

# 2D EveMaps

[www.ombeve.co.uk](http://www.ombeve.co.uk)

适用于《霸权》1.0.5版

v3.65

by Ombey

中文版V2

汉化：绫波丽&小强=甲由

转到全星域图

## 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:

**v3.65** (19<sup>th</sup> December 2010)

Typos:

-

Complexes:

-

Belts:

Amended [Domain](#)/ Raravoss belt count

Outposts/ Stations:

Added outpost marker to [Branch](#)/ CS-ZGD, 313I-B, 9F-7PZ, C-LP3N, J9-5MQ, YG-82V & Q-4DEC

Added outpost marker to [Cloud Ring](#)/ OOTY-J & TN-T7T

Added outpost marker to [Deklein](#)/ 3T7-M8, XCF-8N, VPLL-N, N-TFXK & FO8M-2

Added outpost marker to [Delve](#)/ MZ-XFE, FM-JK5, S-6HNN & I-E3TG

Added outpost marker to [Detorid](#)/ XA5-TY

Added outpost marker to [Etherium Reach](#)/ BNX-AS, SAH-AD & B-2VXB

Added outpost marker to [Fade](#)/C8-CHY, K4YZ-Y, O-CNPR & P-33KR

Added outpost marker to [Feythabolis](#)/ NLO-3Z

Added outpost marker to [Fountain](#)/ 9R4-EJ, B170-R, F-88PJ & TEG-SD

Added outpost marker to [Geminate](#)/ AP9-LV, L-HV5C & LR-2XT

Added outpost marker to [Immensea](#)/ B-R5RB & KCDX-7

Added outpost marker to [Insmother](#)/ LVL-GZ, 88A-RA, 8EF-58, I-1QKL, SOU-MO & O-7LAI

Added outpost marker to [The Kalevala Expanse](#)/

Added outpost marker to [Malpais](#)/ 6-WMKW, B2J-5N & VVB-OH

Added outpost marker to [Oasa](#)/ W5-VBR, PND-SI & QYT-X8

Added outpost marker to [Outer Passage](#)/ 6-GRN7

Added outpost marker to [Period Basis](#)/ VQE-CN

Added outpost marker to [Perrigen Falls](#)/ 4F9Y-3, QHY-RU, W-CSFY, 4F6-VZ, 4-1ECP & H-29TM

Added outpost marker to [Providence](#)/ SI-I89 & YWSO-Z

Added outpost marker to [Querious](#)/ B-7DFU & BX2-ZX

Added outpost marker to [Pure Blind](#)/ BDV3-T, 12YA-2, HPS5-C, KU5R-W, Q-5211 & UC3H-Y

Added outpost marker to [Tenal](#)/ 30-D5G, SYOW-2 & WV-OR2

Added outpost marker to [Tribute](#)/ 2CG-5V, C2X-M5, FYOW-N, DBT-GB & UMI-KK

Added outpost marker to [Vale of the Silent](#)/ 05R-7A, 4GYV-Q, 7-UH4Z, F-D49D, FS-RFL, K8X-6B, LZ-6SUMA-XAP, N-HSKO, 5T-KM3 & A8A-JN

Removed Factory service symbol from [Gt Wildlands](#)/ N-DQ0D

Added Factory service symbol to [Tash Murkon](#)/ Asezai

Removed clone service, added factory service to [Devoid](#)/ Halmah

Systems and links:

Connected Du Annes and Pettinck OOR links in [Essence](#)

Added a shortcut for, [Sinq Laison](#)/ Jel <> Dodixie

Changed [Sinq Laison](#)/ Vylade <> Balle link to be a const. Link

Corrected [Sinq Laison](#)/ Laurent <> Carrou to reflect hi <> lowsec link

Amended [Kor Azor](#)/ Annad sec. status to 0.8

Corrected [OGLE](#)/ Orfold <> Taff to be Orfold <> Egmar

Removed duplicate [OGLE](#)/ Altbrard

Corrected [Essence](#)/ Hecarrin sec. status

Misc:

Updated Universe map to show [Heimatar](#) <> [Sinq 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.

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For more information and full historical release notes, please go to the [2d EveMap](#) site ([www.ombeve.co.uk](http://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.

## 图例：

星系名\* - 星系中存在的代理人数量为当前星域最多

几个例子：

□ 星系中没有空间站

❄ 星系中存在冰域

■ 安全等级0.5及以上的星系

■ 安全等级0.4及以下的星系（斜体字）

●●● 伤害类型（电，热，爆，动）

(12) - 星系中小行星带数量

(12\*) - 星系中存在的小行星带数量为当前星域最多

0.34 - 星系的实际安全等级（游戏中显示的是四舍五入的数值）

🏥 医疗服务（克隆）\*

🔧 维修工厂\*

🏭 制造工厂\*

🔬 实验室（科研）\*

📡 米玛塔尔服务站（仅0.0地区）

📡 盖伦特管理站（仅0.0地区）

📡 加达里研究站（仅0.0地区）

🏭 艾玛制造站（仅0.0地区）

🏠 NPC空间站（仅0.0地区）

🏠 被占领的NPC空间站（仅0.0地区）

🏠 死亡空间复合体（不同等级/10）

📡 数据中心

—— 表示高安全区和低安全区间的跳跃

..... 表示不同星座间的跳跃

📡 表示跳跃到一个无路可通的区域

📡 表示争夺据点（势力战争星图）

在0.0地区，星系按照归属于星座的不同，而标以不同的颜色。它们的实际颜色没有任何意义。

\* 在0.0地区这些表示NPC空间站或被占领的NPC空间站，玩家自建空间站（OUTPOST）的服务不在星图中表示。

**注意！**- 不带有🏥🔧🏭这几个标志的星系表示该星系空间站没有这些服务。并不表示这个星系没有空间站！

↑  
4j 5F  
欧约纳塔

这个表示有通往当前页面同一星域中其他星系的捷径，在本例子中，只要4跳就可以到达欧约纳塔星系（坐标5F），箭头是指向目标星系所在位置。

罗什扎尔  
0.4  
破碎星域

这个表示通往其他星域的跳跃，通往破碎星域的罗什扎尔星系，安全等级为0.4。

吉他  
0.9  
伏尔戈星域

新加达里  
1.0  
伏尔戈星域

这个表示通往其他星域的跳跃，并且在本页中还有一个跳跃也是通往那个星域的，且那边星域的两个星系之间也有跳跃。

多尼尔  
-0.0  
柯尔斯

这个表示通往其他星域的跳跃，是从帝国区到0.0地区。

克博兹  
0.5  
卡尼迪星域

这个表示通往其他星域的跳跃，是从0.0地区到帝国区。

霍拉  
0.37 (4)  
CRFL

这个表示一个低安全等级的星系，安全等级是0.37，有4个小行星带，并有以下几种空间站服务项目：  
🏥 克隆、🔧 维修、🏭 制造工厂和🔬 科研。

欧特能  
0.78 (34)  
□

这个表示一个高安全等级的星系，安全等级是0.78，有34个小行星带，星系中没有空间站。

发布恩  
0.71 (4)❄

这个表示该星系有一个冰域，并有一个或多个空间站，但这些空间站没有🏥克隆、🔧维修、🏭制造工厂或🔬科研等服务项目。

吉他  
0.94 (0)  
CRF

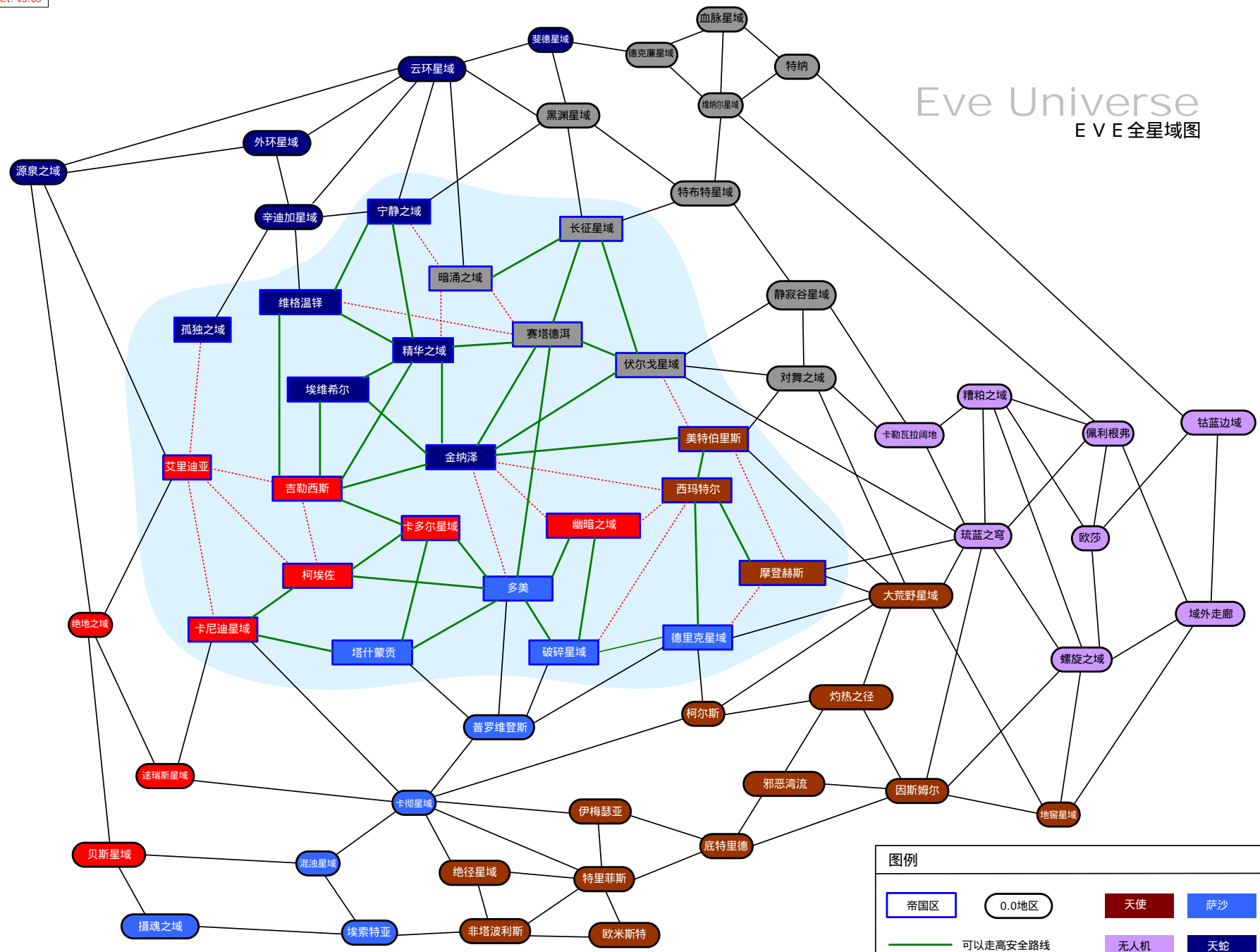
这个表示一个贸易发达星系

●80 □143 ☾3446 ▽844 ❄11

这些表示一个星域分别有多少个星系、空间站、卫星、小行星带、冰域。

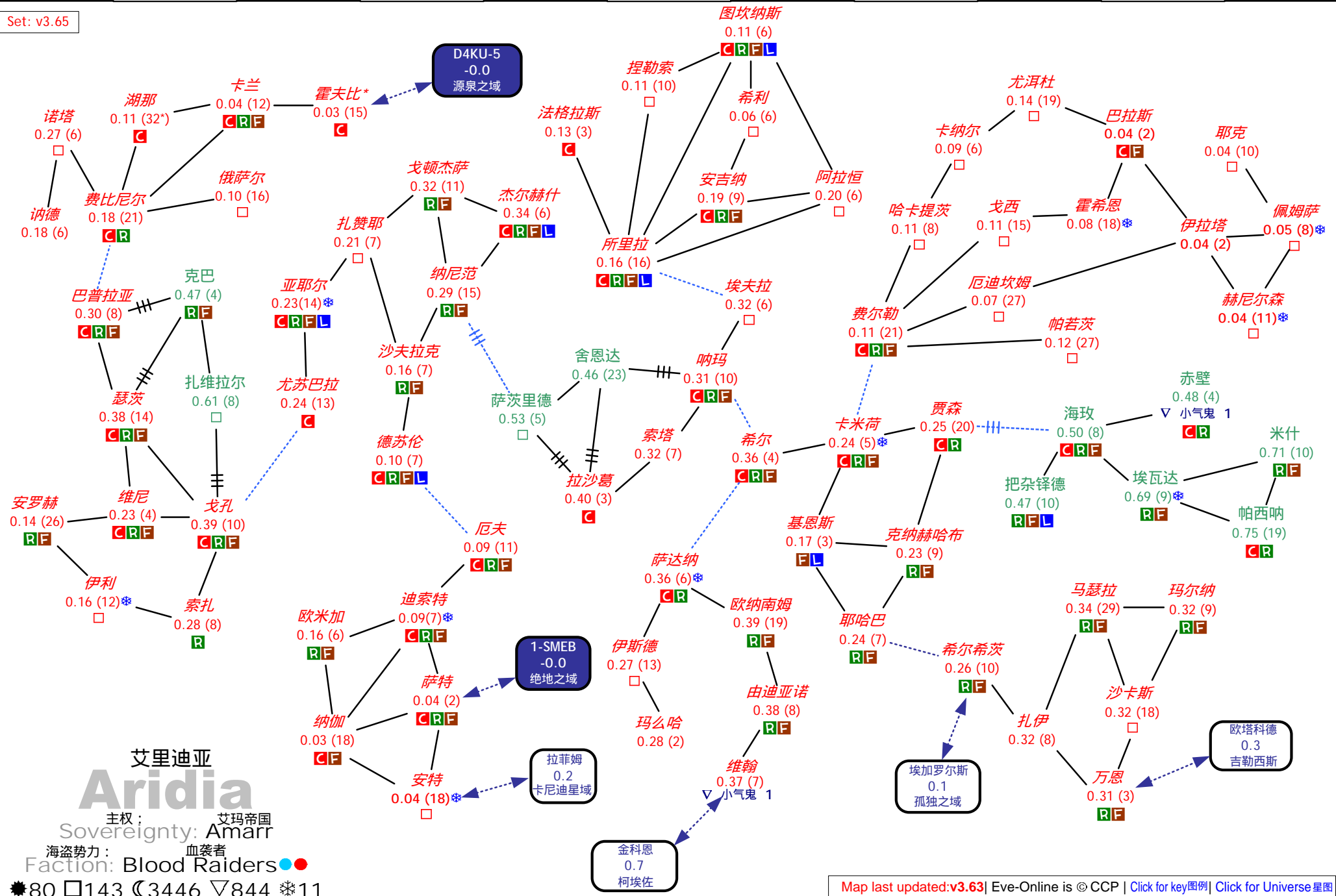
# Eve Universe

## EVE全星域图



图例

帝国区	0.0地区	天使	萨沙
可以走高安全路线	无人机	天蛇	
只有低安全路线	古斯塔斯	血袭者	
表示0.0路线			



Set: v3.65

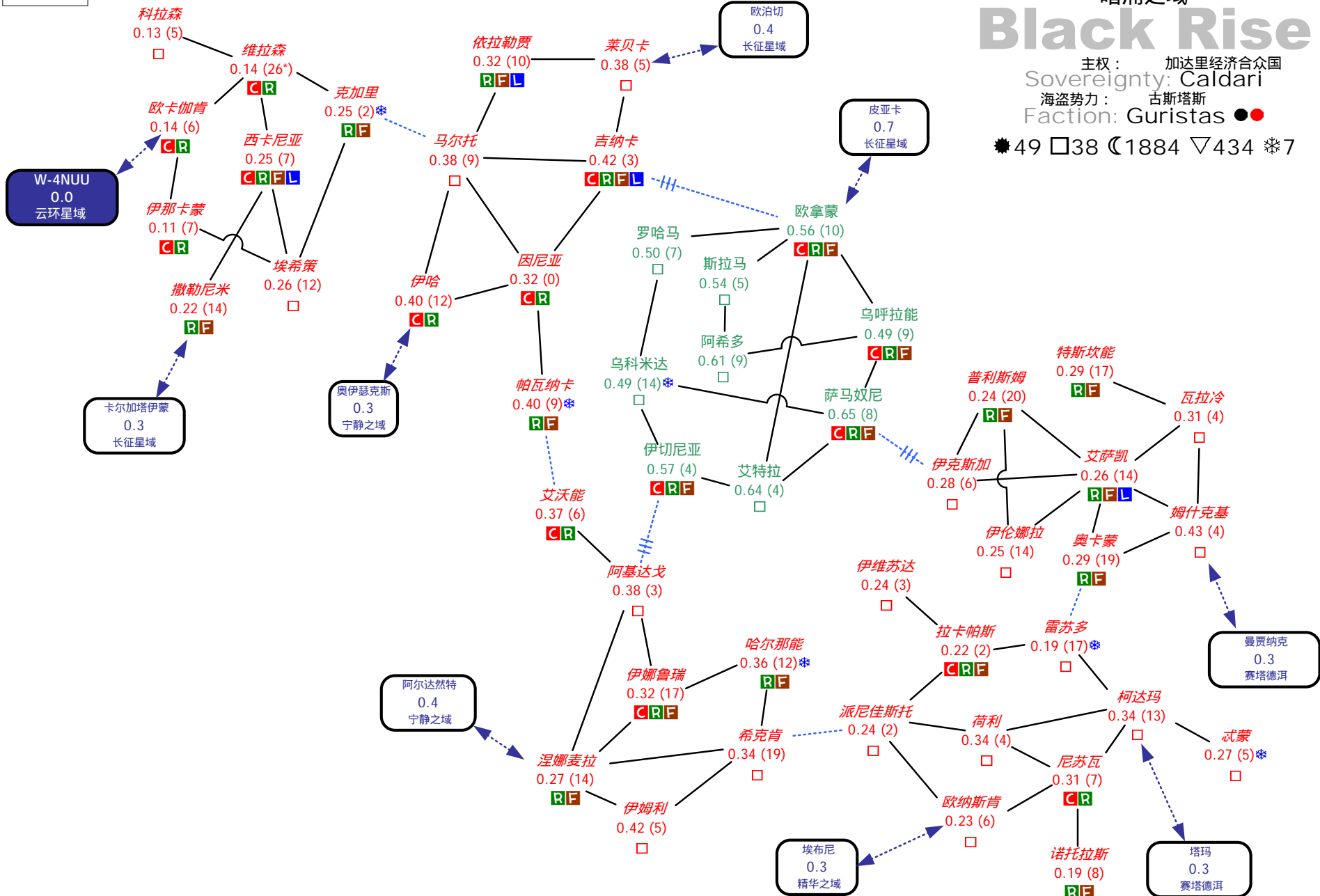
暗涌之域

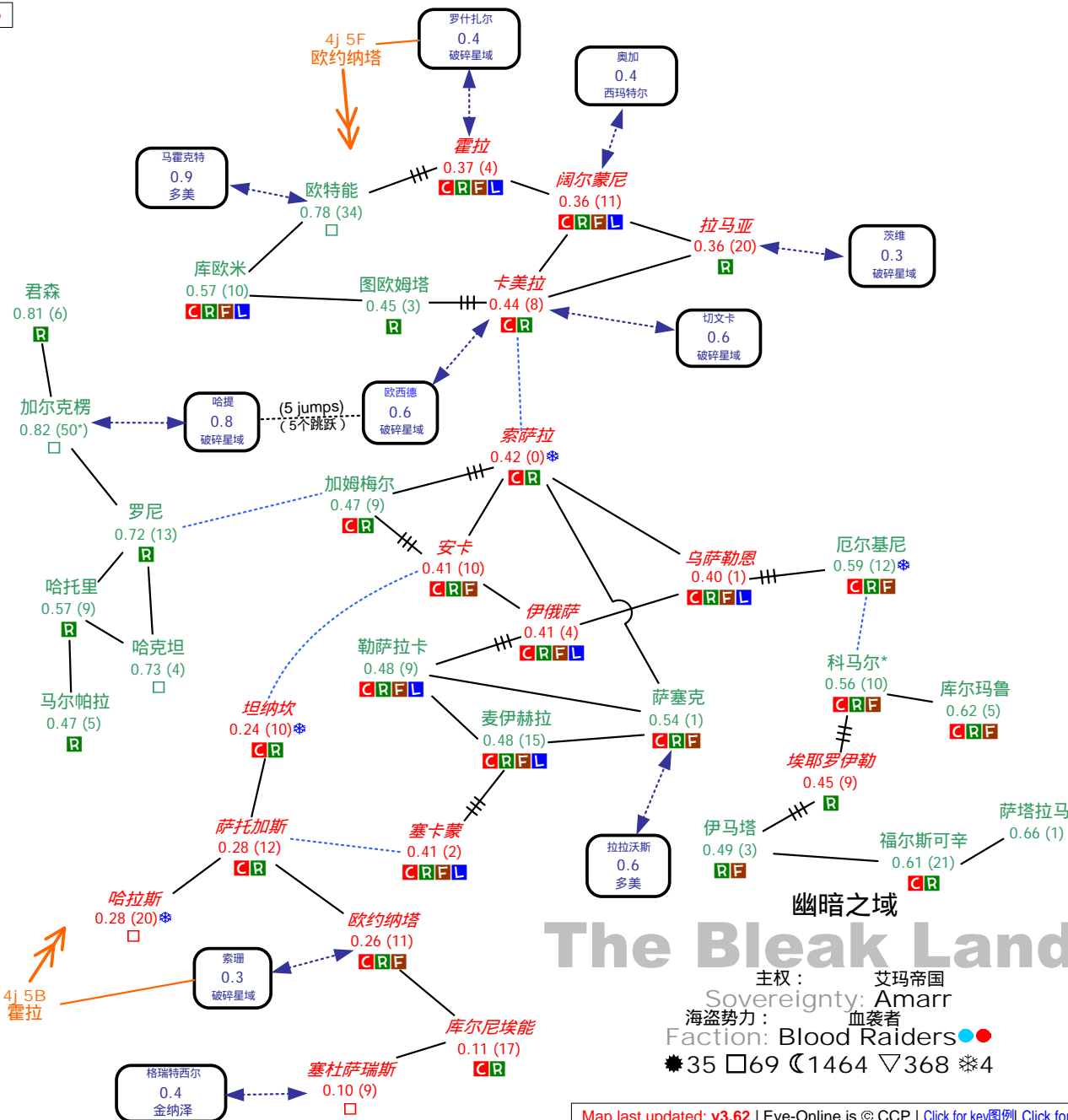
# Black Rise

主权：加达里经济合众国  
Sovereignty: Caldari

海盗势力：古斯塔斯  
Faction: Guristas

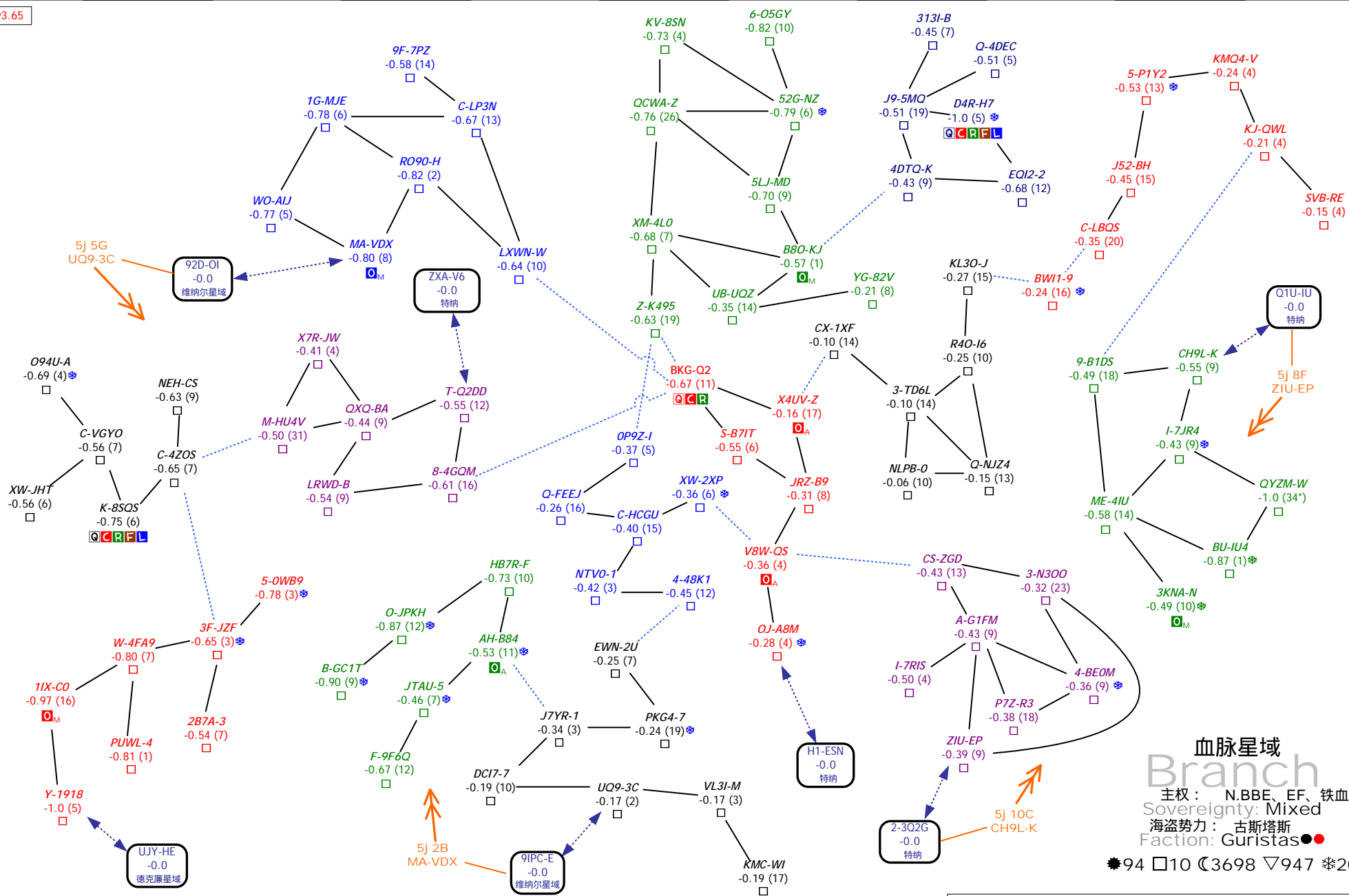
☀49 ☐38 ☾1884 ▽434 ✨7





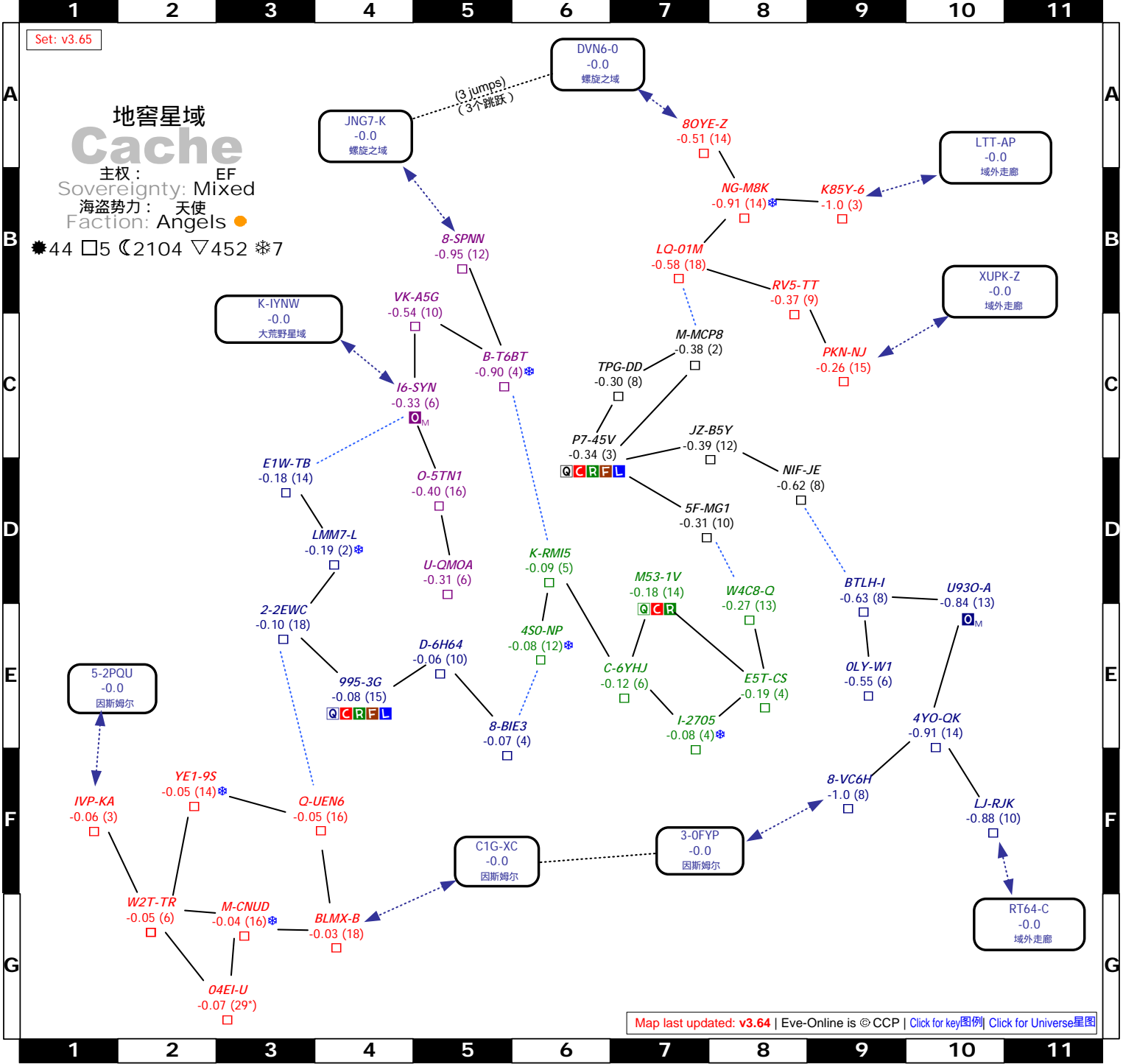


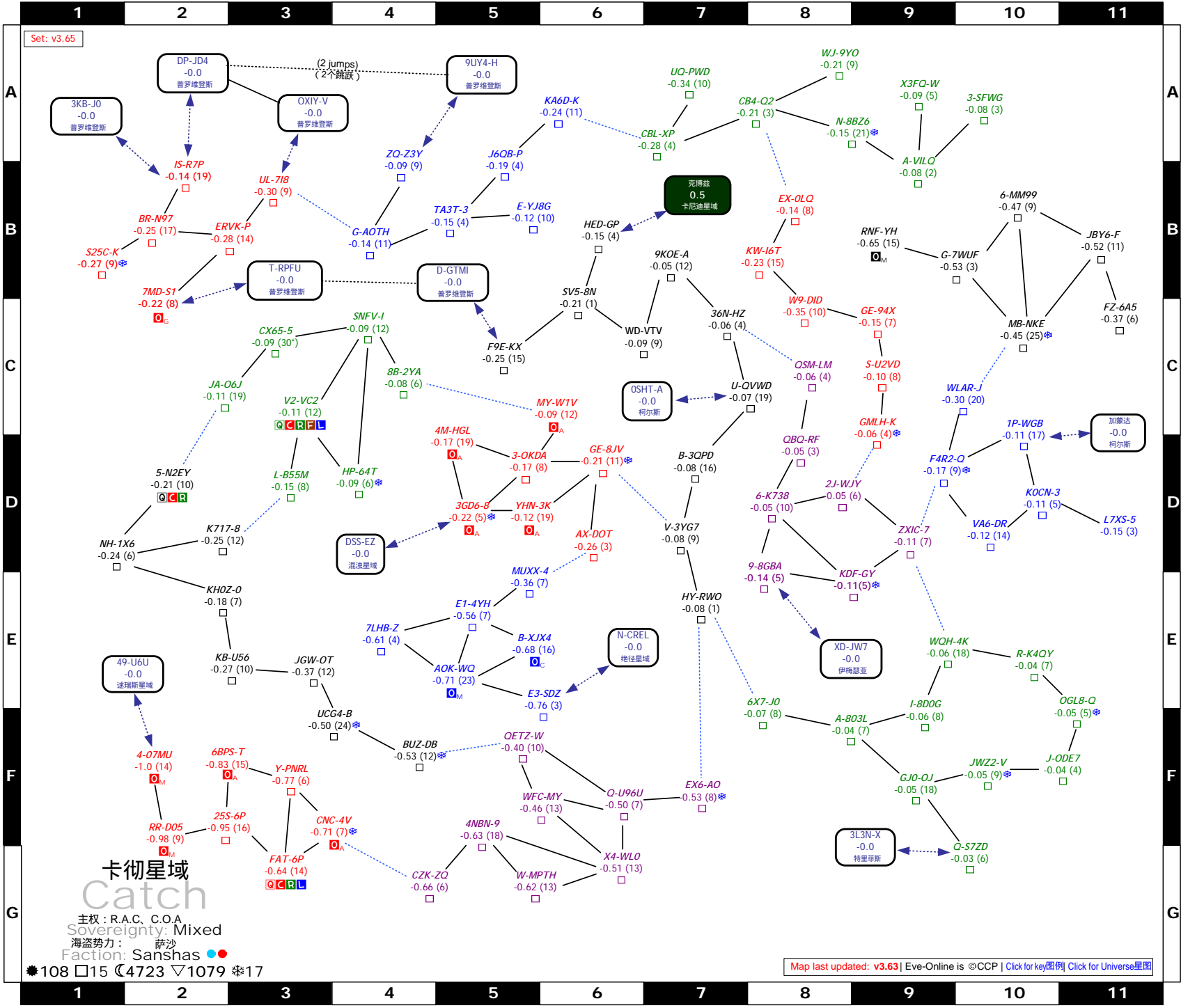
Set: v3.65



血脉星域  
Branch  
主权: N.BBE, EF, 铁血  
Sovereignty: Mixed  
海盗势力: 古斯塔斯  
Faction: Guristas ●●  
●94 □10 ◀3698 ▽947 ✱20







