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:

v3.65 (19th December 2010)

Typos:

- Complexes:
- Belts:
  Amended Domain/ Raravoss belt count

Outposts/ Stations:
  Added outpost marker to Branch/ CS-2GD, 3131-B, 9F-7PZ, C-LP3N, JP-SM2Q, YG-B2V & Q-4DEC
  Added outpost marker to Cloud Ring/ QOTY-I & TH-T77
  Added outpost marker to Dokkani/ 3T-M8, XCF-BN, VPLL-N, H-T5XQ & FQBM-Z
  Added outpost marker to Delve/ H2-XFE, S-JX5, S-HNN & I-E3TG
  Added outpost marker to Detorid/ XS-TY
  Added outpost marker to Etherium Reach/ BNX-AS, SAH-AD & B-ZVX-B
  Added outpost marker to Fade/ CB-CHY, KVZ-Y, O-CNPR & P-33KR
  Added outpost marker to Feythabolis/ NLO-2Z
  Added outpost marker to Fountain/ RMG-ED, B170-R, F-BMJP & TEG-5D
  Added outpost marker to Geminids/ APP-LV, L-HVSC & LA-3KT
  Added outpost marker to Immensea/ R5HBR & KCDX-7
  Added outpost marker to Inmother/ MLS-GL, RRAA-RA, BEF-5B, L-TQK, S0U-MO & O-7LAI
  Added outpost marker to The Kalpala Expanse/...
  Added outpost marker to Malpian/ V-WMOW, BZJ-SN & VYB-QH
  Added outpost marker to Oasa/ W5-VBR, PQ-8Si & QT-TX8
  Added outpost marker to Outer Passage/ OR-N7
  Added outpost marker to Period Basis/ VQQ-CN
  Added outpost marker to Perrigen Falls/ 4FF-3, QRH-RU, W-CSF, 4F6-V2, 4-1ECP & H-29YN
  Added outpost marker to Providence/ SI-BX9 & WYG-Z
  Added outpost marker to Quermoid/ B-7FOU & B3X-2X
  Added outpost marker to Pure Blind/ BVD3-T, ZVY-A2, HP5S-C, KJ5R-W, Q-S211 & UCJH-Y
  Added outpost marker to Tenal/ 30-D5G, SYOW-2 & TV-00R2
  Added outpost marker to Tribute/ ZCG-33V, CXZ-M5, FYOW-N, DBT-GB & LNE-KK
  Added outpost marker to Vale of the Silent/ DSR-7A, 4GY-V, Q-7L4, F-D4R, FS-RFL, KB-X6, L-65UKA-XAP, N-HSKO, ST-KMN & SCA-JR
  Removed Factory service symbol from Gil Wildlands/ N-0QDD
  Added Factory service symbol to Tash Hurkimo/ Aszal
  Removed clone service, added factory clone service to Devoid/ Halma

Systems and links:
  Connected Du Annes and Pettinck OOR links in Essence
  Added a shortcut for, Sing Laison/ Jel/-> Dordok
  Changed Sing Laison/ Vy battle S-> Ballee link to be a const. Link
  Corrected Sing Laison/ Faurent S-> Carrou to reflect hi S-> lowsec link
  Amended Kor Xao/ Anmad sec. status to 0.8
  Corrected OGLE/ Orford S-> Taff to be Orford S-> Egmar
  Removed duplicate OGLE/ Albtrard
  Corrected Essence/ Hecarrin sec. status

Misc:
  Updated Universe map to show Heimatar S-> Sing Laison to be a lowsec only route

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.

For more information and full historical release notes, please go to the 2d EveMap site (www.ombve.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.
Some examples

- This indicates 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 a system jump between a high and low sec system.
- This indicates a system with an ice belt, and although it has one station or more, none of them have clone, repair, factory and lab station services.
- This indicates a trade hub system

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 it at all.
null
Factional Warfare
Minmatar/ Amarr Warzone
by Ombey

- Minmatar
- Amarr
- Heimatar
- Metropolis
- Devoid
- The Bleak Lands

Map last updated: Eve-Online is v3.53
Wormhole Information

This is a quick guide to the theory, really derive from my own page. In this guide our idea is that the wormhole is a way to move from one location to another. The wormhole is a way to move from one location to another. The wormhole is a way to move from one location to another. The wormhole is a way to move from one location to another. The wormhole is a way to move from one location to another. The wormhole is a way to move from one location to another.

How do I scan using the new system?

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 Combat Probes

- Deep Space Probes
- Cosmic Anomaly
- Cosmic Signature
- Grav = asteroid belts, variety of high/low/0.0 sec asteroids
- Magnetometric = archaeology/ salvage (relics for T3 reverse engineering- Analyzer needed)
- Unknown = combat or wormhole


Perimeter (tiers 1 & 2?)

- Camp
- Ambush point (tiers 3 & 4?)

Frontier

- Command
- Outpost (tiers 5 & 6?)

Core

Wormhole map

(The map this text refers to is here. The text comes from here.)

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)

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.

9 wormholes are wormholes that lead OUT of W space and into K space.

Class 7 leads to highsec

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

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

- 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 unignore all ignored sites in the same way, but choose 'unignore' instead.

Wormhole Phenomena

1 Class

- Shield
- Cap
- Recharge

2 Class

- Missile
- Heat
- Dampening

3 Class

- Armor
- Resist
- Targeting

4 Class

- Target
- Bomb
- Smart

5 Class

- Overload
- Bonus
- Speed

6 Class

- Escort
- Patroller
- Watchman-Out guard
- Preserver (Scrambler)
- Guardian- Keeper (Scram/ Webber)
- Preserver (Repper)
- Upholder (Nos/ Webber)
- Safe guard
- Escort
- Patroller- Watchman-Out guard
- Sentinel (Scrambler/ Webber)- Guardian- Keeper (Scram/ Webber)
- Defender (Webber)
- Warden (Repper)
- Sentinel-Guardian- Keeper (Sniper)

This article talks about the WH based on the you scan copy, where it lands, how allowed per ship and scan distances are:

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

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