



2D EveMaps

www.ombeve.co.uk

by Ombey
v3.63

[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:

v3.63 (7th Jan 2010)

Typos:

-

Complexes:

-

Belts:

Corrected [Aridia](#)/ Hakatiz belt count

Changed [Sinq Laison](#)/ Aunia belt count following resize

Outposts/ Stations:

Added outpost marker to [Catch](#)/ N-8BZ6

Added outpost marker to [Esoteria](#)/ A1-AUH, D-PNP9, J-RVGD & H-T40Z

Added outpost marker to [Geminate](#)/ 04-LQM & Y8R-XZ

Added outpost marker to [Providence](#)/ N-RMSH, XHQ-7V, TU-OOT, 9-F0B2, 2-TEGJ & DNR-7M

Added outpost marker to [Pure Blind](#)/ D2-HOS

Added outpost marker to [Querious](#)/ A2-V27 & L-6BE

Added outpost marker to [Scalding Pass](#)/ 4-CM8I

Added outpost marker to [Tenal](#)/ J1-KJP & HB-FSO

Systems and links:

Corrected [Sinq Laison](#)/ Aufay <> Deltole link to be const. link

Corrected [Kor-Azor](#)/ Chaktaren to be 0.8 sec from 1.0

Corrected [Essence](#)/ Couster to be 0.9 sec from 1.0

Connected [Wicked Creek](#)/ MLQ-09 to 8-OZU1 instead of L-FM3P

Misc:

Updated Universe map to show if there is a hisec route between empire regions

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)

C - Clone Facility*

R - Repair Facility*

F - Factory*

L - Laboratory*

O_M - Minmatar Service Outpost (0.0 maps only)

O_G - Gallente Admin. Outpost (0.0 maps only)

O_C - Caldari Research Outpost (0.0 maps only)

O_A - Amarr Factory Outpost (0.0 maps only)

N - NPC station (0.0 maps only)

Q - Conquerable station (0.0 maps only)

∇ - Complex (with difficulty rating out of 10)

a - 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.

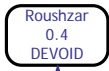
* In 0.0, these indicate NPC/ conq. stations. Outpost station services are not currently listed

PLEASE NOTE- the absence of the **C R F L** 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: **C**lone, **R**epair, **F**actory and **L**ab



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.



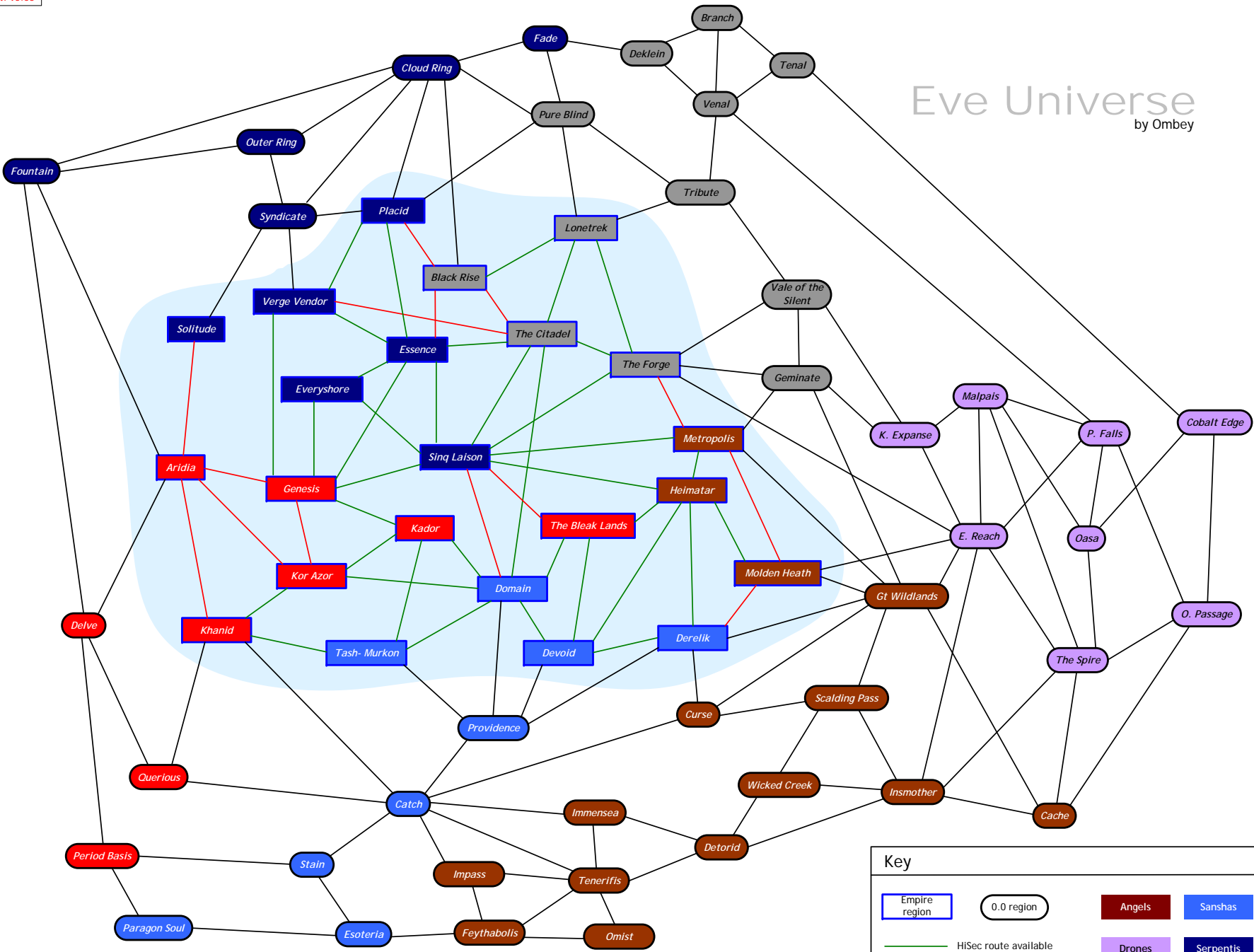
This indicates a system with an ice belt, and although it has one station or more, none of them have **C**lone, **R**epair, **F**actory and **L**ab station services.



This indicates a trade hub system

*80 □143 C3446 ∇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.



Key

Empire region	0.0 region	Angels	Sanshas
— HI Sec route available		Drones	Serpents
— Low Sec route only available		Guristas	Blood Raiders
— Indicates 0.0 route			

Set: v3.63

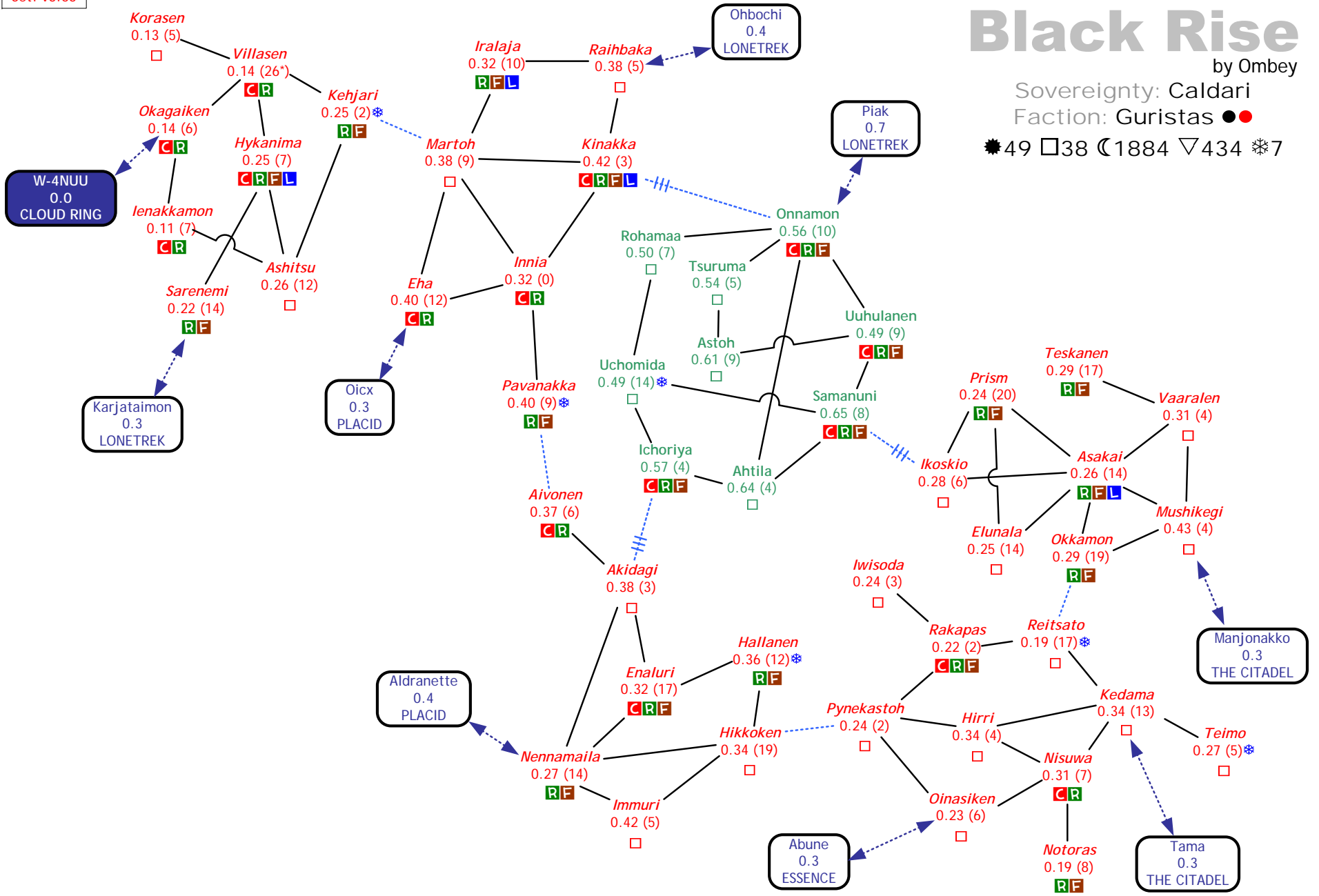
Black Rise

by Ombey

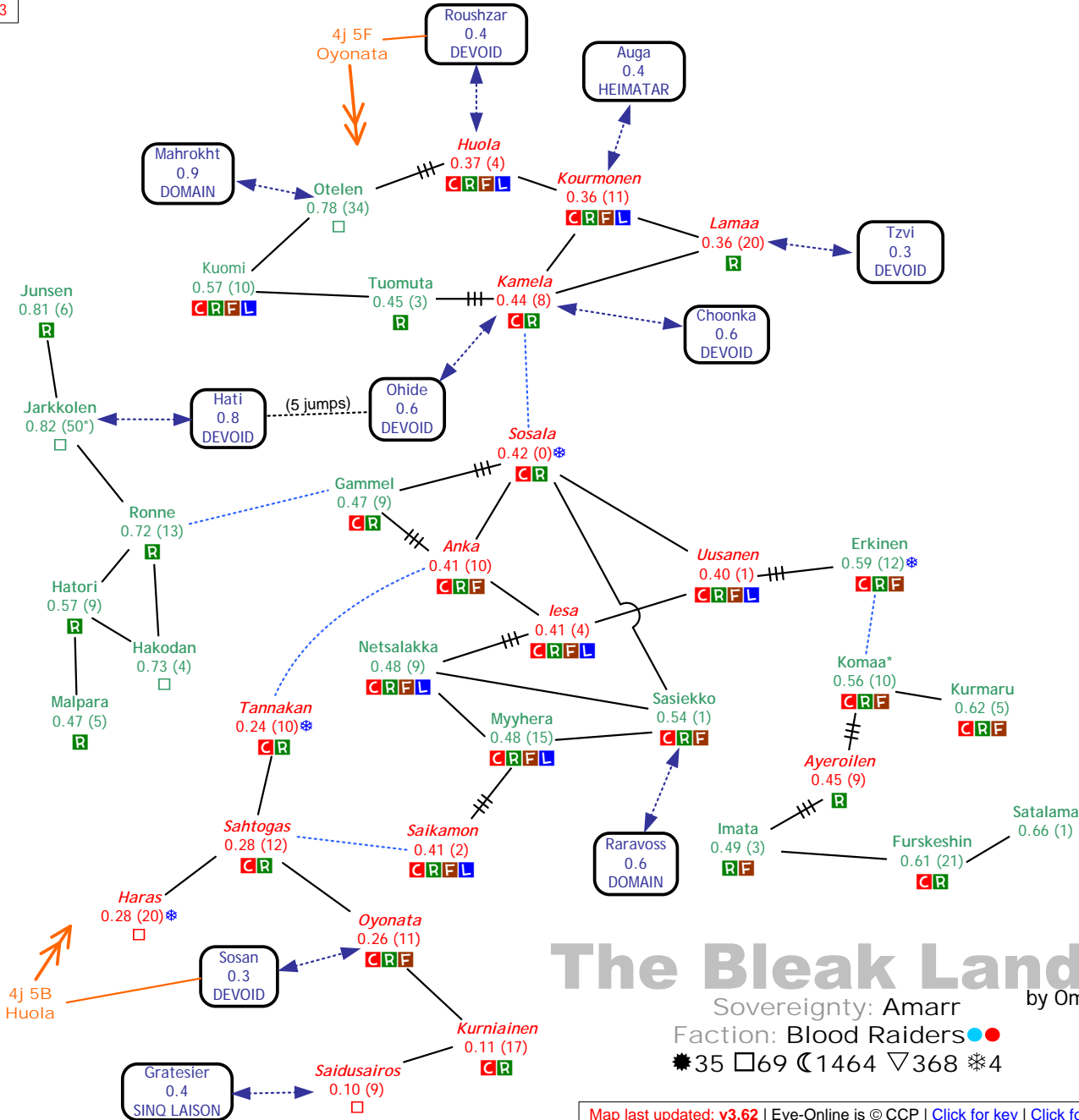
Sovereignty: Caldari

Faction: Guristas ●●

★49 □38 ☾1884 ▽434 ✨7



Set: v3.63



The Bleak Lands

Sovereignty: Amarr

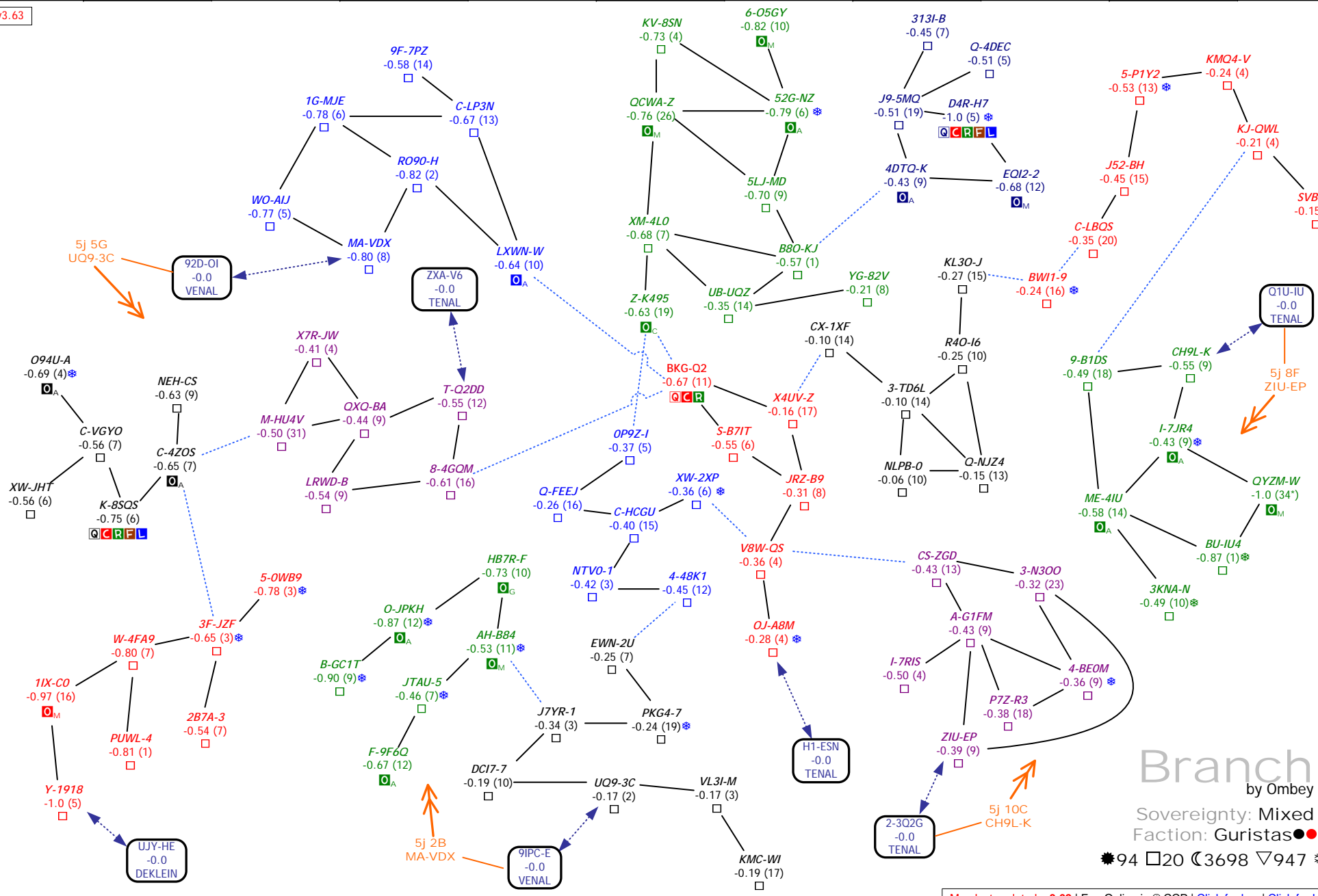
by Ombey

Faction: Blood Raiders ●●

☀35 □69 ◡1464 ▽368 ❄4

A
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Branch
by Ombey
Sovereignty: Mixed
Faction: Guristas ●●
●94 □20 ◐3698 ▽947 *20

