


Missiles		Ammunition & Charges / Missiles
(Chargegroup): Missiles Category: Ammunition & Charges / Missiles		
Use with (Launchergroup): Missile Launchers Category: Ship Equipment / Turrets & Bays / Missile Launchers		

Faction Missiles - all types		
Faction Name	Damage Multiplier	Faction Missile attributes are identical to the Standard Missiles of the same type (and name) but with modifiers to all types of Damage, as shown in the table to the left. eg: the Gremlin Rocket does 25 EM damage, while the Guristas Gremlin Rocket does (1.1 x 25 =) 27.5 EM damage Faction variants seem to be defined for all missile types, but not all will be found on the market
Guristas	1.1	
Caldari Navy	1.15	
Dread Guristas	1.2	

Rockets	used with (launchergroup): Missile Launcher Rocket (eg: Rocket Launcher I, capacity 0.15m³, rate of fire 4s)	
Standard Rockets Primary Skill Required: Rockets Level I		

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Gremlin Rocket	0.005	30	25					25	10	6.25	5	1	2,250	2	4,500	2,000	20	1,000	0%	0%
Phalanx Rocket	0.005	30		25				10	22.5	6.25	3	1	2,250	2	4,500	2,000	20	1,000	0%	0%
Thorn Rocket	0.005	30			25			15	18.75	6.25	4	1	2,250	2	4,500	2,000	20	1,000	0%	0%
Foxtire Rocket	0.005	30				25		20	16.25	6.25	5	1	2,250	2	4,500	2,000	20	1,000	0%	0%

Advanced Long Range Rockets Primary Skill Required: Rocket Specialization Level I; Secondary Skill Required: Rockets Level V		
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Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Gremlin Javelin Rocket	0.005	30	22.5					22.5	9	5.625	40	2	3,250	4	13,000	500	40	1,000	7.5%	0%
Phalanx Javelin Rocket	0.005	30		22.5				9	20.25	5.625	40	2	3,250	4	13,000	500	40	1,000	7.5%	0%
Thorn Javelin Rocket	0.005	30			22.5			13.5	16.88	5.625	60	2	3,250	4	13,000	500	40	1,000	7.5%	0%
Foxtire Javelin Rocket	0.005	30				22.5		18	14.63	5.625	35	2	3,250	4	13,000	500	40	1,000	7.5%	0%

Advanced Anti-ship Rockets Primary Skill Required: Rocket Specialization Level I; Secondary Skill Required: Rockets Level V		
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Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Gremlin Rage Rocket	0.005	30	29					29	11.6	7.25	50	2	1,000	5	5,000	1,000	75	1,000	0%	10%
Phalanx Rage Rocket	0.005	30		29				11.6	26.1	7.25	50	2	1,000	5	5,000	1,000	75	1,000	0%	10%
Thorn Rage Rocket	0.005	30			29			17.4	21.75	7.25	60	2	1,000	5	5,000	1,000	75	1,000	0%	10%
Foxtire Rage Rocket	0.005	30				29		23.2	18.85	7.25	25	2	1,000	5	5,000	1,000	75	1,000	0%	10%

Missiles

Light Missiles used with (launchergroup): Missile Launcher Standard (eg: Standard Missile Launcher I, capacity 0.6m³, rate of fire 15s)



Standard Light Missiles Primary Skill Required: **Standard Missiles Level I**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Sabretooth Light Missile	0.015	40	75					75	30	5	20	1	3,750	5	18,750	1,750	50	1,000	0%	0%
Piranha Light Missile	0.015	40		75				30	67.5	5	5	1	3,750	5	18,750	1,750	50	1,000	0%	0%
Bloodclaw Light Missile	0.015	40			75			45	56.25	5	7.5	1	3,750	5	18,750	1,750	50	1,000	0%	0%
Flameburst Light Missile	0.015	40				75		60	48.75	5	20	1	3,750	5	18,750	1,750	50	1,000	0%	0%

