



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

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

ECM

	Caldari (Gravimetric)		Amarr (Radar)
	Gallente (Magnetometric)		Minmatar (Ladar)

Ship Classes to watch/scan for

Interdictors	Heavy Interdictors
Eris - Gallente	Phobos – Gallente
Sabre - Minmatar	Broadsword - Minmatar
Flycatcher - Caldari	Onyx - Caldari
Heretic - Amarr	Devoter - Amarr

Missile Color Damage Type

	Kinetic		EM
	Explosive		Thermal

Damage Types

Damage to Resist	Damage to Inflict
Amarr Empire:	Amarr Empire:
Angel Cartel:	Angel Cartel:
Blood Raiders:	Blood Raiders:
Caldari State:	Caldari State:
Gallente Federation:	Gallente Federation:
Guristas Pirates:	Guristas Pirates:
Mercenaries:	Mercenaries:
Minmatar Republic:	Minmatar Republic:
Mordu's Legion:	Mordu's Legion:
Rogue Drones:	Rogue Drones:
Sansha's Nation:	Sansha's Nation:
Serpentis:	Serpentis:

Kinetic Explosive EM Thermal

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 Rattig	
	Kill All Ships	Note: If Warp Scrammed, Kill All Ships	

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	% alignment to
-- safe spots	> < 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	Mercorixit	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%