Set: v3.63

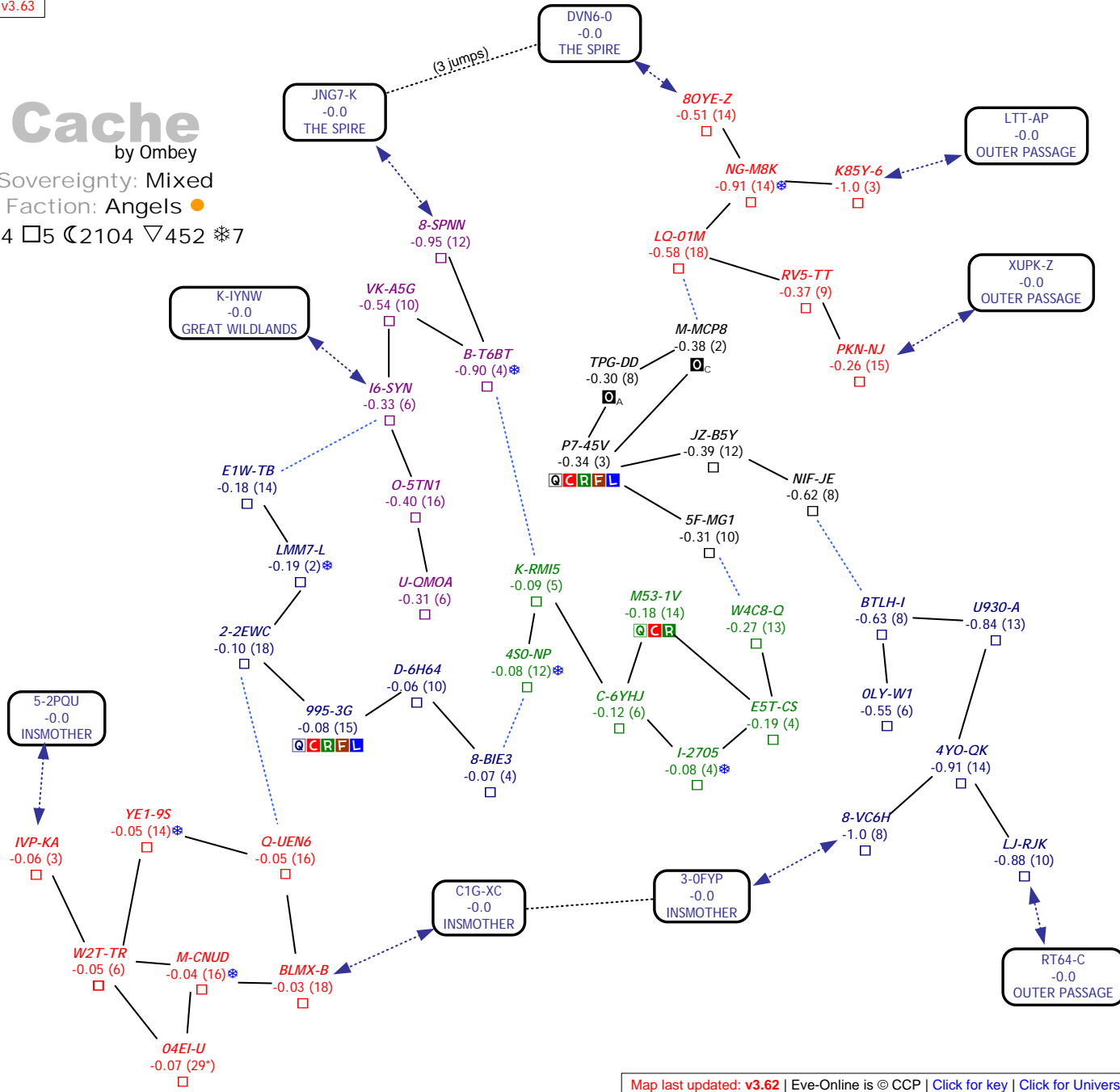
Cache

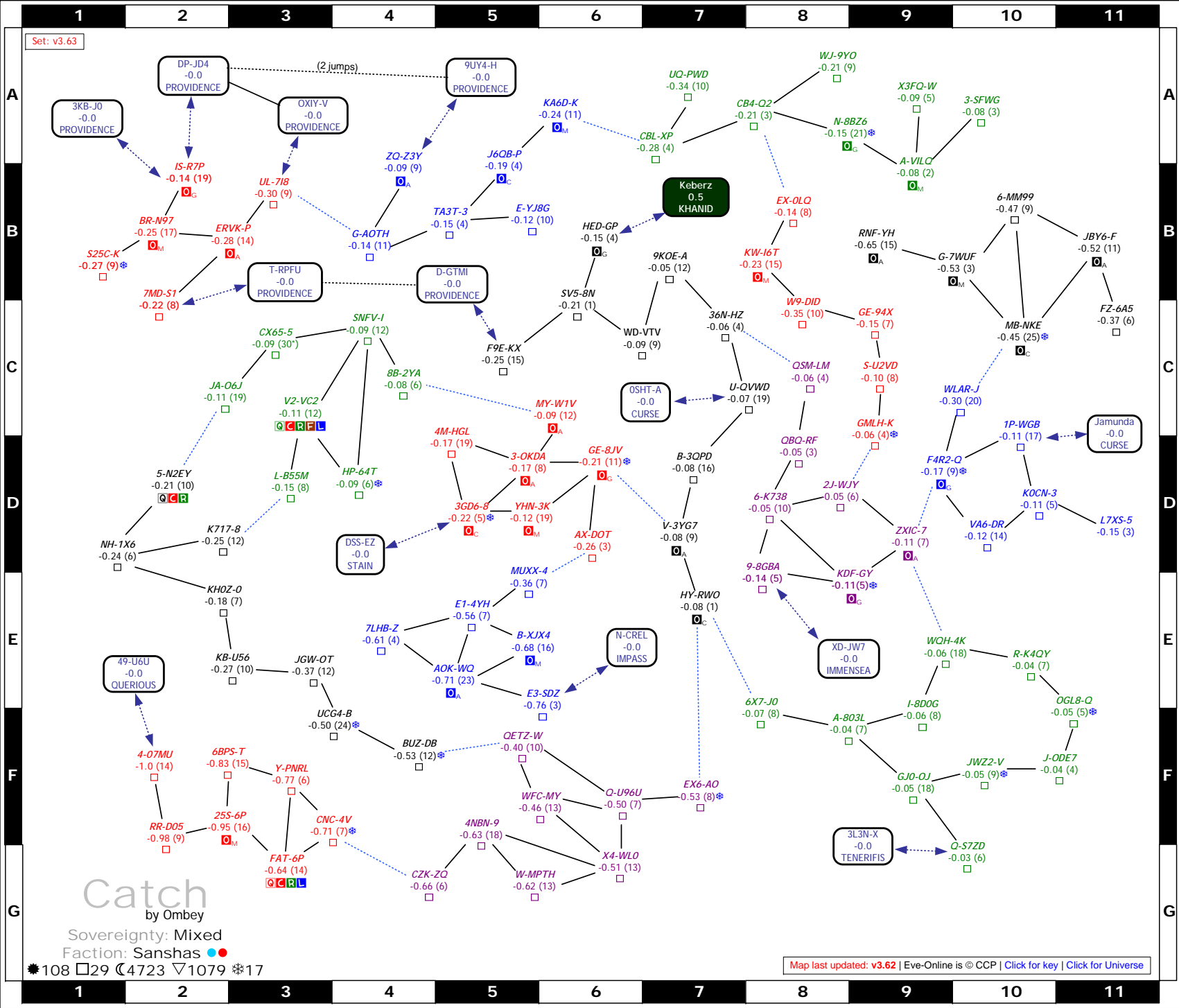
by Ombey

Sovereignty: Mixed

Faction: Angels ●

✪44 ◻5 ◂2104 ▽452 ✨7

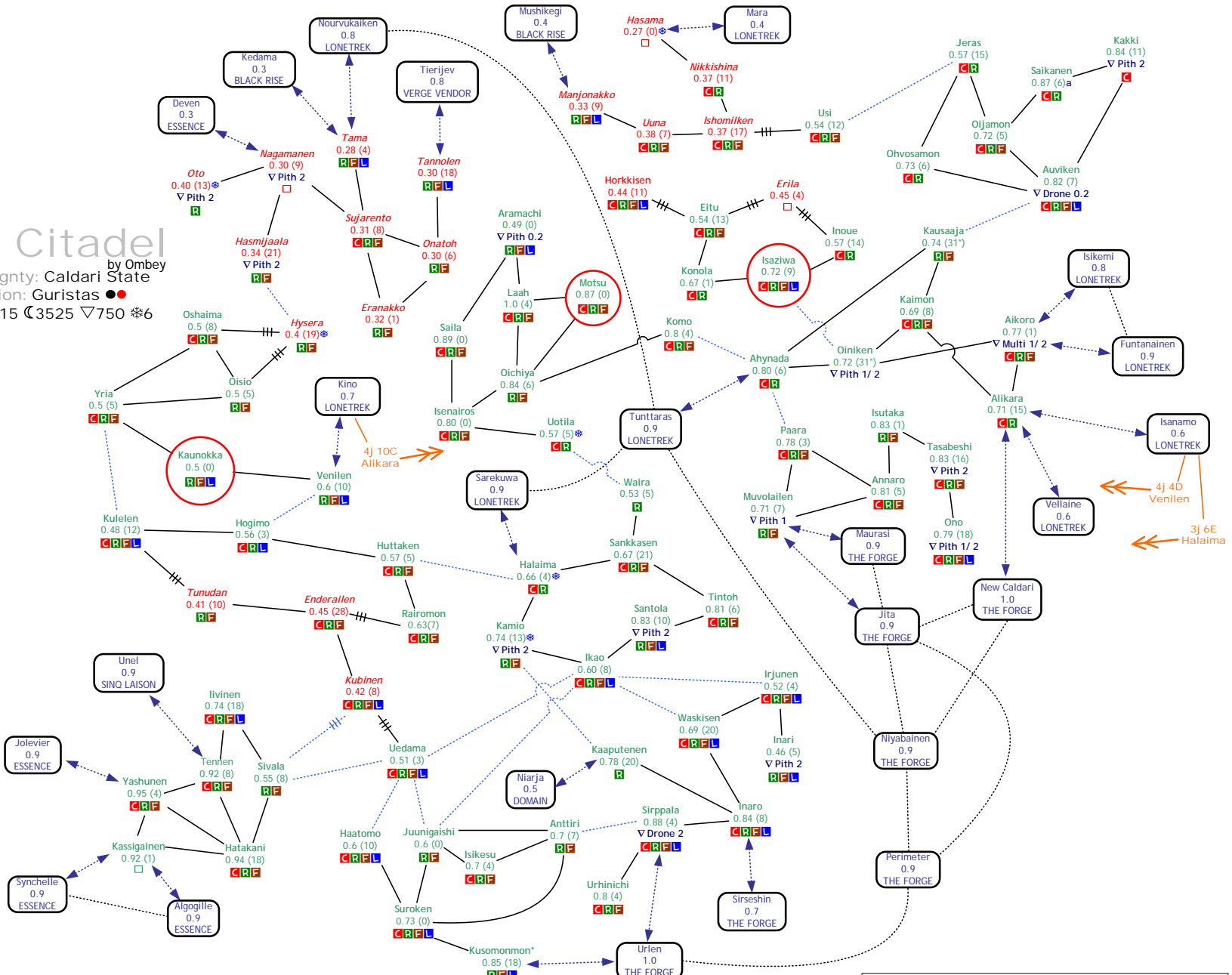




The Citadel

by Ombey
Sovereignty: Caldari State
Faction: Guristas

86 415 3525 750 6



Cloud Ring

by Ombey

Sovereignty: Mixed

Faction: Serpents ●●

☀️40 🏠3 🌑1785 ▽444 ❄️9

Okagaiken
0.1
BLACK RISE

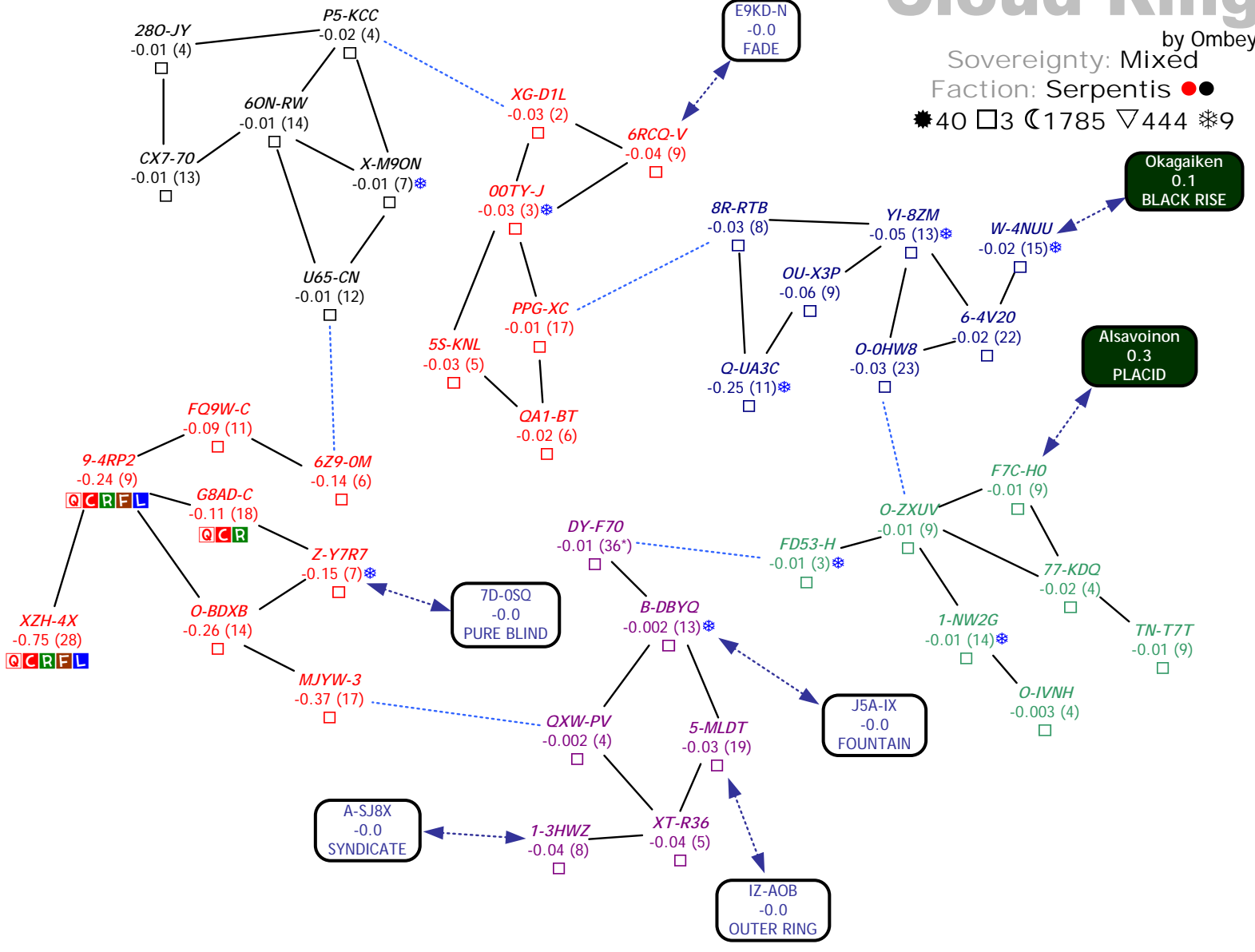
Alsavoinon
0.3
PLACID

7D-OSQ
-0.0
PURE BLIND

J5A-IX
-0.0
FOUNTAIN

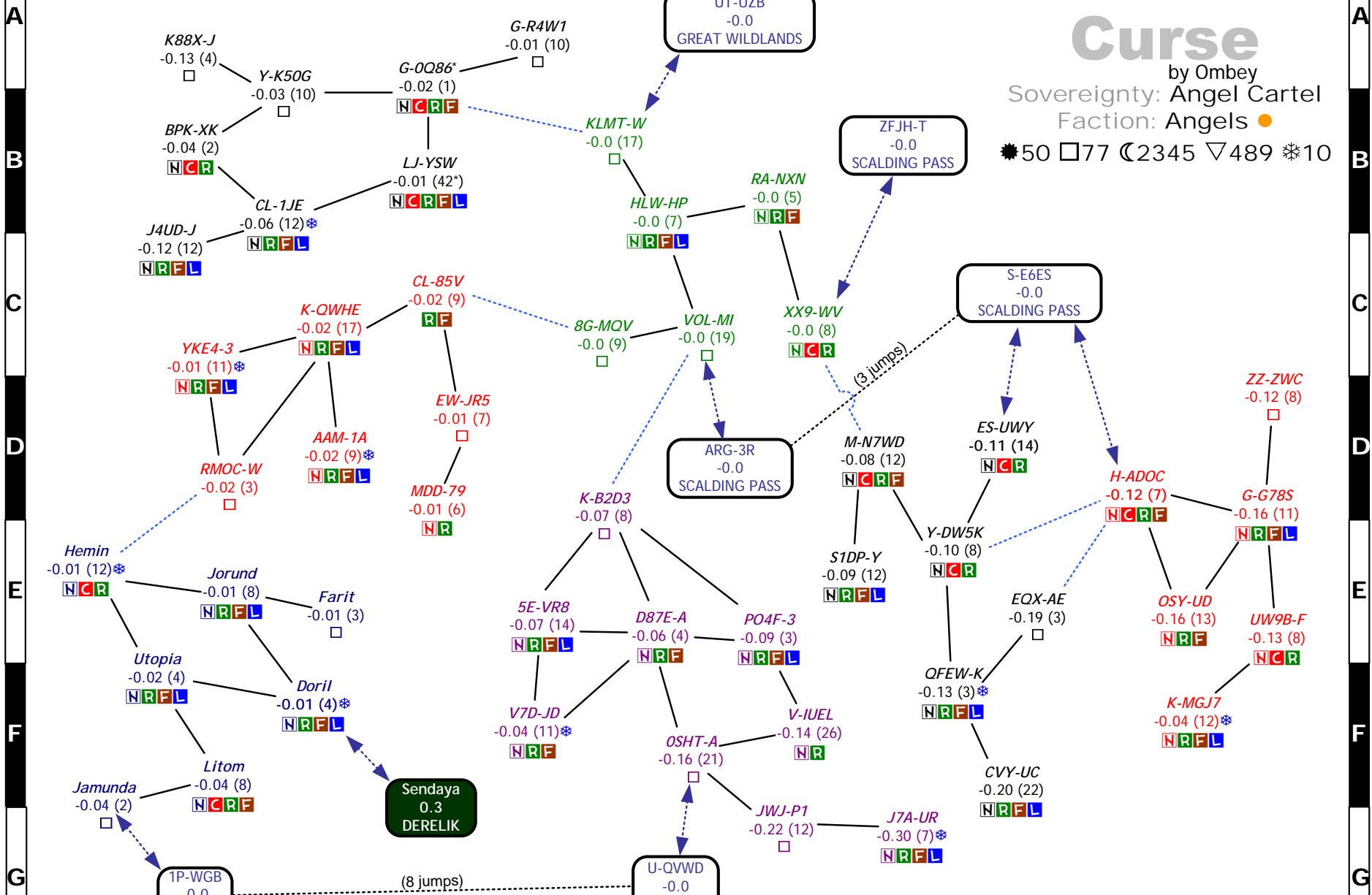
IZ-AOB
-0.0
OUTER RING

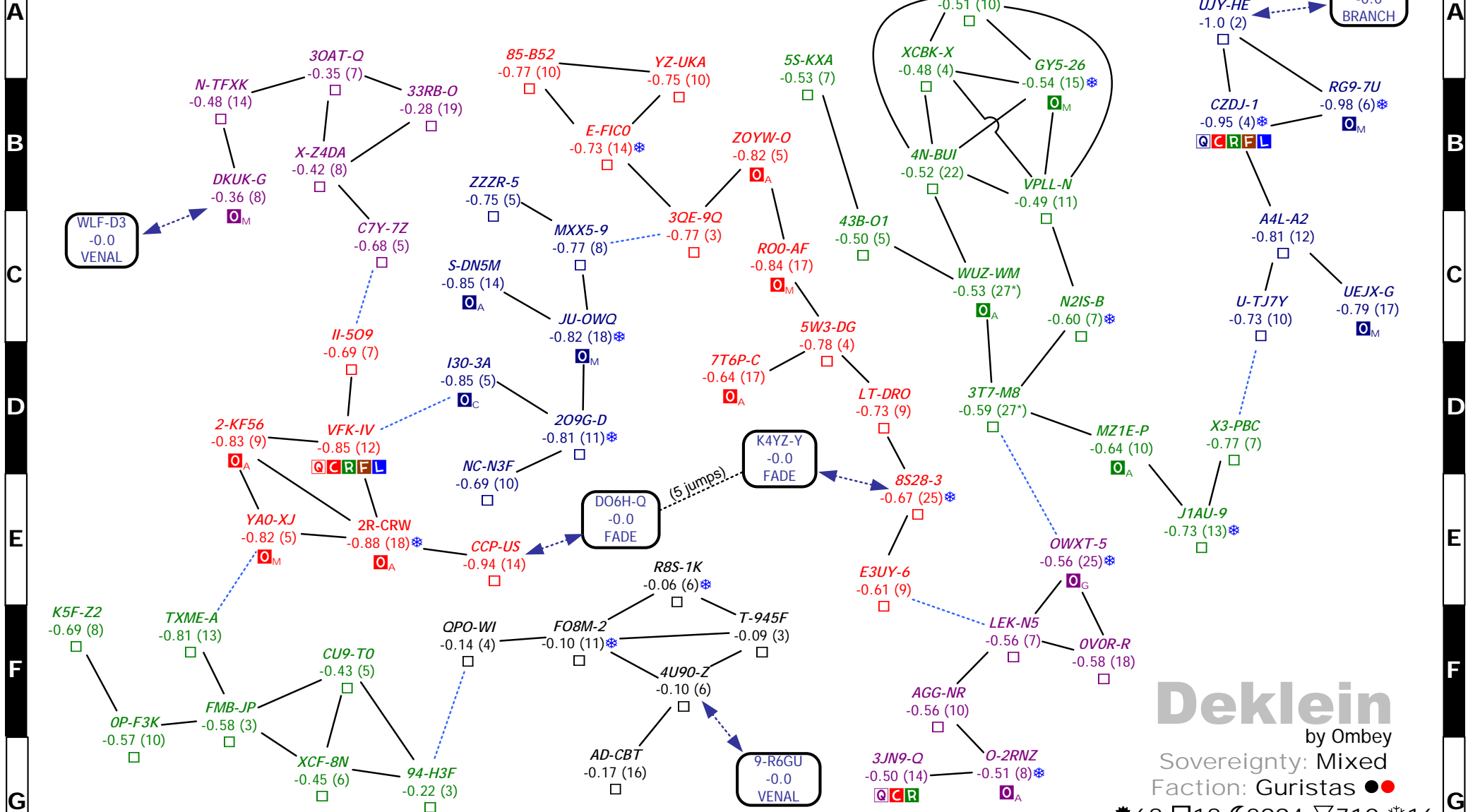
A-SJ8X
-0.0
SYNDICATE



Curse

by Ombey
Sovereignty: Angel Cartel
Faction: Angels ●
☀️50 🏠77 🕒2345 📉489 ❄️10





Deklein

by Ombey
Sovereignty: Mixed
Faction: Guristas ●●

★68 ◻18 ◡2994 ▽710 ✨16

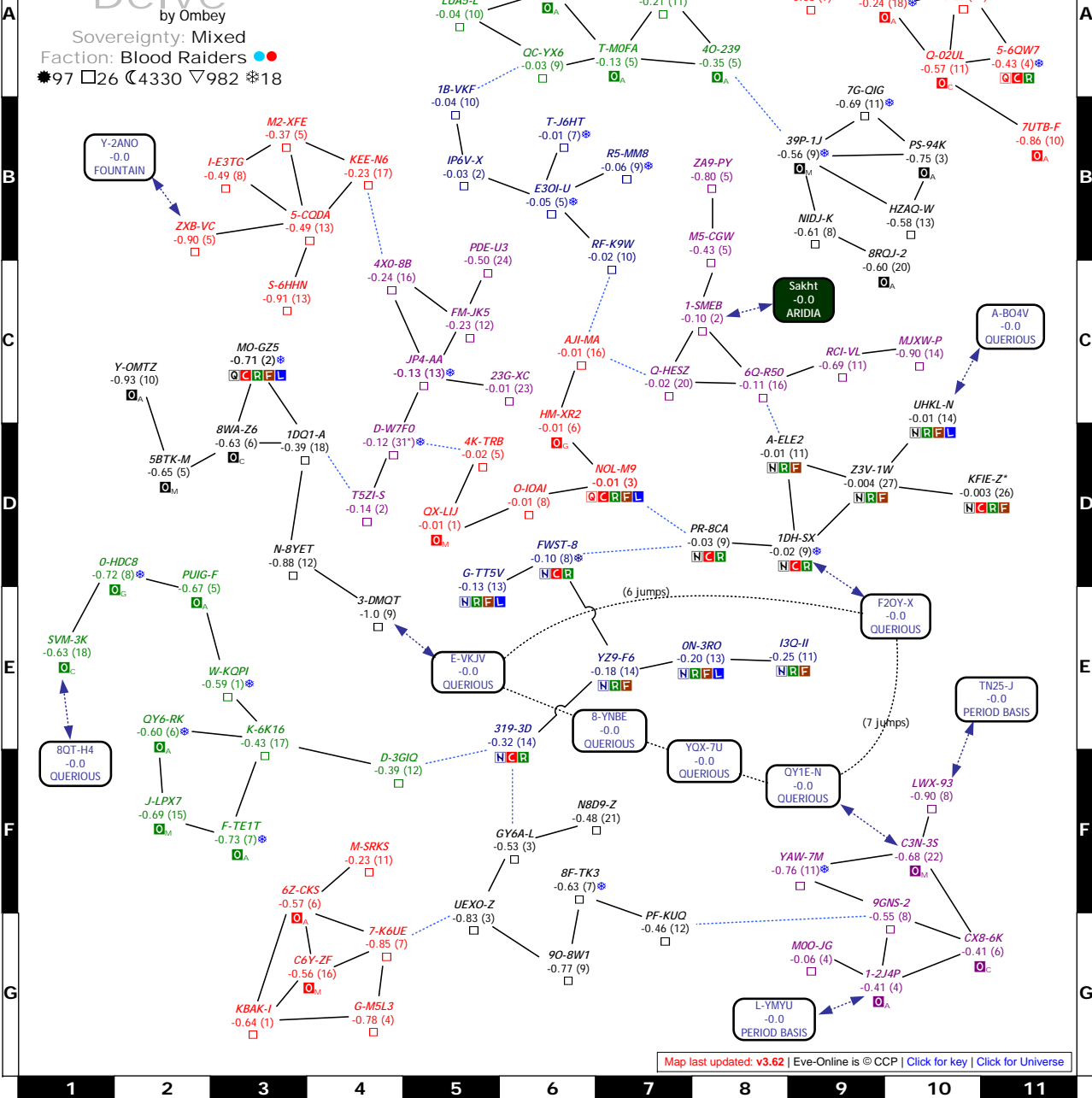
Delve

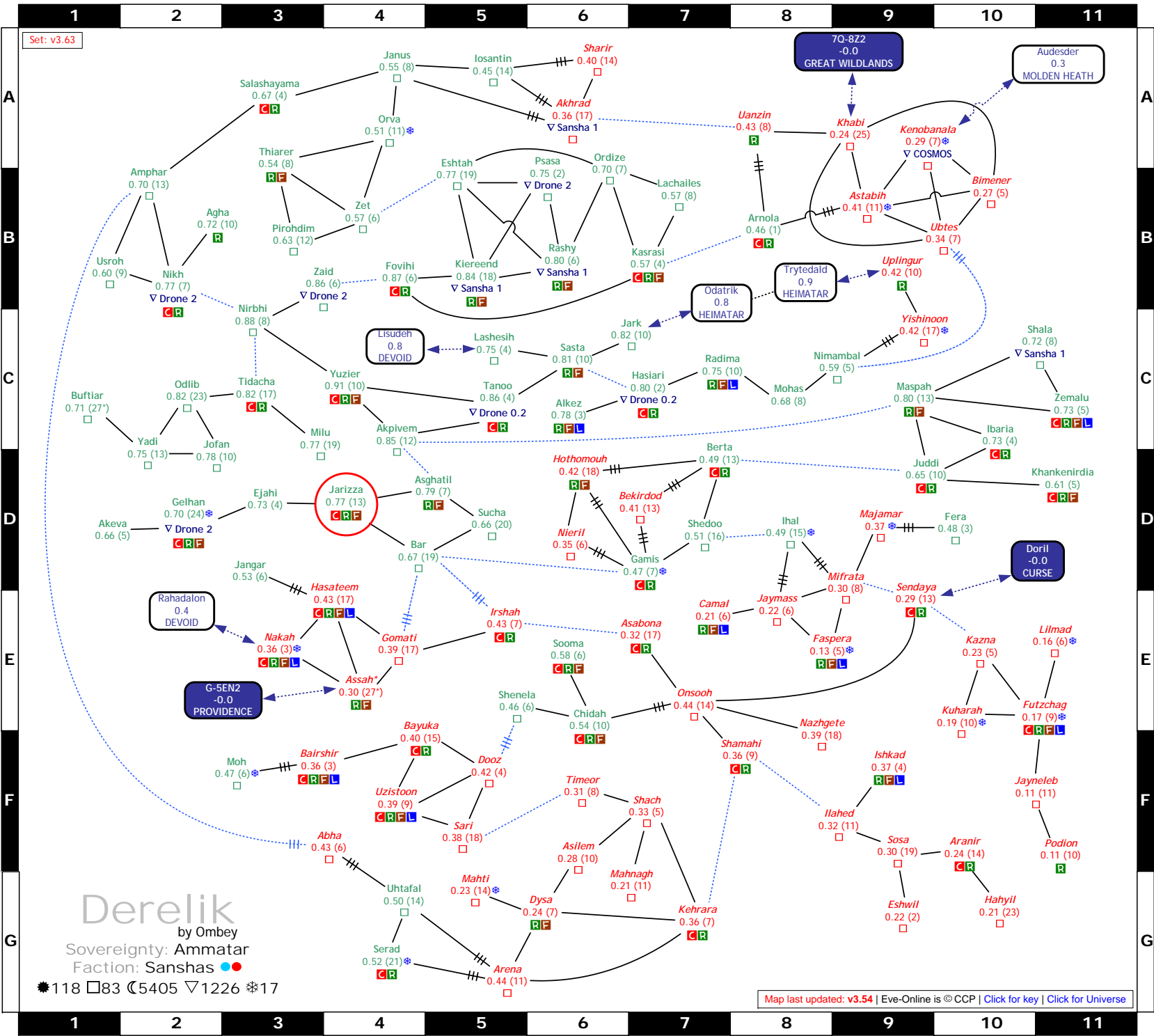
by Ombey

Sovereignty: Mixed

Faction: Blood Raiders

97 26 4330 982 18





Set: v3.63

Derelik
by Ombey
Sovereignty: Ammatar
Faction: Sanshas ●●

★118 □83 ☾5405 ▼1226 ✨17

Map last updated: v3.54 | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)

Detorid

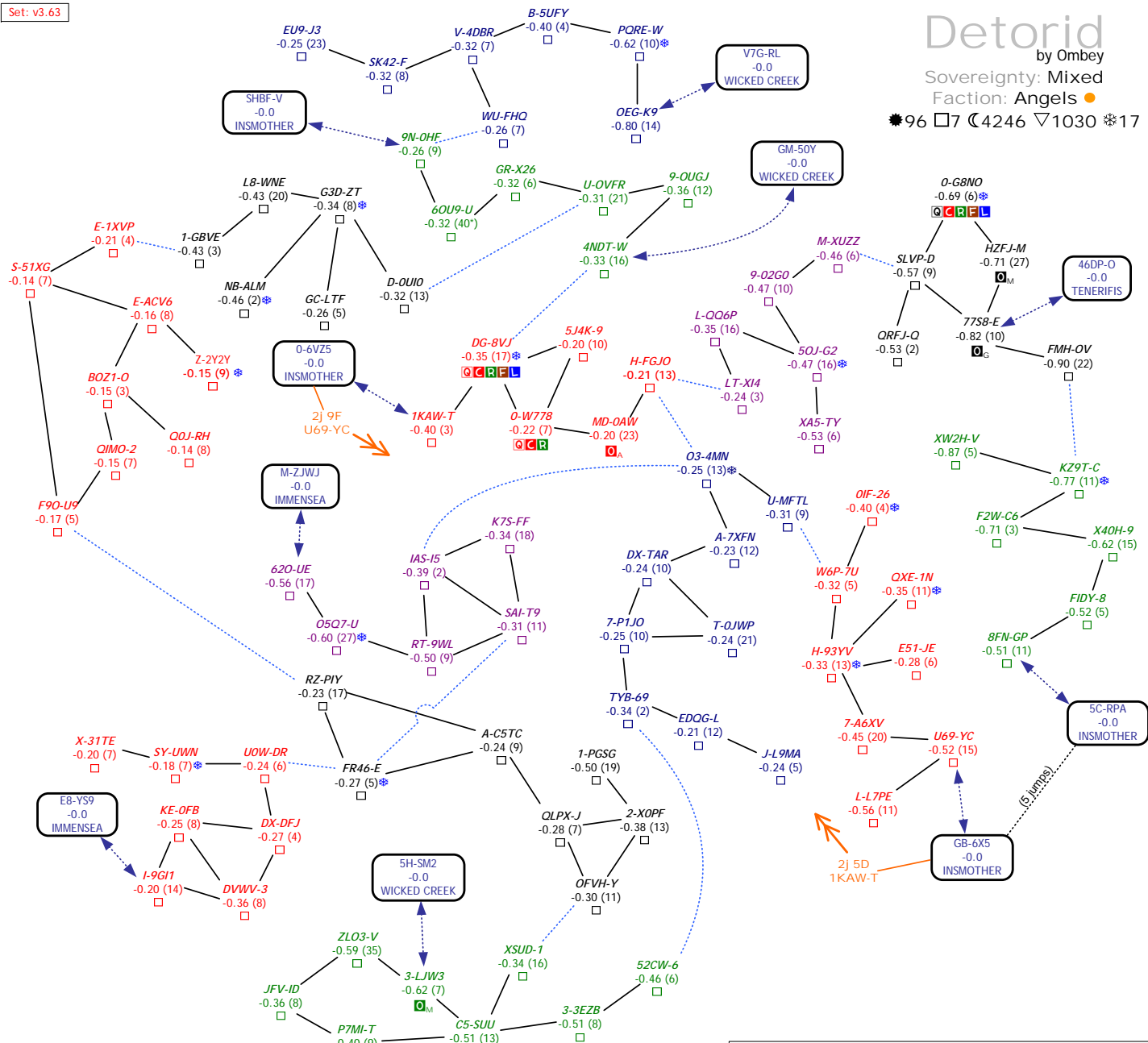
by Ombey

Sovereignty: Mixed

Faction: Angels ●

★96 □7 ☾4246 ▽1030 ❄17

Set: v3.63



Set: v3.63

(6 jumps)

Devoid

by Ombey

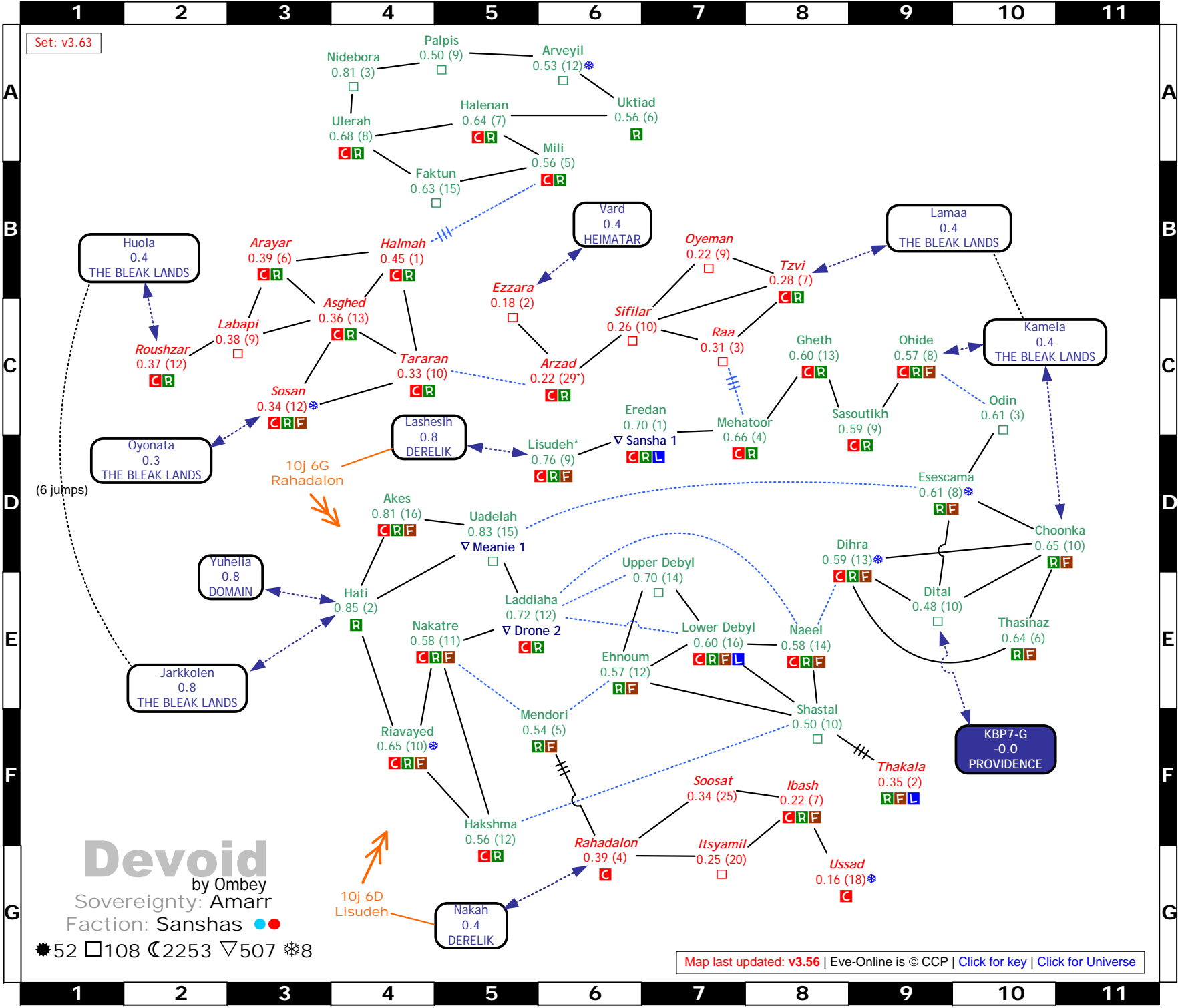
Sovereignty: Amarr

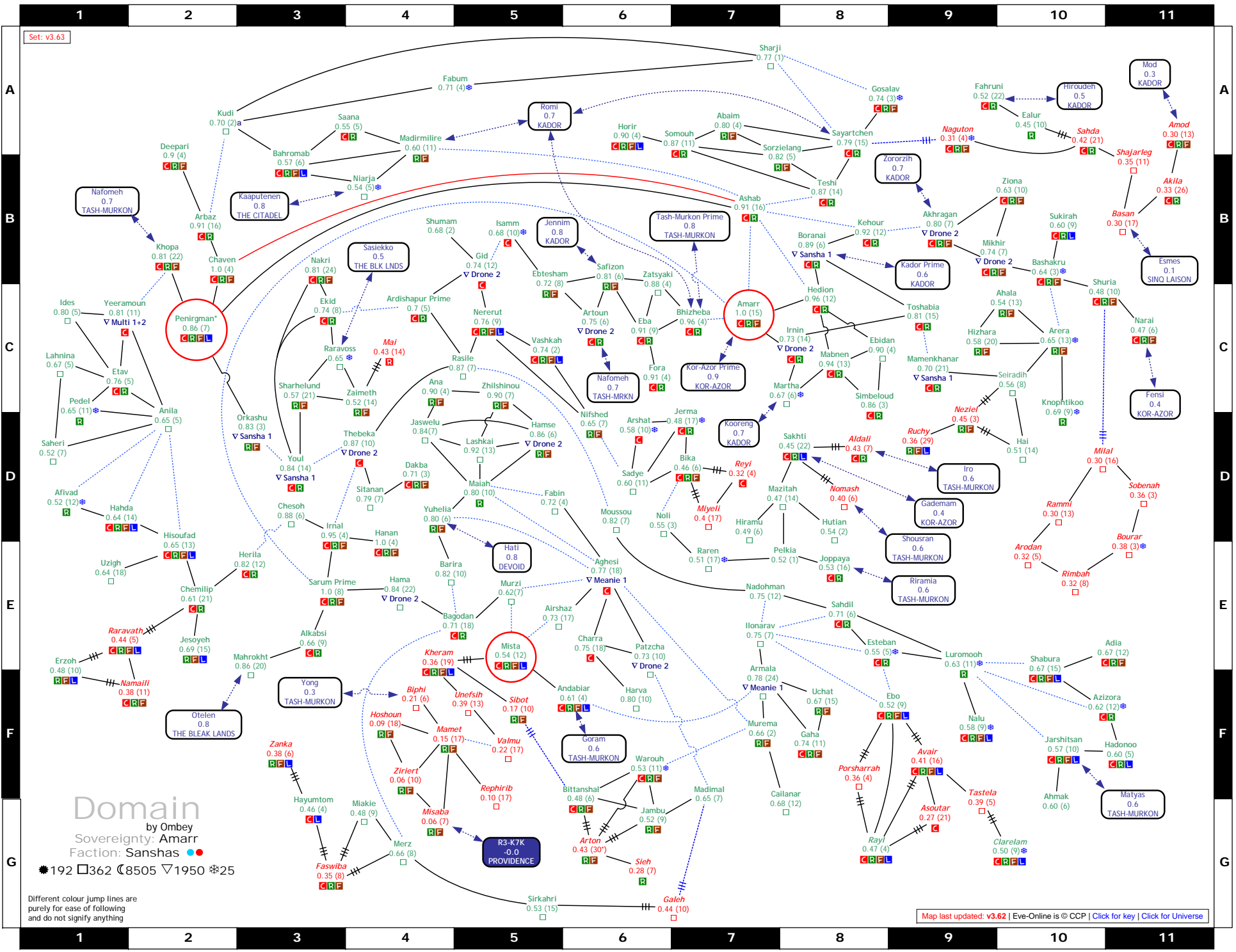
Faction: Sanshas

✳️52 ☐108 ☾2253 ▽507 ✳️8

10j 6D
Lisudeh

10j 6G
Rahadalon





Set: v3.63

Domain

by Ombey
Sovereignty: Amarr
Faction: Sansha

*192 □362 ◐8505 ▽1950 *25

Different colour jump lines are purely for ease of following and do not signify anything

