



2D EveMaps

www.ombeve.co.uk

by Ombey
v3.65

Jump to Universe Map

2D EveMaps

Thanks for downloading my 2D Maps. I hope they are of use to you, and that you enjoy using them. If you spot any mistakes, please EveMail me (in game name: Ombey), with the details of the error. Any error spotting is greatly appreciated!

Latest release notes:

v3.65 (19th December 2010)

Typos:

-

Complexes:

-

Belts:

Amended [Domain](#) / Raravoss belt count

Outposts/ Stations:

Added outpost marker to [Branch](#)/ CS-ZGD, 313I-B, 9F-7PZ, C-LP3N, J9-5MQ, YG-82V & Q-4DEC

Added outpost marker to [Cloud Ring](#)/ OOTY-J & TN-T7T

Added outpost marker to [Deklein](#)/ 3T7-M8, XCF-8N, VPLL-N, N-TFXK & FO8M-2

Added outpost marker to [Delve](#)/ MZ-XFE, FM-JK5, S-6HNN & I-E3TG

Added outpost marker to [Detorid](#)/ XA5-TY

Added outpost marker to [Etherium Reach](#)/ BNX-AS, SAH-AD & B-2VXB

Added outpost marker to [Fade](#)/C8-CHY, K4YZ-Y, O-CNPR & P-33KR

Added outpost marker to [Feythabolis](#)/ NLO-3Z

Added outpost marker to [Fountain](#)/ 9R4-EJ, B17O-R, F-88PJ & TEG-SD

Added outpost marker to [Geminate](#)/ AP9-LV, L-HV5C & LR-2XT

Added outpost marker to [Immensea](#)/ B-R5RB & KCDX-7

Added outpost marker to [Insmother](#)/ LVL-GZ, 88A-RA, 8EF-58, I-1QKL, S0U-MO & O-7LAI

Added outpost marker to [The Kalevala Expanse](#)/

Added outpost marker to [Malpais](#)/ 6-WMKW, B2J-5N & VVB-QH

Added outpost marker to [Oasa](#)/ W5-VBR, PND-SI & QYT-X8

Added outpost marker to [Outer Passage](#)/ 6-GRN7

Added outpost marker to [Period Basis](#)/ VQE-CN

Added outpost marker to [Perrigen Falls](#)/ 4F9Y-3, QHY-RU, W-CSFY, 4F6-VZ, 4-1ECP & H-29TM

Added outpost marker to [Providence](#)/ SI-I89 & YW50-Z

Added outpost marker to [Querious](#)/ B-7DFU & BX2-ZX

Added outpost marker to [Pure Blind](#)/ BDV3-T, 12YA-2, HPS5-C, KU5R-W, Q-5211 & UC3H-Y

Added outpost marker to [Tenal](#)/ 30-D5G, SYOW-2 & WV-OR2

Added outpost marker to [Tribute](#)/ 2CG-SV, C2X-M5, FYOW-N, DBT-GB & UMI-KK

Added outpost marker to [Vale of the Silent](#)/ 05R-7A, 4GYV-Q, 7-UH4Z, F-D49D, FS-RFL, K8X-6B, LZ-6SUMA-XAP, N-HSKO, 5T-KM3 & A8A-JN

Removed Factory service symbol from [Gt Wildlands](#)/ N-DQ0D

Added Factory service symbol to [Tash Murkon](#)/ Asezai

Removed clone service, added factory service to [Devoid](#)/ Halmah

Systems and links:

Connected Du Annes and Pettinck OOR links in [Essence](#)

Added a shortcut for, [Sinq Laison](#)/ Jel <> Dodixie

Changed [Sinq Laison](#)/ Vylade <> Balle link to be a const. Link

Corrected [Sinq Laison](#)/ Laurent <> Carrou to reflect hi <> lowsec link

Amended [Kor Azor](#)/ Annad sec. status to 0.8

Corrected [OGLE](#)/ Orfold <> Taff to be Orfold <> Egmar

Removed duplicate [OGLE](#)/ Altbrard

Corrected [Essence](#)/ Hecarrin sec. status

Misc:

Updated Universe map to show [Heimatar](#) <> [Sinq Laison](#) to be a lowsec only route

Tip- to search for a system or region, press Ctrl + F and type in the search item. You can also go to View/ Navigation Panel/ Bookmarks to see a list of regions you can switch to.

For more information and full historical release notes, please go to the [2d EveMap](#) site (www.ombeve.co.uk)

Please note that if the text looks 'jagged', you can smooth it by going to Edit/ Preferences/ Page Display/ Smooth text (Adobe Reader)

Please consider buying your GTCs through Shattered Crystal on [this link](#), as I would get a small reward for referring you ☺ I would like to thank everyone who has done this so far, I am touched by your generosity.

Please note that I cannot be held responsible for any losses incurred as a result of information gained from these maps. Usage of these maps indicates your agreement of these terms.

Key:

Rens*- System with the most agents in the region

- - System with no stations
- ❄️ - System with an Ice Field
- - 0.5+ system
- - 0.4- system (also italicised)
- - Damage type to do (EM, Th, Ex, Kin)
- (12) - No. of Asteroid belts
- (12*) - Most Asteroid belts in the region
- 0.34 - Actual security status (rounded up)

- C - Clone Facility*
- R - Repair Facility*
- F - Factory*
- L - Laboratory*

- Om - Minmatar Service Outpost (0.0 maps only)
- OG - Gallente Admin. Outpost (0.0 maps only)
- OC - Caldari Research Outpost (0.0 maps only)
- OA - Amarr Factory Outpost (0.0 maps only)
- N - NPC station (0.0 maps only)
- Q - Conquerable station (0.0 maps only)
- V - Complex (with difficulty rating out of 10)
- a - Data Centre

—||— - indicates hi-sec <-> low-sec jump

..... - indicates constellation jump

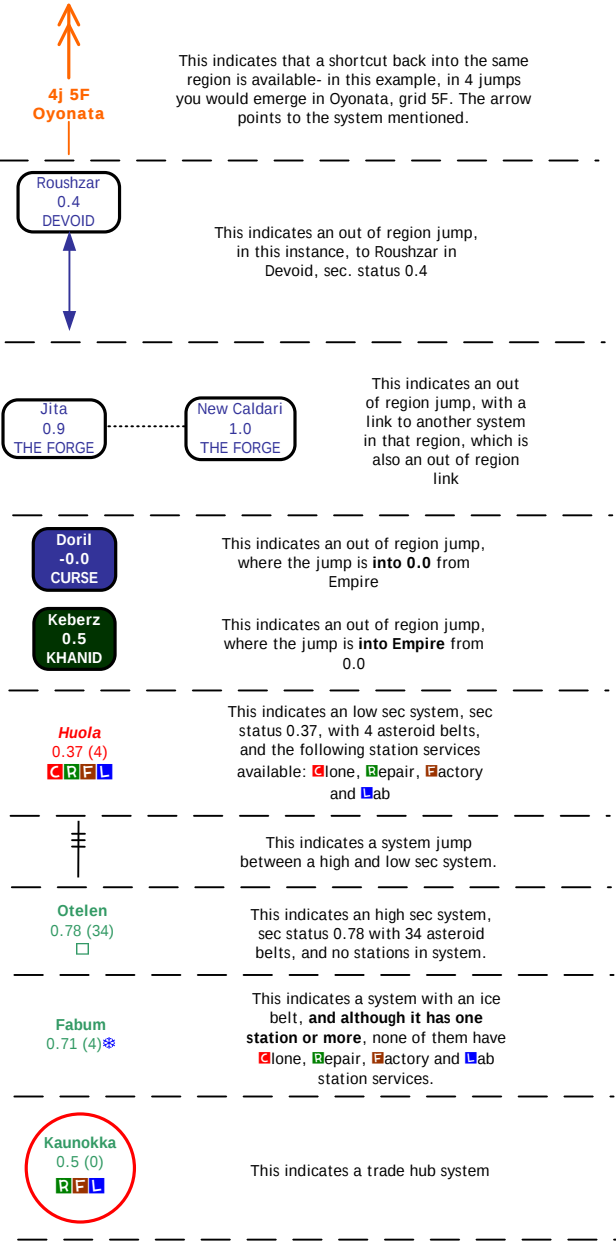
- ↳ - indicates an OOR jump into a dead-end
- ▶ - indicates a capturable bunker (FW maps)

In 0.0, the systems will be in different colours, grouped by constellation. The actual colours themselves don't indicate anything more than that.

* In 0.0, these indicate NPC/ conq. stations. Outpost station services are not currently listed

PLEASE NOTE- the absence of the CRFL symbols means there are no stations *with those* services in system. It doesn't mean the system itself has no stations in it at all.

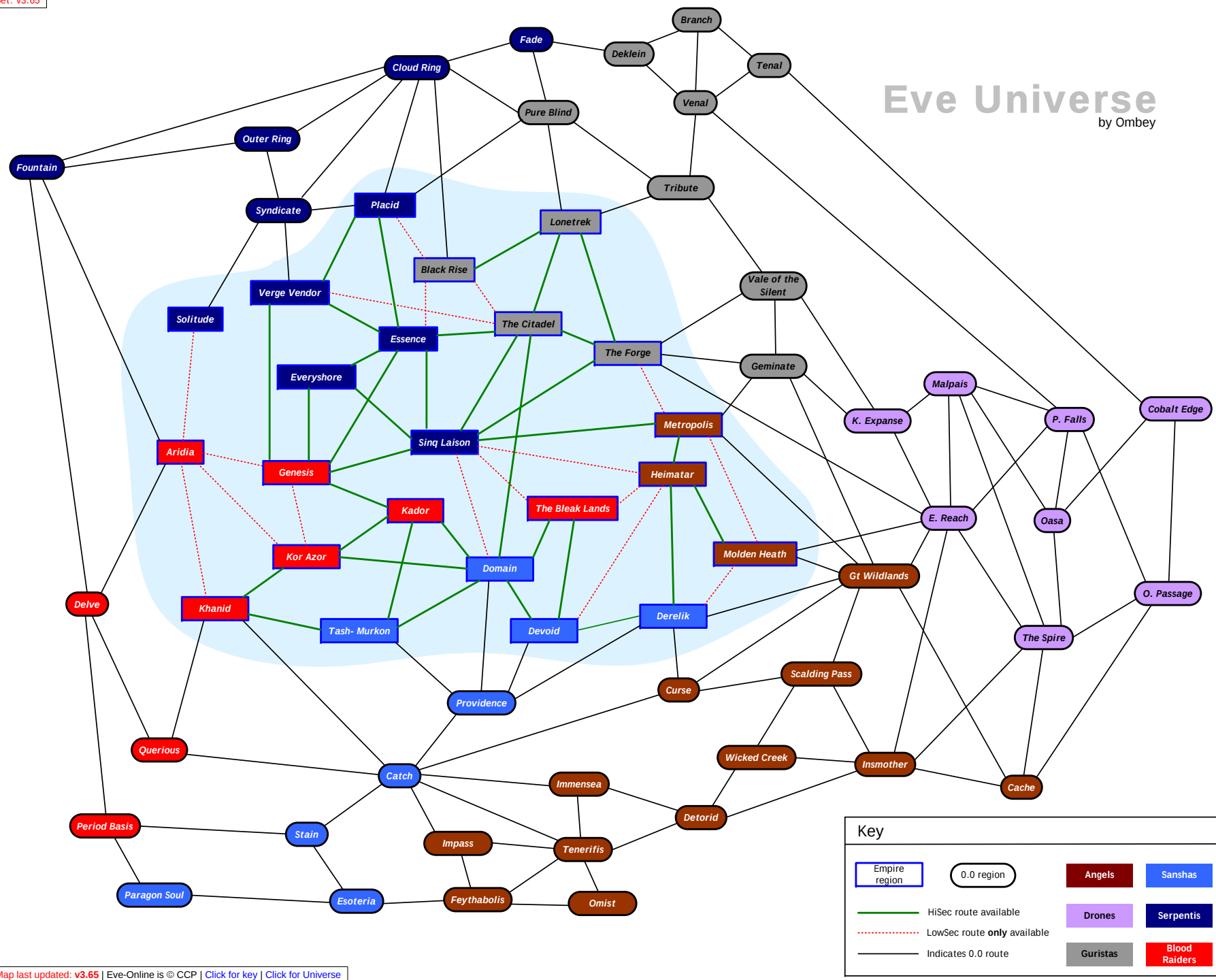
Some examples



This indicates how many systems, outposts/ conq. stations (in 0.0 regions; in Empire regions, this refers to NPC stations), moons, belts and ice belts a region has, respectively.

Eve Universe

by Ombey



Set: v3.65

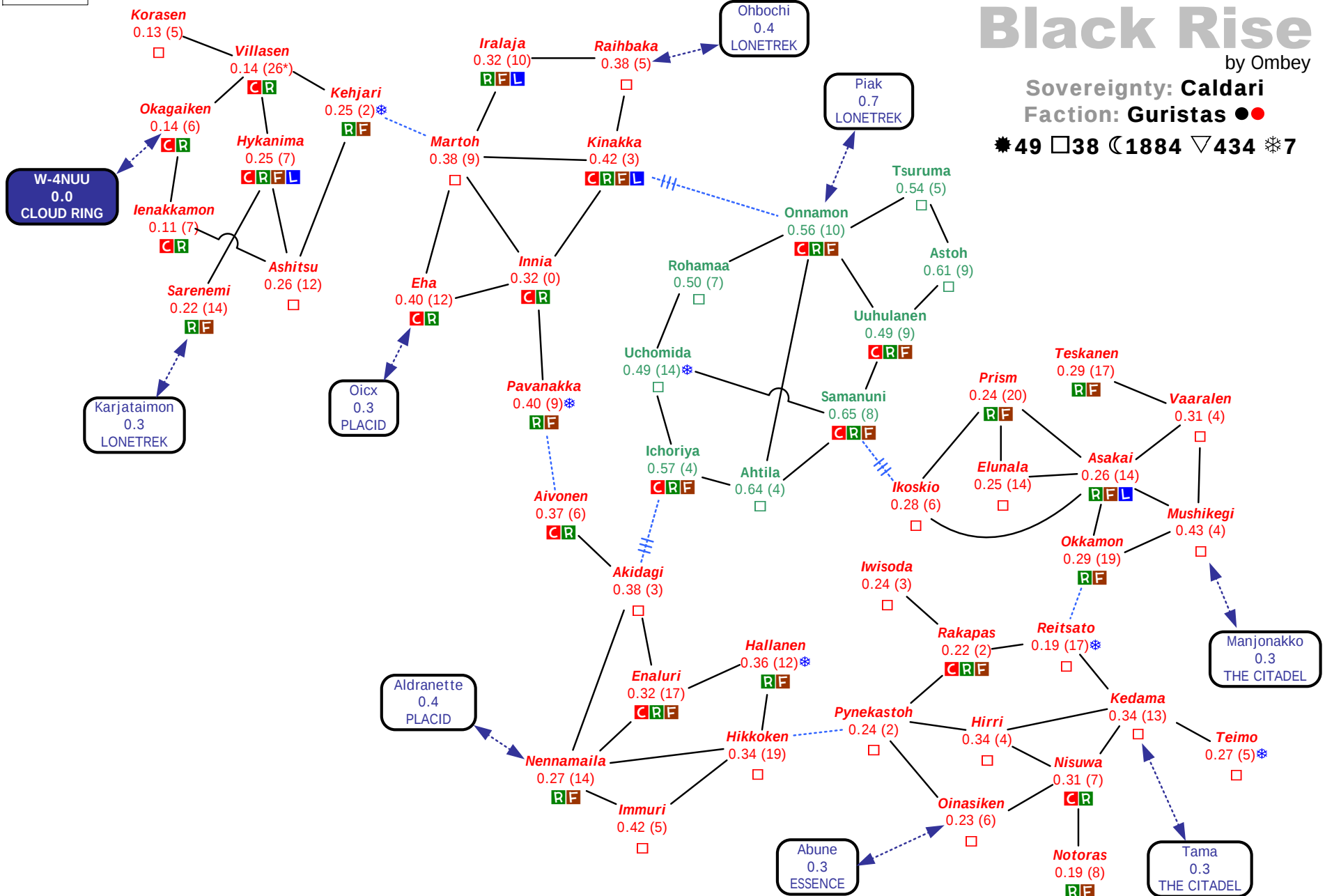
Black Rise

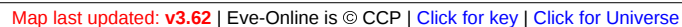
by Ombey

Sovereignty: Caldari

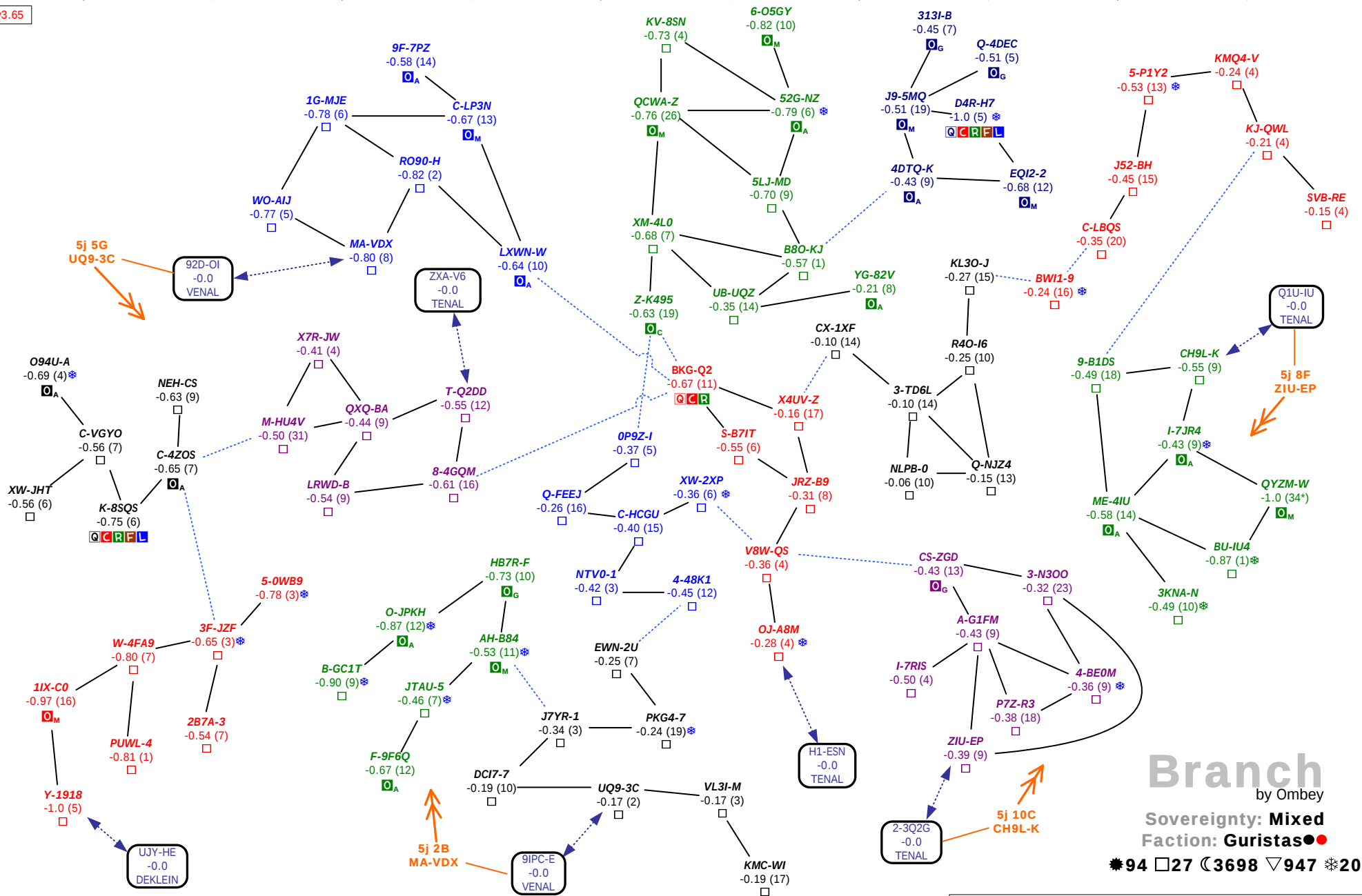
Faction: Guristas ●●

☀49 ☐38 ☾1884 ▽434 ❄7





Set: v3.65



Set: v3.65

Cache

by Ombey

Sovereignty: Mixed

Faction: Angels ●

★44 □5 ◐2104 ▼452 ❄7

5-2PQU
-0.0
INSMOTHER

IVP-KA
-0.06 (3)

W2T-TR
-0.05 (6)

04EI-U
-0.07 (29*)

YE1-9S
-0.05 (14)❄

Q-UEN6
-0.05 (16)

M-CNUD
-0.04 (16)❄

BLMX-B
-0.03 (18)

C1G-XC
-0.0
INSMOTHER

8-BIE3
-0.07 (4)

995-3G
-0.08 (15)
Q C R F L

U-QMOA
-0.31 (6)

O-5TN1
-0.40 (16)

I6-SYN
-0.33 (6)

K-IYNW
-0.0
GREAT WILDLANDS

VK-A5G
-0.54 (10)

B-T6BT
-0.90 (4)❄

JNG7-K
-0.0
THE SPIRE

8-SPNN
-0.95 (12)

DVN6-0
-0.0
THE SPIRE

3-OFYP
-0.0
INSMOTHER

8-VC6H
-1.0 (8)

RT64-C
-0.0
OUTER PASSAGE

LJ-RJK
-0.88 (10)

4YO-QK
-0.91 (14)

0LY-W1
-0.55 (6)

BTLH-I
-0.63 (8)

U930-A
-0.84 (13)

W4C8-Q
-0.27 (13)

E5T-CS
-0.19 (4)

M53-1V
-0.18 (14)
Q C R

C-6YHJ
-0.12 (6)

4S0-NP
-0.08 (12)❄

K-RMI5
-0.09 (5)

5F-MG1
-0.31 (10)

NIF-JE
-0.62 (8)

JZ-B5Y
-0.39 (12)

P7-45V
-0.34 (3)
Q C R F L

TPG-DD
-0.30 (8)
Q A

M-MCP8
-0.38 (2)
Q C

RV5-TT
-0.37 (9)

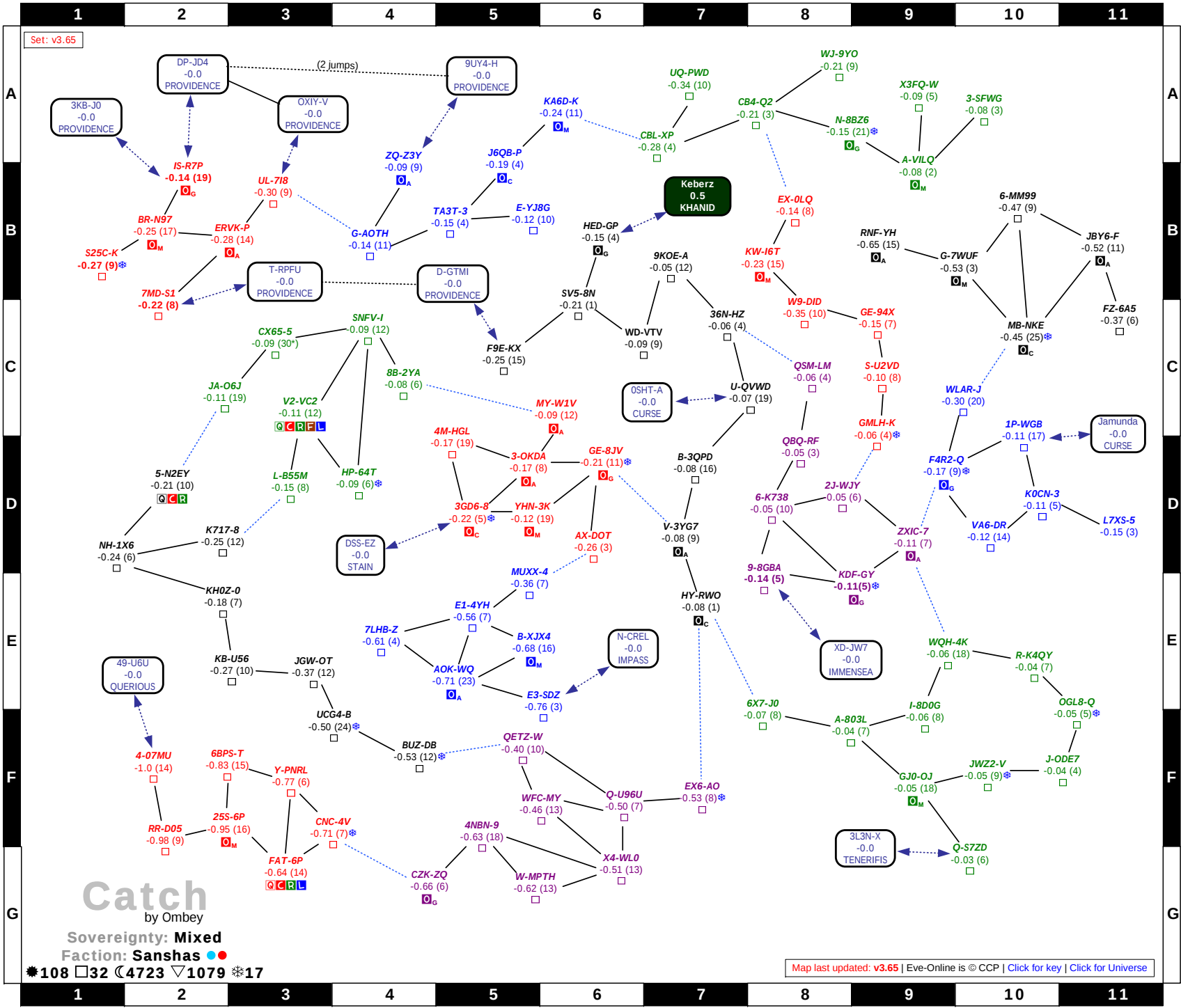
NG-M8K
-0.91 (14)❄

8OYE-Z
-0.51 (14)

K85Y-6
-1.0 (3)

