

Hybrid Weapons (Rail Guns and Blasters) Ship Equipment / Turrets & Bays / Hybrid Turrets

(Launcher group): Hybrid Weapon Category: Ship Equipment / Turrets & Bays / Hybrid Turrets

Used with (Charge group): Hybrid Ammo Category: Ammunition & Charges / Hybrid Charges

Fitting Requirements: High Power Slot / Turret Hardpoint

Small Railguns			Ammo/Charge: Hybrid Ammo S				Signature Resolution: 40m				Frigates		
Name	Damage Modifier	Basic Cost (ISK)	ammo (m ³)	CPU	Pwr	Activate	Rate of Fire (s)	Track Speed	Optimal Range	Accu. falloff	Tech	Prerequisite 1	Prerequisite 2
Civilian Gatling Railgun	0.50	50	?	4	6	1	2.00	0.5	875	3,500	0?	Small Hybrid Turret I	Gunnery I
75mm Gatling Rail I	1.50	2,000	1.0	5	2	1.67	2.60	0.13	6,000	3,000	1	Small Hybrid Turret I	Gunnery I
75mm Carbide Railgun I	1.58	1,000	1.0	4	2	1.59	2.60	0.13	6,300	3,000	1	Small Hybrid Turret I	Gunnery I
75mm 'Scout' I Accelerator Cannon	1.65	1,000	1.0	4	2	1.5	2.60	0.13	6,600	3,000	1	Small Hybrid Turret I	Gunnery I
75mm Compressed Coil Gun I	1.73	1,000	1.0	4	2	1.42	2.60	0.13	6,900	3,000	1	Small Hybrid Turret I	Gunnery I
75mm Prototype I Gauss Gun	1.80	1,000	1.0	4	2	1.34	2.60	0.13	7,200	3,000	1	Small Hybrid Turret I	Gunnery I
75mm Gatling Rail II	1.80	35,028	1.0	6	2	1.67	2.60	0.13	7,200	3,000	2	Small Hybrid Turret IV	Small Railgun Spec. I
125mm Railgun I	2.00	9,000	0.4	15	7	2.15	3.25	0.085	9,000	5,000	1	Small Hybrid Turret I	Gunnery I
125mm Carbide Railgun I	2.10	4,484	0.4	12	7	2.04	3.25	0.085	9,450	5,000	1	Small Hybrid Turret I	Gunnery I
125mm 'Scout' I Accelerator Cannon	2.20	4,484	0.4	13	7	1.93	3.25	0.085	9,900	5,000	1	Small Hybrid Turret I	Gunnery I
125mm Compressed Coil Gun I	2.30	4,484	0.4	14	7	1.83	3.25	0.085	10,000	5,000	1	Small Hybrid Turret I	Gunnery I
125mm Prototype I Gauss Gun	2.40	4,484	0.4	12	7	1.72	3.25	0.085	11,000	5,000	1	Small Hybrid Turret I	Gunnery I
125mm Railgun II	2.40	110,528	0.4	17	8	2.4	3.25	0.085	11,000	5,000	2	Small Hybrid Turret IV	Small Railgun Spec. I
150mm Railgun I	2.75	15,000	0.2	25	10	3.34	4.25	0.07	12,000	6,000	1	Small Hybrid Turret I	Gunnery I
150mm Carbide Railgun I	2.89	7,496	0.2	20	10	3.17	4.25	0.07	13,000	6,000	1	Small Hybrid Turret I	Gunnery I
150mm 'Scout' I Accelerator Cannon	3.03	7,496	0.2	22	10	3	4.25	0.07	13,000	6,000	1	Small Hybrid Turret I	Gunnery I
150mm Compressed Coil Gun I	3.16	7,496	0.2	23	10	2.84	4.25	0.07	14,000	6,000	1	Small Hybrid Turret I	Gunnery I
150mm Prototype I Gauss Gun	3.30	7,496	0.2	21	10	2.67	4.25	0.07	14,000	6,000	1	Small Hybrid Turret I	Gunnery I
150mm Railgun II	3.30	183,136	0.2	28	11	3.34	4.25	0.07	14,000	6,000	1	Small Hybrid Turret IV	Small Railgun Spec. I



