

Missile Launchers

Missile Launchers (Rockets, Missiles, Torpedoes) Ship Equipment / Turrets & Bays / Missile Launchers
(Launcher group): Missile Launchers Category: Ship Equipment / Turrets & Bays / Missile Launchers
Used with (Charge group): Missiles Category: Ammunition & Charges / Missiles
Fitting Requirements: High Power Slot / Launcher Hardpoint

Rocket Launchers Ammo/Charge: Rocket / Defender Missile											
Name	Rate of Fire (s)	Typical ISK Cost	Ammo (m³)	CPU	Pwr	Charge Rate	Heat Damage	Tech	Prerequisite 1	Prerequisite 2	
Rocket Launcher I	4.0	3,000	0.15	15	4	1	1	1	Missile Launcher Ops. I	n/a	
'Malkuth' Rocket Launcher I	3.8	3,000	0.15	12	4	1	1	1	Missile Launcher Ops. I	n/a	
'Limos' Rocket Launcher I	3.6	3,000	0.15	14	4	1	1	1	Missile Launcher Ops. I	n/a	
OE-5200 Rocket Launcher	3.4	3,000	0.15	14	4	1	0.8	1	Missile Launcher Ops. I	n/a	
'Arbalest' Rocket Launcher I	3.2	3,000	0.15	13	4	1	0.8	1	Missile Launcher Ops. I	n/a	
Rocket Launcher II	3.2	36,040	0.2	17	4	1	0.8	2	Missile Launcher Ops. II	Rocket Specialization I	

Standard Launchers Ammo/Charge: Light Missile / FoF Light Missile / Defender Missile											
Name	Rate of Fire (s)	Typical ISK Cost	Ammo (m³)	CPU	Pwr	Charge Rate	Heat Damage	Tech	Prerequisite 1	Prerequisite 2	
Standard Missile Launcher I	15.00	6,000	0.6	25	8	1	3.8	1	Missile Launcher Ops. I	n/a	
'Malkuth' Standard Missile Launcher I	14.25	3,000	0.63	20	8	1	3.6	1	Missile Launcher Ops. I	n/a	
Upgraded 'Limos' Standard Missile Bay I	13.50	3,000	0.66	23	8	1	3.4	1	Missile Launcher Ops. I	n/a	
TE-2100 Standard Missile Bay	12.75	3,000	0.69	24	8	1	3.2	1	Missile Launcher Ops. I	n/a	
'Arbalest' Standard Missile Launcher I	12.00	3,000	0.72	21	8	1	3	1	Missile Launcher Ops. I	n/a	
Standard Missile Launcher II	12.00	72,806	0.75	28	9	1	3	2	Missile Launcher Ops. III	Standard Missile Spec. I	

Assault Launchers Ammo/Charge: Light Missile / FoF Light Missile / Defender Missile Cruisers											
Name	Rate of Fire (s)	Typical ISK Cost	Ammo (m³)	CPU	Pwr	Charge Rate	Heat Damage	Tech	Prerequisite 1	Prerequisite 2	
Assault Missile Launcher I	12.0	9,000	0.9	35	50	1	1.8	1	Missile Launcher Ops. I	n/a	
'Malkuth' Assault Missile Launcher I	11.4	4,224	0.945	28	50	1	1.7	1	Missile Launcher Ops. I	n/a	
Compact 'Limos' Assault Missile Bay I	10.8	4,224	0.99	32	50	1	1.6	1	Missile Launcher Ops. I	n/a	
SV-2000 Assault Missile Bay	10.2	4,224	1.035	33	50	1	1.5	1	Missile Launcher Ops. I	n/a	
'Arbalest' Assault Missile Launcher	9.6	4,224	1.08	30	50	1	1.4	1	Missile Launcher Ops. I	n/a	
Assault Missile Launcher II	9.6	76,908	1.2	39	53	1	1.4	2	Missile Launcher Ops. III	Standard Missile Spec. I	

Heavy Assault Launchers Ammo/Charge: Assault Missile / Defender Missile Cruisers											
Name	Rate of Fire (s)	Typical ISK Cost	Ammo (m³)	CPU	Pwr	Charge Rate	Heat Damage	Tech	Prerequisite 1	Prerequisite 2	
Heavy Assault Missile Launcher I	8.0	34,096	0.75	45	120	1	1.2	1	Missile Launcher Ops. I	n/a	
'Malkuth' Heavy Assault M. Launcher I	7.6	80,118	0.75	36	120	1	1.1	1	Missile Launcher Ops. I	n/a	
Compact 'Limos' Hvy Assault M. L. I	7.2	80,118	0.75	41	120	1	1.1	1	Missile Launcher Ops. I	n/a	
XT-2800 Heavy Assault M. Launcher I	6.8	80,118	0.75	43	120	1	1.0	1	Missile Launcher Ops. I	n/a	
'Arbalest' Heavy Assault M. Launcher I	6.4	80,118	0.75	39	120	1	1.0	1	Missile Launcher Ops. I	n/a	
Heavy Assault Missile Launcher II	6.4	174,120	0.75	50	126	1	1.0	2	Missile Launcher Ops. III	Hvy Assault Missile Spec. I	