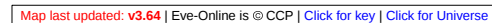
LTT-AP
-0.0
OUTER PASSAGE

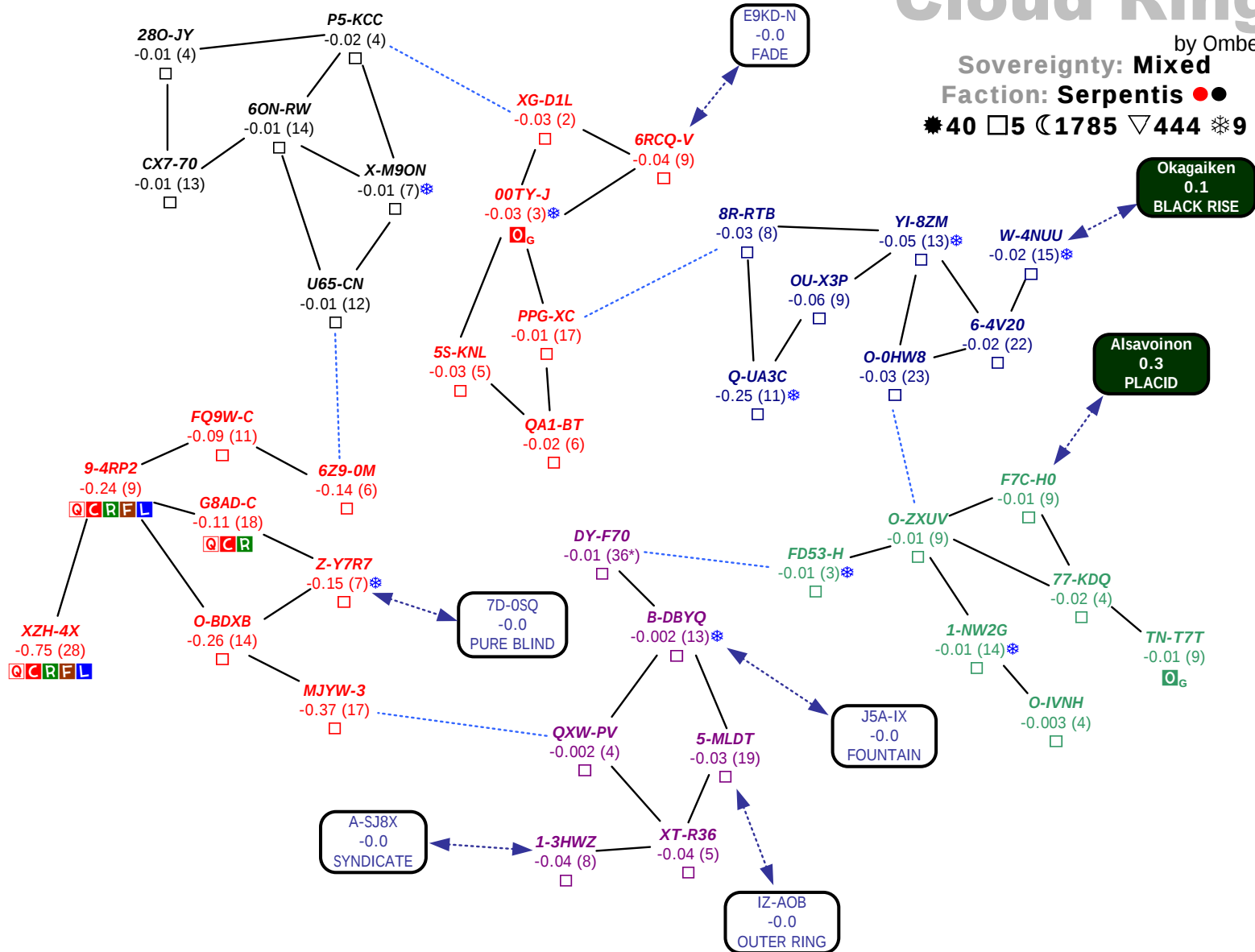
XUPK-Z
-0.0
OUTER PASSAGE

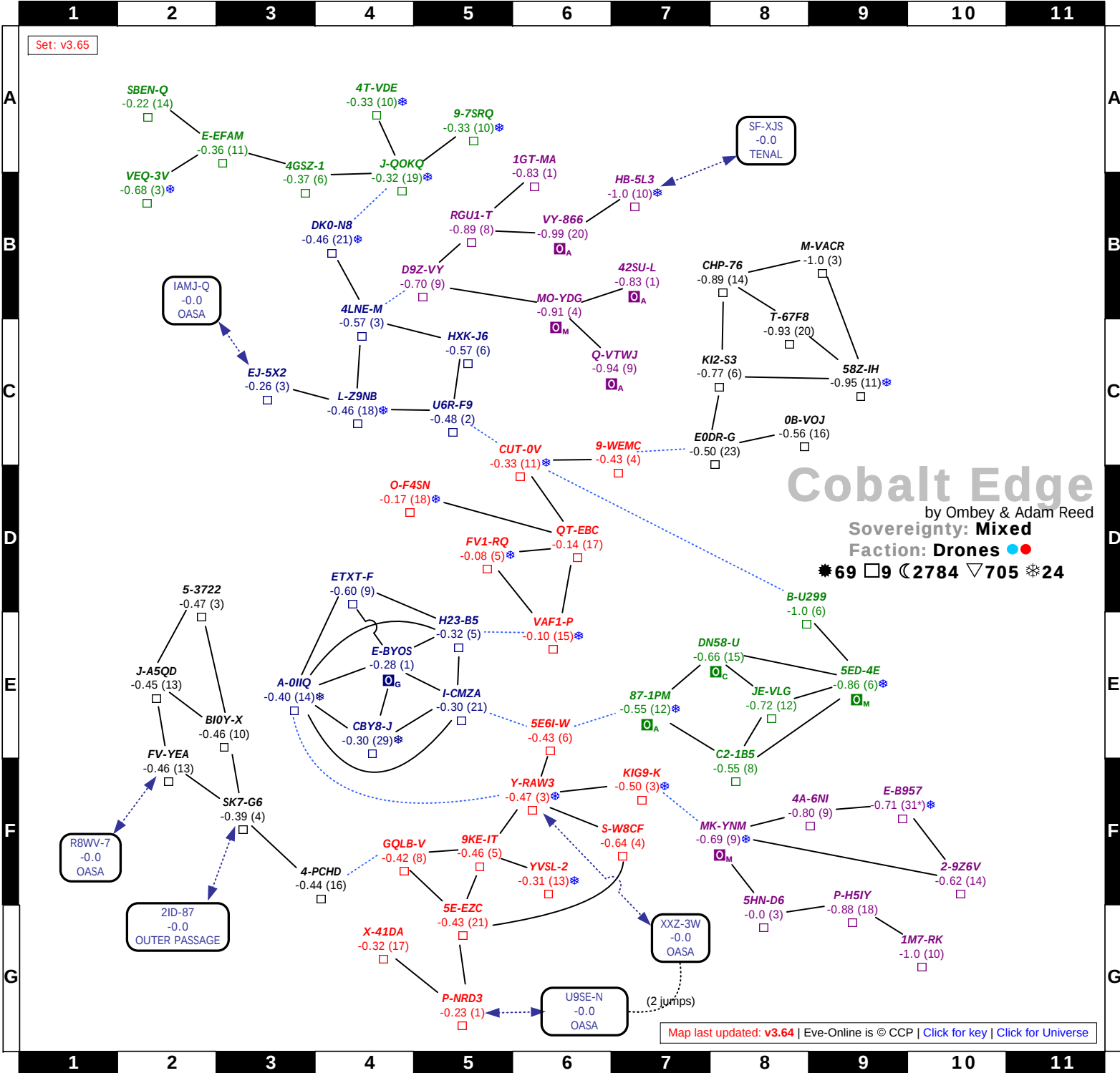


G

☀86 □415 ☾3525 ▽750 ❄6

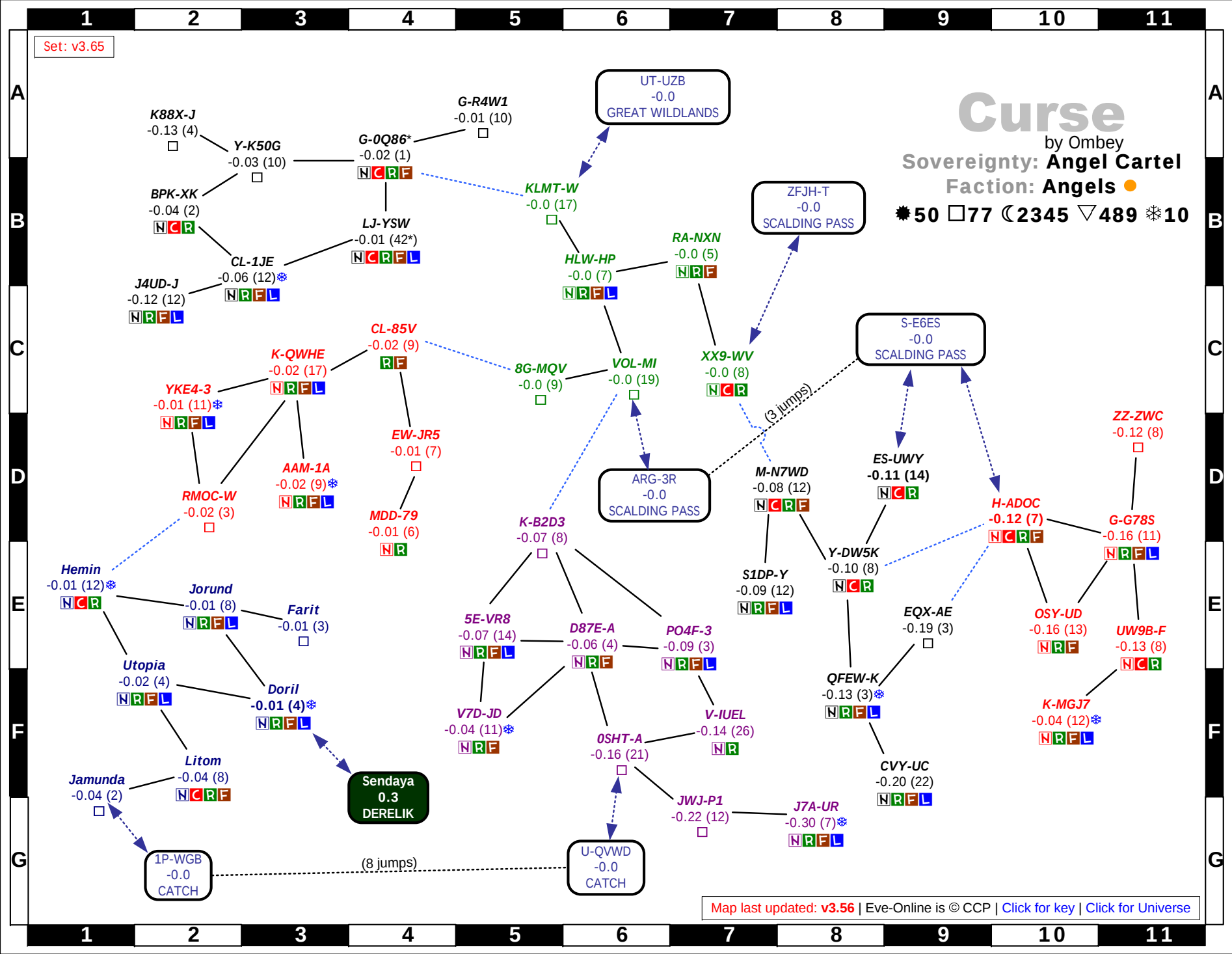






Set: v3.65

Cobalt Edge
by Ombey & Adam Reed
Sovereignty: Mixed
Faction: Drones ●●
*69 □9 ◀2784 ▽705 *24



