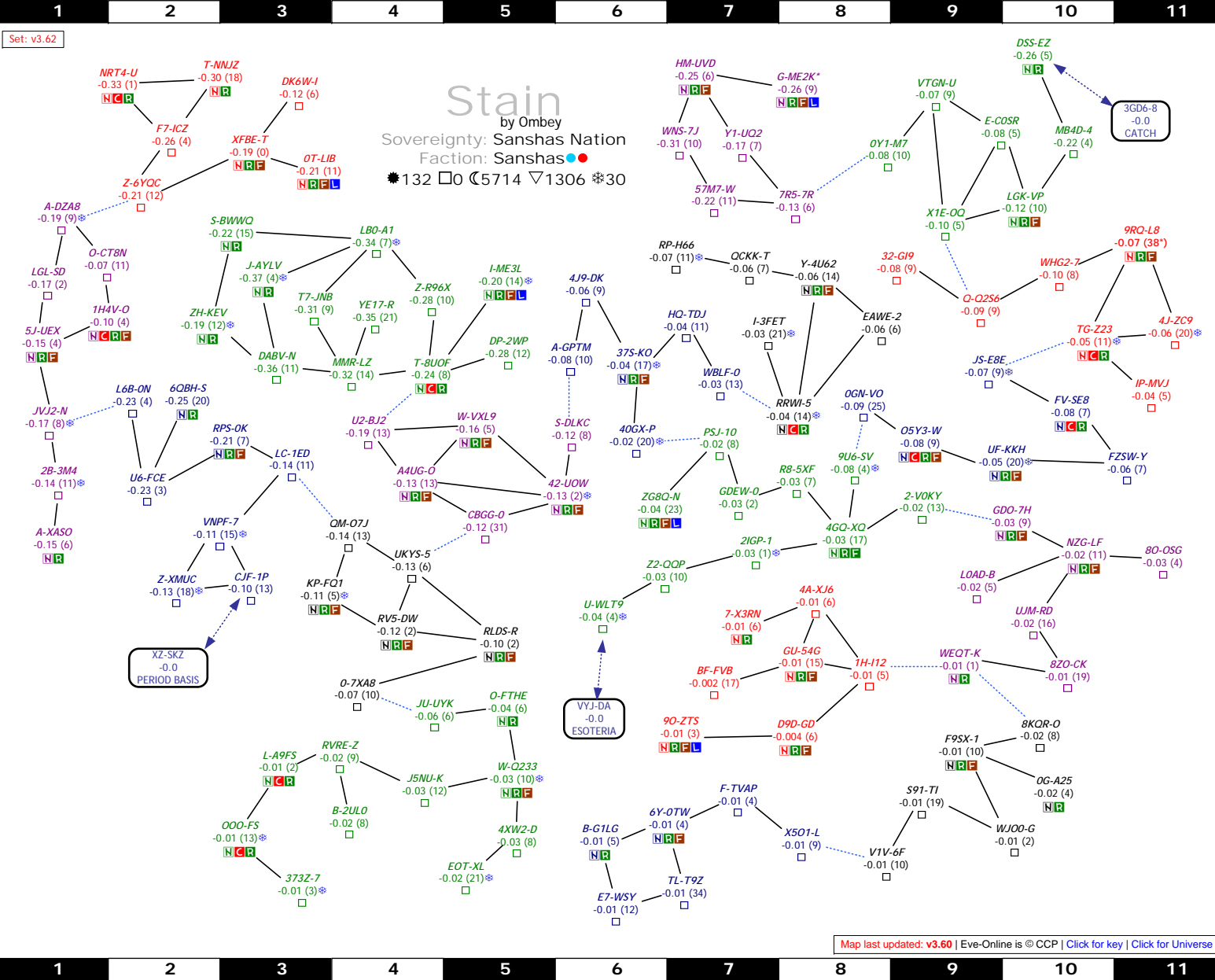
by Ombey
Sovereignty: Sanshas Nation
Faction: Sanshas

*132
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1306
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Set: v3.62

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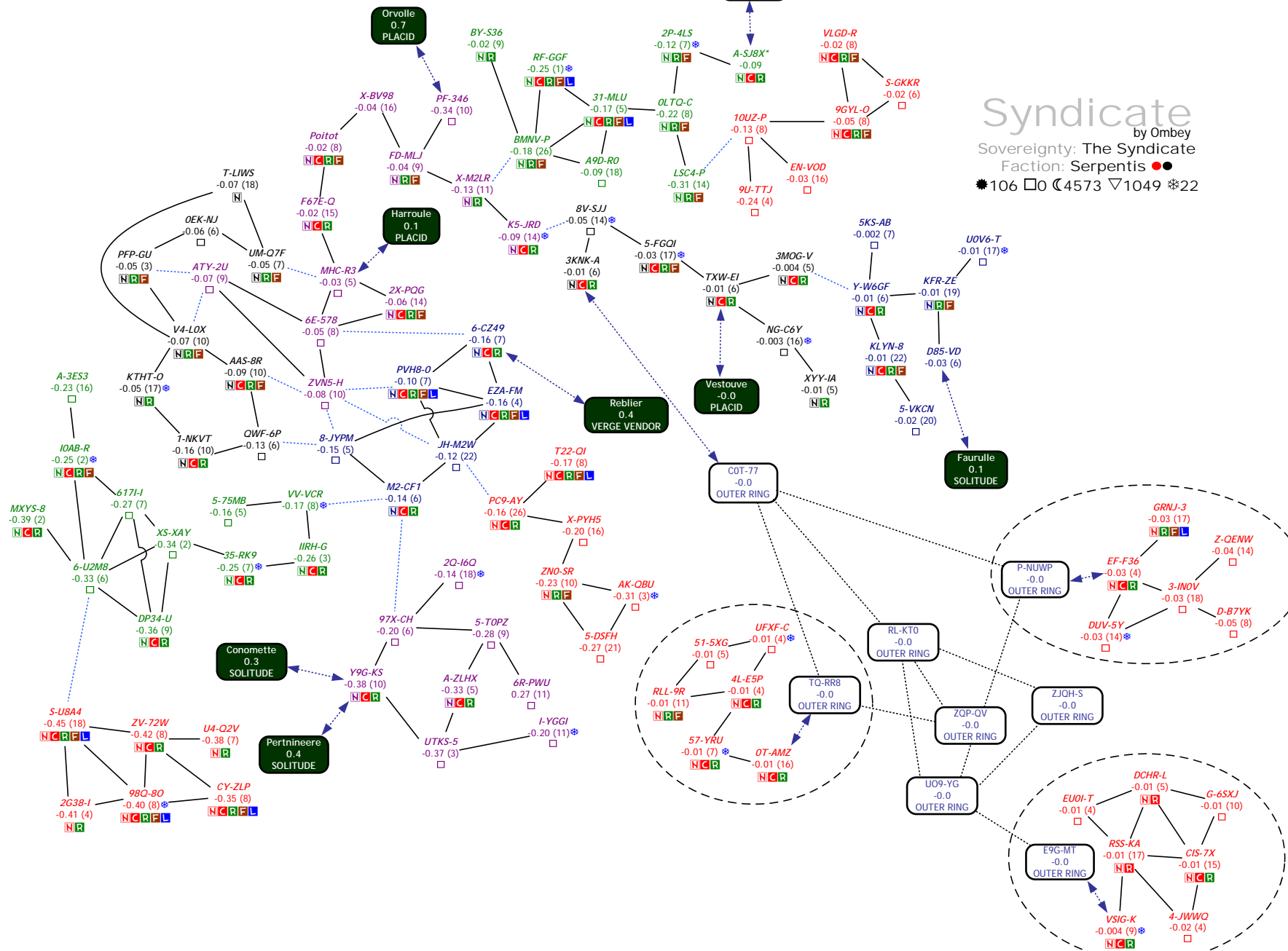
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Syndicate