Set: v3.65

A

B

C

D

E

F

G

A

B

C

D

E

F

G

卡彻星域

Catch

主权: R.A.C. C.O.A

Sovereignty: Mixed

海盜勢力: 萨沙

Faction: Sanshas

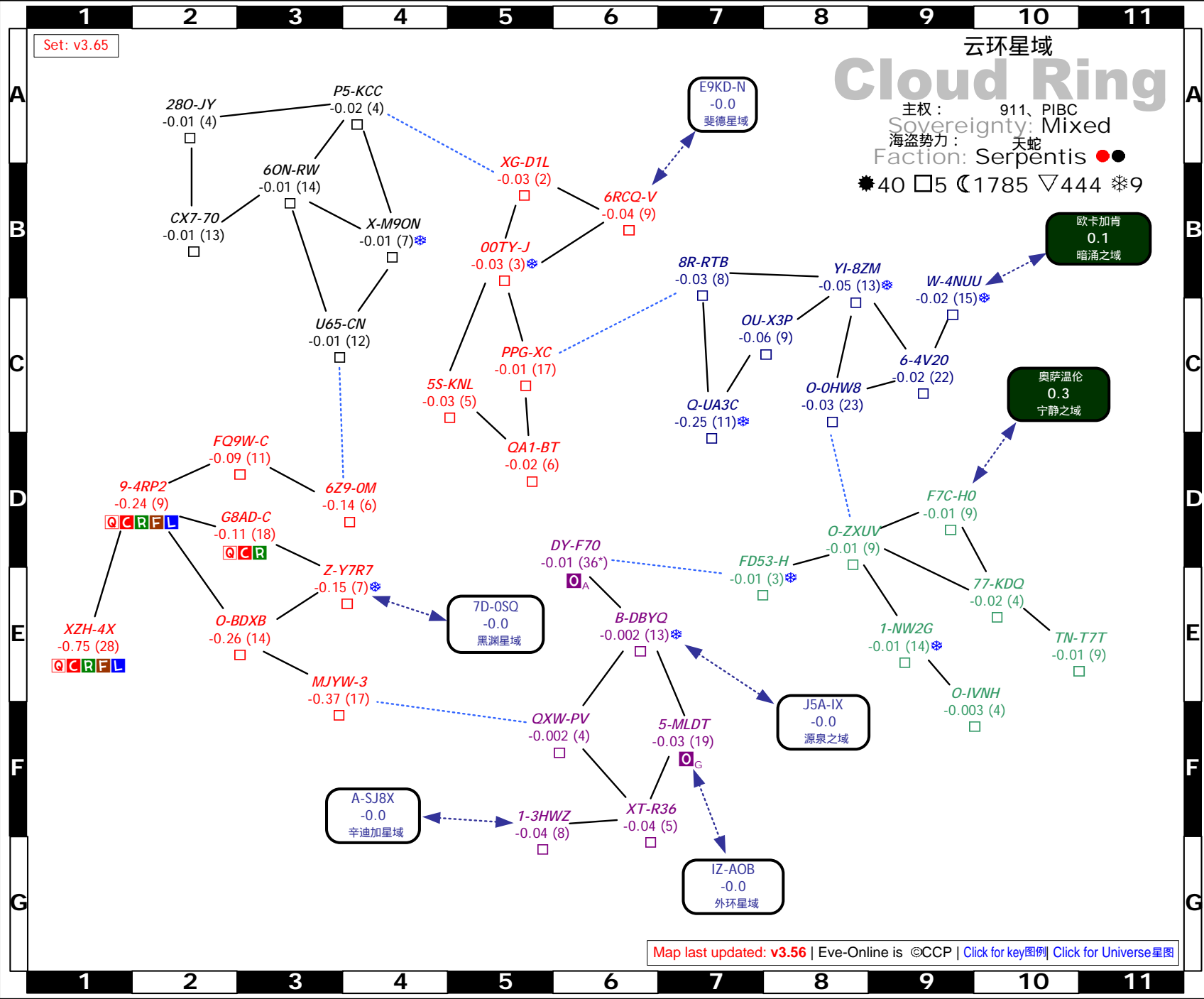
108 15 4723 1079 17

Map last updated: v3.63 | Eve-Online is ©CCP | Click for key图例 Click for Universe星图

## G

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Set: v3.65

云环星域

# Cloud Ring

主权: 911, PIBC  
Sovereignty: Mixed  
海盗势力: 天蛇  
Faction: Serpentis ●●

☀40 □5 ☾1785 ▽444 ✨9

欧卡加青  
0.1  
暗涌之域

奥萨温伦  
0.3  
宁静之域

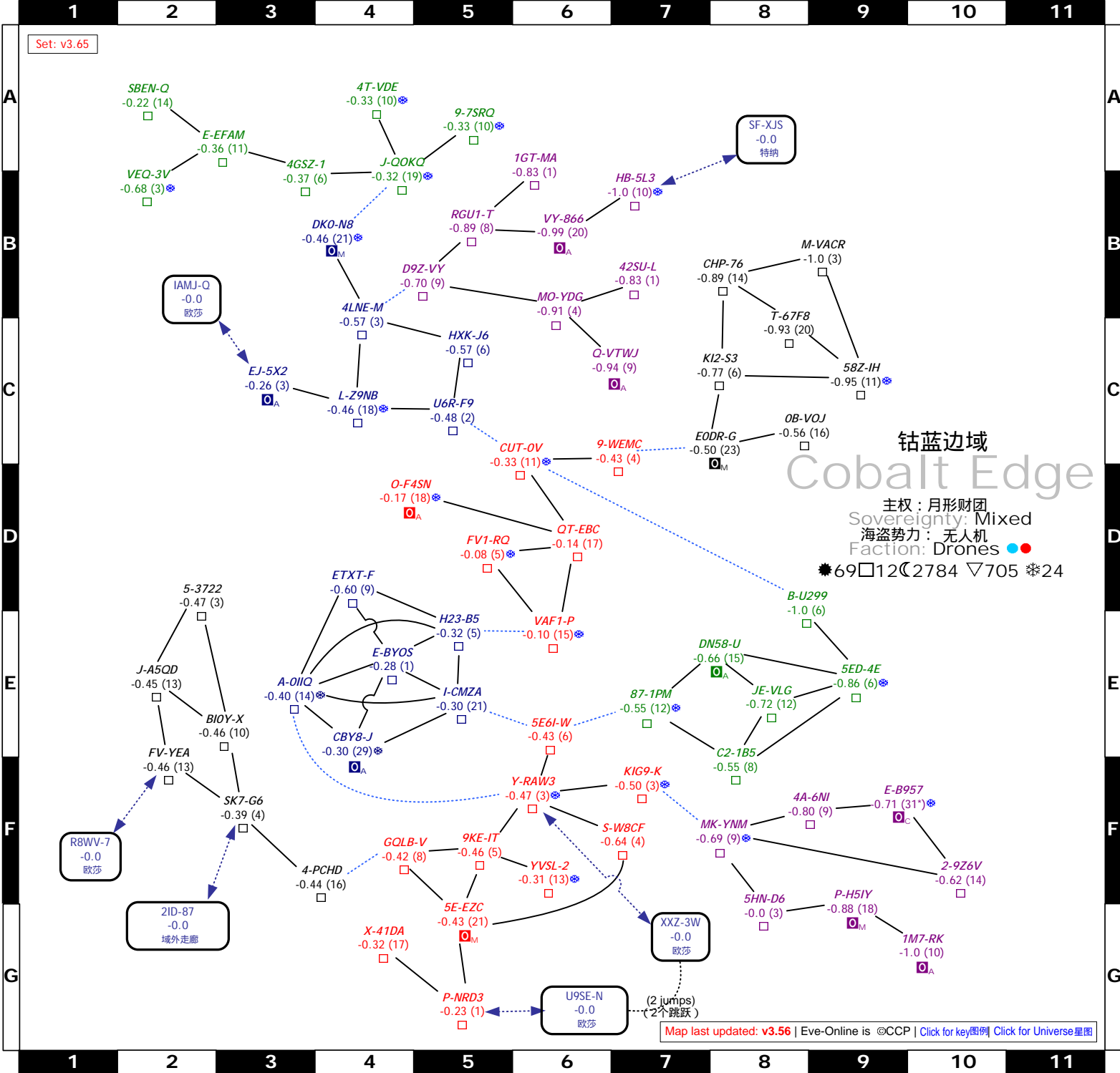
J5A-IX  
-0.0  
源泉之域

IZ-AOB  
-0.0  
外环星域

A-SJ8X  
-0.0  
辛迪加星域

7D-0SQ  
-0.0  
黑渊星域

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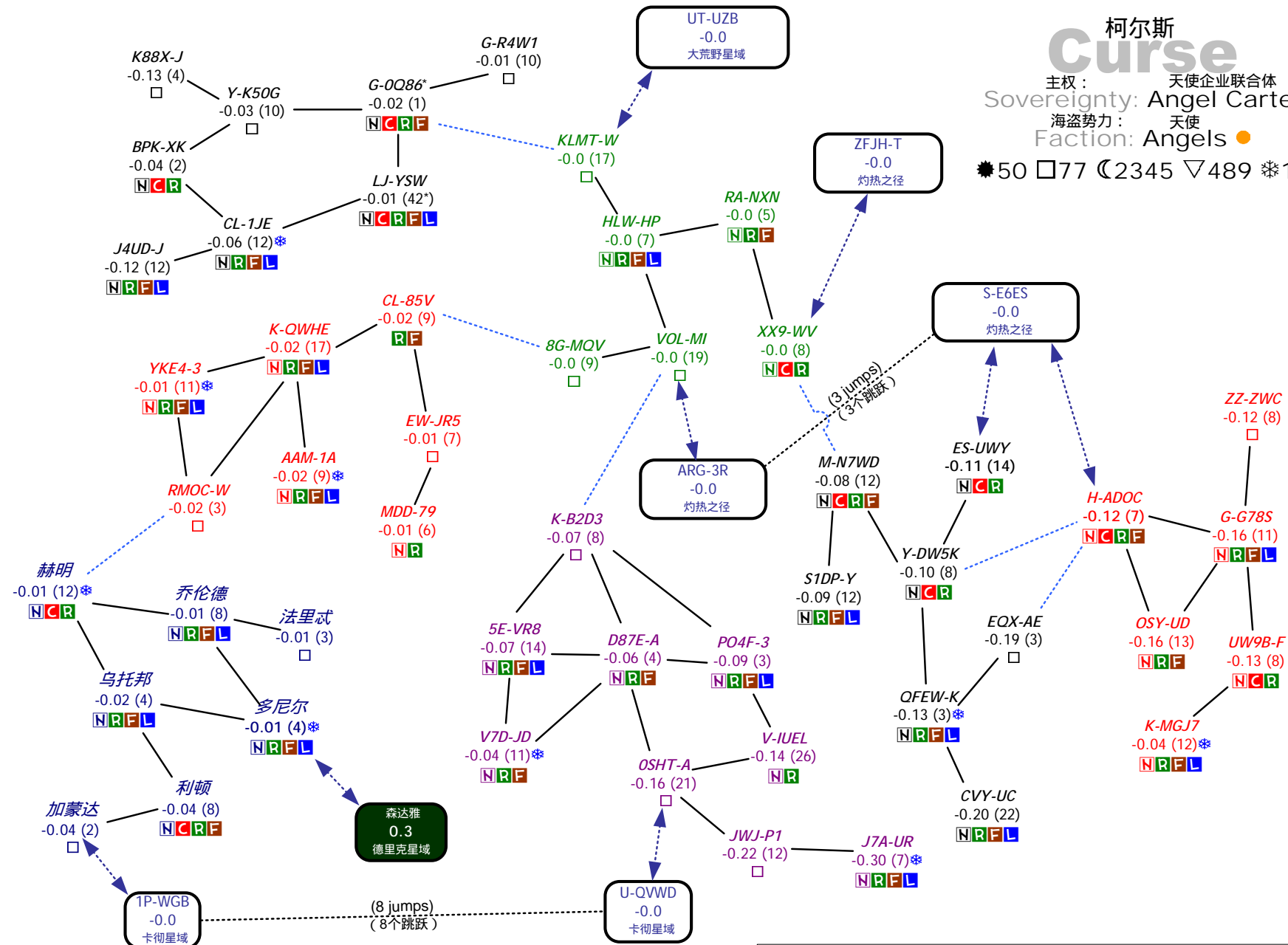


Set: v3.65

柯尔斯  
Curse

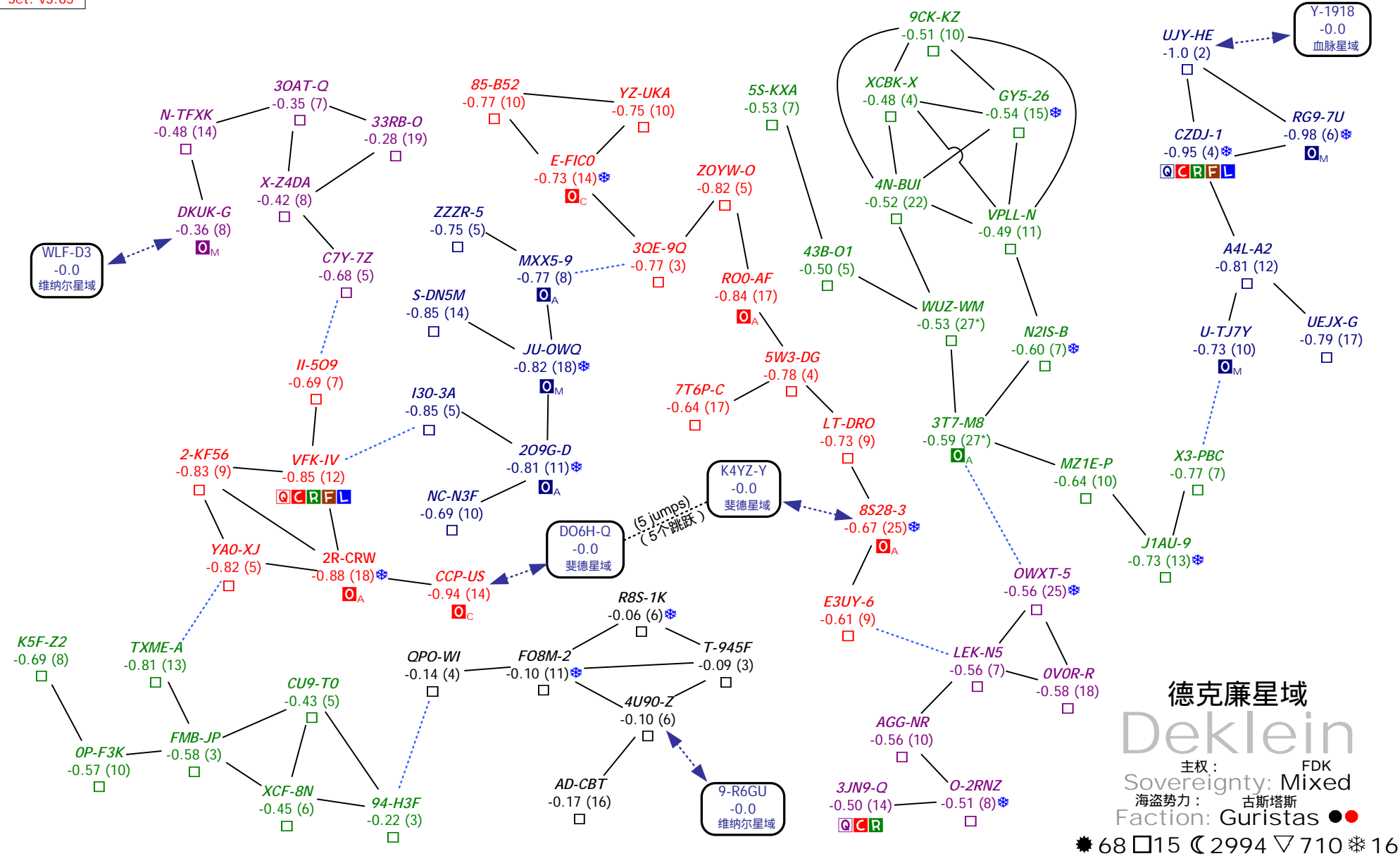
主权：天使企业联合体  
Sovereignty: Angel Cartel  
海盗势力：天使  
Faction: Angels ●

●50 □77 ◐2345 ▽489 ✱10



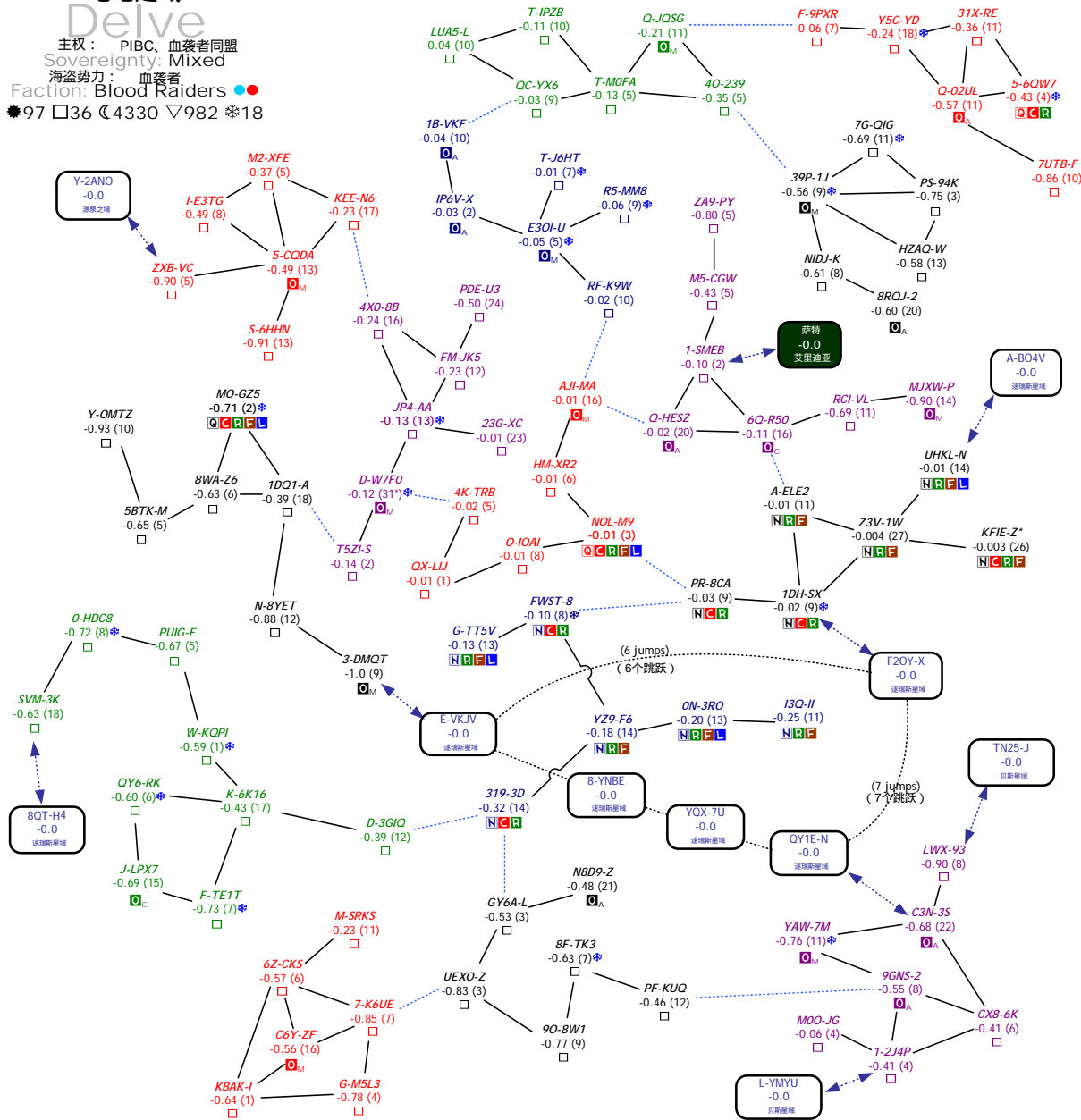
**G**

# G





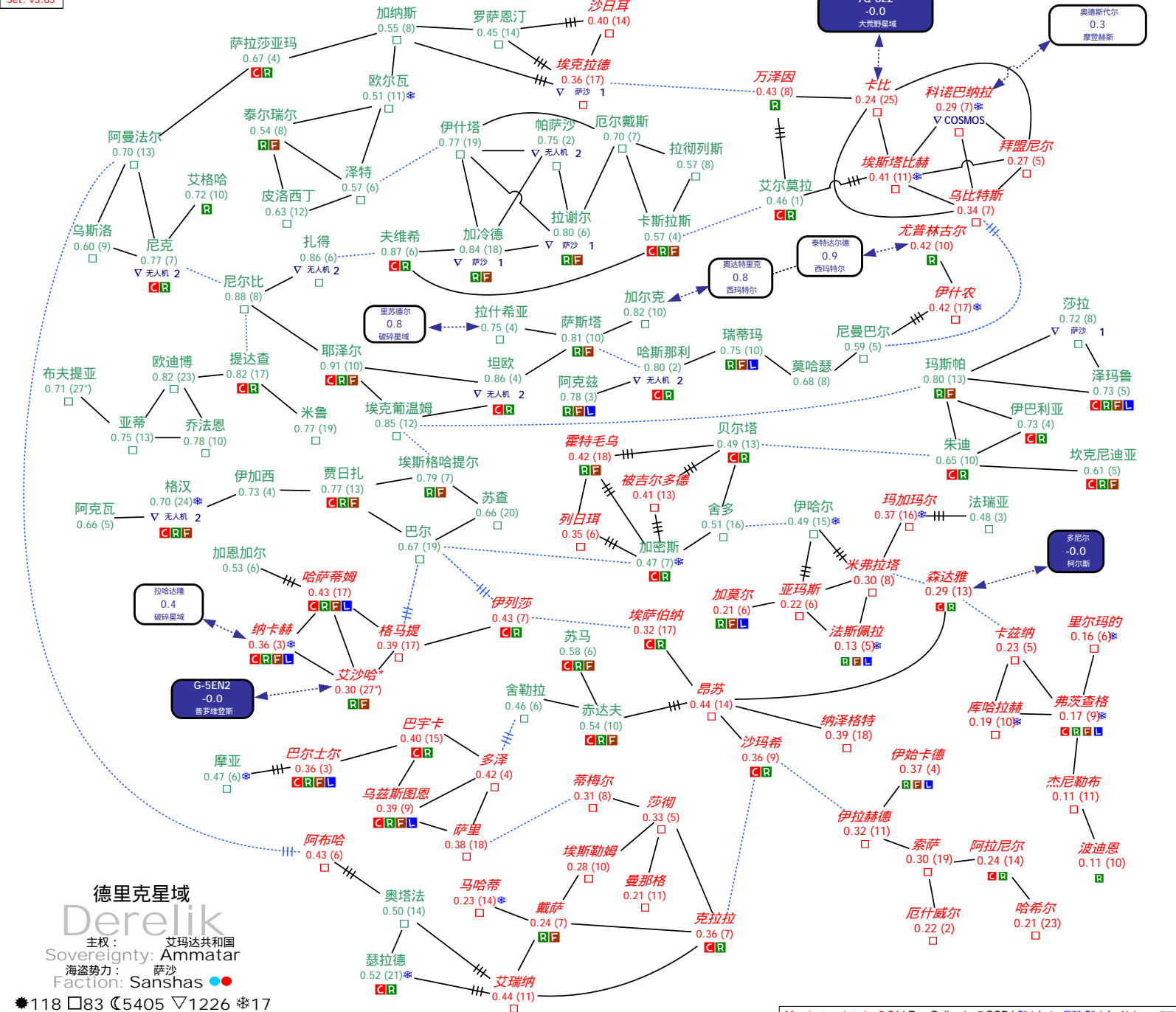
Delve  
 主权： PIBC、血袭者同盟  
 Sovereignty: Mixed  
 海盗势力： 血袭者  
 ction: Blood Raiders