Curse

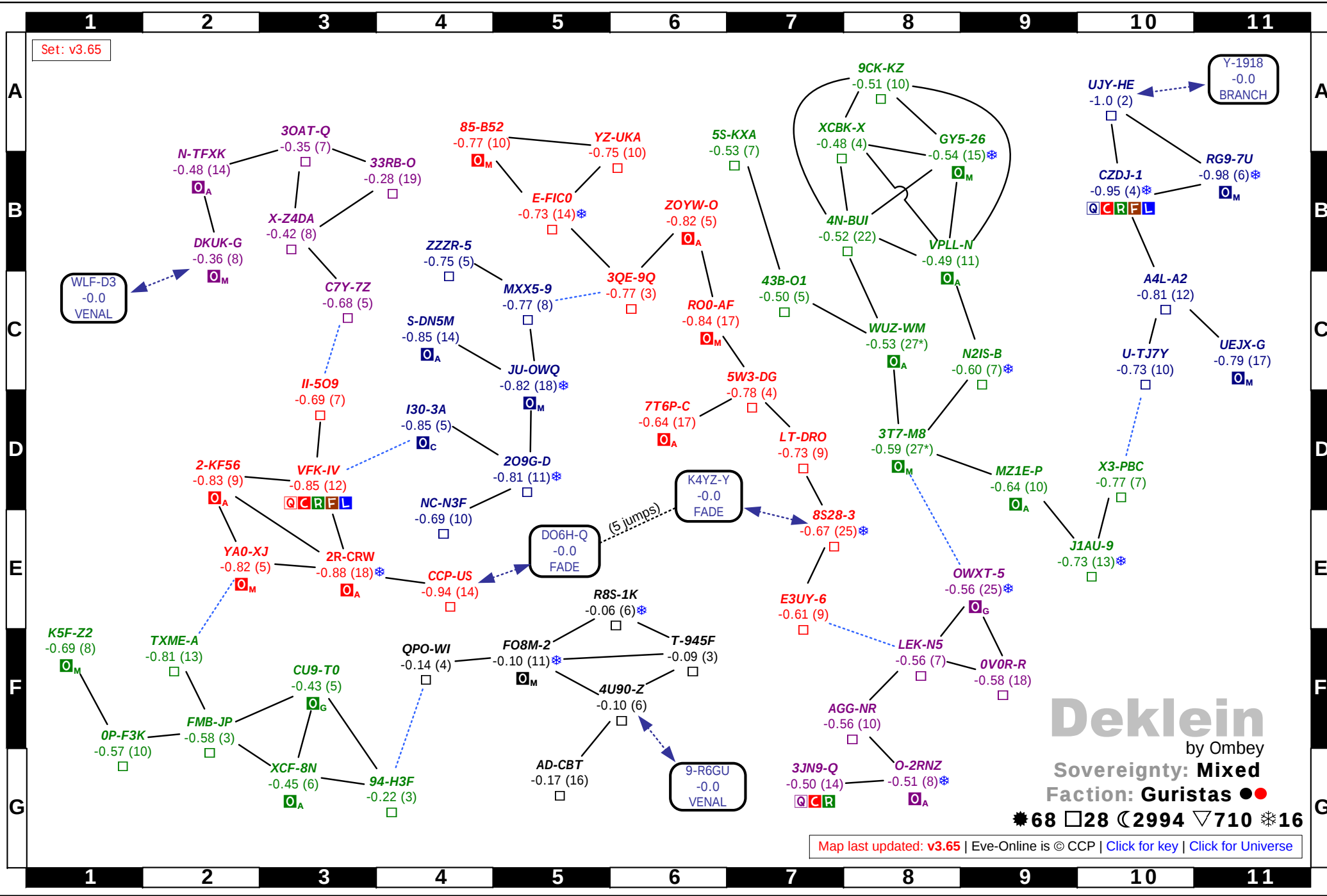
by Ombey

Sovereignty: Angel Cartel

Faction: Angels

50 77 2345 489 10

Set: v3.65

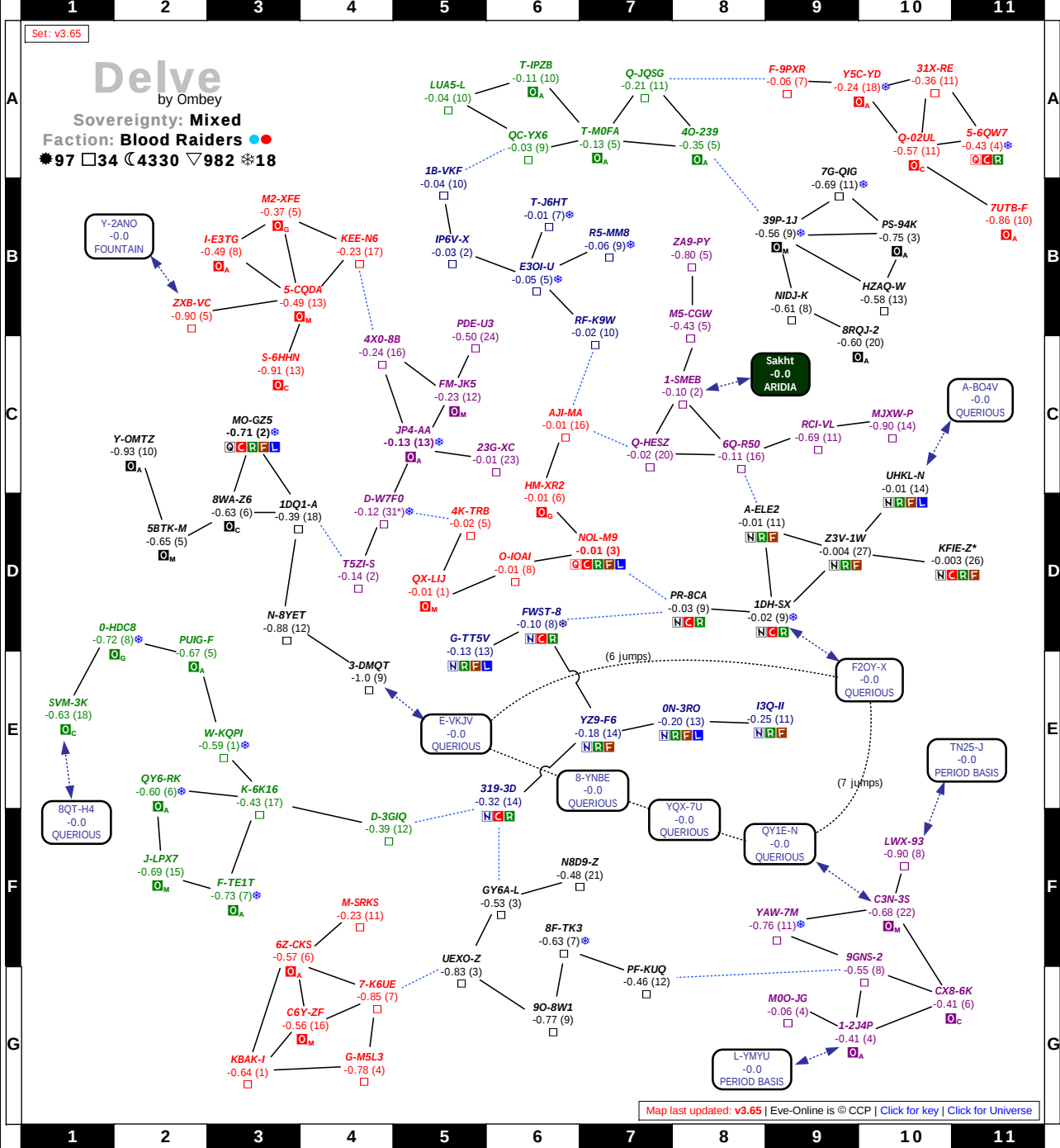


by Ombey

Sovereignty: Mixed

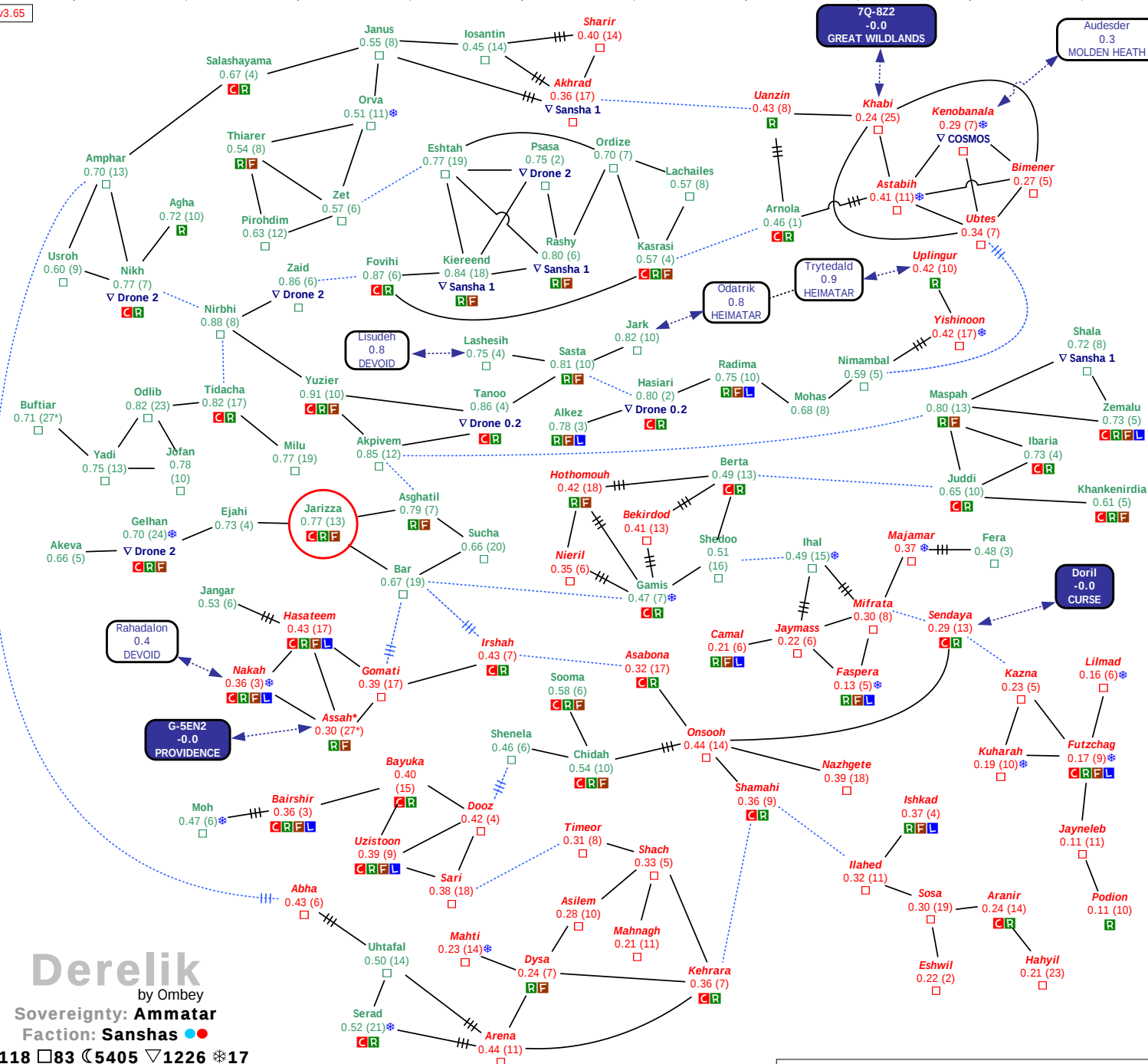
Faction: **Blood Raiders** ●●

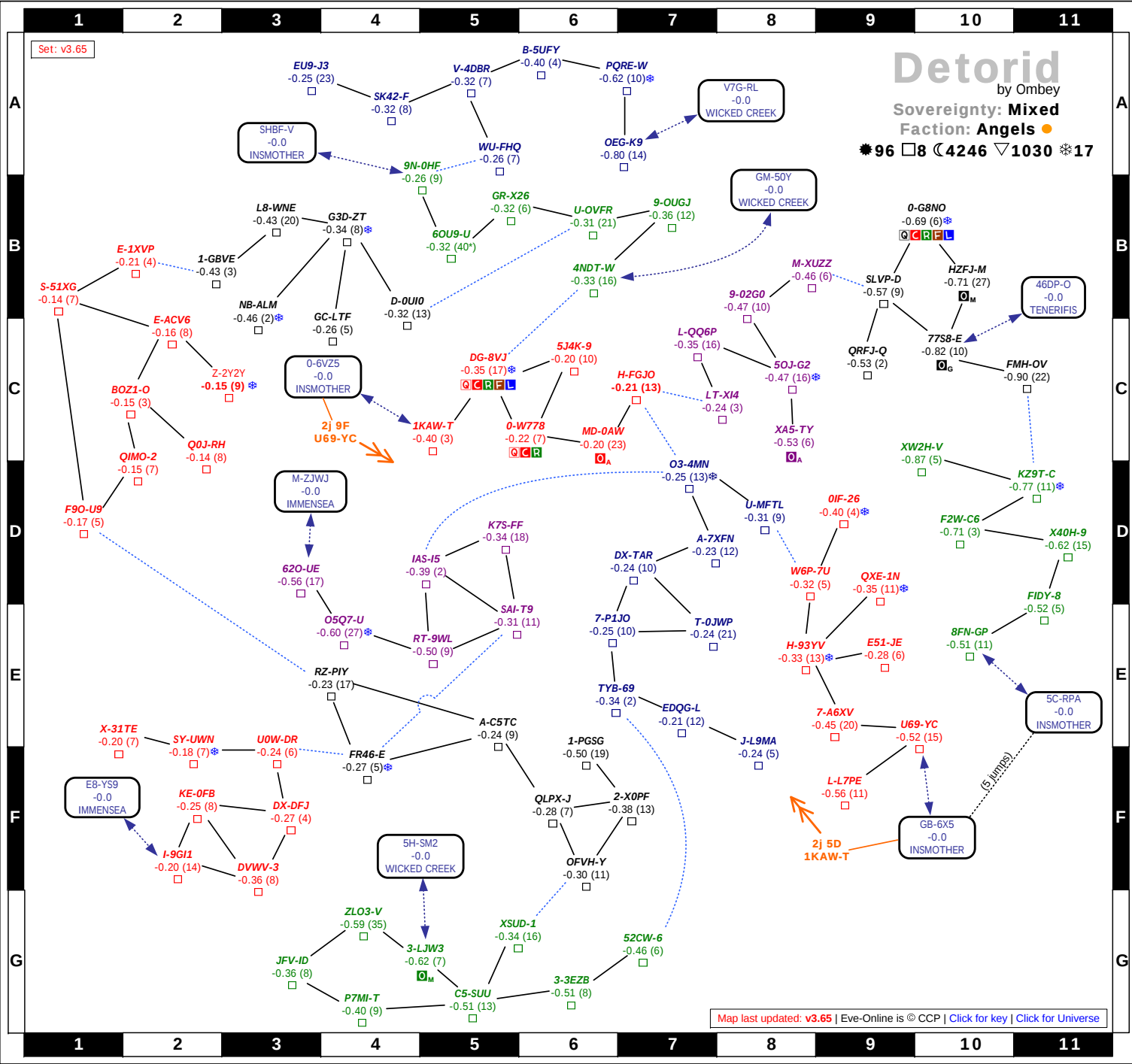
☀97 □34 ☾4330 ▽982 ❄18

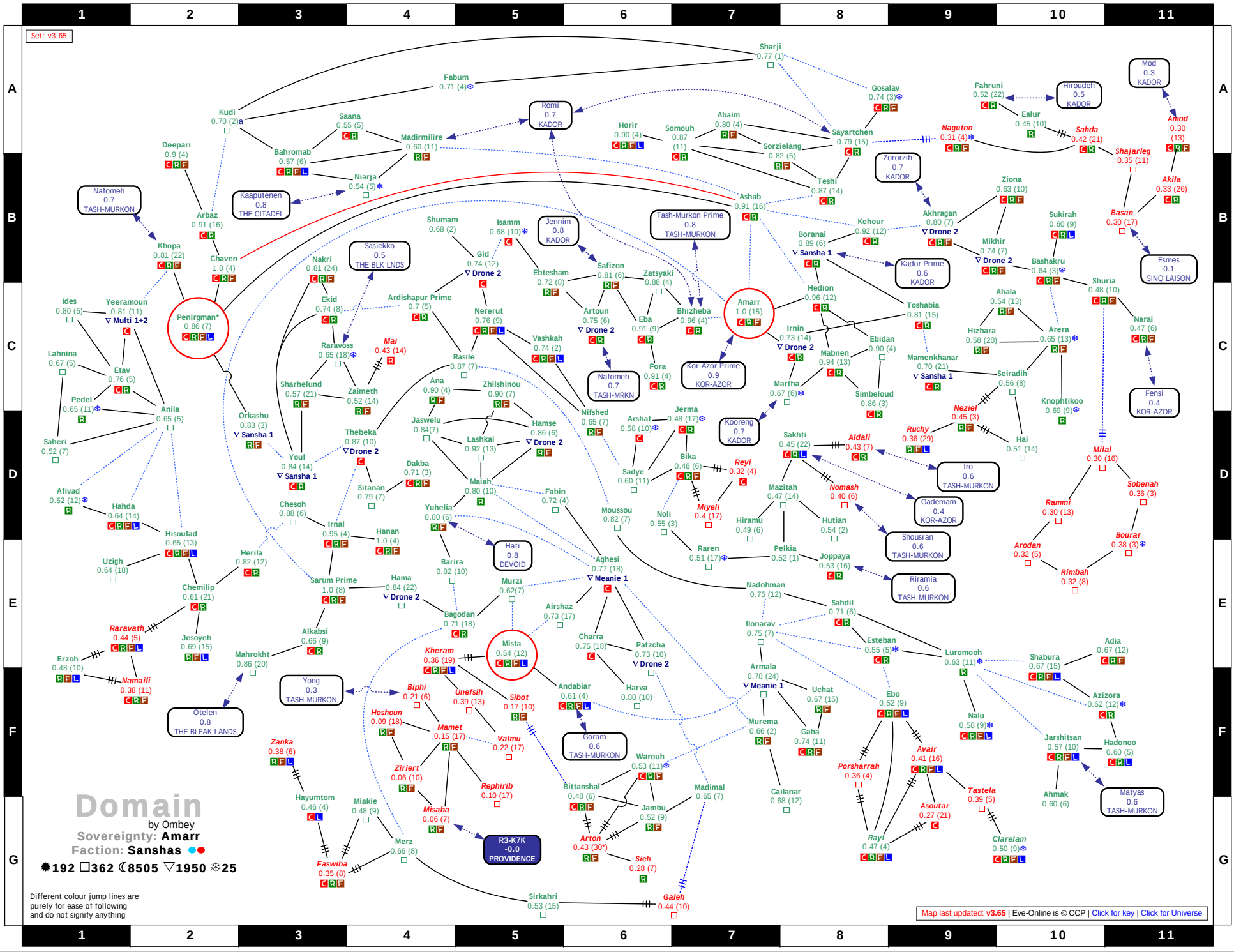


☀118 ☐83 ☾5405 ▽1226 ❄17

1	2	3	4	5	6	7	8	9	10	11
---	---	---	---	---	---	---	---	---	----	----







Set: v3.65

Domain

by Ombe

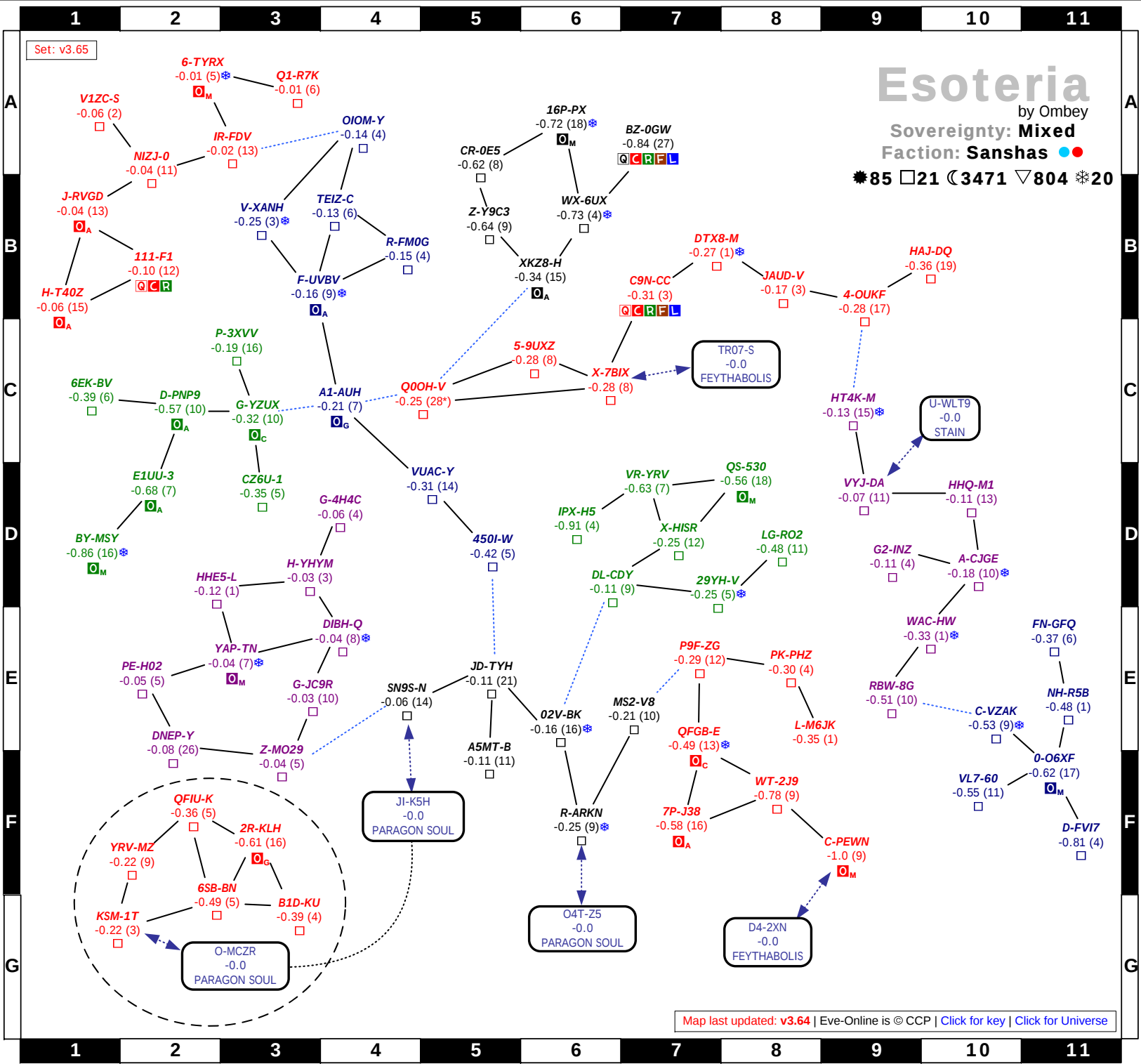
Sovereignty: Amarr

Faction: Sanshas

192 362 8505 1950 25

Different colour jump lines are purely for ease of following and do not signify anything

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Set: v3.65

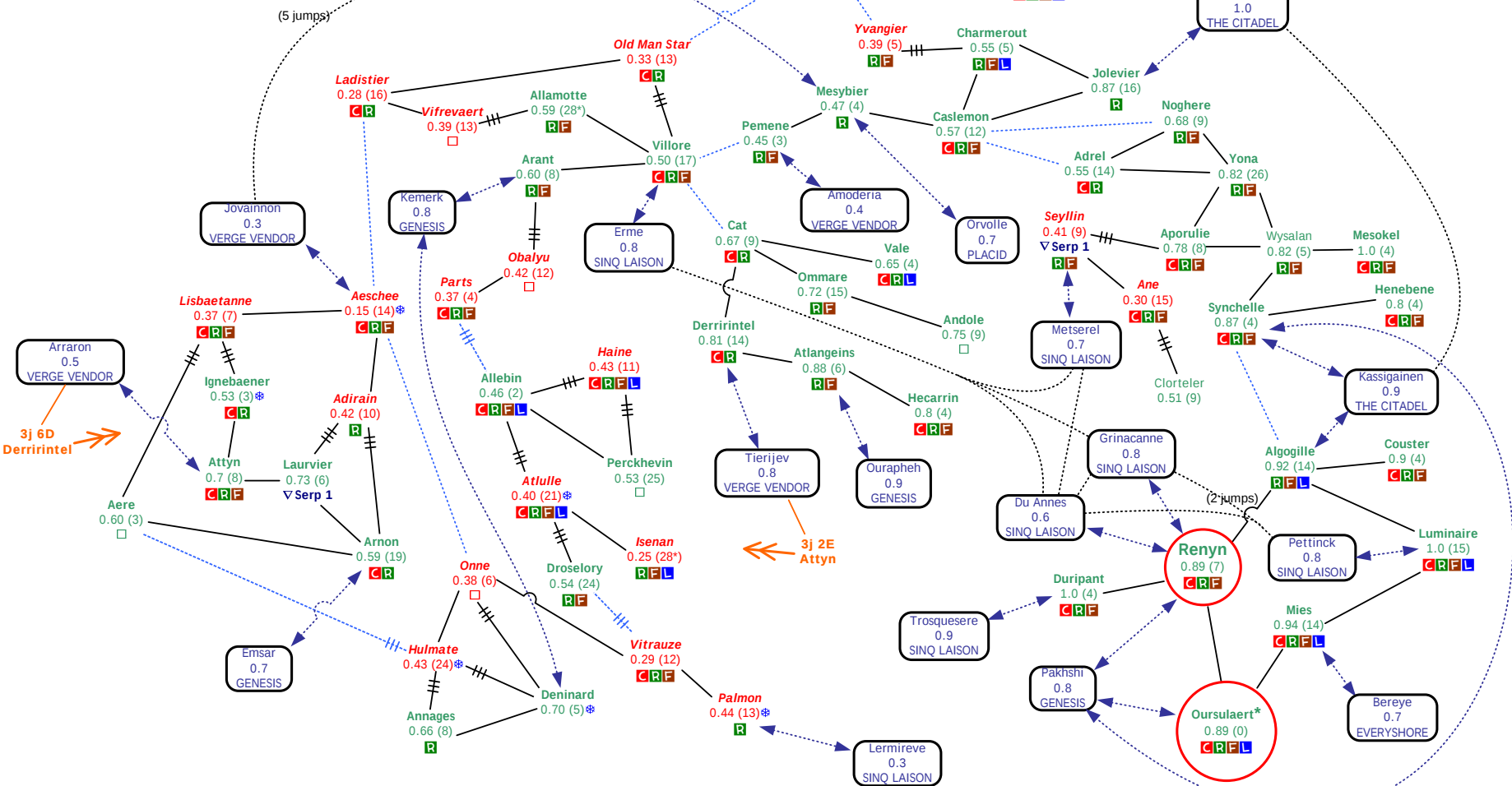
Essence

by Ombey

Sovereignty: Gallente

Faction: Serpentis ●●

●67 □177 ☾2926 ▼705 ❄11



Set: v3.65

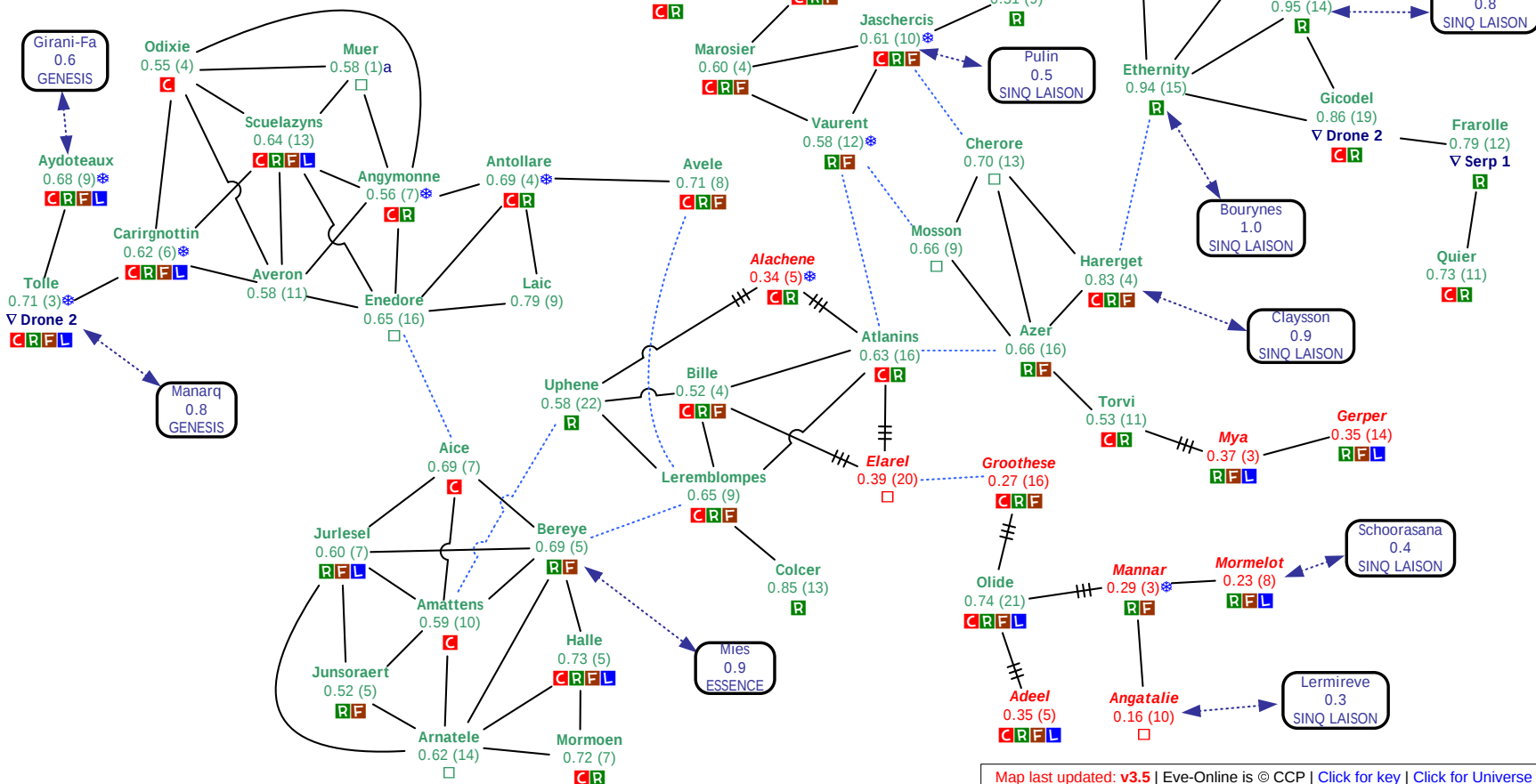
Everyshore

by Ombey

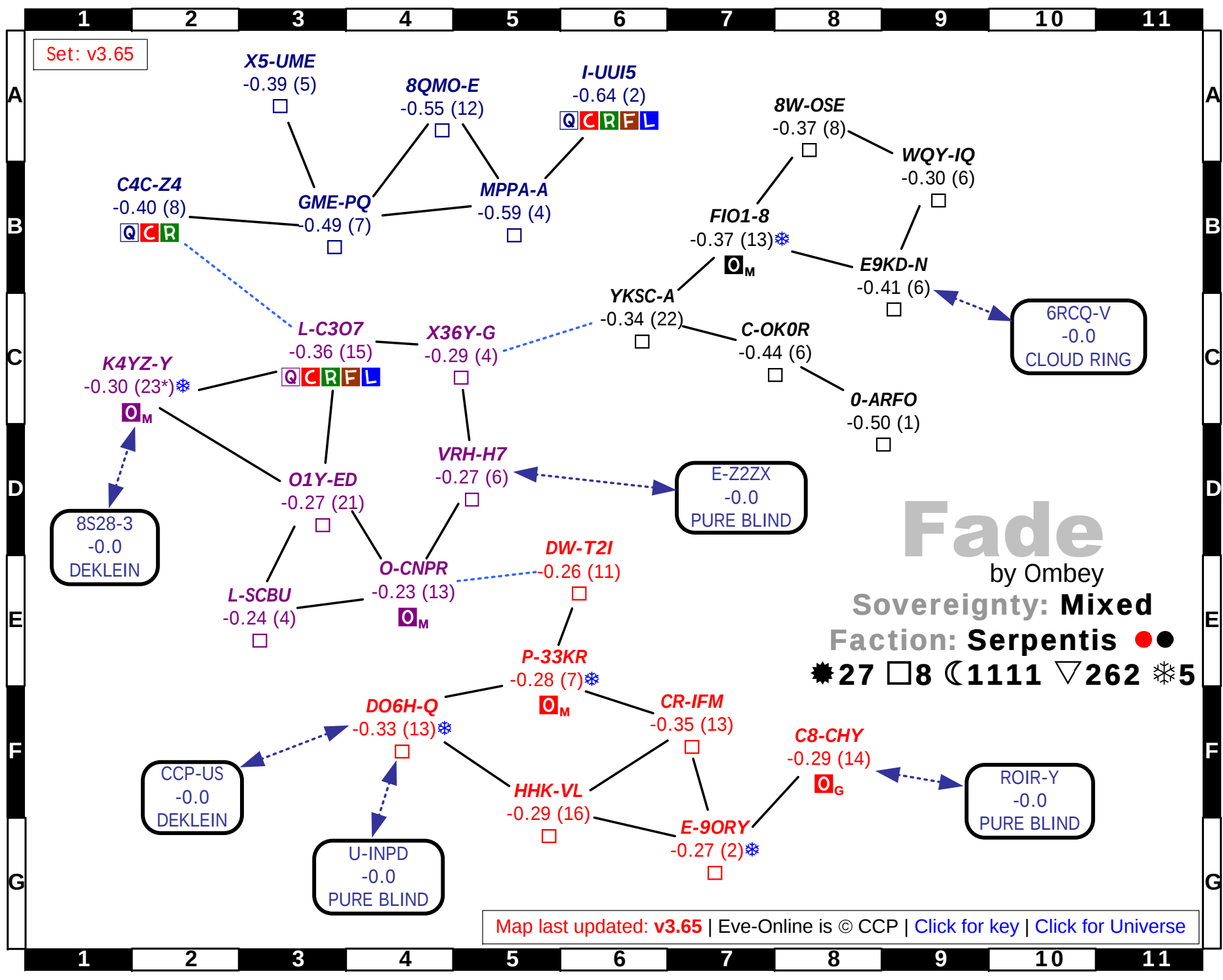
Sovereignty: Gallente

Faction: Serpents ●●

★54 □150 ◐2536 ▽543 ❄14



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A

B

C

D

F

F

G

A

E

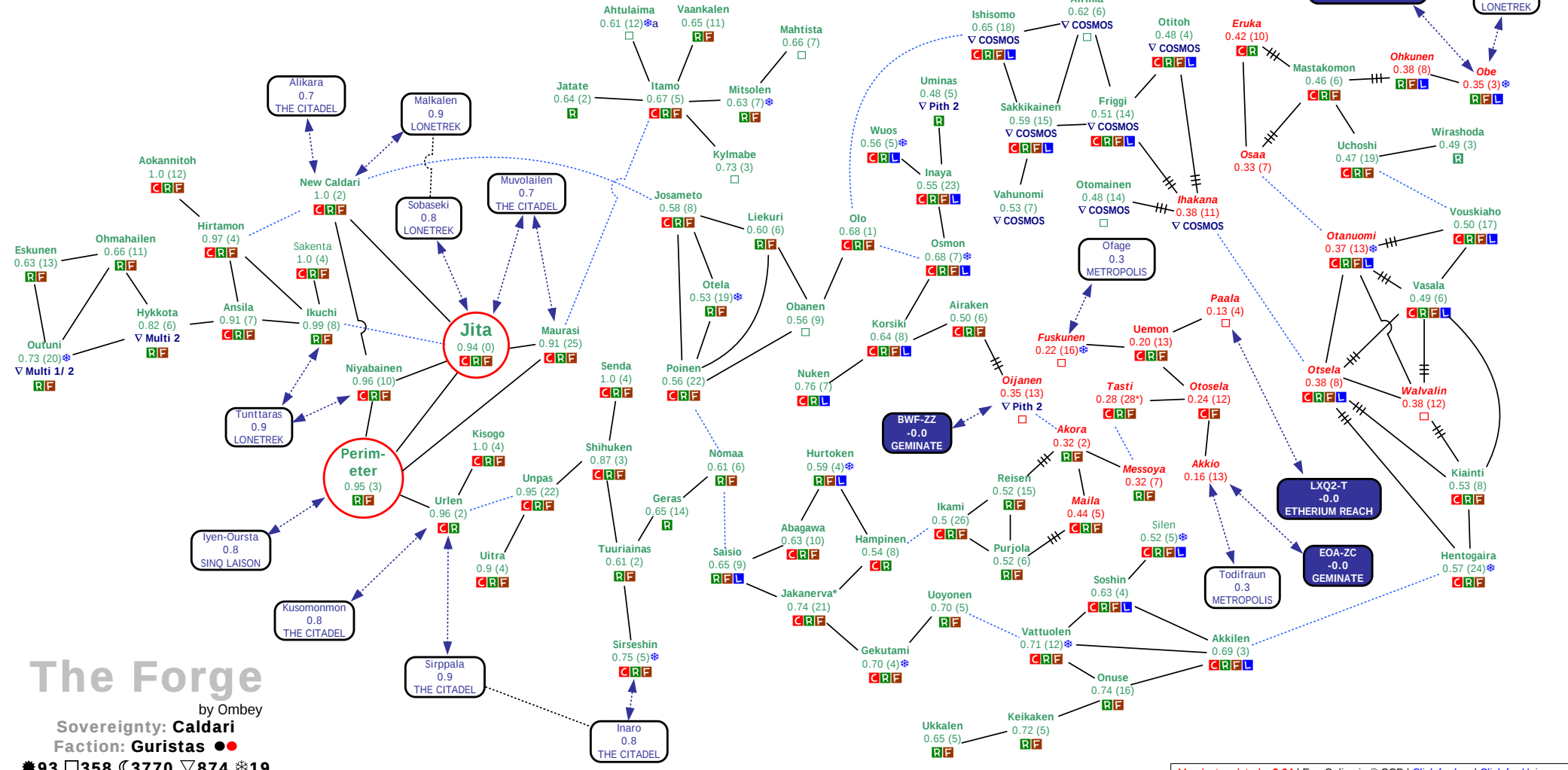
C

□

F

F

G



The Forge

by Ombey

Sovereignty: Caldari

Faction: Guristas ●●

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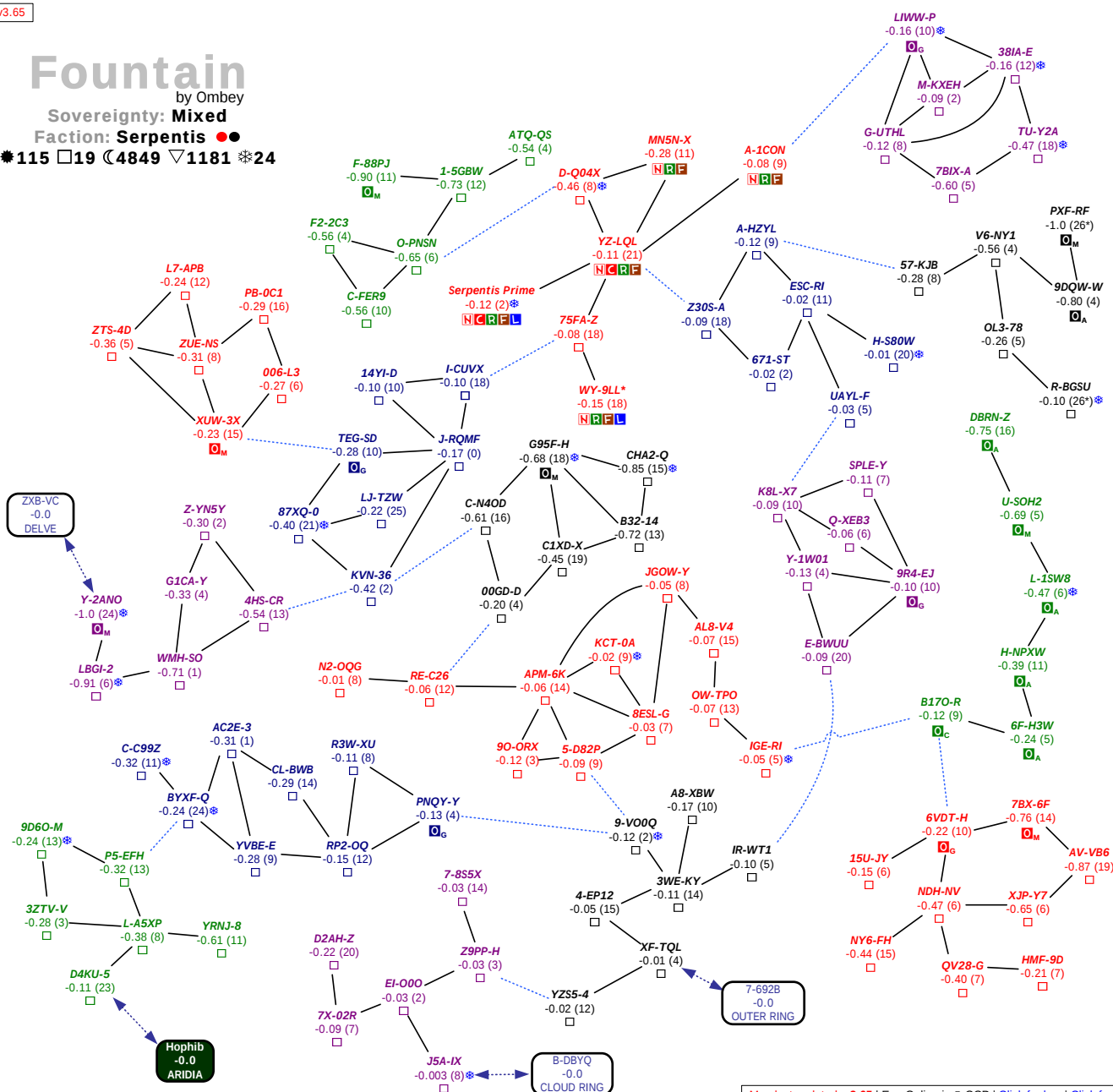
Fountain

