



Exploration Site Types

Unknown – Wormholes, Complexes, DED Complexes
 Cosmic Anomaly – Combat sites with NPC spawns, w/ possible escalation
 Gravimetric – Hidden asteroid belts
 Magnetometric – Archaeology/Salvage sites
 Radar – Hacking sites
 Ladar – Gas cloud sites for mining gas

Rating Chaining Guide

	Kill Only Bigger Crosses		Don't Kill, Belt is Already Chained
	Kill Only Bigger Crosses		
	Kill All Ships		Use Chart to Reach Maximum of Spawns while Rattling Note: If Warp Scrammed, Kill All Ships
	Kill All Ships		

EWAR Types and Common Fleet Designations

Point – Warp Disruptor (long range)
 Scram – Warp Scrambler (close range)
 Track – Tracking Disruptor
 Damp – Sensor Dampeners
 Jam – ECM
 Paint – Target Painter

Ship Classes to watch/scan for

Interdictors

Eris - Gallente
 Sabre - Minmatar
 Flycatcher - Caldari
 Heretic - Amarr

Heavy Interdictors

Phobos – Gallente
 Broadsword - Minmatar
 Onyx - Caldari
 Devoter - Amarr

Missile Color Damage Type

	Kinetic		EM
	Explosive		Thermal

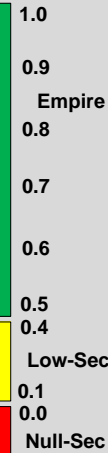
Damage Types

Security Status



Cannot enter system if status is at or below above

System Security



Note: If sec status is below -5.0, faction sentry guns will fire on your ship

Bookmark Reference

Undock Bookmark [MCE: VIII-M8-SPA @2500]
 Can Bookmark <VII – AB2 3>
 Mobile Warp Disruptors --- (Planets -> Taisy)---
 Star Bookmark *Auviken*
 POS Bookmarks {MCE – System Name}
 Tactical Bookmarks > 93pi-m % g-m4i8 @1500 <|
 > 93pi-m % III @800 <|
 > 93pi-m % ABOVE @300 <|
 Safe Spots |--01: @3au--|
 |--02: @25au--|
 Mid Safe Spots |-- Babirmoult – Anckee --|
 |-- (VII) - Anckee @3au --|
 |-- Babirmoult @3au - Anckee --|

@ distance from object
 |-- safe spots

% alignment to
 |> <| tactical bookmarks

Ore Types By System Security

Veldspar	All, 1.0	Hedbergite	Cal 0.2, Min 0.2
Scordite	All, 1.0	Gneiss	0.0
Pyroxeres	Amarr 0.9, Cal 0.9	Dark Ochre	0.0
Plagioclase	Gal 0.9, Min 0.9, Cal 0.7	Spodumain	0.0
Omber	Gal 0.7, Min 0.7	Crokite	0.0
Kernite	Amarr 0.4, Cal 0.4, Min 0.4	Bistot	0.0
Jaspert	Amarr 0.4, Gal 0.4	Arkonor	0.0
Hemorphite	Amarr 0.2, Gal 0.2	Mercosite	0.0

Hotkeys

CTRL-F9
 Hide UI

PrintScreen
 Takes snapshot

F1-8
 High Slot

Alt + F1-8
 Medium Slot

Ctrl + F1-8
 Low Slot

Ctrl + Space
 Stop Ship

F10
 Toggle Map

Ctrl + R
 Reload Ammo

Mission Distribution Per Agent Division

Type	Kill	Courier	Trade	Mining
Accounting	9%	91%	0%	0%
Administration	76%	23%	1%	0%
Advisory	50%	47%	2%	1%
Archives	6%	92%	1%	1%
Astrosurveying	59%	38%	1%	2%
Command	95%	4%	0%	1%
Distribution	15%	84%	1%	0%
Financial	30%	70%	0%	0%
Intelligence	90%	10%	0%	0%
Internal Security	97%	2%	1%	0%
Legal	84%	16%	0%	0%
Manufacturing	9%	85%	3%	3%
Marketing	43%	57%	0%	0%
Mining	25%	44%	3%	28%
Personnel	64%	35%	0%	1%
Production	6%	91%	1%	2%
Public relations	62%	37%	0%	1%
R&D	0%	46%	54%	0%
Security	97%	3%	0%	0%
Storage	18%	80%	2%	0%
Surveillance	93%	6%	1%	0%

Damage Dealt

Angel:				
Amarr Navy:				
Ammatar Navy:				
Blood:				
Caldari Navy:				
Centii:				
Coreli:				
Corpii:				
Domination:				
Gallente Navy:				
Gist:				
Gurista:				
Khanid:				
Mercenary:				
Mordus:				
Odamian:				
Pith:				
Rogue drones:				
Republic fleet:				
Sansha:				
Serpentis:				

Damage to Do

Guristas		
Serpentis		
Mordus		
Blood		
Sansha		
Angel		
Mercenary		
Corpum		
Gist		

Kinetic Explosive EM Thermal