Small Blasters			Ammo/Charge: Hybrid Ammo S				Signature Resolution: 40m				Frigates		
Name	Damage Modifier	Basic Cost (ISK)	ammo (m ³)	CPU	Pwr	Activate	Rate of Fire (s)	Track Speed	Optimal Range	Accu. falloff	Tech	Prerequisite 1	Prerequisite 2
Light Electron Blaster I	1.75	6,000	1	9	4	0.938	2.0	0.365	1,000	1,500	1	Small Hybrid Turret I	Gunnery I
Regulated Light Electron Phase Cannon I	1.84	1,976	1	7	4	0.889	2.0	0.365	1,050	1,500	1	Small Hybrid Turret I	Gunnery I
Limited Light Electron Blaster I	1.93	1,976	1	8	4	0.84	2.0	0.365	1,100	1,500	1	Small Hybrid Turret I	Gunnery I
Anode Light Electron Particle Cannon I	2.01	1,976	1	8	4	0.798	2.0	0.365	1,150	1,500	1	Small Hybrid Turret I	Gunnery I
Modal Light Electron Particle Accelerator I	2.10	1,976	1	7	4	0.749	2.0	0.365	1,200	1,500	1	Small Hybrid Turret I	Gunnery I
Light Electron Blaster II	2.10	74,064	1	9	4	0.938	2.00	0.365	1,200	1,500	2	Small Hybrid Turret IV	Small Blaster Spec. I
Light Ion Blaster I	2.81	9,000	0.6	13	7	1.561	3.0	0.336	1,250	2,000	1	Small Hybrid Turret I	Gunnery I
Regulated Light Ion Phase Cannon I	2.95	4,484	0.6	10	7	1.477	3.0	0.336	1,312	2,000	1	Small Hybrid Turret I	Gunnery I
Limited Light Ion Blaster I	3.09	4,484	0.6	11	7	1.4	3.0	0.336	1,375	2,000	1	Small Hybrid Turret I	Gunnery I
Anode Light Ion Particle Cannon I	3.23	4,484	0.6	12	7	1.323	3.0	0.336	1,437	2,000	1	Small Hybrid Turret I	Gunnery I
Modal Light Ion Particle Accelerator I	3.38	4,484	0.6	10	7	1.246	3.0	0.336	1,500	2,000	1	Small Hybrid Turret I	Gunnery I
Light Ion Blaster II	3.38	109,676	0.6	13	7	1.33	3.00	0.336	1,500	2,000	2	Small Hybrid Turret IV	Small Blaster Spec. I
Light Neutron Blaster I	3.50	12,000	0.4	17	9	2.023	3.5	0.317	1,500	2,500	1	Small Hybrid Turret I	Gunnery I
Regulated Light Neutron Phase Cannon I	3.68	5,996	0.4	14	9	1.918	3.5	0.317	1,575	2,500	1	Small Hybrid Turret I	Gunnery I
Limited Light Neutron Blaster I	3.85	5,996	0.4	15	9	1.82	3.5	0.317	1,650	2,500	1	Small Hybrid Turret I	Gunnery I
Anode Light Neutron Particle Cannon I	4.03	5,996	0.4	16	9	1.715	3.5	0.317	1,725	2,500	1	Small Hybrid Turret I	Gunnery I
Modal Light Neutron Particle Accelerator I	4.20	5,996	0.4	14	9	1.617	3.5	0.317	1,800	2,500	1	Small Hybrid Turret I	Gunnery I
Light Neutron Blaster II	4.20	148,538	0.4	19	10	2.023	3.50	0.3165	1,800	2,500	2	Small Hybrid Turret IV	Small Blaster Spec. I



