

Projectile Weapons

| | |
|--|---|
| Projectile Weapons (Artillery Cannons, Autocannons) | Ship Equipment / Turrets & Bays / Projectile Turrets |
| (Launcher group): Projectile Weapon Category: Ship Equipment / Turrets & Bays / Projectile Turrets | |
| Used with (Charge group): Ammo Category: Ammunition & Charges / Projectile Ammo | |
| Fitting Requirements: High Power Slot / Turret Hardpoint | |

| Small Artillery Cannons | | Ammo/Charge: Ammo S | | | Signature Resolution: 40m | | | | Frigates | | | | |
|--------------------------------------|-----------------|---------------------|-----------|-----|---------------------------|----------|------------------|-------------|---------------|---------------|------|----------------------------|-------------------------|
| Name | Damage Modifier | Typical ISK Cost | ammo (m³) | CPU | Pwr | Activate | Rate of Fire (s) | Track Speed | Optimal Range | Accu. falloff | Tech | Prerequisite 1 | Prerequisite 2 |
| 250mm Light Artillery Cannon I | 4.62 | 12,000 | 0.1 | 12 | 8 | 0 | 8.5 | 0.082 | 8,050 | 8,750 | 1 | Small Projectile Turret I | Gunnery I |
| 250mm Light Carbine Howitzer I | 4.85 | 5,996 | 0.1 | 9 | 8 | 0 | 8.5 | 0.082 | 8,453 | 8,750 | 1 | Small Projectile Turret I | Gunnery I |
| 250mm Light Gallium I Cannon | 5.08 | 5,996 | 0.1 | 11 | 8 | 0 | 8.5 | 0.082 | 8,855 | 8,750 | 1 | Small Projectile Turret I | Gunnery I |
| 250mm Light Prototype I Siege Cannon | 5.31 | 5,996 | 0.1 | 10 | 8 | 0 | 8.5 | 0.082 | 9,258 | 8,750 | 1 | Small Projectile Turret I | Gunnery I |
| 250mm Light 'Scout' Artillery I | 5.54 | 5,996 | 0.1 | 10 | 8 | 0 | 8.5 | 0.082 | 9,660 | 8,750 | 1 | Small Projectile Turret I | Gunnery I |
| 250mm Light Artillery Cannon II | 5.54 | 132,664 | 0.1 | 13 | 9 | 0 | 8.5 | 0.082 | 9,660 | 8,750 | 2 | Small Projectile Turret IV | Small Artillery Spec. I |
| 280mm Carbine Howitzer I | 6.34 | 7,496 | 0.05 | 12 | 12 | 0 | 10.5 | 0.066 | 11,000 | 8,750 | 1 | Small Projectile Turret I | Gunnery I |
| 280mm Gallium I Cannon | 6.64 | 7,496 | 0.05 | 14 | 12 | 0 | 10.5 | 0.066 | 11,000 | 8,750 | 1 | Small Projectile Turret I | Gunnery I |
| 280mm Howitzer Artillery I | 6.04 | 15,000 | 0.05 | 15 | 12 | 0 | 10.5 | 0.066 | 10,000 | 8,750 | 1 | Small Projectile Turret I | Gunnery I |
| 280mm Prototype I Siege Cannon | 6.94 | 7,496 | 0.05 | 12 | 12 | 0 | 10.5 | 0.066 | 12,000 | 8,750 | 1 | Small Projectile Turret I | Gunnery I |
| 280mm 'Scout' Artillery I | 7.25 | 7,496 | 0.05 | 13 | 12 | 0 | 10.5 | 0.066 | 12,000 | 8,750 | 1 | Small Projectile Turret I | Gunnery I |
| 280mm Howitzer Artillery II | 7.25 | 1,976 | 0.05 | 16 | 13 | 0 | 10.5 | 0.066 | 12,000 | 8,750 | 2 | Small Projectile Turret IV | Small Artillery Spec. I |