by Ombey
Sovereignty: The Syndicate
Faction: Serpentis ●●

★106 □□◐4573 ▽1049 ✨22

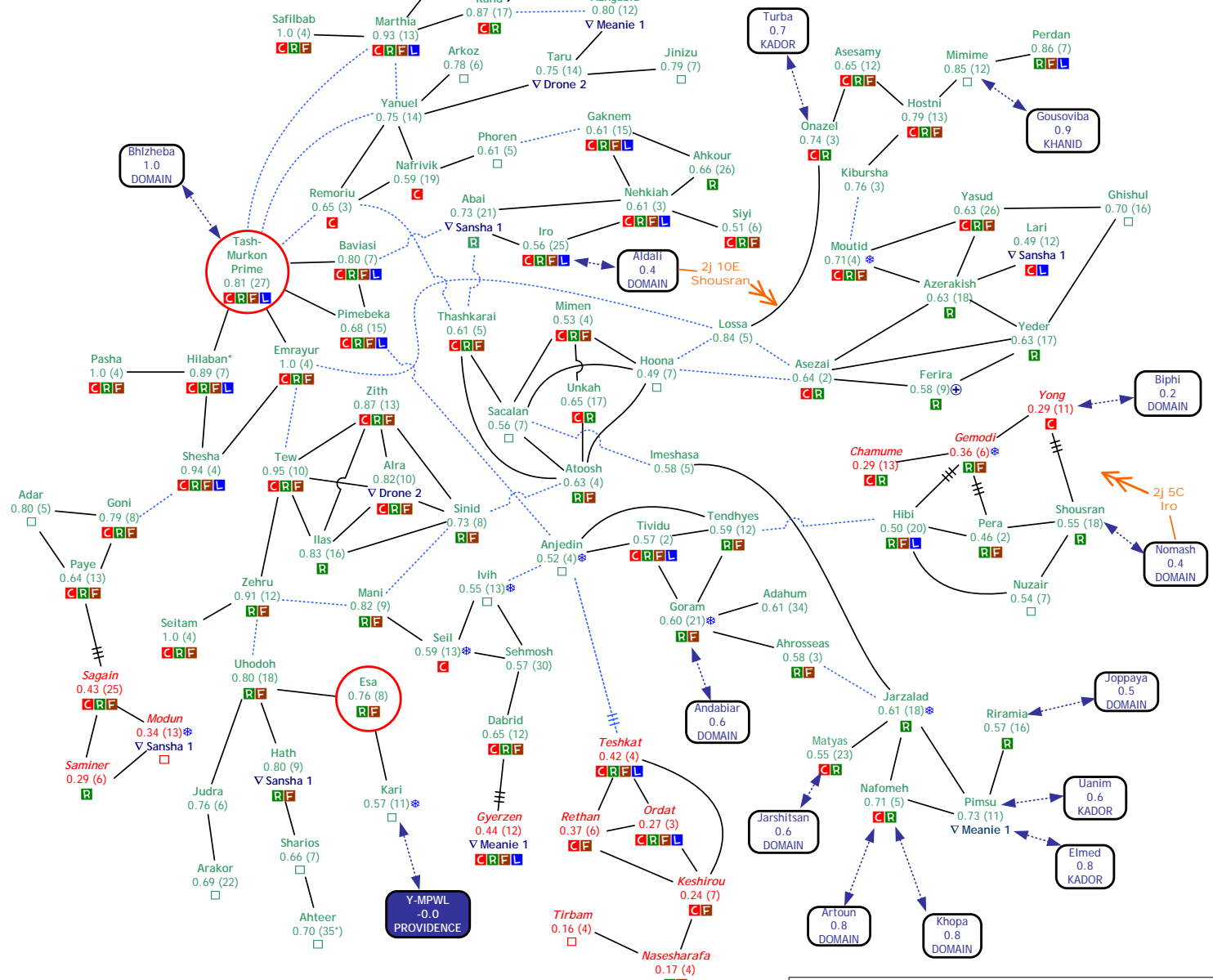


Tash-Murkon

Sovereignty: Amarr

Faction: Sanshas

103 252 4526 1148 9