Hybrid Weapons

Medium Railguns			Ammo/Charge: Hybrid Ammo M				Signature Resolution: 125m				Cruisers		
Name	Damage Modifier	Basic Cost (ISK)	ammo (m³)	CPU	Pwr	Activate	Rate of Fire (s)	Track Speed	Optimal Range	Accu. falloff	Tech	Prerequisite 1	Prerequisite 2
Dual 150mm Railgun I	1.50	20,000	4	32	80	5.00	3.90	0.042	12,000	6,000	1	Med. Hybrid Turret I	Gunnery III
Dual 150mm Carbide Railgun I	1.58	10,000	4	25	180	4.75	3.90	0.042	13,000	6,000	1	Med. Hybrid Turret I	Gunnery III
Dual 150mm 'Scout' I Accelerator Cannon	1.65	10,000	4	28	80	4.50	3.90	0.042	13,000	6,000	1	Med. Hybrid Turret I	Gunnery III
Dual 150mm Compressed Coil Gun I	1.73	10,000	4	30	180	4.25	3.90	0.042	14,000	6,000	1	Med. Hybrid Turret I	Gunnery III
Dual 150mm Prototype I Gauss Gun	1.80	10,000	4	27	80	4.00	3.90	0.042	14,000	6,000	1	Med. Hybrid Turret I	Gunnery III
Dual 150mm Railgun II	1.80	253,296	4	35	84	5.00	3.90	0.042	14,000	6,000	2	Med. Hybrid Turret IV	Med. Railgun Spec. I
200mm Railgun I	2.00	100,000	2	35	180	6.45	4.88	0.028	18,000	10,000	1	Med. Hybrid Turret I	Gunnery III
200mm Carbide Railgun I	2.10	100,000	2	28	180	6.13	4.88	0.028	19,000	10,000	1	Med. Hybrid Turret I	Gunnery III
200mm 'Scout' I Accelerator Cannon	2.20	100,000	2	31	180	5.81	4.88	0.028	20,000	10,000	1	Med. Hybrid Turret I	Gunnery III
200mm Compressed Coil Gun I	2.30	100,000	2	33	180	5.48	4.88	0.028	21,000	10,000	1	Med. Hybrid Turret I	Gunnery III
200mm Prototype I Gauss Gun	2.40	100,000	2	30	180	5.16	4.88	0.028	22,000	10,000	1	Med. Hybrid Turret I	Gunnery III
200mm Railgun II	2.40	243,088	2	39	189	6.45	4.88	0.028	22,000	10,000	2	Med. Hybrid Turret I	Med. Railgun Spec. I
250mm Railgun I	2.75	150,000	1	40	225	10.00	6.38	0.023	24,000	12,000	1	Med. Hybrid Turret I	Gunnery III
250mm Carbide Railgun I	2.89	74,980	1	32	225	9.50	6.38	0.023	25,000	12,000	1	Med. Hybrid Turret I	Gunnery III
250mm 'Scout' I Accelerator Cannon	3.03	74,980	1	36	225	9.00	6.38	0.023	26,000	12,000	1	Med. Hybrid Turret I	Gunnery III
250mm Compressed Coil Gun I	3.16	74,980	1	38	225	8.50	6.38	0.023	28,000	12,000	1	Med. Hybrid Turret I	Gunnery III
250mm Prototype I Gauss Gun	3.30	74,980	1	34	225	8.00	6.38	0.023	29,000	12,000	1	Med. Hybrid Turret I	Gunnery III
250mm Railgun II	3.30	505,832	1	44	236	10.00	6.38	0.023	29,000	12,000	1	Med. Hybrid Turret IV	Med. Railgun Spec. I