| Small Autocannons | | Ammo/Charge: Ammo S | | | Signature Resolution: 40m | | | | Frigates | | | | |
|--|-----------------|---------------------|-----------|-----|---------------------------|----------|------------------|-------------|---------------|---------------|------|----------------------------|------------------------|
| Name | Damage Modifier | Typical ISK Cost | ammo (m³) | CPU | Pwr | Activate | Rate of Fire (s) | Track Speed | Optimal Range | Accu. falloff | Tech | Prerequisite 1 | Prerequisite 2 |
| Civilian Gatling Autocannon | 0.50 | | n/a | 4 | 6 | 1 | 2.0 | 0.5 | 750 | 4,000 | 0? | Small Projectile Turret I | Gunnery I |
| 125mm Gatling Autocannon I | 2.06 | 2,000 | 0.5 | 3 | 1 | 0 | 3.0 | 0.395 | 800 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 125mm Light Carbine Repeating Cannon I | 2.17 | 1,000 | 0.5 | 2 | 1 | 0 | 3.0 | 0.395 | 840 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 125mm Light Gallium I Machine Gun | 2.27 | 1,000 | 0.5 | 2 | 1 | 0 | 3.0 | 0.395 | 880 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 125mm Light Prototype I Automatic Cannon | 2.37 | 1,000 | 0.5 | 2 | 1 | 0 | 3.0 | 0.395 | 920 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 125mm Light 'Scout' Autocannon I | 2.48 | 1,000 | 0.5 | 2 | 1 | 0 | 3.0 | 0.395 | 960 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 125mm Gatling Autocannon II | 2.48 | 35,400 | 0.5 | 3 | 1 | 0 | 3.0 | 0.395 | 960 | 4,000 | 2 | Small Projectile Turret IV | Sm. Autocannon Spec. I |
| 150mm Light Autocannon I | 2.48 | 6,000 | 0.4 | 6 | 2 | 0 | 3.4 | 0.35 | 900 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 150mm Light Carbine Repeating Cannon I | 2.60 | 1,976 | 0.4 | 4 | 2 | 0 | 3.4 | 0.35 | 945 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 150mm Light Gallium I Machine Gun | 2.72 | 1,976 | 0.4 | 5 | 2 | 0 | 3.4 | 0.35 | 990 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 150mm Light Prototype I Automatic Cannon | 2.85 | 1,976 | 0.4 | 5 | 2 | 0 | 3.4 | 0.35 | 1,035 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 150mm Light 'Scout' Autocannon I | 2.97 | 1,976 | 0.4 | 5 | 2 | 0 | 3.4 | 0.35 | 1,080 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 150mm Light Autocannon II | 2.97 | 74,212 | 0.4 | 6 | 2 | 0 | 3.4 | 0.35 | 1,080 | 4,000 | 2 | Small Projectile Turret IV | Sm. Autocannon Spec. I |
| 200mm Autocannon I | 2.89 | 9,000 | 0.3 | 9 | 4 | 0 | 3.8 | 0.315 | 1,000 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 200mm Light Gallium I Machine Gun | 3.18 | 4,484 | 0.3 | 8 | 4 | 0 | 3.8 | 0.315 | 1,100 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 200mm Light Carbine Repeating Cannon I | 3.03 | 4,484 | 0.3 | 7 | 4 | 0 | 3.8 | 0.315 | 1,050 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 200mm Light Prototype I Automatic Cannon | 3.32 | 4,484 | 0.3 | 7 | 4 | 0 | 3.8 | 0.315 | 1,150 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 200mm Light 'Scout' Autocannon I | 3.47 | 4,484 | 0.3 | 8 | 4 | 0 | 3.8 | 0.315 | 1,200 | 4,000 | 1 | Small Projectile Turret I | Gunnery I |
| 200mm Autocannon II | 3.47 | 109,744 | 0.3 | 9 | 4 | 0 | 3.8 | 0.315 | 1,200 | 4,000 | 2 | Small Projectile Turret IV | Sm. Autocannon Spec. I |



