

Hybrid Charges

Hybrid Charges Ammunition & Charges / Hybrid Charges

(Chargegroup): Hybrid Charges Category: Ammunition & Charges / Hybrid Charges
 Use with (Launchergroup): Hybrid Weapon Category: Ship Equipment / Turrets & Bays / Hybrid Weapons


Faction Charges - all types


Faction Name	Damage	
Guristas	1.1	Faction Hybrid Charge attributes are identical to the Standard Charges of the same type (and name) but with modifiers to all types of Damage, as shown in the table to the left. eg: the Iron Charge S does 3 Kinetic and 2 Thermal damage, while the Guristas Iron Charge S does (1.1 x 3 =) 3.3 Kinetic and (1.1 x 2 =) 2.2 Thermal damage
Shadow	1.1	
Caldari Navy	1.15	
Federation Navy	1.15	
Guardian	1.2	Faction variants seem to be defined for all charge types, but not all will be found on the market
Dread Guristas	1.2	


Small Charges used with (launchergroup): Hybrid Weapon (small)

Standard Charges - Small (weapon eg: 150mm Railgun I, capacity 0.2m³, rate of fire 4.25s)

Name	Vol. (m³)	Std. Load	Base Damage					Typical Price (ISK)	Tech	Bonuses / Penalties			
			Kin	Ther	if hit Shield	if hit Armor	DPS			Cap Charge	Cap Need	Range	
Iron Charge S	0.005	40	3	2	3.4	3.55	1.2	3	1	0%	-30%	60%	
Tungsten Charge S	0.005	40	4	2	4	4.3	1.4	5	1	0%	-27%	40%	
Iridium Charge S	0.005	40	4	3	4.8	4.95	1.6	9	1	0%	-24%	20%	
Lead Charge S	0.005	40	5	3	5.4	5.7	1.9	9	1	0%	-50%	0%	
Thorium Sharge S	0.005	40	5	4	6.2	6.35	2.1	9	1	0%	-40%	-12.5%	
Uranium Charge S	0.005	40	6	4	6.8	7.1	2.4	11	1	0%	-8%	-25%	
Plutonium Charge S	0.005	40	6	5	7.6	7.75	2.6	12	1	0%	-5%	-37.5%	
Antimatter Charge S	0.005	40	7	5	8.2	8.5	2.8	13	1	0%	0%	-50%	


 Small Railgun


 Antimatter Charge S


 Small Blaster

Advanced Railgun Charges - Small (weapon eg: 150mm Railgun I, capacity 0.2m³, rate of fire 4.25s)

Name	Vol. (m³)	Std. Load	Base Damage					Typical Price (ISK)	Tech	Bonuses / Penalties					
			Kin	Ther	if hit Shield	if hit Armor	DPS			Cap Charge	Cap Need	Range	Rate of Fire	Tracking Speed	Ship Velocity
Spike S	0.005	40	4	4	5.6	5.6	1.9	150	2	0%	0%	80%	0%	x 0.25	0%
Javelin S	0.005	40	6	8	10	9.7	3.3	80	2	0%	-25%	-75%	0%	x 0.75	

Advanced Blaster Charges - Small (weapon eg: Light Neutron Blaster I, capacity 0.4m³, rate of fire 3.5s)

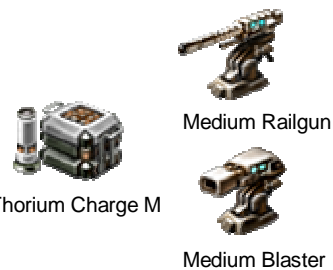
Name	Vol. (m³)	Std. Load	Base Damage					Typical Price (ISK)	Tech	Bonuses / Penalties					
			Kin	Ther	if hit Shield	if hit Armor	DPS			Cap Charge	Cap Need	Range	Rate of Fire	Tracking Speed	Falloff Multiplier
Null S	0.005	80	5	6	7.8	7.65	3.1	100	2	0%	0%	-25%	0%	x 0.75	25%
Void S	0.005	80	7	7	9.8	9.8	4.0	150	2	0%	-25%	-25%	0%	x 0.50	-50%