Map last updated: v3.62 | Eve-Online is ©CCP | [Click for key](#) | [Click for Universe](#)

Esoteria

by Ombey

Sovereignty: Mixed

Faction: Sanshas

85 17 3471 804 20

Set: v3.63

A

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C

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A

B

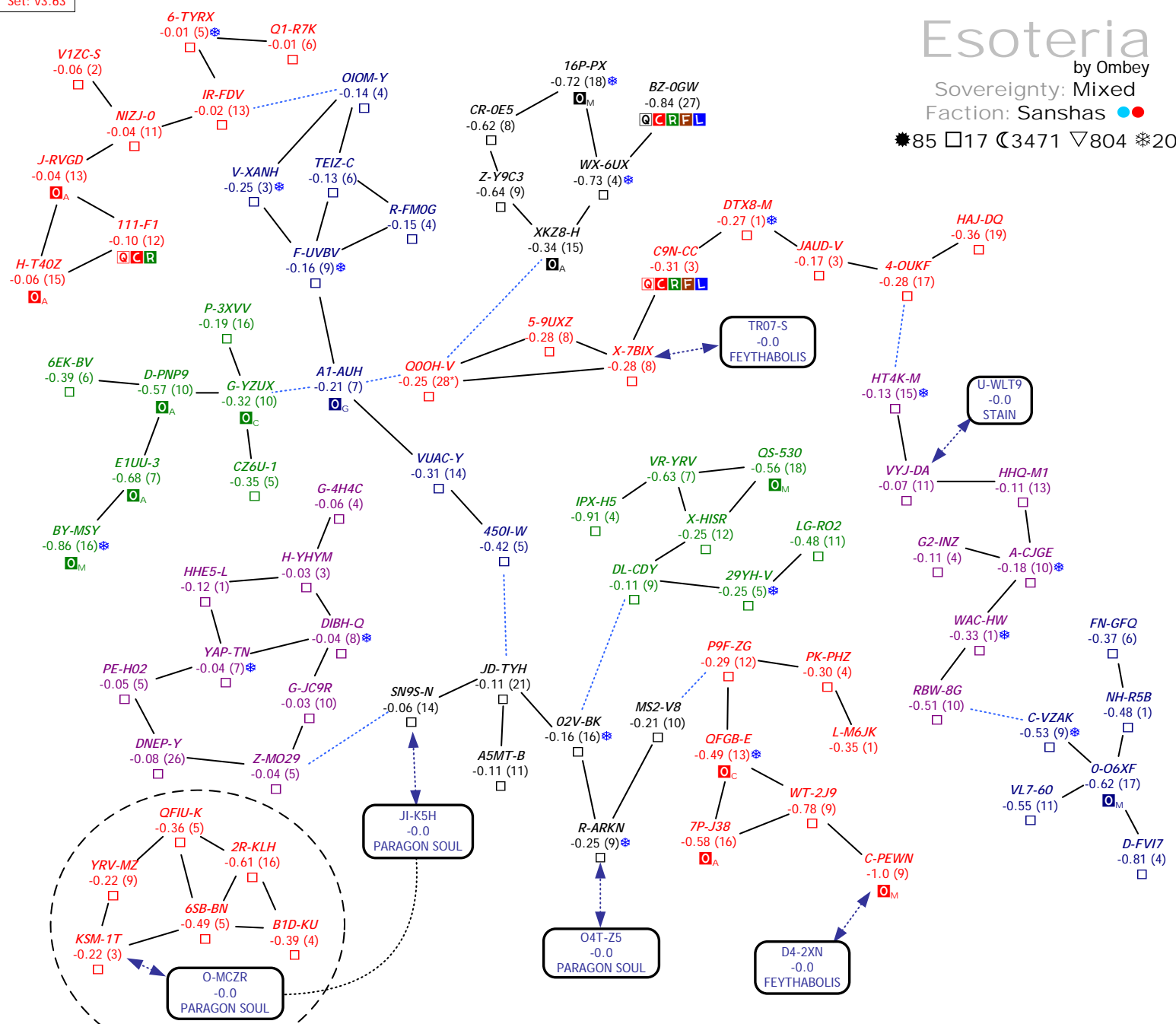
C

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Set: v3.63

Essence

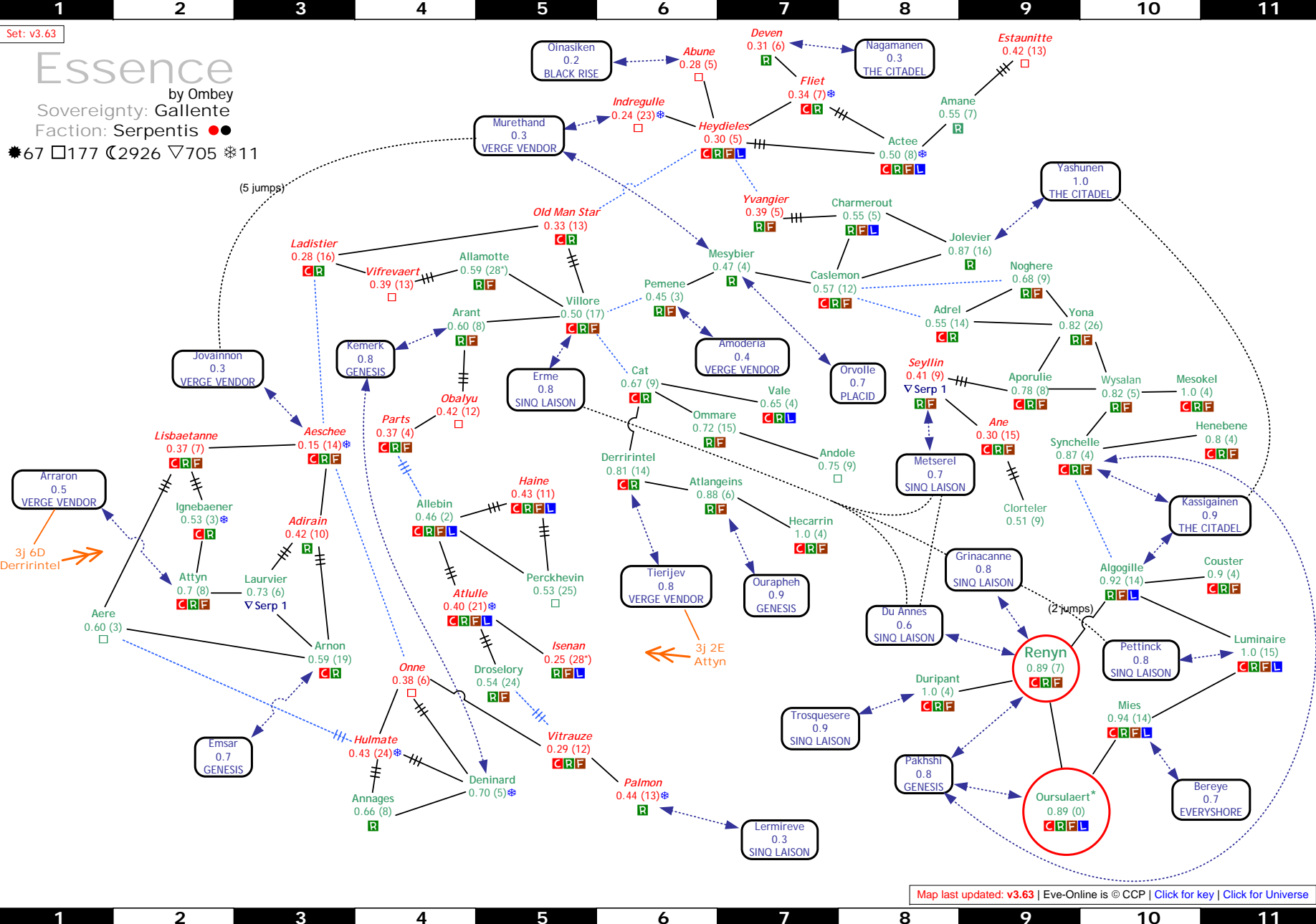
by Ombey
Sovereignty: Gallente

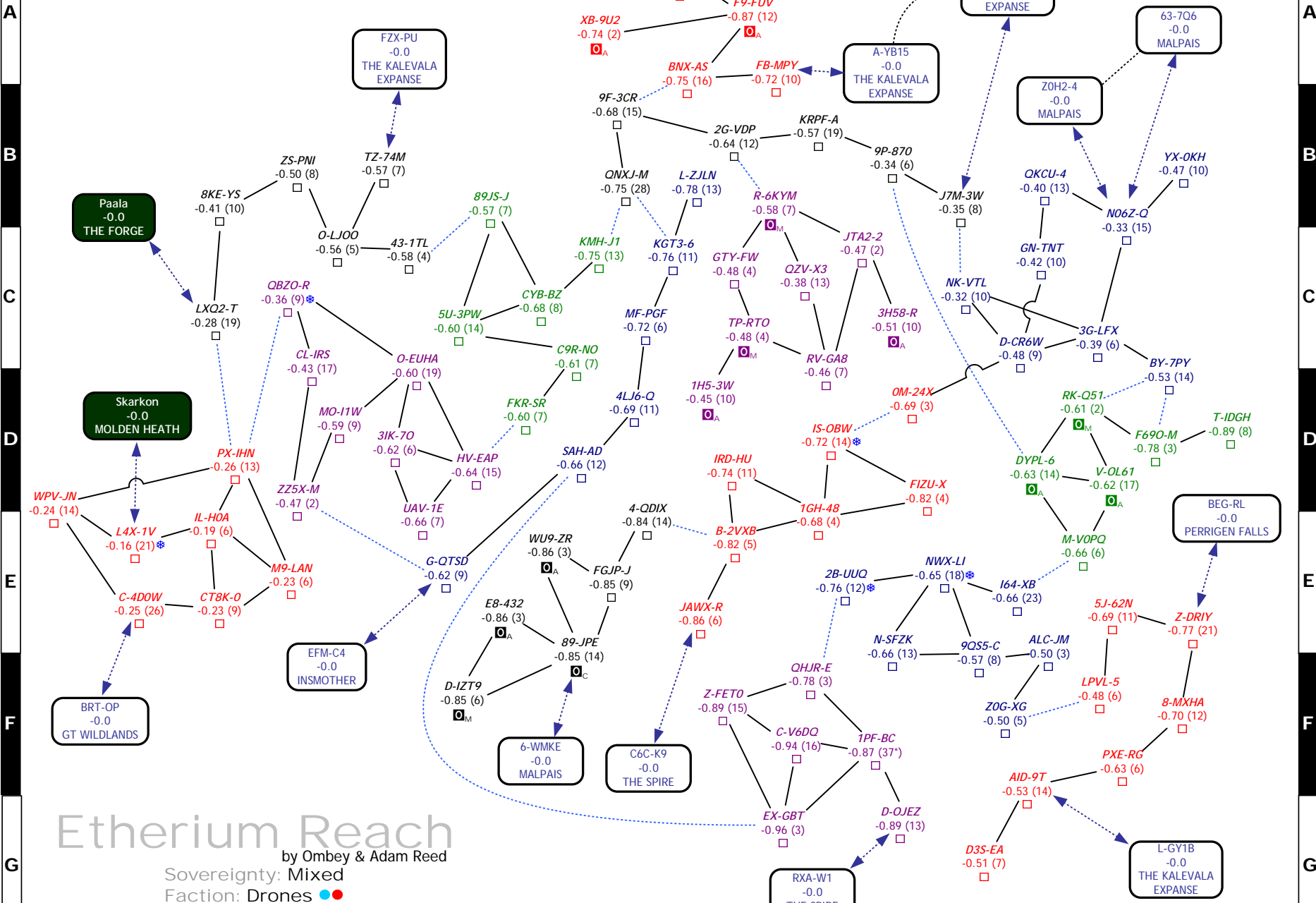
Faction: Serpentsis ●●

✪67 ◻177 ◡2926 ▽705 ✨11

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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