by Ombey

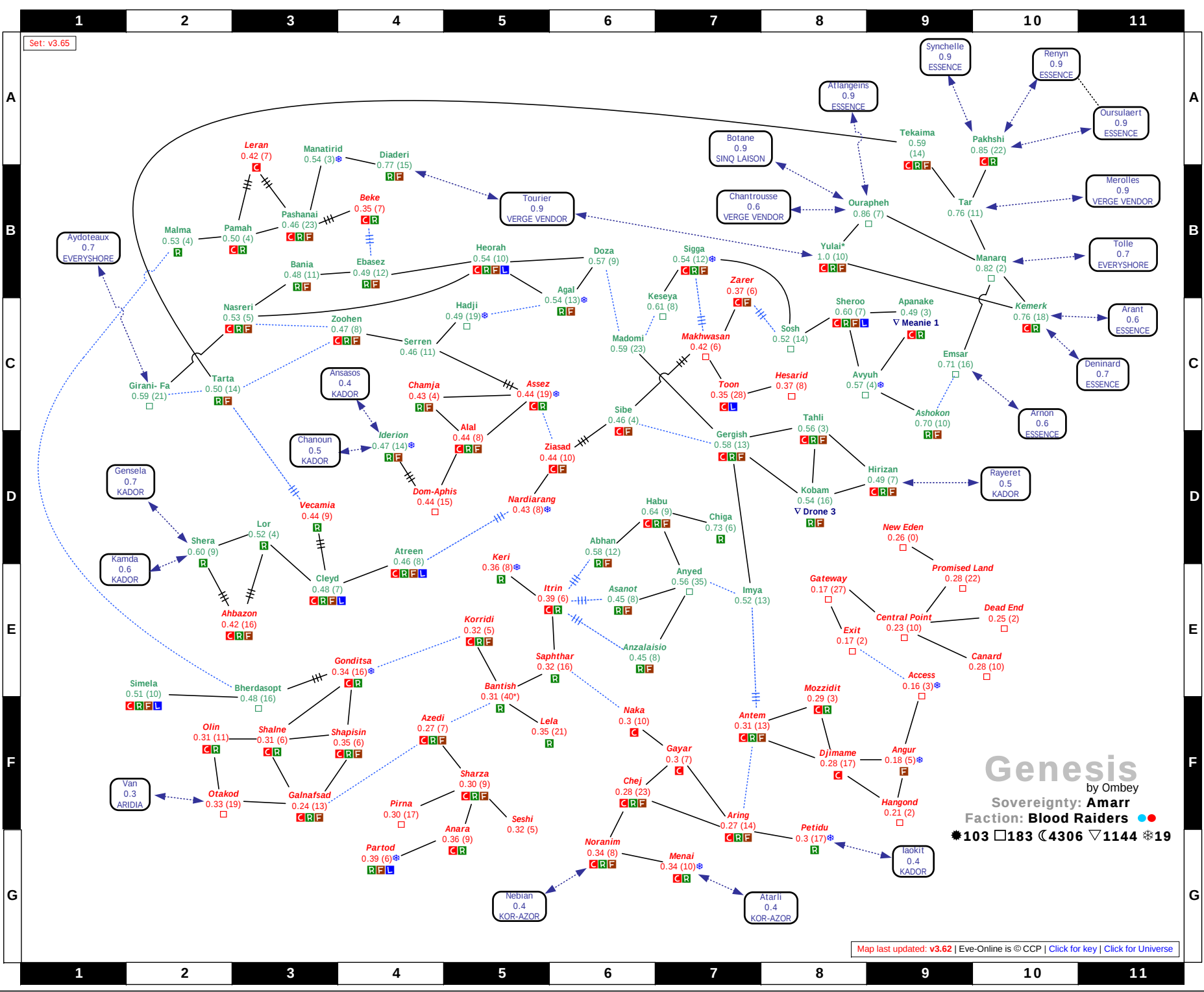
Sovereignty: Mixed

Faction: **Serpentis** ●●

☀115 ☐19 ☾4849 ▽1181 ❄24



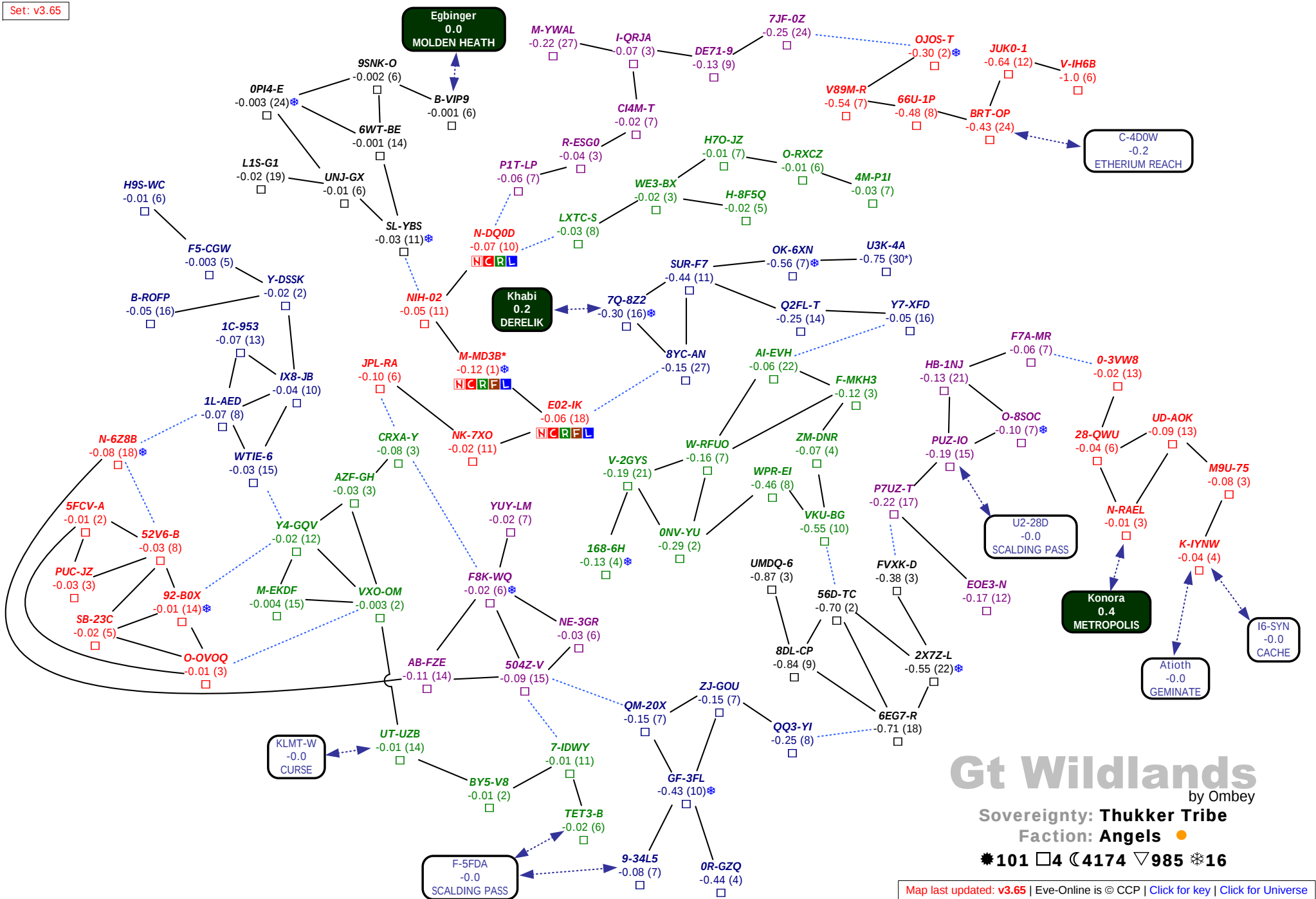




Set: v3.65

Genesis
by Ombey
Sovereignty: Amarr
Faction: Blood Raiders
*103 □183 ◀4306 ▽1144 ✱19

Set: v3.65

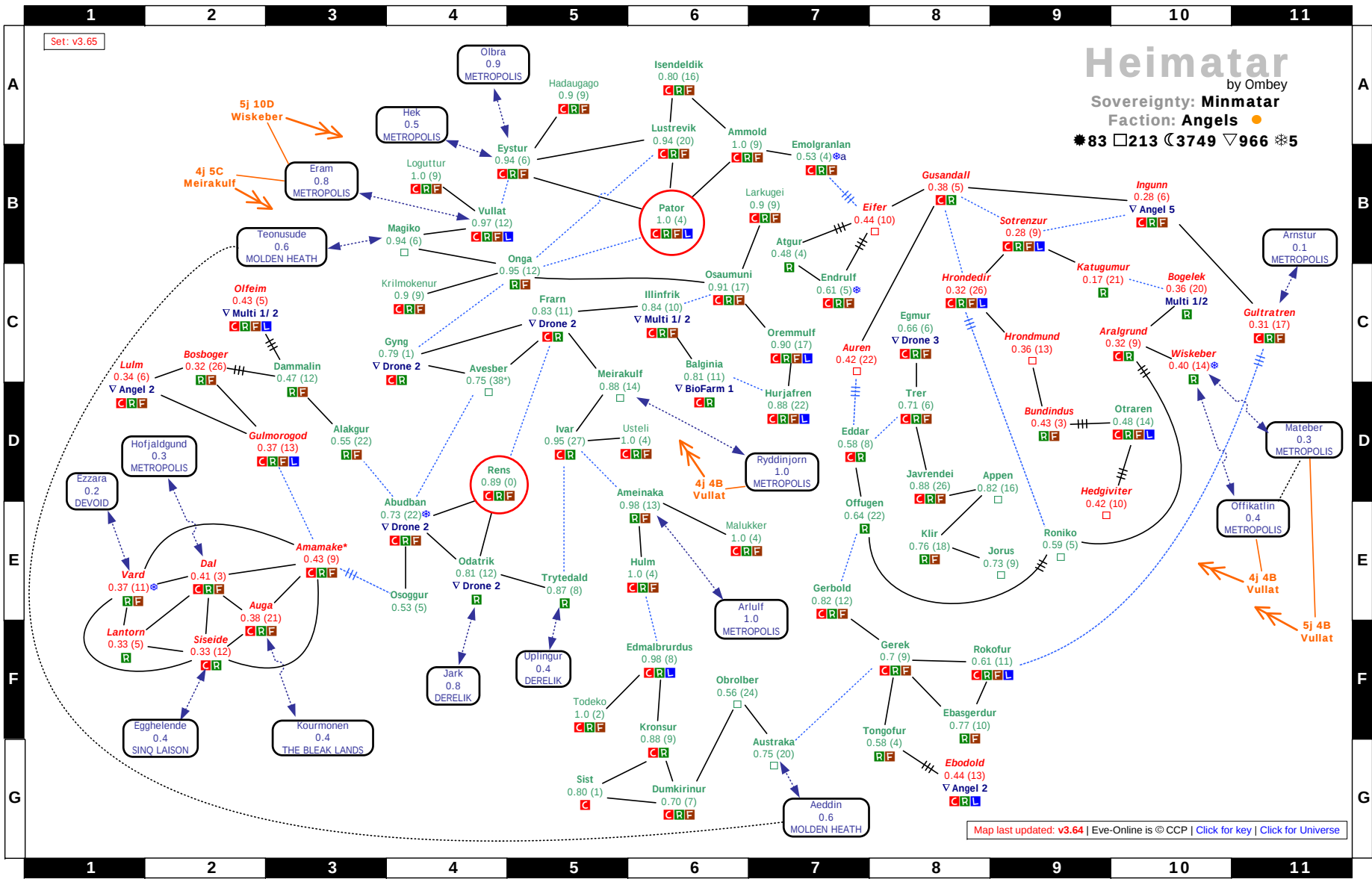


Gt Wildlands
by Ombey

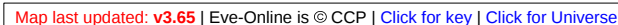
Sovereignty: Thukker Tribe
Faction: Angels

101 4 4174 985 16

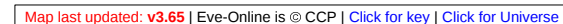
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Heimatar
by Ombyer
Sovereignty: Minmatar
Faction: Angels
✳83 ☐213 ☾3749 ▼966 ✳5