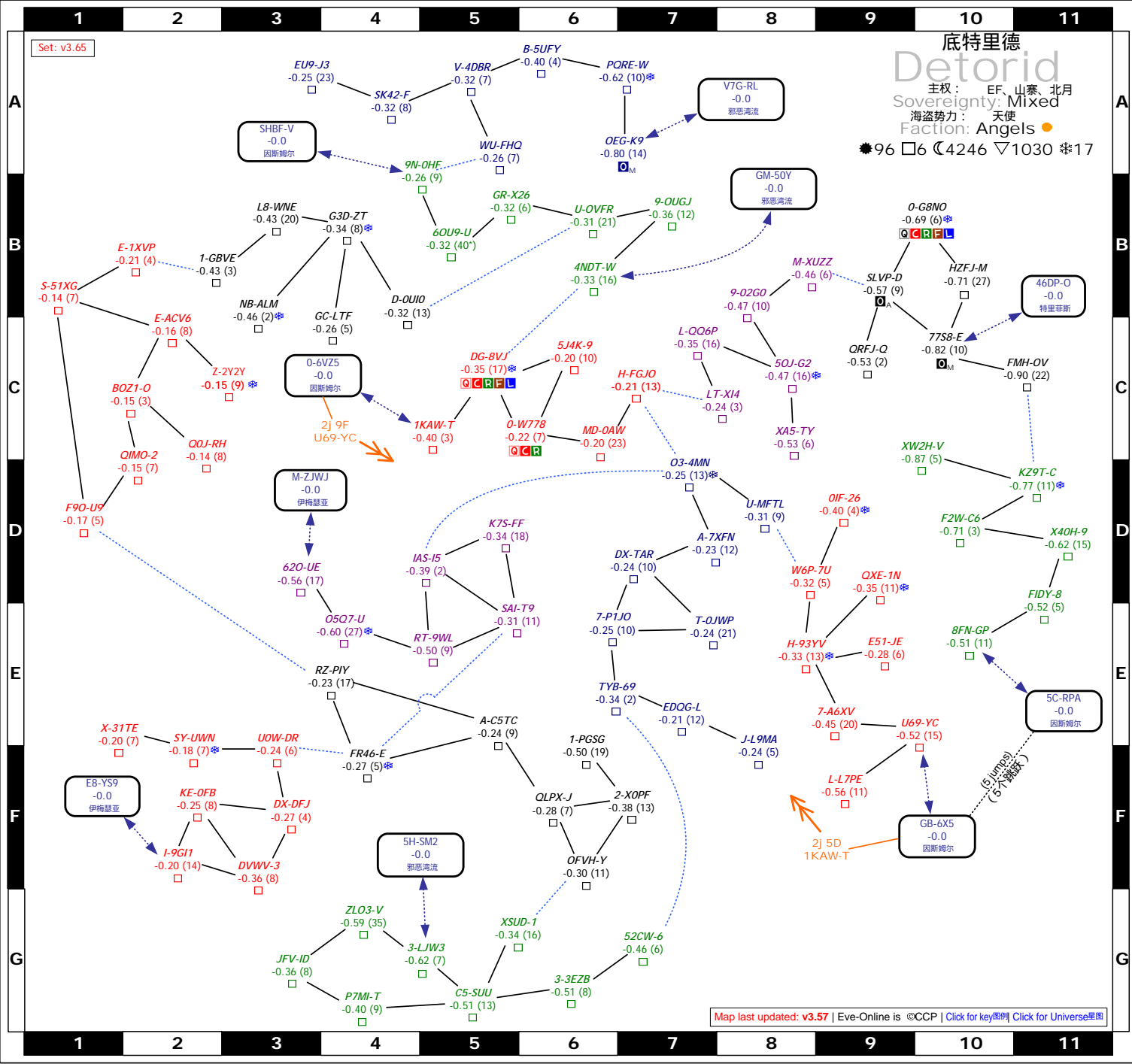


Set: v3.65

A  
B  
C  
D  
E  
F  
G

A  
B  
C  
D  
E  
F  
G





底特里德

Detorid  
Sovereignty: Mixed  
海盜勢力: 天使  
Faction: Angels

✳96 ◻6 ◻4246 ◻1030 ✳17

Set: v3.65

(6 jumps)  
(6个跳跃)

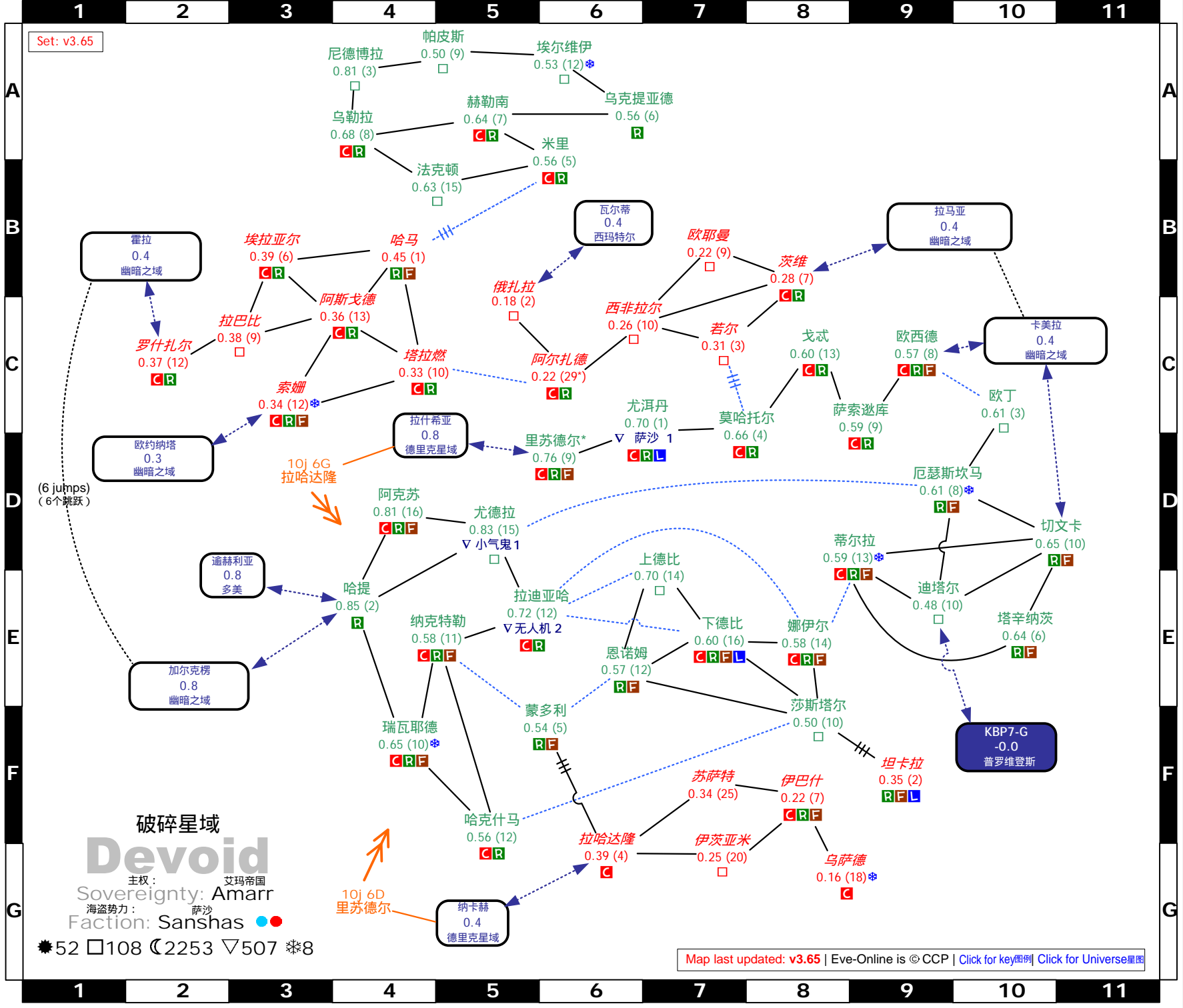
破碎星域

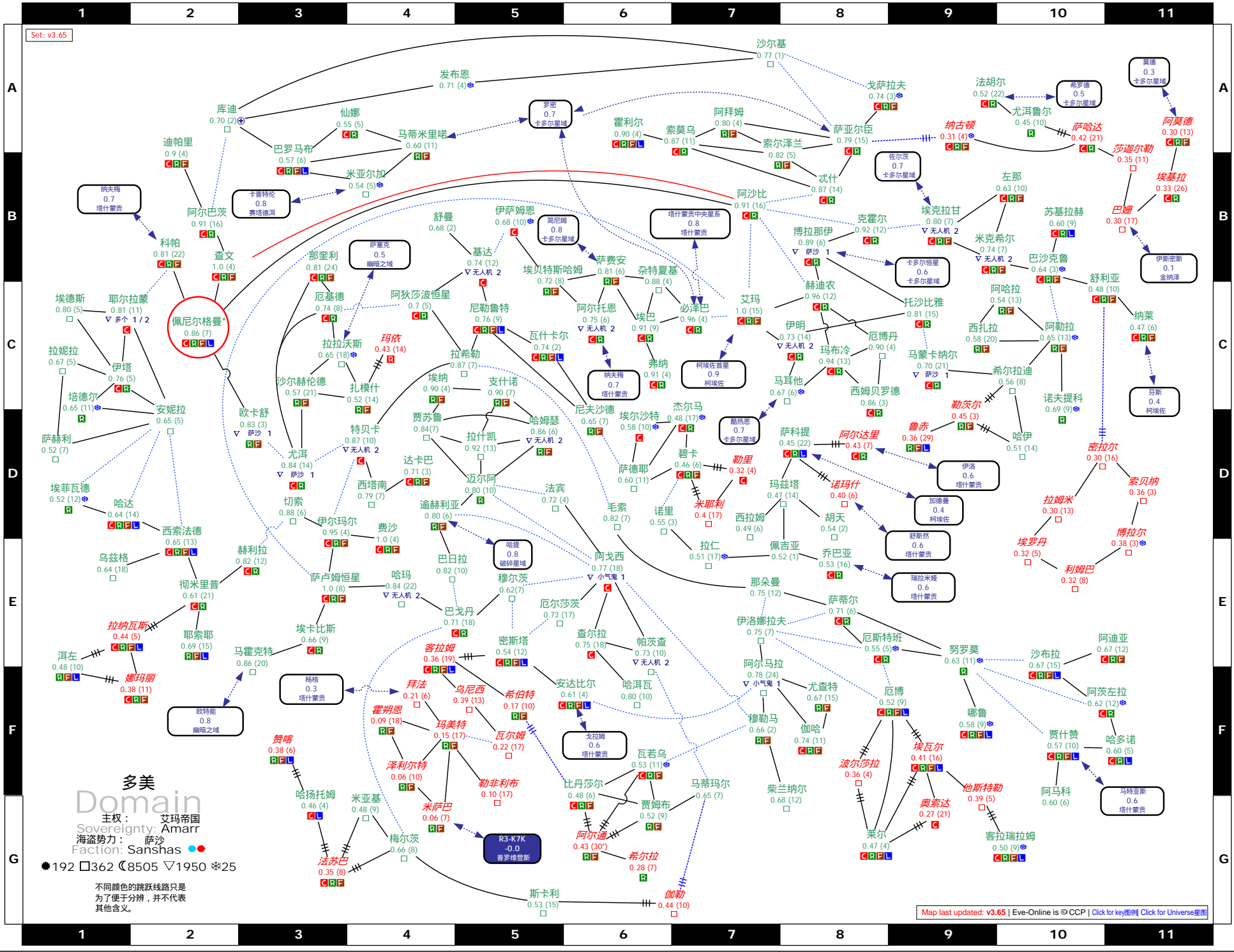
Devoid

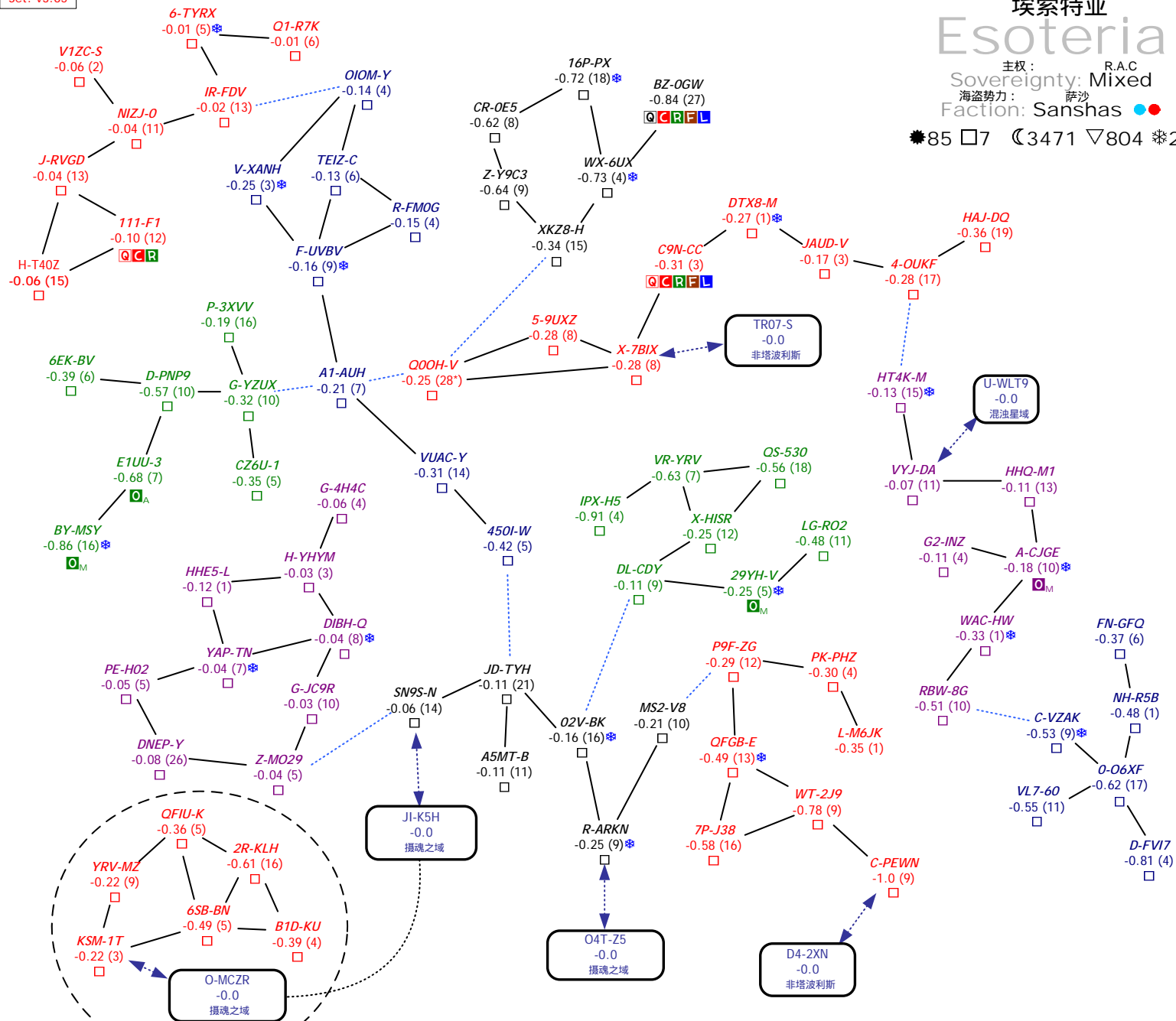
主权: 艾玛帝国  
海盗势力: 萨沙  
Faction: Sanshas

52 108 2253 507 8

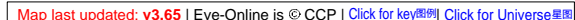
Map last updated: v3.65 | Eve-Online is © CCP | [Click for key图例](#) | [Click for Universe星图](#)