A

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A

B

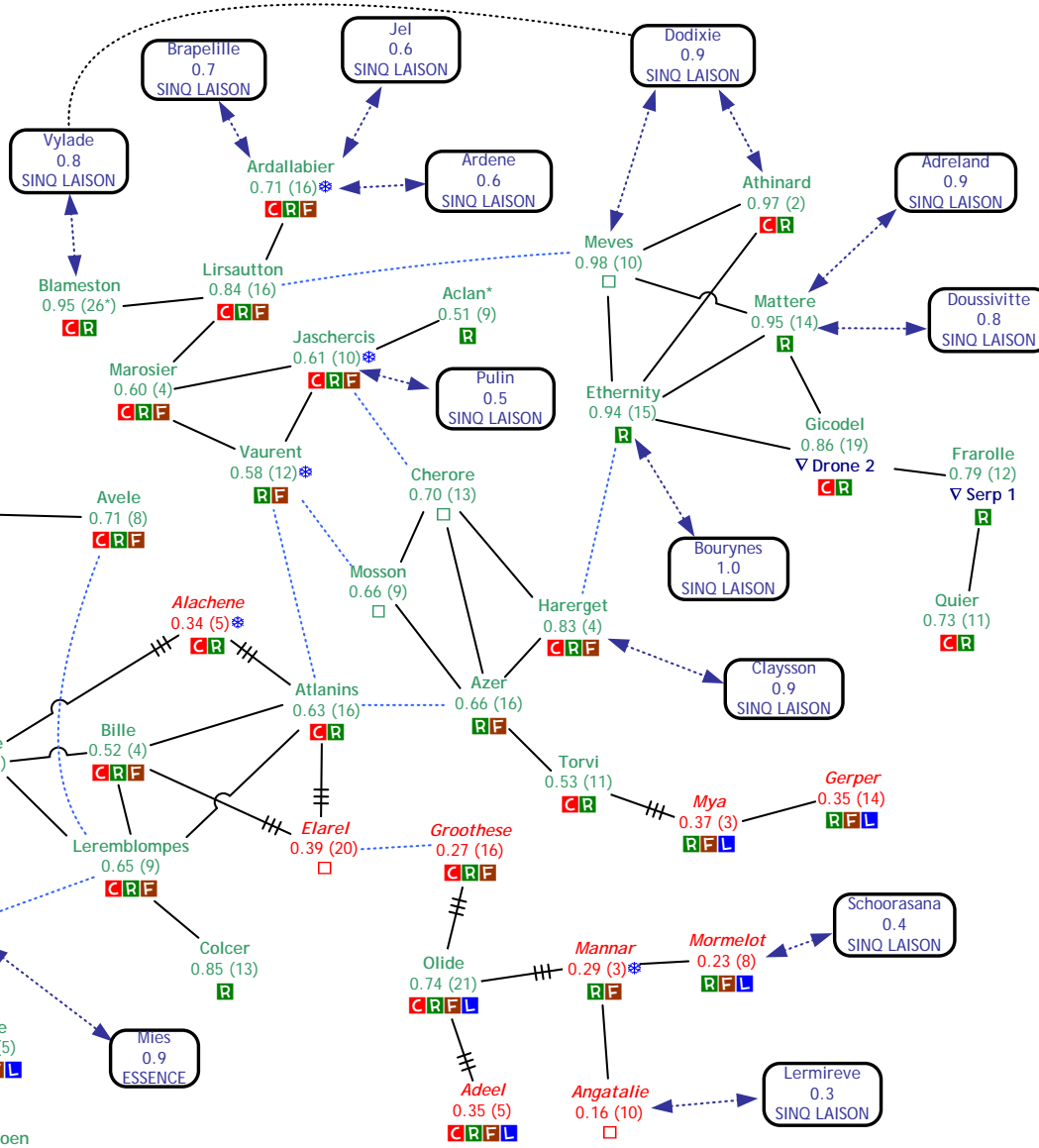
C

D

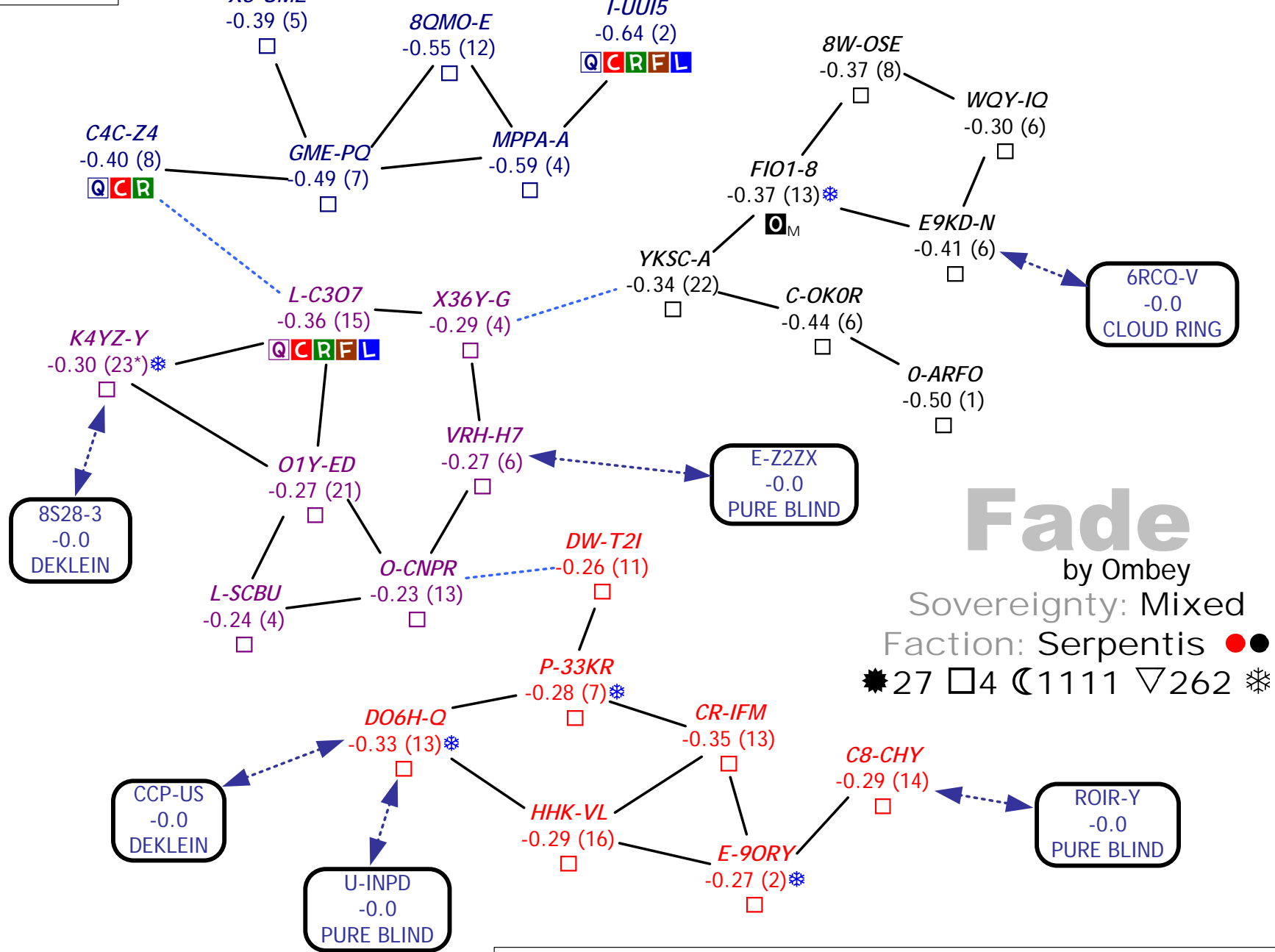
E

F

G



Set: v3.63



Fade

by Ombey

Sovereignty: Mixed

Faction: Serpentis ●●

❄ 27 □ 4 ☾ 1111 ▽ 262 ❄ 5

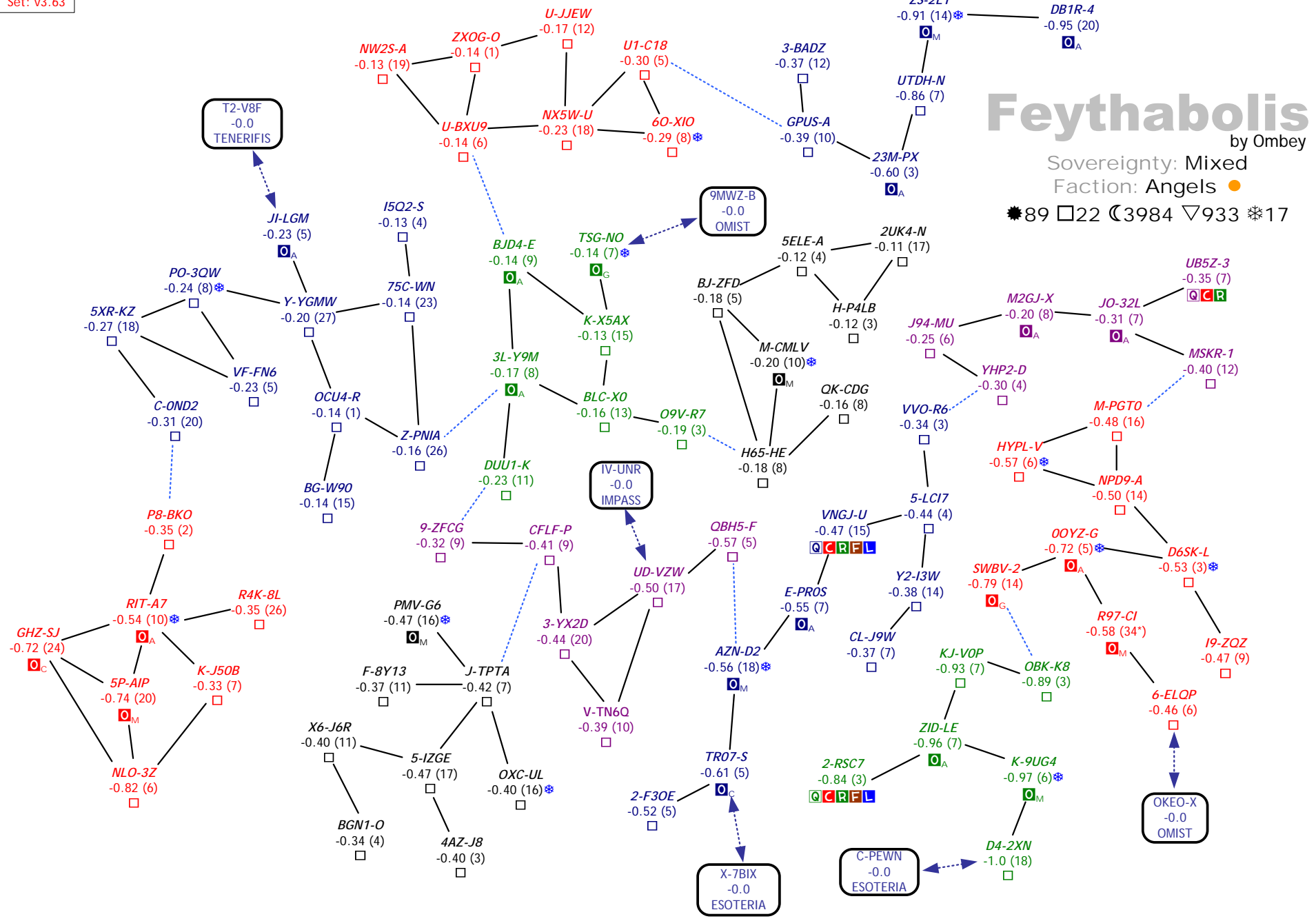
Feythabolis

by Ombey

Sovereignty: Mixed

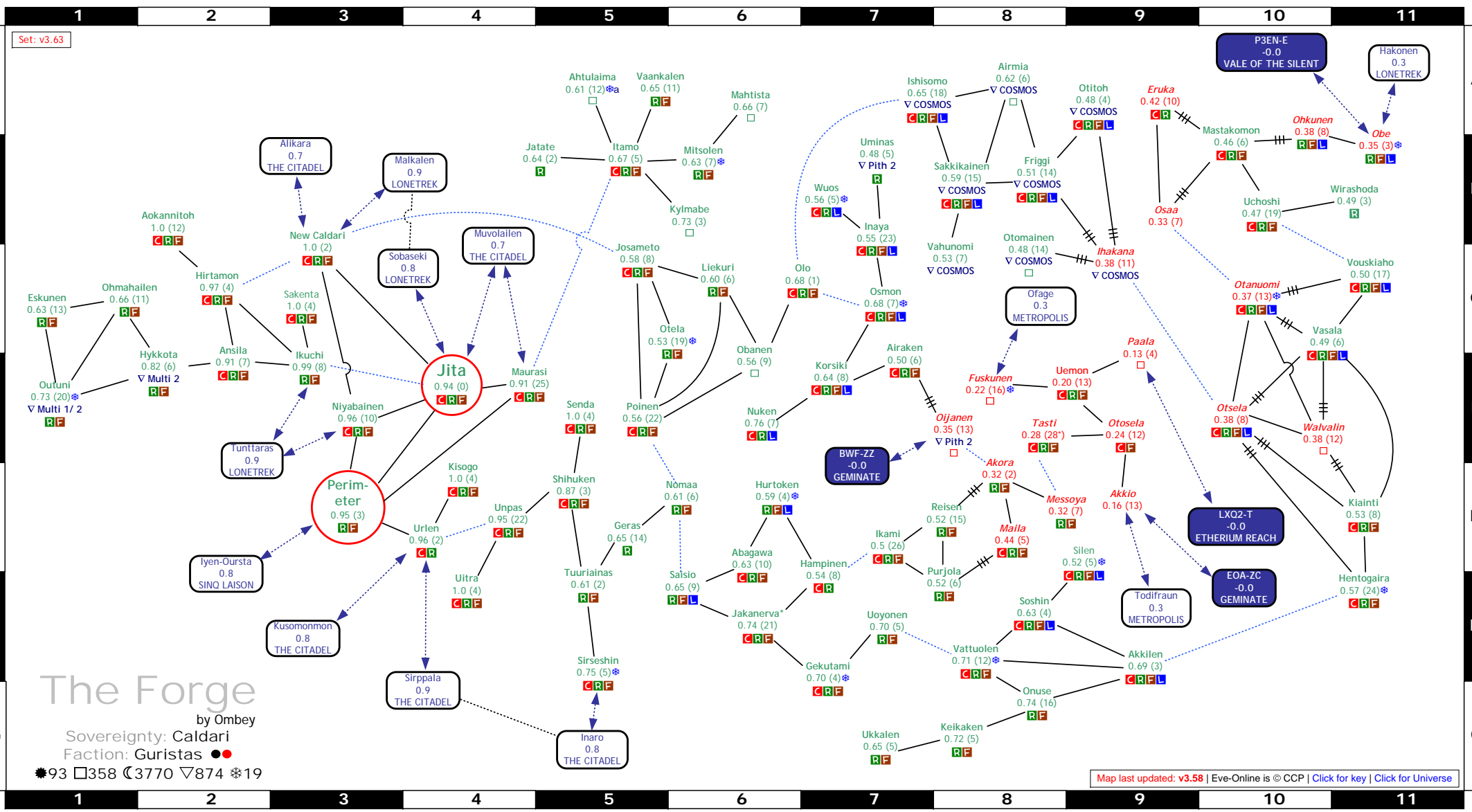
Faction: Angels ●

✳89 □22 ◐3984 ▽933 ✨17



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The Forge

by Ombey

Sovereignty: Caldari

Faction: Guristas ●●

★93 □358 ◐3770 ▽874 ✨19

Set: v3.63

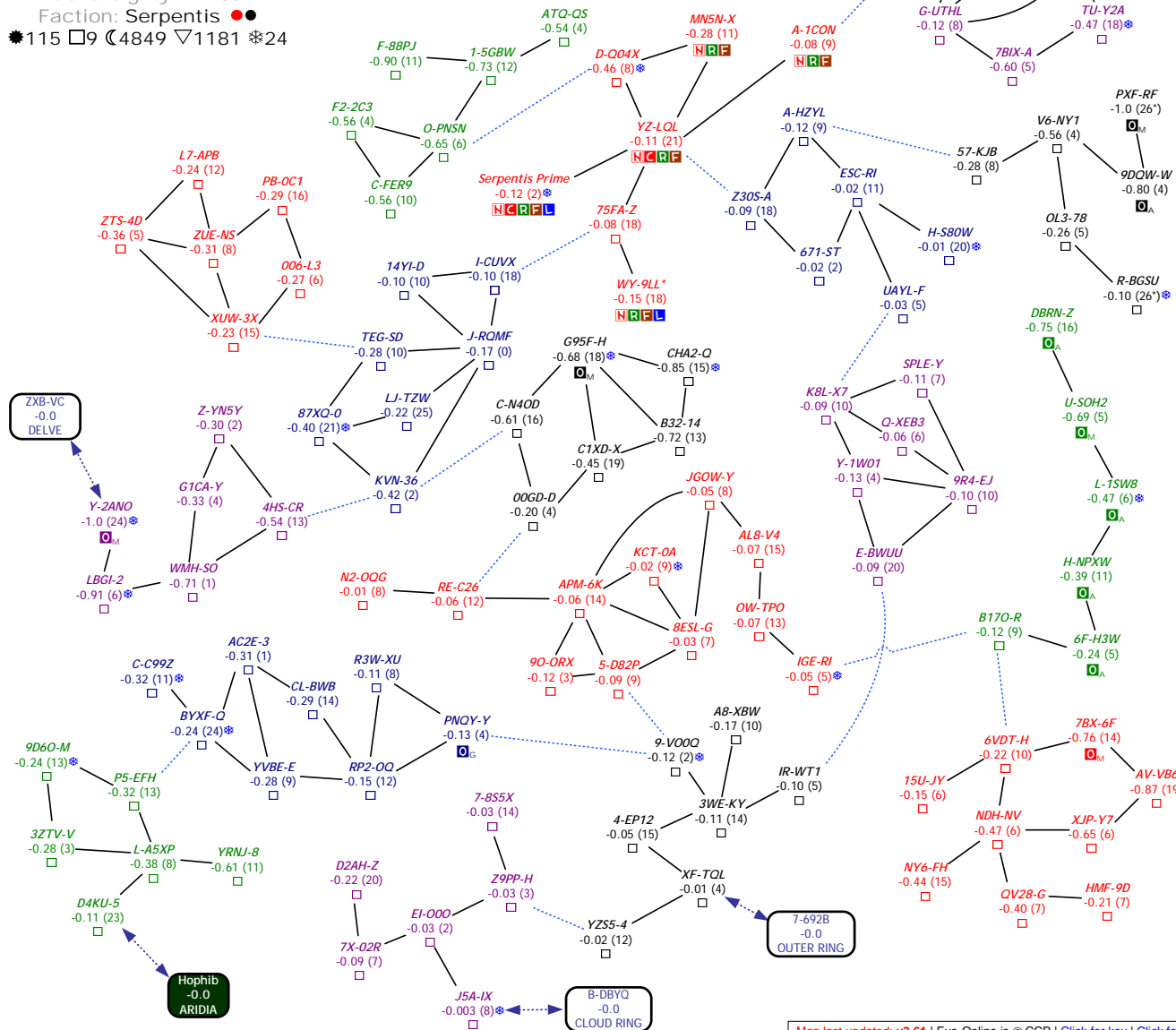
Fountain

by Ombey

Sovereignty: Mixed

Faction: Serpents ●●

✪115 □9 ◐4849 ▽1181 ✨24



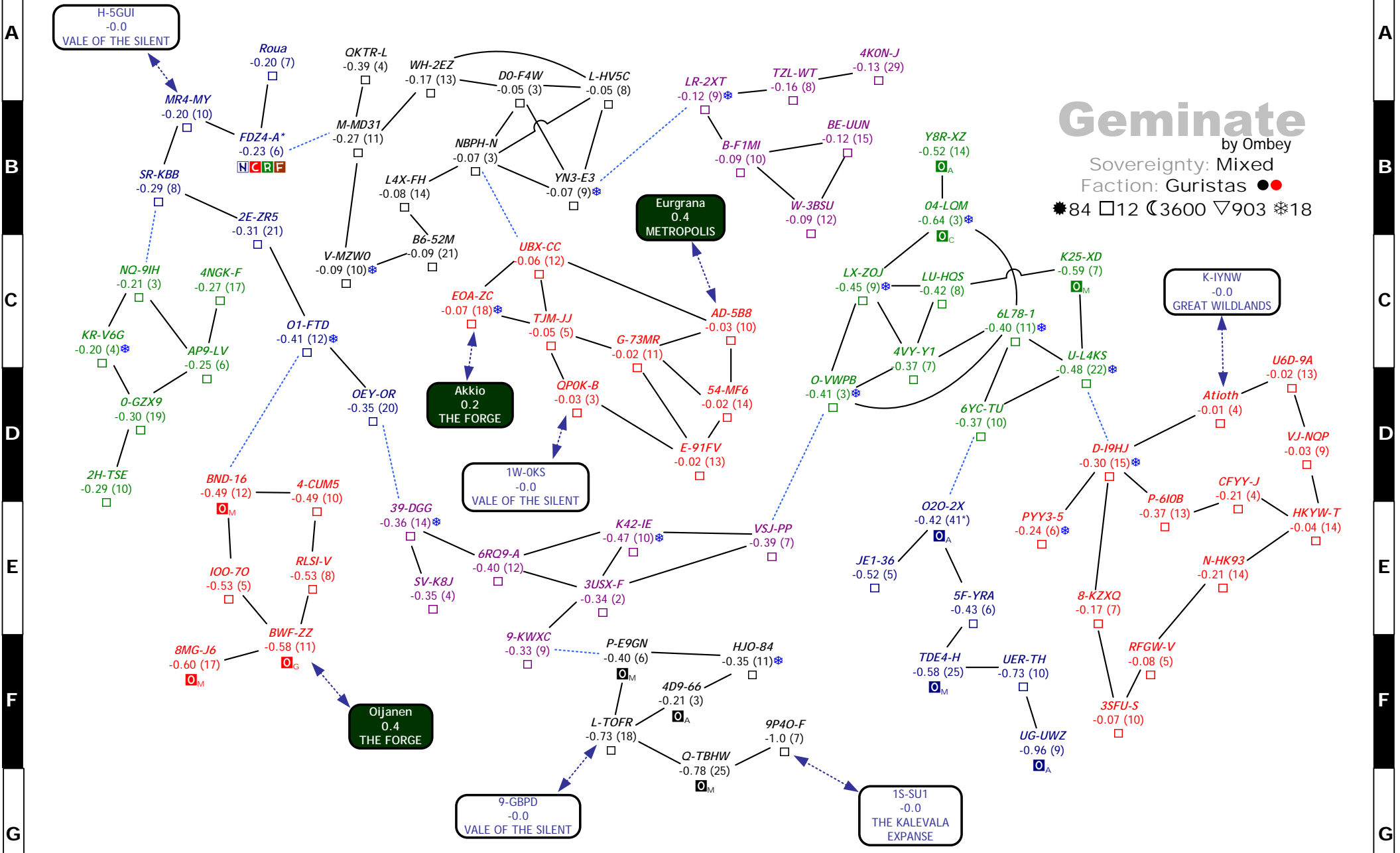
Geminate

by Ombey

Sovereignty: Mixed

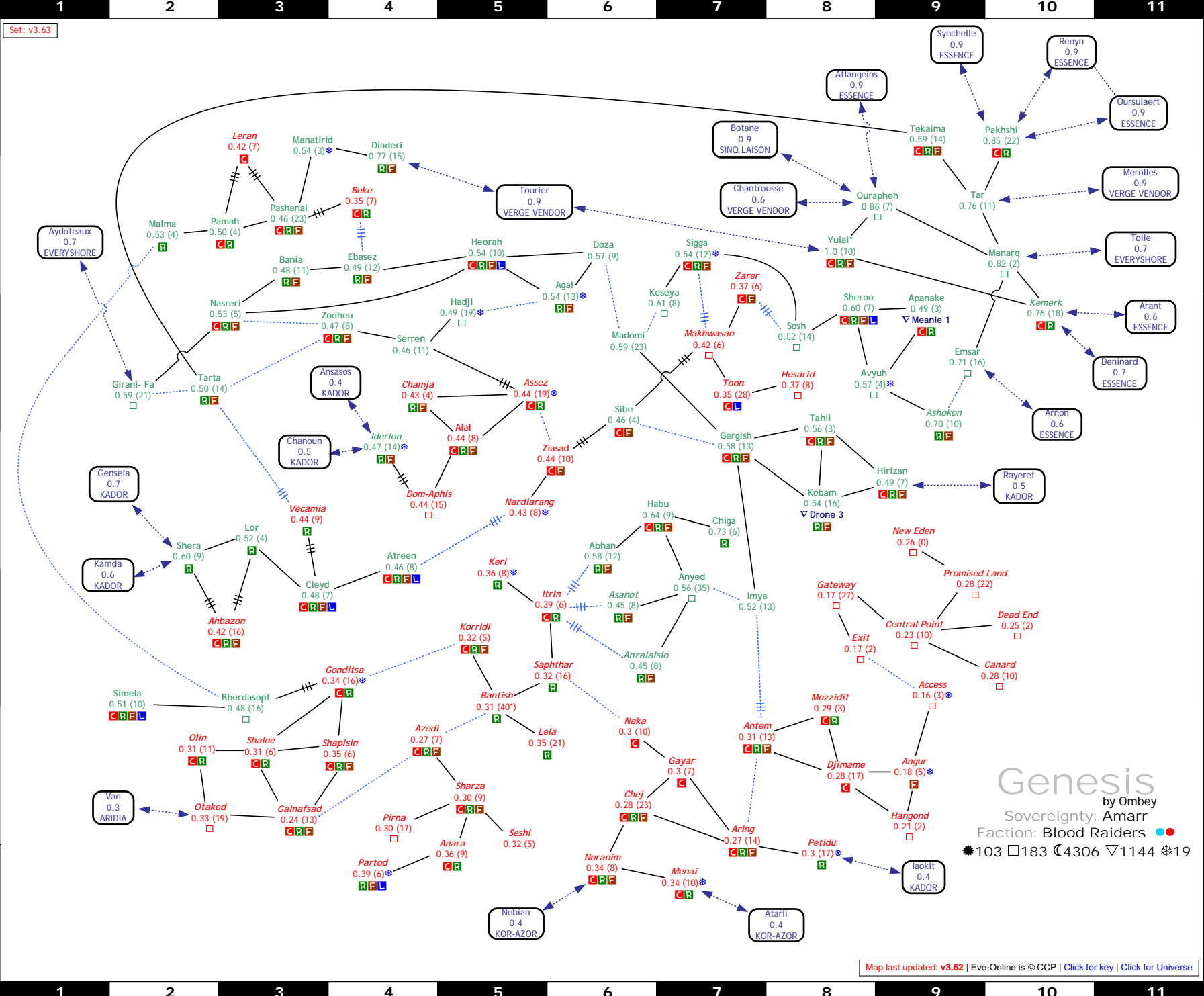
Faction: Guristas ●●

✳84 ◻12 ◡3600 ▽903 ✳18



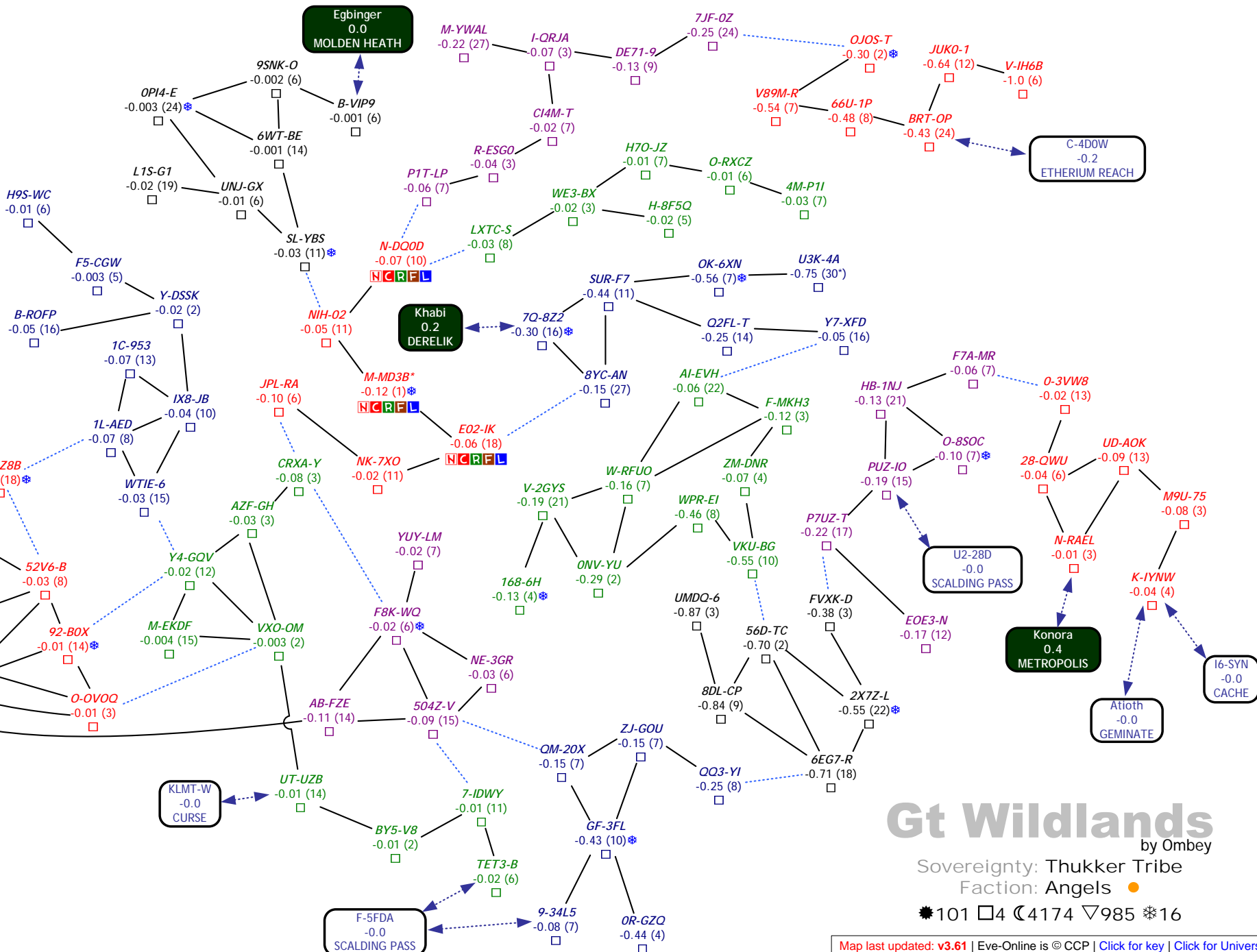
A
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Genesis
by Omby
Sovereignty: Amarr
Faction: Blood Raiders
*103 □183 ◡4306 ▽1144 ❄19