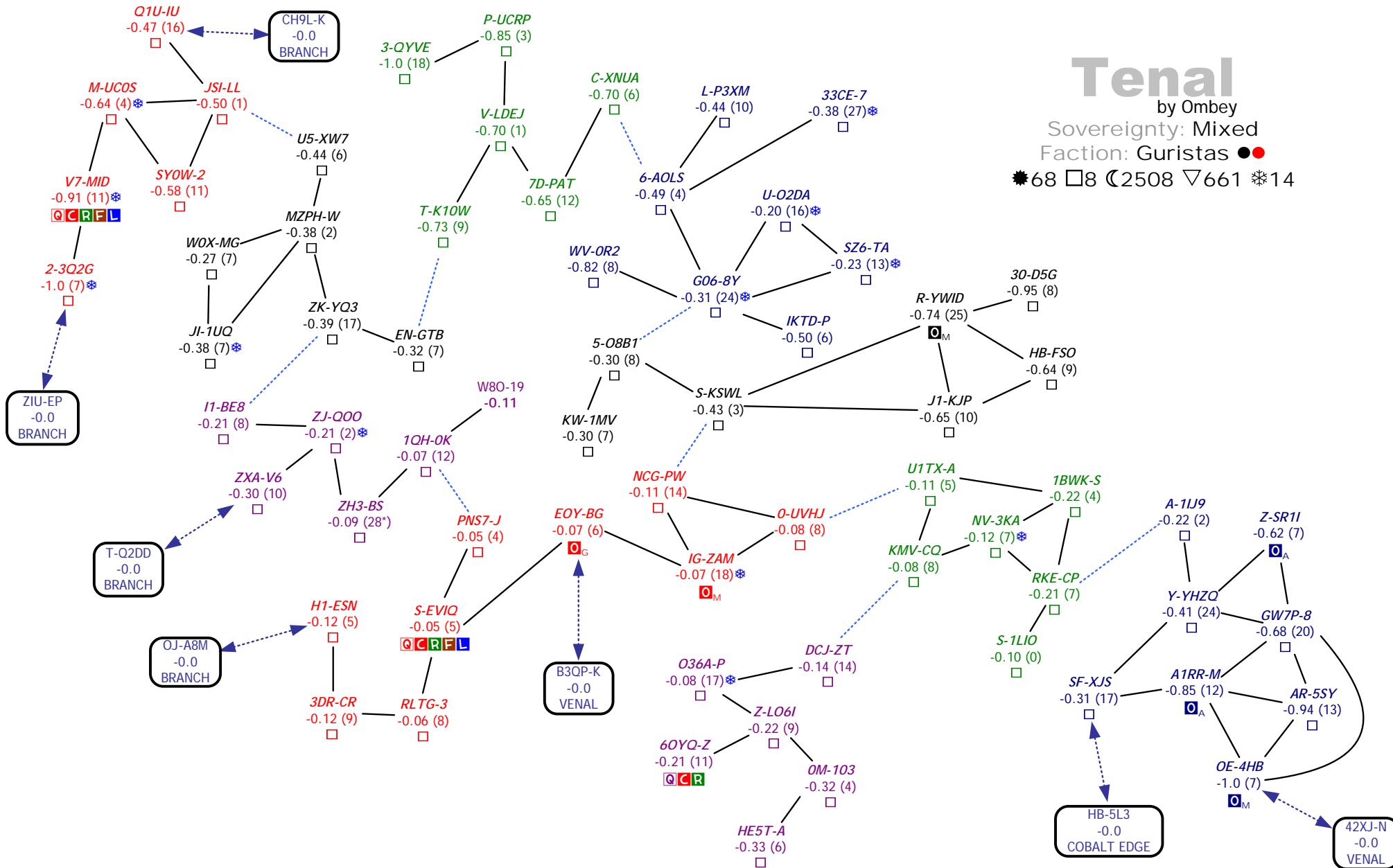
Set: v3.62

Tenal

by Ombey

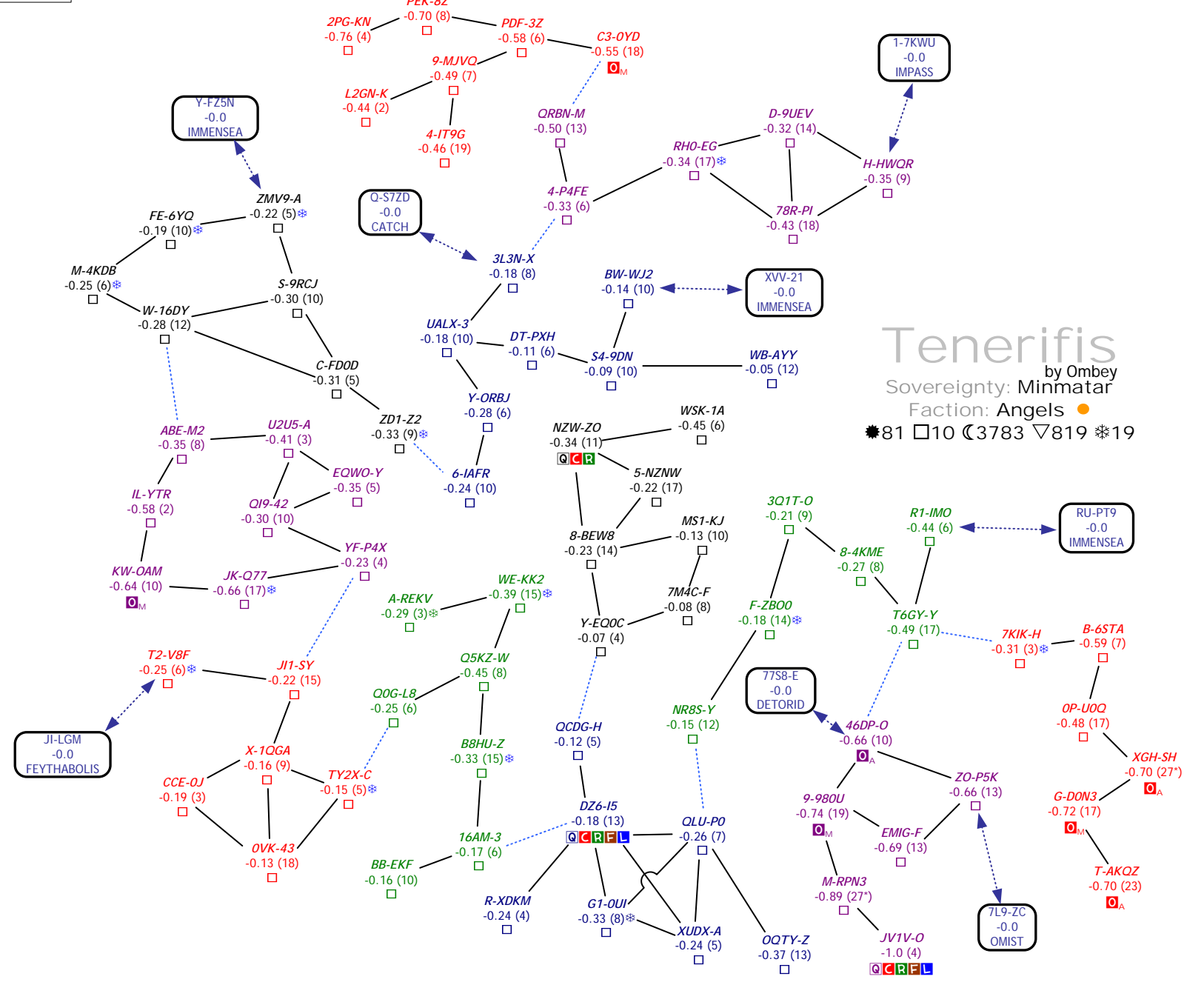
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Faction: Guristas ●●