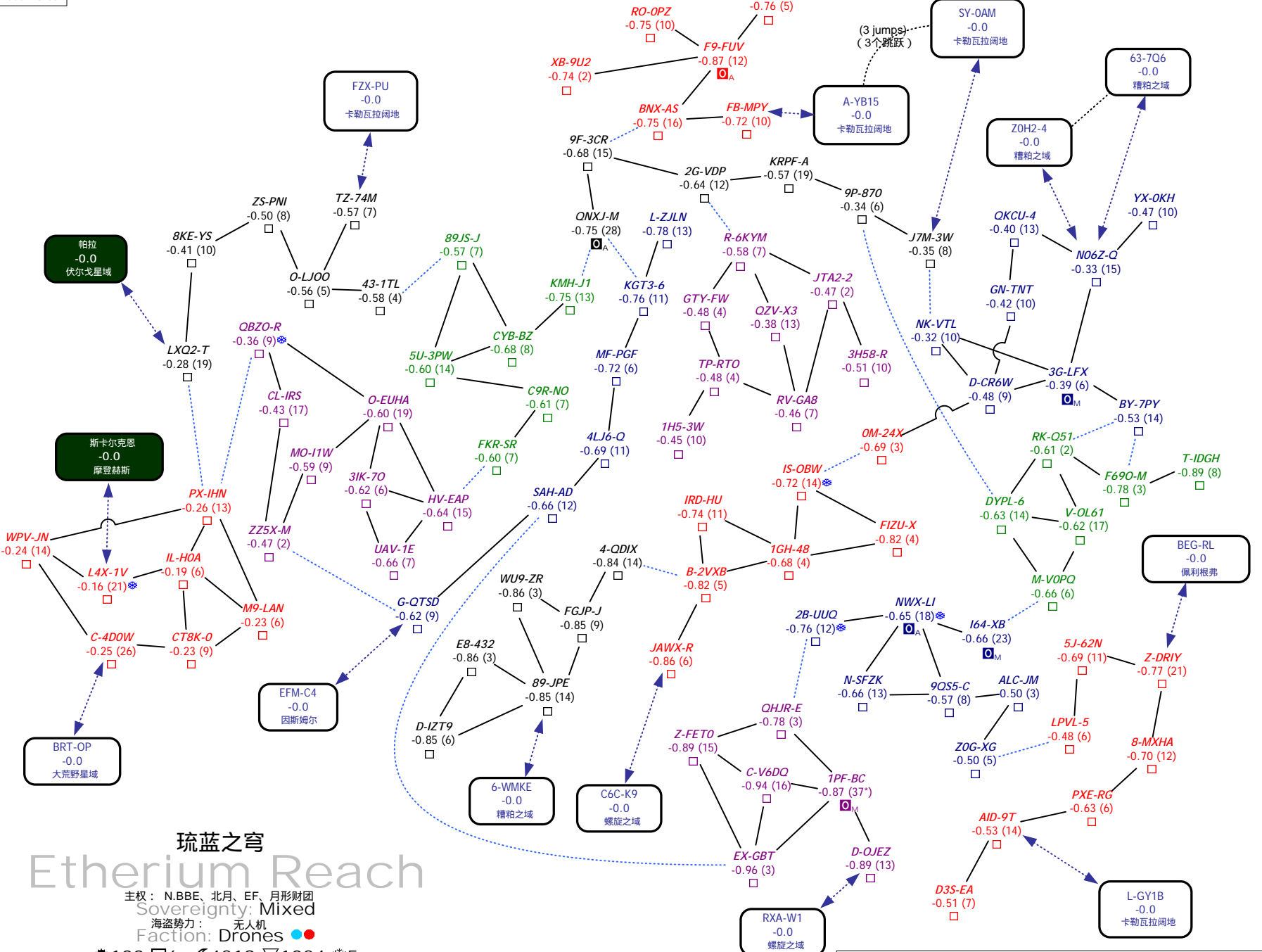








Set: v3.65



Set: v3.65

埃维希尔

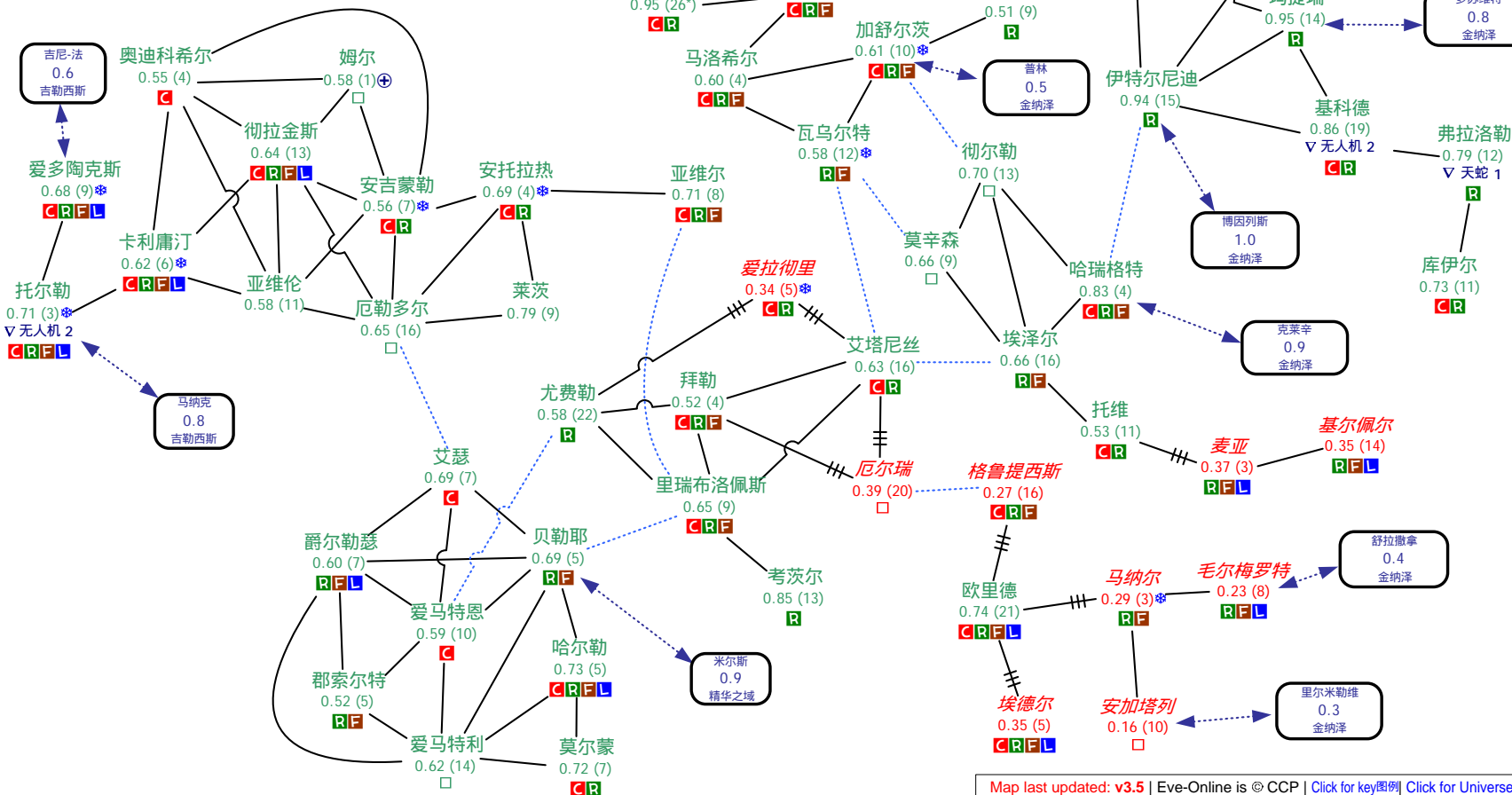
Everyshore

主权：盖伦特联邦

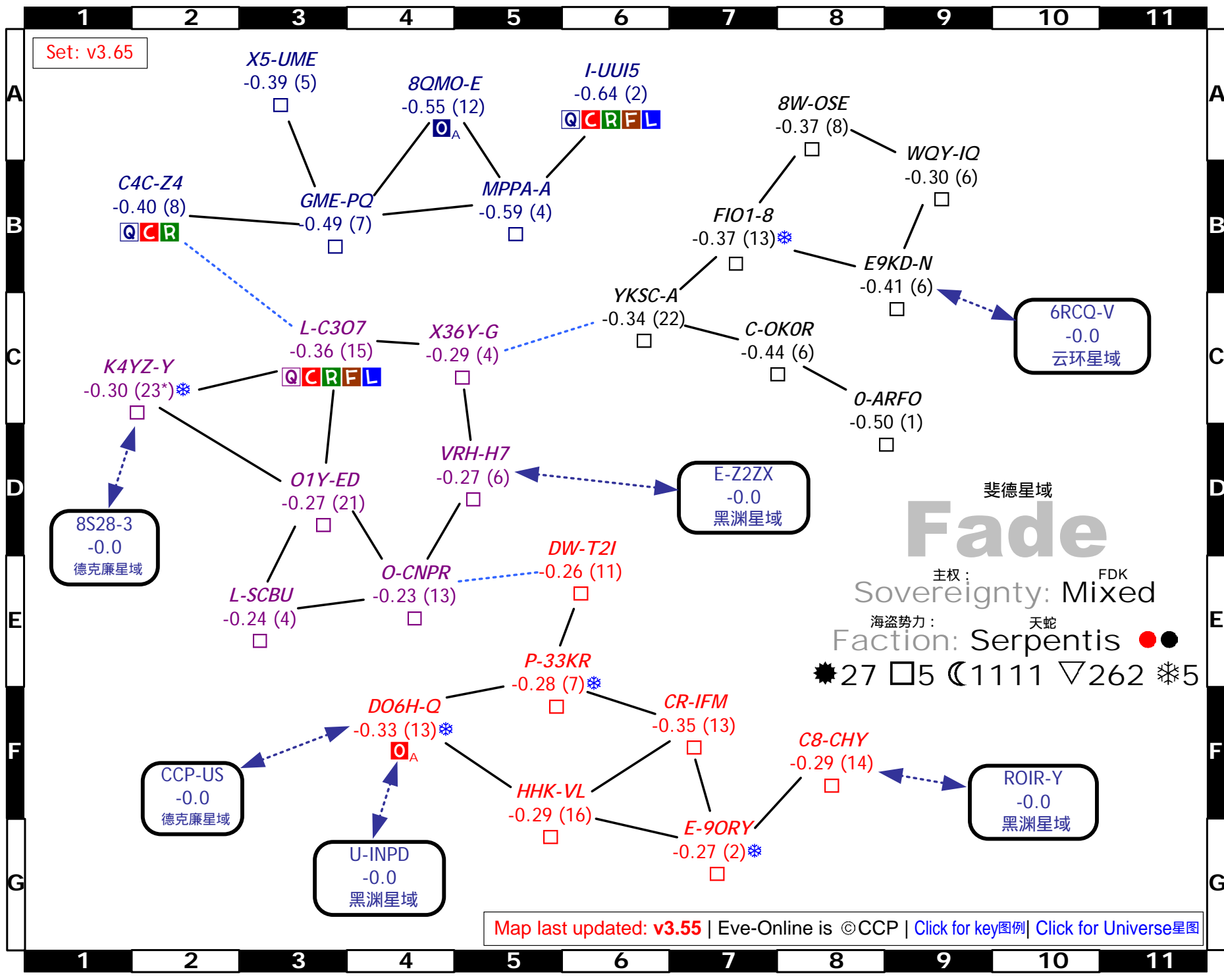
海盗势力：天蛇

Faction: Serpentis ●●

★54 □150 ◐2536 ▽543 ✨14



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## 源泉之域

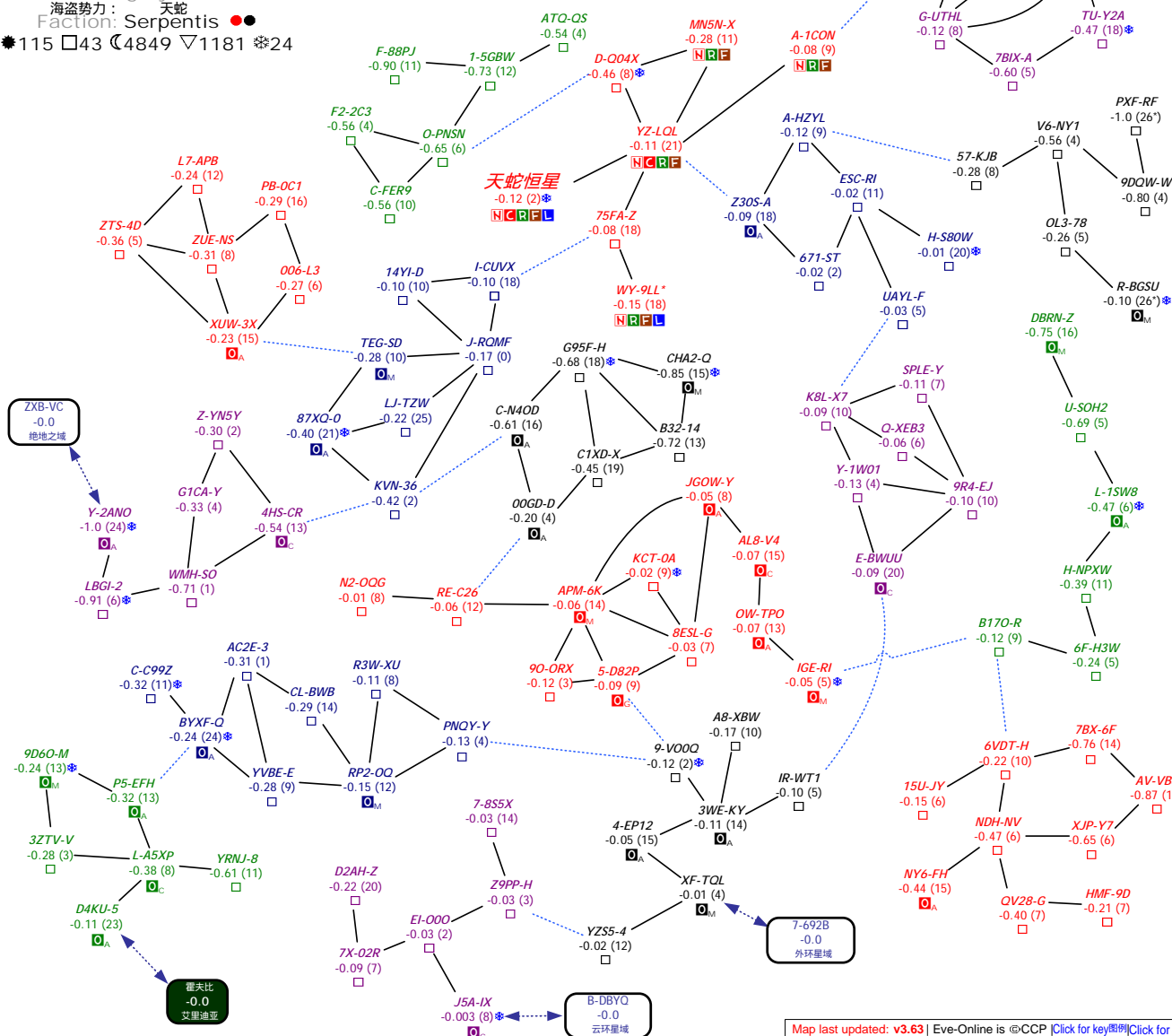
Fountain

主权：PIBC、天蛇

Sovereignty: M

海盜勢力：天蛇

☀115 □43 ☾4849 ▽1181 ❄24



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Set: v3.65

# 对舞之域

## Geminate

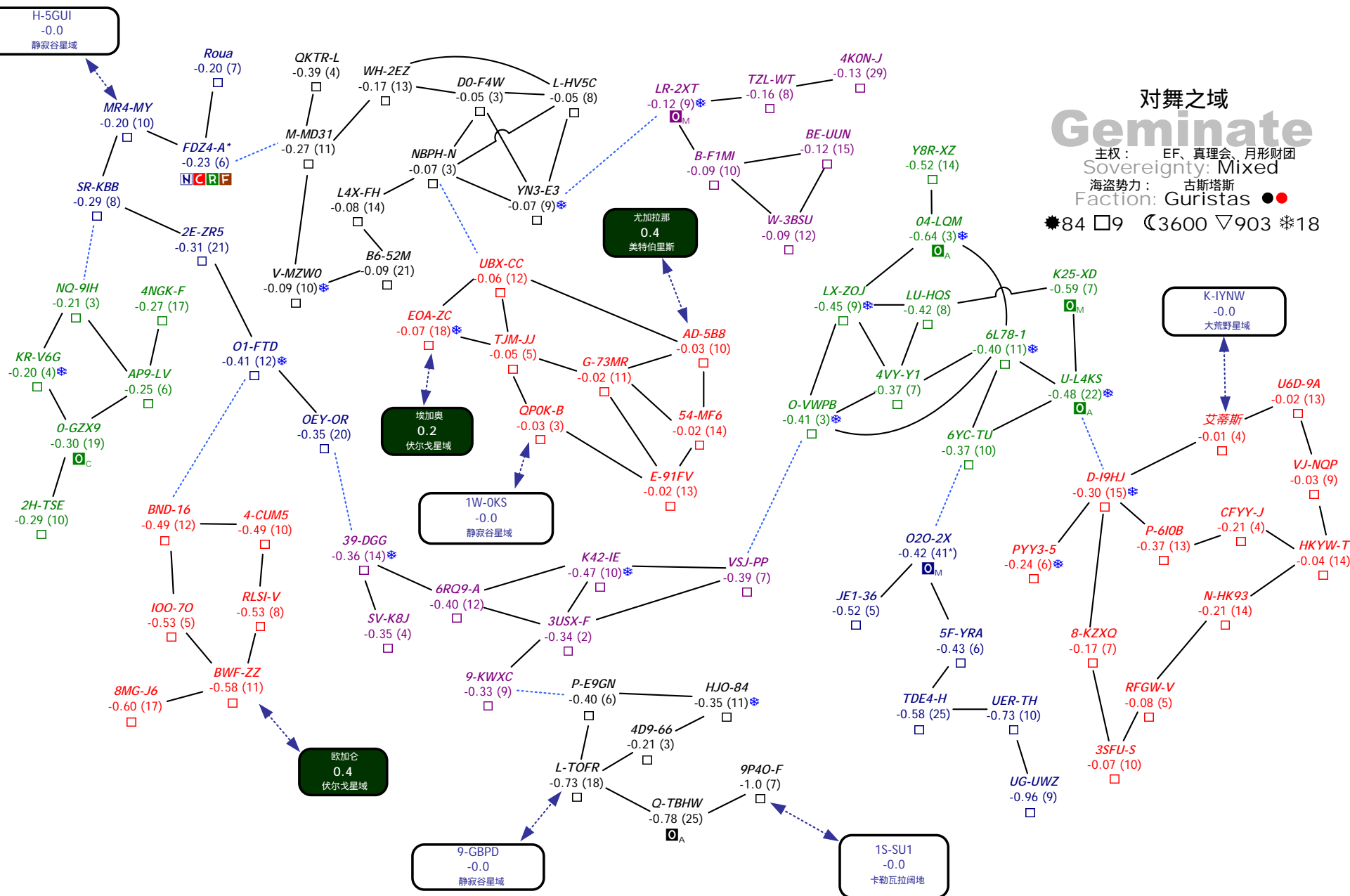
主权: EF、真理会、月形财团

Sovereignty: Mixed

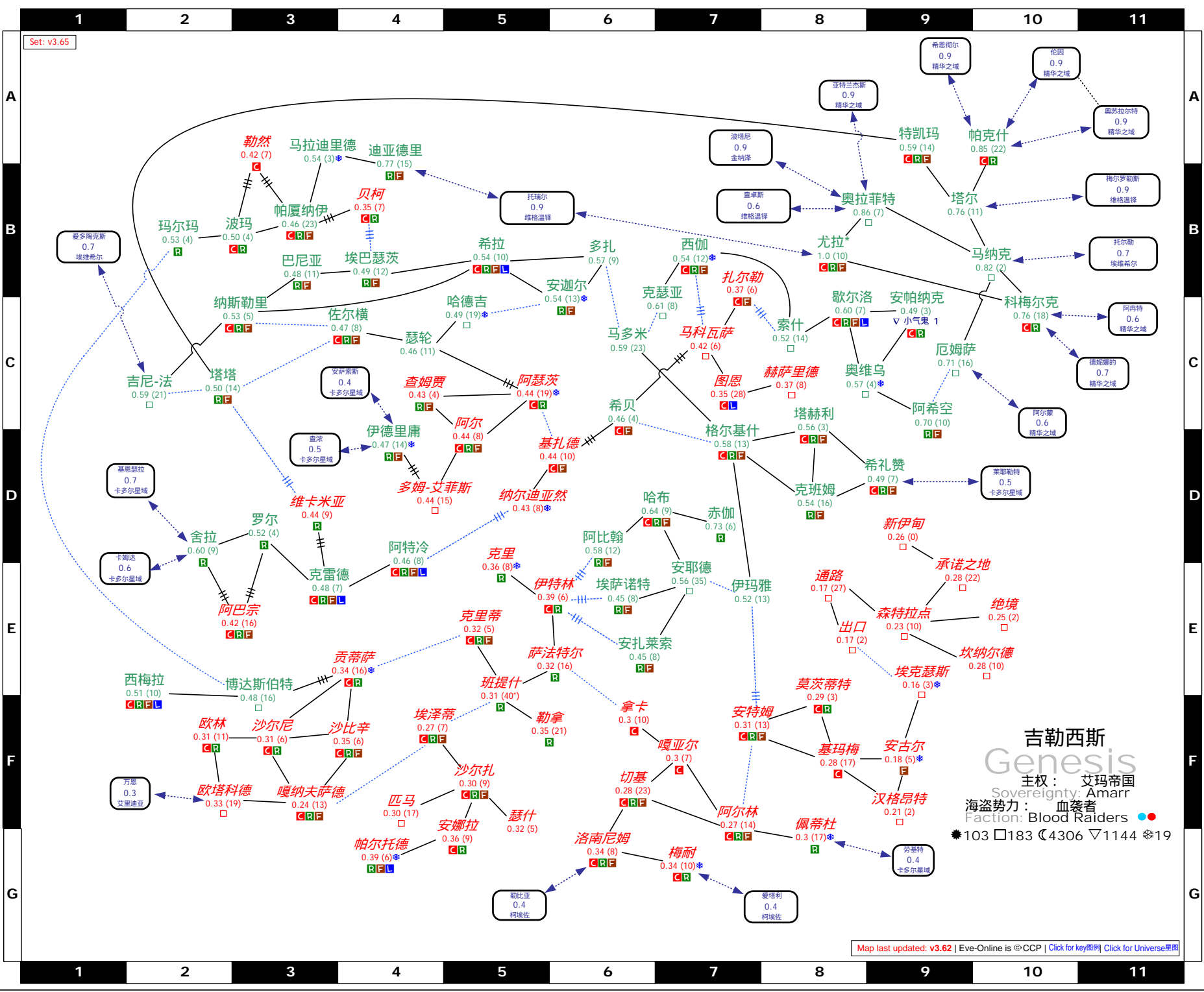
海盗势力: 古斯塔斯

Faction: Guristas

84 9 3600 903 18

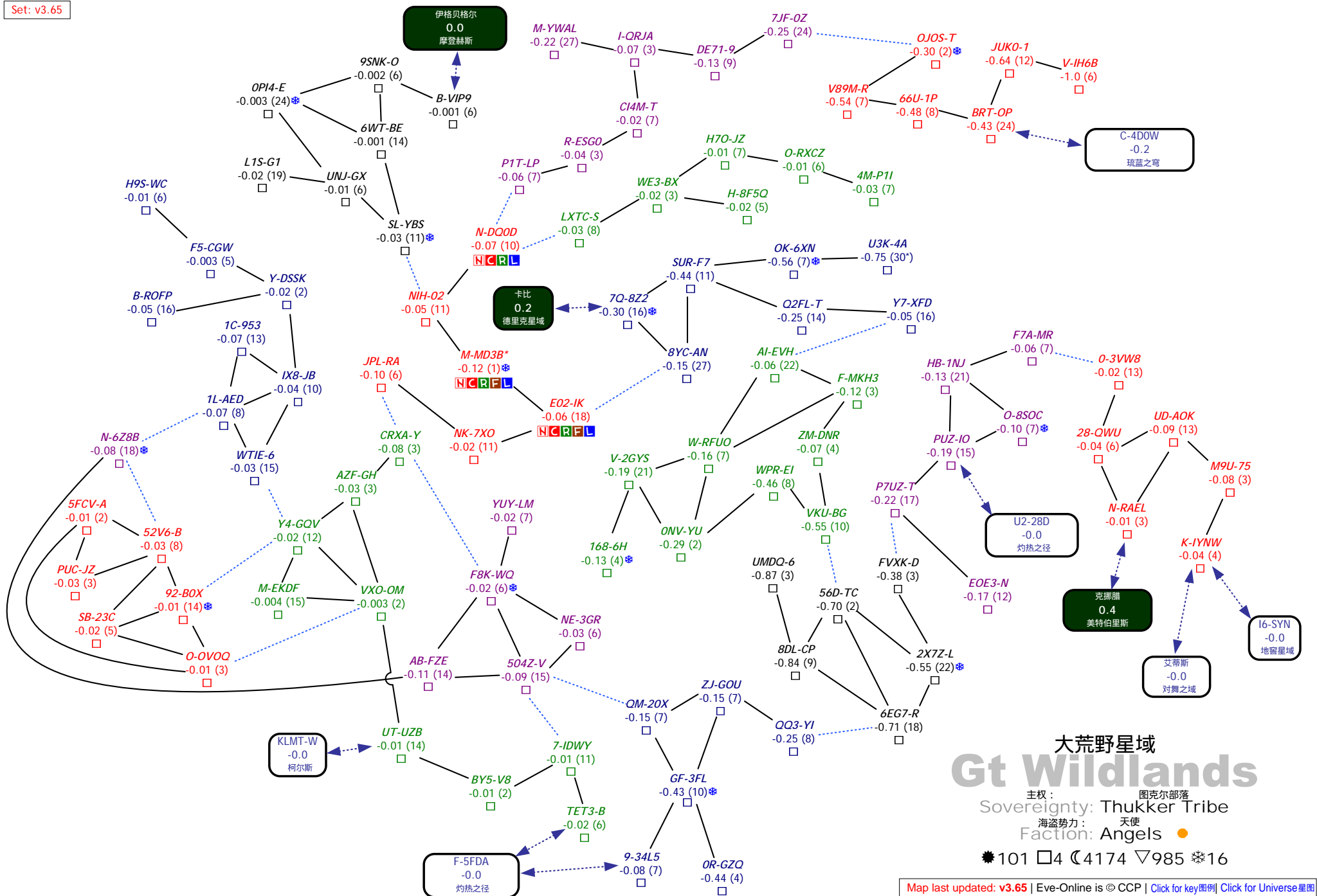


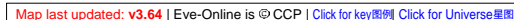




Set: v3.65

吉勒西斯  
Genesis  
主权: 艾玛帝国  
Sovereignty: Amarr  
海盗势力: 血袭者  
Faction: Blood Raiders  
●●  
✱103 □183 ◀4306 ▽1144 ✱19





Set: v3.65

伊梅瑟亚

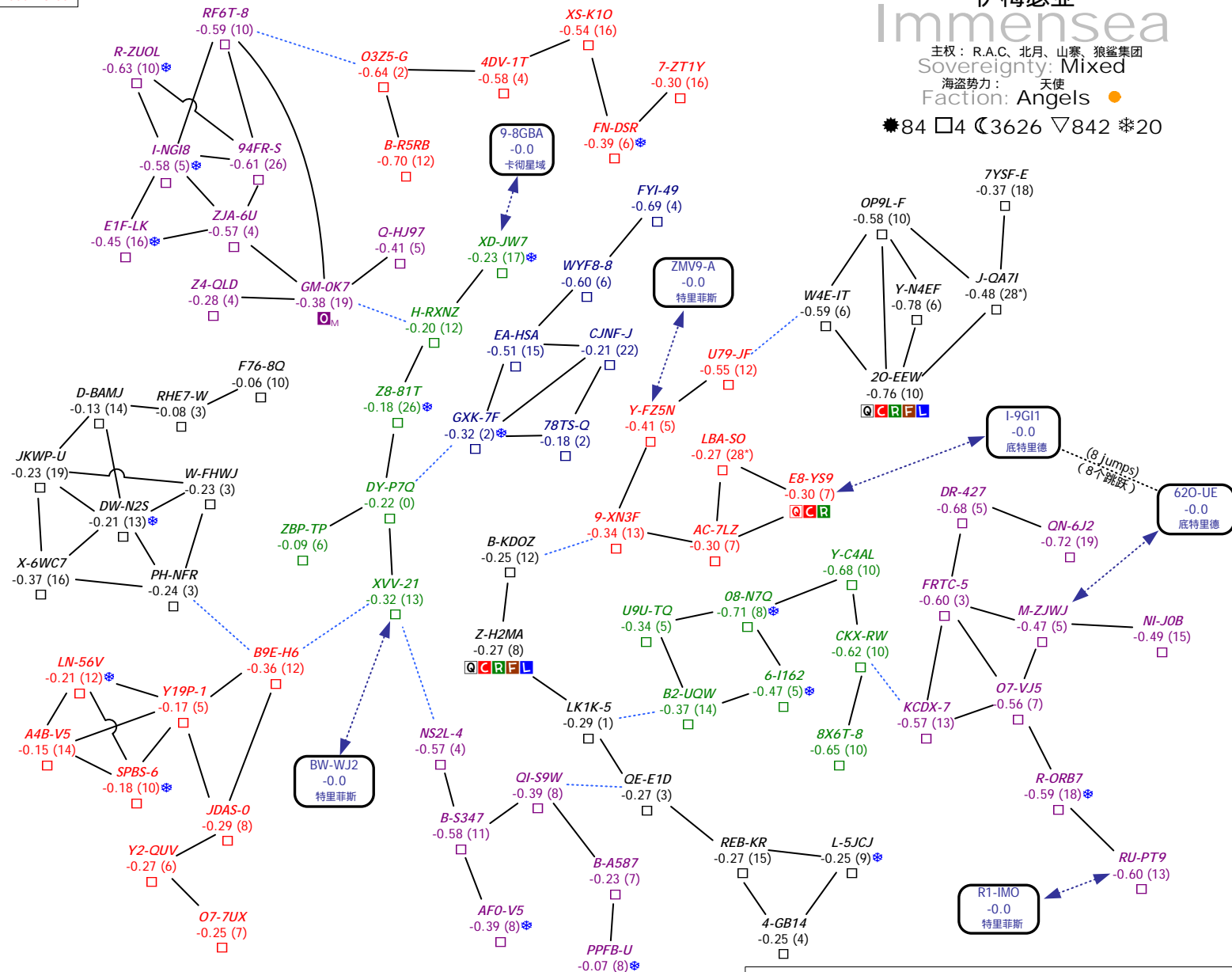
Immensea

主权: R.A.C、北月、山寨、狼鲨集团

海盗势力: 天使

Faction: Angels

84 4 3626 842 20



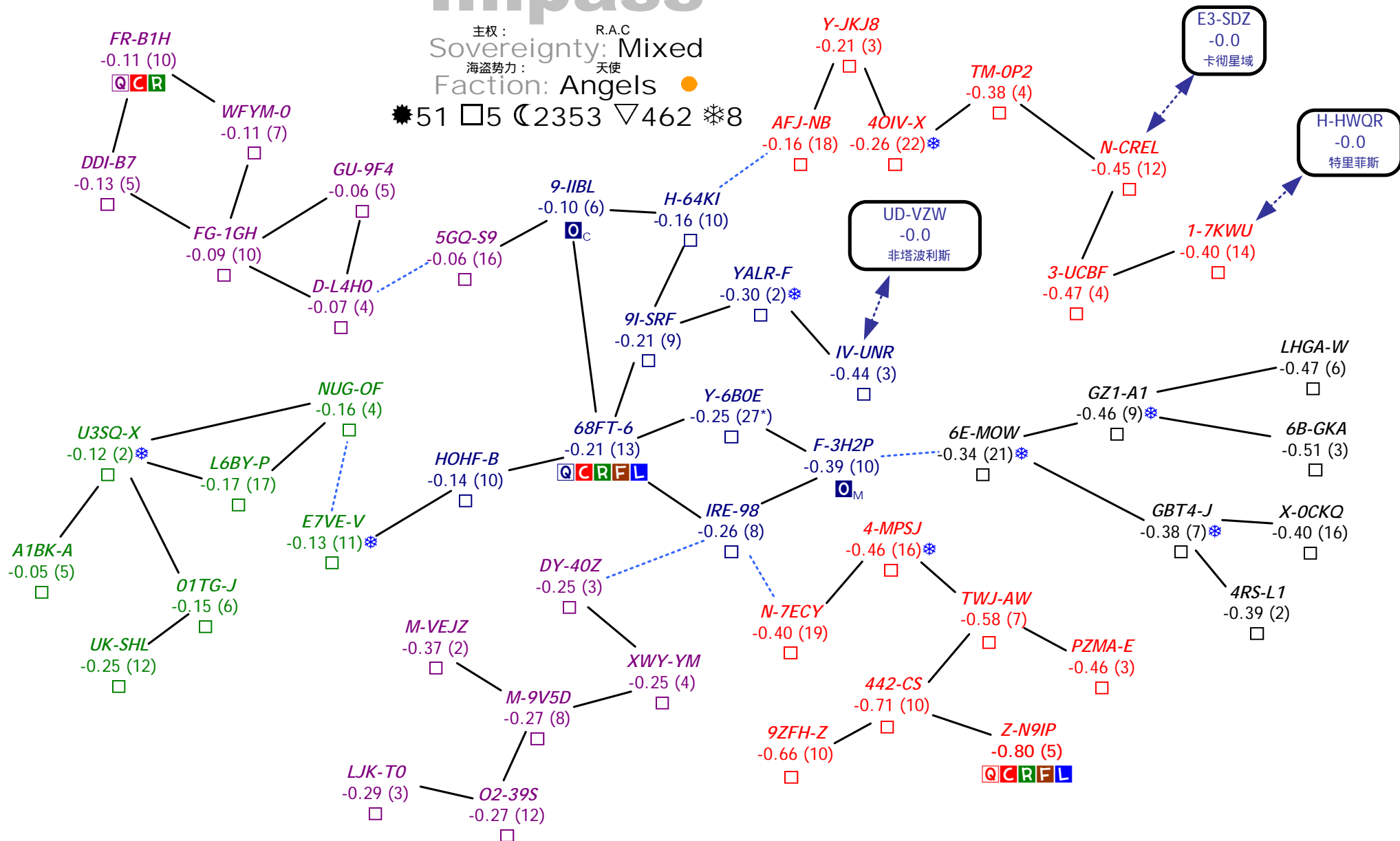
Map last updated: v3.63 | Eve-Online is ©CCP | Click for key图例 Click for Universe星图