Projectile Weapons

| Medium Artillery Cannons | | | | | | | | | | | | | Ammo/Charge: Ammo M | | | Signature Resolution: 125m | | | | Cruisers | |
|---------------------------------------|-----------------|------------------|-----------|-----|-----|----------|------------------|-------------|---------------|---------------|------|---------------------------|--------------------------|--|--|----------------------------|--|--|--|----------|--|
| Name | Damage Modifier | Typical ISK Cost | ammo (m³) | CPU | Pwr | Activate | Rate of Fire (s) | Track Speed | Optimal Range | Accu. falloff | Tech | Prerequisite 1 | Prerequisite 2 | | | | | | | | |
| 650mm Artillery Cannon I | 4.62 | 120,000 | 0.50 | 27 | 200 | 0 | 12.75 | 0.027 | 16,000 | 18,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 650mm Medium Carbine Howitzer I | 4.85 | 59,676 | 0.50 | 21 | 200 | 0 | 12.75 | 0.027 | 17,000 | 18,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 650mm Medium Gallium I Cannon | 5.08 | 59,676 | 0.50 | 25 | 200 | 0 | 12.75 | 0.027 | 18,000 | 18,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 650mm Medium Prototype I Siege Cannon | 5.31 | 59,676 | 0.50 | 22 | 200 | 0 | 12.75 | 0.027 | 19,000 | 18,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 650mm Medium 'Scout' Artillery I | 5.54 | 59,676 | 0.50 | 24 | 200 | 0 | 12.75 | 0.027 | 19,000 | 18,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 650mm Artillery Cannon II | 5.54 | 436,976 | 0.50 | 28 | 220 | 0 | 12.75 | 0.027 | 19,000 | 18,000 | 2 | Med. Projectile Turret IV | Medium Artillery Spec. I | | | | | | | | |
| 720mm Carbine Howitzer I | 6.34 | 74,980 | 0.25 | 24 | 250 | 0 | 15.75 | 0.022 | 21,000 | 18,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 720mm Gallium I Cannon | 6.64 | 74,980 | 0.25 | 28 | 250 | 0 | 15.75 | 0.022 | 22,000 | 18,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 720mm Howitzer Artillery I | 6.04 | 150,000 | 0.25 | 30 | 250 | 0 | 15.75 | 0.022 | 20,000 | 18,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 720mm Prototype I Siege Cannon | 6.94 | 74,980 | 0.25 | 25 | 250 | 0 | 15.75 | 0.022 | 23,000 | 18,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 720mm 'Scout' Artillery I | 7.25 | 74,980 | 0.25 | 27 | 250 | 0 | 15.75 | 0.022 | 24,000 | 18,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 720mm Howitzer Artillery II | 7.25 | 517,456 | 0.25 | 32 | 275 | 0 | 15.75 | 0.022 | 24,000 | 18,000 | 2 | Med. Projectile Turret IV | Medium Artillery Spec. I | | | | | | | | |