☀68 □8 ☾2508 ▼661 ✨14

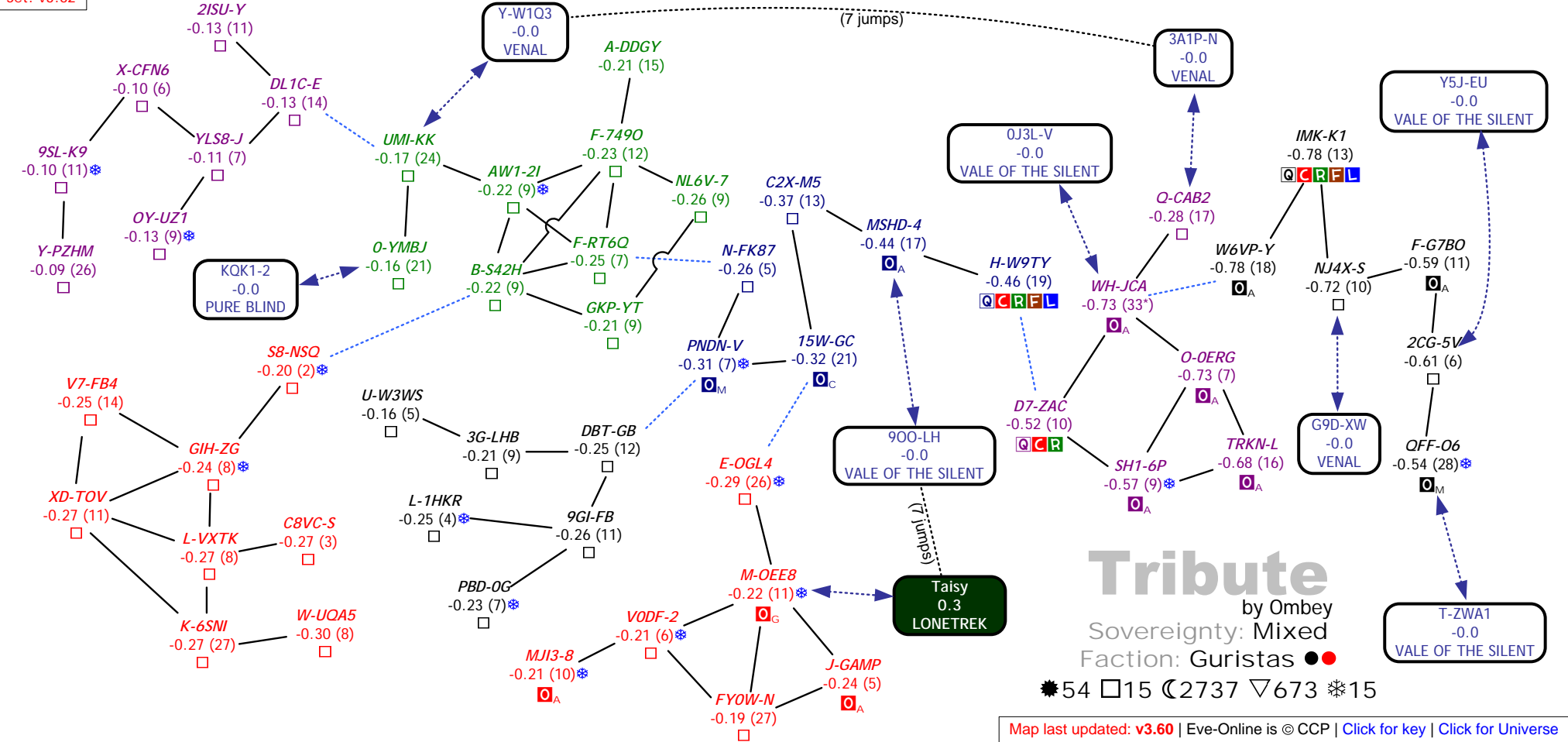


Set: v3.62

Tenerifis
by Omby
Sovereignty: Minmatar
Faction: Angels ●
*81 □10 ◐3783 ▽819 *19



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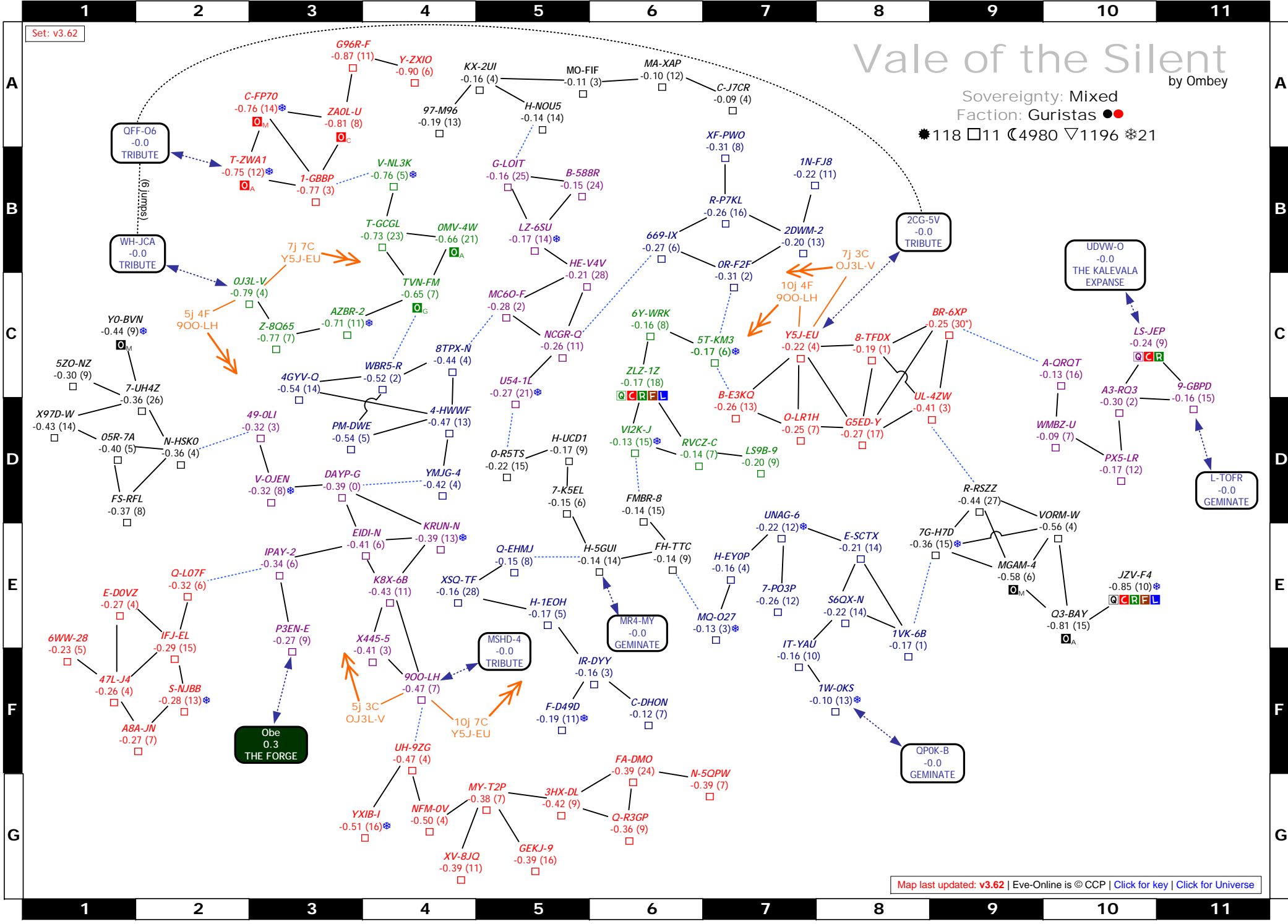