Medium Blasters			Ammo/Charge: Hybrid Ammo M				Signature Resolution: 125m				Cruisers		
Name	Damage Modifier	Basic Cost (ISK)	ammo (m³)	CPU	Pwr	Activate	Rate of Fire (s)	Track Speed	Optimal Range	Accu. falloff	Tech	Prerequisite 1	Prerequisite 2
Heavy Electron Blaster I	1.75	60,000	5	26	100	2.80	3.0	0.12	2,000	3,000	1	Med. Hybrid Turret I	Gunnery III
Regulated Electron Phase Cannon I	1.84	25,888	5	20	100	2.66	3.0	0.12	2,100	3,000	1	Med. Hybrid Turret I	Gunnery III
Limited Electron Blaster I	1.93	25,888	5	23	100	2.52	3.0	0.12	2,200	3,000	1	Med. Hybrid Turret I	Gunnery III
Anode Electron Particle Cannon I	2.01	25,888	5	24	100	2.38	3.0	0.12	2,300	3,000	1	Med. Hybrid Turret I	Gunnery III
Modal Electron Particle Accelerator I	2.10	25,888	5	21	100	2.24	3.0	0.12	2,400	3,000	1	Med. Hybrid Turret I	Gunnery III
Heavy Electron Blaster II	2.10	262,752	5	28	105	2.80	3.0	0.12	2,400	3,000	2	Med. Hybrid Turret IV	Med. Blaster Spec. I
Heavy Ion Blaster I	2.81	90,000	3	30	150	4.67	4.5	0.11	2,500	4,000	1	Med. Hybrid Turret I	Gunnery III
Regulated Ion Phase Cannon I	2.95	44,740	3	24	150	4.44	4.5	0.11	2,625	4,000	1	Med. Hybrid Turret I	Gunnery III
Limited Ion Blaster I	3.09	44,740	3	26	150	4.20	4.5	0.11	2,750	4,000	1	Med. Hybrid Turret I	Gunnery III
Anode Ion Particle Cannon I	3.23	44,740	3	28	150	3.97	4.5	0.11	2,875	4,000	1	Med. Hybrid Turret I	Gunnery III
Modal Ion Particle Accelerator I	3.38	44,740	3	25	150	3.74	4.5	0.11	3,000	4,000	1	Med. Hybrid Turret I	Gunnery III
Heavy Ion Blaster II	3.38	370,268	3	33	158	4.67	4.5	0.11	3,000	4,000	2	Med. Hybrid Turret IV	Med. Blaster Spec. I
Heavy Neutron Blaster I	3.50	120,000	2	31	203	6.07	5.25	0.10	3,000	5,000	1	Med. Hybrid Turret I	Gunnery III
Regulated Neutron Phase Cannon I	3.68	59,676	2	25	203	5.76	5.25	0.10	3,150	5,000	1	Med. Hybrid Turret I	Gunnery III
Limited Neutron Blaster I	3.85	59,676	2	28	203	5.46	5.25	0.10	3,300	5,000	1	Med. Hybrid Turret I	Gunnery III
Anode Neutron Particle Cannon I	4.03	59,676	2	30	203	5.16	5.25	0.10	3,450	5,000	1	Med. Hybrid Turret I	Gunnery III
Modal Neutron Particle Accelerator I	4.20	59,676	2	26	203	4.85	5.25	0.10	3,600	5,000	1	Med. Hybrid Turret I	Gunnery III
Heavy Neutron Blaster II	4.20	443,112	2	35	212	6.07	5.25	0.10	3,600	5,000	2	Med. Hybrid Turret IV	Med. Blaster Spec. I