Set: v3.63



Gt Wildlands

by Ombey

Sovereignty: Thukker Tribe
 Faction: Angels ●

★101 ◻4 ◐4174 ◑985 ✨16

Heimatar

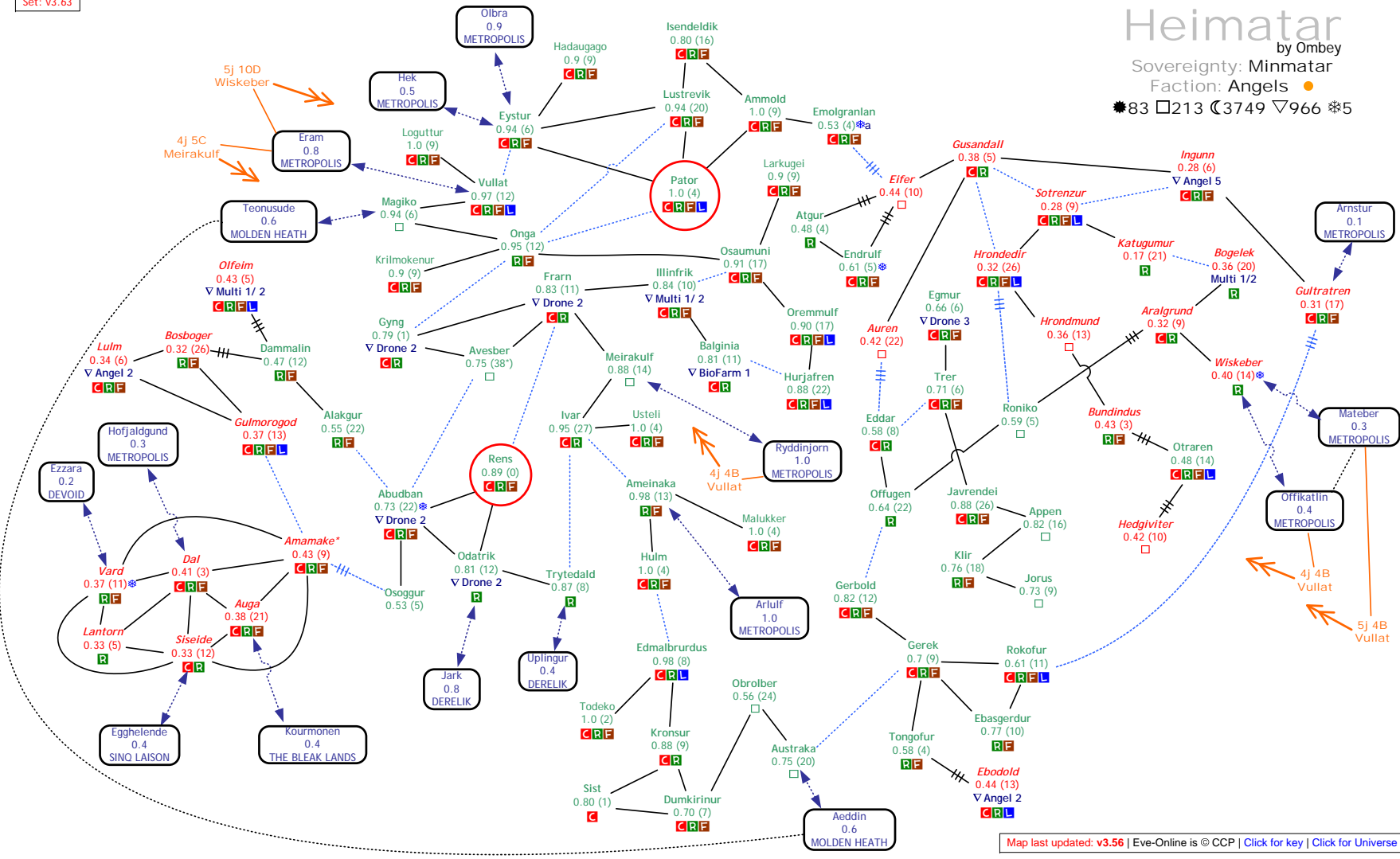
by Ombey

Sovereignty: Minmatar

Faction: Angels

✪83 ◻213 ◂3749 ▽966 ✪5

Set: v3.63

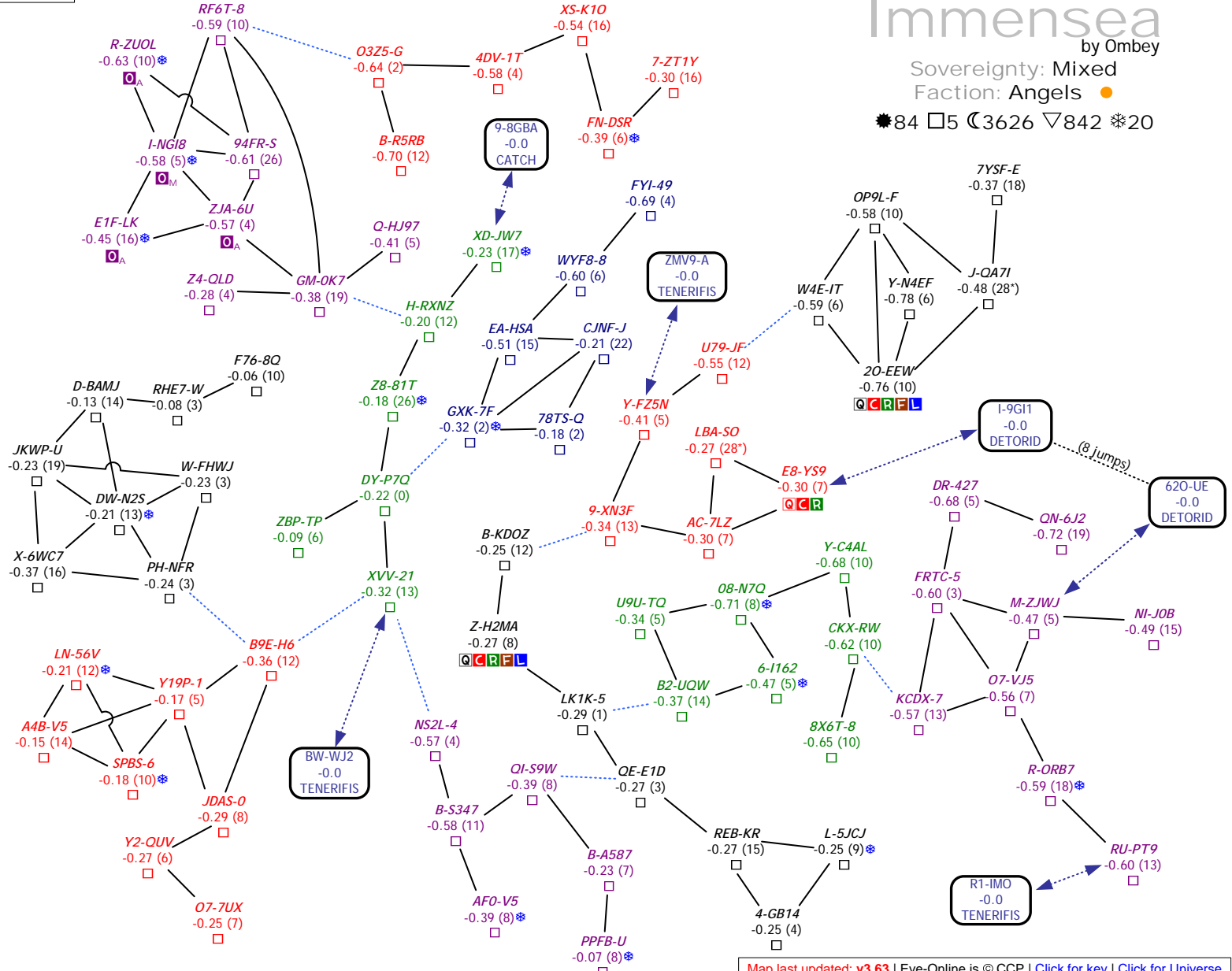


Immensea

by Ombey
Sovereignty: Mixed
Faction: Angels ●

✪84 □5 ◡3626 ▽842 ✪20

Set: v3.63



Set: v3.63

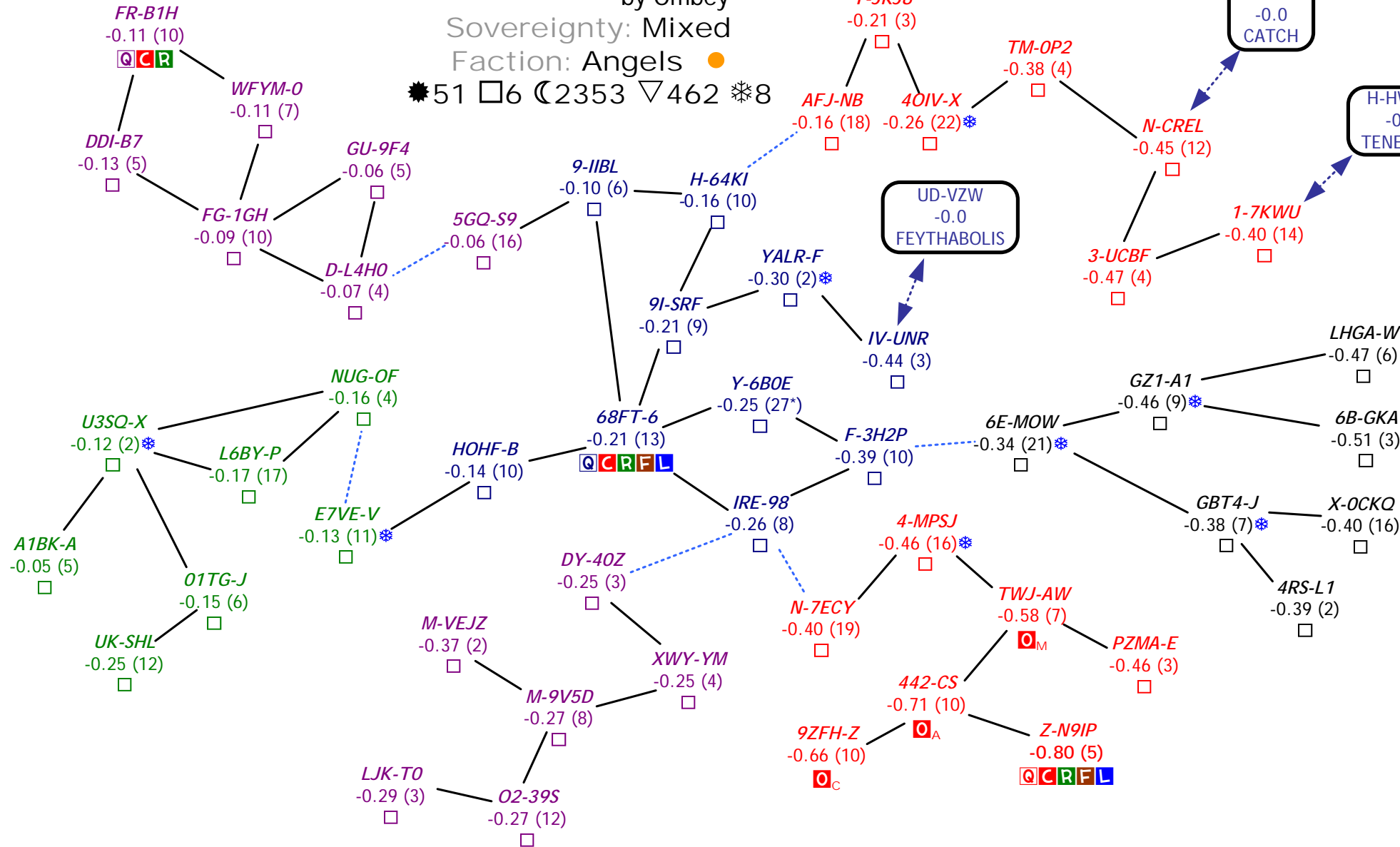
Impass

by Ombey

Sovereignty: Mixed

Faction: Angels ●

☀51 ☐6 ☾2353 ▽462 ✨8



Insmother

by Ombey

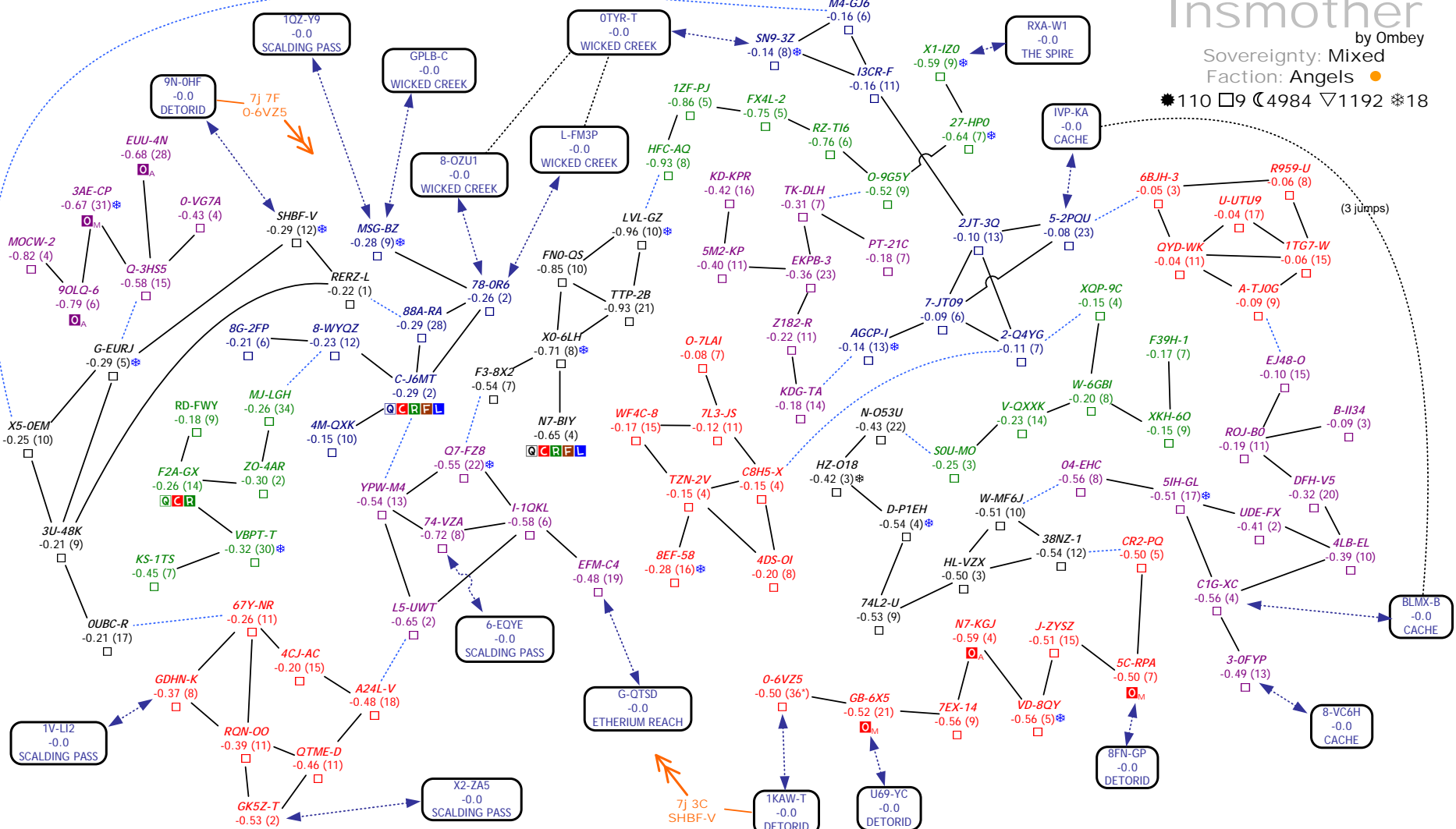
Sovereignty: Mixed

Faction: Angels

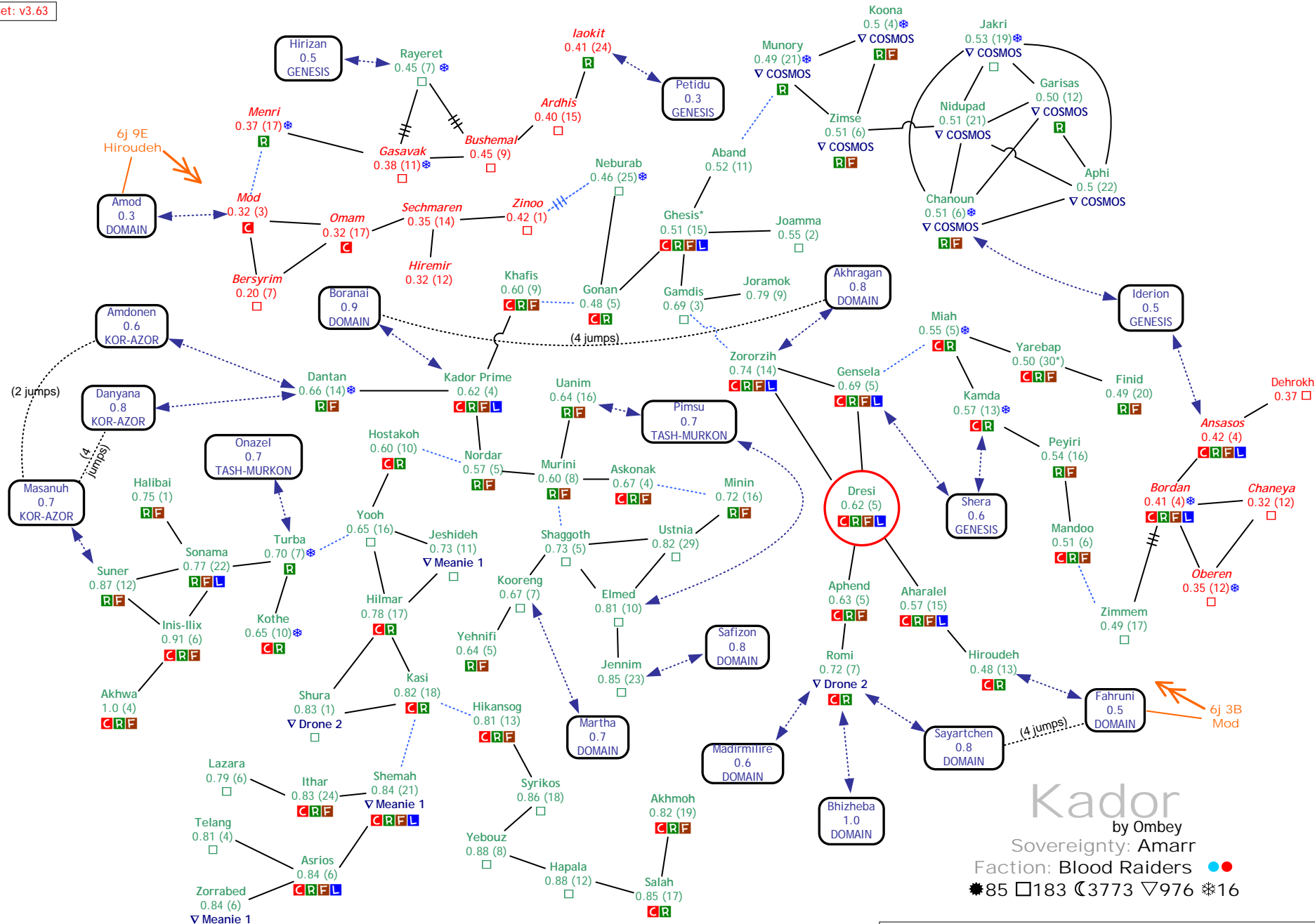
110 9 4984 1192 18

A
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A
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(3 jumps)



Kador
 by Ombey
 Sovereignty: Amarr
 Faction: Blood Raiders ●●
 ●85 □183 ◡3773 ▽976 ✨16

The Kalevala Expanse

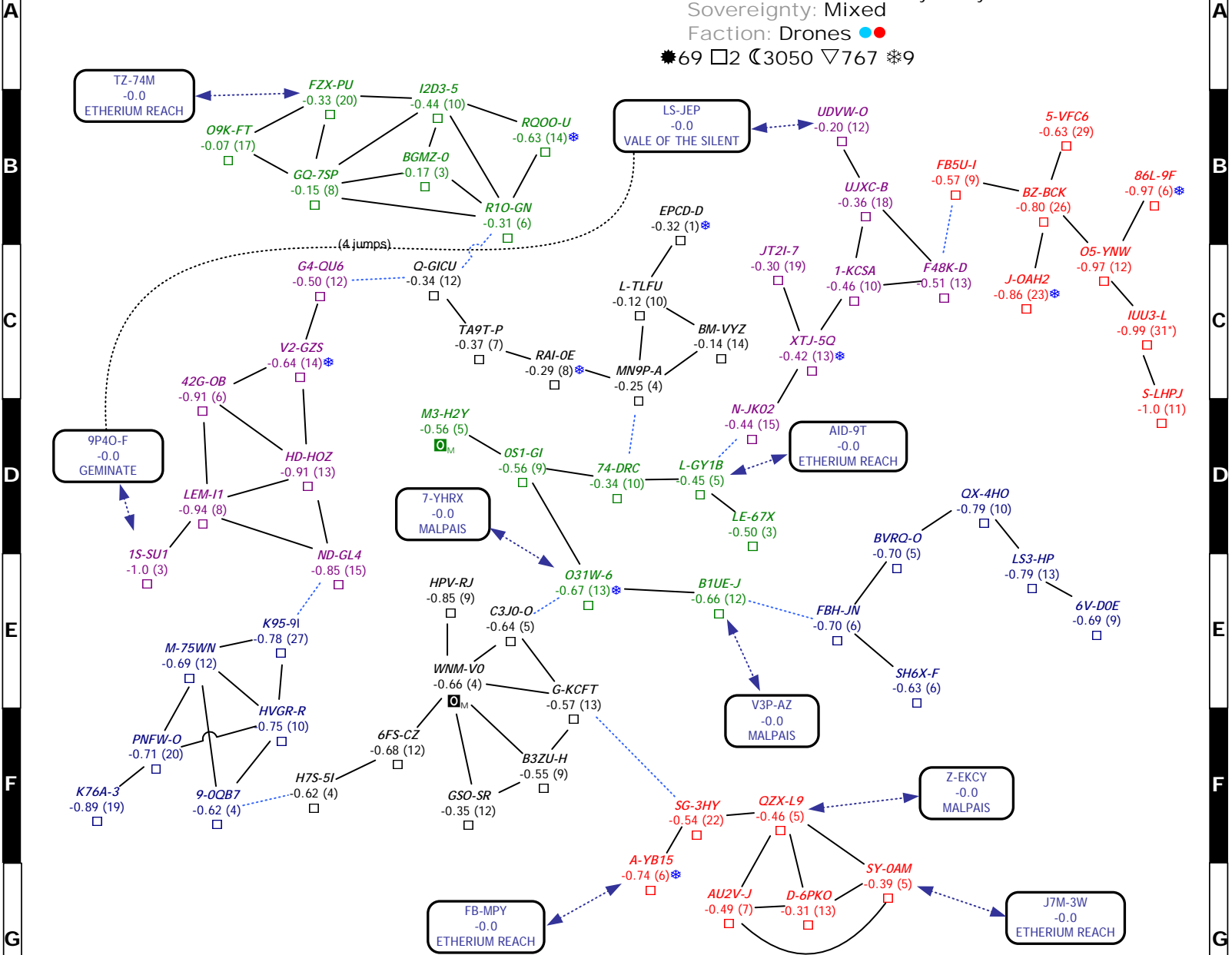
by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

✳69 □2 ☾3050 ▽767 ✳9

Set: v3.63



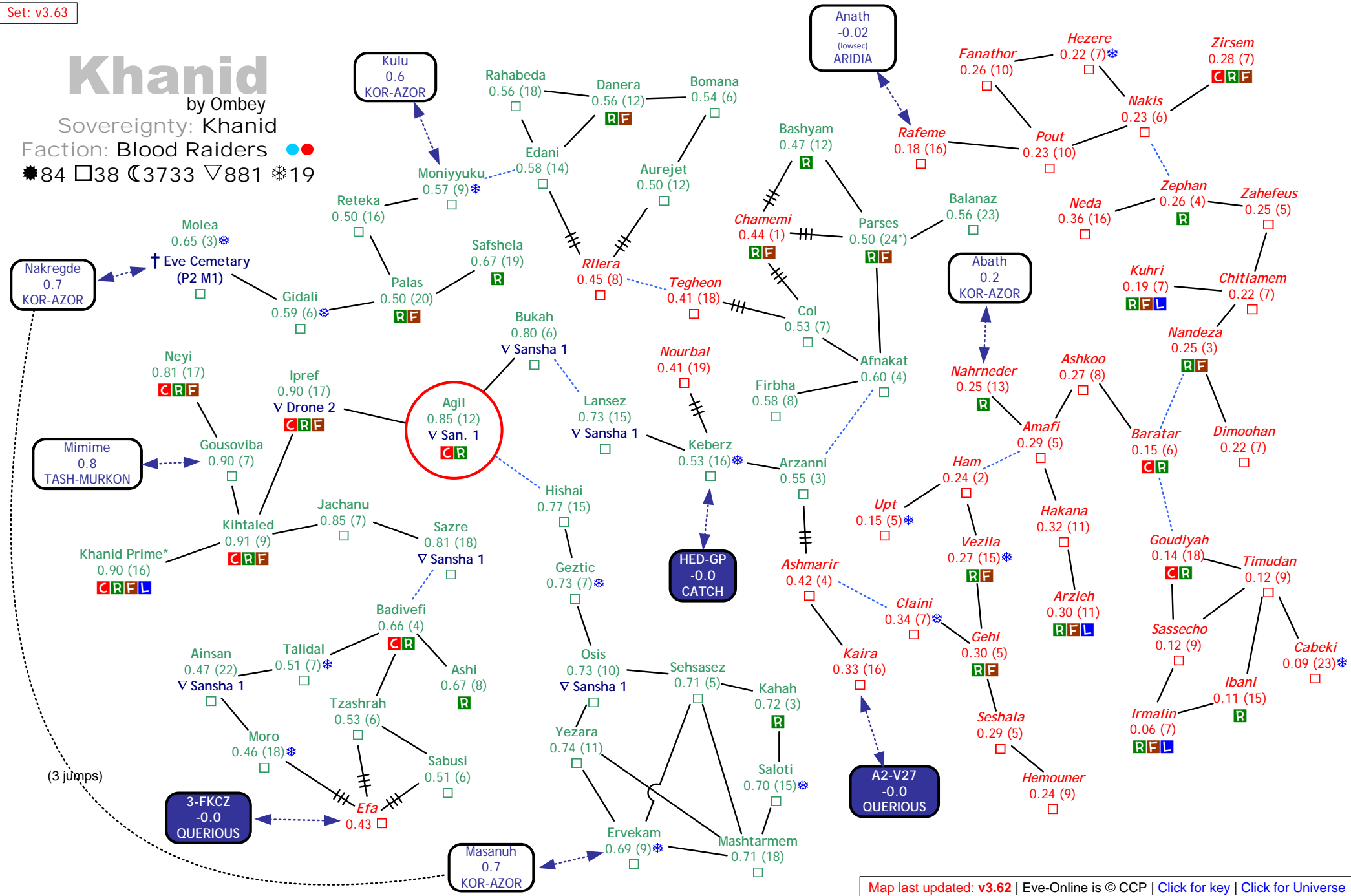
Khanid

by Ombey

Sovereignty: Khanid

Faction: Blood Raiders

84 38 3733 881 19



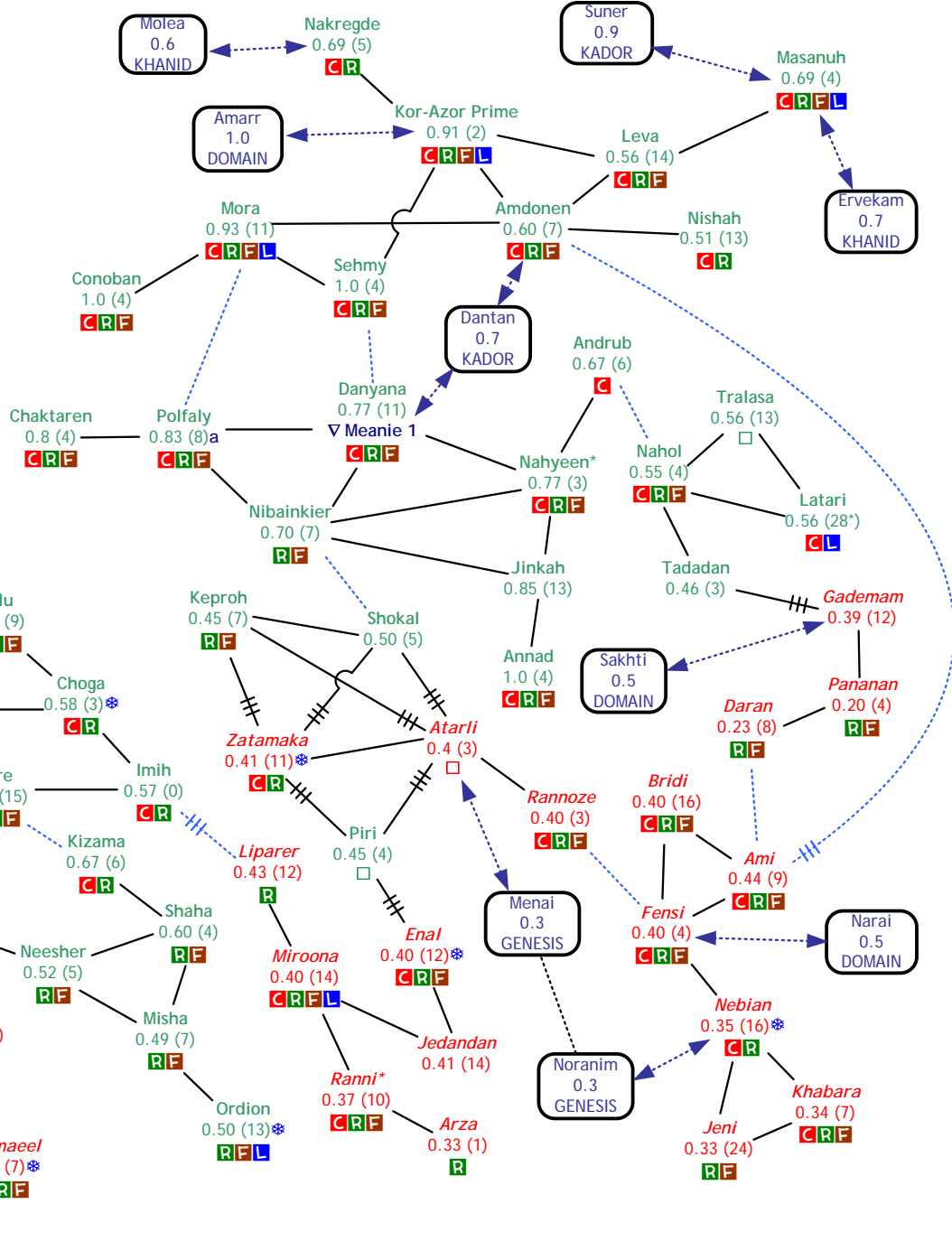
Kor-Azor

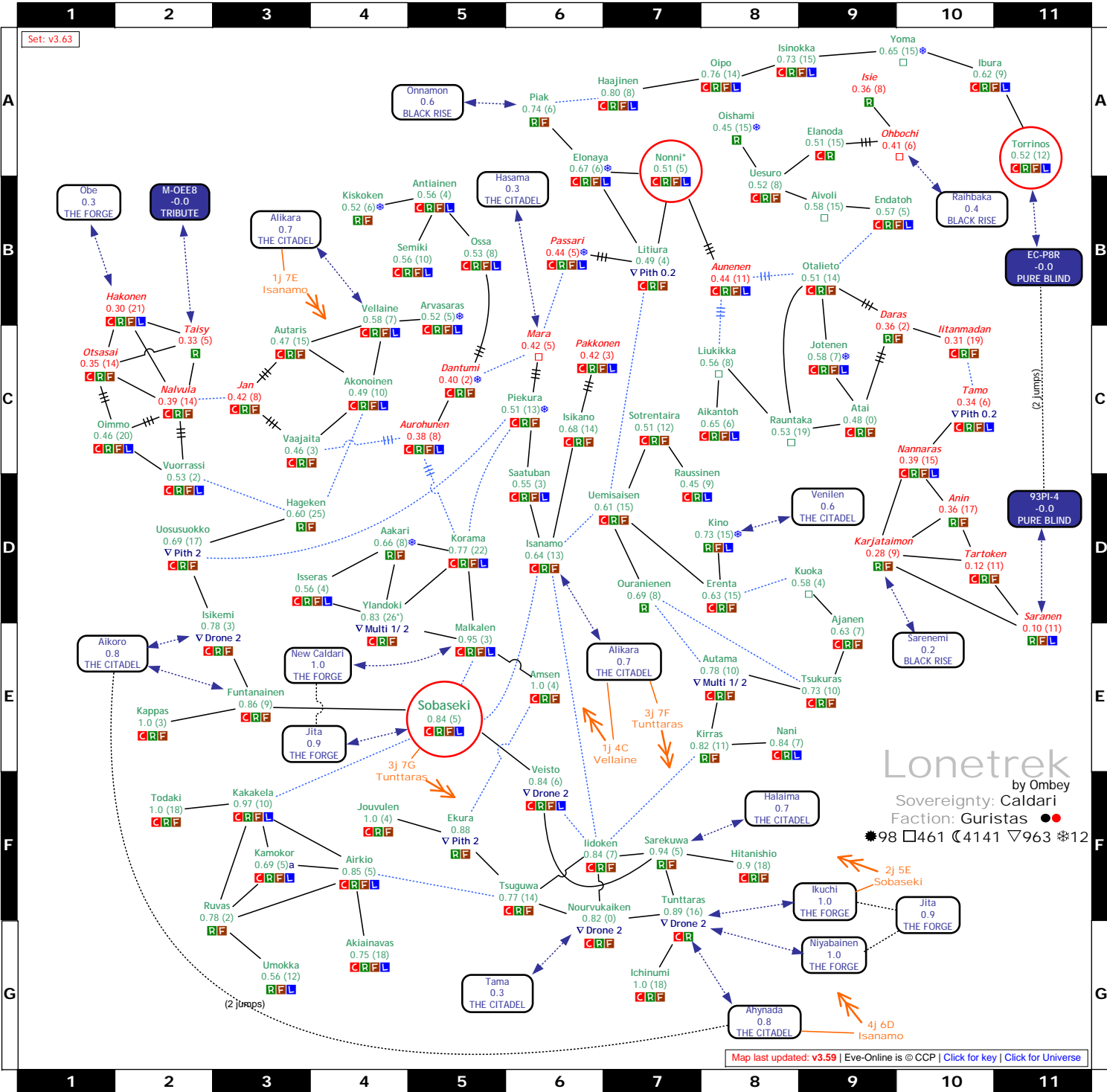
by Ombey

Sovereignty: Amarr

Faction: Blood Raiders

☀61 ☐154 ☾2377 ▽528 ✨8





Lonetrek
 by Ombey
 Sovereignty: Caldari
 Faction: Guristas ●●
 *98 □461 ◀4141 ▽963 *12