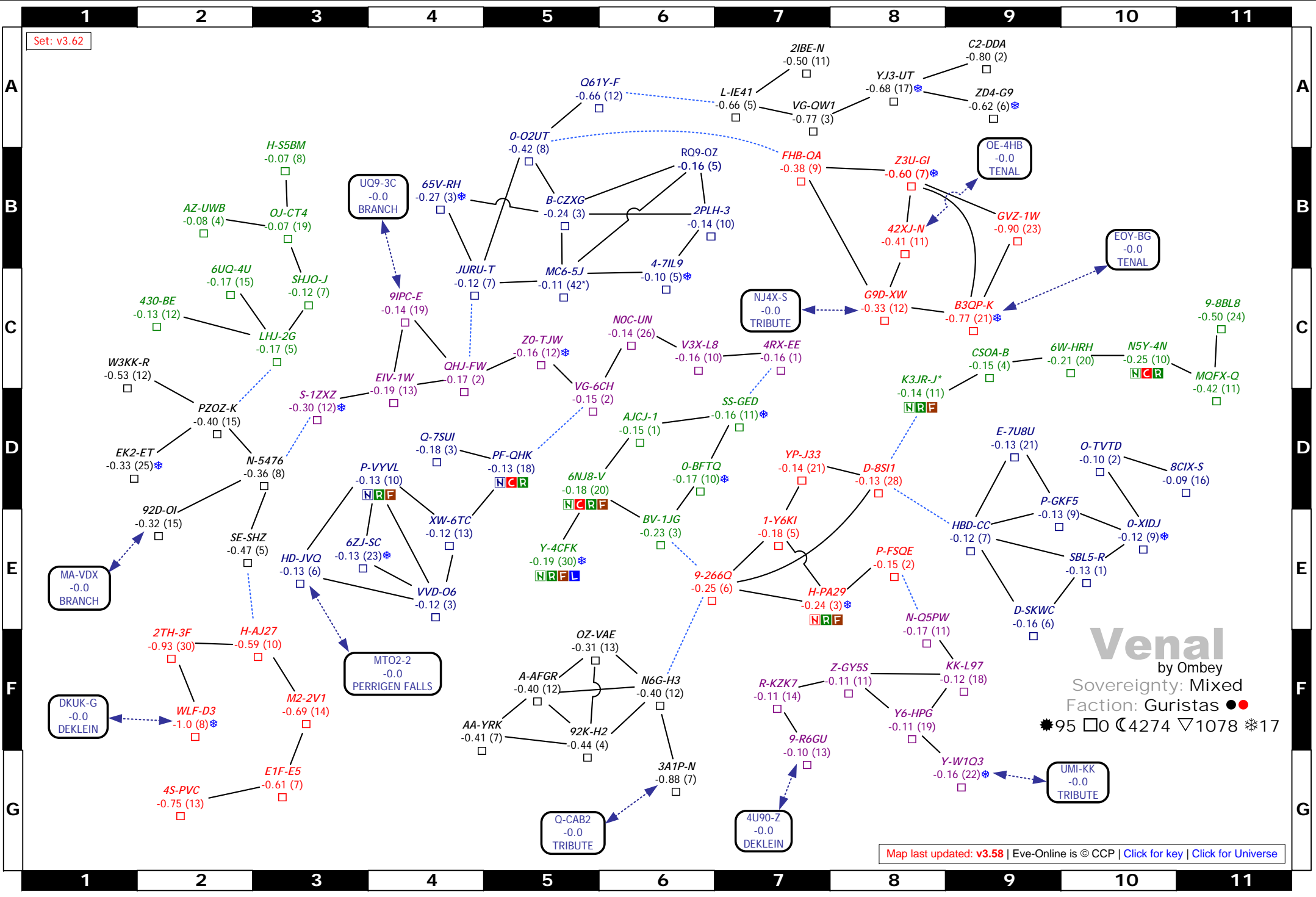
Vale of the Silent

by Ombey

Sovereignty: Mixed
Faction: Guristas ●●

✳118 □11 ☾4980 ▽1196 ✨21





Set: v3.62

Venal

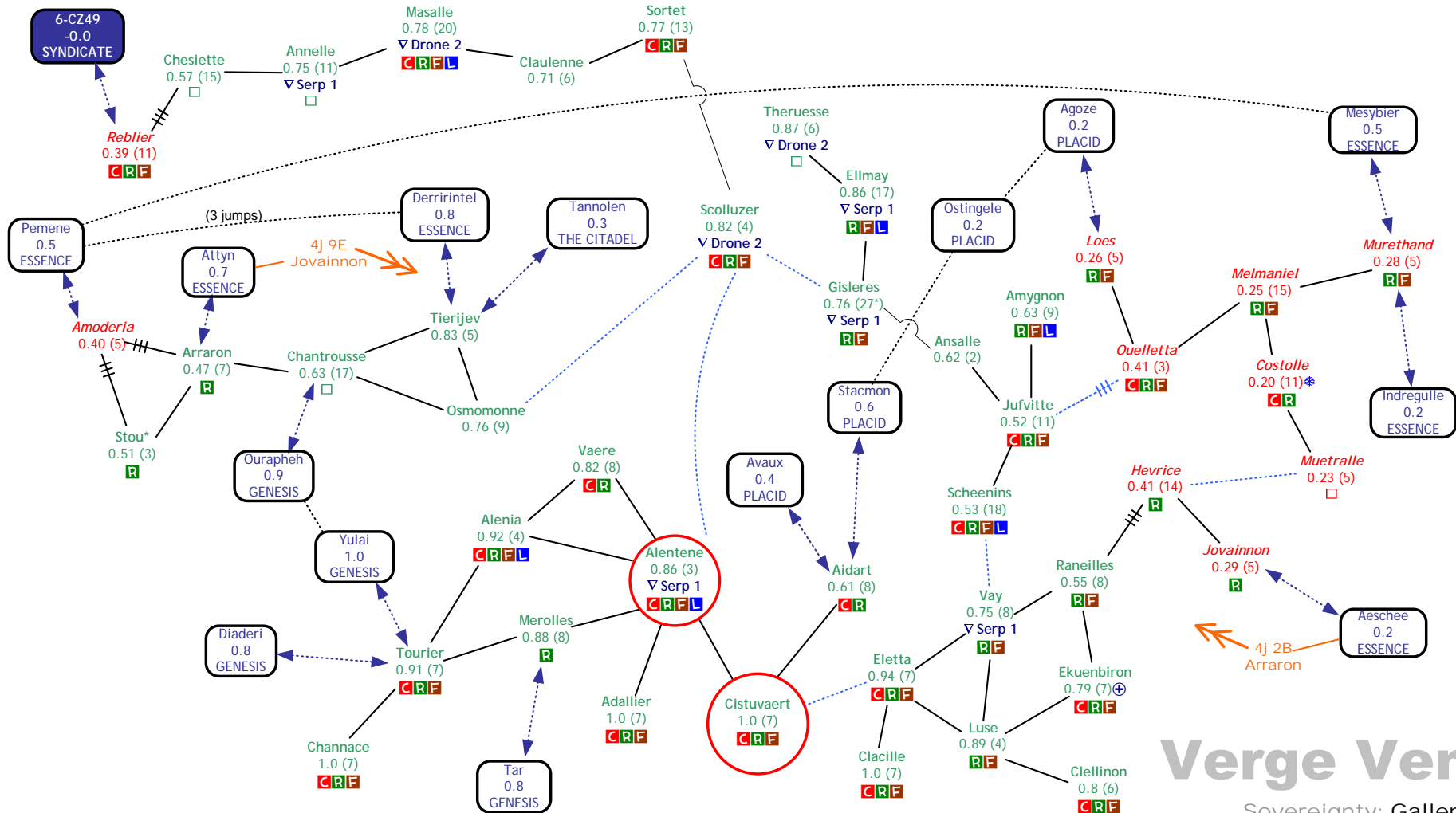
by Ombey