Hybrid Charges

Medium Charges used with (launchergroup): Hybrid Weapon (medium)

Standard Charges - Medium (weapon eg: 250mm Railgun I, capacity 1m³, rate of fire 6.38s)

Name	Vol. (m³)	Std. Load	Base Damage					Typical Price (ISK)	Tech	Bonuses / Penalties		
			Kin	Ther	if hit Shield	if hit Armor	DPS			Cap Charge	Cap Need	Range
Iron Charge M	0.025	40	6	4	6.8	7.1	1.6	15	1	0	-30%	60%
Tungsten Charge M	0.025	40	8	4	8	8.6	1.9	17.5	1	0	-27%	40%
Iridium Charge M	0.025	40	8	6	9.6	9.9	2.2	25	1	0	-24%	20%
Lead Charge M	0.025	40	10	6	10.8	11.4	2.5	30	1	0	-50%	0%
Thorium Mcharge M	0.025	40	10	8	12.4	12.7	2.8	35	1	0	-40%	-12.5%
Uranium Charge M	0.025	40	12	8	13.6	14.2	3.1	40	1	0	-8%	-25%
Plutonium Charge M	0.025	40	12	10	15.2	15.5	3.4	35	1	0	-5%	-37.5%
Antimatter Charge M	0.025	40	14	10	16.4	17	3.8	60	1	0	0%	-50%



Advanced Railgun Charges - Medium (weapon eg: 250mm Railgun I, capacity 1m³, rate of fire 6.38s)

Name	Vol. (m³)	Std. Load	Base Damage					Typical Price (ISK)	Tech	Bonuses / Penalties					
			Kin	Ther	if hit Shield	if hit Armor	DPS			Cap Charge	Cap Need	Range	Rate of Fire	Tracking Speed	Ship Velocity
Spike M	0.025	40	8	8	11.2	11.2	2.5	300	2	0%	0%	80%	0%	x 0.25	0%
Javelin M	0.025	40	12	16	20	19.4	4.4	300	2	0%	-25%	-75%	0%	x 0.75	-14%

Advanced Blaster Charges - Medium (weapon eg: Heavy Neutron Blaster I, capacity 2m³, rate of fire 5.25s)

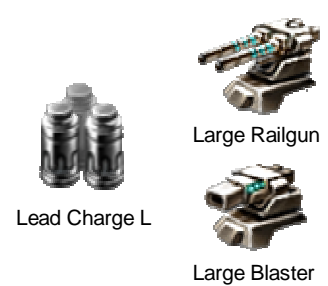
Name	Vol. (m³)	Std. Load	Base Damage					Typical Price (ISK)	Tech	Bonuses / Penalties					
			Kin	Ther	if hit Shield	if hit Armor	DPS			Cap Charge	Cap Need	Range	Rate of Fire	Tracking Speed	Falloff Multiplier
Null M	0.025	80	10	12	15.6	15.3	4.2	225	2	0%	0%	25%	0%	x 0.75	25%
Void M	0.025	80	14	14	19.6	19.6	5.3	400	2	0%	-25%	-25%	0%	x 0.50	-50%

Hybrid Charges

Large Charges used with (launcher group): Hybrid Weapon (*large*)

Standard Charges - Large (weapon eg: 425mm Railgun I, capacity 2m³, rate of fire 9.56s)

Name	Vol. (m³)	Std. Load	Base Damage					Typical Price (ISK)	Tech	Bonuses / Penalties		
			Kin	Ther	if hit Shield	if hit Armor	DPS			Cap Charge	Cap Need	Range
Iron Charge L	0.05	40	12	8	13.6	14.2	2.1	40	1	0	-30%	60%
Tungsten Charge L	0.05	40	16	8	16	17.2	2.5	75	1	0	-27%	40%
Iridium Charge L	0.05	40	16	12	19.2	19.8	2.9	60	1	0	-24%	20%
Lead Charge L	0.05	40	20	12	21.6	22.8	3.3	80	1	0	-50%	0%
Thorium Lcharge L	0.05	40	20	16	24.8	25.4	3.8	80	1	0	-40%	-12.5%
Uranium Charge L	0.05	40	24	16	27.2	28.4	4.2	80	1	0	-8%	-25%
Plutonium Charge L	0.05	40	24	20	30.4	31	4.6	80	1	0	-5%	-37.5%
Antimatter Charge L	0.05	40	28	20	32.8	34	5.0	125	1	0	0%	-50%



