



### 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 Rating <b>Note:</b> 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

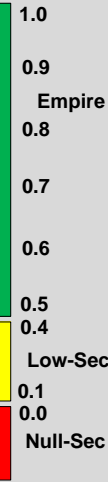
### Damage Types

### 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

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