| Medium Autocannons | | | | | | | | | | | | | Ammo/Charge: Ammo M | | | Signature Resolution: 125m | | | | Cruisers | |
|---|-----------------|------------------|-----------|-----|-----|----------|------------------|-------------|---------------|---------------|------|---------------------------|-------------------------|--|--|----------------------------|--|--|--|----------|--|
| Name | Damage Modifier | Typical ISK Cost | ammo (m³) | CPU | Pwr | Activate | Rate of Fire (s) | Track Speed | Optimal Range | Accu. falloff | Tech | Prerequisite 1 | Prerequisite 2 | | | | | | | | |
| Dual 180mm Autocannon I | 2.06 | 20,000 | 2.5 | 18 | 80 | 0 | 4.50 | 0.132 | 1,600 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| Dual 180mm Carbine Repeating Cannon I | 2.17 | 10,000 | 2.5 | 14 | 80 | 0 | 4.50 | 0.132 | 1,680 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| Dual 180mm Gallium I Machine Gun | 2.27 | 10,000 | 2.5 | 17 | 80 | 0 | 4.50 | 0.132 | 1,760 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| Dual 180mm Prototype I Automatic Cannon | 2.37 | 10,000 | 2.5 | 15 | 80 | 0 | 4.50 | 0.132 | 1,840 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| Dual 180mm 'Scout' Autocannon I | 2.48 | 10,000 | 2.5 | 16 | 80 | 0 | 4.50 | 0.132 | 1,920 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| Dual 180mm Autocannon II | 2.48 | 220,508 | 2.5 | 19 | 88 | 0 | 4.50 | 0.132 | 1,920 | 8,000 | 2 | Med. Projectile Turret IV | Med. Autocannon Spec. I | | | | | | | | |
| 220mm Vulcan Autocannon I | 2.31 | 60,000 | 2.0 | 21 | 100 | 0 | 4.73 | 0.1175 | 1,800 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 220mm Medium Carbine Repeating | 2.43 | 25,888 | 2.0 | 16 | 100 | 0 | 4.73 | 0.1175 | 1,890 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 220mm Medium Gallium I Machine Gun | 2.54 | 25,888 | 2.0 | 19 | 100 | 0 | 4.73 | 0.1175 | 1,980 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 220mm Med. Prototype I Automatic Cannon | 2.66 | 25,888 | 2.0 | 17 | 100 | 0 | 4.73 | 0.1175 | 2,070 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 220mm Medium 'Scout' Autocannon I | 2.77 | 25,888 | 2.0 | 18 | 100 | 0 | 4.73 | 0.1175 | 2,160 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 220mm Vulcan Autocannon II | 2.77 | 305,136 | 2.0 | 22 | 110 | 0 | 4.73 | 0.1175 | 2,160 | 8,000 | 2 | Med. Projectile Turret IV | Med. Autocannon Spec. I | | | | | | | | |
| 425mm Autocannon I | 2.89 | 90,000 | 1.5 | 24 | 140 | 0 | 5.63 | 0.1056 | 2,000 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 425mm Med. Carbine Repeating Cannon I | 3.03 | 44,740 | 1.5 | 19 | 140 | 0 | 5.63 | 0.1056 | 2,100 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 425mm Medium Gallium I Machine Gun | 3.18 | 44,740 | 1.5 | 22 | 140 | 0 | 5.63 | 0.1056 | 2,200 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 425mm Med. Prototype I Automatic Cannon | 3.32 | 44,740 | 1.5 | 20 | 140 | 0 | 5.63 | 0.1056 | 2,300 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 425mm Medium 'Scout' Autocannon I | 3.47 | 44,740 | 1.5 | 21 | 140 | 0 | 5.63 | 0.1056 | 2,400 | 8,000 | 1 | Med. Projectile Turret I | Gunnery III | | | | | | | | |
| 425mm Autocannon II | 3.47 | 373,210 | 1.5 | 25 | 154 | 0 | 5.63 | 0.1056 | 2,400 | 8,000 | 2 | Med. Projectile Turret IV | Med. Autocannon Spec. I | | | | | | | | |