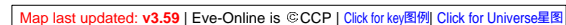
绝径星域

绝径星域  
Impass

主权： R.A.C  
Sovereignty: Mixed  
海盗势力： 天使  
Faction: Angels ●

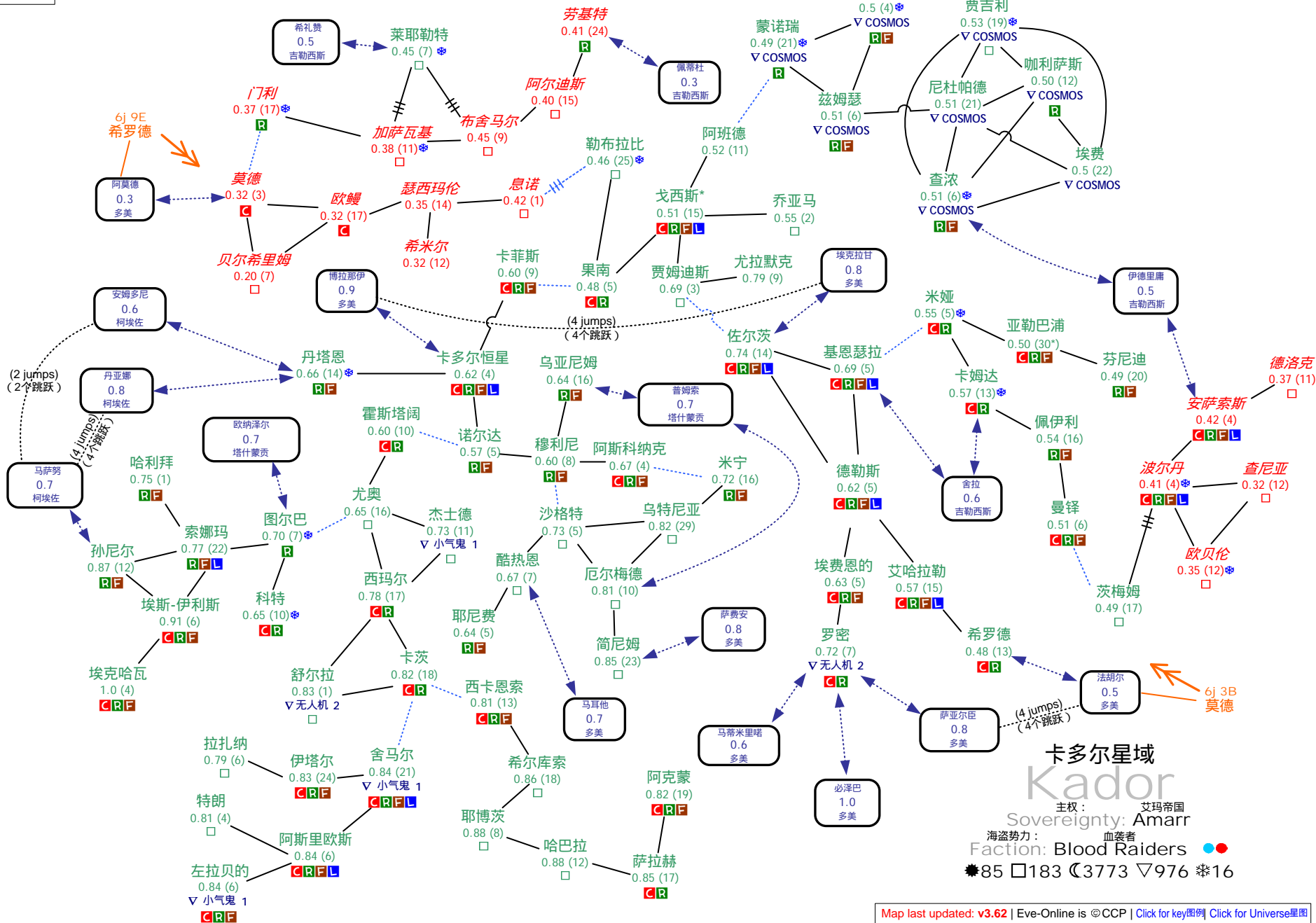
☀51 □5 ☾2353 ▽462 ❄8







Set: v3.65





# The Kalevala Expanse

卡勒瓦拉阔地

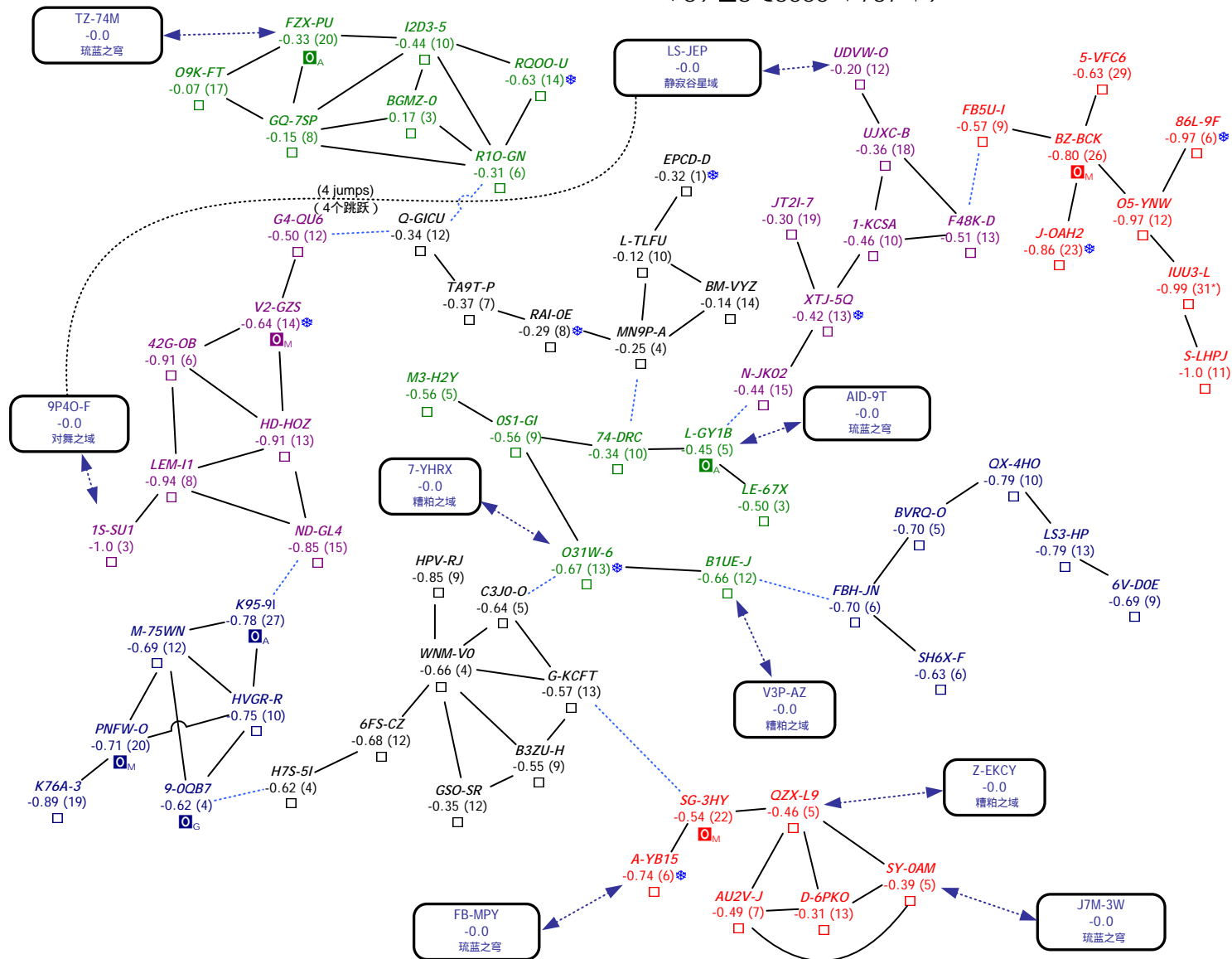
Set: v3.65

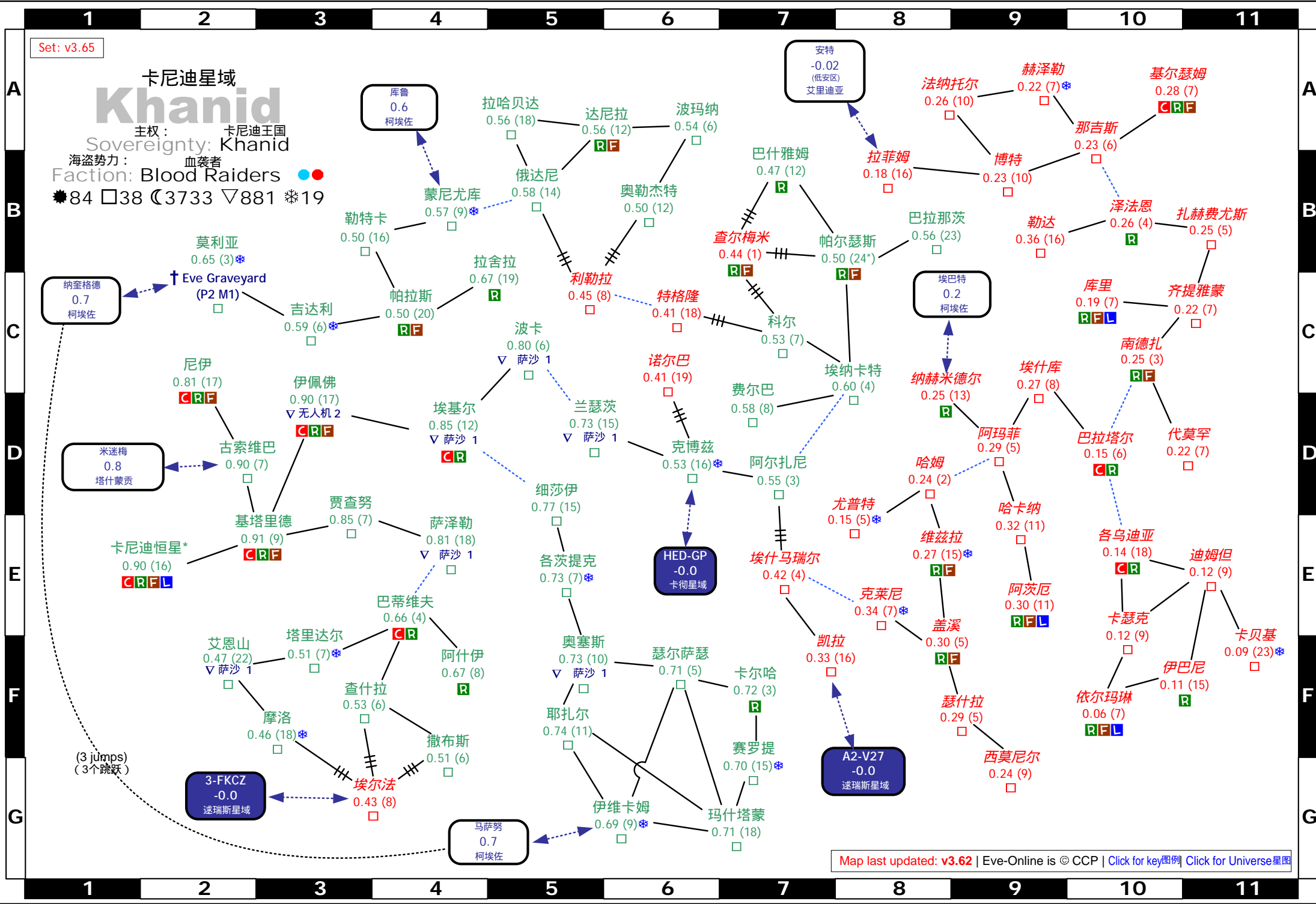
主权: EF, N, BBE  
Mixed

海盗势力: 无人机

Faction: Drones ●●●

✳69 ✧8 ♣3050 ♠767 ✳9





Set: v3.65

柯埃佐

Kor-Azor

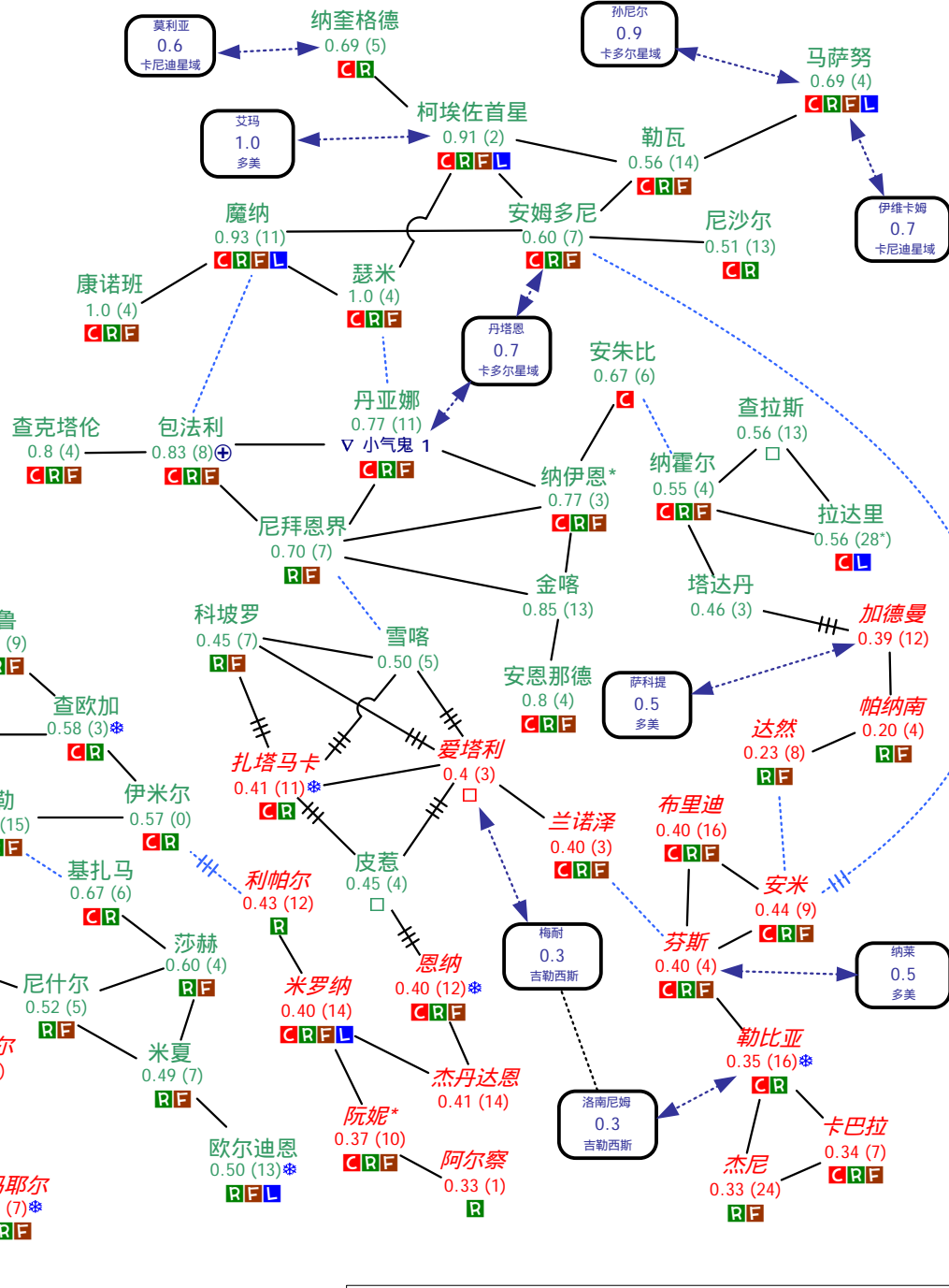
主权：艾玛帝国

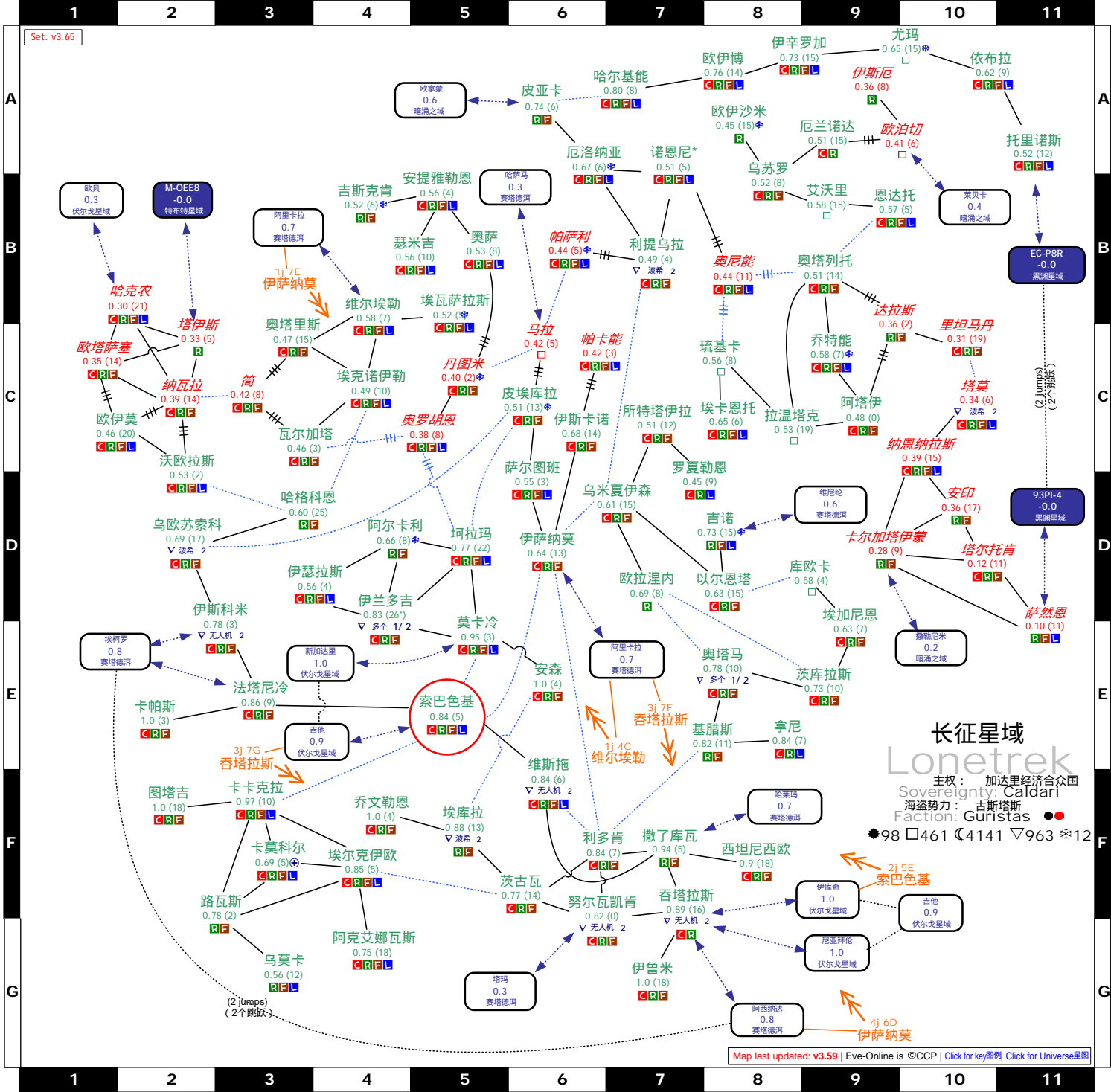
Sovereignty: Amarr

海盗势力：血袭者

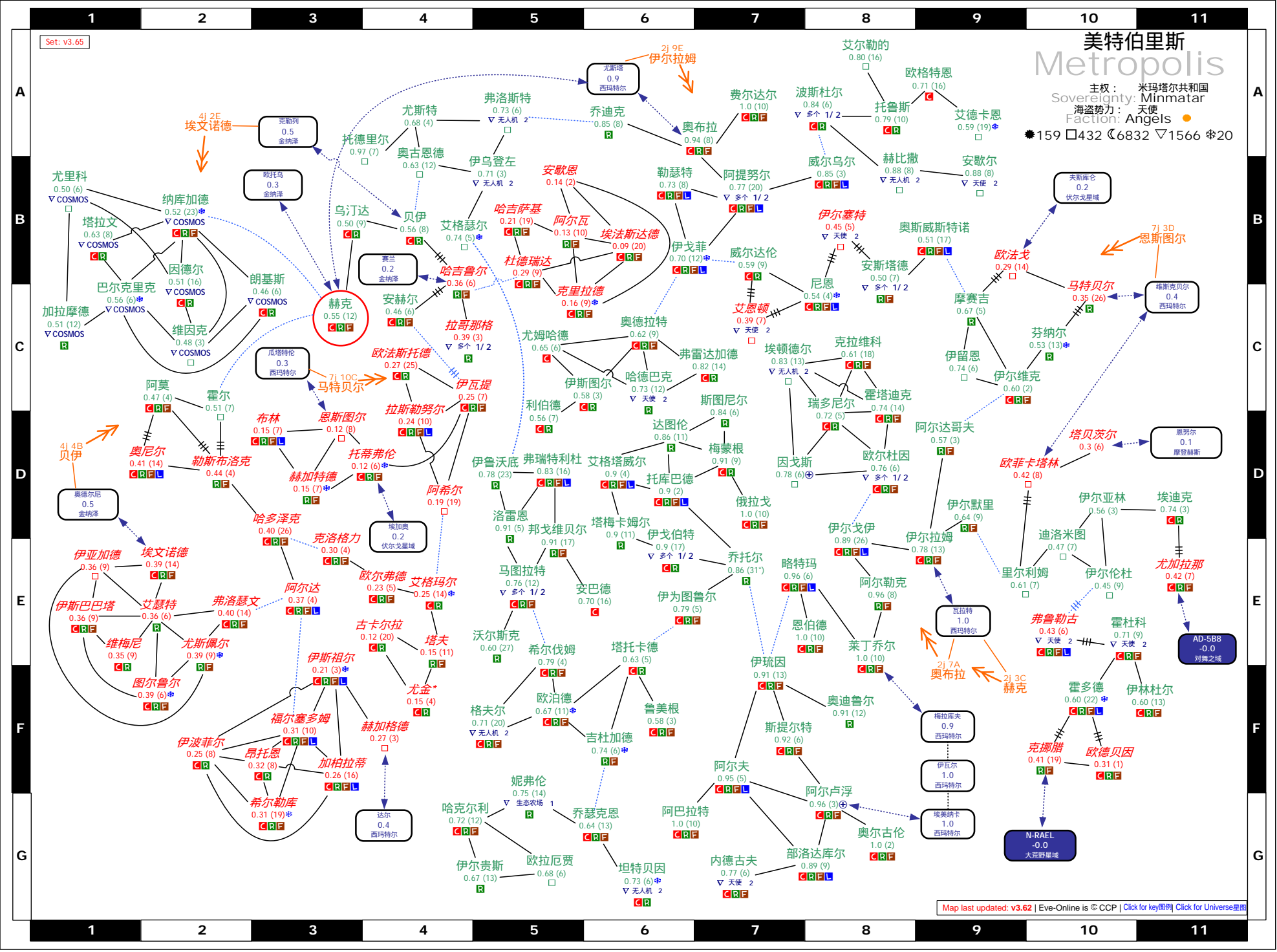
Faction: Blood Raiders

61 154 2377 528 8

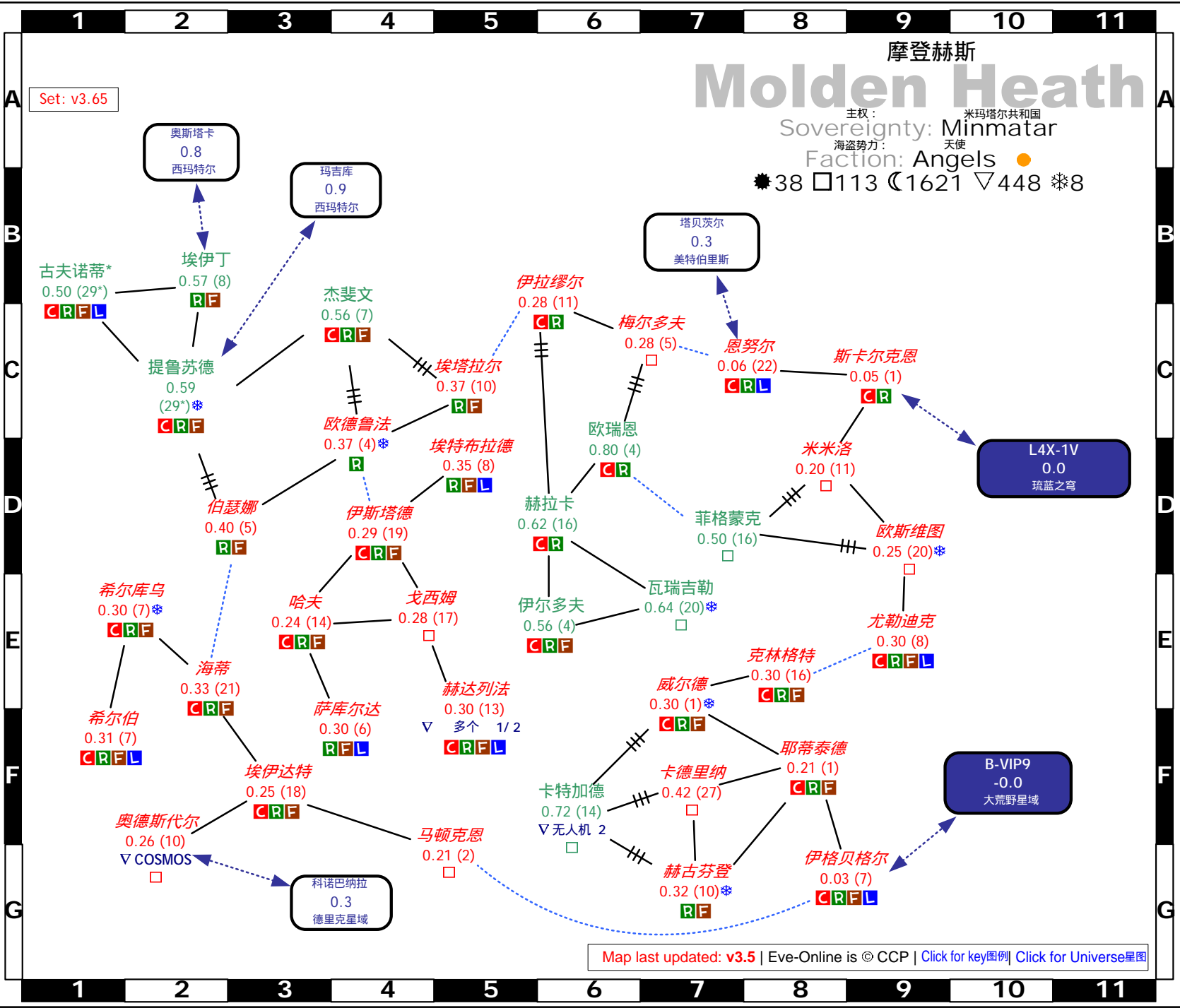












摩登赫斯

# Morden Heath

主权：米玛塔尔共和国

Sovereignty: Minmatar

海盗势力：天使

Faction: Angels

☀38 ☐113 ☾1621 ▽448 ✨8

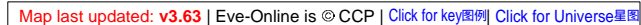
Set: v3.65

L4X-1V  
0.0  
琉蓝之穹

B-VIP9  
-0.0  
大荒野星域



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欧米斯特

# Omist

主权: EF  
Sovereignty: Mixed

海盗势力: 天使

Faction: Angels

✱43 □5 ◐1900 ▽460 ✨8

MJ-X5V

-0.37 (11)

M9-FIB

-0.41 (14)

D2EZ-X

-0.46 (7)

DJK-67

-0.39 (21)

Y-MSJN

-0.35 (7)

3FKU-H

-0.36 (8)

J-4FNO

-0.34 (6)

PEM-LC

-0.38 (16)

AXDX-F

-0.33 (14) ✨

LOI-L1

-0.29 (5)

KR8-27

-0.26 (10)

VULA-I

-0.1 (11)

73-JQO

-0.09 (4)

R2TJ-1

-0.09 (2)

LQ-AHE

-0.09 (11) ✨

NZPK-G

-0.46 (18)

6T3I-L

-0.46 (6)

QSF-EJ

-0.60 (13)

L-ASOO

-0.74 (13)

K-10Y3

-0.41 (1)

MMUF-8

-0.43 (11) ✨

NQH-MR

-0.33 (5)

H90-C9

-0.53 (7)

99-OGS

-0.35 (7)

ODD-MH

-0.40 (25\*) ✨

X-3AUU

-0.25 (5)

RI-JB1

-0.25 (8)

Z-7OK1

-0.72 (2)

1I6F-9

-0.64 (7)

UEPO-A

-0.75 (7)

66-PMM

-0.93 (11)

OKEO-X

-0.90 (3)

7L9-ZC

-1.0 (14)

7-8EOE

-0.96 (12) ✨

C-WPWH

-0.09 (19) ✨

LS-QLX

-0.09 (19)

S-XZHU

-0.09 (20)

9MWZ-B

-0.09 (7)

TSG-NO

-0.0

非塔波利斯

6-ELQP

-0.0

非塔波利斯

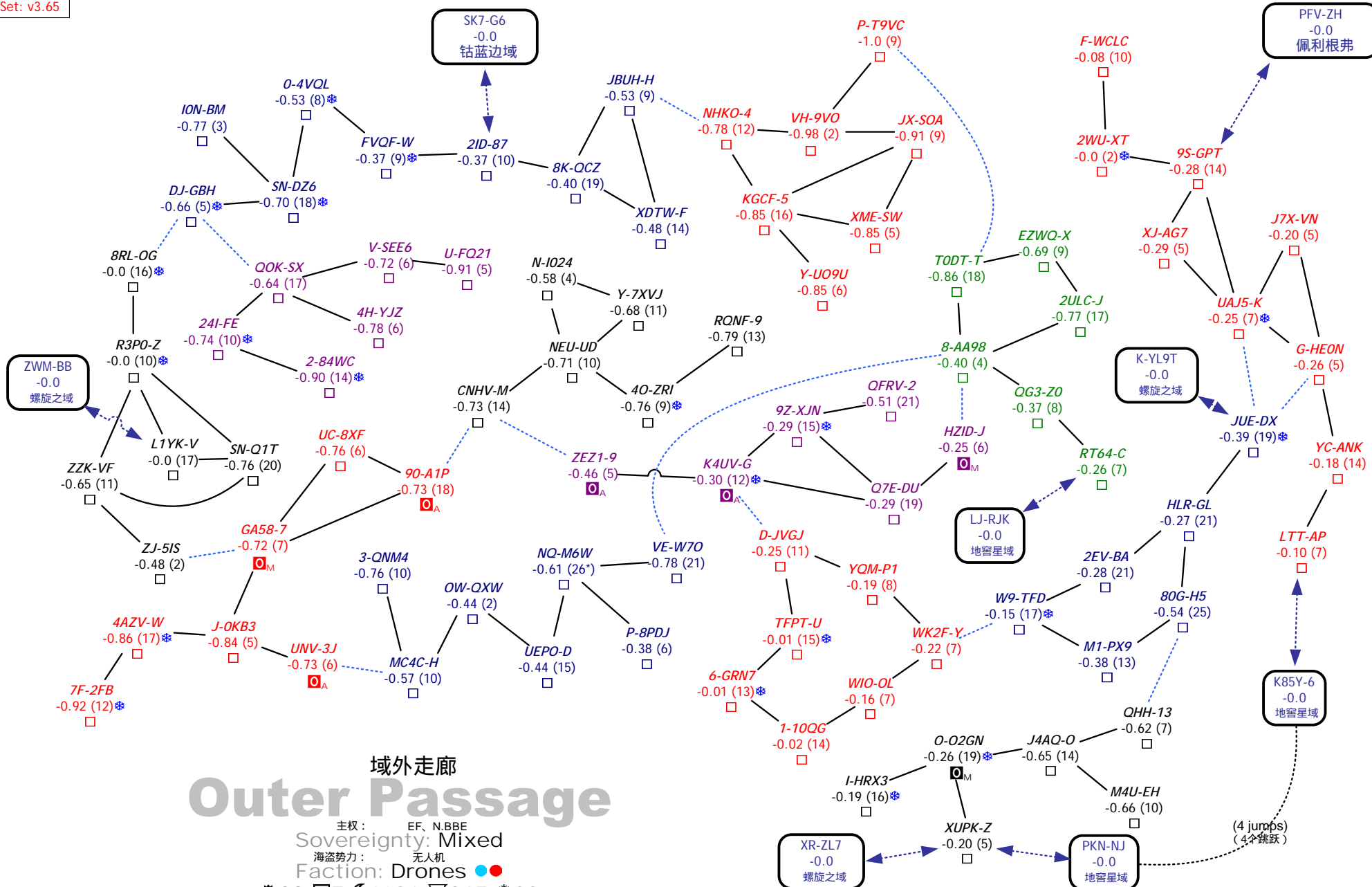
ZO-P5K

-0.0

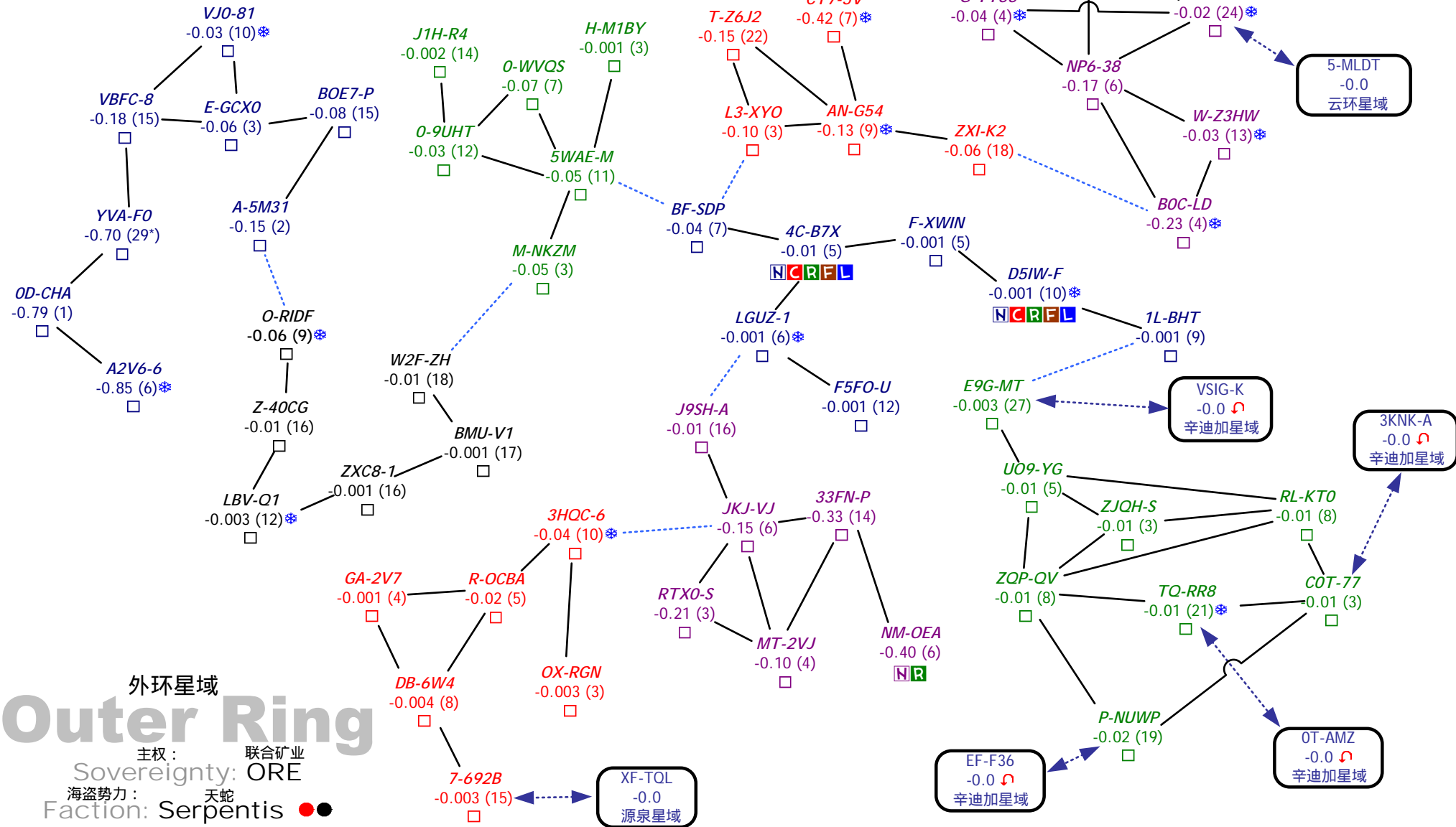
特里菲斯

Map last updated: v3.63 | Eve-Online is ©CCP | [Click for key图例](#) | [Click for Universe星图](#)

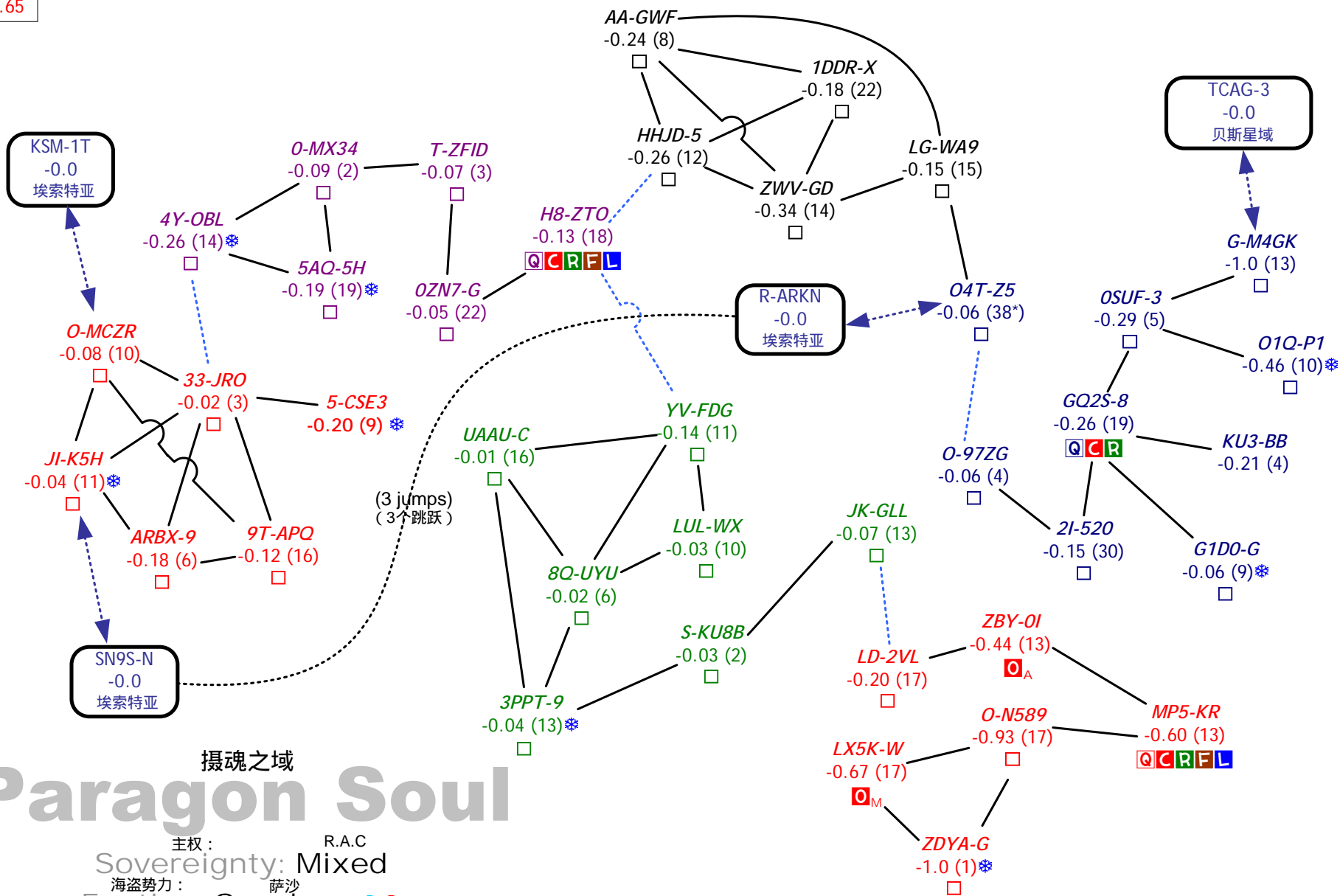
Set: v3.65



Set: v3.65



Set: v3.65



主权: R.A.C  
Sovereignty: Mixed  
海盗势力: 萨沙  
Faction: Sanshas

39 5 1924 482 13

Map last updated: v3.63 | Eve-Online is © CCP | [Click for key图例](#) | [Click for Universe星图](#)