Advanced High Precision Light Missiles Primary Skill Required: **Standard Missile Specialization Level I**; Secondary Skill: **Missile Launcher Operation Level V**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Sabretooth Precision L.M.	0.015	40	75					75	30	5	20	2	3,750	5	18,750	3,000	20	1,000	7.5%	0%
Piranha Precision L.M.	0.015	40		75				30	67.5	5	100	2	3,750	5	18,750	3,000	20	1,000	7.5%	0%
Bloodclaw Precision L.M.	0.015	40			75			45	56.25	5	30	2	3,750	5	18,750	3,000	20	1,000	7.5%	0%
Flameburst Precision L.M.	0.015	40				75		60	48.75	5	30	2	3,750	5	18,750	3,000	20	1,000	7.5%	0%

Advanced High Damage Light Missiles Primary Skill Required: **Standard Missile Specialization Level I**; Secondary Skill: **Missile Launcher Operation Level V**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Sabretooth Fury L.Missile	0.015	40	87					87	34.8	5.8	50	2	2,000	3	6,000	1,000	50	1,000	0%	10%
Piranha Fury Light Missile	0.015	40		87				34.8	78.3	5.8	40	2	2,000	3	6,000	1,000	50	1,000	0%	10%
Bloodclaw Fury L.Missile	0.015	40			87			52.2	65.25	5.8	50	2	2,000	3	6,000	1,000	50	1,000	0%	10%
Flameburst Fury L.M.	0.015	40				87		69.6	56.55	5.8	25	2	2,000	3	6,000	1,000	50	1,000	0%	10%

Standard Auto-targeting (Light) Missiles Primary Skill Required: **FOF Missiles Level I**; Secondary Skill Required: **Standard Missiles Level I**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Seeker FOF Light M. I	0.015	66.67	40					40	16	2.667	6	1	3,750	5	18,750	1,000	50	1,000	0%	0%
Exterminator FOF L. M. I	0.015	66.67		40				16	36	2.667	6	1	3,750	5	18,750	1,000	50	1,000	0%	0%
Serpent FOF Light M. I	0.015	66.67			40			24	30	2.667	7	1	3,750	5	18,750	1,000	50	1,000	0%	0%
Firefly FOF Light Missile I	0.015	66.67				40		32	26	2.667	7.5	1	3,750	5	18,750	1,000	50	1,000	0%	0%

Missiles

Heavy Missiles used with (launchergroup): Missile Launcher Heavy (eg: Heavy Missile Launcher I, capacity 0.9m³, rate of fire 15s)



Standard Heavy Missiles Primary Skill Required: **Heavy Missiles Level I**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Thunderbolt Heavy Missile	0.03	30	150					150	60	10	40	1	3,750	10	37,500	750	125	1,000	0%	0%
Havoc Heavy Missile	0.03	30		150				60	135	10	25	1	3,750	10	37,500	750	125	1,000	0%	0%
Scourge Heavy Missile	0.03	30			150			90	112.5	10	35	1	3,750	10	37,500	750	125	1,000	0%	0%
Widowmaker Hvy Missile	0.03	30				150		120	97.5	10	35	1	3,750	10	37,500	750	125	1,000	0%	0%

Advanced High Precision Heavy Missiles Primary Skill Required: **Heavy Missile Specialization Level I**; Secondary Skill: **Missile Launcher Operation Level V**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Thunderbolt Precision HM	0.03	30	135					135	54	9	300	2	3,250	5.25	17,063	1,000	75	1,000	5.0%	0%
Havoc Precision HM	0.03	30		135				54	121.5	9	325	2	3,250	5.25	17,063	1,000	75	1,000	5.0%	0%
Scourge Precision HM	0.03	30			135			81	101.3	9	500	2	3,250	5.25	17,063	1,000	75	1,000	5.0%	0%
Widowmaker Prec. HM	0.03	30				135		108	87.75	9	250	2	3,250	5.25	17,063	1,000	75	1,000	5.0%	0%