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Heavy Launchers											Ammo/Charge: Heavy Missile / FoF Heavy Missile / Defender Missile		Cruisers	
Name	Rate of Fire (s)	Typical ISK Cost	Ammo (m³)	CPU	Pwr	Charge Rate	Heat Damage	Tech	Prerequisite 1	Prerequisite 2				
Heavy Missile Launcher I	15.0	30,000	0.9	50	100	1	2.3	1	Missile Launcher Ops. I	n/a				
'Malkuth' Heavy Missile Launcher I	14.3	14,996	0.96	40	100	1	2.1	1	Missile Launcher Ops. I	n/a				
Advanced 'Limos' Heavy Missile Bay I	13.5	14,996	0.99	45	100	1	2.0	1	Missile Launcher Ops. I	n/a				
XR-3200 Heavy Missile Bay	12.8	14,996	1.05	48	100	1	1.9	1	Missile Launcher Ops. I	n/a				
'Arbalest' Heavy Missile Launcher	12.0	14,996	1.08	43	100	1	1.8	1	Missile Launcher Ops. I	n/a				
Heavy Missile Launcher II	12.0	167,560	1.2	55	105	1	1.8	2	Missile Launcher Ops. IV	Heavy Missile Spec. I				



Cruise Launchers											Ammo/Charge: Cruise Missile / FoF Cruise Missile / Defender Missile		Battleships	
Name	Rate of Fire (s)	Typical ISK Cost	Ammo (m³)	CPU	Pwr	Charge Rate	Heat Damage	Tech	Prerequisite 1	Prerequisite 2				
Cruise Missile Launcher I	22.0	80,118	1	60	1250	1	2.4	1	Missile Launcher Ops. I	n/a				
'Malkuth' Cruise Launcher I	20.9	80,118	1.05	57	1250	1	2.3	1	Missile Launcher Ops. I	n/a				
'Limos' Cruise Launcher I	19.8	80,118	1.1	54	1250	1	2.1	1	Missile Launcher Ops. I	n/a				
XR-3200 Cruise Missile Bay	18.7	80,118	1.15	51	1250	1	2.0	1	Missile Launcher Ops. I	n/a				
'Arbalest' Cruise Launcher I	17.6	80,118	1.2	48	1250	1	1.9	1	Missile Launcher Ops. I	n/a				
Cruise Missile Launcher II	17.6	342,262	1.35	66	1313	1	1.9	2	Missile Launcher Ops. IV	Cruise Missile Spec. I				



Siege Launchers											Ammo/Charge: Torpedo / Defender Missile		Dreadnoughts / Stations	
Name	Rate of Fire (s)	Typical ISK Cost	Ammo (m³)	CPU	Pwr	Charge Rate	Heat Damage	Tech	Prerequisite 1	Prerequisite 2				
Siege Missile Launcher I	24.0	99,996	1.5	80	1750	1	2.6	1	Missile Launcher Ops. I	n/a				
'Malkuth' Siege Missile Launcher I	22.8	20,580	1.6	64	1750	1	2.5	1	Missile Launcher Ops. I	n/a				
Shock 'Limos' Siege Missile Bay I	21.6	20,580	1.7	72	1750	1	2.3	1	Missile Launcher Ops. I	n/a				
ZW-4100 Siege Missile Bay	20.4	20,580	1.8	76	1750	1	2.2	1	Missile Launcher Ops. I	n/a				
'Arbalest' Siege Missile Launcher	19.2	20,580	1.8	68	1750	1	2.1	1	Missile Launcher Ops. I	n/a				
Siege Missile Launcher II	19.2	655,792	2	88	1838	1	2.1	2	Missile Launcher Ops. IV	Torpedo Specialization I				



Citadel Assault Launchers											Ammo/Charge: Citadel Torpedo / Defender Missile		Installations / Stations	
Name	Rate of Fire (s)	Typical ISK Cost	Ammo (m³)	CPU	Pwr	Charge Rate	Heat Damage	Tech	Prerequisite 1	Prerequisite 2				
Citadel Torpedo Launcher I	48.0	46M	4.5	150	100k	1	16.3	1	Citadel Torpedoes I	Missile Launcher Ops V				



Notes										
Unlike other weapons, it is the ammo that sets the range characteristics for Missile Launchers.										
Rate of fire (in seconds) and missile Capacity are the significant factors, while the size you choose will be limited by your ship's power/capacitor										
Missile Launchers fit in a High Power Slot, only if you have an available "Launcher Hardpoint"										
Data Sources: in-game item descriptions; official EVE Online database, @ eve-online.com/itemdatabase; in-game experience										
See also: numerous "Faction" variants for each weapon, shown in the [Variations] tab on the [Show Info] screen of each weapon										