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贝斯星域

# Period Basis

主权:

PIBC

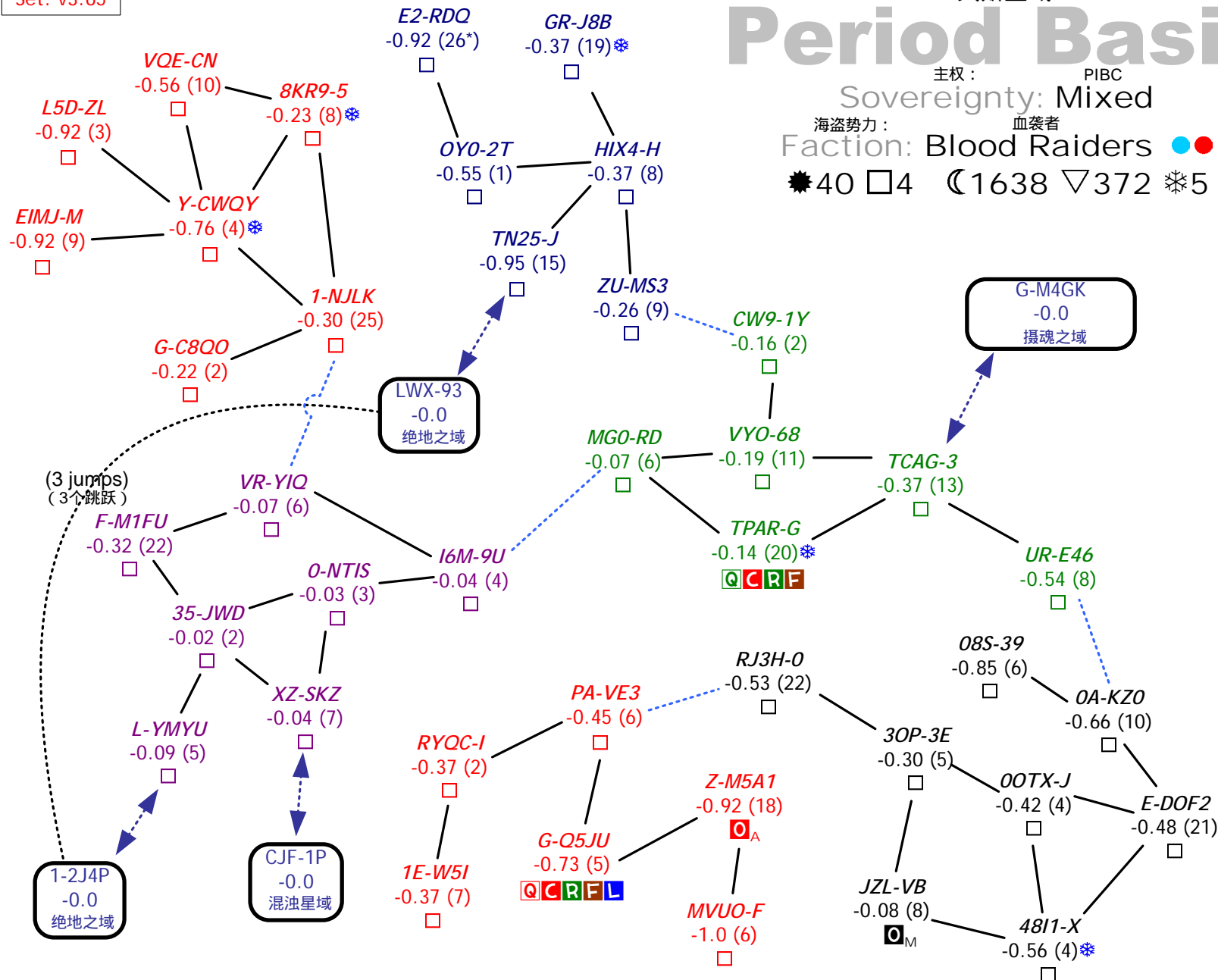
Sovereignty: Mixed

海盗势力:

血袭者

Faction: Blood Raiders

★40 □4 (1638 ▽372 ❄5



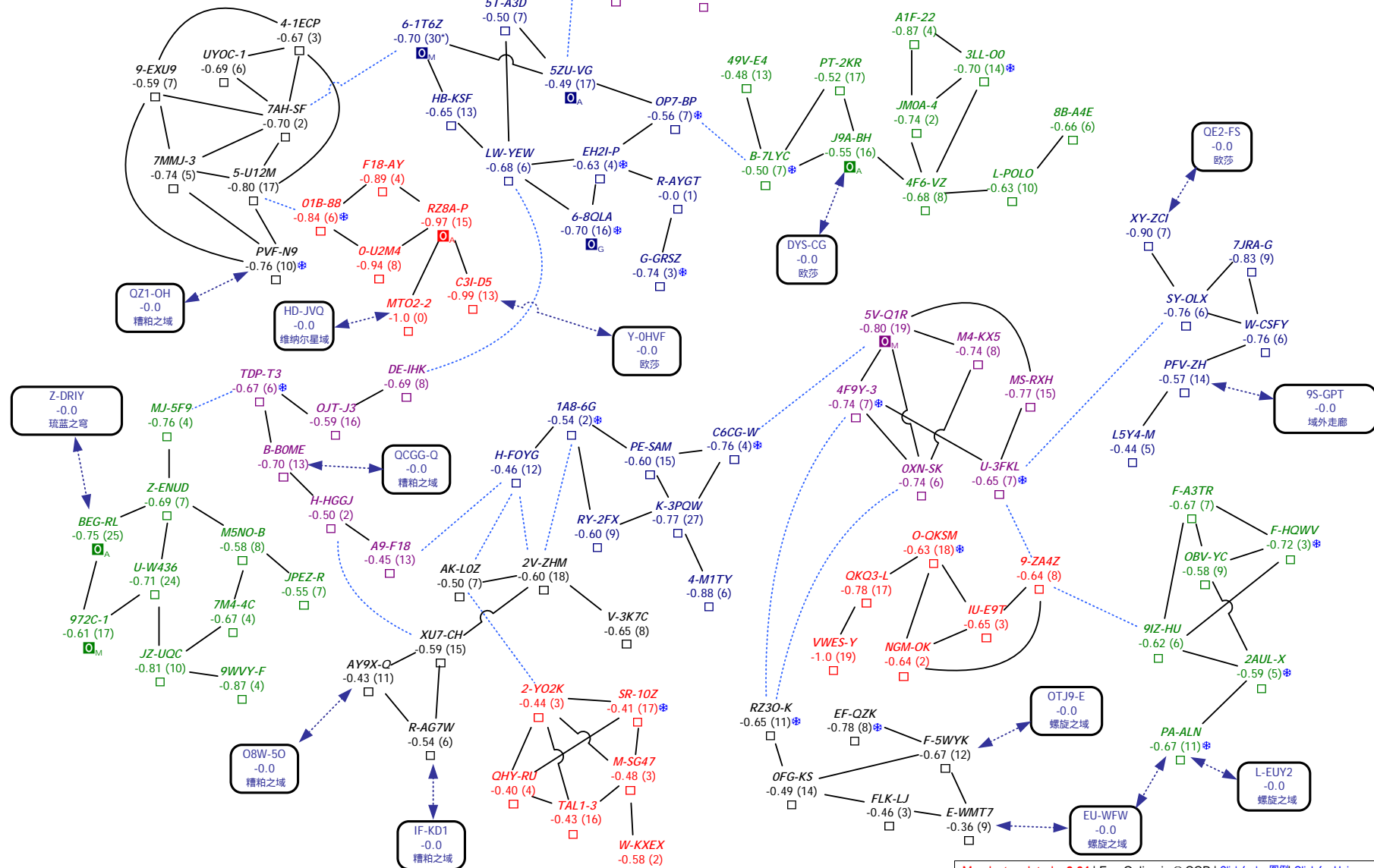
Map last updated: v3.63 | Eve-Online is ©CCP | [Click for key图例](#) [Click for Universe星图](#)

佩利根弗

# Perrigen Falls

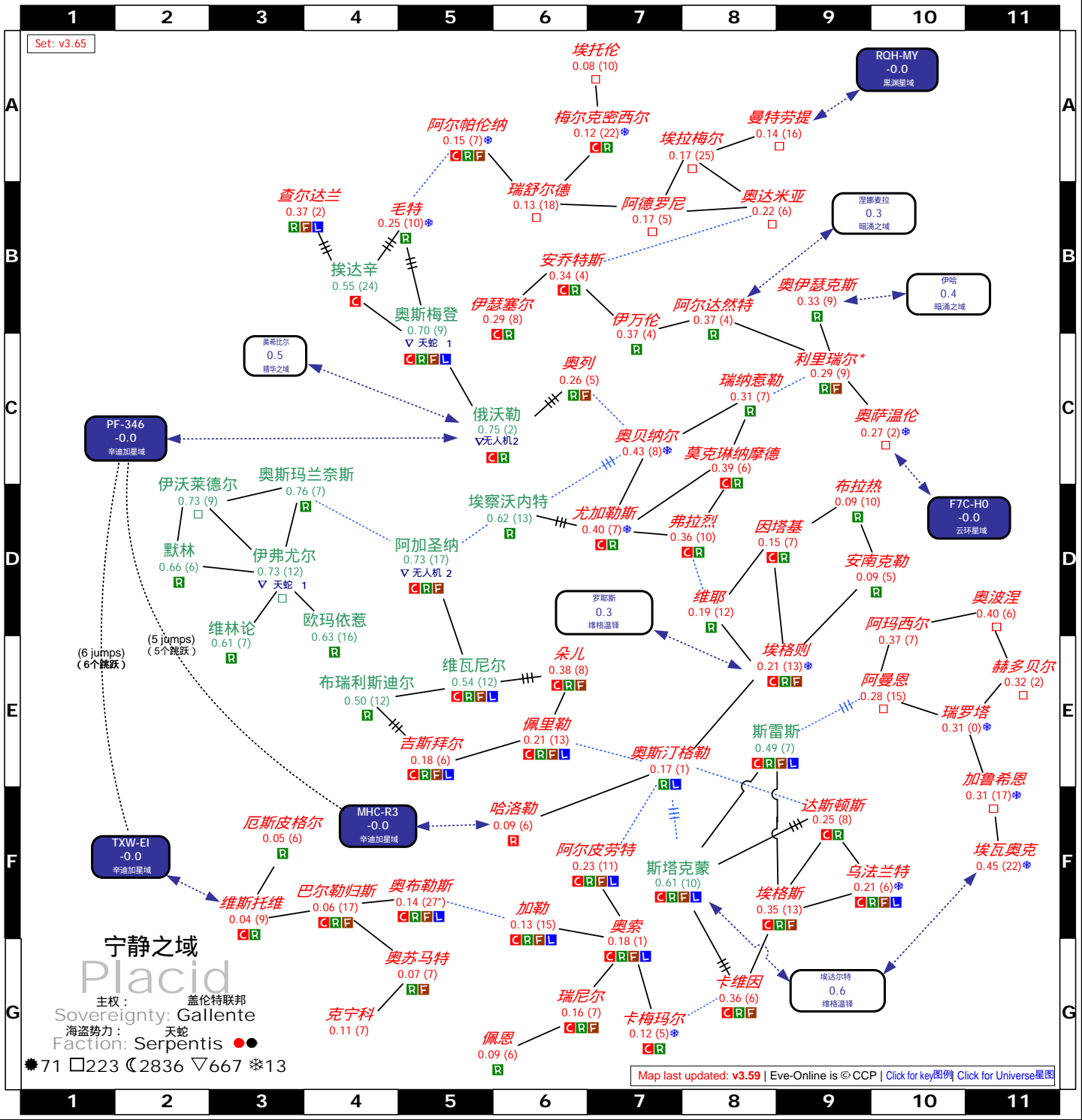
主权： N.BBE、 EF  
Sovereignty: Mixed  
海盗势力： 无人机  
Faction: Drones ●●

☀104 ☐8 ☾4360 ▽958 ❄22



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Map last updated: v3.59 | Eve-Online is © CCP | [Click for key图例](#) [Click for Universe星图](#)

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普罗维登斯

Providence

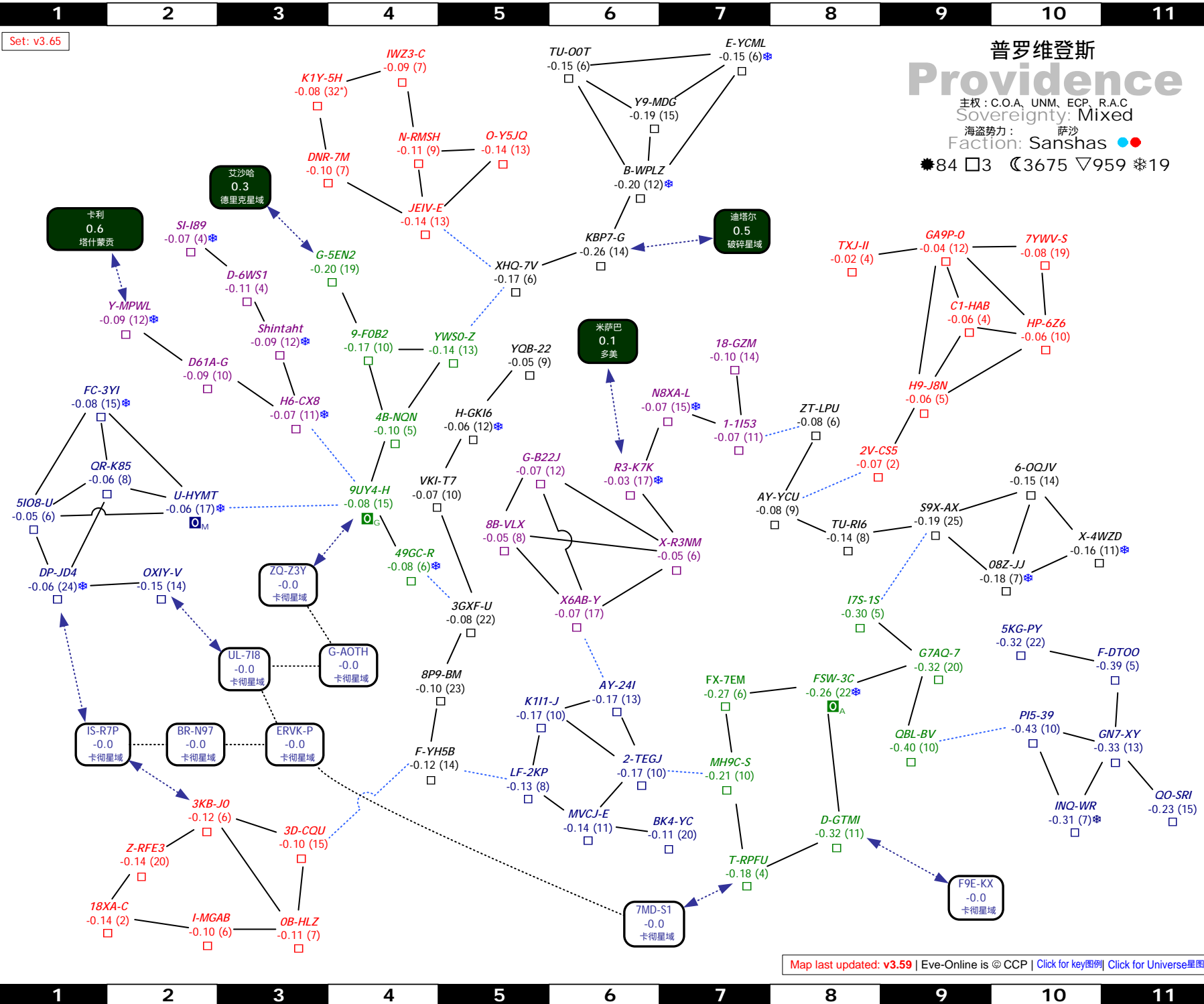
主权 : C.O.A. UNM. ECP. R.A.C

Sovereignty: Mixed

海盗势力 : 萨沙

Faction: Sanshas

84 3675 959 19



黑渊星域

# Pure Blind

Sovereignty: Mixed

海盗势力：古斯塔斯  
Faction: Guristas

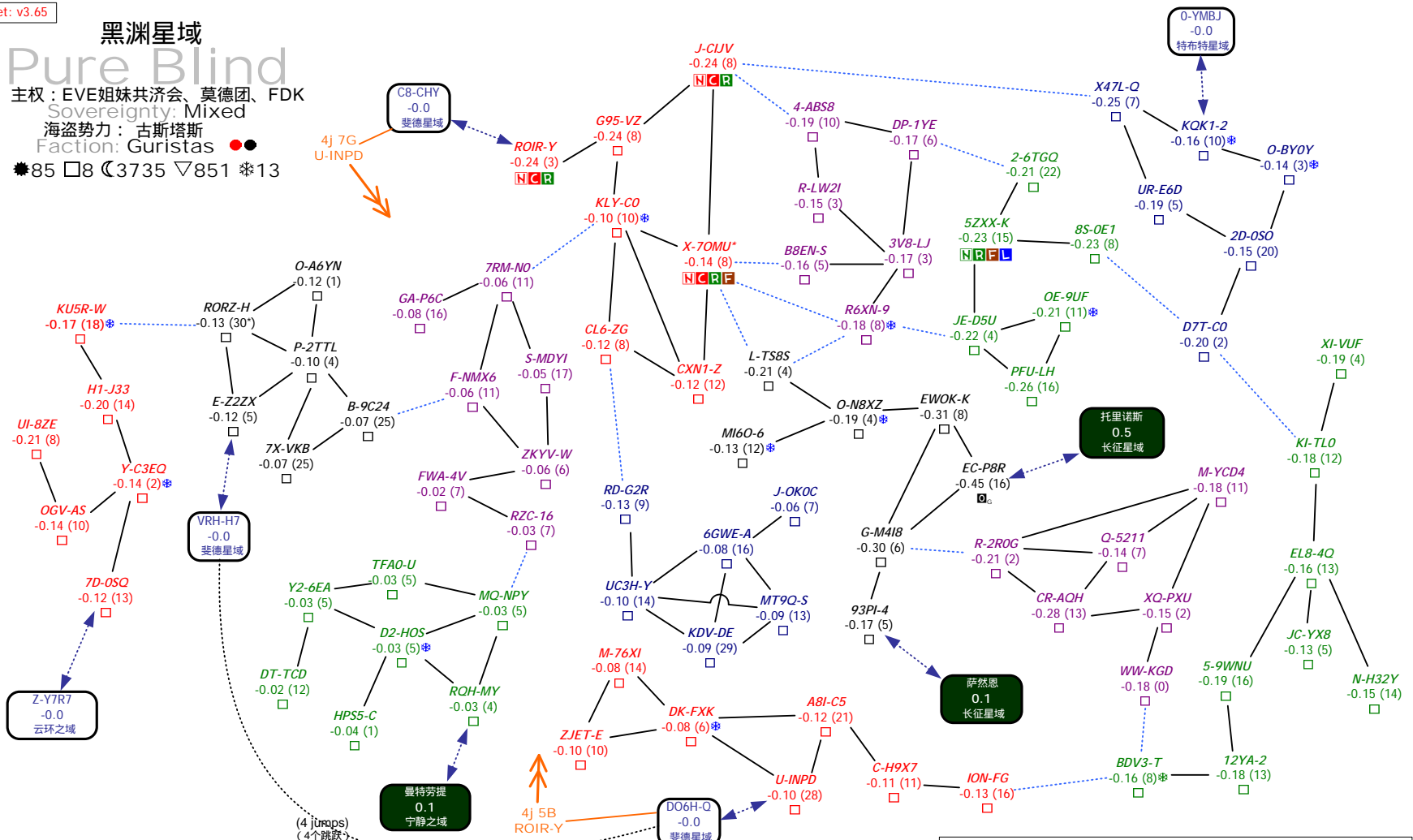
☀85 □8 ☾3735 ▽851 ❄13

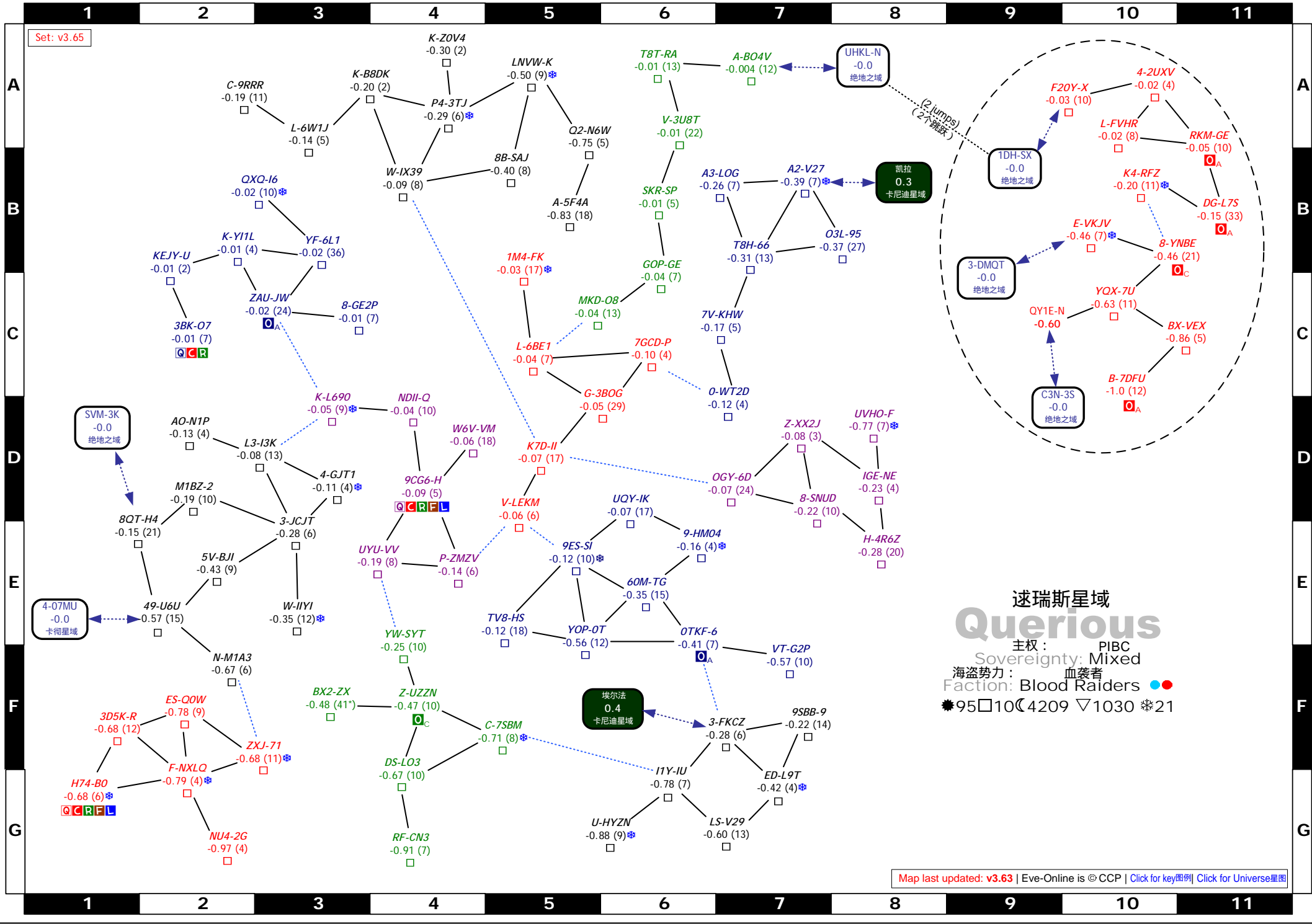
4j 7G  
U-INPD

(4 jumps)  
(4个跳跃)

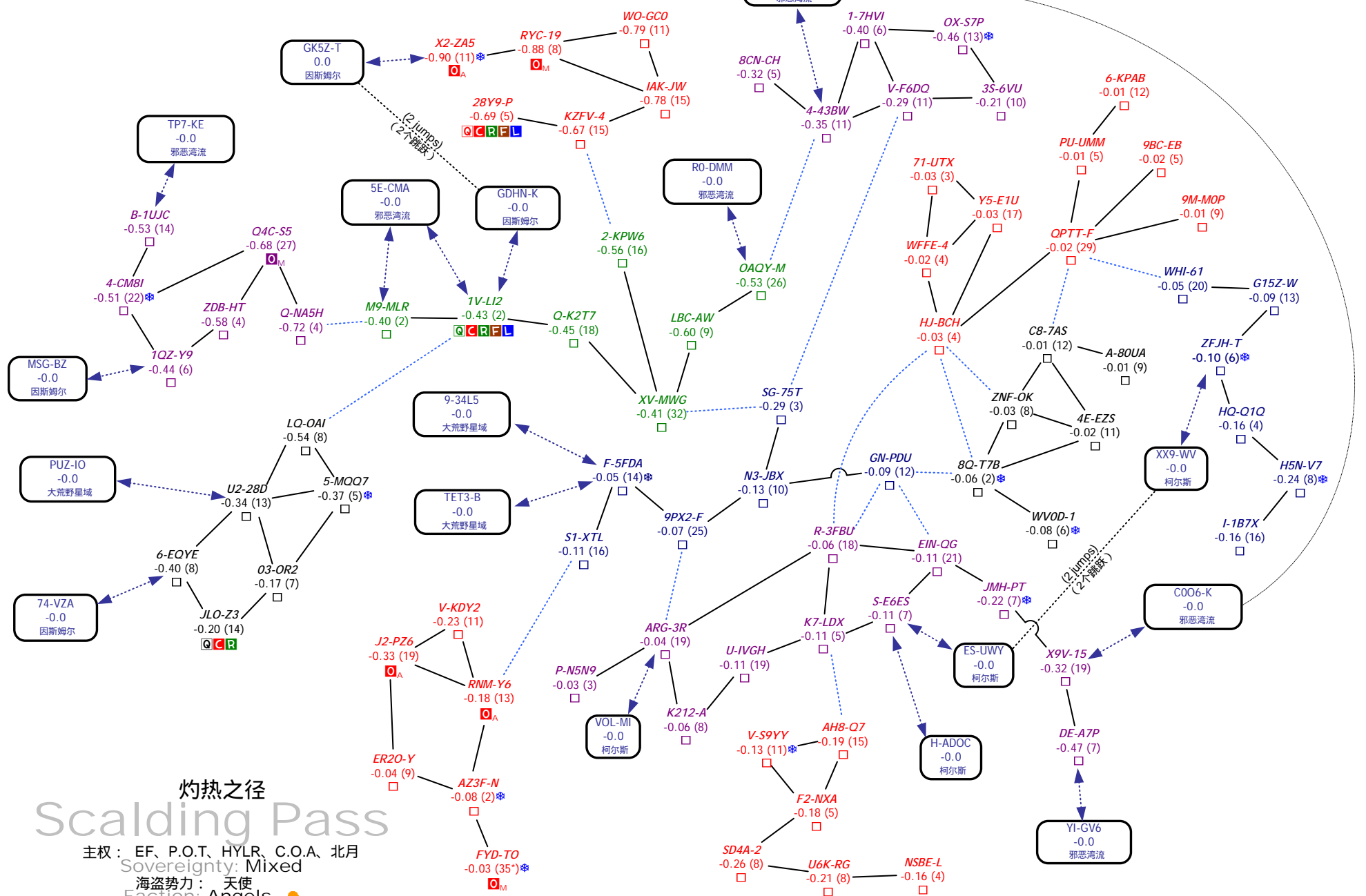
4j 5B  
ROIR-Y

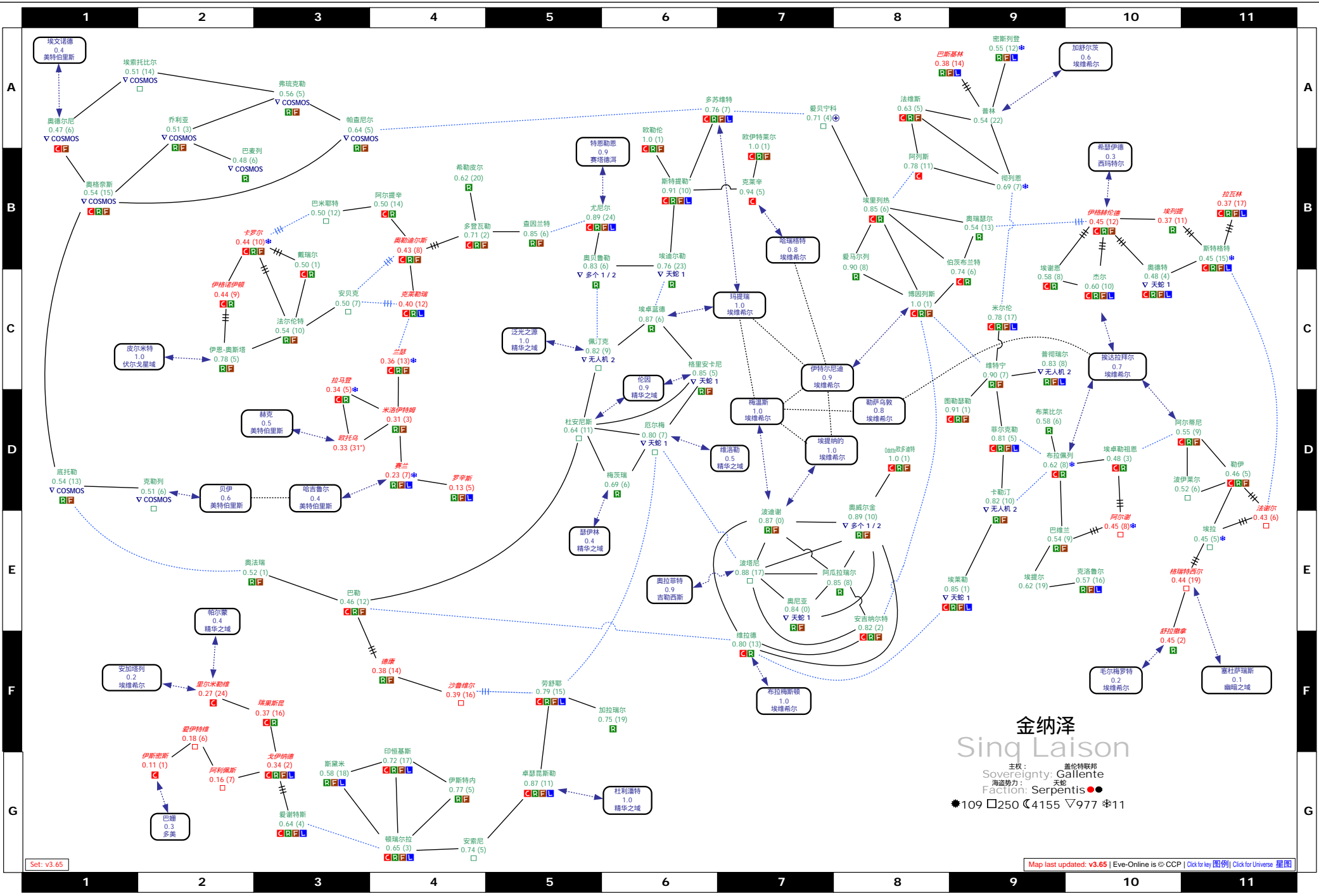
Map last updated: **v3.64** | Eve-Online is © CCP | [Click for key圖例](#) | [Click for Universe星圖](#)