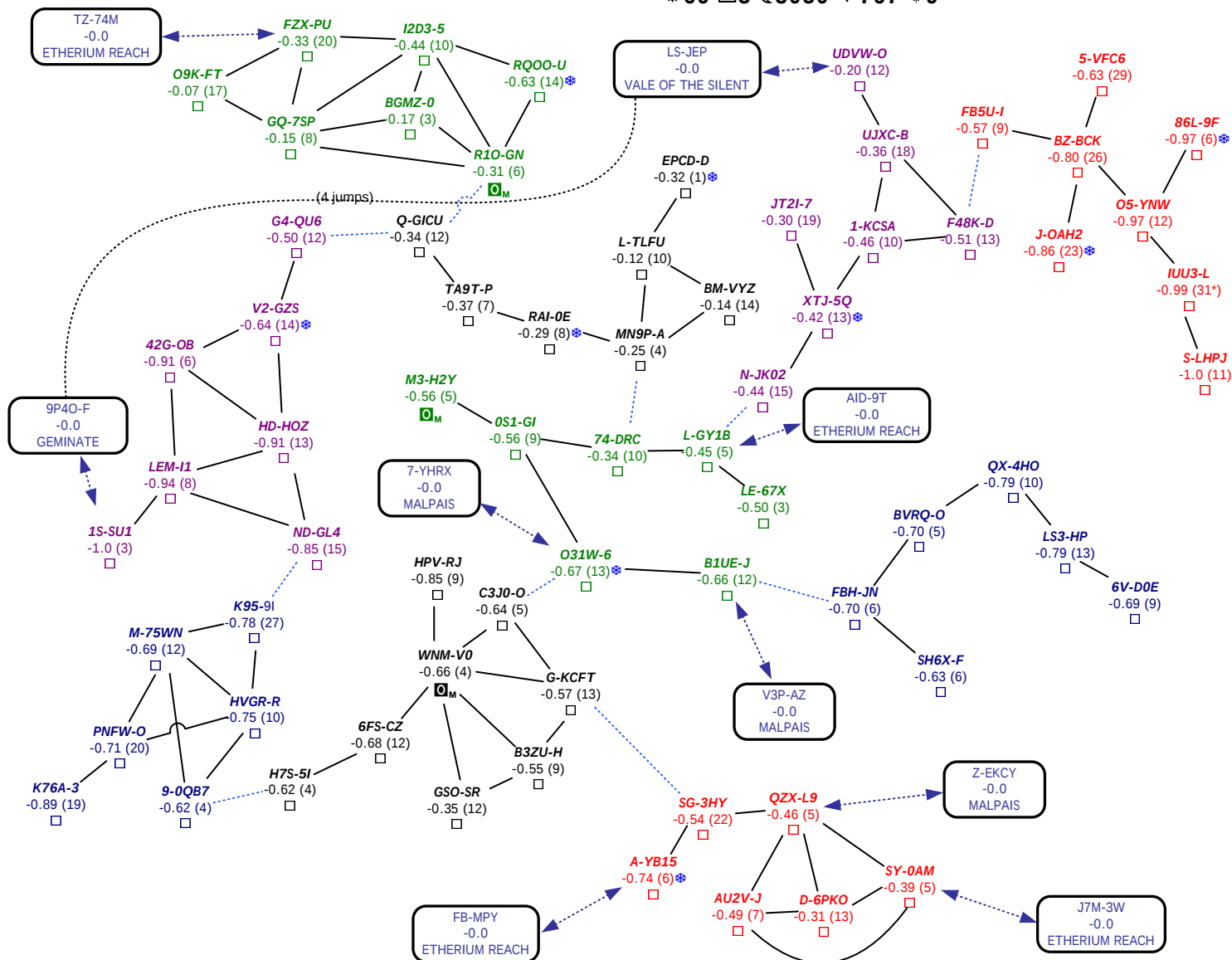


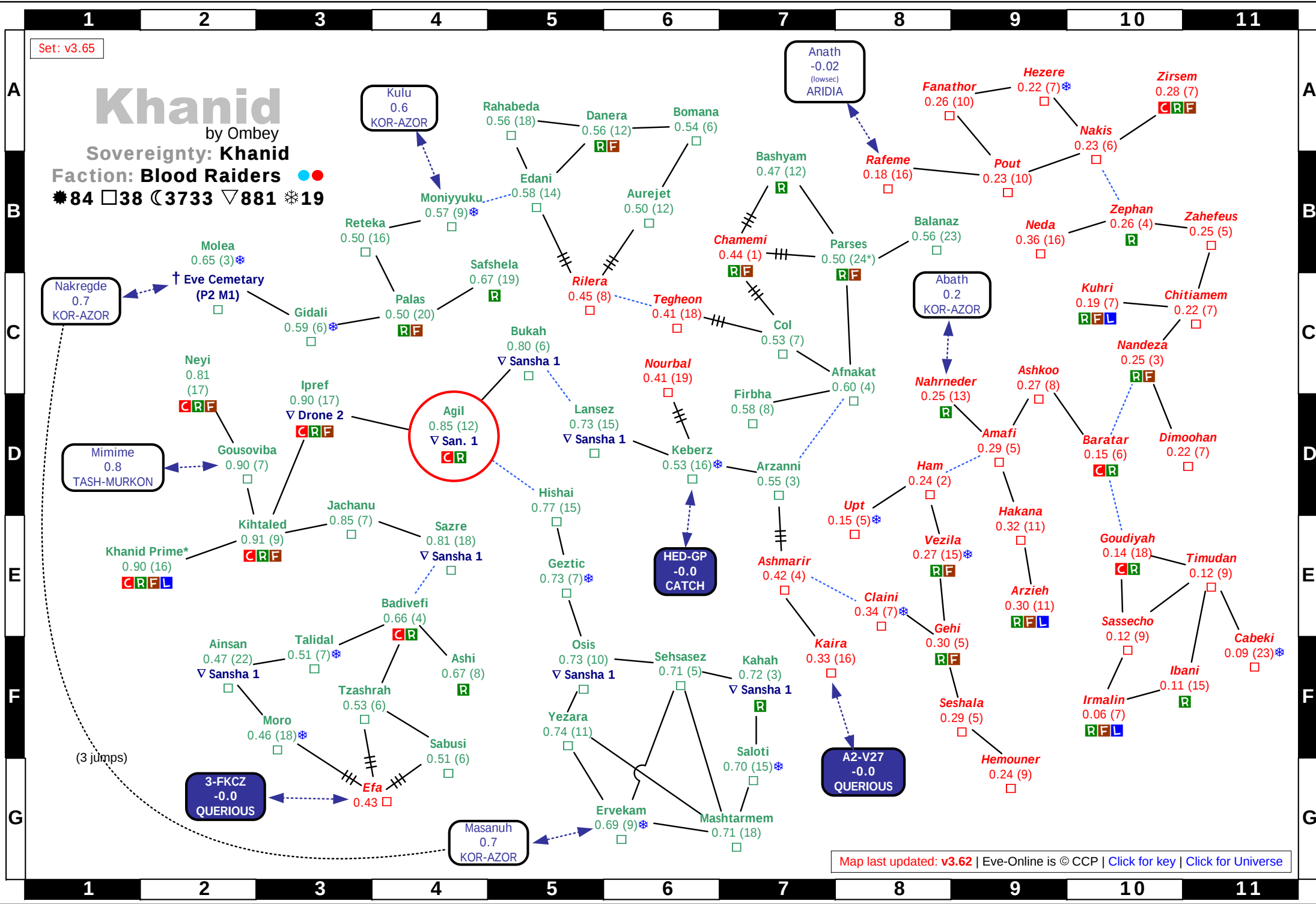
The Kalevala Expanse

Sovereignty: Mixed

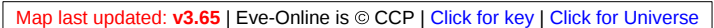
Faction: Drones ●●

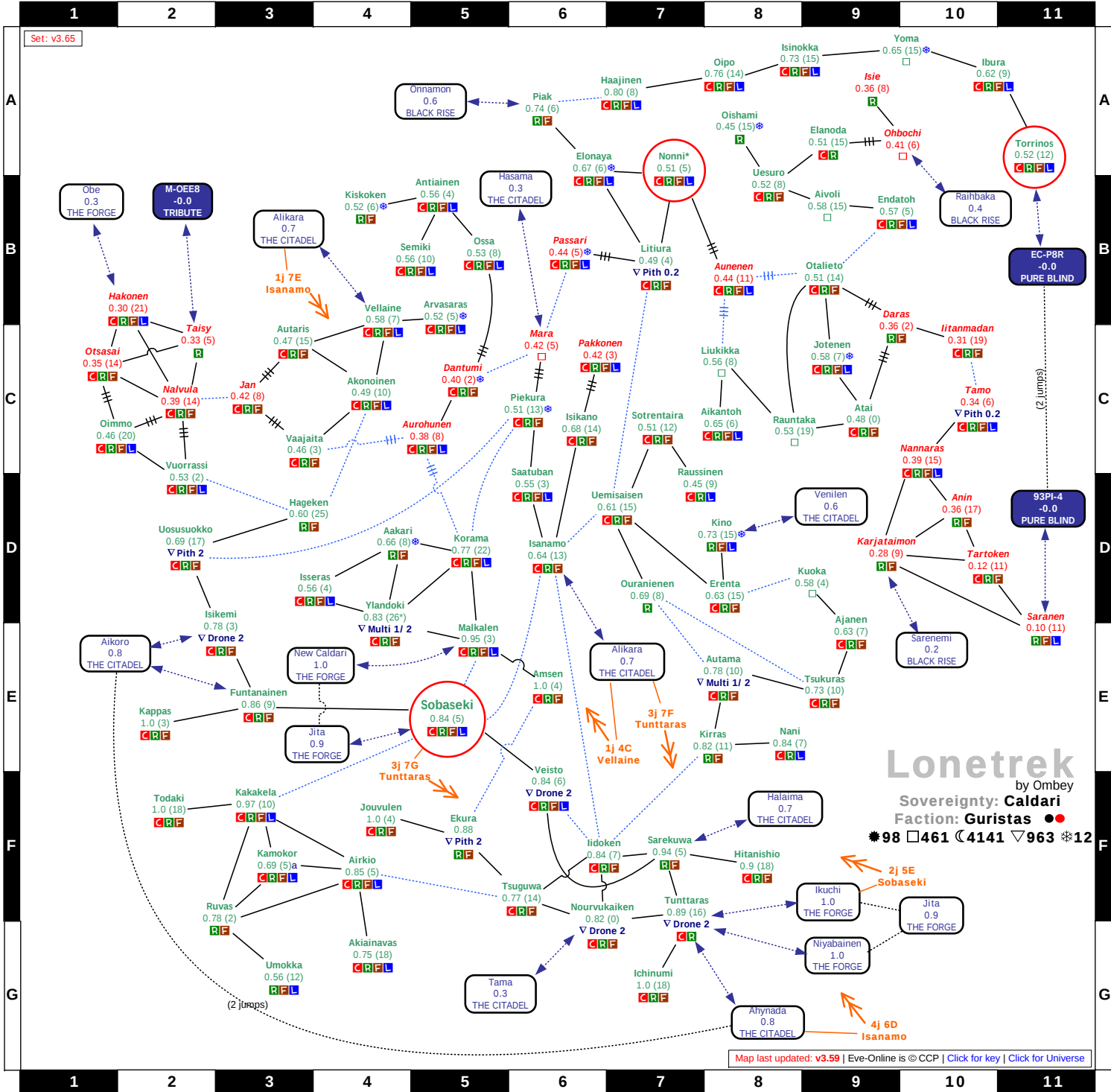
☀69 □3 ☾3050 ▽767 ❄9





☀61 □154 ☾2377 ▽528 ❄8





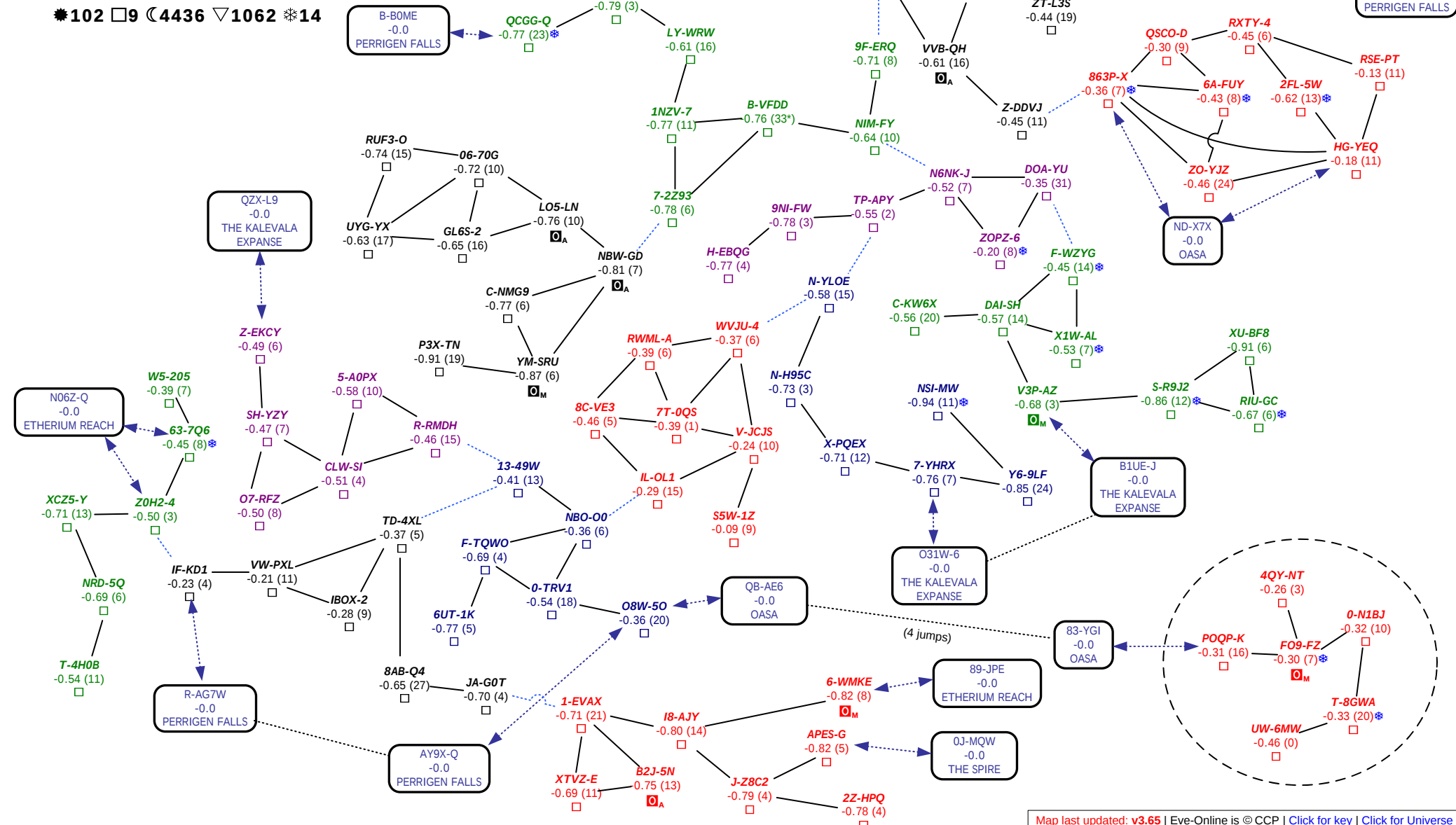
Malpais

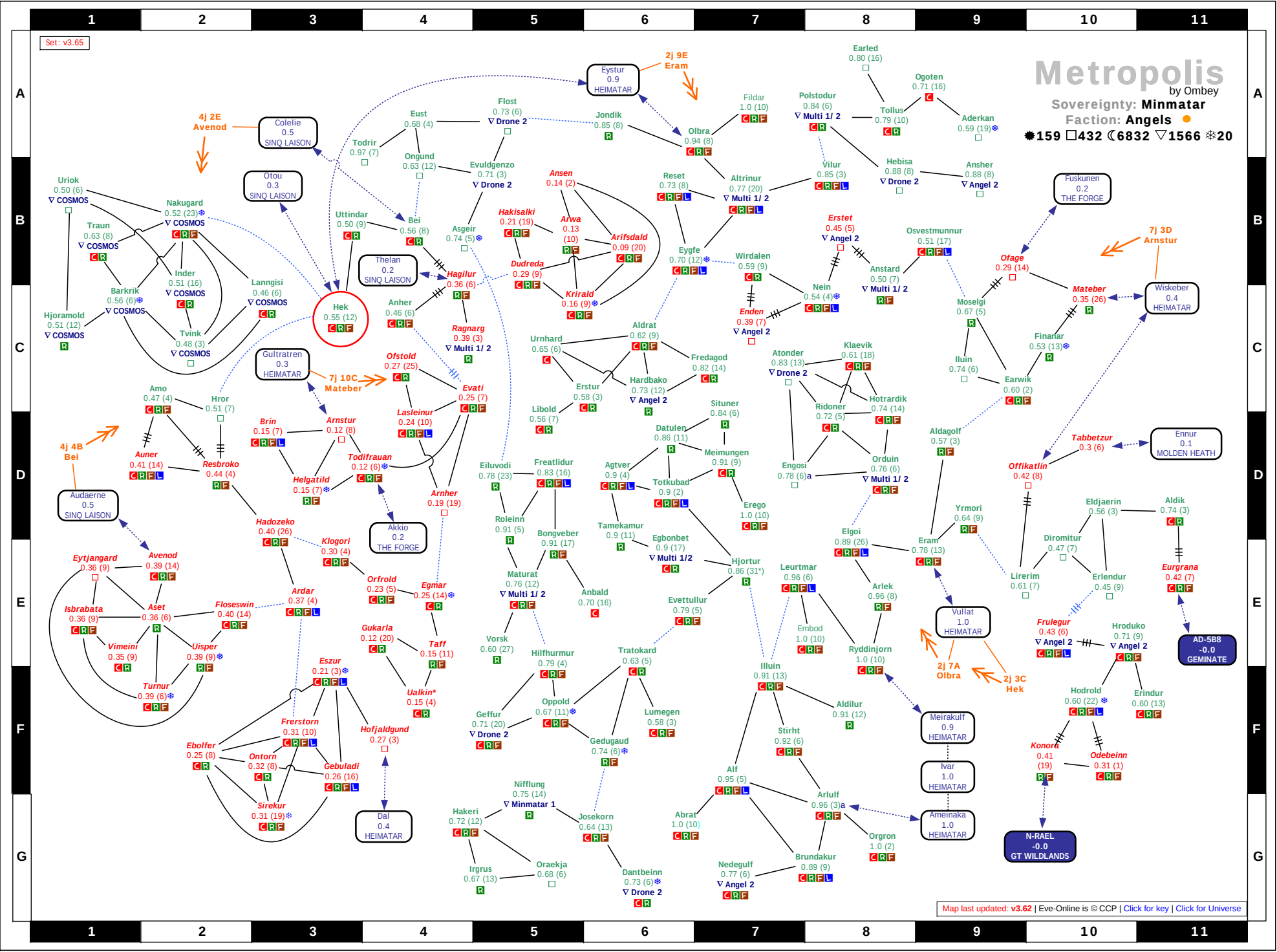
by Ombey & Adam Reed

Sovereignty: Mixed

Faction: Drones ●●

☀102 ☐9 ☾4436 ▽1062 ❄14

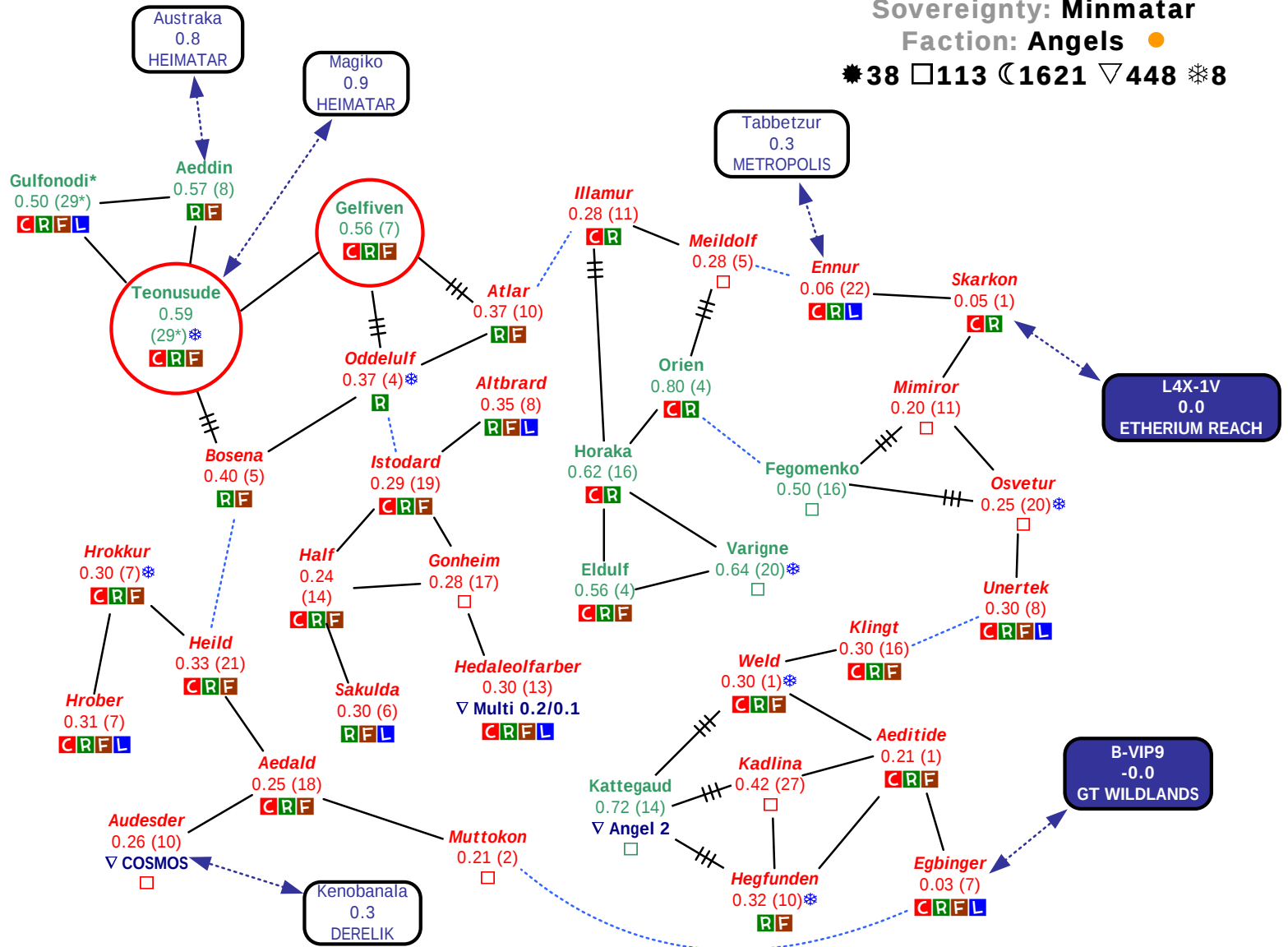




by Ombey

Faction: Angels ●

☀38 □113 ☾1621 ▽448 ❄8



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Set: v3.65

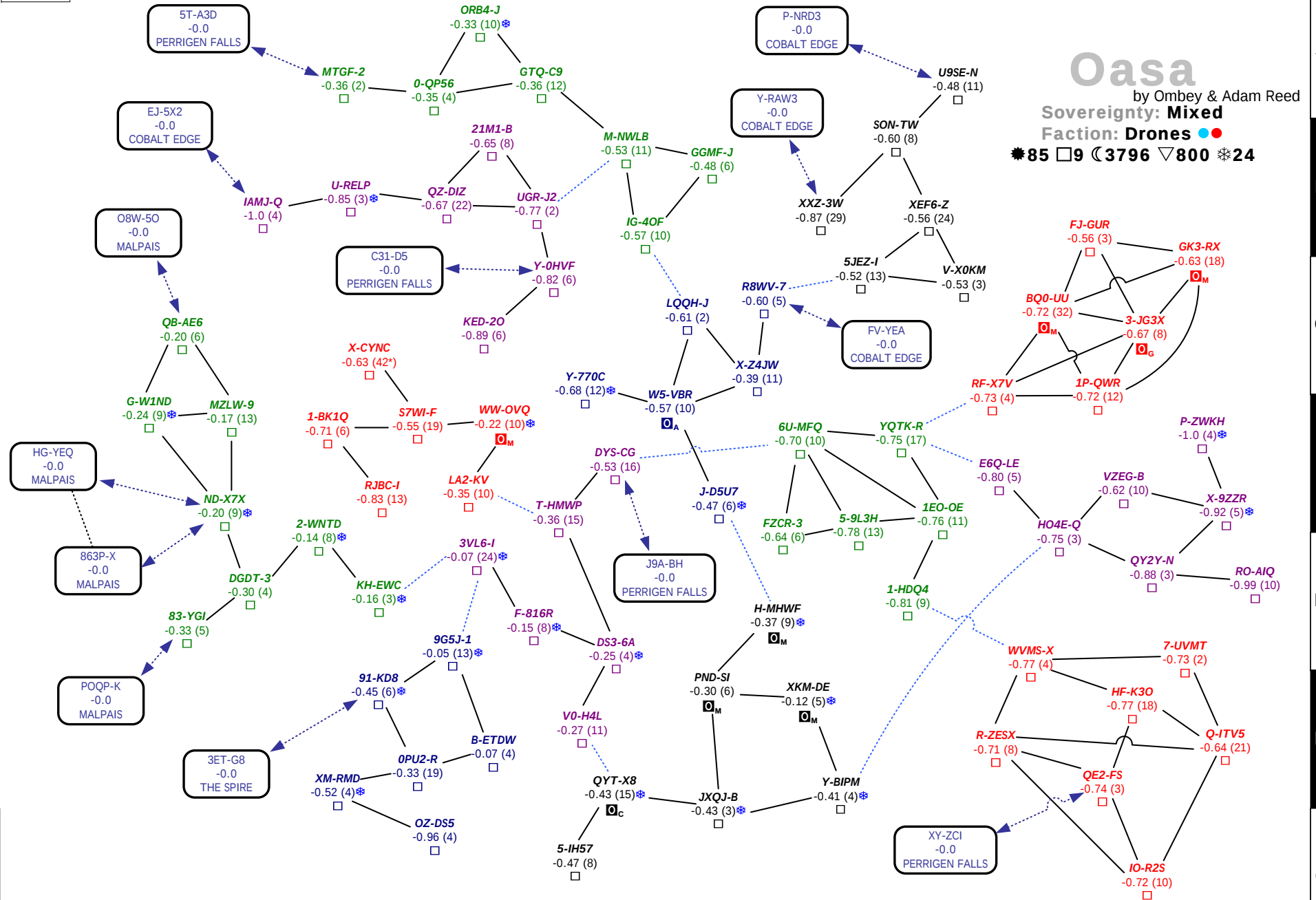
Oasa

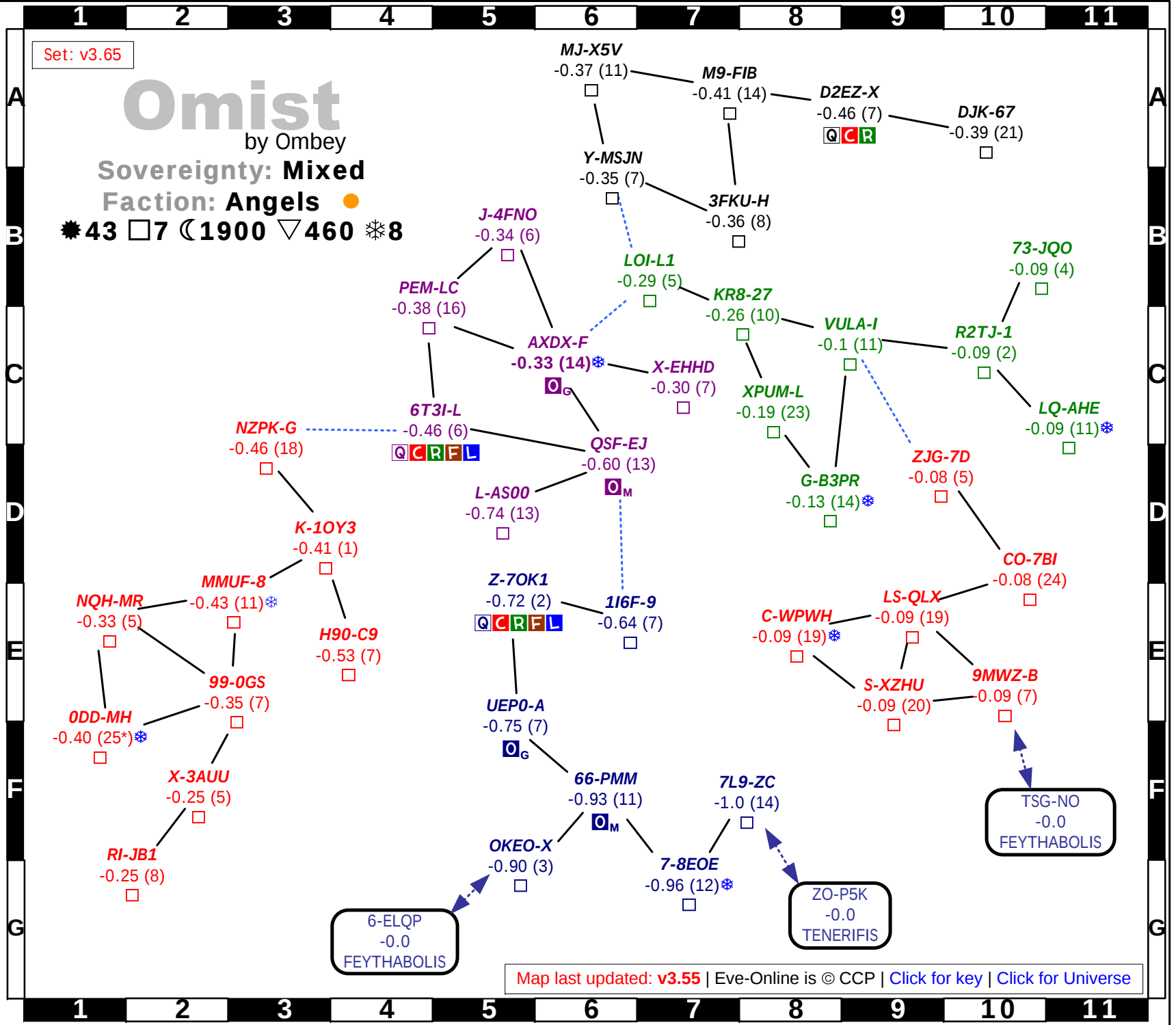
by Ombey & Adam Reed

Sovereignty: Mixed

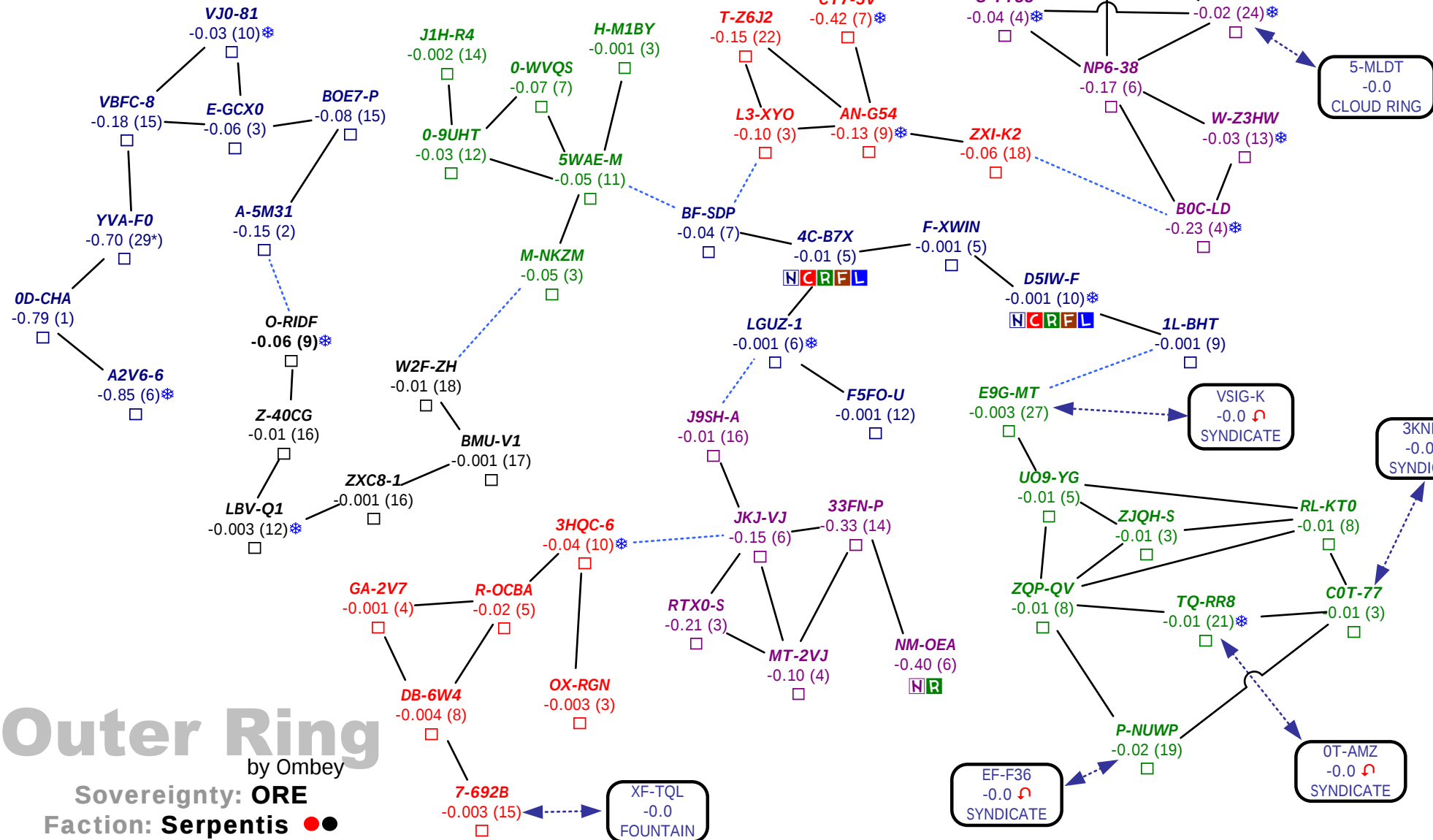
Faction: Drones

85 9 3796 800 24





Set: v3.65



Set: v3.65

KSM-1T
-0.0
ESOTERIA

O-MCZR
-0.08 (10)

JI-K5H
-0.04 (11)*

ARBX-9
-0.18 (6)

9T-APQ
-0.12 (16)

SN9S-N
-0.0
ESOTERIA

0-MX34
-0.09 (2)

4Y-OBL
-0.26 (14)*

5AQ-5H
-0.19 (19)*

T-ZFID
-0.07 (3)

0ZLN7-G
-0.05 (22)

H8-ZTO
-0.13 (18)
QCRFL

UAAU-C
-0.01 (16)

8Q-UYU
-0.02 (6)

3PPT-9
-0.04 (13)*
O_M

YV-FDG
-0.14 (11)

LUL-WX
-0.03 (10)

S-KU8B
-0.03 (2)

AA-GWF
-0.24 (8)

HHJD-5
-0.26 (12)

1DDR-X
-0.18 (22)

ZWV-GD
-0.34 (14)

LG-WA9
-0.15 (15)

O4T-Z5
-0.06 (38*)

O-97ZG
-0.06 (4)

JK-GLL
-0.07 (13)

LD-2VL
-0.20 (17)

LX5K-W
-0.67 (17)
O_M

ZDYA-G
-1.0 (1)*

O-N589
-0.93 (17)
O_A

TCAG-3
-0.0
PERIOD BASIS

G-M4GK
-1.0 (13)

OSUF-3
-0.29 (5)

O1Q-P1
-0.46 (10)*

GQ2S-8
-0.26 (19)
QCR

KU3-BB
-0.21 (4)

2I-520
-0.15 (30)

G1D0-G
-0.06 (9)*

ZBY-0I
-0.44 (13)

MP5-KR
-0.60 (13)
QCRFL

Paragon Soul
by Ombey

Sovereignty: Mixed
Faction: Sanshas ●●

★39 □6 ☾1924 ▽482 ❄13

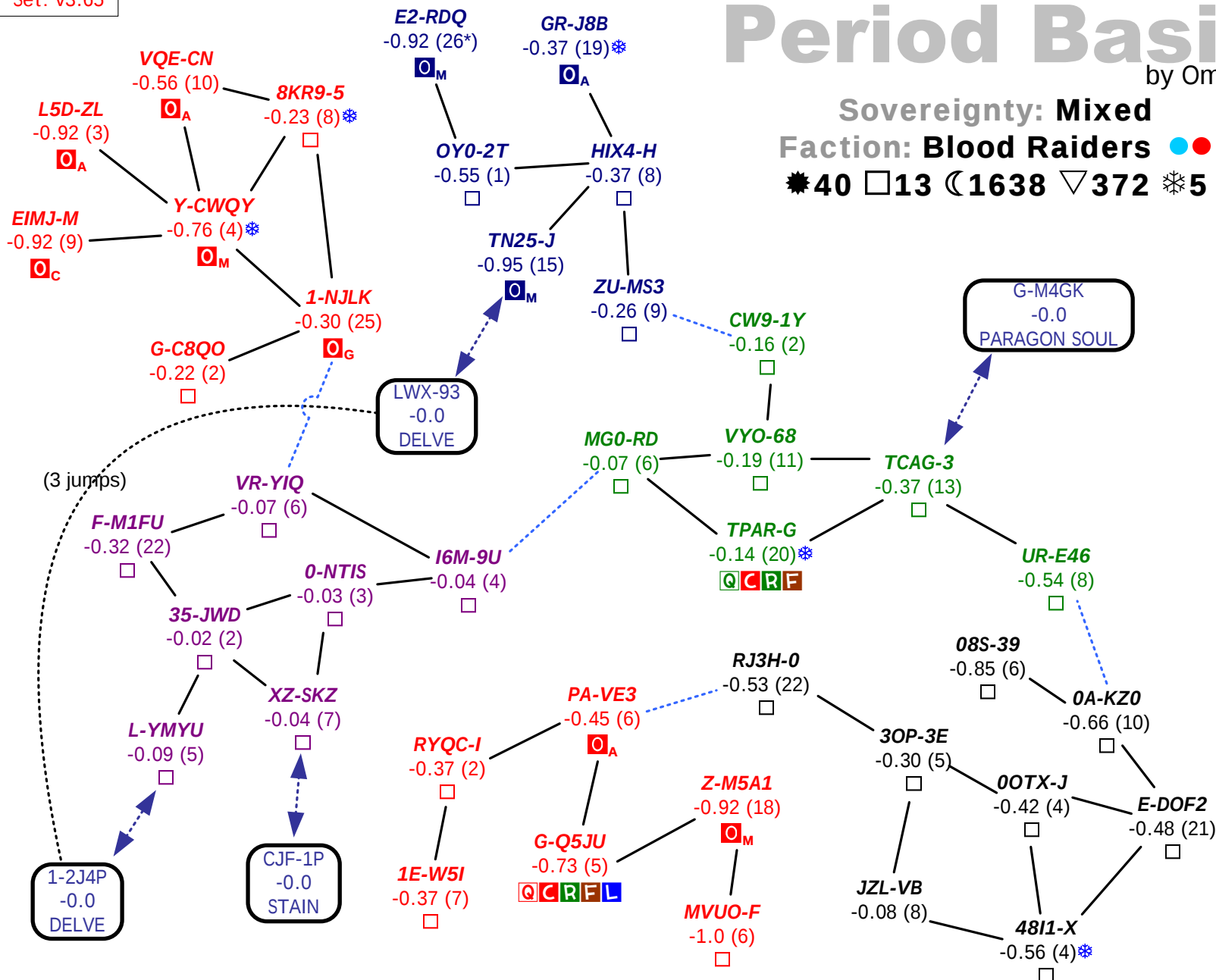
Map last updated: v3.60 | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)