Malpais

by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

●102 □4 ◐4436 ▽1062 ✨14

B-BOME
-0.0
PERRIGEN FALLS

PVF-N9
-0.0
PERRIGEN FALLS

QZX-L9
-0.0
THE KALEVALA
EXPANSE

N06Z-Q
-0.0
ETHERIUM REACH

BLUE-J
-0.0
THE KALEVALA
EXPANSE

R-AG7W
-0.0
PERRIGEN FALLS

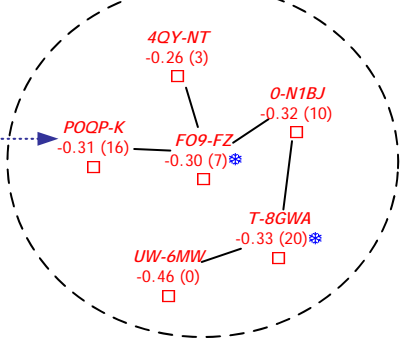
AY9X-Q
-0.0
PERRIGEN FALLS

O31W-6
-0.0
THE KALEVALA
EXPANSE

83-YGI
-0.0
OASA

89-JPE
-0.0
ETHERIUM REACH

OJ-MQW
-0.0
THE SPIRE



Set: v3.63

Metropolis

by Ombey

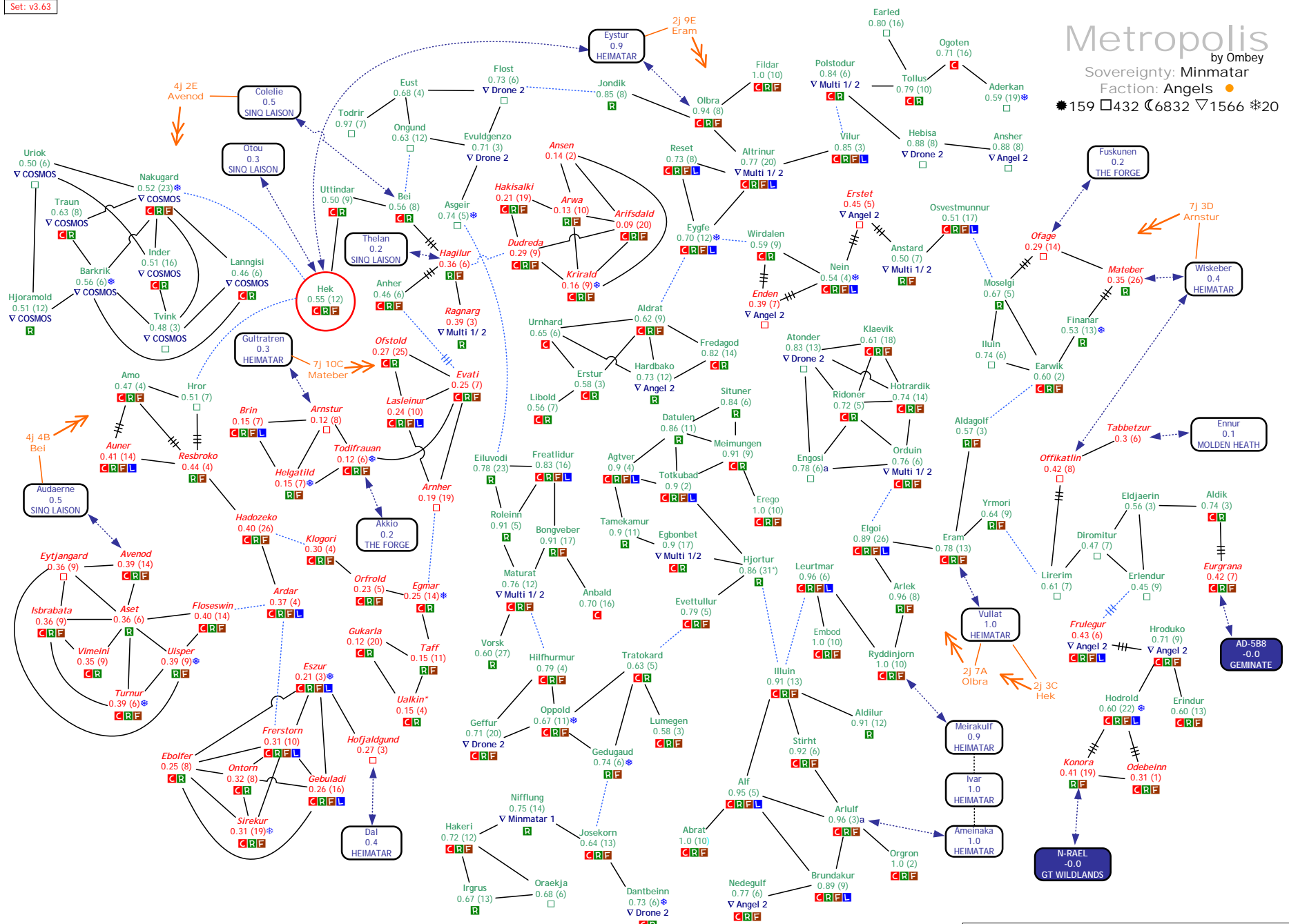
Sovereignty: Minmatar

Faction: Angels

159 432 6832 1566 20

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Molden Heath

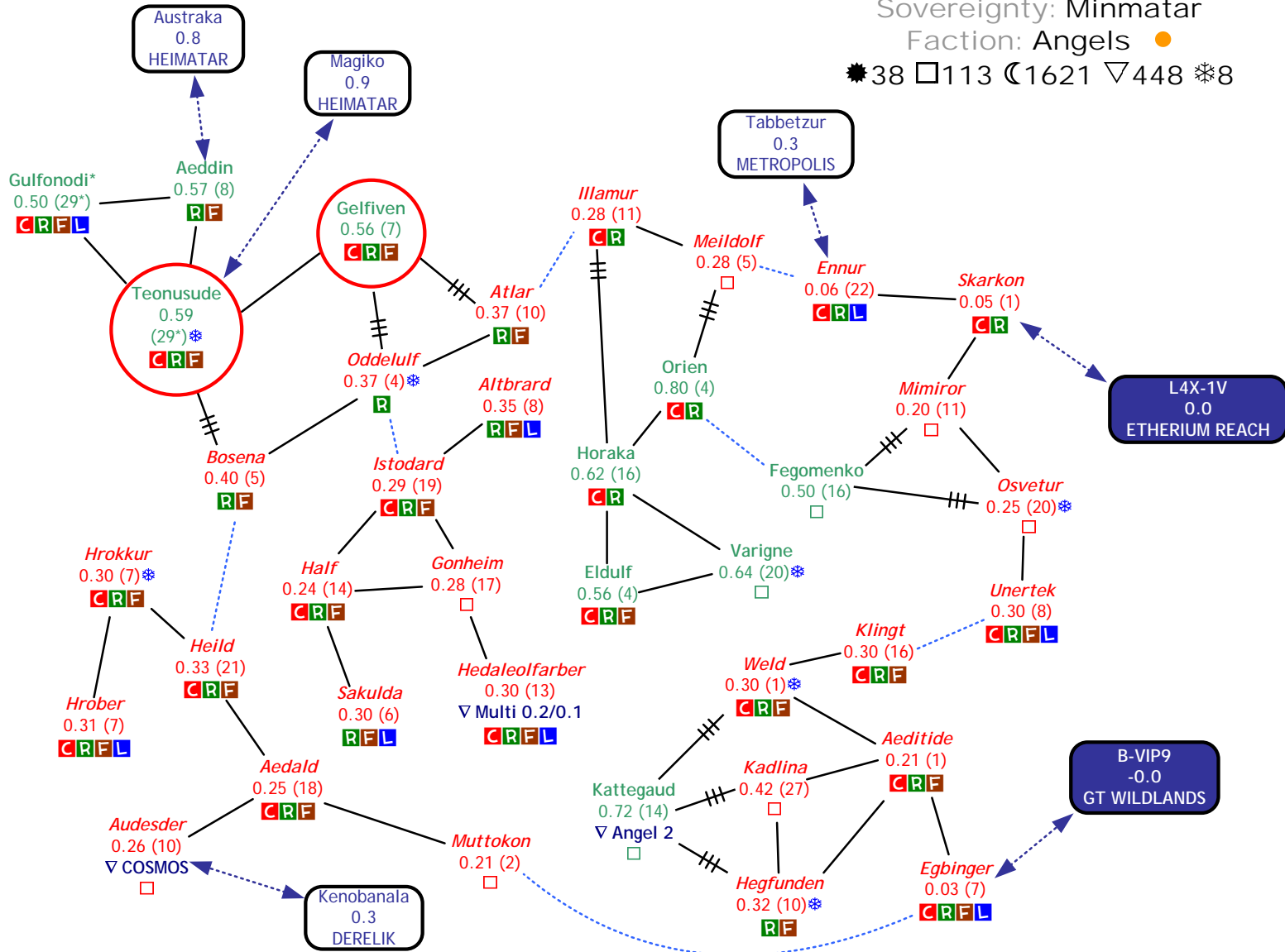
by Ombey

Sovereignty: Minmatar

Faction: Angels ●

✪38 ◻113 ◃1621 ▽448 ✪8

Set: v3.63



L4X-1V
0.0
ETHERIUM REACH

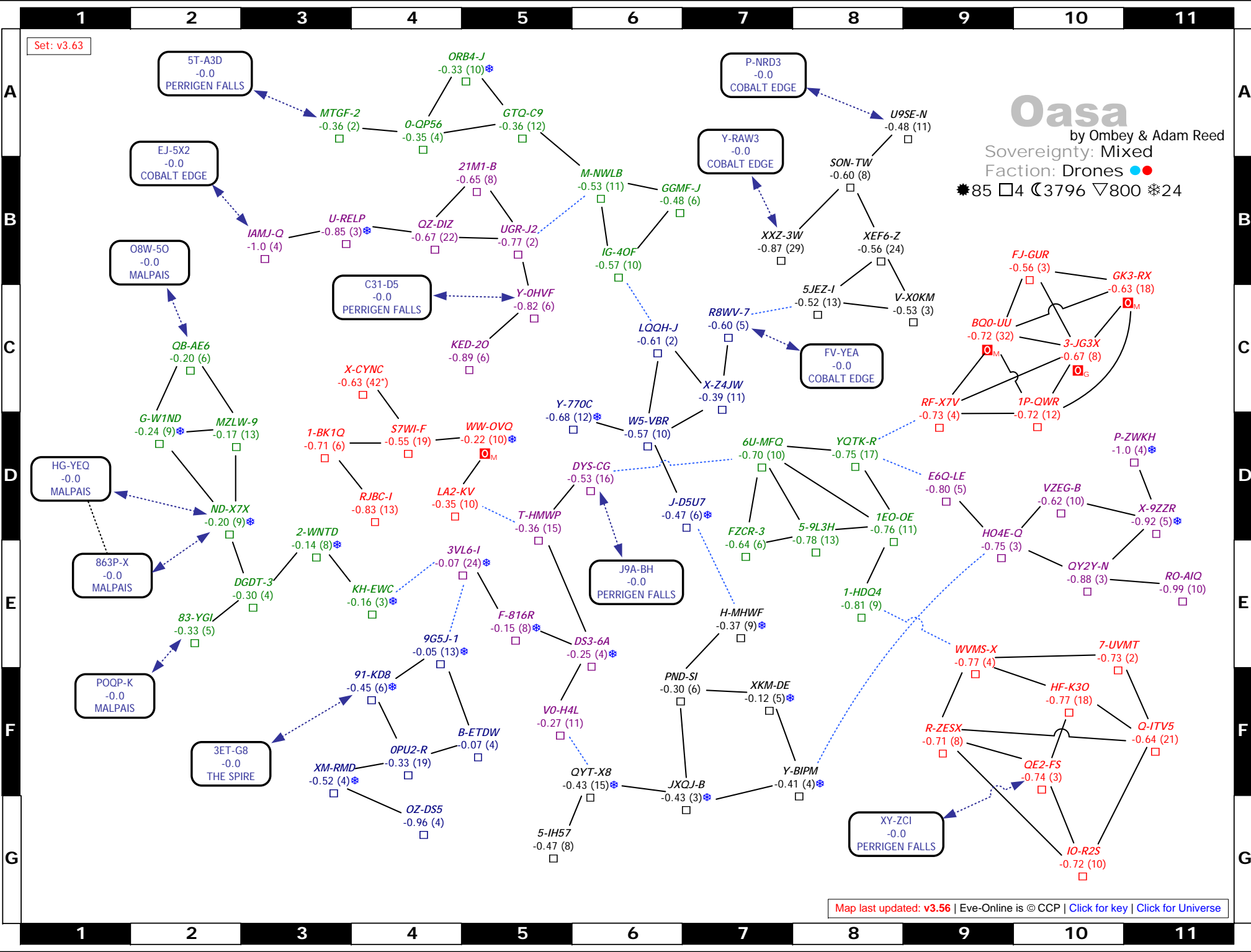
B-VIP9
-0.0
GT WILDLANDS

Set: v3.63

Oasa

by Ombey & Adam Reed
Sovereignty: Mixed
Faction: Drones ●●

✳85 □4 ☉3796 ▽800 ✳24



Set: v3.63

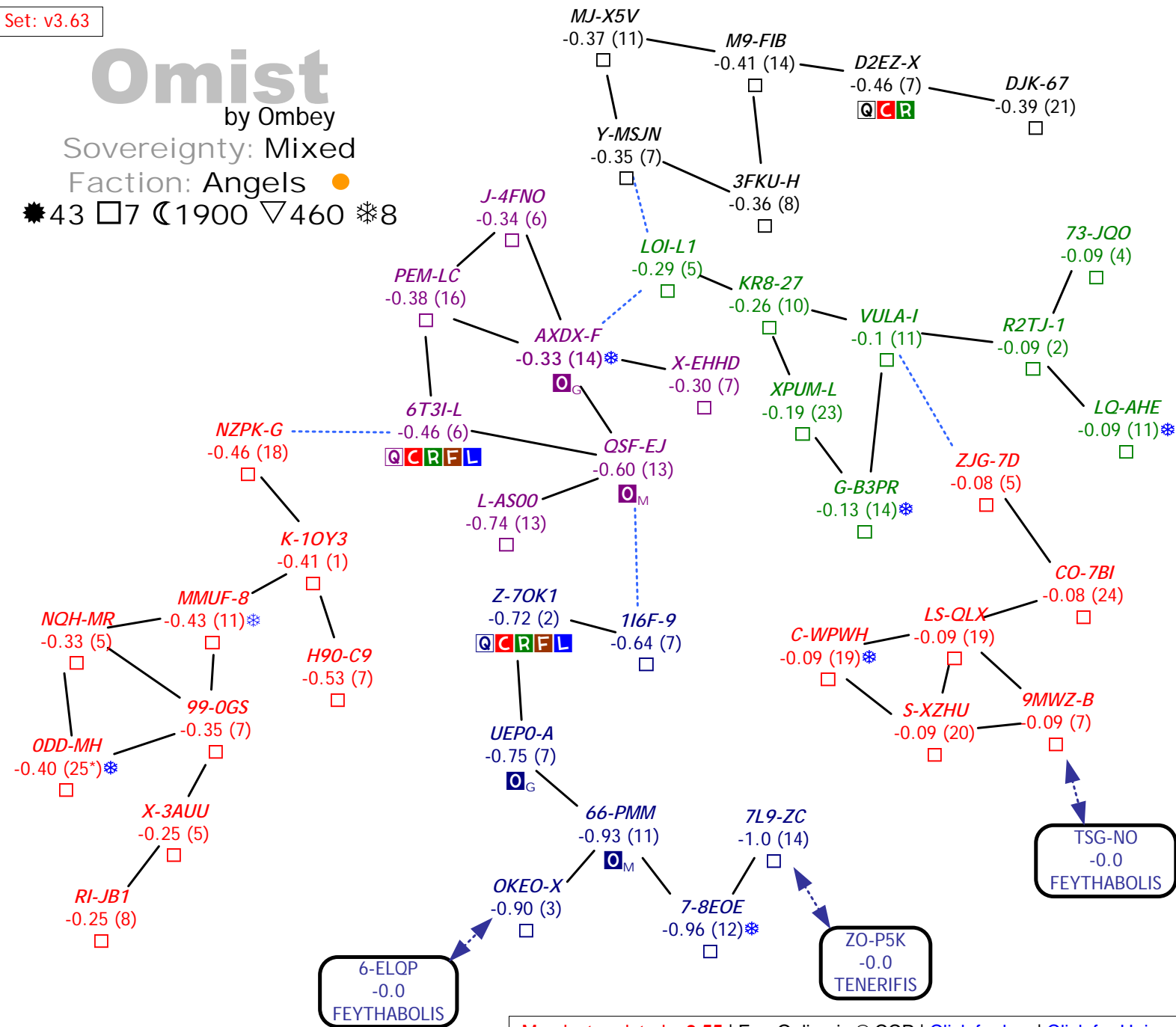
Omist

by Ombey

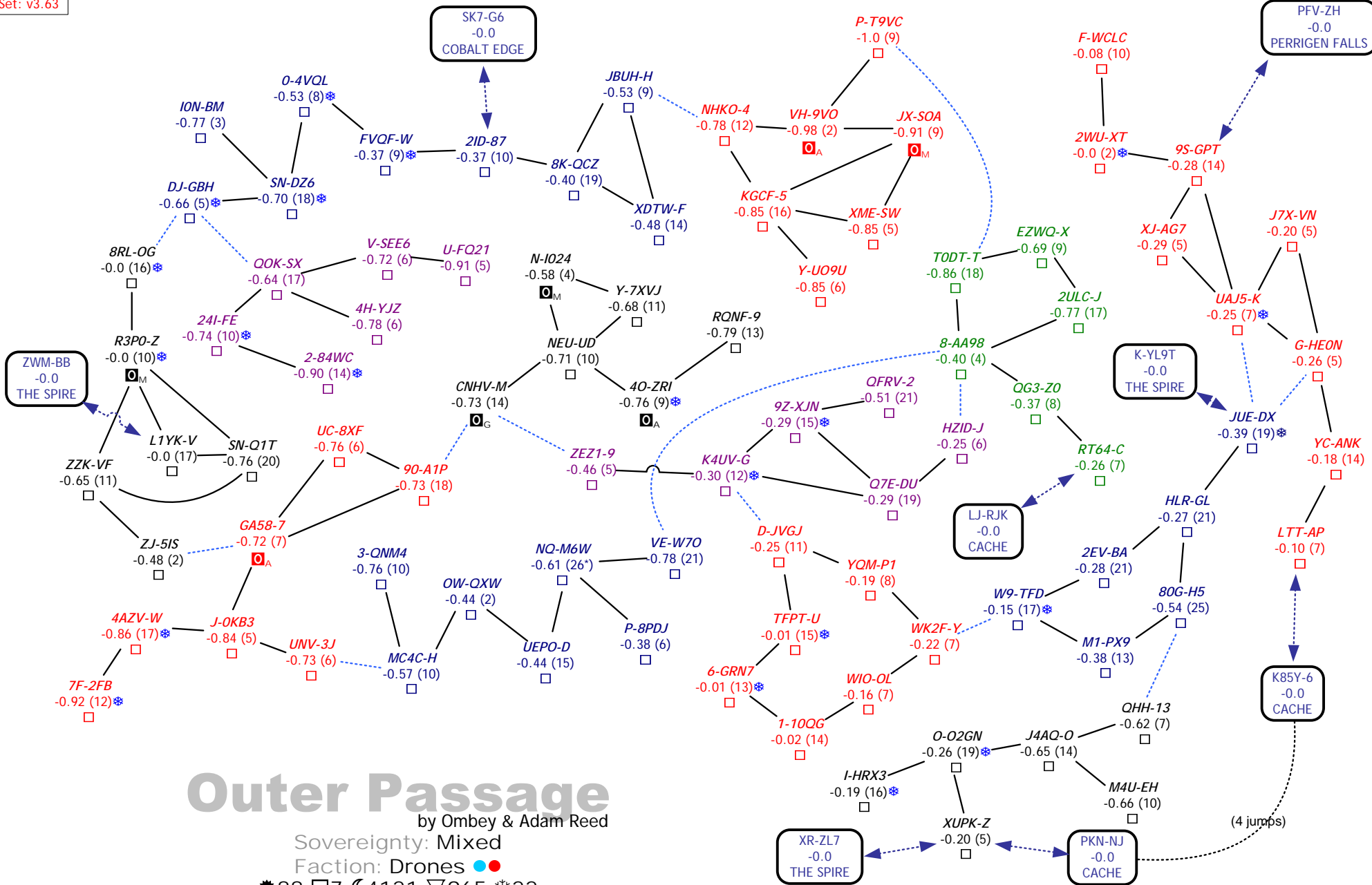
Sovereignty: Mixed

Faction: Angels ●

✪ 43 □ 7 ☾ 1900 ▽ 460 ✨ 8



Set: v3.63



Set: v3.63

Outer Ring

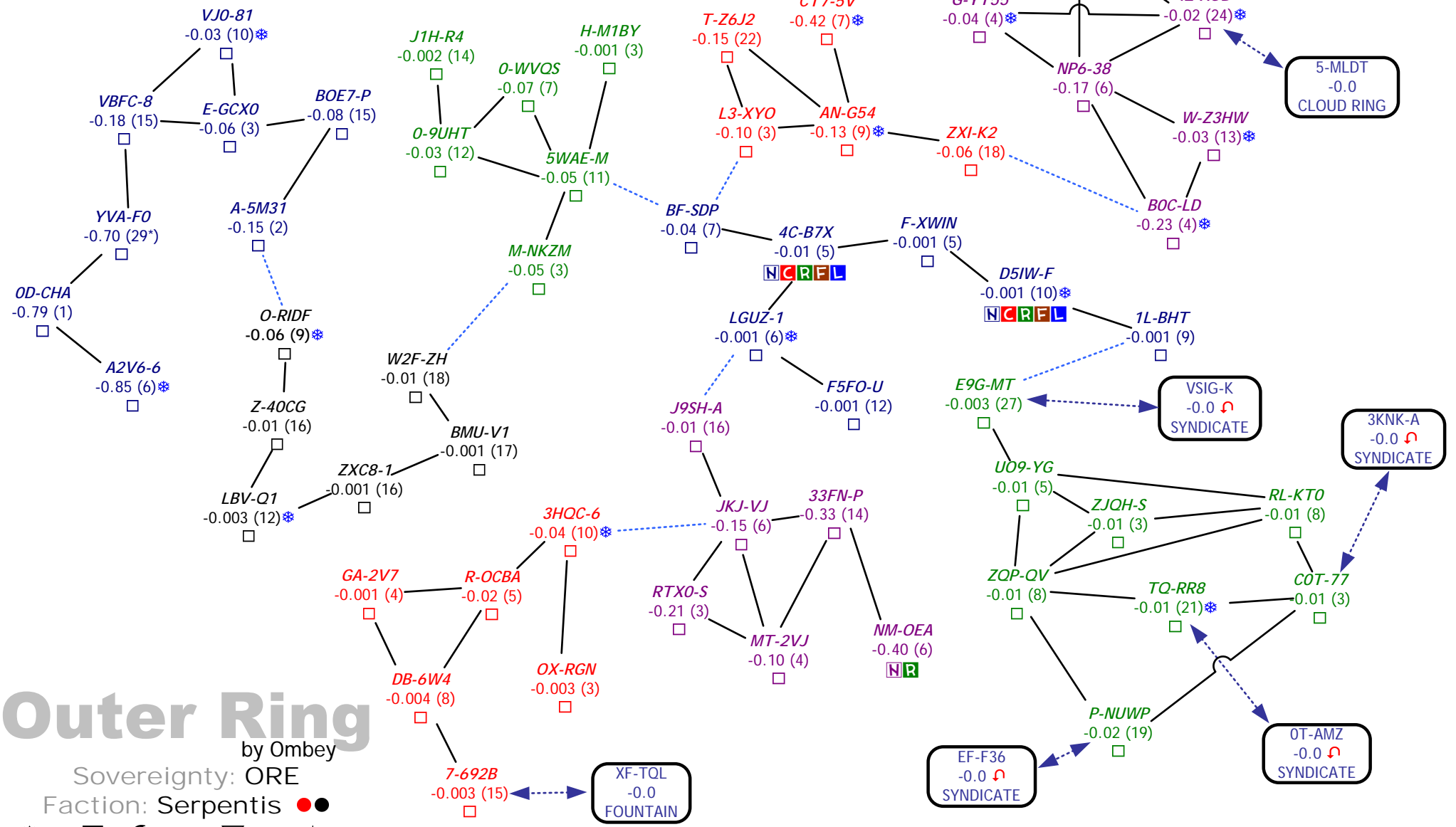
by Ombey

Sovereignty: ORE

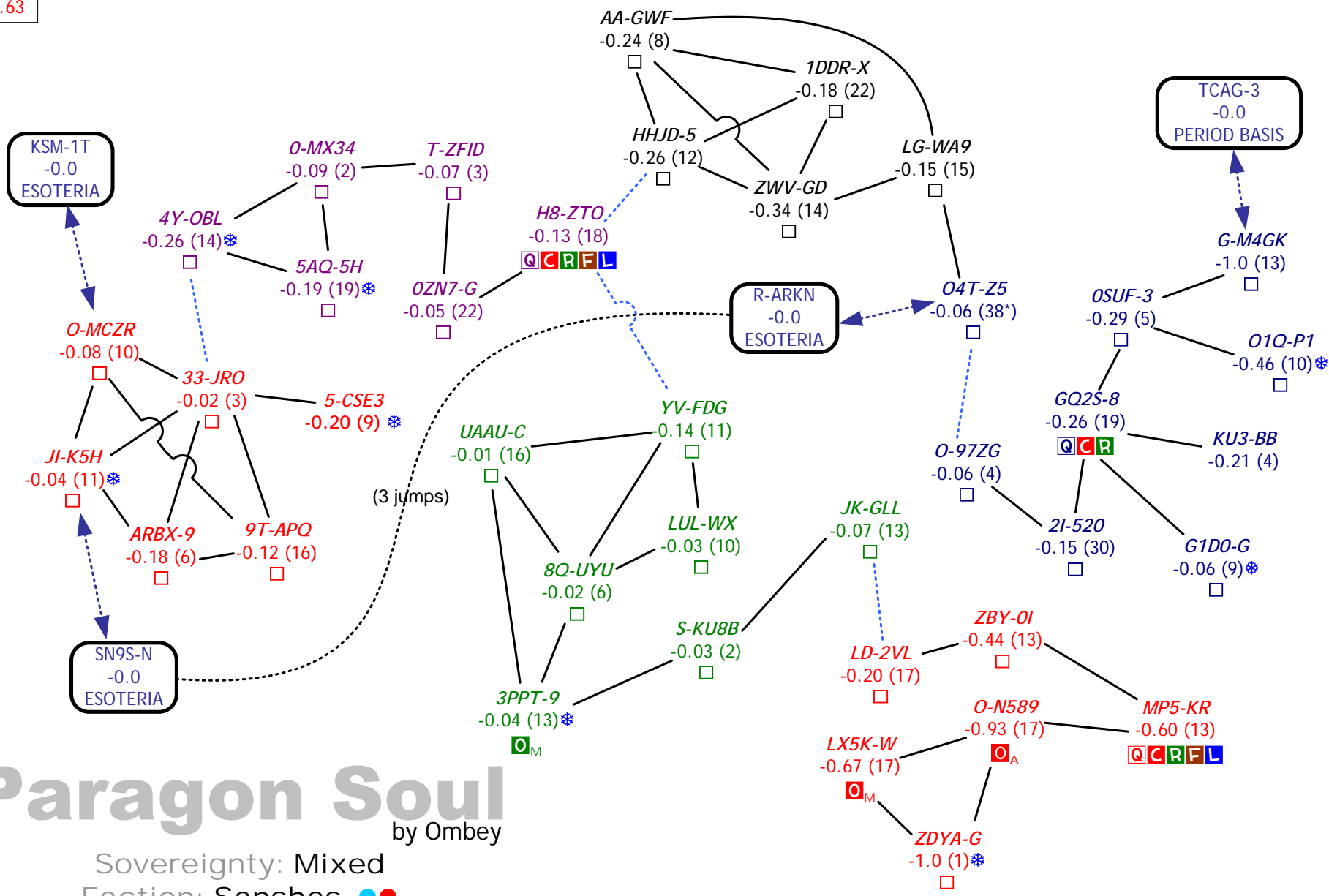
Faction: Serpentis ●●

★59 □0 ☾2391 ▽600 ✨14

Map last updated: v3.56 | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)