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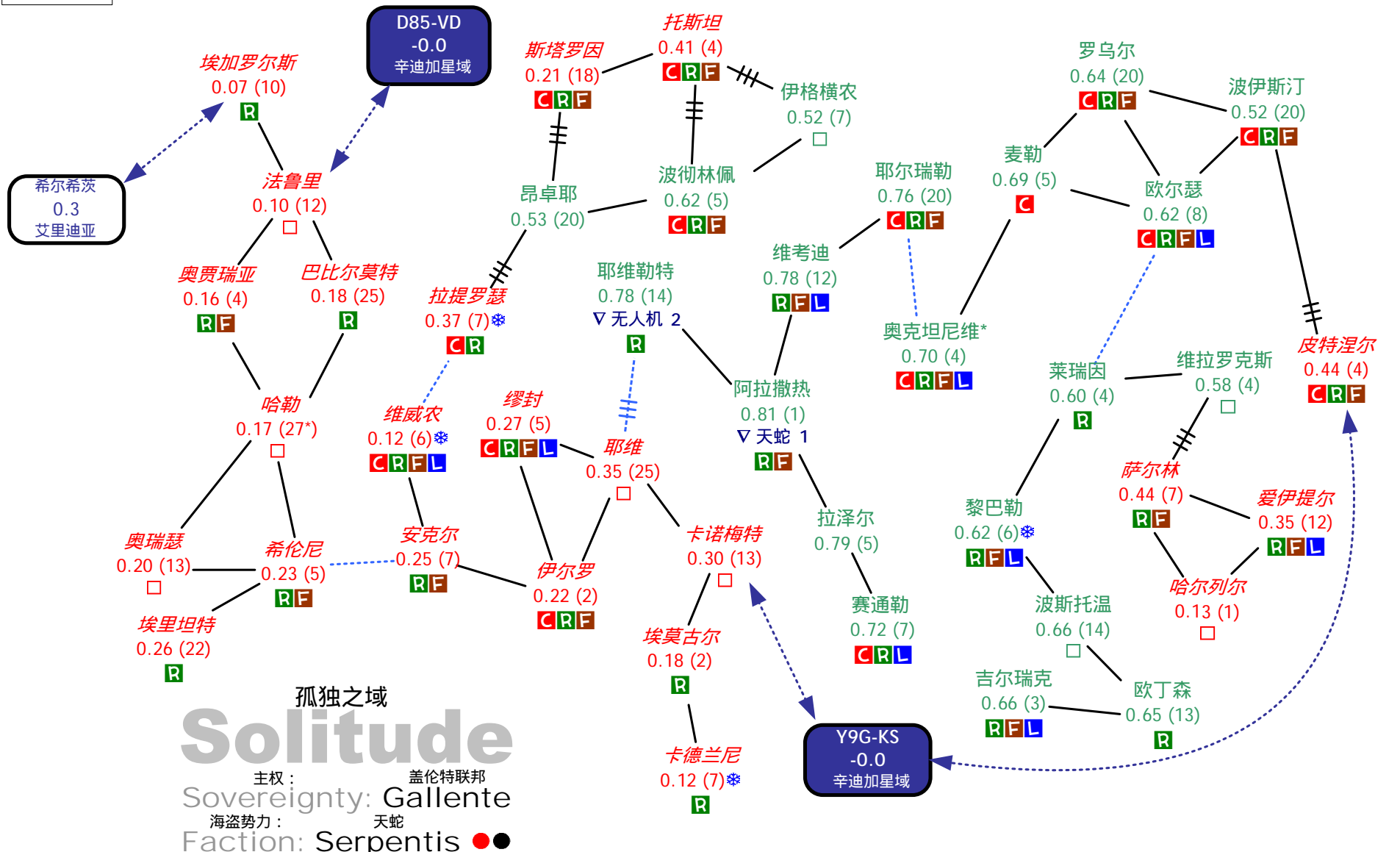




# 金纳泽 Sing Laison

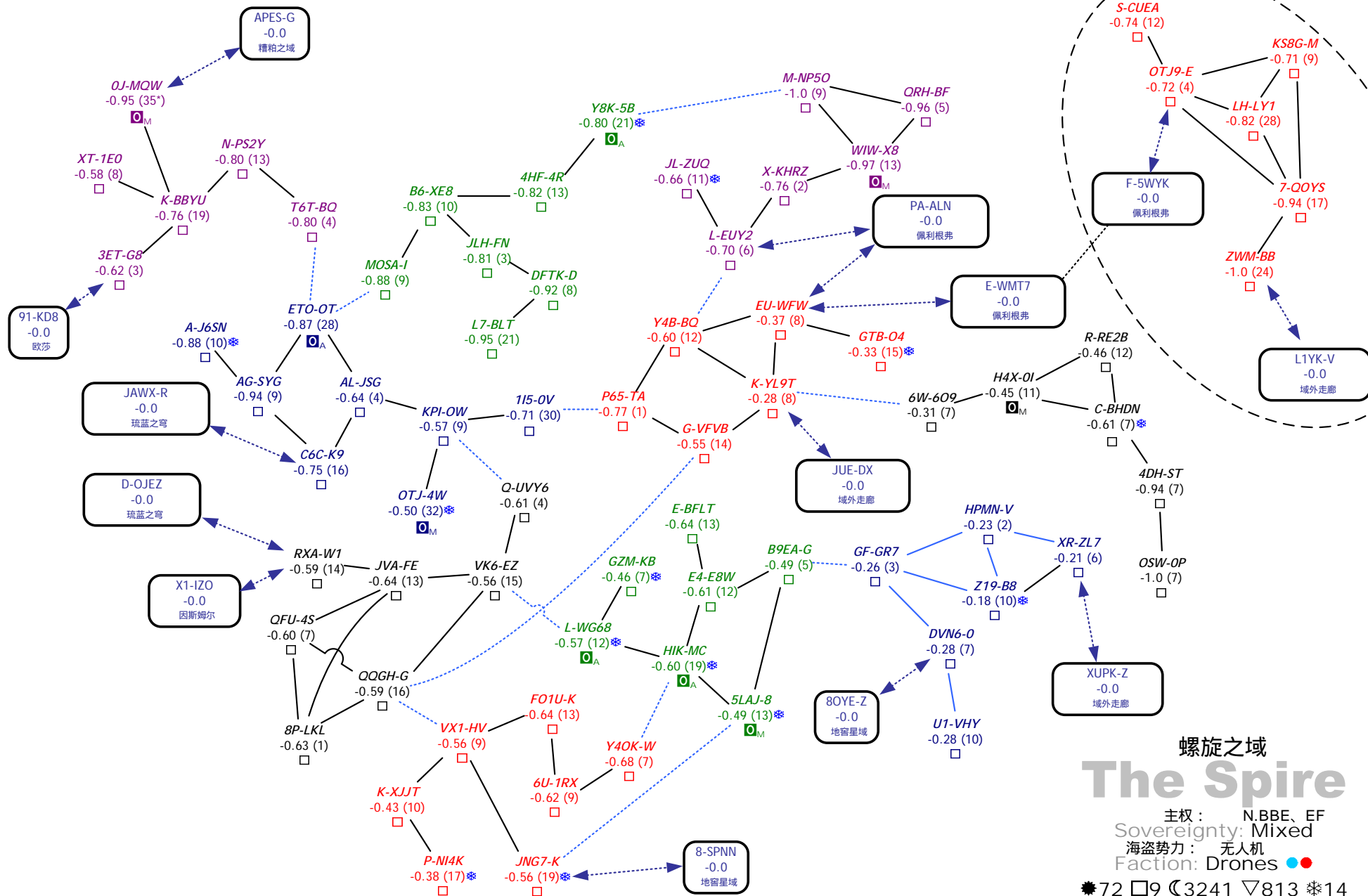
主权: 盖伦特联邦  
Sovereignty: Gallente  
海盜勢力: 天蛇  
Faction: Serpentis ●●  
●109 □250 ◻4155 ∇777 ♣11

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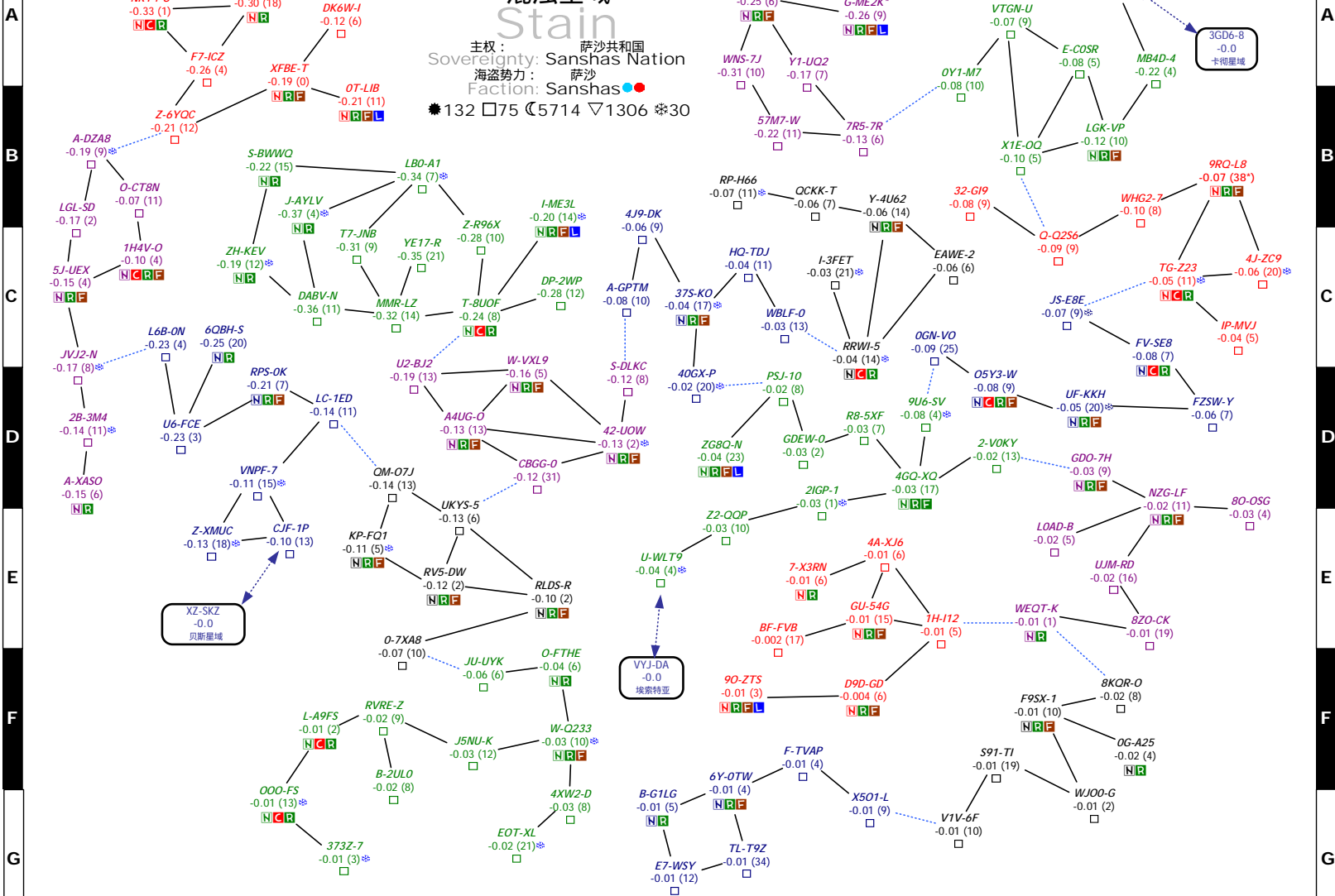
Set: v3.65

混沌星域

主权： 萨沙共和国  
Sovereignty: Sanshas Nation

海盜勢力： 薩沙  
Faction: Sanshas  

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辛迪加星域

Syndicate

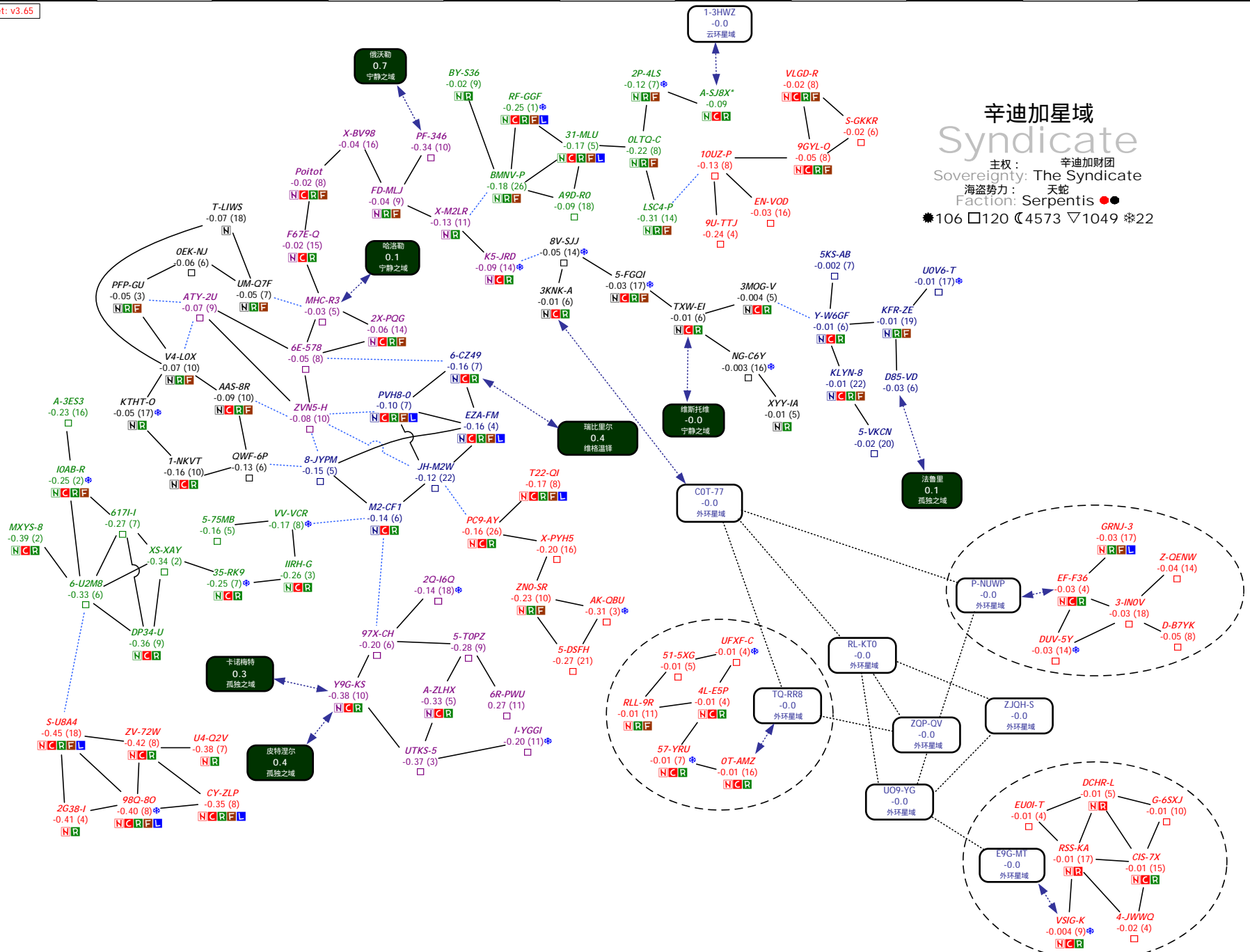
主權： 辛迪加財團

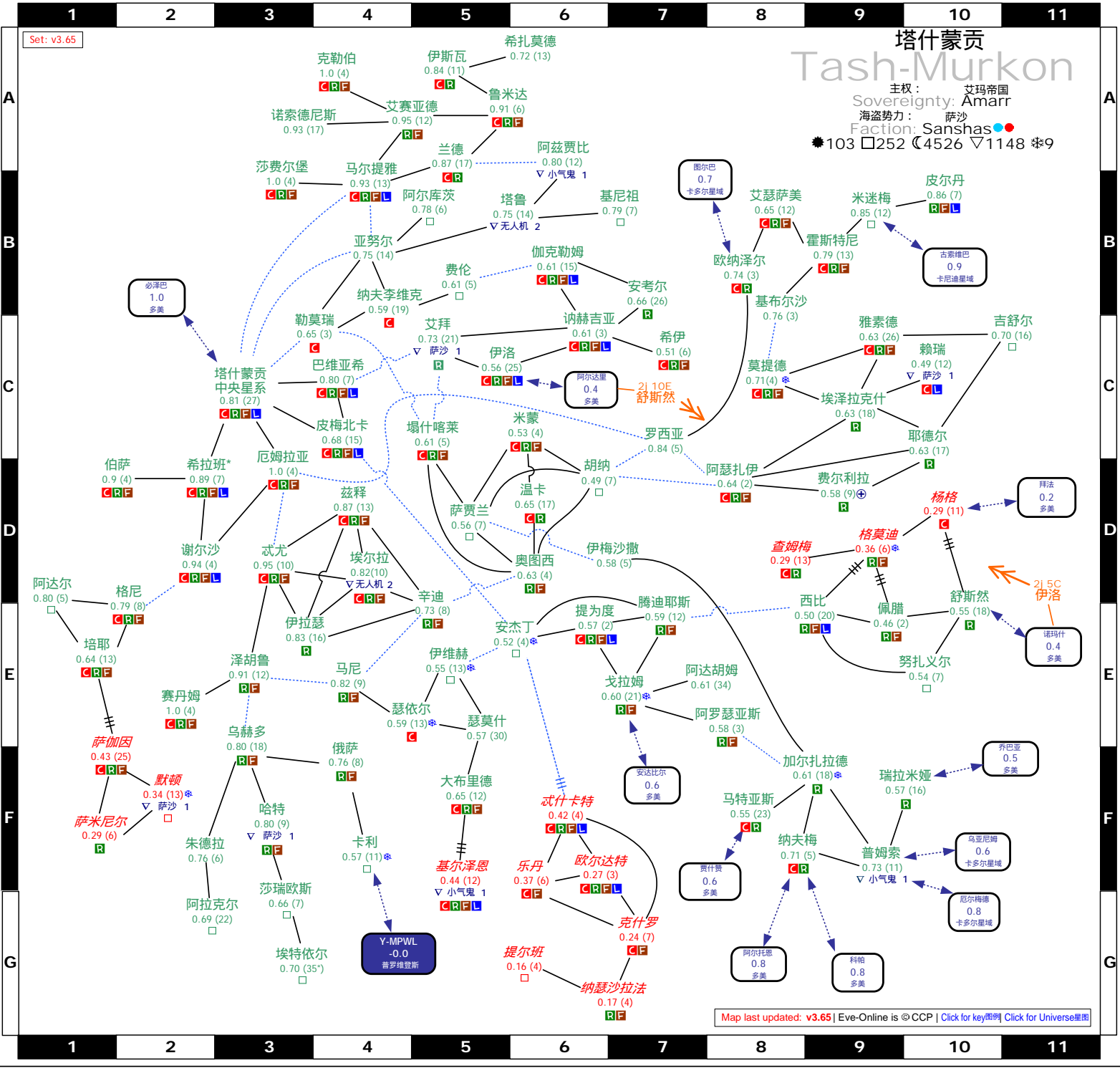
Sovereignty: The Syndicate

海盜勢力： 天蛇

Faction: Serpents ●●

●106 □120 ☾4573 ▽1049 ✨2





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特纳

Tenal

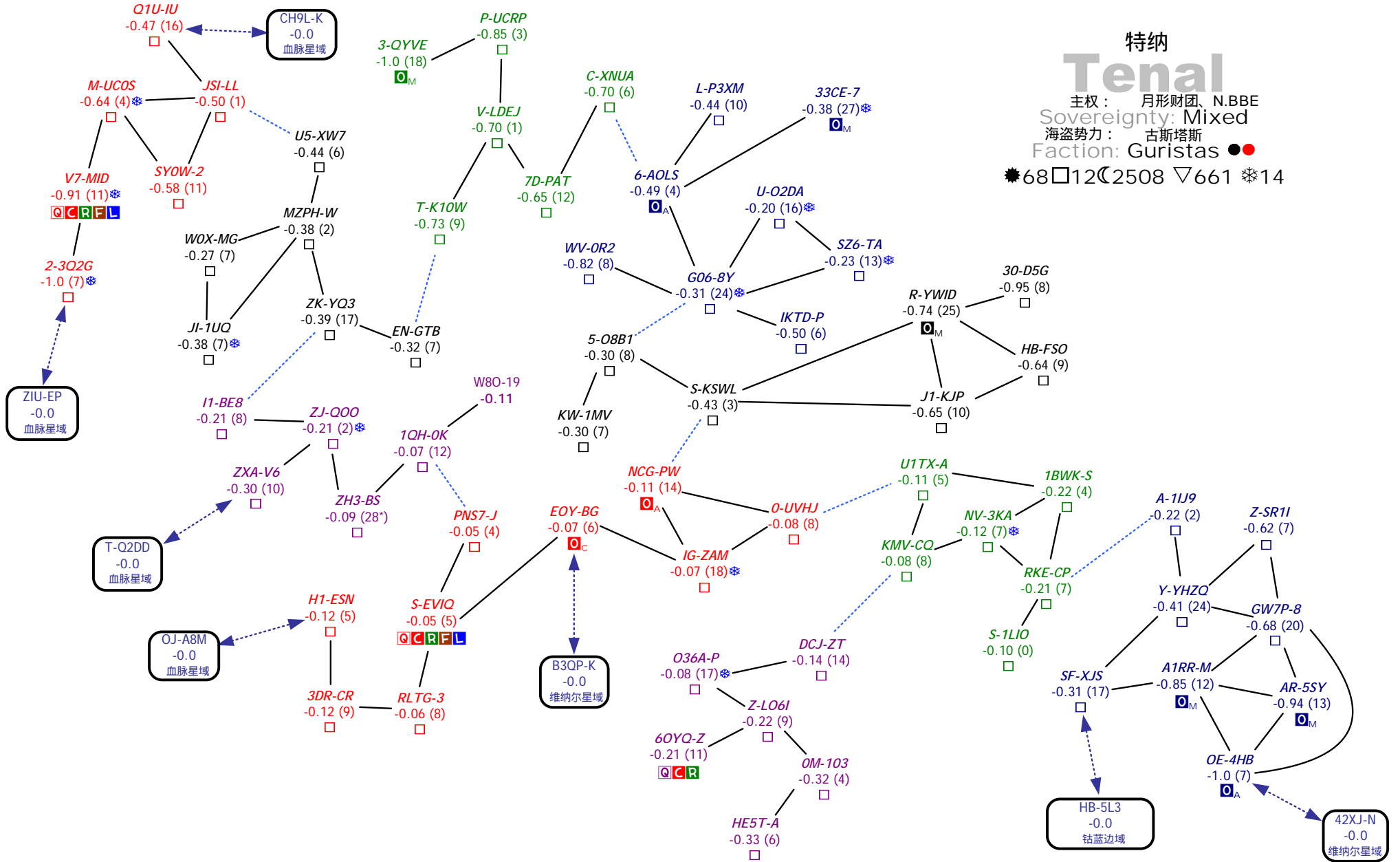
主权：月形财团、N.BBE

Sovereignty: Mixed

海盗势力：古斯塔斯

Faction: Guristas ●●

✳68◻12◻2508 ▽661 ✳14



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特里菲斯

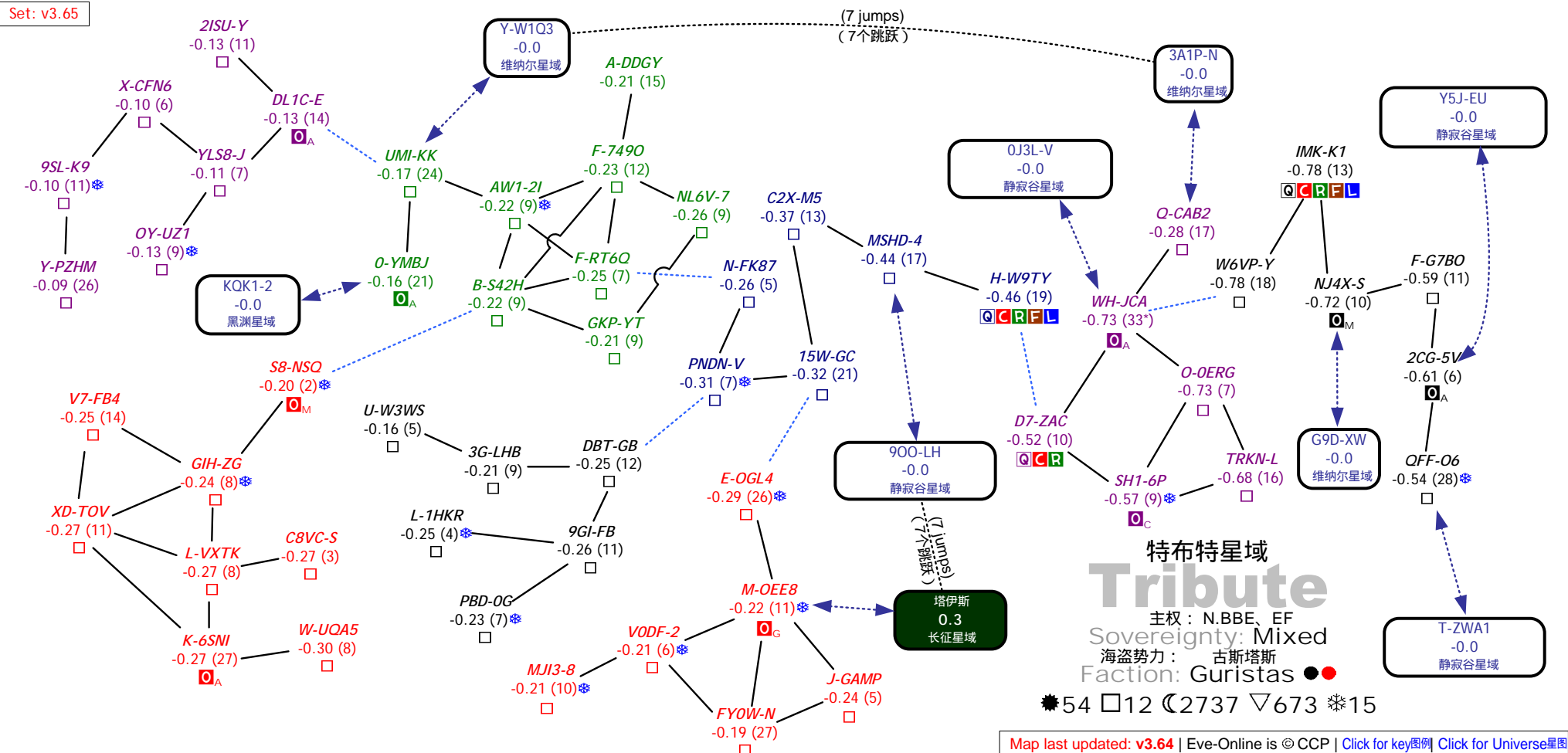
Tenerifis

主权: EF, RAC  
Sovereignty: Minmatar

海盗势力: 天使

Faction: Angels

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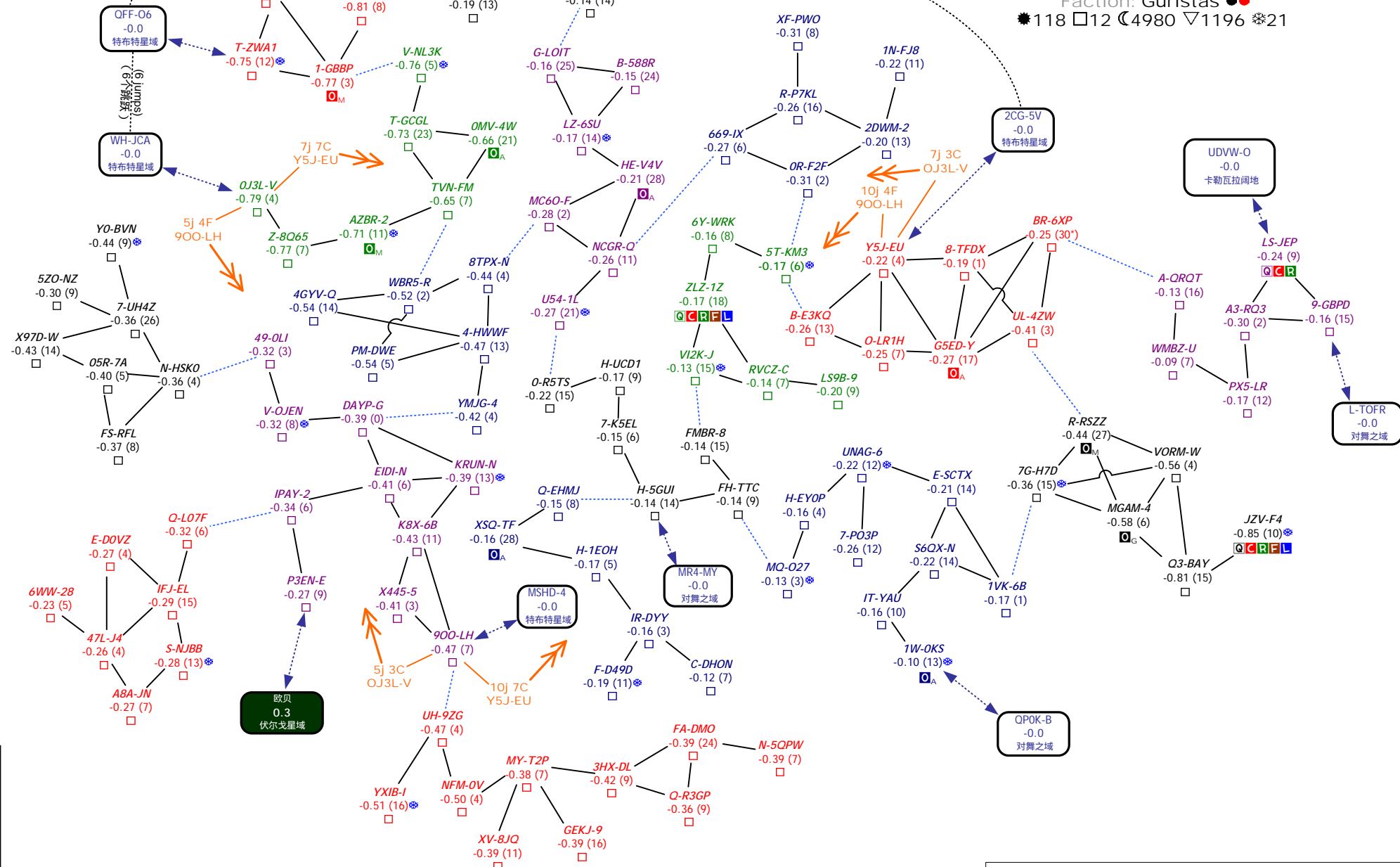
静寂谷星域