Sovereignty: Mixed

Faction: Guristas ●●

★95 □0 ○4274 ▽1078 ✨17

Set: v3.62



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by Ombey

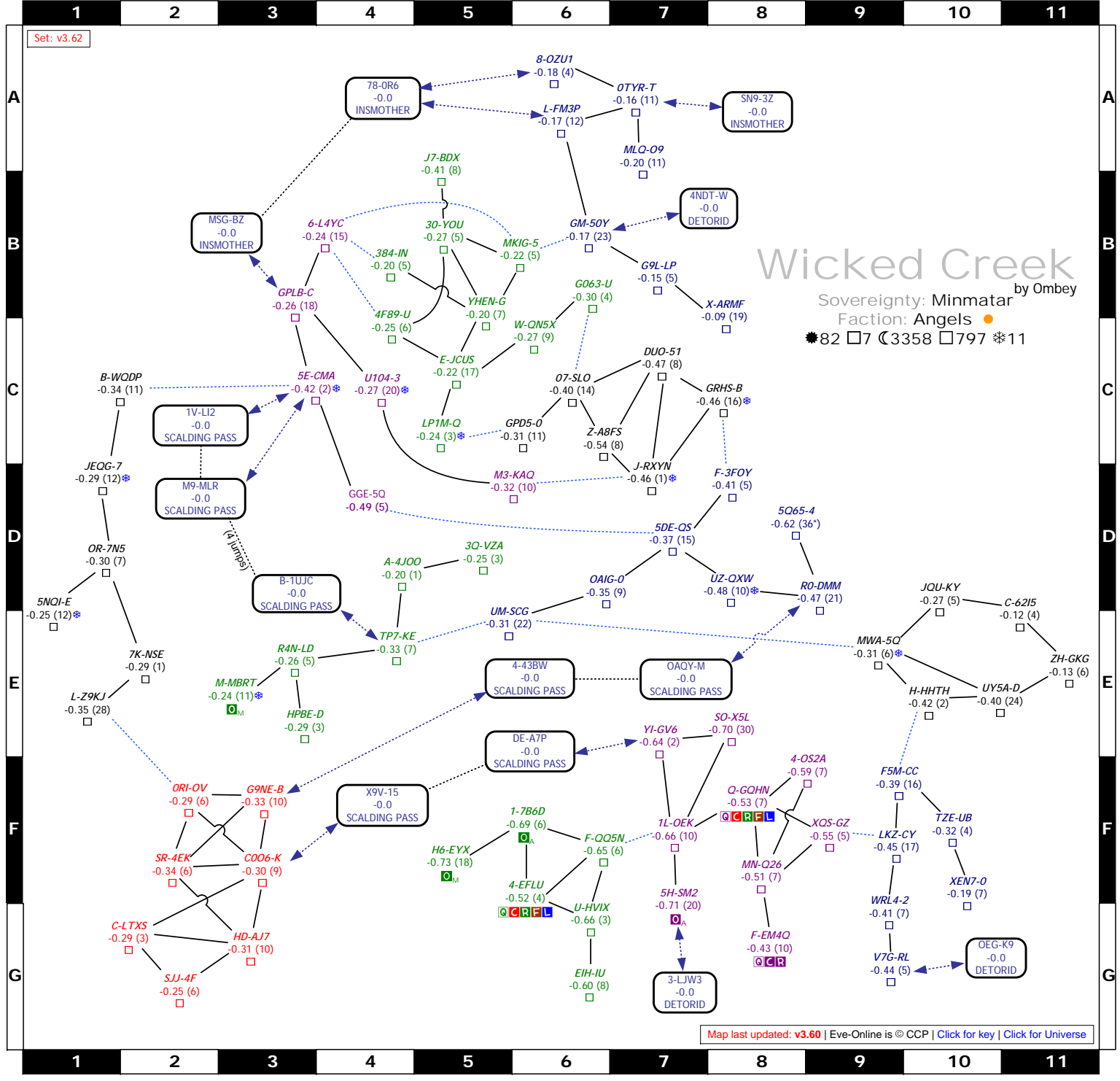
Sovereignty: Gallente
Faction: Serpents ●●