Advanced High Damage Heavy Missiles Primary Skill Required: **Heavy Missile Specialization Level I**; Secondary Skill: **Missile Launcher Operation Level V**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Thunderbolt Fury HM	0.03	30	175					175	70	11.67	500	2	3,000	6	18,000	750	125	1,000	0%	7.5%
Havoc Fury HM	0.03	30		175				70	157.5	11.67	500	2	3,000	6	18,000	750	125	1,000	0%	7.5%
Scourge Fury HM	0.03	30			175			105	131.3	11.67	1000	2	3,000	6	18,000	750	125	1,000	0%	7.5%
Widowmaker Fury HM	0.03	30				175		140	113.8	11.67	400	2	3,000	6	18,000	750	125	1,000	0%	7.5%

Standard Auto-targeting (Heavy) Missiles Primary Skill Required: **FOF Missiles Level I**; Secondary Skill Required: **Heavy Missiles Level I**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Stalker FOF Heavy M. I	0.03	30	120					120	48	8	40	1	3,750	10	37,500	750	150	1,000	0%	0%
Eradicator FOF Hvy M. I	0.03	30		120				48	108	8	30	1	3,750	10	37,500	750	150	1,000	0%	0%
Hydra FOF Hvy. Missile I	0.03	30			120			72	90	8	35	1	3,750	10	37,500	750	150	1,000	0%	0%
Hellhound FOF Hvy. M. I	0.03	30				120		96	78	8	45	1	3,750	10	37,500	750	150	1,000	0%	0%

Missiles

Heavy Assault Missiles used with (launcher group): Missile Launcher Heavy Assault (eg: Hvy Assault M. Launcher I, cap'y 0.75m³, rate of fire 8s)



Standard Assault Missiles Primary Skill Required: **Heavy Missiles Level I**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Torrent Assault Missile	0.015	50	100					100	40	12.5	40	1	2,250	3	6,750	750	125	1,000	0%	0%
Fulmination Assault Miss.	0.015	50		100				40	90	12.5	75	1	2,250	3	6,750	750	125	1,000	0%	0%
Terror Assault Missile	0.015	50			100			60	75	12.5	40	1	2,250	3	6,750	750	125	1,000	0%	0%
Hellfire Assault Missile	0.015	50				100		80	65	12.5	40	1	2,250	3	6,750	750	125	1,000	0%	0%

Advanced Long Range Assault Missiles Primary Skill: **Heavy Assault Missile Specialization Level I**; Secondary Skill: **Missile Launcher Operation Level V**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Torrent Javelin Assault M.	0.015	50	85					85	34	10.63	300	2	3,500	8	28,000	750	125	1,000	5%	0%
Fulmination Javelin AM	0.015	50		85				34	76.5	10.63	200	2	3,500	8	28,000	750	125	1,000	5%	0%
Terror Javelin AM	0.015	50			85			51	63.75	10.63	400	2	3,500	8	28,000	750	125	1,000	5%	0%
Hellfire Javelin AM	0.015	50				85		68	55.25	10.63	400	2	3,500	8	28,000	750	125	1,000	5%	0%

Advanced Anti-Ship Assault Missiles Primary Skill: **Heavy Assault Missile Specialization Level I**; Secondary Skill: **Missile Launcher Operation Level V**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Torrent Rage Assault M.	0.015	50	120					120	48	15	250	2	1,500	4	6,000	250	200	1,000	0%	7.5%
Fulmination Rage AM	0.015	50		120				48	108	15	120	2	1,500	4	6,000	250	200	1,000	0%	7.5%
Terror Rage AM	0.015	50			120			72	90	15	500	2	1,500	4	6,000	250	200	1,000	0%	7.5%
Hellfire Rage AM	0.015	50				120		96	78	15	200	2	1,500	4	6,000	250	200	1,000	0%	7.5%

Missiles

Cruise Missiles used with (launchergroup): Missile Launcher Cruise (eg: Cruise Missile Launcher I, capacity 1.0m³, rate of fire 22s)



Standard Cruise Missiles Primary Skill Required: **Cruise Missiles Level I**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Paradise Cruise M.	0.05	20	300					300	120	13.64	175	1	3,750	20	75,000	500	300	1,000	0%	0%
Devastator Cruise M.	0.05	20		300				120	270	13.64	150	1	3,750	20	75,000	500	300	1,000	0%	0%
Wrath Cruise Missile	0.05	20			300			180	225	13.64	150	1	3,750	20	75,000	500	300	1,000	0%	0%
Cataclysm Cruise M.	0.05	20				300		240	195	13.64	200	1	3,750	20	75,000	500	300	1,000	0%	0%