Vale of the Silent

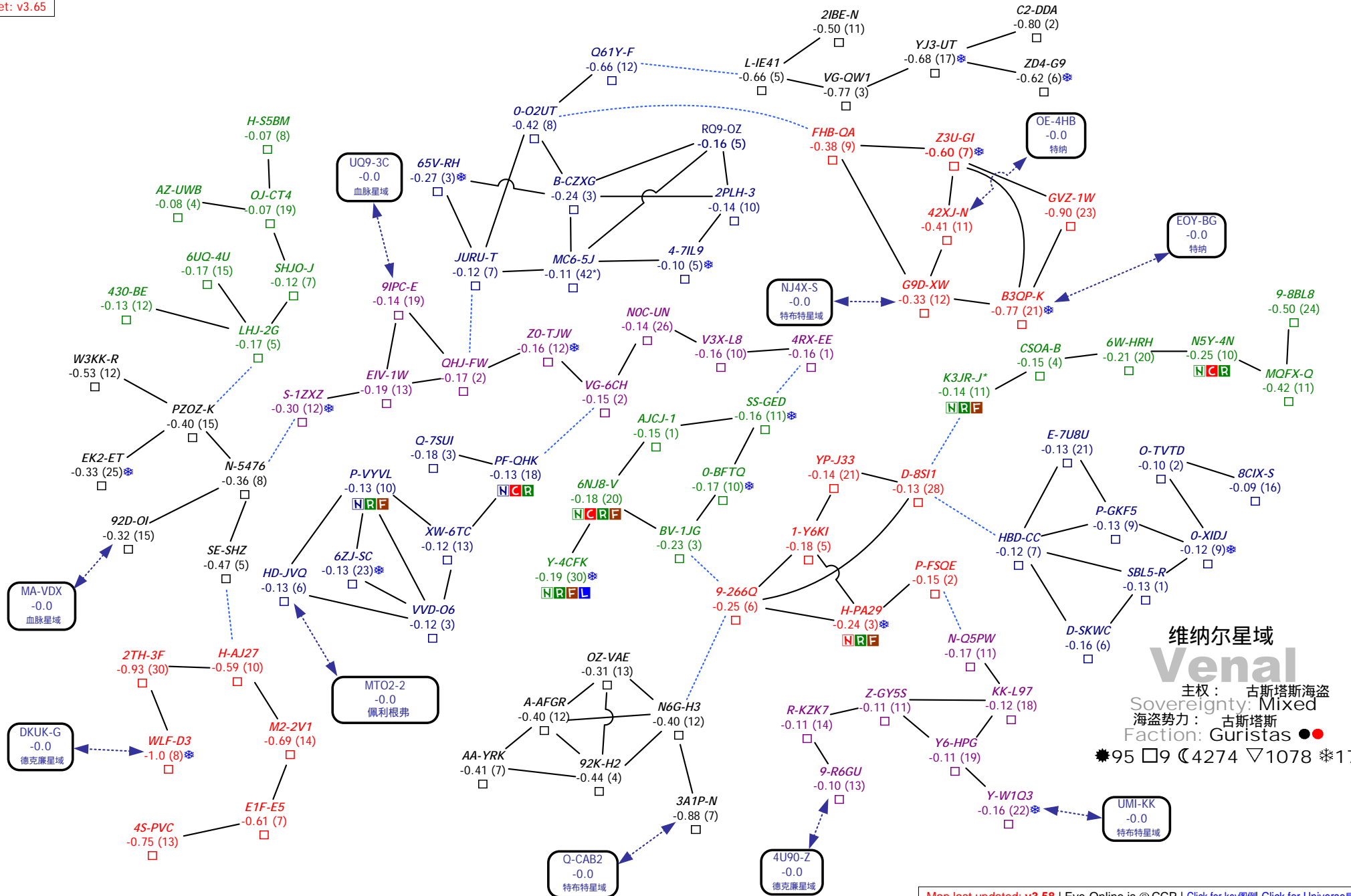
主权: EF, NBBE  
海盗势力: 古斯塔斯

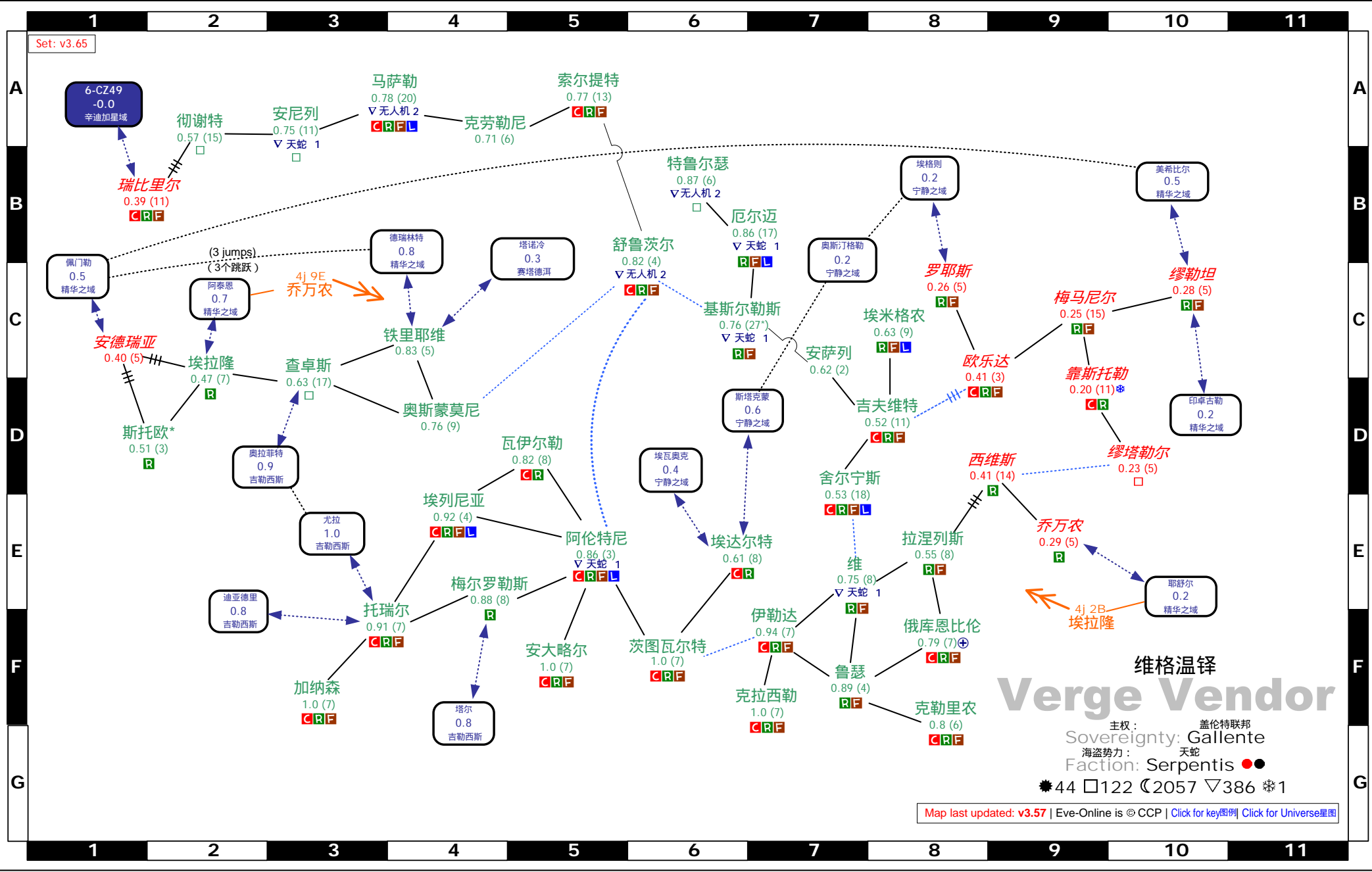
Faction: Guristas

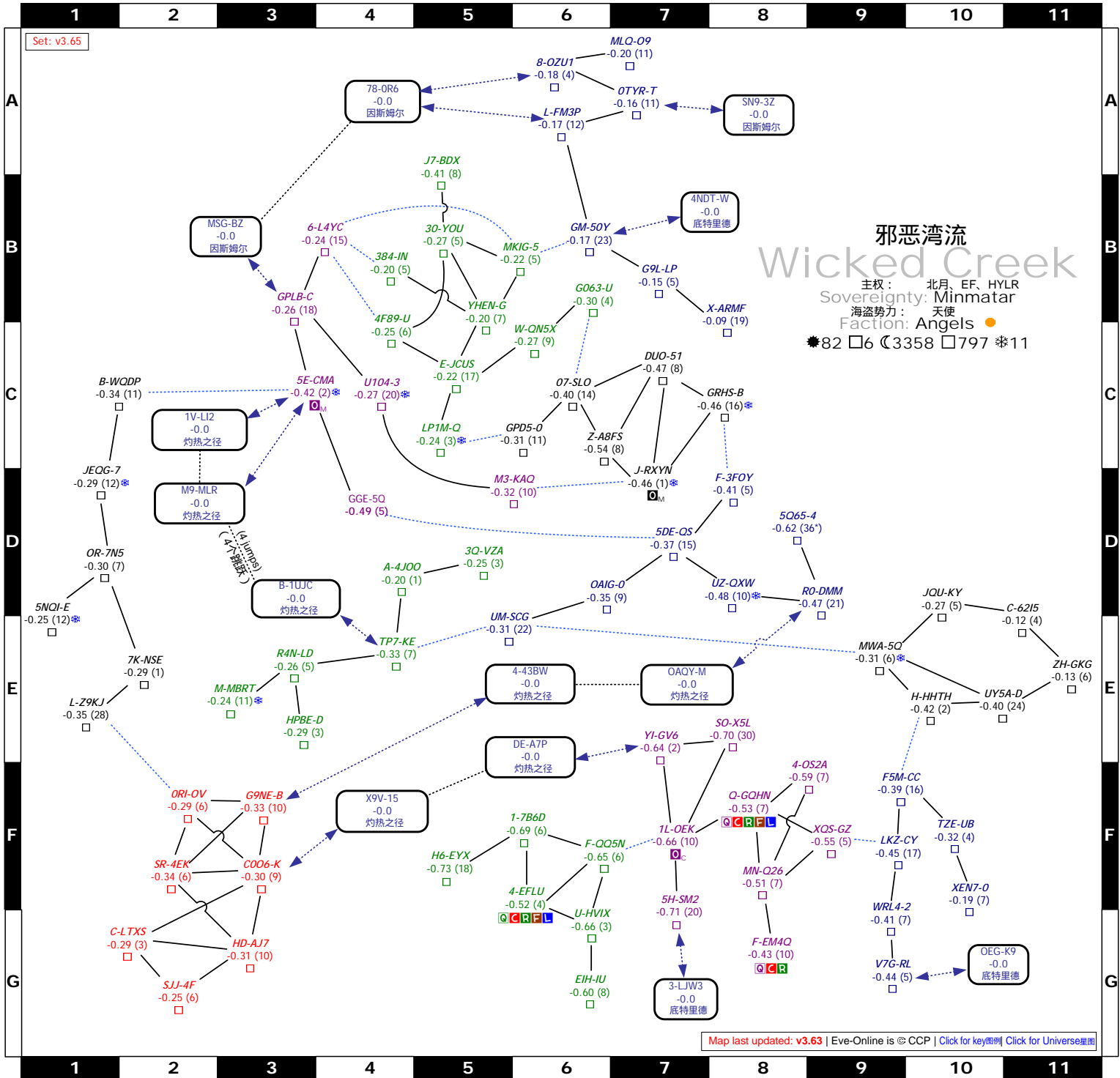
118 12 4980 1196 21



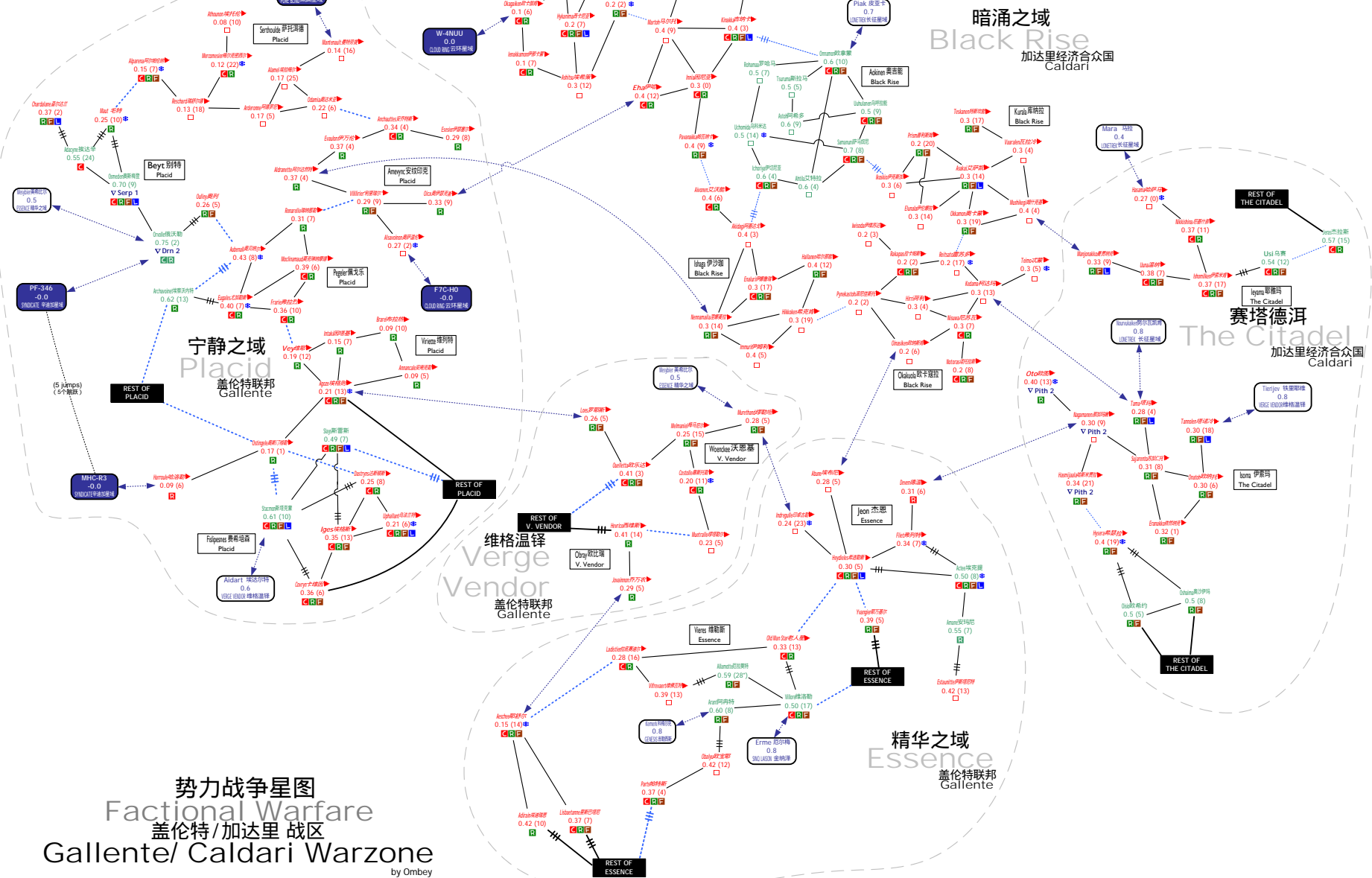
Set: v3.65

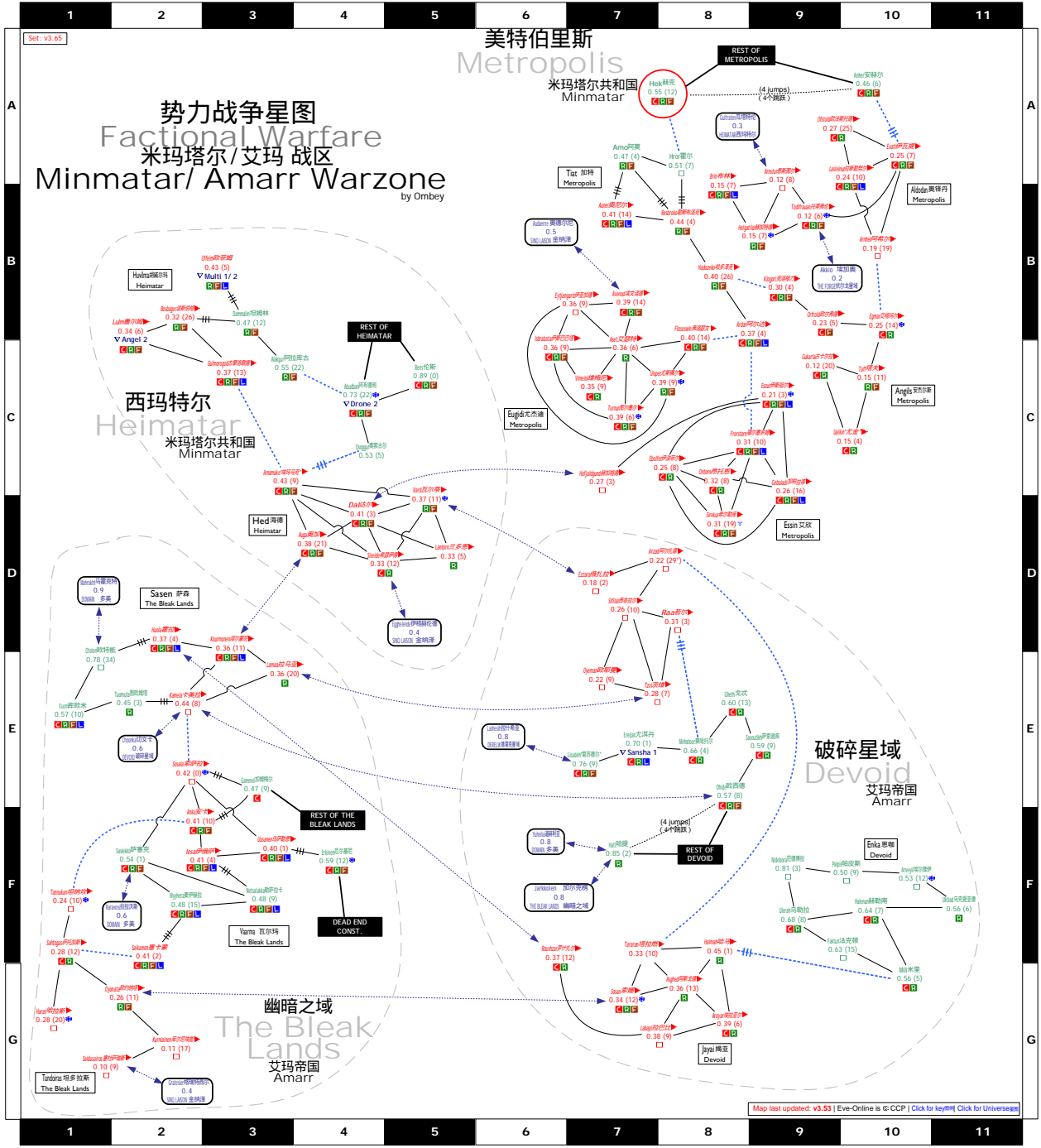






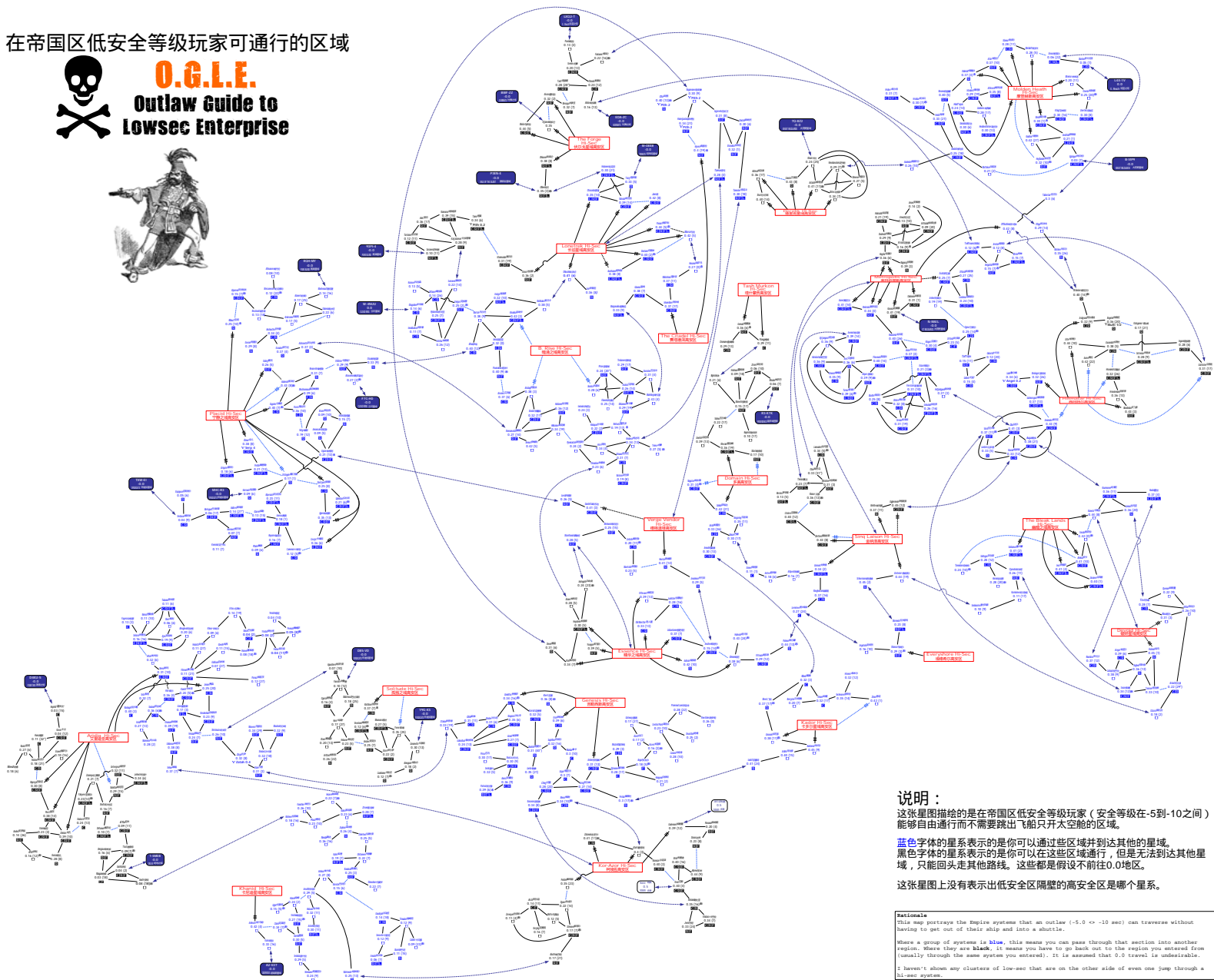
势力战争星图  
Factional Warfare  
盖伦特/加达里 战区  
Gallente/ Caldari Warzone  
by Ombey







# O.G.L.E. Outlaw Guide to Lowsec Enterprise



说明：

这张星图描绘的是在帝国区低安全等级玩家（安全等级在-5到-10之间）能够自由通行而不需要跳出飞船只开太空舱的区域。

蓝色字体的星系表示的是你可以通过些区域并到达其他的星域。  
黑色字体的星系表示的是你可以在这些区域通行，但是无法到达其他星域，只能回头走其他路线。这些都是假设不前往0.0地区。

这张星图上没有表示出低安全区隔壁的高安全区是哪个星系。

**Rationale**  
This map portrays the Empire systems that an outlaw (-5.0 <= -10 sec) can traverse without having to get out of their ship and into a shuttle.

Where a group of systems is **blue**, this means you can pass through that section into another region. Where they are **black**, it means you have to go back out to the region you entered from (usually through the same system you entered). It is assumed that 0.0 travel is undesirable.

I haven't shown any clusters of low-sec that are on the other side of even one jump through hi-sec system.



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

- Types of complex:
  - Perimeter (tiers 1 & 27)
    - checkpoint
    - hangar
    - camp
    - ambush point

- Frontier (tiers 3 & 47)
  - command
  - barracks
  - outpost
  - fortification

- Core (tiers 5 & 67)
  - 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 xxxxx 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 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.

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
Shield	+20%	+44%	+55%	+68%	+80%	+100%
Armor Resist	-10%	-38%	-22%	-27%	-34%	-50%
Cap Recharge	-10%	-33%	-27%	-34%	-41%	-50%
Targeting Range	+25%	+44%	+55%	+68%	+80%	+100%
Signature	+25%	+44%	+55%	+68%	+80%	+100%
	Black Hole	Class 1	Class 2	Class 3	Class 4	Class 5
Missile Velocity	-10%	-33%	-27%	-34%	-41%	-50%
Ship Velocity	+20%	+44%	+55%	+68%	+80%	+100%
Drone Control Range	-10%	-33%	-27%	-34%	-41%	-50%
IonTide	+20%	+44%	+55%	+68%	+80%	+100%
Lock Range	-10%	-33%	-27%	-34%	-41%	-50%
Pushoff	-10%	-33%	-27%	-34%	-41%	-50%
	Cataclysmic Variable	Class 1	Class 2	Class 3	Class 4	Class 5
Repair Amount	-10%	-33%	-27%	-34%	-41%	-50%
Shield Transfer Amount	-10%	-33%	-27%	-34%	-41%	-50%
Shield Repair	+25%	+44%	+55%	+68%	+80%	+100%
Remote Repair	+25%	+44%	+55%	+68%	+80%	+100%
Capacitor Capacity	+25%	+44%	+55%	+68%	+80%	+100%
Capacitor Recharge	+25%	+44%	+55%	+68%	+80%	+100%
	Magnetar	Class 1	Class 2	Class 3	Class 4	Class 5
ECM effect	+25%	+44%	+55%	+68%	+80%	+100%
Target Painter effect	+25%	+44%	+55%	+68%	+80%	+100%
Campaning effect	+25%	+44%	+55%	+68%	+80%	+100%
Target Disruption effect	+25%	+44%	+55%	+68%	+80%	+100%
Sentage	+25%	+44%	+55%	+68%	+80%	+100%
Asd Velocity	-10%	-33%	-27%	-34%	-41%	-50%
Drone Velocity	-10%	-33%	-27%	-34%	-41%	-50%
Targeting Range	-10%	-33%	-27%	-34%	-41%	-50%
Tracking Speed	-10%	-33%	-27%	-34%	-41%	-50%
	Red Giant	Class 1	Class 2	Class 3	Class 4	Class 5
Heat Damage	+10%	+33%	+22%	+27%	+34%	+50%
Smart Bomb Range	+25%	+44%	+55%	+68%	+80%	+100%
Smart Bomb Damage	+25%	+44%	+55%	+68%	+80%	+100%
Smart Bomb Damage	+25%	+44%	+55%	+68%	+80%	+100%
	Wolf Rayet	Class 1	Class 2	Class 3	Class 4	Class 5
Armor Resist	+10%	+33%	+22%	+27%	+34%	+50%
Shield Resist	-10%	-33%	-22%	-27%	-34%	-50%
Small Weapon Damage	+25%	+44%	+55%	+68%	+80%	+100%
Signature Size	-10%	-33%	-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 i'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
- Patroller
- Watchman
- Outguard

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

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

Awakened:

- Escort
- Patroller
- Watchman
- Outguard

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

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

Sleepless:

- Escort
- Patroller
- 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 'spoilers'.