

Frequency Crystals	Ammunition & Charges / Frequency Crystals
(Chargegroup): Frequency Crystal	Category: Ammunition & Charges / Frequency Crystals
Used with (Launchergroup): Energy Weapon	Category: Ship Equipment / Turrets & Bays / Laser Turrets

**Standard Crystals**

Volatility: 1%      Volatility Damage: 0.00025      No Skill Prerequisites

**Small** Small Laser Turrets

Name	Basic Cost (ISK)	Range Bonus	Capacitor Need	Base Damage				Tech
				EM	Thermal	Shield	Armor	
Radio S	3,000	60%	-15%	5	0	5.00	2.00	1
Microwave S	2,000	40%	-25%	4	2	5.60	2.90	1
Infrared S	1,000	20%	-35%	5	2	6.60	3.30	1
Standard S	1,250	0%	-45%	5	3	7.40	3.95	1
Ultraviolet S	1,500	-12.5%	-35%	6	3	8.40	4.35	1
XRy S	2,500	-25%	-25%	6	4	9.20	5.00	1
Gamma S	3,500	-37.5%	-15%	7	4	10.20	5.40	1
Multifrequency S	4,000	-50%	0%	7	5	11.00	6.05	1

**Medium** Medium Laser Turrets

Name	Basic Cost (ISK)	Range Bonus	Capacitor Need	Base Damage				Tech
				EM	Thermal	Shield	Armor	
Radio M	30,000	60%	-15%	10	0	10.00	4.00	1
Microwave M	20,000	40%	-25%	8	4	11.20	5.80	1
Infrared M	10,000	20%	-35%	10	4	13.20	6.60	1
Standard M	12,250	0%	-45%	10	6	14.80	7.90	1
Ultraviolet M	15,000	-12.5%	-35%	12	6	16.80	8.70	1
XRy M	25,000	-25%	-25%	12	8	18.40	10.00	1
Gamma M	35,000	-37.5%	-15%	14	8	20.40	10.80	1
Multifrequency M	40,000	-50%	0%	14	10	22.00	12.10	1

**Large** Large Laser Turrets

Name	Basic Cost (ISK)	Range Bonus	Capacitor Need	Base Damage				Tech
				EM	Thermal	Shield	Armor	
Radio L	300,000	60%	-15%	20	0	20	8	1
Microwave L	200,000	40%	-25%	16	8	22.4	11.6	1
Infrared L	100,000	20%	-35%	20	8	26.4	13.2	1
Standard L	125,000	0%	-45%	20	12	29.6	15.8	1
Ultraviolet L	150,000	-12.5%	-35%	24	12	33.6	17.4	1
XRy L	250,000	-25%	-25%	24	16	36.8	20	1
Gamma L	350,000	-37.5%	-15%	28	16	40.8	21.6	1
Multifrequency L	400,000	-50%	0%	28	20	44	24.2	1

**Extra Large** Extra Large Laser Turrets

Name	Basic Cost (ISK)	Range Bonus	Capacitor Need	Base Damage				Tech
				EM	Thermal	Shield	Armor	
Radio XL	3,000,000	60%	-15%	40	0	40	16	1
Microwave XL	2,000,000	40%	-25%	32	16	44.8	23.2	1
Infrared XL	1,000,000	20%	-35%	40	16	52.8	26.4	1
Standard XL	1,250,000	0%	-45%	40	24	59.2	31.6	1
Ultraviolet XL	1,500,000	-12.5%	-35%	48	24	67.2	34.8	1
XRy XL	2,500,000	-25%	-25%	48	32	73.6	40	1
Gamma XL	3,500,000	-37.5%	-15%	56	32	81.6	43.2	1
Multifrequency XL	4,000,000	-50%	0%	56	40	88	48.4	1

**Advanced Beam Laser Crystals**

Volatility: 0.1%    Volatility Damage: 0.01    Requires: (S, M, L) Beam Laser Specialization I

Name	Basic Cost (ISK)	Range Bonus	Capacitor Need	Base Damage				Tech	Tracking Speed	Rate of Fire	Shield HP	Signature Penalty
				EM	Thermal	Shield	Armor					
Aurora S	120,000	80.0%	0%	6	3	7.40	3.95	2	0.25 x	+1%	0	0%
Gleam S	120,000	50%	0%	7	8	12.60	7.35	2	0.75 x	+1%	-20%	25%
Aurora M	480,000	80%	0%	10	6	14.80	7.90	2	0.25 x	+1%	0	0%
Gleam M	480,000	-75%	25%	14	14	25.20	14.70	2	0.75 x	+1%	-14%	16%
Aurora L	1,200,000	80%	0%	24	12	29.60	15.80	2	0.25 x	+1%	0	0%
Gleam L	1,200,000	-75%	0%	28	32	50.40	29.40	2	0.75 x	+1%	-10%	12%

**Advanced Pulse Laser Crystals**

Volatility: 0.1%    Volatility Damage: 0.01    Requires: (S, M, L) Pulse Laser Specialization I

Name	Basic Cost (ISK)	Range Bonus	Capacitor Need	Base Damage				Tech	Tracking Speed	Rate of Bonus	Shield Bonus	Signature Penalty
				EM	Thermal	Shield	Armor					
Conflagration S	80,000	-50%	25%	8	7	12.60	7.35	2	0.50 x	1%	0%	0%
Scorch S	120,000	-50%	0%	9	2	10.60	4.90	2	0.75 x	0%	0%	0%
Conflagration M	320,000	-50%	25%	14	14	25.20	14.70	2	0.50 x	0%	0%	0%
Scorch M	320,000	-50%	0%	18	4	21.20	9.80	2	0.75 x	0%	0%	0%
Conflagration L	800,000	-50%	25%	28	28	50.40	29.40	2	0.50 x	0%	0%	0%
Scorch L	800,000	50%	0%	36	8	42.40	19.60	2	0.75 x	0%	0%	0%

**Notes:**

Crystals are required in most Energy Weapons (except civilian grade)

Volatility and Volatility Damage:

Source: CCP Database at <http://www.eve-online.com>, in-game information screens and experience.

See also: many Faction crystal variants in-game, on the [Variations] tab of the [Show Info] screen of each crystal