Advanced High Precision Cruise Missiles Primary Skill Required: **Cruise Missile Specialization Level I**; Secondary Skill: **Missile Launcher Operation Level V**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Paradise Precision CM	0.05	20	260					260	104	11.82	400	2	3,750	10	37,500	1,000	200	1,000	4%	0%
Devastator Precision CM	0.05	20		260				104	234	11.82	300	2	3,750	10	37,500	1,000	200	1,000	4%	0%
Wrath Precision CM	0.05	20			260			156	195	11.82	700	2	3,750	10	37,500	1,000	200	1,000	4%	0%
Cataclysm Precision CM	0.05	20				260		208	169	11.82	400	2	3,750	10	37,500	1,000	200	1,000	4%	0%

Advanced High Damage Cruise Missiles Primary Skill Required: **Cruise Missile Specialization Level I**; Secondary Skill: **Missile Launcher Operation Level V**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Paradise Fury Cruise M.	0.05	20	345					345	138	15.68	450	2	1,750	10	17,500	500	300	1,000	0%	5%
Devastator Fury CM	0.05	20		345				138	310.5	15.68	600	2	1,750	10	17,500	500	300	1,000	0%	5%
Wrath Fury Cruise M.	0.05	20			345			207	258.8	15.68	700	2	1,750	10	17,500	500	300	1,000	0%	5%
Cataclysm Fury CM	0.05	20				345		276	224.3	15.68	400	2	1,750	10	17,500	500	300	1,000	0%	5%

Standard Auto-targeting (Cruise) Missiles Primary Skill Required: **FOF Missiles Level I**; Secondary Skill Required: **Cruise Missiles Level I**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Hunter FOF Cruise M. I	0.05	20	225					225	90	10.23	200	1	3,750	20	75,000	500	300	1,000	0%	0%
Obliterator FOF Cruise M	0.05	20		225				90	202.5	10.23	125	1	3,750	20	75,000	500	300	1,000	0%	0%
Dragon F.O.F Cruise M. I	0.05	20			225			135	168.8	10.23	225	1	3,750	20	75,000	500	300	1,000	0%	0%
Phoenix FOF Cruise M. I	0.05	20				225		180	146.3	10.23	425	1	3,750	20	75,000	500	300	1,000	0%	0%

Missiles

Torpedoes used with (launchergroup): Missile Launcher Siege (eg: Siege Missile Launcher I, capacity 1.5m³, rate of fire 24s) 

Standard Torpedoes Primary Skill Required: **Torpedoes Level I**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Mjolnir Torpedo	0.1	7.5	450					450	180	18.75	375	1	1,250	30	37,500	250	400	1,000	0%	0%
Bane Torpedo	0.1	7.5		450				180	405	18.75	400	1	1,250	30	37,500	250	400	1,000	0%	0%
Juggernaut Torpedo	0.1	7.5			450			270	337.5	18.75	375	1	1,250	30	37,500	250	400	1,000	0%	0%
Inferno Torpedo	0.1	7.5				450		360	292.5	18.75	475	1	1,250	30	37,500	250	400	1,000	0%	0%

Advanced Long Range Torpedoes Primary Skill Required: **Torpedo Specialization Level I**; Secondary Skill: **Missile Launcher Operation Level V**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Mjolnir Javelin Torpedo	0.1	7.5	380					380	152	15.83	1000	2	3,750	12.5	46,875	500	400	1,000	4%	0%
Bane Javelin Torpedo	0.1	7.5		380				152	342	15.83	800	2	3,750	12.5	46,875	500	400	1,000	4%	0%
Juggernaut Javelin Torpedo	0.1	7.5			380			228	285	15.83	1500	2	3,750	12.5	46,875	500	400	1,000	4%	0%
Inferno Javelin Torpedo	0.1	7.5				380		304	247	15.83	750	2	3,750	12.5	46,875	500	400	1,000	4%	0%