Set: v3.65

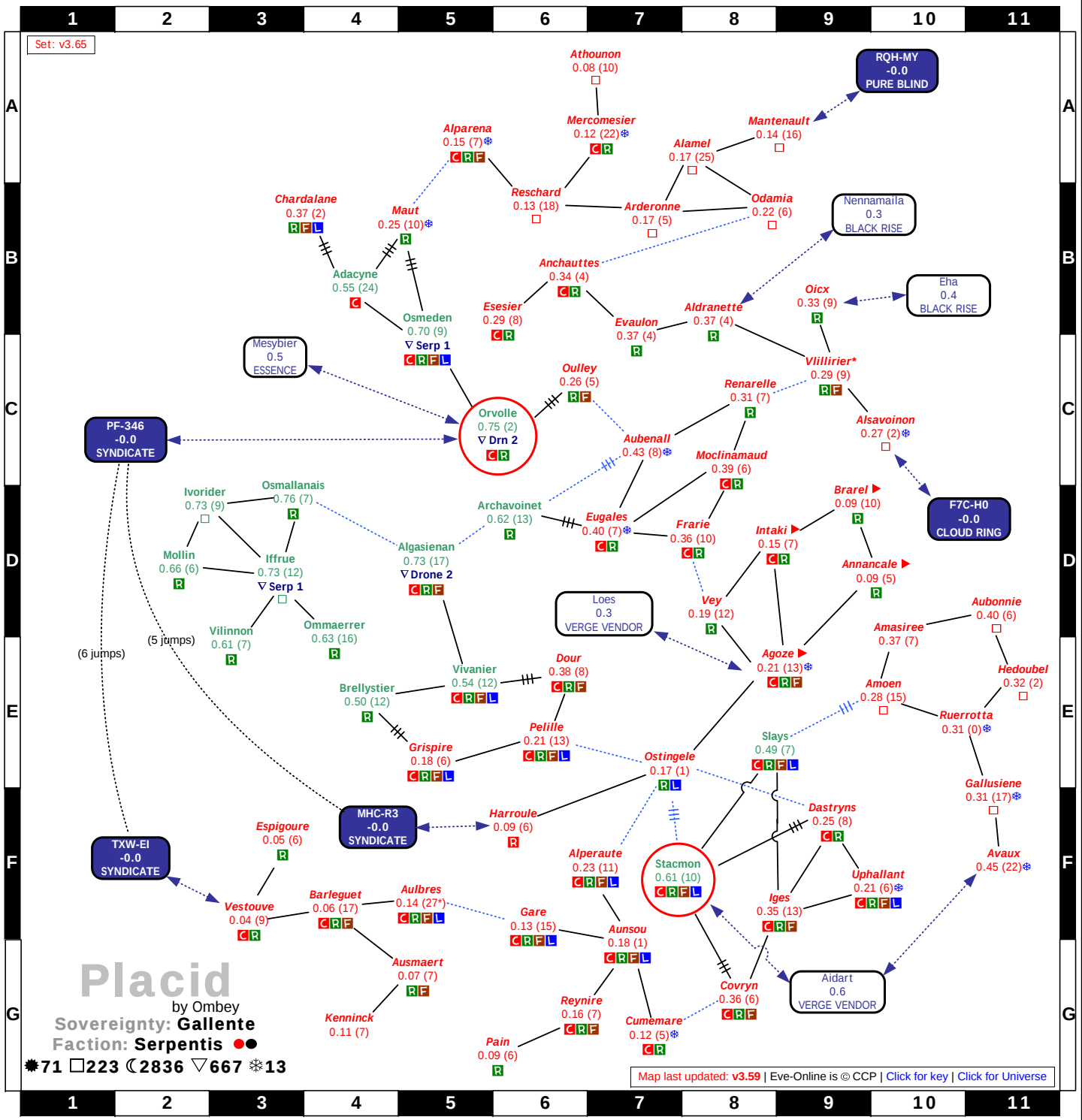
Period Basis

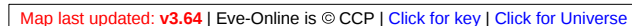
by Ombey

Sovereignty: Mixed
Faction: Blood Raiders ●●
✳40 □13 ◐1638 ▽372 ✳5



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Set: v3.65

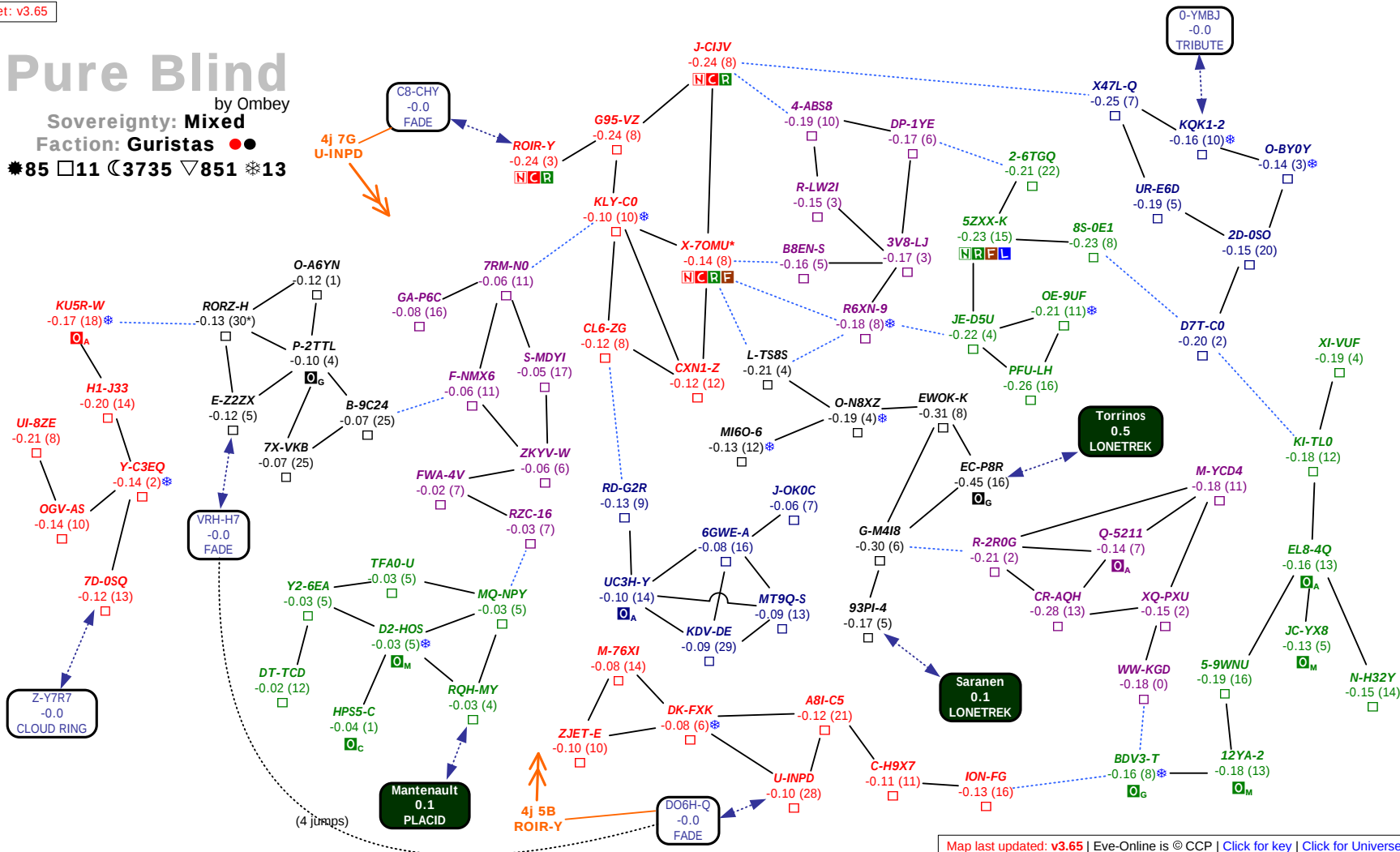
Pure Blind

by Ombey

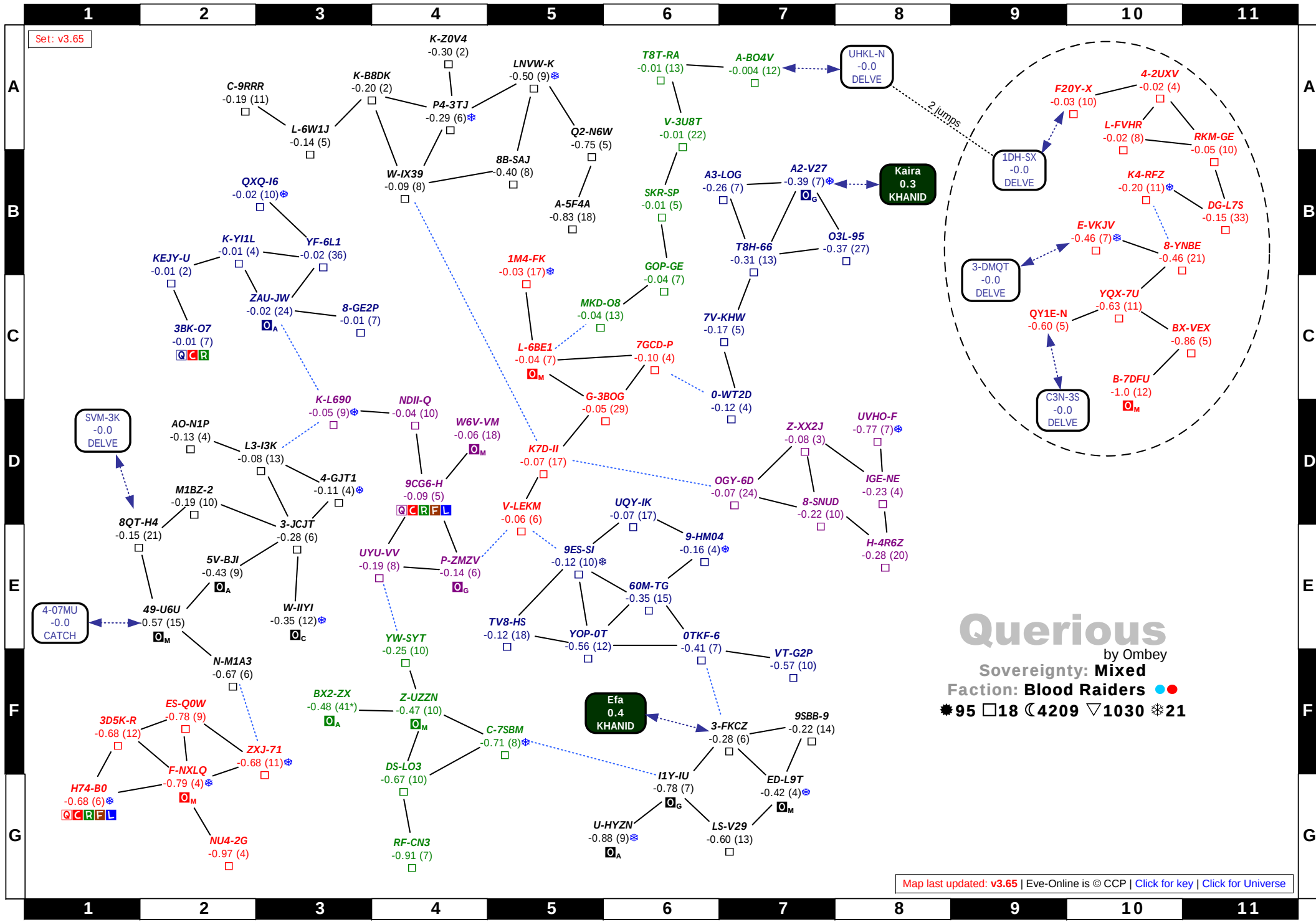
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Faction: Guristas ●●

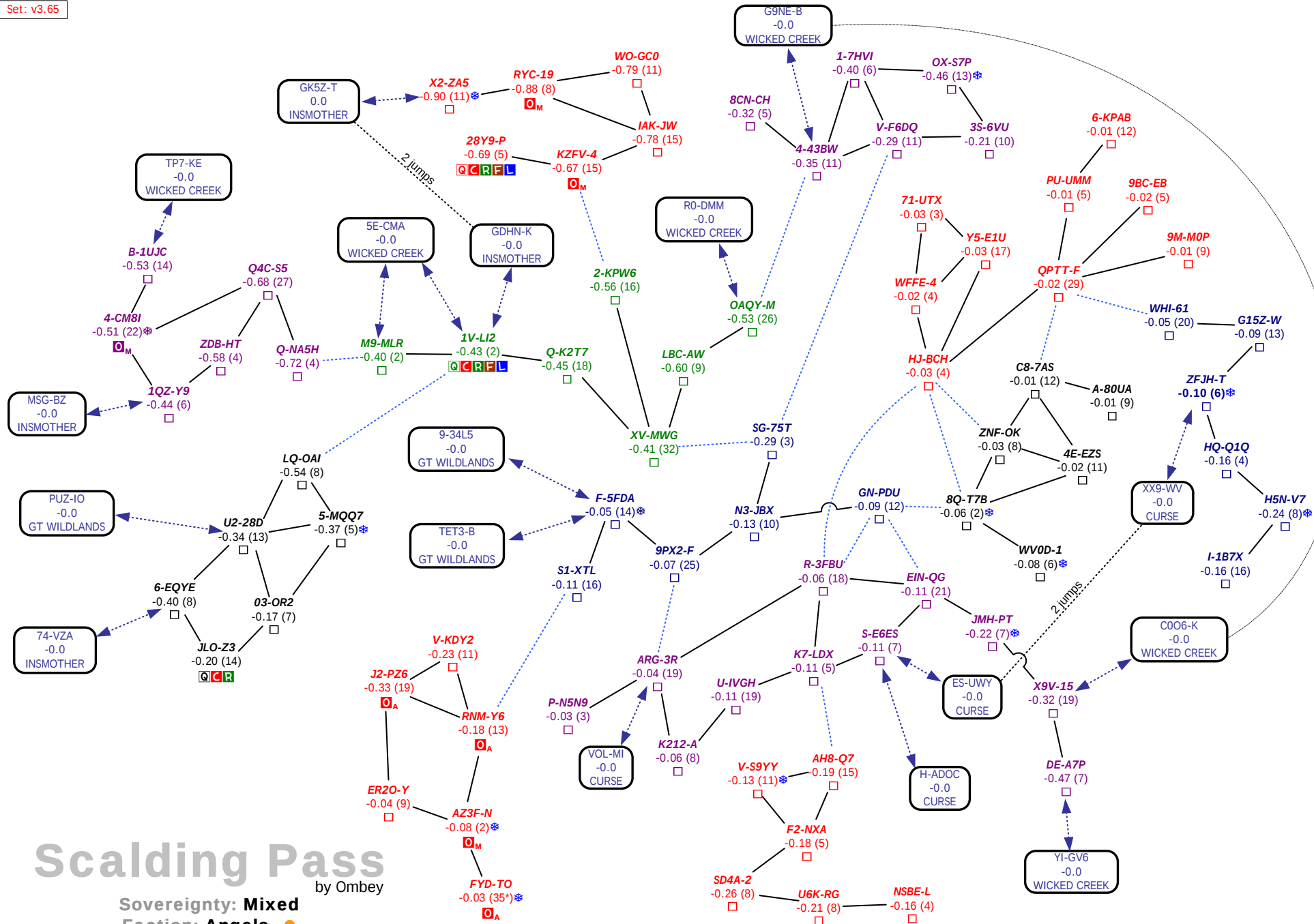
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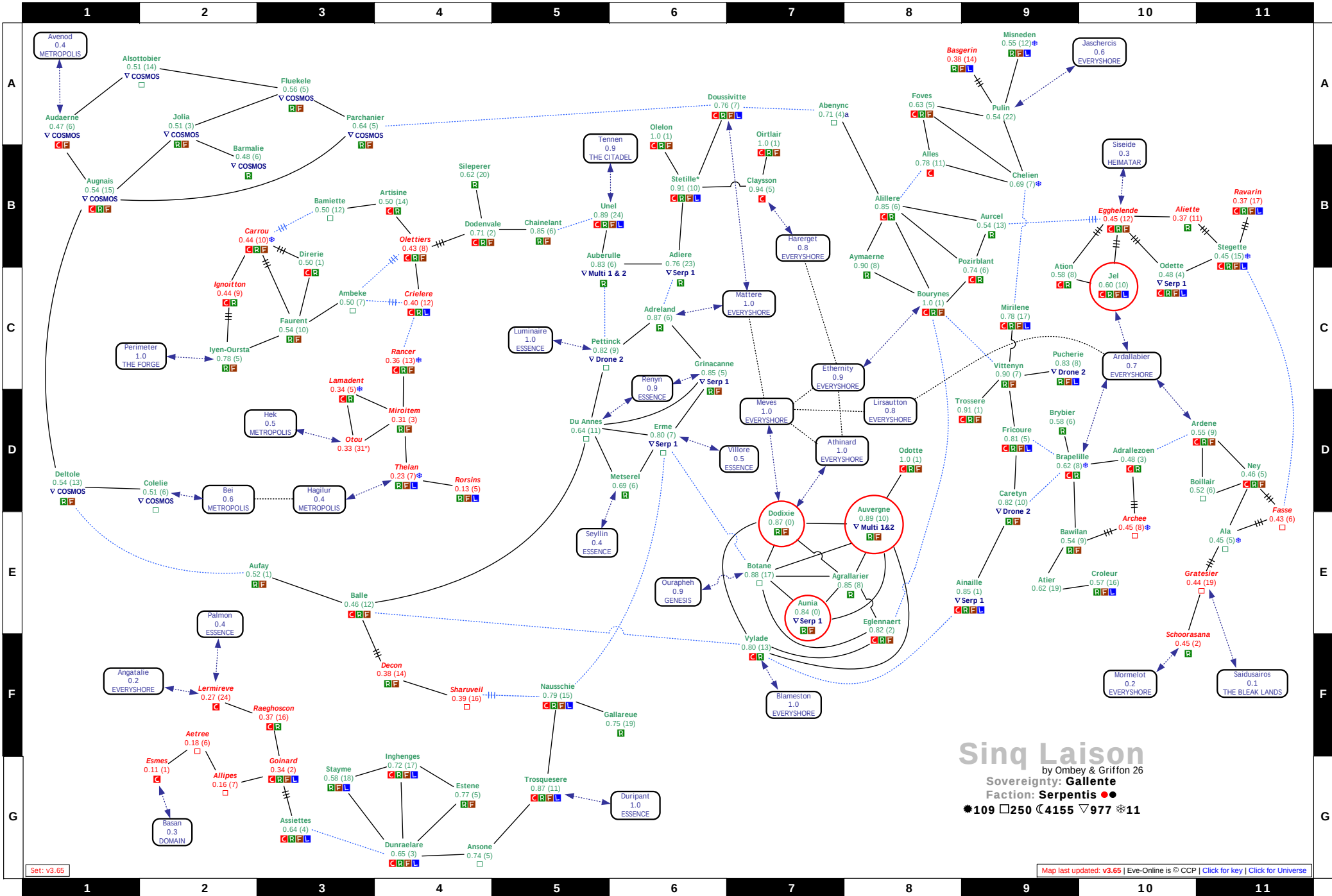


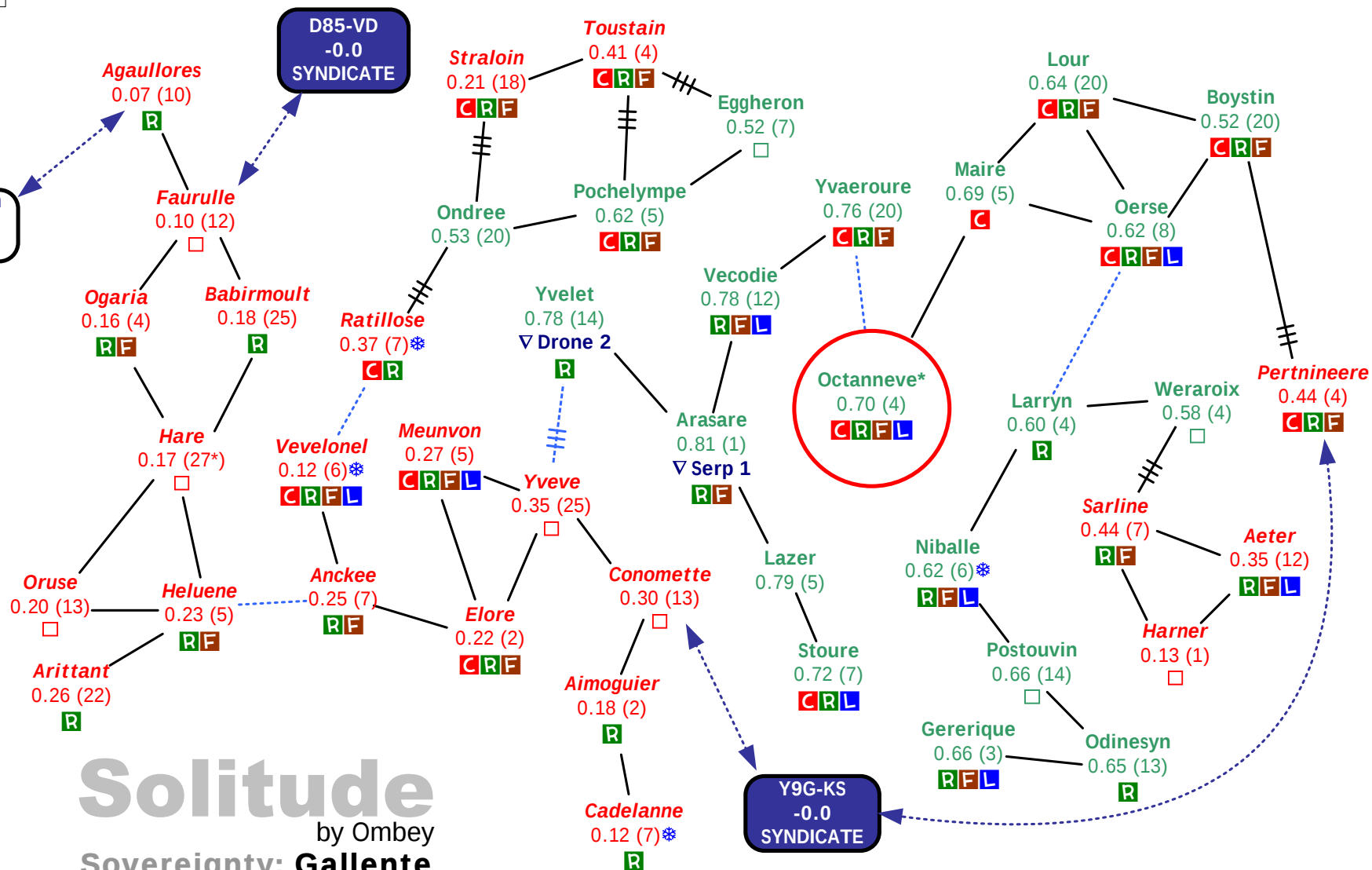
Map last updated: v3.65 | Eve-Online is © CCP | Click for key | Click for Universe



Set: v3.65







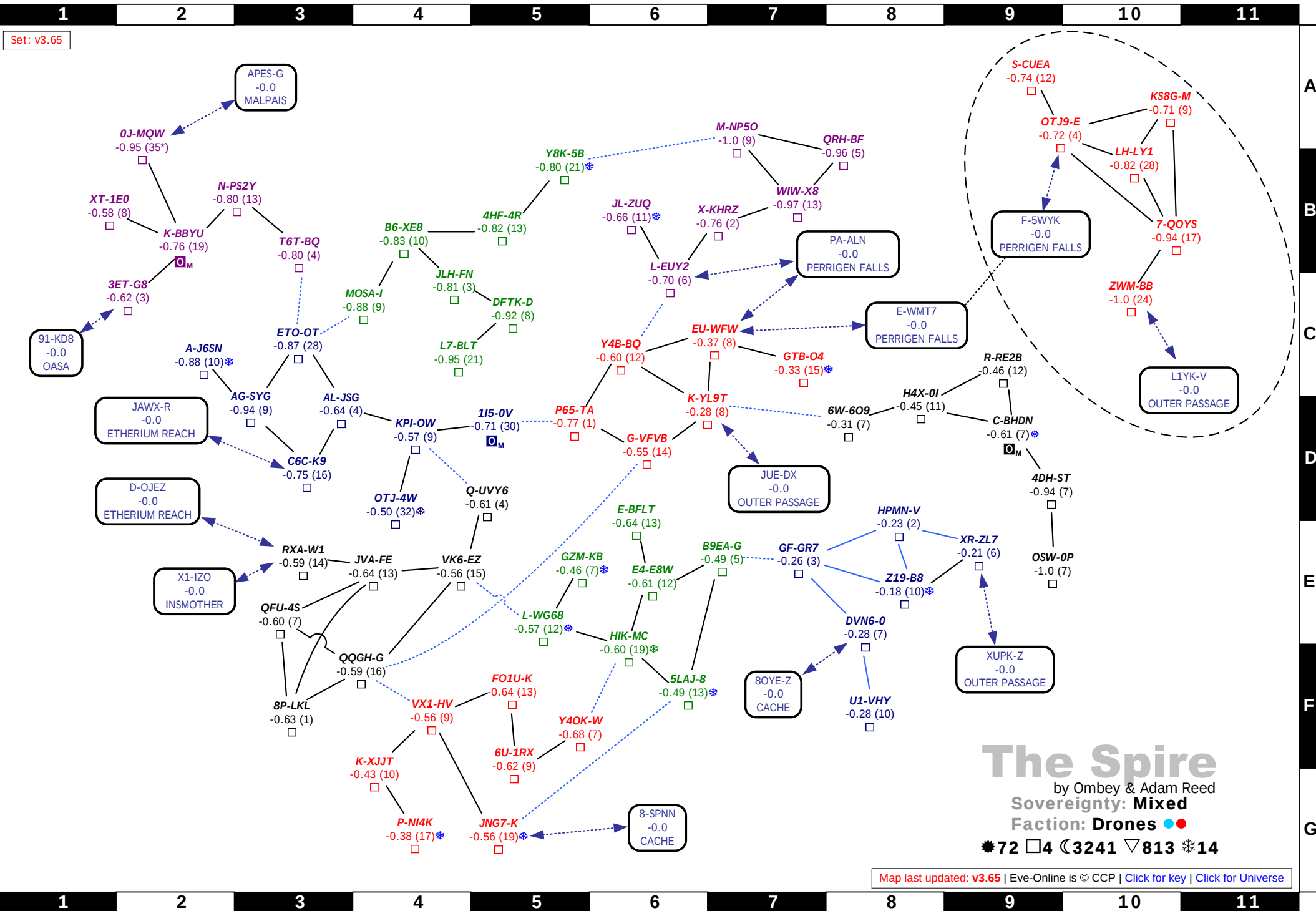
by Ombey

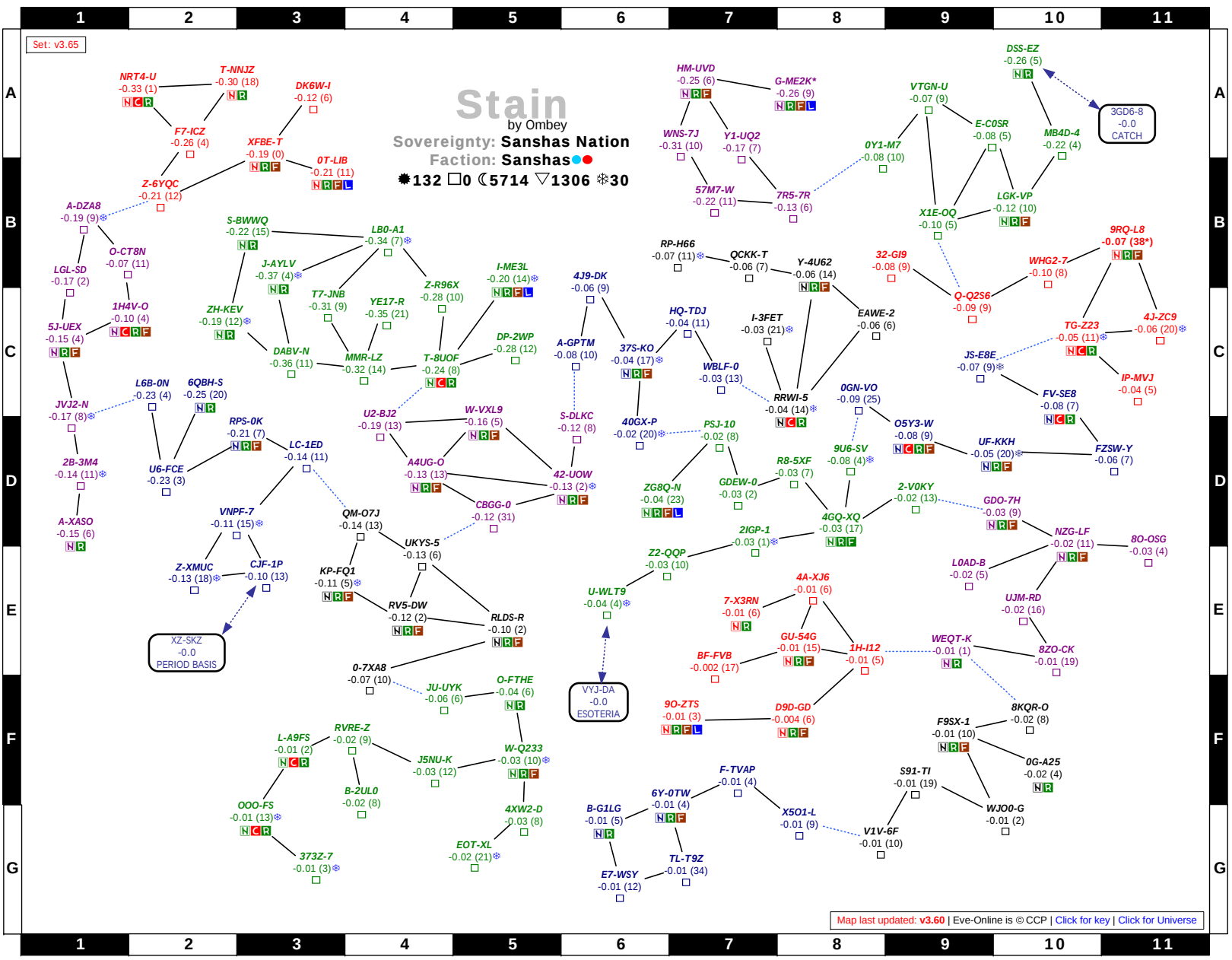
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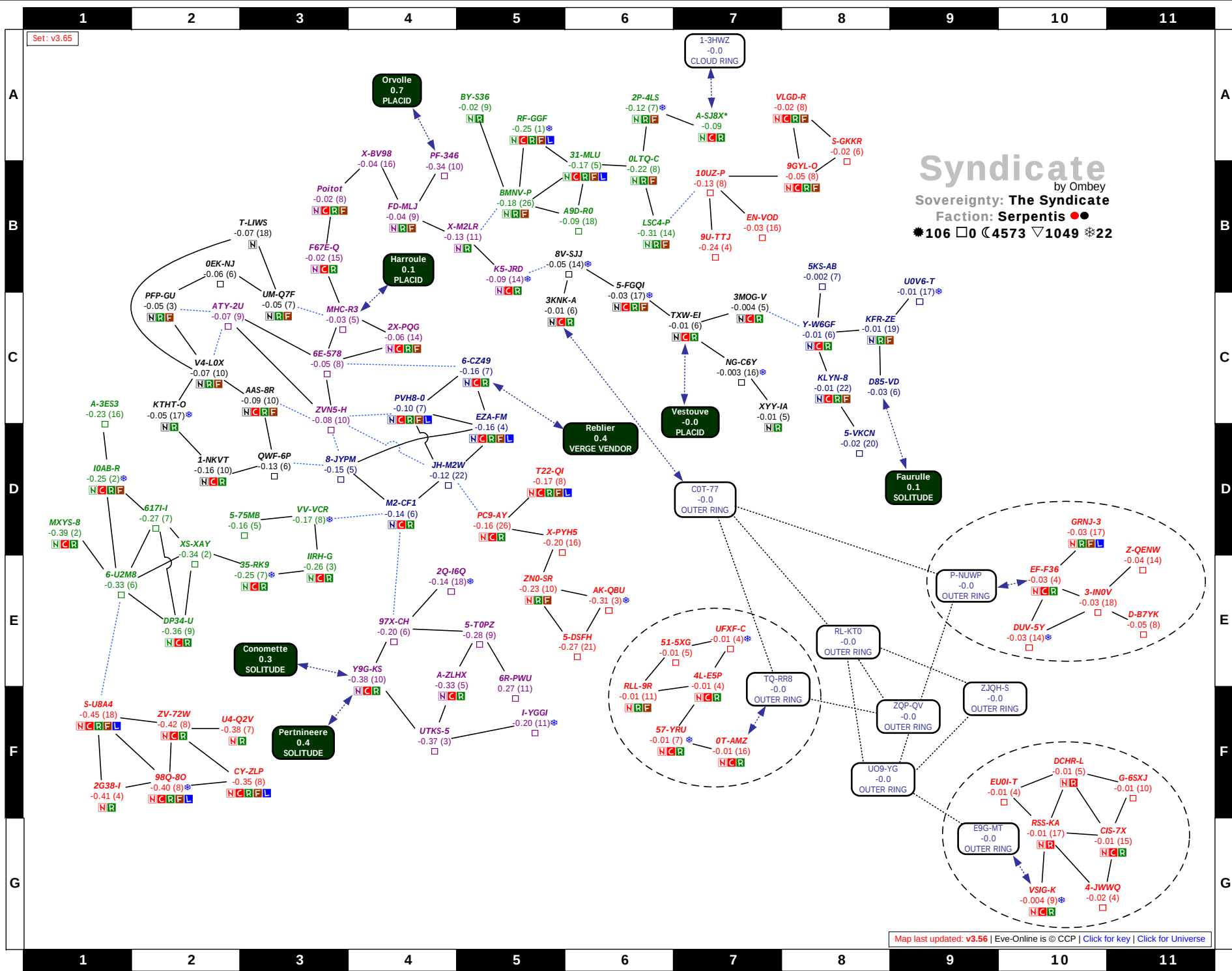
Faction: Serpentis ●●

