


Projectile Ammo (Artillery Cannons, Autocannons) Ammunition & Charges / Projectile Ammo
(Chargegroup): Ammo Category: Ammunition & Charges / Projectile Ammo
Used with (Launchergroup): Projectile Weapon Category: Ship Equipment / Turrets & Bays / Projectile Weapons

Standard Ammo Tech Level: I

Small


Name	Basic Cost (ISK)	Volume (m³)	Shells per m³	Range Bonus	Base Damage					
					EM	Explosive	Kinetic	Thermal	Shield	Armor
Carbonized Lead S	5	0.004	250	60%		3	3		3.00	4.95
Depleted Uranium S	8	0.0025	400	0%		3	3	2	4.60	6.25
EMP S	16	0.005	200	-50%	5	4	2		7.80	7.10
Fusion S	9	0.00375	267	-25%		8	2		4.40	8.70
Nuclear S	3	0.0035	286	40%		5	2		3.20	6.00
Phased Plasma S	10	0.00425	235	-37.5%			2	8	7.60	6.70
Proton S	11	0.003	333	20%	3		4		5.40	4.20
Titanium Sabot S	9	0.00325	308	-12.5%		3	6		4.80	7.20



plasma S

Medium


Name	Basic Cost (ISK)	Volume (m³)	Shells per m³	Range Bonus	Base Damage					
					EM	Explosive	Kinetic	Thermal	Shield	Armor
Carbonized Lead M	800	0.02	50	-60%		6	6		6.00	9.90
Depleted Uranium M	2,050	0.0125	80	0%		6	6	4	9.20	12.50
EMP M	4,000	0.025	40	50%	10	8	4		15.60	14.20
Fusion M	2,750	0.01875	53	25%		16	4		8.80	17.40
Nuclear M	1,200	0.0175	57	-40%		10	4		6.40	12.00
Phased Plasma M	3,250	0.02125	47	37.5%			4	16	15.20	13.40
Proton M	1,650	0.015	67	-20%	6		8		10.80	8.40
Titanium Sabot M	2,350	0.01625	62	12.5%		6	12		9.60	14.40



nuclear M

Large


Name	Basic Cost (ISK)	Volume (m³)	Shells per m³	Range Bonus	Base Damage					
					EM	Explosive	Kinetic	Thermal	Shield	Armor
Carbonized Lead L	2,000	0.04	25	60%		12	12		12.00	19.80
Depleted Uranium L	5,000	0.025	40	0%		12	12	8	18.40	25.00
EMP L	10,000	0.05	20	-50%	20	16	8		31.20	28.40
Fusion L	7,000	0.0375	27	-25%		32	8		17.60	34.80
Nuclear L	3,000	0.035	29	40%		20	8		12.80	24.00
Phased Plasma L	8,000	0.0425	24	-37.5%			8	32	30.40	26.80
Proton L	4,000	0.030	33	20%	12		16		21.60	16.80
Titanium Sabot L	6,000	0.0325	31	-12.5%		12	24		19.20	28.80



fusion L

Extra Large

Name	Basic Cost (ISK)	Volume (m³)	Shells per m³	Range Bonus	Base Damage					
					EM	Explosive	Kinetic	Thermal	Shield	Armor
Carbonized Lead XL	20,000	0.2	5	60%		24	24		24.00	39.60
Depleted Uranium XL	50,000	0.125	8	0%		24	24	16	36.80	50.00
EMP XL	100,000	0.25	4	-50%	40	32	16		62.40	56.80
Fusion XL	70,000	0.1875	5	-25%		64	16		35.20	69.60
Nuclear XL	30,000	0.175	6	40%		40	16		25.60	48.00
Phased Plasma XL	80,000	0.2125	5	-37.5%			16	64	60.80	53.60
Proton XL	40,000	0.15	7	20%	24		32		43.20	33.60
Titanium Sabot XL	60,000	0.1625	6	-12.5%		24	48		38.40	57.60



proton XL

Faction Ammo Tech Level: I

Faction Ammo attributes are identical to the Standard Ammo of the same name, but with the following modifiers to all types of Damage

Name	Damage Multiplier
Arch Angel	1.1
Republic Fleet	1.15
Domination	1.2

Advanced Autocannon Ammo	Tech Level II
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Requires: (S / M / L) Tech Level II Autocannons.

Hail:  S  M  L

Prerequisites: (S / M / L) Autocannon Specialization I; (S / M / L) Projectile Turret V



Small / Medium / Large

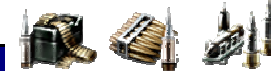
Name	Basic Cost (ISK)	Volume (m³)	Shells per m³	Range Bonus	Base Damage				Tracking Speed x	Falloff Modifier	Capacitor Charge
					Explosive	Kinetic	Shield	Armor			
Barrage S	100,000	0.005	200	0%	6	5	5.4	9.15	0.75	50%	0%
Hail S	100,000	0.005	200	-50%	11	3	6.2	12.15	0.50	50%	-10%
Barrage M	400,000	0.025	40	0%	12	10	10.8	18.3	0.75	50%	0%
Hail M	400,000	0.025	40	-50%	22	6	12.4	24.3	0.50	50%	-7%
Barrage L	1,000,000	0.05	20	0%	24	20	21.6	36.6	0.75	50%	0%
Hail L	1,000,000	0.05	20	-50%	44	12	24.8	48.6	0.50	50%	-5%

Advanced Artillery Ammo	Tech Level II
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Requires: (S / M / L) Tech Level II Artillery Cannons.

Quake:  S  M  L

Prerequisites: (S / M / L) Artillery Cannon Specialization I; (S / M / L) Projectile Turret V



Small / Medium / Large

Name	Basic Cost (ISK)	Volume (m³)	Shells per m³	Range Bonus	Base				Tracking Speed x	Velocity Penalty	Capacitor Charge
					Explosive	Kinetic	Shield	Armor			
Quake S	150,000	0.005	200	-75%	9	5	6.6	11.85	0.75	-20%	-25%
Tremor S	150,000	0.005	200	80%	5	3	3.8	6.75	0.25	0%	0%
Quake M	600,000	0.025	40	-75%	18	10	13.2	23.7	0.75	-14%	-16%
Tremor M	600,000	0.025	40	80%	10	6	7.6	13.5	0.25	0%	0%
Quake L	1,500,000	0.05	20	-75%	36	20	26.4	47.4	0.75	-10%	-12%
Tremor L	1,500,000	0.05	20	80%	20	12	15.2	27	0.25	0%	0%

Notes

Ammo works only in the Projectile Weapon of the same calibre (eg: Fusion S fits only in Small Artillery Cannons OR Autocannons)

Data Sources: in-game item descriptions; official EVE Online database, @ eve-online.com/itemdatabase; in-game experience

See also: numerous "Faction" variants for each ammo type, shown in the [Variations] tab on the [Show Info] screen of each ammo