Advanced Anti-Ship Torpedoes Primary Skill Required: **Torpedo Specialization Level I**; Secondary Skill: **Missile Launcher Operation Level V**


Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Mjolnir Rage Torpedo	0.1	7.5	540					540	216	22.5	500	2	1,000	10	10,000	100	600	1,000	0%	5%
Bane Rage Torpedo	0.1	7.5		540				216	486	22.5	500	2	1,000	10	10,000	100	600	1,000	0%	5%
Juggernaut Rage Torpedo	0.1	7.5			540			324	405	22.5	500	2	1,000	10	10,000	100	600	1,000	0%	5%
Inferno Rage Torpedo	0.1	7.5				540		432	351	22.5	350	2	1,000	10	10,000	100	600	1,000	0%	5%

Citadel Torpedoes used with (launchergroup): Missile Launcher Citadel (eg: Citadel Torpedo Launcher I, capacity 4.5m³, rate of fire 48s) 

Standard Citadel Torpedoes Primary Skill Required: **Citadel Torpedoes Level I**

Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Thor Torpedo I	0.3	15	1800					1800	720	37.5	5000	1	750	90	67,500	125	1,000	1,000	0%	0%
Doom Torpedo I	0.3	15		1800				720	1620	37.5	5200	1	750	90	67,500	125	1,000	1,000	0%	0%
Rift Torpedo I	0.3	15			1800			1080	1350	37.5	5400	1	750	90	67,500	125	1,000	1,000	0%	0%
Purgatory Torpedo I	0.3	15				1800		1440	1170	37.5	5000	1	750	90	67,500	125	1,000	1,000	0%	0%

Missiles

Defender Missiles															used with (launchergroup): Missile Launcher (any) (eg: Rocket Launcher I, capacity 0.15m³, rate of fire 4s)					
(any) Defender Missiles															Primary Skill Required: Defender Missiles Level I					
Name	Vol. (m³)	Std. Load	Base Damage							Typical Price (ISK)	Tech	Flight Characteristics						Penalties		
			EM	Expl	Kin	Ther	if hit Shield	if hit Armor	DPS			max velocity	flight time	RANGE	Explosion Velocity	Expl. Rad. (m)	Inertia Modifier	Ship Vel.	Capacitor	
Defender I	0.015	10		76				30.4	68.4	5.067	5.5	1	750	10	7,500	n/a	n/a	700	0%	0%

Notes:

DPS (Damage per Second) is *our calculation* of the Base Damage (EM+Expl+Kin+Ther) modified by the launch rate of the STANDARD launcher for this type of warhead
 eg: Gremlin Rocket does basic 25 points EM damage with a Rate of Fire of 4 seconds in a Rocket Launcher I. Base DPS = 25/4 = 6.25 damage per second

RANGE is *our calculation* of Max. Velocity x Flight Time (ignores initial acceleration (explosion velocity?), and post-flight momentum). What happens to a MISSile if it MISSes?

Standard Load is *our calculation* of how many rounds of ammo fit in a Standard Launcher for that ammo type
 eg: the number of Thunderbolt Heavy missiles (0.03 m³ each) that will fit in a Heavy Missile Launcher I (capacity 0.9m³) is 0.9/0.03 = 30 missiles per load

Cap. Penalty is a penalty to the recharge rate of the ship's capacitor - use as a multiplier of capacitor recharge rate

Ship Velocity Penalty is a penalty to the maximum velocity of the ship when mounted with ammo of that type

The EVE Online Database lists Auto-targeting (Friend or Foe) Missiles in a separate category, but we have split them into their appropriate missile families for better comparison.

Typical Price will vary. Since the Eve Online Database lists absolutely unrealistic (totally whacked out) "Base Price", we have used an average Regional market price.

Defender Missiles are used against incoming missiles. They seem to come in only one size, and fit all missile launchers. (so, use the fastest launcher, eg: Rocket Launchers)

Icons (© CCP) show a typical missile from that category, and the standard launcher.