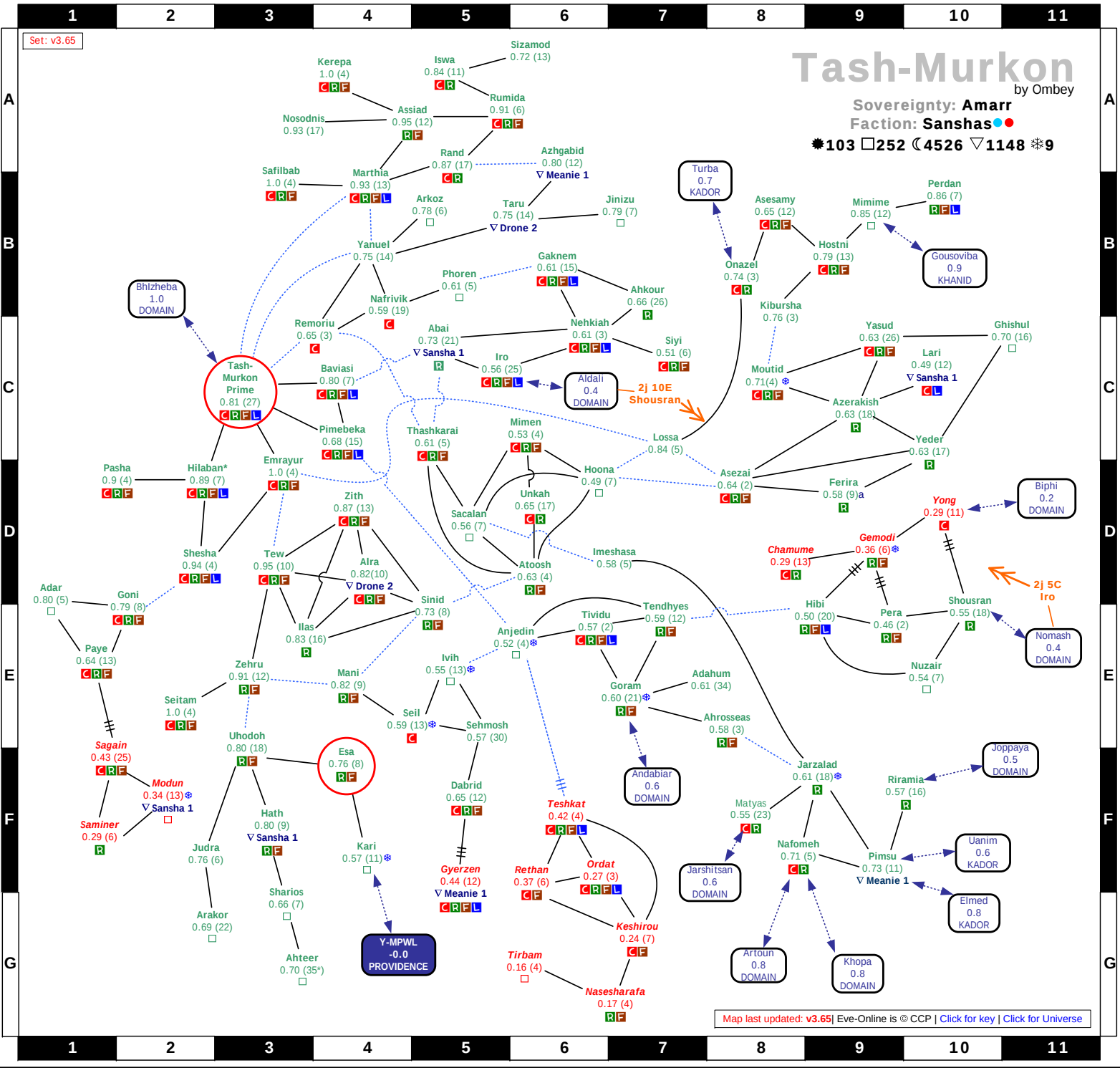
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Map last updated: **v3.59** | Eve-Online is © CCP | [Click for key](#) | [Click for Universe](#)







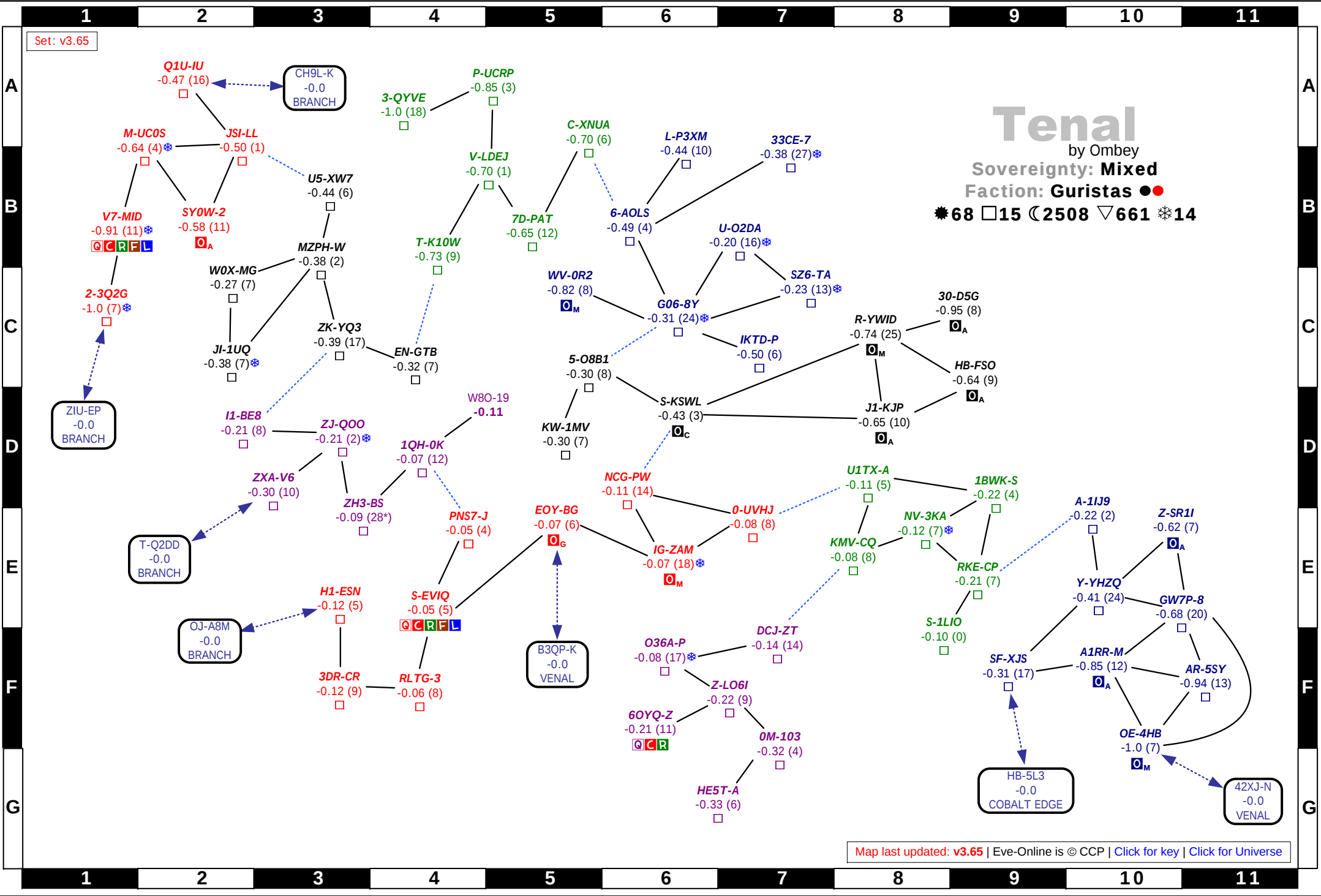


Tash-Murkon

by Ombey

Sovereignty: Amarr
Faction: Sanshas

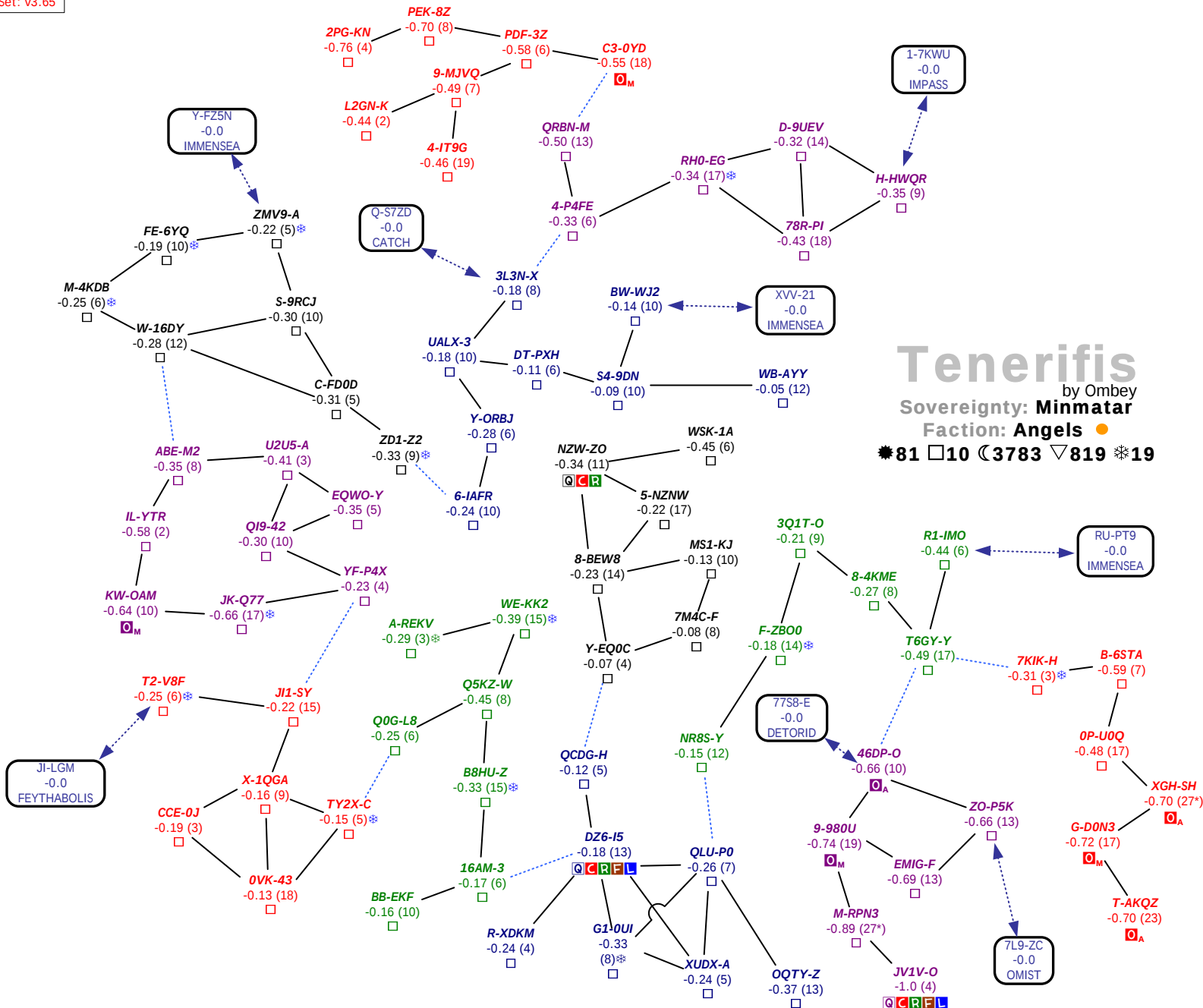
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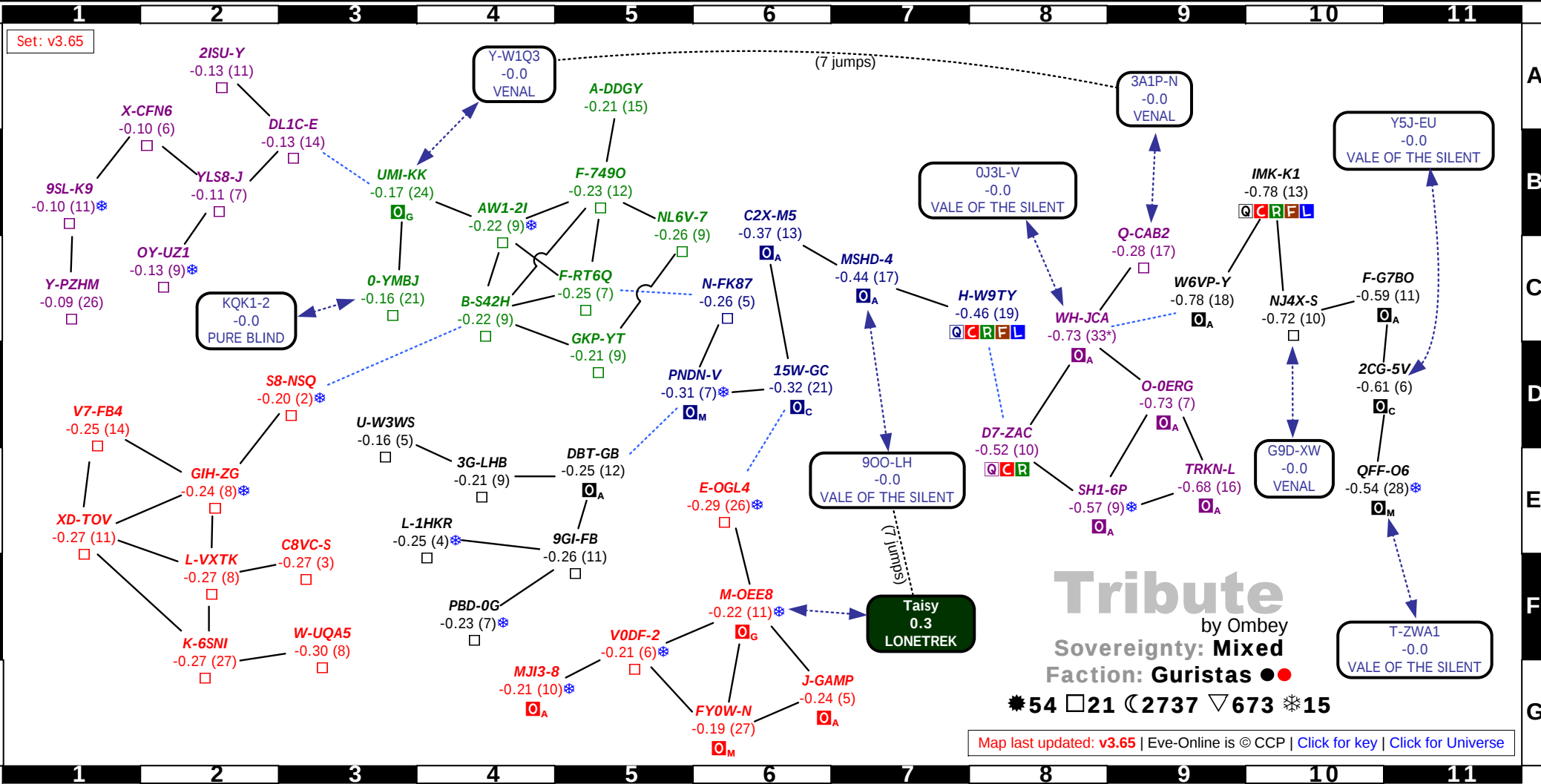


Set: v3.65

Tenerifis
by Ombey
Sovereignty: Minmatar
Faction: Angels ●
✳81 □10 ◐3783 ▽819 ✳19

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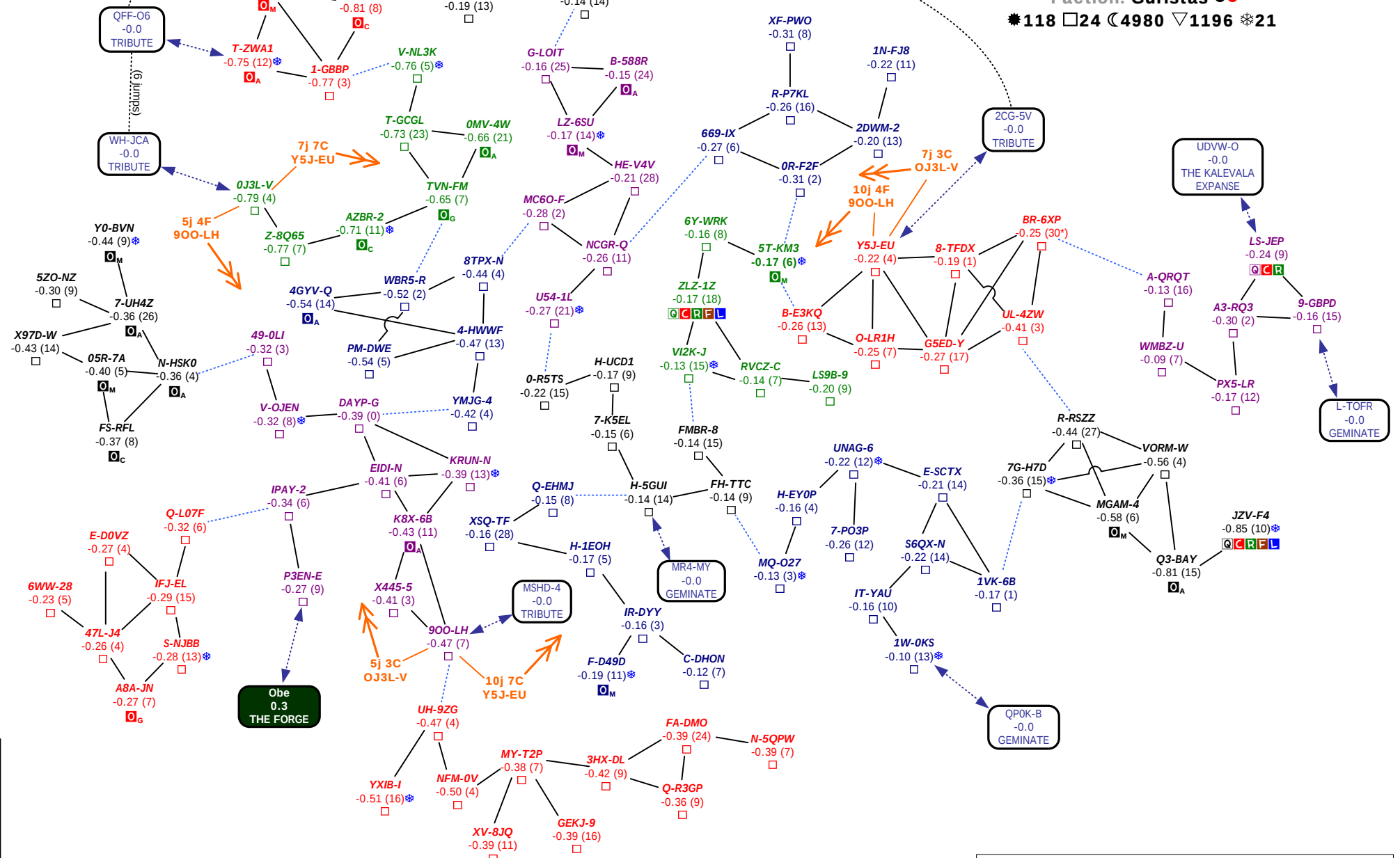
Vale of the Silent

by Ombey

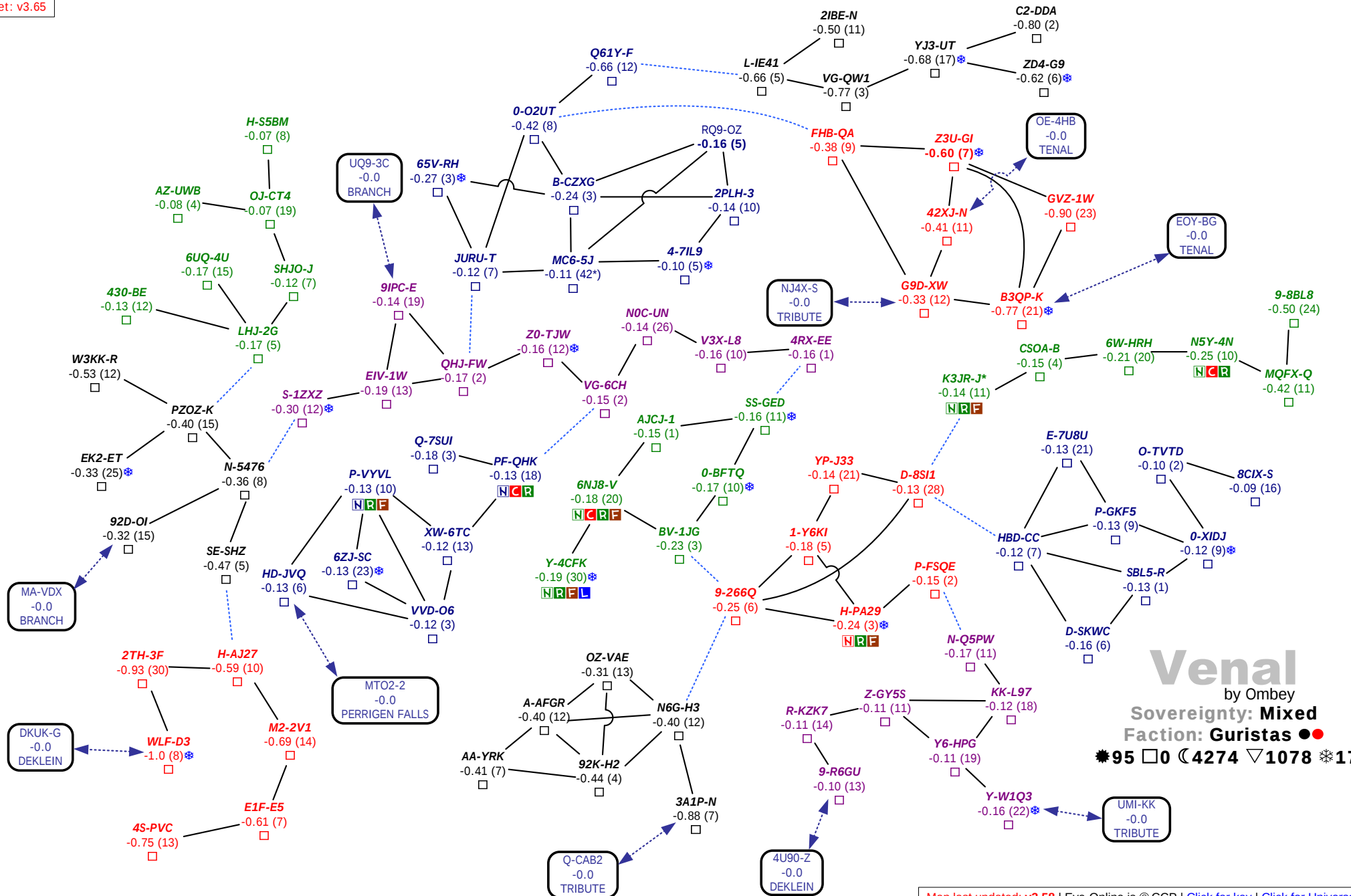
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Faction: Guristas ●●