Set: v3.63



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

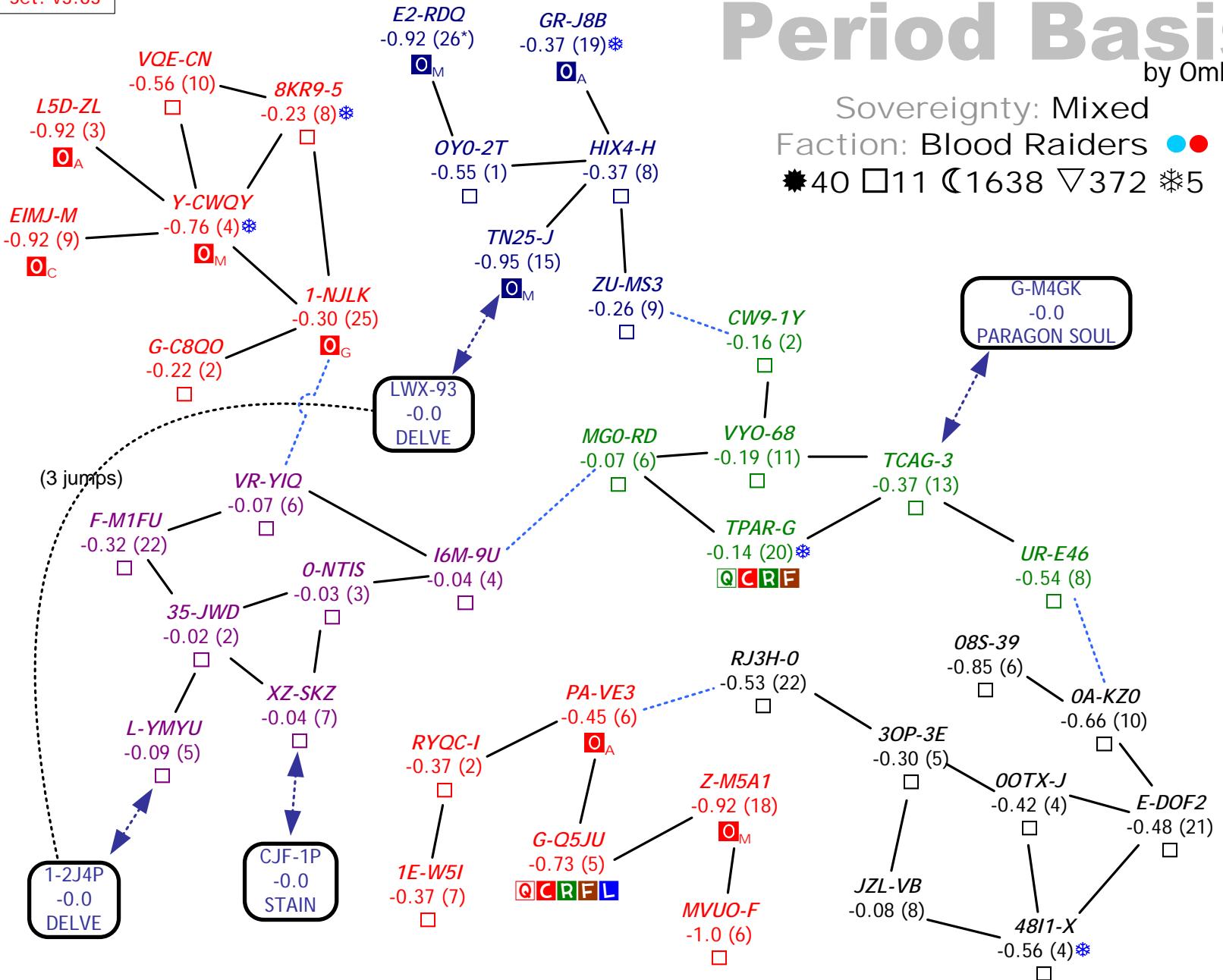
by Ombey

Sovereignty: Mixed

Faction: Blood Raiders

✳️40 ◻11 ◡1638 ▽372 ✳️5

Set: v3.63



Set: v3.63

Perrigen Falls

by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones

★104 □10 ☾4360 ▽958 ✨22

A

A

B

B

C

C

D

D

E

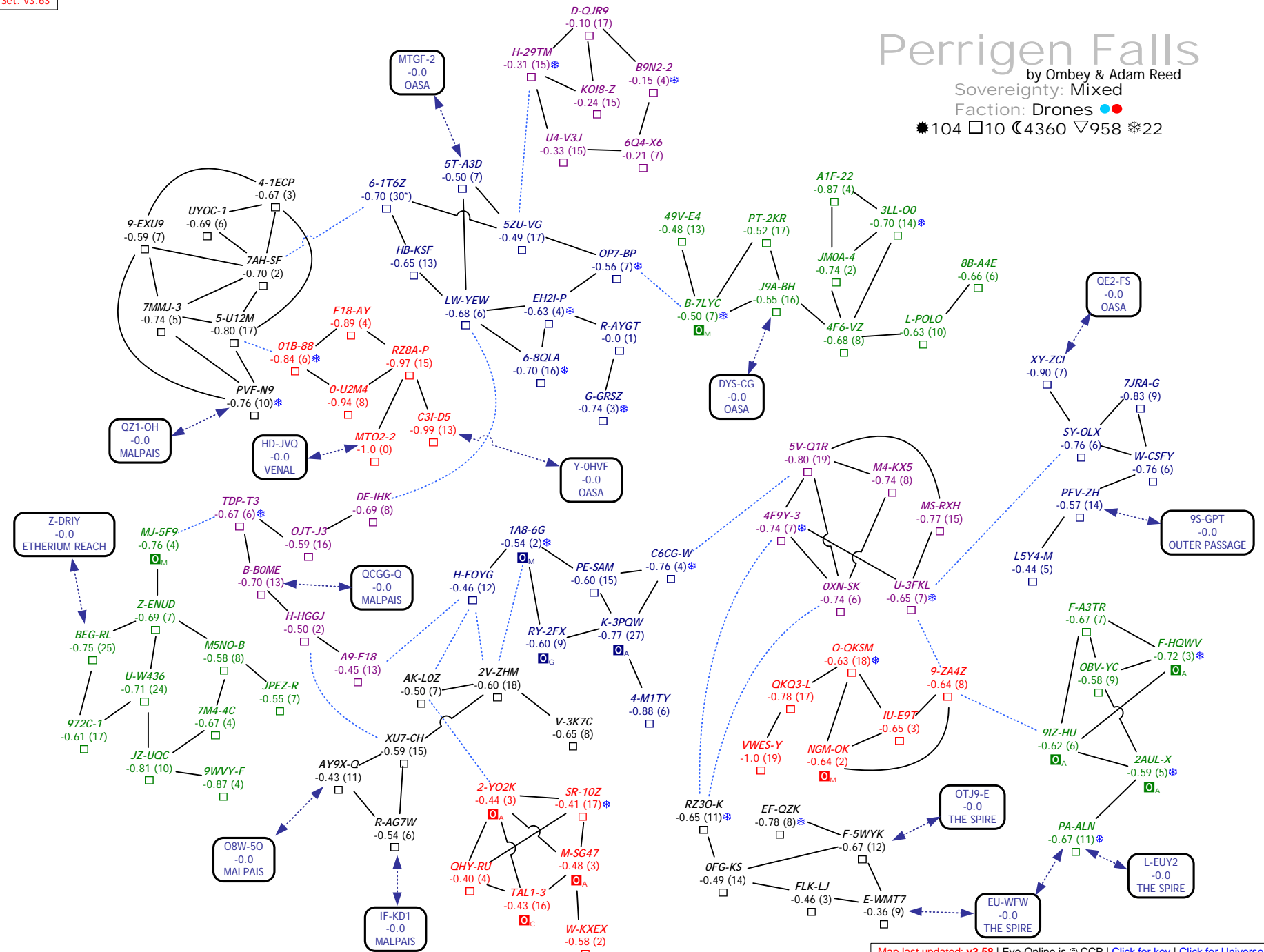
E

F

F

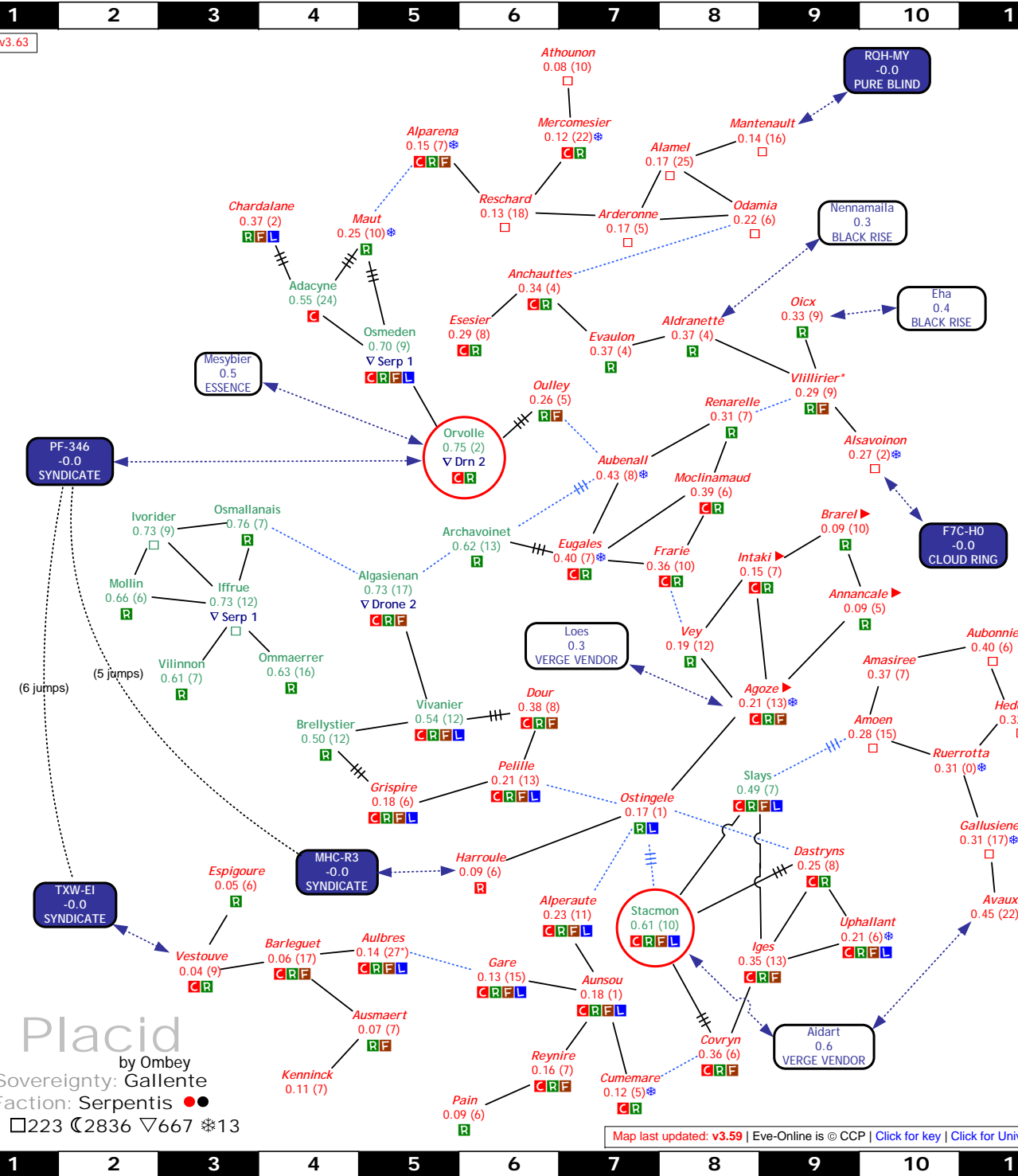
G

G



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

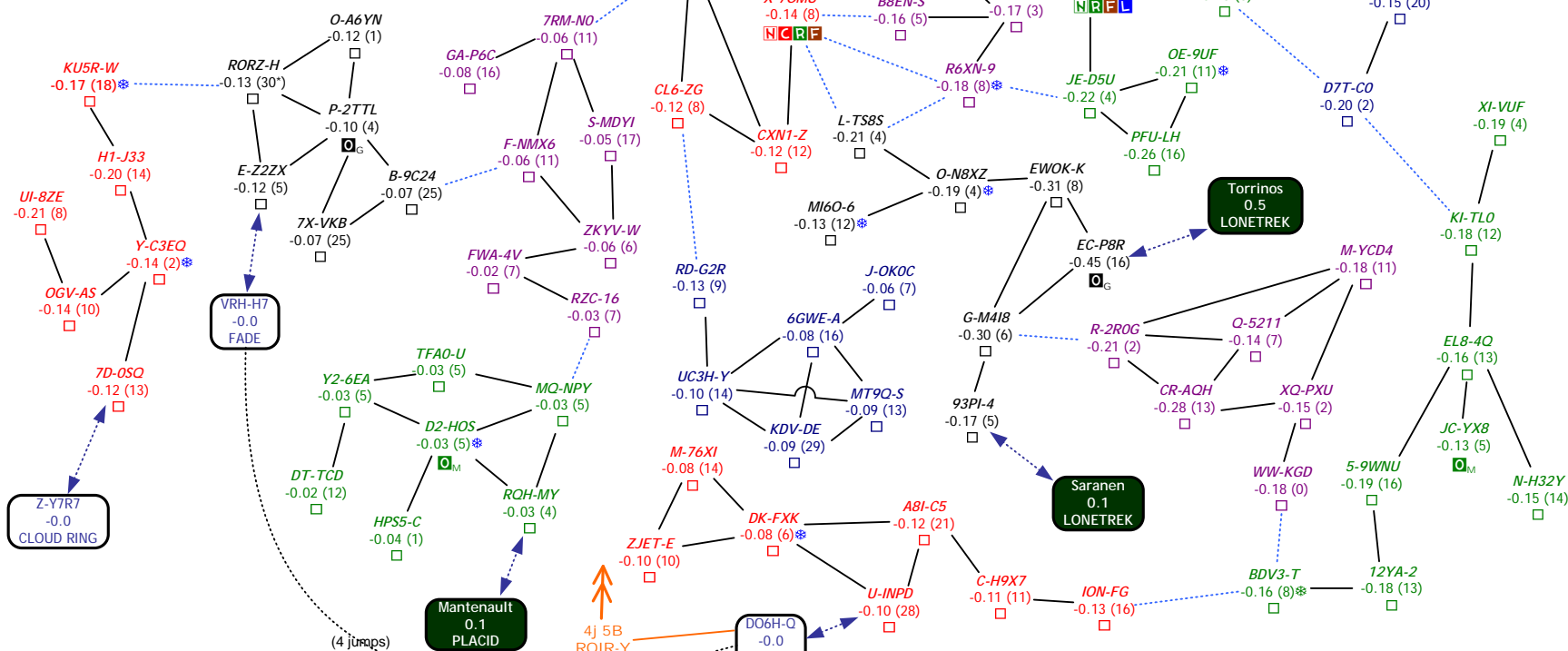
Pure Blind

by Ombey

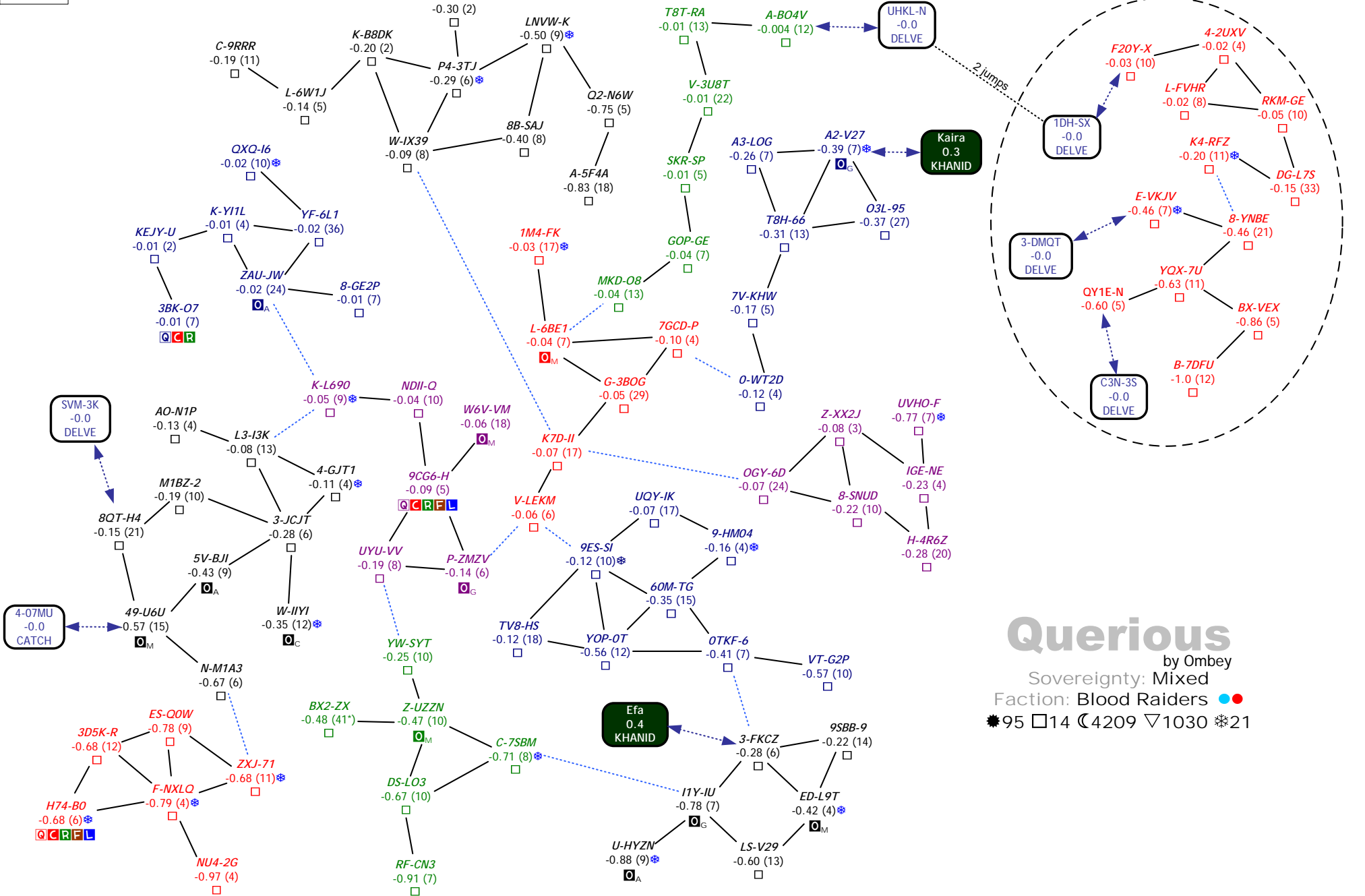
Sovereignty: Mixed

Faction: Guristas ●●

✳85 ◻◻ ◻3735 ▽851 ✳13



Set: v3.63



Querious

by Ombey

Sovereignty: Mixed

Faction: Blood Raiders

●95 □14 ◐4209 ▽1030 *21

Set: v3.63

Scalding Pass

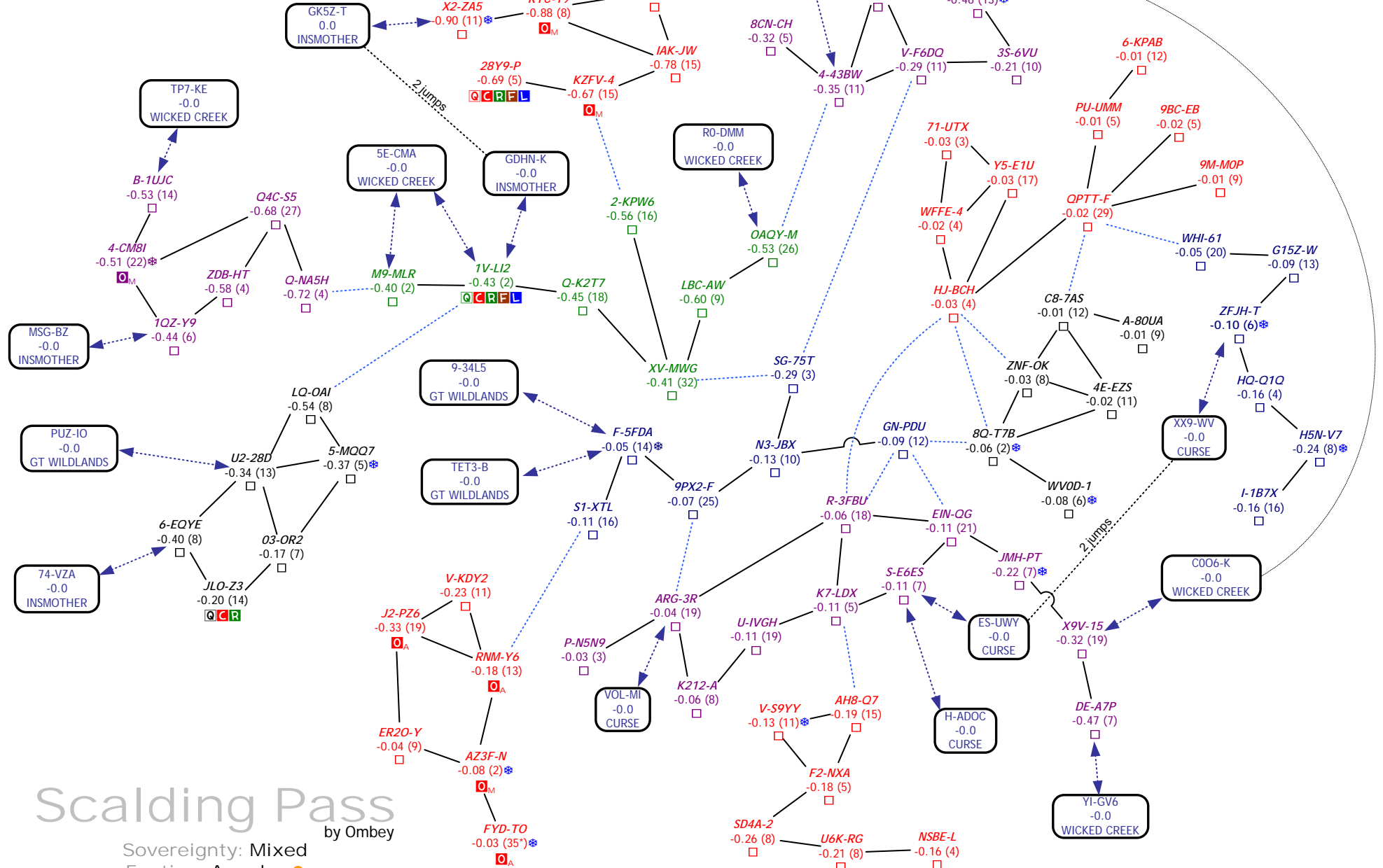
by Ombey

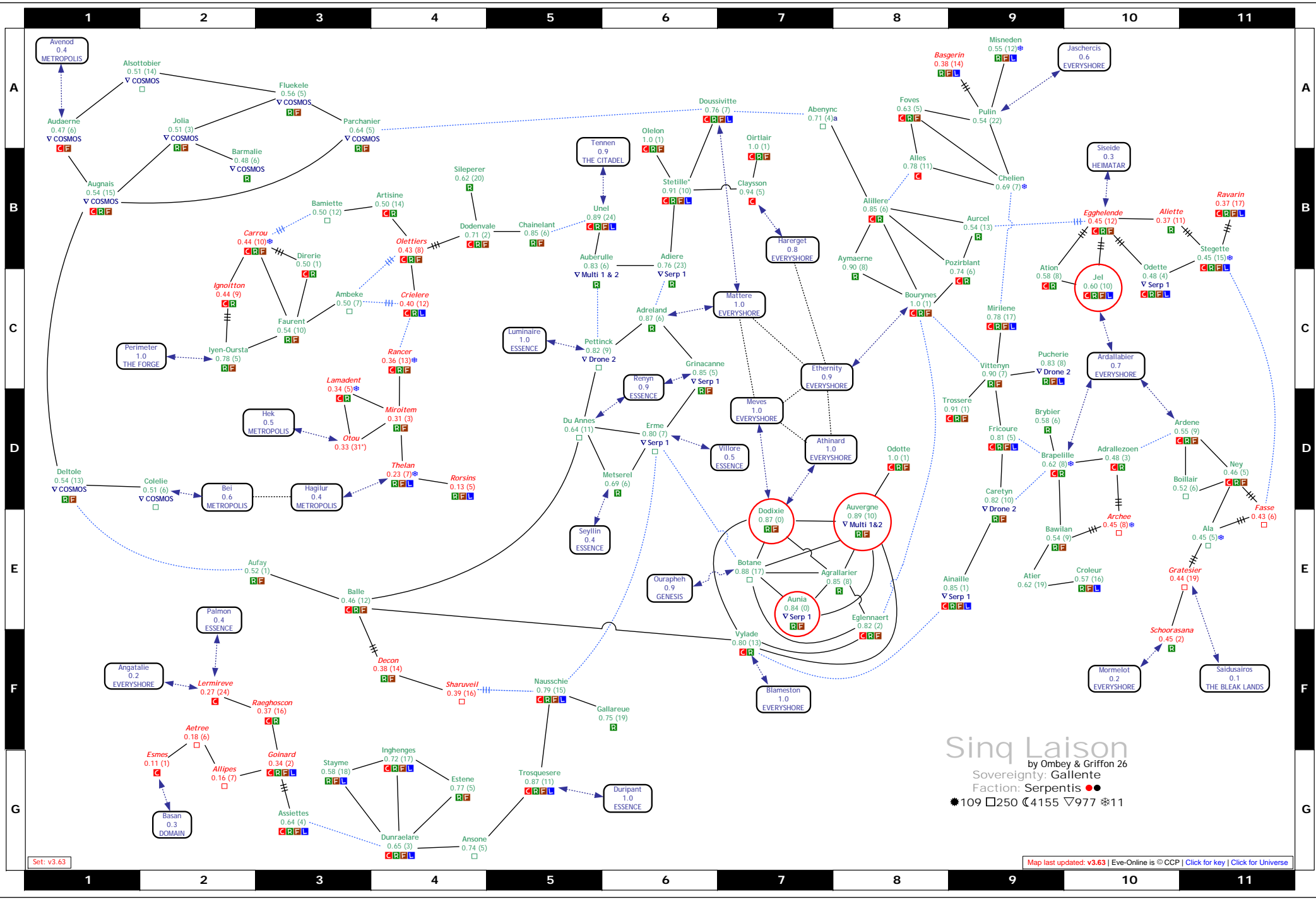
Sovereignty: Mixed

Faction: Angels ●

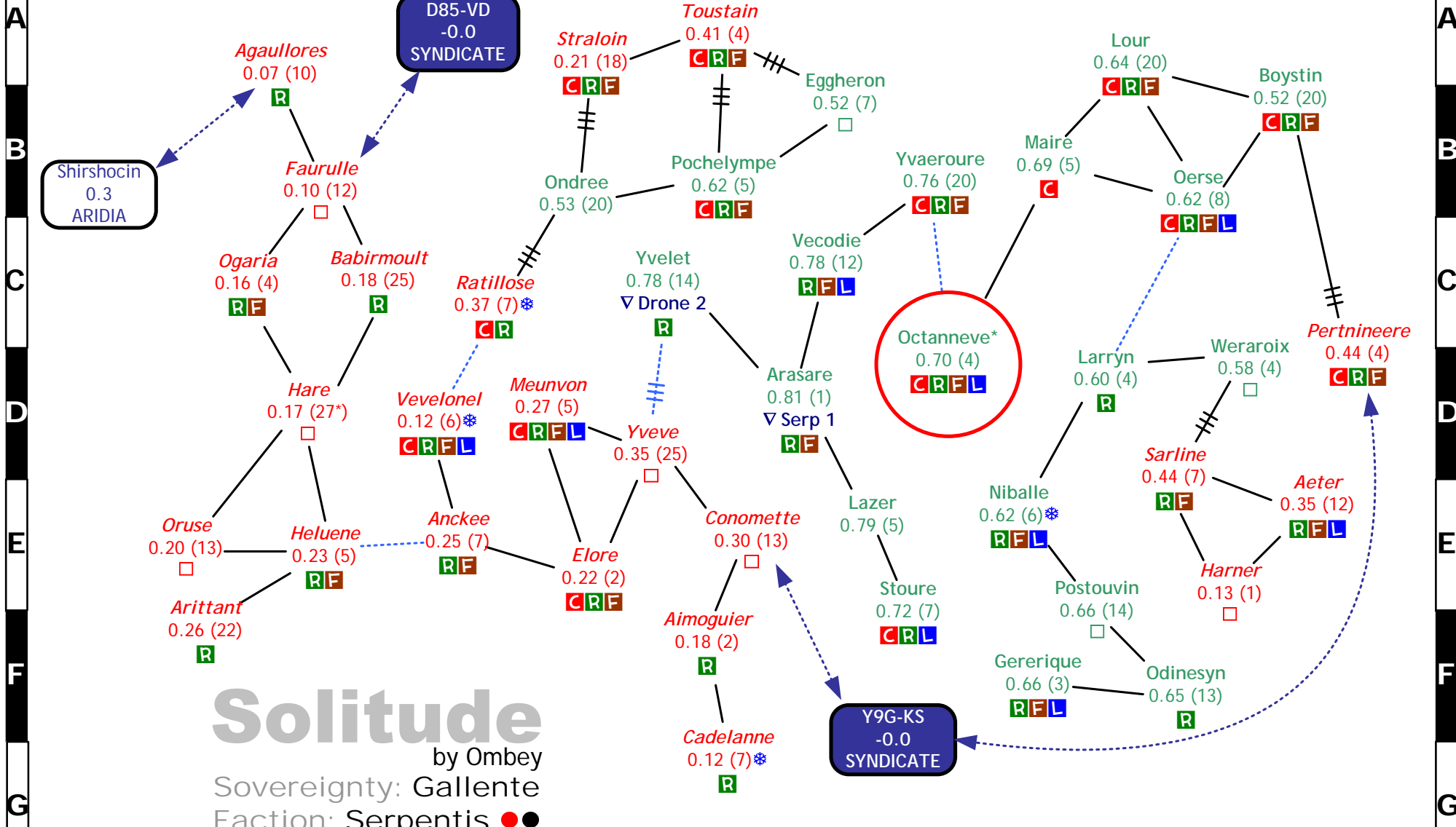
✳81 □10 ◀3437 ▽914 ✳14

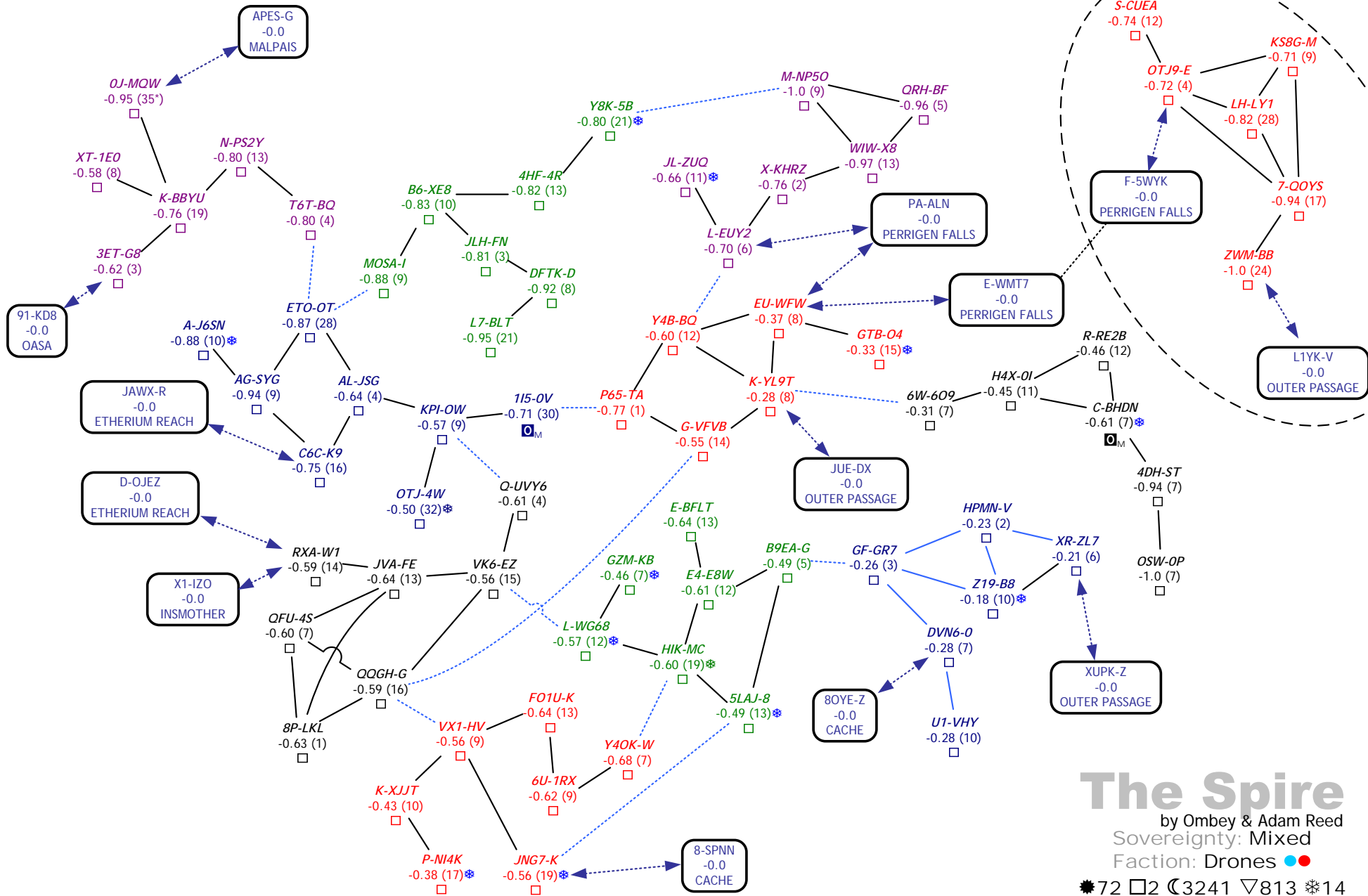
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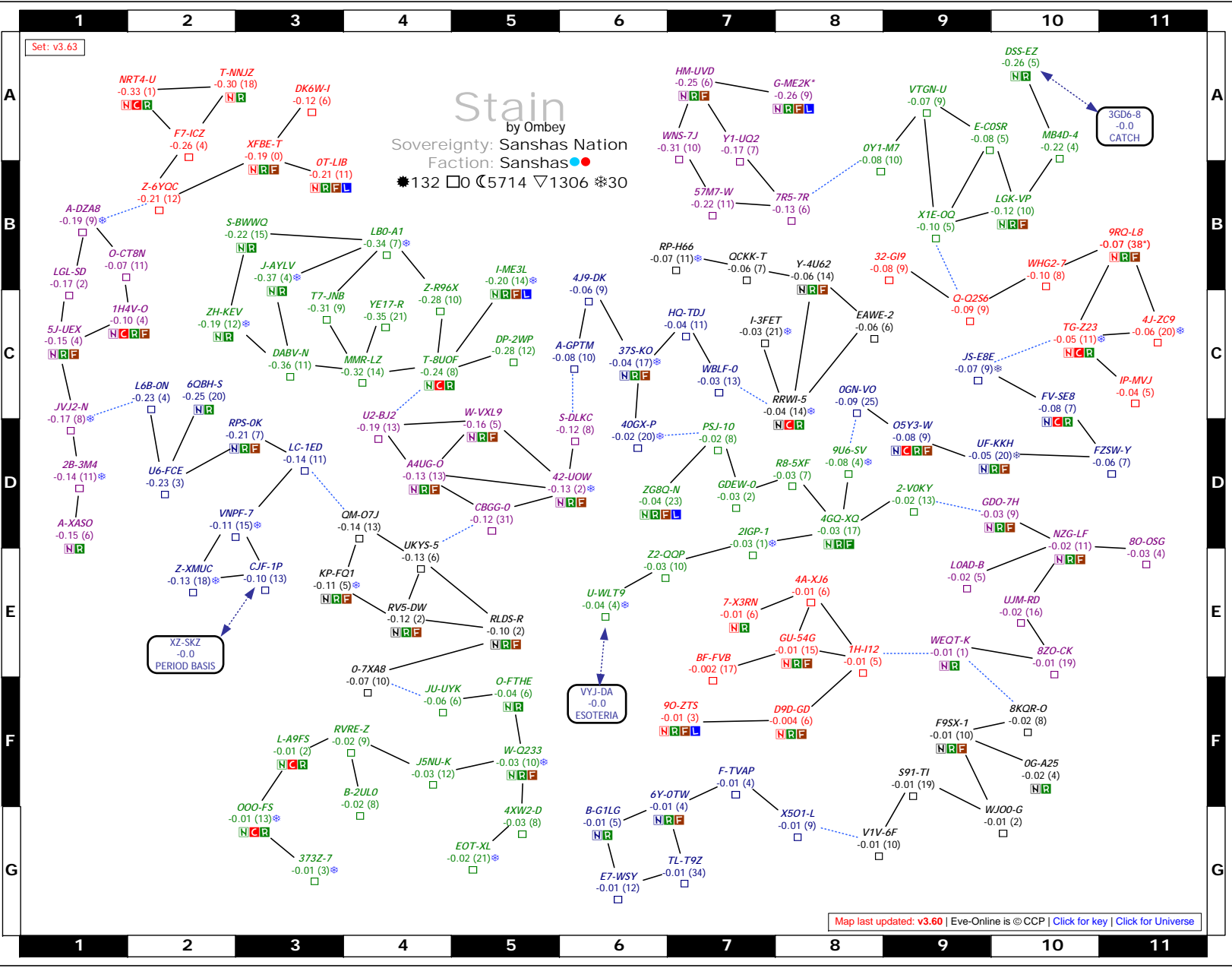