Projectile Weapons

| Large Artillery Cannons | | | | | | | | | | | | | |
|---------------------------------------|-----------------|------------------|-----------|-----|------|----------|------------------|-------------|---------------|---------------|------|--------------------------|-------------------------|
| Ammo/Charge: Ammo L | | | | | | | | | | | | | |
| Signature Resolution: 400m | | | | | | | | | | | | | |
| Battleships | | | | | | | | | | | | | |
| Name | Damage Modifier | Typical ISK Cost | ammo (m³) | CPU | Pwr | Activate | Rate of Fire (s) | Track Speed | Optimal Range | Accu. falloff | Tech | Prerequisite 1 | Prerequisite 2 |
| 1200mm Artillery Cannon I | 4.62 | 1,200,000 | 1.0 | 42 | 2750 | 0 | 19.13 | 0.0113 | 32,000 | 35,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 1200mm Heavy Carbine Howitzer I | 4.85 | 595,840 | 1.0 | 33 | 2750 | 0 | 19.13 | 0.0113 | 34,000 | 35,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 1200mm Heavy Gallium I Cannon | 5.08 | 595,840 | 1.0 | 39 | 2750 | 0 | 19.13 | 0.0113 | 35,000 | 35,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 1200mm Heavy Prototype I Artillery | 5.31 | 159,872 | 1.0 | 35 | 2750 | 0 | 19.13 | 0.0113 | 37,000 | 35,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 1200mm Heavy Prototype I Siege Cannon | 5.31 | 595,840 | 1.0 | 35 | 2750 | 0 | 19.13 | 0.0113 | 37,000 | 35,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 1200mm Heavy 'Scout' Artillery I | 5.54 | 595,840 | 1.0 | 37 | 2750 | 0 | 19.13 | 0.0113 | 39,000 | 35,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 1200mm Artillery Cannon II | 5.54 | 2,000,000 | 1.0 | 44 | 3025 | 0 | 19.13 | 0.0113 | 39,000 | 35,000 | 2 | Lg. Projectile Turret IV | Large Artillery Spec. I |
| 1400mm Howitzer Artillery I | 6.04 | 1,500,000 | 0.5 | 45 | 3250 | 0 | 23.63 | 0.009 | 40,000 | 35,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 1400mm Carbine Howitzer I | 6.34 | 744,812 | 0.5 | 36 | 3250 | 0 | 23.63 | 0.009 | 42,000 | 35,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 1400mm Gallium I Cannon | 6.64 | 744,812 | 0.5 | 42 | 3250 | 0 | 23.63 | 0.009 | 44,000 | 35,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 1400mm Prototype I Siege Cannon | 6.94 | 744,812 | 0.5 | 38 | 3250 | 0 | 23.63 | 0.009 | 46,000 | 35,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 1400mm 'Scout' Artillery I | 7.25 | 744,812 | 0.5 | 40 | 3250 | 0 | 23.63 | 0.009 | 48,000 | 35,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 1400mm Howitzer Artillery II | 7.25 | 2,321,000 | 0.5 | 47 | 3575 | 0 | 23.63 | 0.009 | 48,000 | 35,000 | 2 | Lg. Projectile Turret IV | Large Artillery Spec. I |



| Large Autocannons | | | | | | | | | | | | | |
|--|-----------------|------------------|-----------|-----|------|----------|------------------|-------------|---------------|---------------|------|--------------------------|------------------------|
| Ammo/Charge: Ammo L | | | | | | | | | | | | | |
| Signature Resolution: 400m | | | | | | | | | | | | | |
| Battleships | | | | | | | | | | | | | |
| Name | Damage Modifier | Typical ISK Cost | ammo (m³) | CPU | Pwr | Activate | Rate of Fire (s) | Track Speed | Optimal Range | Accu. falloff | Tech | Prerequisite 1 | Prerequisite 2 |
| Dual 425mm Autocannon I | 2.07 | 200,000 | 5.0 | 33 | 1250 | 0 | 6.75 | 0.054 | 3,200 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| Dual 425mm Carbine Repeating Cannon I | 2.17 | 98,972 | 5.0 | 26 | 1250 | 0 | 6.75 | 0.054 | 3,360 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| Dual 425mm Gallium I Machine Gun | 2.27 | 98,972 | 5.0 | 31 | 1250 | 0 | 6.75 | 0.054 | 3,520 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| Dual 425mm Prototype I Automatic Cannon | 2.37 | 98,972 | 5.0 | 28 | 1250 | 0 | 6.75 | 0.054 | 3,680 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| Dual 425mm 'Scout' Autocannon I | 2.48 | 98,972 | 5.0 | 29 | 1250 | 0 | 6.75 | 0.054 | 3,840 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| Dual 425mm Autocannon II | 2.48 | 605,200 | 5.0 | 35 | 1375 | 0 | 6.75 | 0.054 | 3,840 | 16,000 | 2 | Lg. Projectile Turret IV | Lg. Autocannon Spec. I |
| Dual 650mm Gallium I Repeating Cannon | 2.69 | 298,716 | 4.0 | 34 | 1500 | 0 | 7.50 | 0.048 | 3,960 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| Dual 650mm Carbine Repeating Howitzer I | 2.57 | 298,716 | 4.0 | 28 | 1500 | 0 | 7.50 | 0.048 | 3,780 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| Dual 650mm Proto. I Rep. Siege Cannon | 2.81 | 298,716 | 4.0 | 30 | 1500 | 0 | 7.50 | 0.048 | 4,140 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| Dual 650mm Repeating Artillery I | 2.44 | 600,000 | 4.0 | 36 | 1500 | 0 | 7.50 | 0.048 | 3,600 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| Dual 650mm 'Scout' Repeating Artillery I | 2.93 | 298,716 | 4.0 | 32 | 1500 | 0 | 7.50 | 0.048 | 4,320 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| Dual 650mm Repeating Artillery II | 2.93 | 1,109,000 | 4.0 | 38 | 1650 | 0 | 7.50 | 0.048 | 4,320 | 16,000 | 2 | Lg. Projectile Turret IV | Lg. Autocannon Spec. I |
| 800mm Heavy Carbine Rep. Howitzer I | 2.83 | 448,700 | 3.0 | 31 | 2000 | 0 | 7.88 | 0.0432 | 4,200 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 800mm Hvy. Gallium I Repeating Cannon | 2.96 | 448,700 | 3.0 | 37 | 2000 | 0 | 7.88 | 0.0432 | 4,400 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 800mm Hvy. Proto. I Rep. Seige Cannon | 3.10 | 448,700 | 3.0 | 33 | 2000 | 0 | 7.88 | 0.0432 | 4,600 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 800mm Hvy. 'Scout' Repeating Artillery I | 3.23 | 448,700 | 3.0 | 35 | 2000 | 0 | 7.88 | 0.0432 | 4,800 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 800mm Repeating Artillery I | 2.70 | 900,000 | 3.0 | 39 | 2000 | 0 | 7.88 | 0.0432 | 4,000 | 16,000 | 1 | Lg. Projectile Turret I | Gunnery V |
| 800mm Repeating Artillery II | 3.23 | 1,485,000 | 3.0 | 41 | 2200 | 0 | 7.88 | 0.0432 | 4,800 | 16,000 | 2 | Lg. Projectile Turret IV | Lg. Autocannon Spec. I |