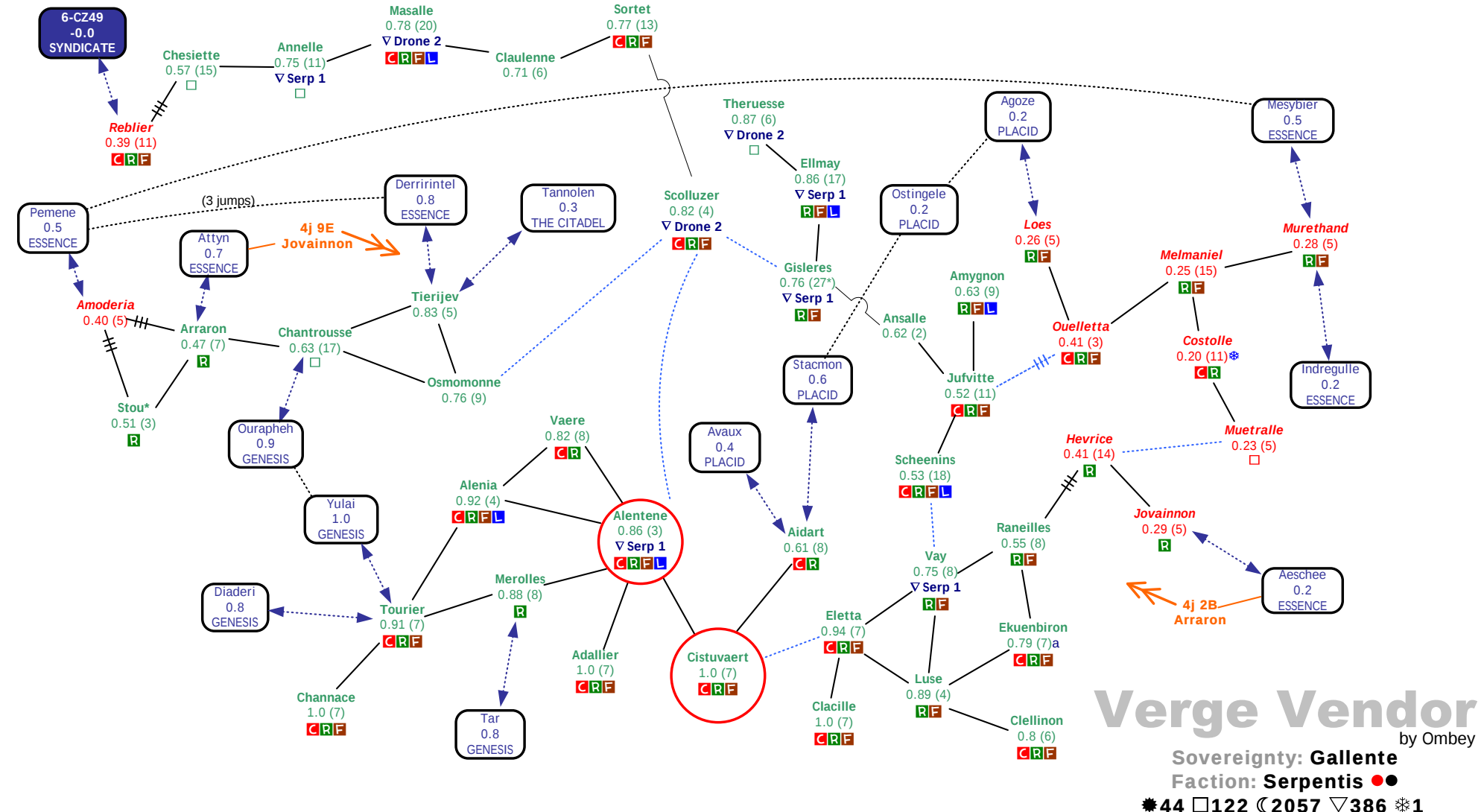
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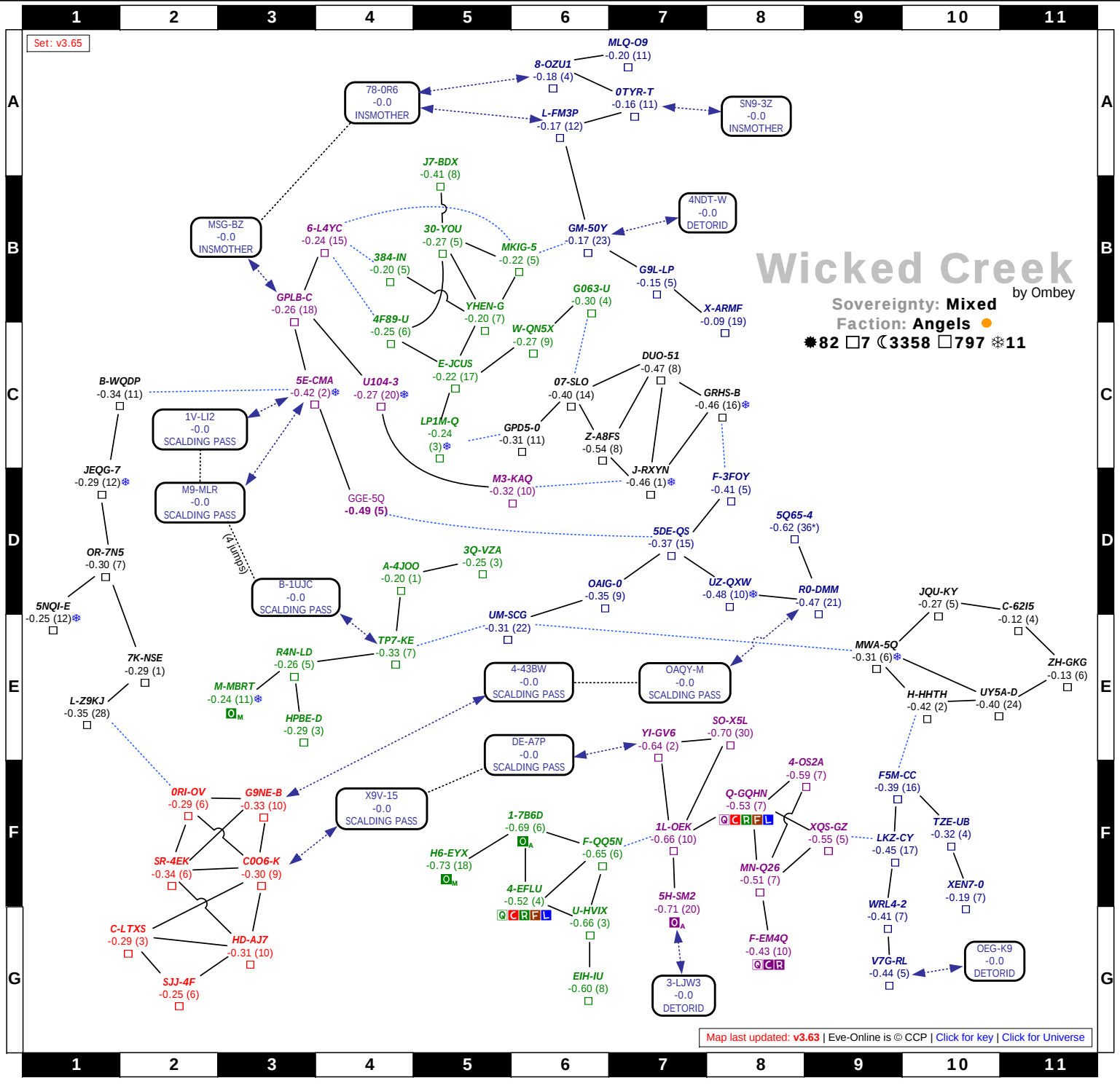


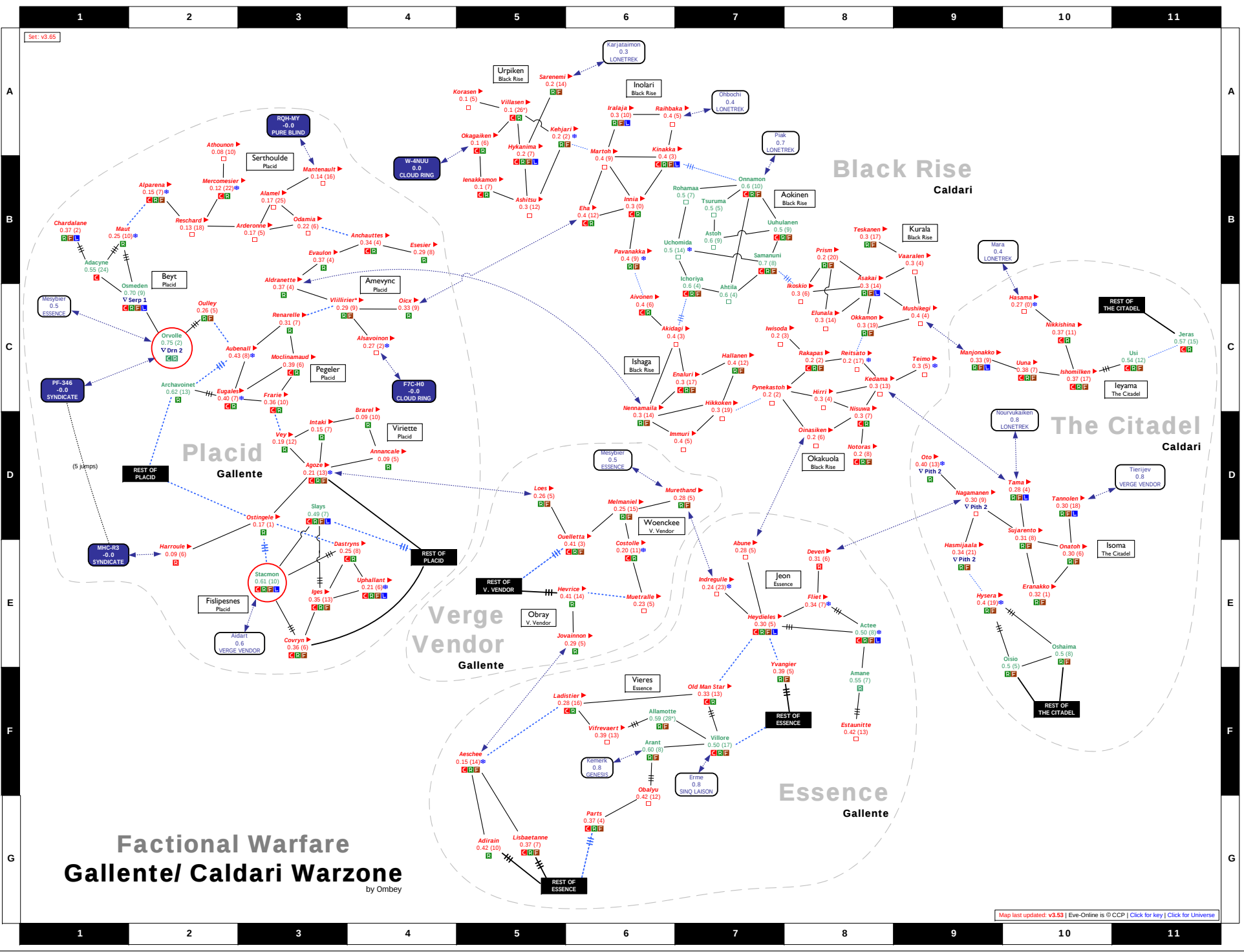
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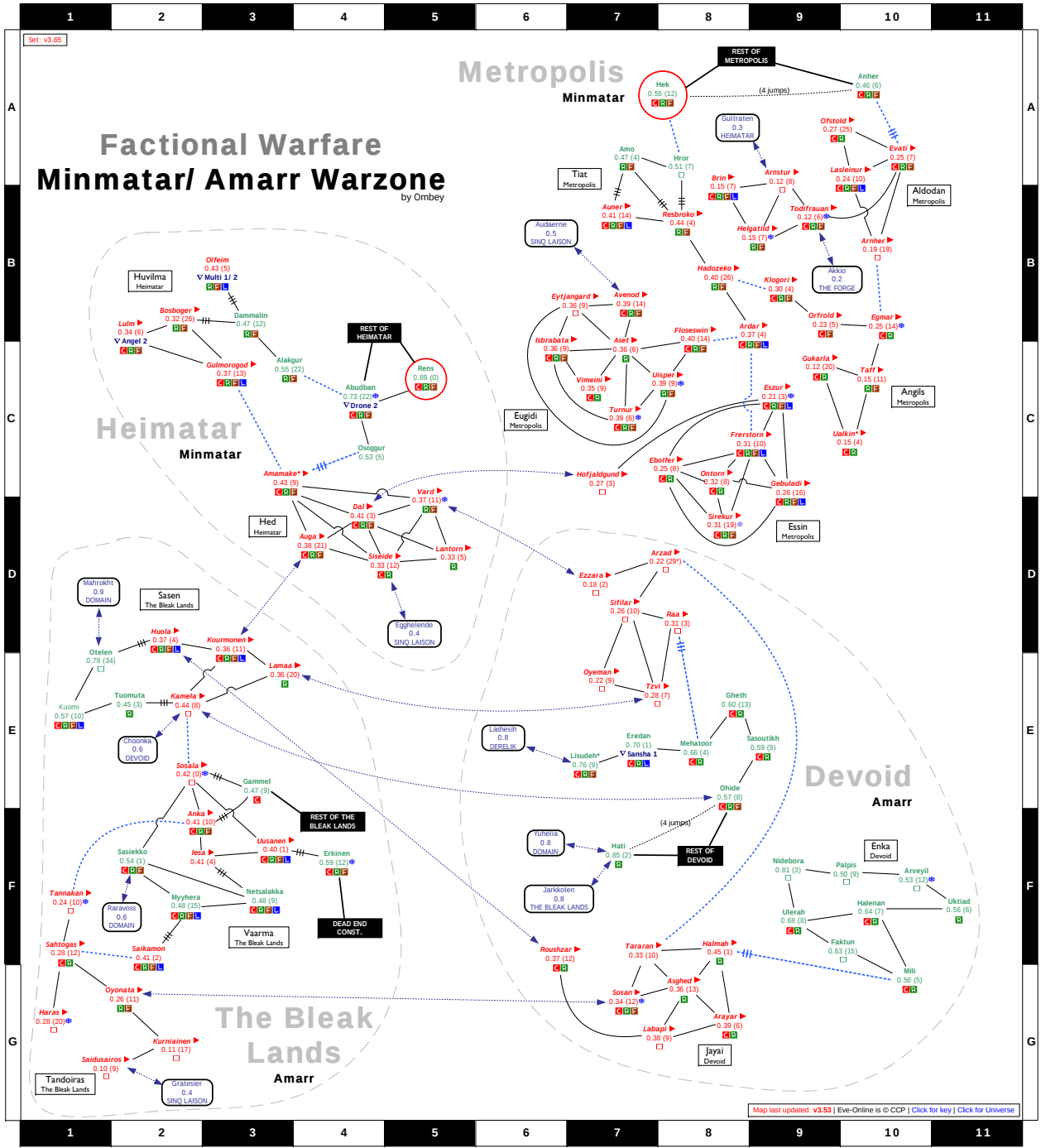


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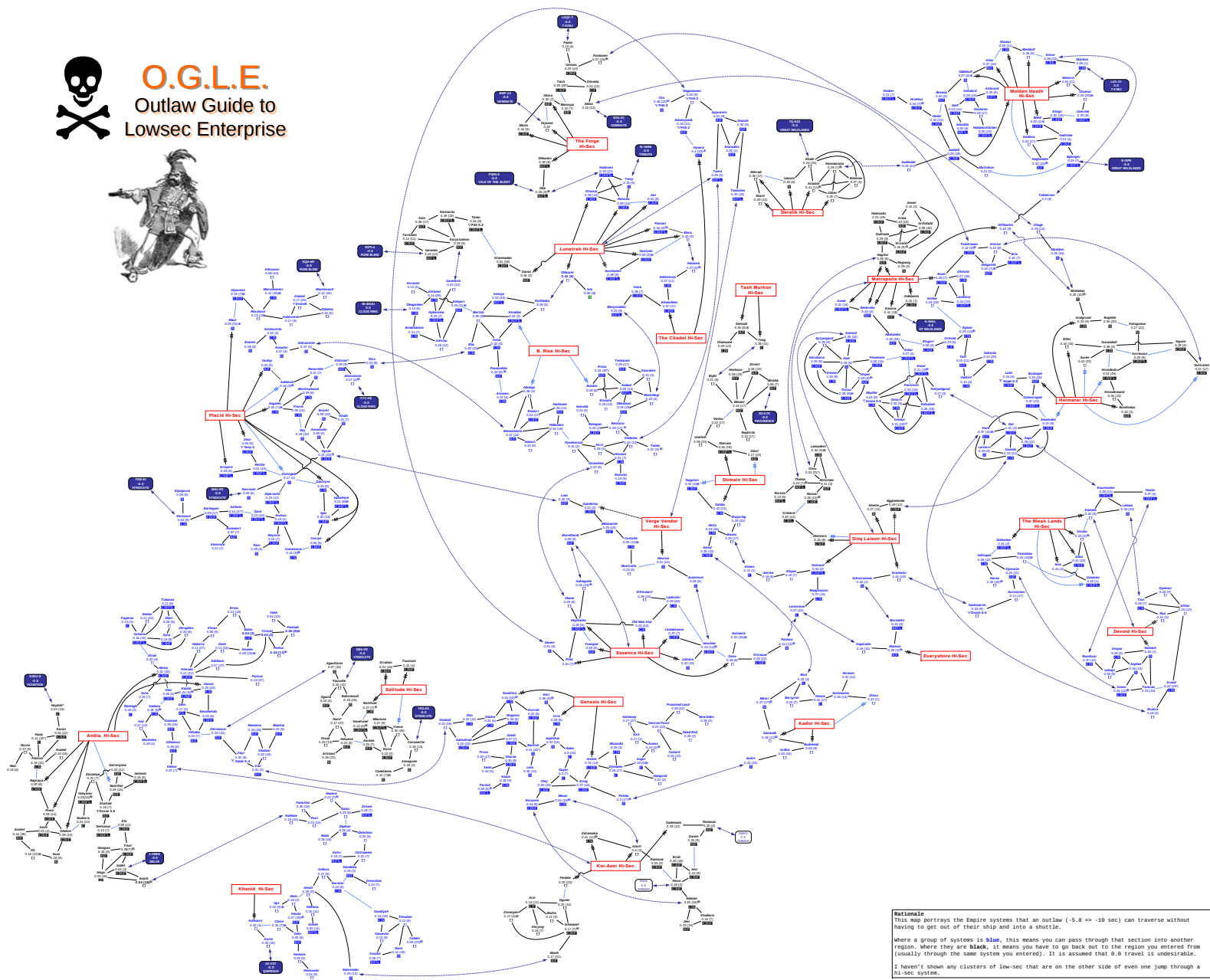








O.G.L.E. Outlaw Guide to Lowsec Enterprise



Rationale
This map portrays the Empire systems that an outlaw (-5.0 to -10.0) can traverse without having to get out of their ship and into a shuttle.

where a group of systems is **blue**, this means you can pass through that section into another region, where they are **black**, it means you have to go back out to the region you entered from (usually through the same system you entered). It is assumed that 6.8 travel is undesirable.

I haven't shown any clusters of low-sec that are on the other side of even one jump through a hi-sec system.

Wormhole Information

This is a small guide to Wormholes, mainly taken from my blog page. It is one of many guides out there on WHs, and is included as it may be of benefit to those people who are unaware of the other resources out there.

How do I scan using the new system?

The new probing system is quite an overhaul from the old system, and makes it less confusing for newcomers to scanning to get out there and start. With the probes able to warp themselves, and able to change scan ranges, it means less fussing around with different types.

There are a few scanning guides out there, the Wiki guide being pretty good for starters. Pay close attention to this, it has some pearls of wisdom. I would advise, if you're a newbie to scanning, to use an Expanded Probe Launcher- these are heavy on CPU, but can use Core Probes, Combat Probes and Deep Space Probes. The other choice is a Core Probe Launcher, but these can only use Core Probes- however they are very light on fitting requirements.

Core Probes can only be used for scanning down sites, min/ max range of 0.25/ 32au.

Combat Probes can be used for starships, structures and drones, while also delivering the baseline exploration capabilities of the Core Probe. Min/ max range of 0.5/ 64au

Deep Space Probes have the highest range, min/ max range of 2/ 256au, and can scan for everything, but with a weaker signal.

Types of probe hit

Cosmic Anomaly: combat sites (100% scannable with one probe or onboard scanner- best avoided, easy for you to be found, and not much reward)

Cosmic Signature:
Grav = asteroid belts, variety of high/low/0.0 sec asteroids
Radar = hacking (decryptors, interfaces, R.A.M modules and BPCs for T3 - Codebreaker needed)
Magnetometric = archaeology/ salvage (relics for T3 reverse engineering- Analyzer needed)
Ladar = gas cloud (fullerene for T3 building)
Unknown = combat or wormhole

Types of complex:
Perimeter (tiers 1 & 27)
- checkpoint
- hangar
- camp
- ambush point

Frontier (tiers 3 & 47)
- command
- barracks
- outpost
- fortification

Core (tiers 5 & 67)
- garrison
- stronghold
- bastion
- citadel

Wormhole map

(The map this text refers to is here. The text comes from here.)

First off, when you right click on a wormhole on the k space side of things, it'll tell you "this leads to unknown space" (class 1, 2, 3) "this leads to dangerous unknown space" (class 4, 5) or "this leads to deadly unknown space" (class 6)

Now, we start to utilize the map more(link above)
Class 1 is the easiest, and Class 6 is the hardest.
It also seems, that reading from left to right, it goes from easiest to hardest (basically an "A" wormhole will be easier than a "Z" wormhole in the same class)

From here, you can see the general difficulty of a W space before even entering it, by comparing the number, "W237" for example, with the table given. While it is difficult at this level to measure "difficulty" in a figurative sense, it still gives us an idea.

K162 Wormholes seem to be wormholes that lead back to a previously known location. So if you are going from W space to W space, the gate back will be labeled K162, for example. If you are going from W space to High Sec, it will be labeled K162 on the High sec side, basically letting you know, someone has probed it from the other side.

Now, we pretty much know the difficulty of any wormhole we are about to enter, more or less. Onto the next part, Class 7, 8, 9. This is by chance incredibly easier. Class 7, 8, 9 wormholes are wormholes that lead OUT of W space and into K space.

Class 7 leads to highsec
Class 8 leads to lowsec
Class 9 leads to 0.0

This table shows details on the WH based on the yxxx name (eg. where it leads, mass allowed per ship and over lifetime etc.)

This table is a quick reference showing what the W-space you are in actually is.

Scanning down WHs

People used to have trouble, once in WHs, to scan down an exit WH due to the high amount of Cosmic Signatures in the WH, and the lack of an ability to filter out any sites already scanned down. CCP added unique IDs for each signature found, and the ability to ignore them once you were done with it, or have no interest in it. To do this, just right click and choose 'ignore'. You can unignore all ignored sites in the same way, but choose 'unignore' instead.

This table may help further (3rd post down). It shows the approximate, unmodified %age signal strength. WHs are strength 10, or so it is believed.
Wormhole 'effects'

(The table below comes from here.)

Some WHs will affect your ship- either positively or negatively. The following table shows that information- click on each name for a screenshot of the effect

Wormhole Spatial Phenomena						
	Pulsar	Class 2	Class 3	Class 4	Class 5	Class 6
Shield	+20%	+44%	+55%	+68%	+80%	+100%
Armor Resist	-10%	-38%	-22%	-27%	-34%	-50%
Cap Recharge	-10%	-33%	-27%	-34%	-41%	-50%
Targeting Range	+25%	+44%	+55%	+68%	+80%	+100%
Signature	+20%	+44%	+55%	+68%	+80%	+100%
Black Hole						
Class 1	Class 2	Class 3	Class 4	Class 5	Class 6	
Missile Velocity	-10%	-33%	-27%	-34%	-41%	-50%
Ship Velocity	+20%	+44%	+55%	+68%	+80%	+100%
Drone Control Range	-10%	-33%	-27%	-34%	-41%	-50%
IonTide	+20%	+44%	+55%	+68%	+80%	+100%
Lack Range	-10%	-33%	-27%	-34%	-41%	-50%
Refill	-10%	-33%	-27%	-34%	-41%	-50%
Cataclysmic Variable						
Class 1	Class 2	Class 3	Class 4	Class 5	Class 6	
Repair Amount	-10%	-33%	-27%	-34%	-41%	-50%
Shield Transfer Amount	-10%	-33%	-27%	-34%	-41%	-50%
Shield Repair	+20%	+44%	+55%	+68%	+80%	+100%
Remote Repair	+20%	+44%	+55%	+68%	+80%	+100%
Capacitor Capacity	+25%	+44%	+55%	+68%	+80%	+100%
Capacitor Recharge	+20%	+44%	+55%	+68%	+80%	+100%
Magnetar						
Class 1	Class 2	Class 3	Class 4	Class 5	Class 6	
ECM effect	+20%	+44%	+55%	+68%	+80%	+100%
Target Painter effect	+20%	+44%	+55%	+68%	+80%	+100%
Campaning effect	+20%	+44%	+55%	+68%	+80%	+100%
Target Disruption effect	+20%	+44%	+55%	+68%	+80%	+100%
Sentage	+25%	+44%	+55%	+68%	+80%	+100%
Asd Velocity	-10%	-33%	-27%	-34%	-41%	-50%
Asd Velocity	-10%	-33%	-27%	-34%	-41%	-50%
Tracking Range	-10%	-33%	-27%	-34%	-41%	-50%
Tracking Speed	-10%	-33%	-27%	-34%	-41%	-50%
Red Giant						
Class 1	Class 2	Class 3	Class 4	Class 5	Class 6	
Heat Damage	+10%	+33%	+22%	+27%	+34%	+50%
Overload Bonus	+20%	+44%	+55%	+68%	+80%	+100%
Smart Bomb Range	+20%	+44%	+55%	+68%	+80%	+100%
Smart Bomb Damage	+20%	+44%	+55%	+68%	+80%	+100%
Wolf Rayet						
Class 1	Class 2	Class 3	Class 4	Class 5	Class 6	
Armor Resist	+10%	+33%	+22%	+27%	+34%	+50%
Shield Resist	-10%	-38%	-22%	-27%	-34%	-50%
Small Weapon Damage	+20%	+44%	+55%	+68%	+80%	+100%
Signature Size	-10%	-33%	-27%	-34%	-41%	-50%

OK, so how do you know whether you're in a Pulsar, Black Hole, Cataclysmic Variable, Magnetar, Red Giant or Wolf Rayet system? Well, when you arrive in the system, you'll get a message "Local spatial phenomena may cause strange effects on your ship systems.", so you'll know one of these is in effect. In space, you'll see a weird "cosmic body", which is one of the phenomena. On this excellent site, you can search for a WH system, and it'll tell you what the "cosmic body" is, and then you can reference the table to the left for the effects.

Sleeper ships

Sleeper ships are as follows (from this thread):

Frigs - 'Emergent'
Cruisers - 'Awakened'
Battleship - 'Sleepless'

Emergent:
- Escort
- Patroller
- Watchman
- Outguard

- Defender
- Preserver (Scrambler)
- Upholder (Repper)
- Safeguard

- Warden (Scrambler / Webber)
- Sentinel (Scrambler / Webber)
- Guardian
- Keeper (Repper)

Awakened:
- Escort
- Patroller
- Watchman
- Outguard

- Defender
- Preserver (Repper)
- Upholder (Nos / Webber)
- Safeguard

- Warden (Repper)
- Sentinel (Webber)
- Guardian
- Keeper (Scram / Webber)

Sleepless:
- Escort
- Patroller
- Watchman
- Outguard

- Defender (Webber)
- Preserver (Repper)
- Upholder
- Safeguard (Scrambler)

- Warden (Repper)
- Sentinel
- Guardian
- Keeper (Sniper)

For a great article on Wormholes and their secrets, this is a great read. It does contain information that some may consider 'spoilers'.