The Spire

by Ombey & Adam Reed
Sovereignty: Mixed
Faction: Drones ●●

★72 □2 ☾3241 ▽813 ❄14



Set: v3.63

Sovereignty: Sanshas Nation
Faction: Sanshas ●●

✳️132 ◻ ◻ ◻ 5714 ▽1306 ✳️30

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A
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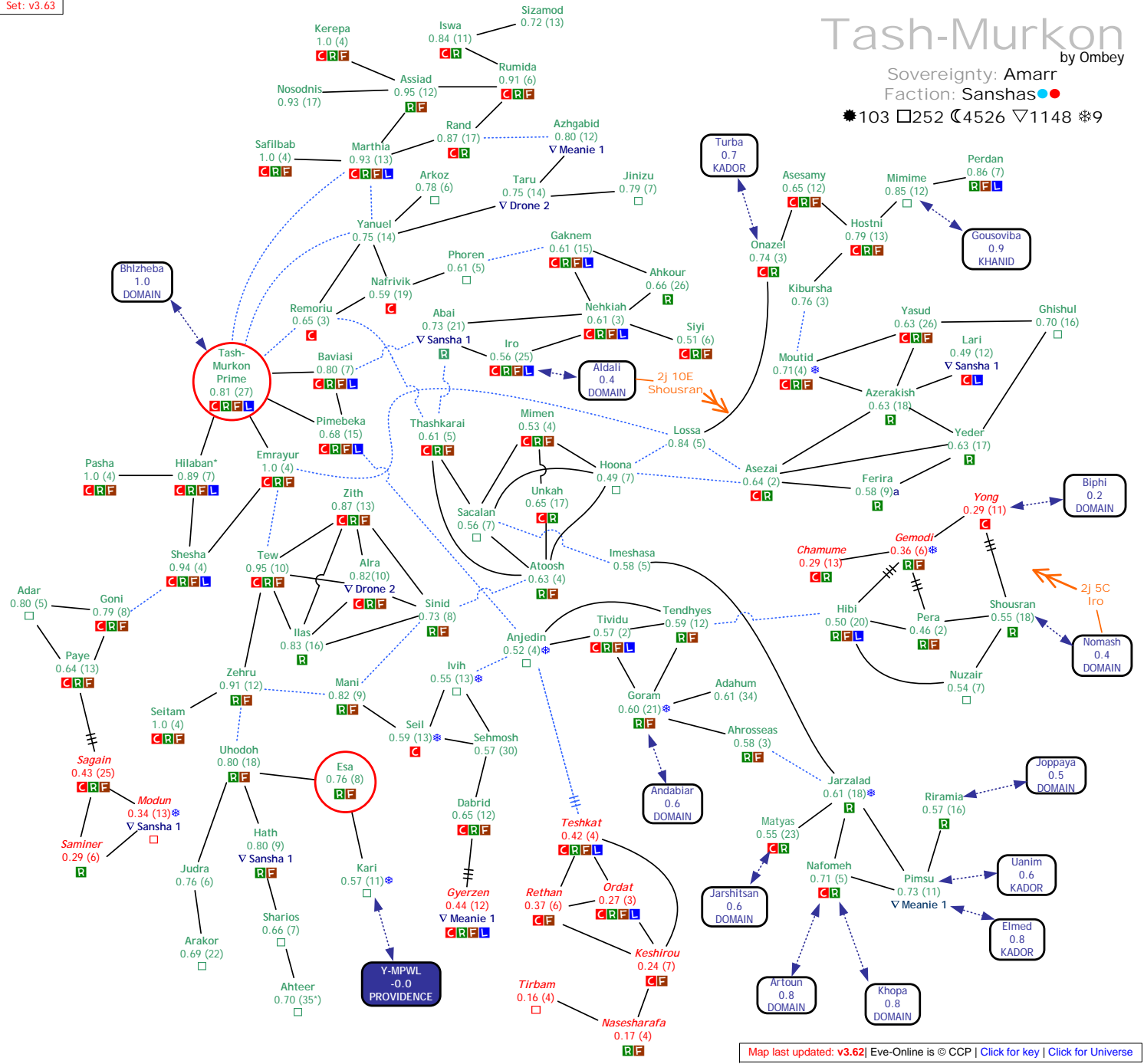
1 2 3 4 5 6 7 8 9 10 11

1 2 3 4 5 6 7 8 9 10 11

Tash-Murkon

by Ombey
Sovereignty: Amarr
Faction: Sanshas

103 252 4526 1148 9



Set: v3.63

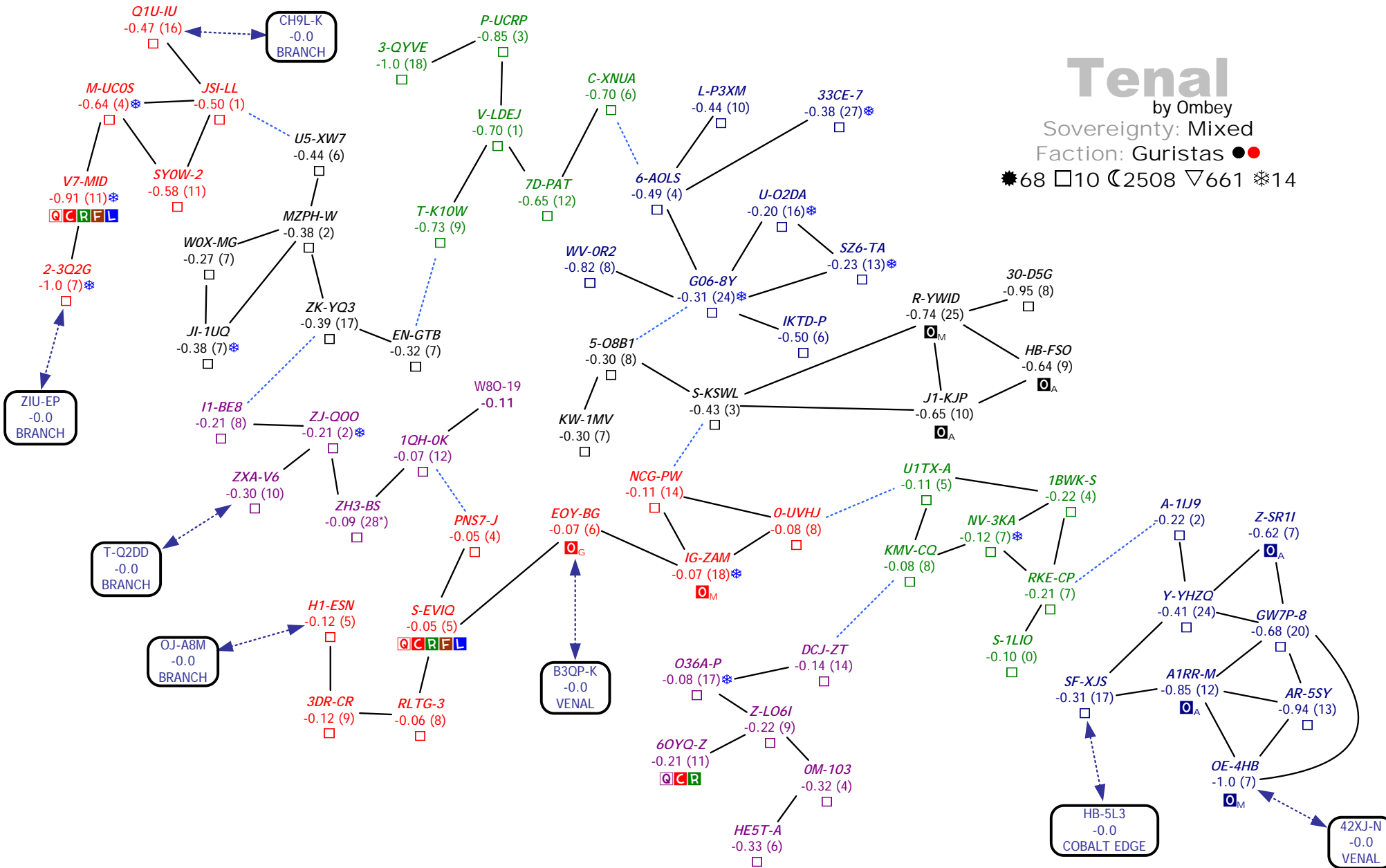
Tenal

by Ombey

Sovereignty: Mixed

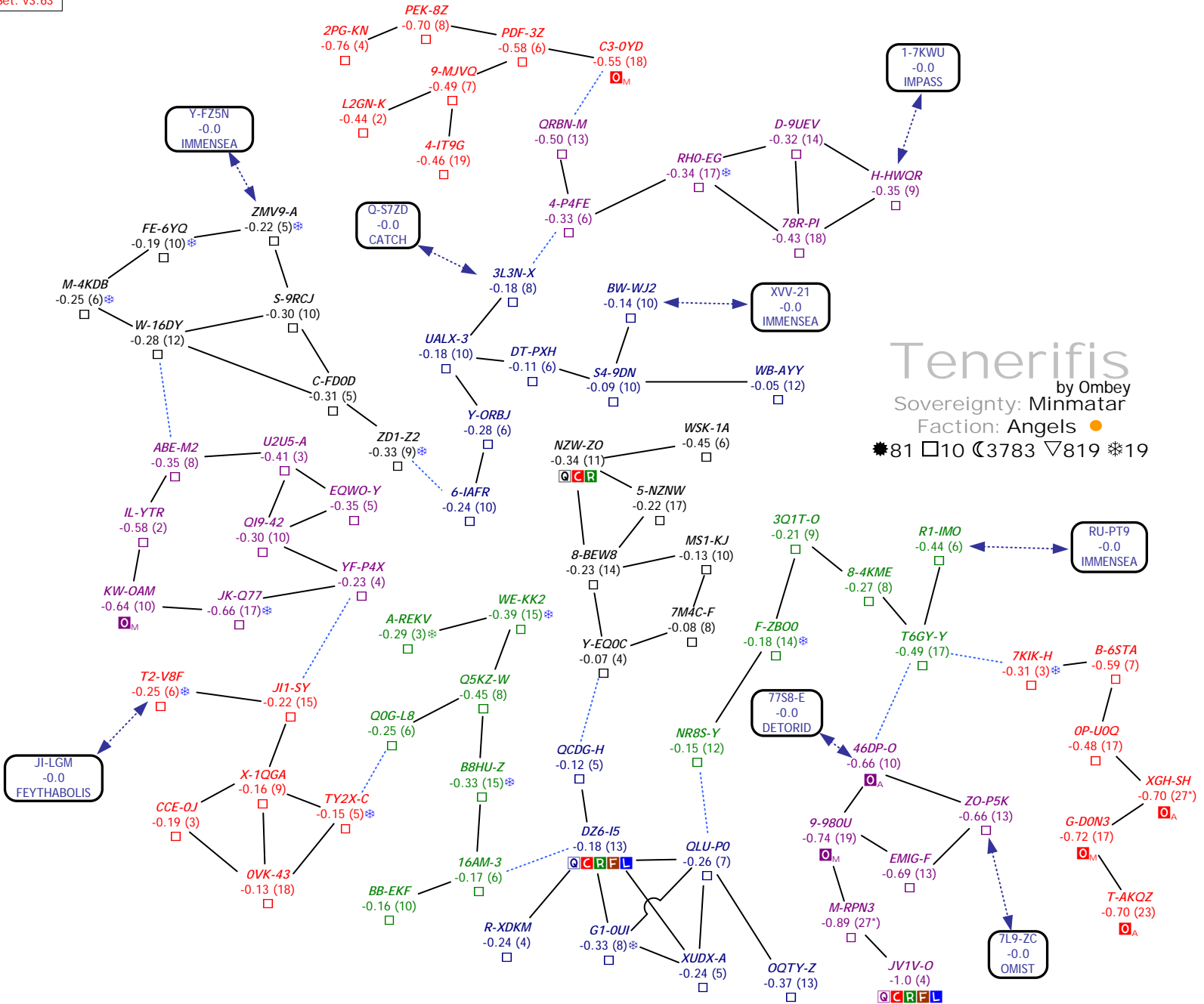
Faction: Guristas ●●

✳68 □10 ◐2508 ▽661 ✳14

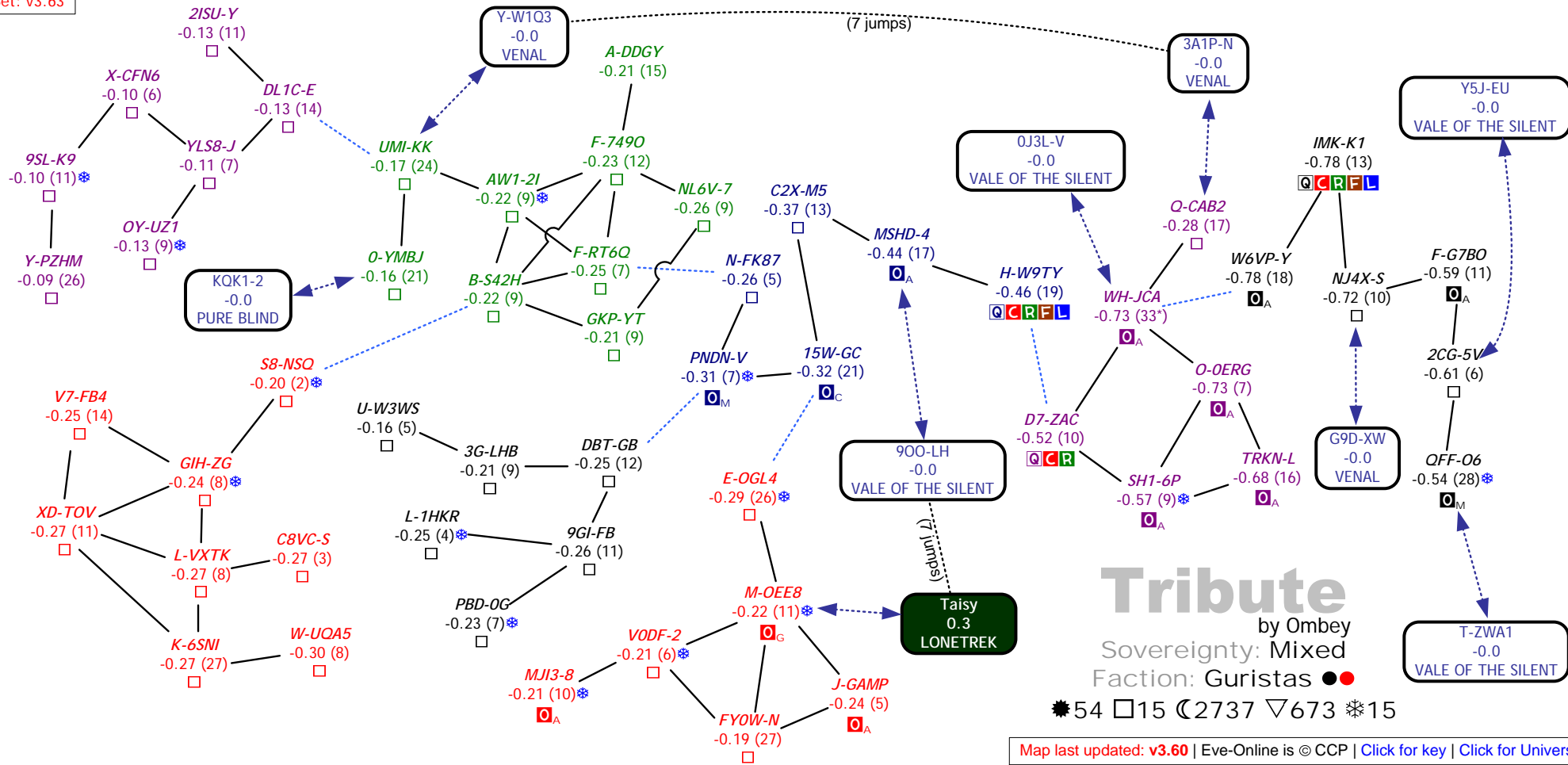


Tenerifis

by Ombey
Sovereignty: Minmatar
Faction: Angels ●
✳81 ◻10 ◻3783 ▽819 ✳19



Set: v3.63



Tribute

by Ombey

Sovereignty: Mixed

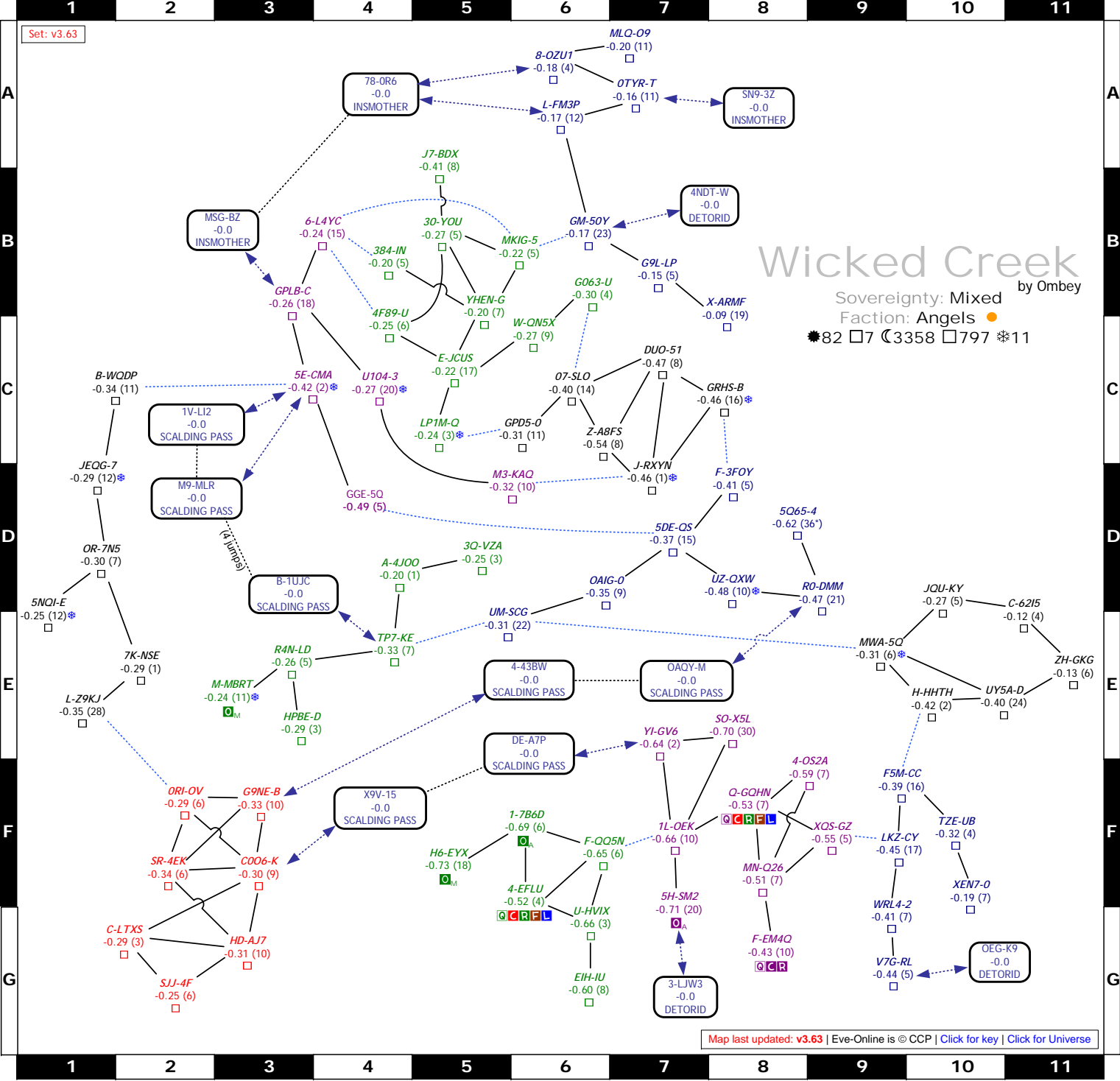
Faction: Guristas ●●

★54 □15 ☾2737 ▽673 ✨15

Set: v3.63

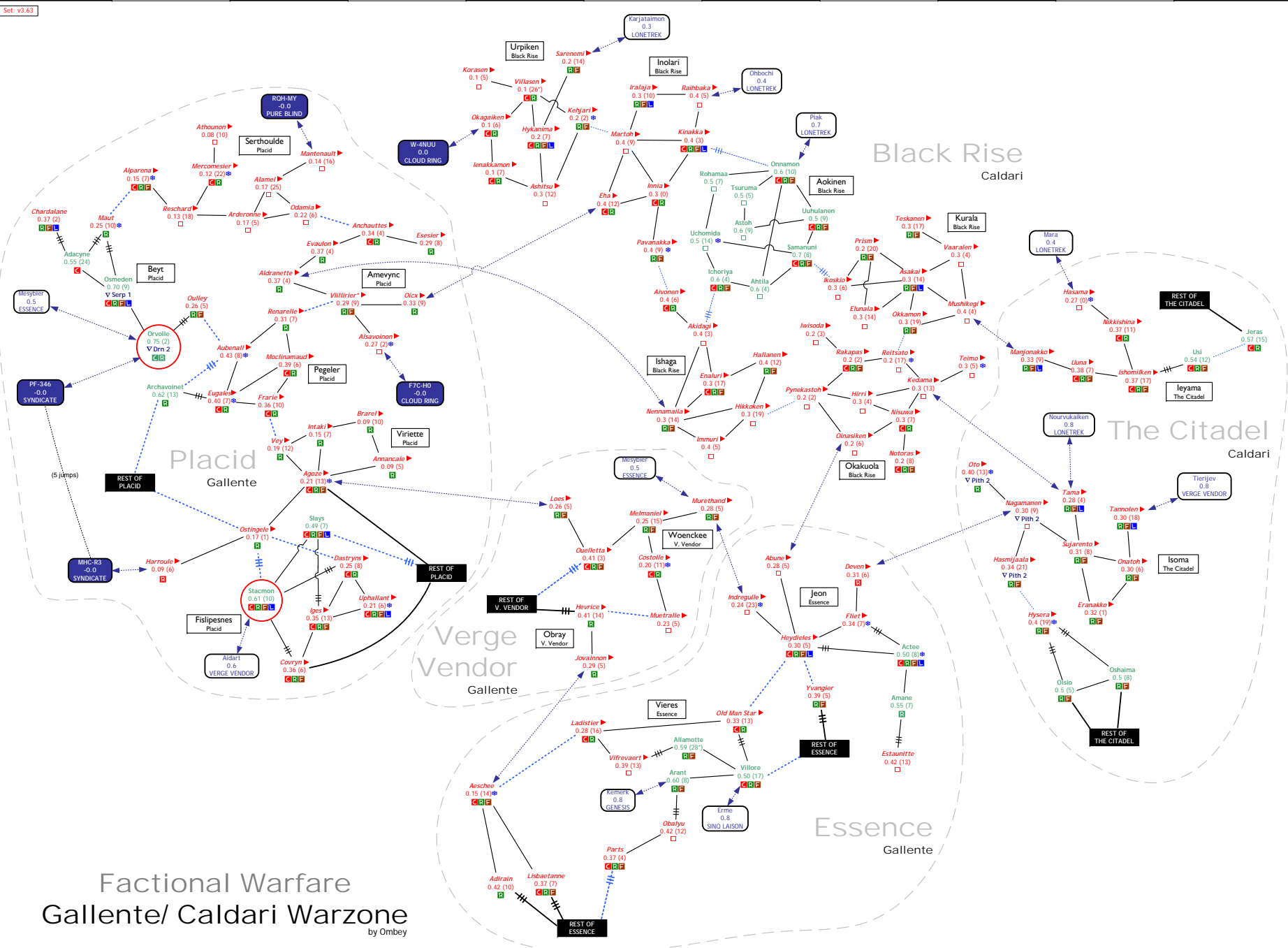
Wicked Creek

Sovereignty: Mixed by Ombey
 Faction: Angels ●
 ●82 □7 ☾3358 □797 ✨11



Factional Warfare Gallente/ Caldari Warzone

by Ombey



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 (rolics for T3 reverse engineering- Analyzer needed)
- Ladar = gas cloud (fullerene for T3 building)
- Unknown = combat or wormhole

Types of complex:

Perimeter (tiers 1 & 2)

- checkpoint
- hangar
- camp
- ambush point

Frontier (tiers 3 & 4)

- command
- barracks
- outpost
- fortification

Core (tiers 5 & 6)

- 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 us 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 filter 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.

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%	+44%	+55%	+68%	+85%	+100%	
Armour Resist	10%	18%	22%	27%	34%	50%	
Cap Recharge	10%	19%	27%	34%	41%	50%	
Targeting Range	+25%	+44%	+55%	+68%	+85%	+100%	
Signature	+25%	+44%	+55%	+68%	+85%	+100%	
Black Hole							
Missile Velocity	10%	19%	27%	34%	41%	50%	
Ship Velocity	+25%	+44%	+55%	+68%	+85%	+100%	
Drone Control Range	10%	19%	27%	34%	41%	50%	
Inertia	+25%	+44%	+55%	+68%	+85%	+100%	
Lock Range	10%	19%	27%	34%	41%	50%	
Rolloff	10%	19%	27%	34%	41%	50%	
Cataclysmic Variable							
Repair Amount	10%	19%	27%	34%	41%	50%	
Shield Transfer Amount	10%	19%	27%	34%	41%	50%	
Shield Repair	+25%	+44%	+55%	+68%	+85%	+100%	
Remote Repair	+25%	+44%	+55%	+68%	+85%	+100%	
Capacitor Capacity	+25%	+44%	+55%	+68%	+85%	+100%	
Capacitor Recharge	+25%	+44%	+55%	+68%	+85%	+100%	
Magnetar							
ECM effect	+25%	+44%	+55%	+68%	+85%	+100%	
Target Painter effect	+25%	+44%	+55%	+68%	+85%	+100%	
Disruption effect	+25%	+44%	+55%	+68%	+85%	+100%	
Target Disruption effect	+25%	+44%	+55%	+68%	+85%	+100%	
Damage	+25%	+44%	+55%	+68%	+85%	+100%	
Aud Velocity	10%	19%	27%	34%	41%	50%	
Drone Velocity	10%	19%	27%	34%	41%	50%	
Targeting Range	10%	19%	27%	34%	41%	50%	
Tracking Speed	10%	19%	27%	34%	41%	50%	
Red Giant							
Heat Damage	+10%	+18%	+22%	+27%	+34%	+50%	
Overload Bonus	+25%	+44%	+55%	+68%	+85%	+100%	
Smart Bomb Range	+25%	+44%	+55%	+68%	+85%	+100%	
Smart Bomb Damage	+25%	+44%	+55%	+68%	+85%	+100%	
Wolf Star							
Armour Resist	+10%	18%	22%	27%	34%	50%	
Shield Resist	10%	18%	22%	27%	34%	50%	
Small Weapon Damage	+25%	+44%	+55%	+68%	+85%	+100%	
Signature Size	10%	19%	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
- Patrolter
- Watchman
- Outguard

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

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

Awakened:

- Escort
- Patrolter
- Watchman
- Outguard

- Defender
- Preserver (Repper)
- Upholder (Nos/ Webber)
- Safeguard

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

Sleepless:

- Escort
- Patrolter
- 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'.