Advanced Railgun Charges - Large (weapon eg: 425mm Railgun I, capacity 2m³, rate of fire 9.56s)

Name	Vol. (m³)	Std. Load	Base Damage					Typical Price (ISK)	Tech	Bonuses / Penalties					
			Kin	Ther	if hit Shield	if hit Armor	DPS			Cap Charge	Cap Need	Range	Rate of Fire	Tracking Speed	Ship Velocity
Spike L	0.05	40	16	16	22.4	22.4	3.3	1200	2	0%	0%	80%	0%	x 0.25	0%
Javelin L	0.05	40	24	32	40	38.8	5.9	500	2	0%	-25%	-75%	0%	x 0.75	-10%

Advanced Blaster Charges - Large (weapon eg: Neutron Blaster Cannon I, capacity 4m³, rate of fire 7.88s)

Name	Vol. (m³)	Std. Load	Base Damage					Typical Price (ISK)	Tech	Bonuses / Penalties					
			Kin	Ther	if hit Shield	if hit Armor	DPS			Cap Charge	Cap Need	Range	Rate of Fire	Tracking Speed	Falloff Multiplier
Null L	0.05	80	20	24	31.2	30.6	5.6	500	2	0%	0%	25%	0%	x 0.75	25%
Void L	0.05	80	28	28	39.2	39.2	7.1	600	2	0%	-25%	-25%	0%	x 0.50	-50%

Hybrid Charges

Extra Large Charges used with (launchergroup): Hybrid Weapon (extra large)

Standard Charges - Extra Large (weapon eg: Dual 1000mm Railgun I, capacity 10m³, rate of fire 14.4s)

Name	Vol. (m³)	Std. Load	Base Damage					Typical Price (ISK)	Tech	Bonuses / Penalties		
			Kin	Ther	if hit Shield	if hit Armor	DPS			Cap Charge	Cap Need	Range
Iron Charge XL	0.25	40	24	16	27.2	28.4	2.8	300	1	0	-30%	60%
Tungsten Charge XL	0.25	40	32	16	32	34.4	3.3	400	1	0	-27%	40%
Iridium Charge XL	0.25	40	32	24	38.4	39.6	3.9	500	1	0	-24%	20%
Lead Charge XL	0.25	40	40	24	43.2	45.6	4.4	600	1	0	-50%	0%
Thorium XLcharge XL	0.25	40	40	32	49.6	50.8	5.0	750	1	0	-40%	-12.5%
Uranium Charge XL	0.25	40	48	32	54.4	56.8	5.6	750	1	0	-8%	-25%
Plutonium Charge XL	0.25	40	48	40	60.8	62	6.1	1000	1	0	-5%	-37.5%
Antimatter Charge XL	0.25	40	56	40	65.6	68	6.7	1500	1	0	0%	-50%



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: Iron Charge S does 3 Kinetic + 2 Thermal = 5 points base damage with a Rate of Fire of 4.25 seconds in a 150mm Railgun I. Base DPS = 5/4.25 = 1.2 dps.

Standard Load is *our calculation* of how many rounds of ammo fit in a Standard Weapon for that ammo type
 eg: the number of Iron Charge XL (0.25m³ each) that will fit in a Dual 1000mm Railgun I (capacity 10m³) is 10/.25 = 40 charges per load

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

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.

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

All Hybrid Charges state, "Used With (Launchergroup) Hybrid Weapon", but fail to specify that you must have the correct size for the weapon, eg: small for small, etc.