Projectile Weapons

| Extra Large Artillery Cannons | | Ammo/Charge: Ammo XL | | | Signature Resolution: 1000m | | | | | | | Dreadnoughts, Stations | |
|-------------------------------|-----------------|----------------------|-----------|-----|-----------------------------|----------|------------------|-------------|---------------|---------------|------|-----------------------------|----------------|
| Name | Damage Modifier | Typical ISK Cost | ammo (m³) | CPU | Pwr | Activate | Rate of Fire (s) | Track Speed | Optimal Range | Accu. falloff | Tech | Prerequisite 1 | Prerequisite 2 |
| Quad 3500mm Siege Artillery I | 8.40 | 37.5M | 5.0 | 70 | 138k | 0 | 28.7 | 0.0056 | 64,000 | 70,000 | 1 | Capital Projectile Turret I | Gunnery V |



| Extra Large Autocannons | | Ammo/Charge: Ammo XL | | | Signature Resolution: 1000m | | | | | | | Dreadnoughts, Stations | |
|--------------------------------|-----------------|----------------------|-----------|-----|-----------------------------|----------|------------------|-------------|---------------|---------------|------|-----------------------------|----------------|
| Name | Damage Modifier | Typical ISK Cost | ammo (m³) | CPU | Pwr | Activate | Rate of Fire (s) | Track Speed | Optimal Range | Accu. falloff | Tech | Prerequisite 1 | Prerequisite 2 |
| 6x2500mm Repeating Artillery I | 3.85 | 32.5M | 10.0 | 55 | 100k | 0 | 8.4 | 0.0216 | 8,000 | 32,000 | 1 | Capital Projectile Turret I | Gunnery V |



| Notes | | | | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| You have a number of choices of Ammo, and each type comes in the various calibers (s, m, l, xl) to fit the size of Projectile Weapon you are using. | | | | | | | | | | | | | |
| Ammo shown is just one of many available within the specific calibre. | | | | | | | | | | | | | |
| 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 | | | | | | | | | | | | | |
| the Civilian Gatling Autocannon needs no ammo. | | | | | | | | | | | | | |