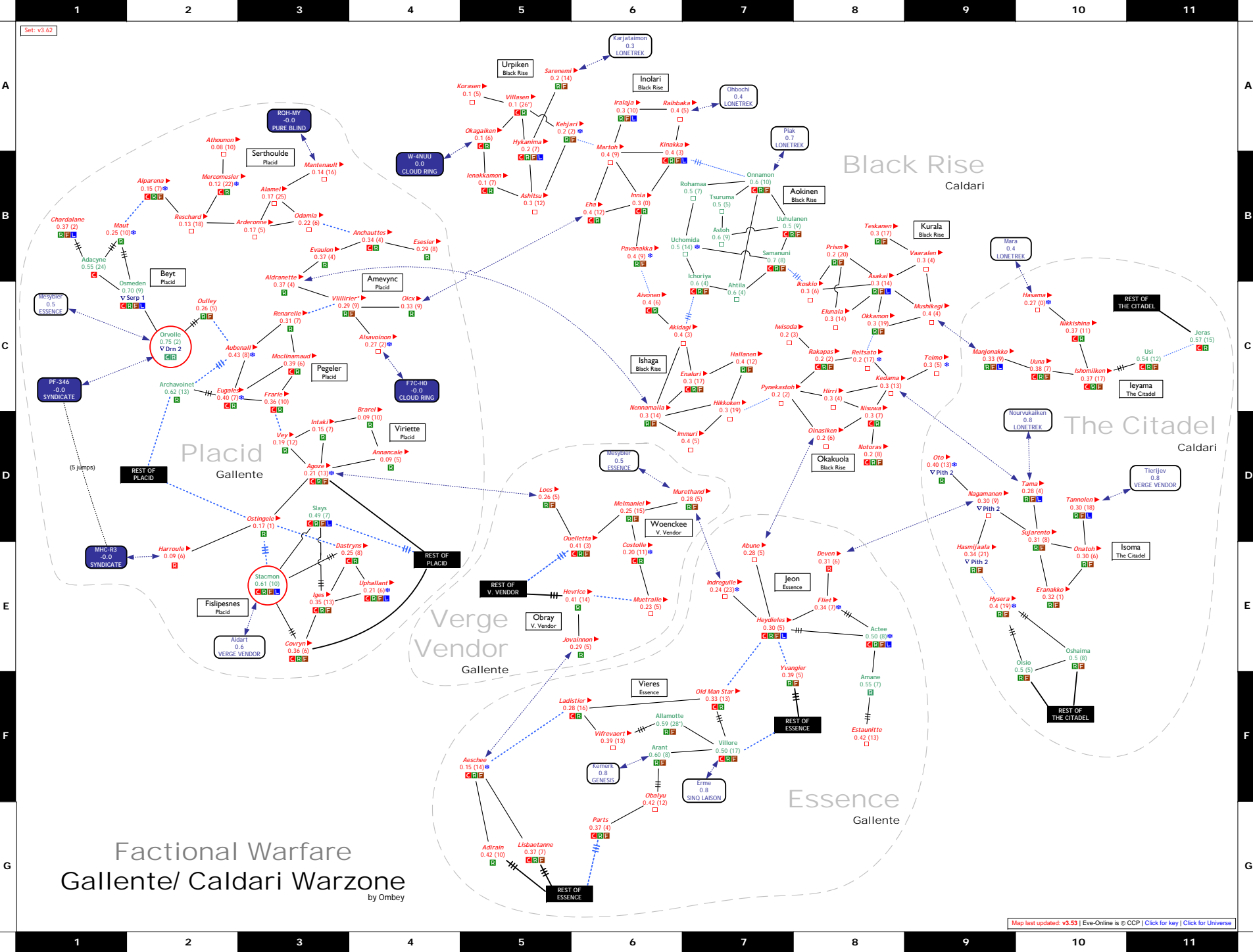
★44 □122 Ⓒ2057 ▼386 ✨1

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

Set: v3.62

Wicked Creek by Ombyer
 Sovereignty: Minmatar
 Faction: Angels ●
 ●82 □7 ☾3358 □797 ✨11





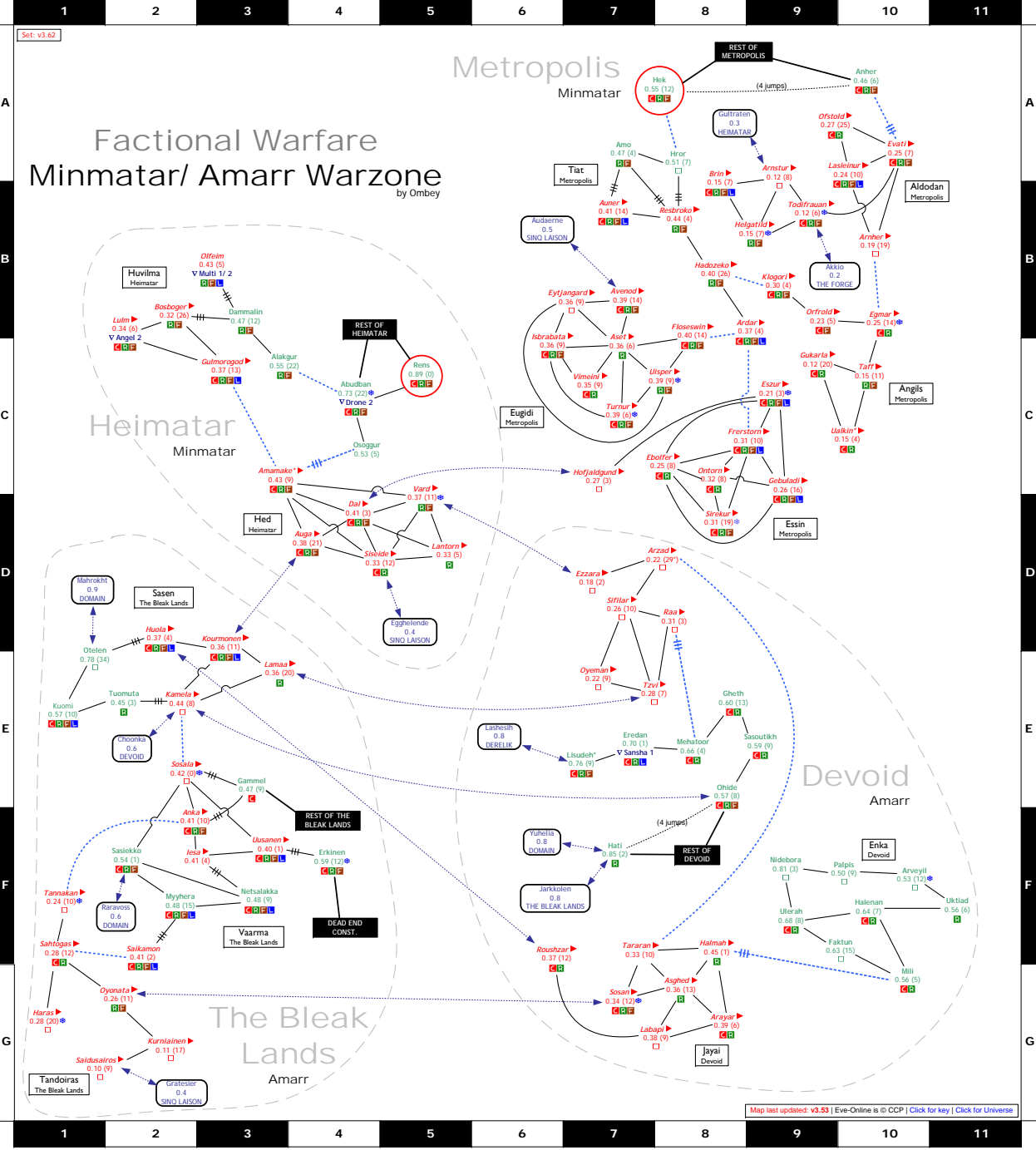
Factional Warfare Gallente/ Caldari Warzone