Hybrid Weapons

Large Railguns													
Ammo/Charge: Hybrid Ammo L													
Signature Resolution: 125m													
Cruisers													
Name	Damage Modifier	Basic Cost (ISK)	ammo (m³)				Rate of Fire (s)	Track Speed	Optimal Range	Accu. falloff	Tech	Prerequisite 1	Prerequisite 2
				CPU	Pwr	Activate							
Dual 250mm Railgun I	1.50	200,000	8	55	1250	15	5.85	0.0175	24,000	12,000	1	Large Hybrid Turret I	Gunnery V
Dual 250mm Carbide Railgun I	1.58	98,972	8	44	1250	14.25	5.85	0.0175	25,000	12,000	1	Large Hybrid Turret I	Gunnery V
Dual 250mm 'Scout' I Accelerator Cannon	1.65	98,972	8	49	1250	13.5	5.85	0.0175	26,000	12,000	1	Large Hybrid Turret I	Gunnery V
Dual 250mm Compressed Coil Gun I	1.73	98,972	8	52	1250	12.75	5.85	0.0175	28,000	12,000	1	Large Hybrid Turret I	Gunnery V
Dual 250mm Prototype I Gauss Gun	1.80	98,972	8	46	1250	12	5.85	0.0175	29,000	12,000	1	Large Hybrid Turret I	Gunnery V
Dual 250mm Railgun II	1.80	583,032	8	61	1313	15.00	5.85	0.0175	29,000	12,000	2	Large Hybrid Turret IV	Large Railgun Spec. I
350mm Railgun I	2.00	1,000,000	4	60	1875	22	7.31	0.0117	36,000	20,000	1	Large Hybrid Turret I	Gunnery V
350mm Carbide Railgun I	2.10	1,000,000	4	48	1875	20.9	7.31	0.0117	38,000	20,000	1	Large Hybrid Turret I	Gunnery V
350mm 'Scout' I Accelerator Cannon	2.20	1,000,000	4	54	1875	19.8	7.31	0.0117	40,000	20,000	1	Large Hybrid Turret I	Gunnery V
350mm Compressed Coil Gun I	2.30	1,000,000	4	57	1875	18.7	7.31	0.0117	41,000	20,000	1	Large Hybrid Turret I	Gunnery V
350mm Prototype I Gauss Gun	2.40	1,000,000	4	51	1875	17.6	7.31	0.0117	43,000	20,000	1	Large Hybrid Turret I	Gunnery V
350mm Railgun II	2.40	1,172,256	4	66	1969	22.00	7.31	0.0117	43,000	20,000	2	Large Hybrid Turret I	Large Railgun Spec. I
425mm Railgun I	2.75	1,500,000	2	70	2500	30	9.56	0.0096	48,000	24,000	1	Large Hybrid Turret I	Gunnery V
425mm Carbide Railgun I	2.89	744,812	2	56	2500	28.5	9.56	0.0096	50,000	24,000	1	Large Hybrid Turret I	Gunnery V
425mm 'Scout' I Accelerator Cannon	3.03	744,812	2	63	2500	27	9.56	0.0096	53,000	24,000	1	Large Hybrid Turret I	Gunnery V
425mm Compressed Coil Gun I	3.16	744,812	2	66	2500	25.5	9.56	0.0096	55,000	24,000	1	Large Hybrid Turret I	Gunnery V
425mm Prototype I Gauss Gun	3.30	744,812	2	59	2500	24	9.56	0.0096	58,000	24,000	1	Large Hybrid Turret I	Gunnery V
425mm Railgun II	3.30	930,952	2	77	2625	30.00	9.56	0.0096	58,000	24,000	2	Large Hybrid Turret IV	Large Railgun Spec. I