by Ombey

Metropolis

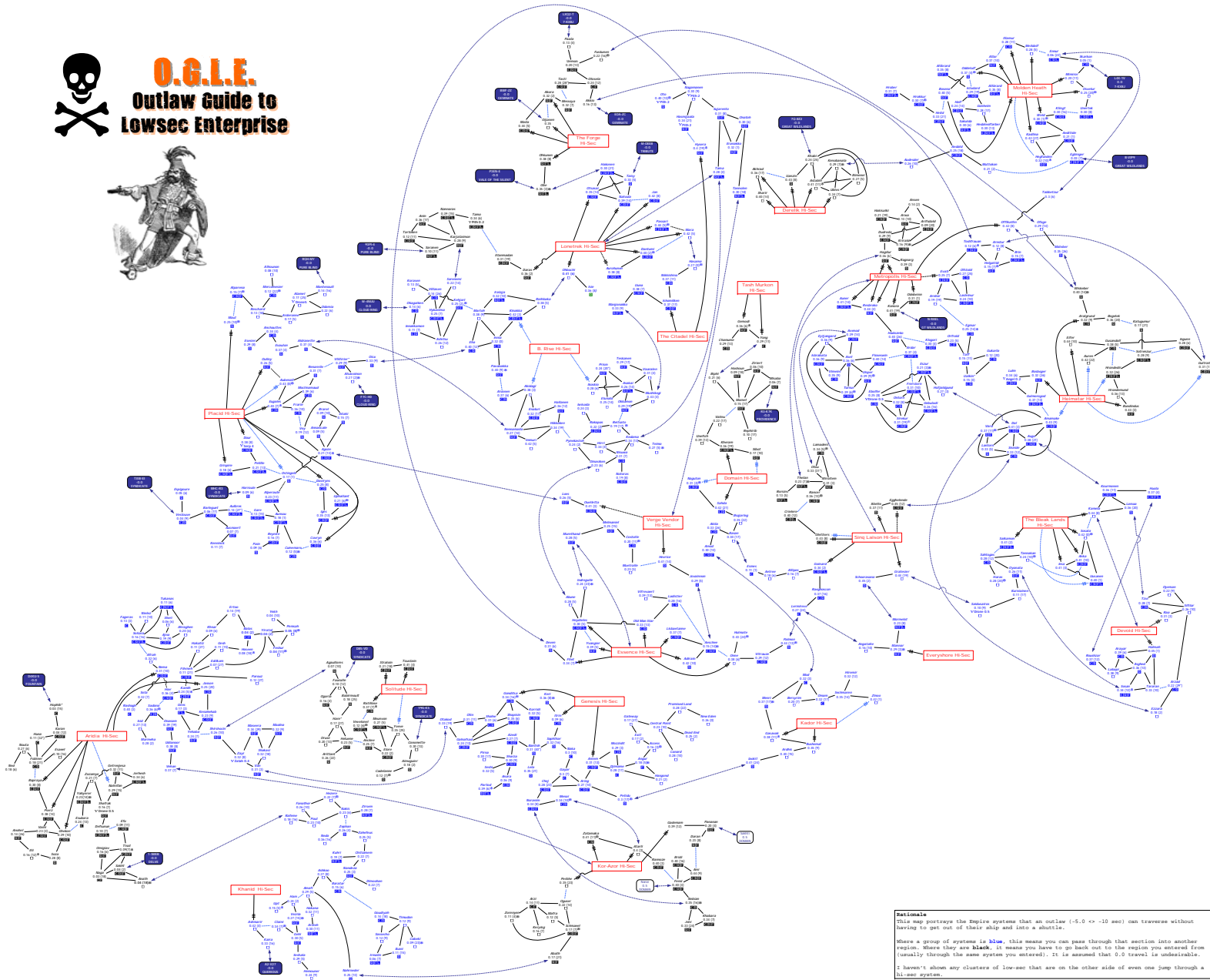
Factional Warfare Minmatar/ Amarr Warzone

by Ombey





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



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 H-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 (fuelere 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 you 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 yxxx name (eg. where it leads, mass allowed per ship and over lifetime etc.)

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

Scanning down WHs

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

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

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

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

Wormhole Spatial Phenomena							
	Pulsar	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Shield	-25%	+64%	+55%	+68%	+85%	+100%	
Armor Resist	30%	-38%	-22%	-27%	-34%	-39%	
Cap Recharge	30%	-38%	-27%	-34%	-41%	-50%	
Targeting Range	+25%	+64%	+55%	+68%	+85%	+100%	
Signature	+25%	+64%	+55%	+68%	+85%	+100%	
	Black Hole	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Missile Velocity	30%	-38%	-27%	-34%	-41%	-50%	
Ship Velocity	+25%	+64%	+55%	+68%	+85%	+100%	
Drone Control Range	30%	-38%	-27%	-34%	-41%	-50%	
Lock Range	30%	-38%	-27%	-34%	-41%	-50%	
Falloff	30%	-38%	-27%	-34%	-41%	-50%	
	Cataclysmic Variable	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Repair Amount	30%	-38%	-27%	-34%	-41%	-50%	
Shield Transfer Amount	30%	-38%	-27%	-34%	-41%	-50%	
Shield Repair	+25%	+64%	+55%	+68%	+85%	+100%	
Warping Capacity	+25%	+64%	+55%	+68%	+85%	+100%	
Capacitor Recharge	+25%	+64%	+55%	+68%	+85%	+100%	
	Magnetar	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
ECM effect	+25%	+64%	+55%	+68%	+85%	+100%	
Target Painter effect	+25%	+64%	+55%	+68%	+85%	+100%	
Dampening effect	+25%	+64%	+55%	+68%	+85%	+100%	
Target Disruption effect	+25%	+64%	+55%	+68%	+85%	+100%	
Damage	+25%	+64%	+55%	+68%	+85%	+100%	
Aud Velocity	30%	-38%	-27%	-34%	-41%	-50%	
Drone Velocity	30%	-38%	-27%	-34%	-41%	-50%	
Targeting Range	30%	-38%	-27%	-34%	-41%	-50%	
Tracking Speed	30%	-38%	-27%	-34%	-41%	-50%	
	Red Giant	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Heat Damage	+10%	+18%	+22%	+27%	+34%	+50%	
Overload Bonus	+25%	+64%	+55%	+68%	+85%	+100%	
Smart Bomb Range	+25%	+64%	+55%	+68%	+85%	+100%	
Smart Bomb Damage	+25%	+64%	+55%	+68%	+85%	+100%	
	Wolf Rayet	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
Armor Resist	+10%	+18%	+22%	+27%	+34%	+50%	
Shield Resist	30%	-38%	-22%	-27%	-34%	-50%	
Small Weapon Damage	+25%	+64%	+55%	+68%	+85%	+100%	
Signature Size	30%	-38%	-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 (Nos/ Webber)
- Safeguard

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

Sleepless:

- Escort
- Patroller
- Watchman
- Outguard

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

- Warden (Repper)
- Sentinel
- Guardian
- Keeper (Sniper)

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

does contain information that some may consider 'spoilrs'.