Large Blasters													
Ammo/Charge: Hybrid Ammo L													
Signature Resolution: 400m													
Battleships													
Name	Damage Modifier	Basic Cost (ISK)	ammo (m³)				Rate of Fire (s)	Track Speed	Optimal Range	Accu. falloff	Tech	Prerequisite 1	Prerequisite 2
				CPU	Pwr	Activate							
Electron Blaster Cannon I	1.75	600,000	10	43	1250	8.4	4.5	0.05	4,000	6,000	1	Lg. Hybrid Turret I	Gunnery III
Regulated Mega Electron Phase Cannon I	1.84	298,716	10	34	1250	7.98	4.5	0.05	4,200	6,000	1	Lg. Hybrid Turret I	Gunnery III
Limited Electron Blaster Cannon I	1.93	298,716	10	38	1250	7.56	4.5	0.05	4,400	6,000	1	Lg. Hybrid Turret I	Gunnery III
Anode Mega Electron Particle Cannon I	2.01	298,716	10	40	1250	7.14	4.5	0.05	4,600	6,000	1	Lg. Hybrid Turret I	Gunnery III
Modal Mega Electron Particle Accelerator I	2.10	298,716	10	36	1250	6.72	4.5	0.05	4,800	6,000	1	Lg. Hybrid Turret I	Gunnery III
Electron Blaster Cannon II	2.10	1,147,680	10	47	1313	8.40	4.5	0.05	4,800	6,000	2	Lg. Hybrid Turret IV	Lg. Blaster Spec. I
Ion Blaster Cannon I	2.81	900,000	6	47	1750	14	6.75	0.046	5,000	8,000	1	Lg. Hybrid Turret I	Gunnery III
Regulated Mega Ion Phase Cannon I	2.95	448,700	6	41	1750	13.3	6.75	0.046	5,250	8,000	1	Lg. Hybrid Turret I	Gunnery III
Limited Mega Ion Blaster I	3.09	448,700	6	46	1750	12.6	6.75	0.046	5,500	8,000	1	Lg. Hybrid Turret I	Gunnery III
Anode Mega Ion Particle Cannon I	3.23	448,700	6	48	1750	11.9	6.75	0.046	5,750	8,000	1	Lg. Hybrid Turret I	Gunnery III
Modal Mega Ion Particle Accelerator I	3.38	448,700	6	43	1750	11.2	6.75	0.046	6,000	8,000	1	Lg. Hybrid Turret I	Gunnery III
Ion Blaster Cannon II	3.38	1,475,200	6	56	1838	14.00	6.75	0.046	6,000	8,000	2	Lg. Hybrid Turret IV	Lg. Blaster Spec. I
Neutron Blaster Cannon I	3.50	1,200,000	4	55	2250	18.2	7.88	0.043	6,000	10,000	1	Lg. Hybrid Turret I	Gunnery III
Regulated Mega Neutron Phase Cannon I	3.68	595,840	4	44	2250	17.29	7.88	0.043	6,300	10,000	1	Lg. Hybrid Turret I	Gunnery III
Limited Mega Neutron Blaster I	3.85	595,840	4	49	2250	16.38	7.88	0.043	6,600	10,000	1	Lg. Hybrid Turret I	Gunnery III
Anode Mega Neutron Particle Cannon I	4.03	595,840	4	52	2250	15.47	7.88	0.043	6,900	10,000	1	Lg. Hybrid Turret I	Gunnery III
Modal Mega Neutron Particle Accelerator I	4.20	595,840	4	47	2250	14.56	7.88	0.043	7,200	10,000	1	Lg. Hybrid Turret I	Gunnery III
Neutron Blaster Cannon II	4.20	1,446,592	4	61	2363	18.20	7.88	0.043	7,200	10,000	2	Lg. Hybrid Turret IV	Lg. Blaster Spec. I



Hybrid Weapons

Extra Large Railguns			Ammo/Charge: Hybrid Ammo XL				Dreadnoughts, Stations						
Name	Damage Modifier	Basic Cost (ISK)	ammo (m³)	CPU	Pwr	Activate	Rate of Fire (s)	Track Speed	Optimal Range	Accu. falloff	Tech	Prerequisite 1	Prerequisite 2
Dual 1000mm Railgun I	5.50	46M	10	120	125k	272	14.4	0.0048	96,000	48,000	1	Captial Hybrid Turret I	Gunnery V



Extra Large Blasters			Ammo/Charge: Hybrid Ammo XL				Dreadnoughts, Stations						
Name	Damage Modifier	Basic Cost (ISK)	ammo (m³)	CPU	Pwr	Activate	Rate of Fire (s)	Track Speed	Optimal Range	Accu. falloff	Tech	Prerequisite 1	Prerequisite 2
Ion Seige Blaster Cannon I	7.00	36M	20	110	113k	240	11.8	0.0217	12,000	20,000	1	Captial Hybrid Turret I	Gunnery V



Notes													
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													
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.													
Civilian Gatling Railgun (in game) shows ammo as: Frequency Crystal, and damage as: 2 Thermal, 3 Kinetic. Couldn't find one to test.													