

Signal Cartel

Jove Observatories & Drifter Hives

Signal Cartel

Stellar Cartography Division

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Signal Cartel

Overview & History

YC116 (2014 CE) Jovian Observatories uncloaked in a New Eden reeling from the Caroline's Star event, the revelation of a Sisters of EVE presence in the Thera system, and the emergence of the Drifter menace.

These massive structures, 190 km in length, sit in scattered systems across known space. Unresponsive to most modules available to capsuleers, the Entosis module is able to acquire snippets of information gathered by these silent sentinels across the years.

Of interest to wanderers and scientists, these objects seem to act as loadstones drawing Unidentified Wormholes to these systems exclusively. These set of wormholes (type:B735, C414, R259, S877, and V928) are artificial connections to the Drifter Hive systems.

Why these Drifter systems are attracted to the Jove Observatories remains a mystery.

Investigations, Research, & SC Surveys

Previous Work

The Arataka Research Consortium (ARC) laid a solid foundations on the subject of Jove Observatories with their previous work, especially the **Joint unidentified Wormhole Research Effort** (JuRE) Project of YC121. (<https://forums.eveonline.com/t/arc-project-jure-results/191290>)

The follow-on work by Signal Cartel could not have been completed as efficiently as it has without the framework ARC's earlier work provided.


Signal Cartel Survey Goals

Signal Cartel's earlier work with ARC, as well as the continuing need to rescue capsules from Hive systems, induced Signal Cartel to survey all of known space and to recatalog all systems with and without a Jove Observatory. This would allow Signal Cartel the opportunity to continue ARC's early work and pursue cataloging along the following lines of inquiry.

1. The relative abundance of Jove Observatories by region
2. The chance of finding an Unidentified wormhole in a system with a Jove Observatory
 - a. Review/confirm the lack of Unidentified wormholes in the Pochven region
 - b. Review/confirm presence of a Jove Observatory in Zarzakh
3. Investigate systems where reports of Jove Observatories did not match the current survey.

Locating & Exploring Jove Observatories

CONCORD currently flags Jove Observatories through the use of a Celestial Beacon.

Capsulers entering a system with a Jove Observatory will notice the  icon on their overview.

Players are capable of warping directly to the Jove Observatory and engaging in physically examining the object as well as engaging with the remaining systems via an Entosis link.

▲	Distance	Name	Type
	18.2 AU	Pator	Stargate (Minmatar System)
	18.2 AU	Lustrevik	Stargate (Minmatar System)
	22.4 AU	Hadaugago	Stargate (Minmatar System)
	12 km	Olbra	Stargate (Minmatar Region)
	13.6 AU	Unidentified Wormhole	Celestial Beacon
	15.1 AU	Jove Observatory	Celestial Beacon
	22.4 AU	Eystur V - Pend Insurance Depository	Gallente Station Hub
	18.2 AU	Eystur VI - Republic Justice Department	Minmatar Hub
	15.1 AU	Eystur III - Moon 1 - Republic Fleet Asse	Minmatar Military Station
	15.1 AU	Eystur III - Moon 1 - Republic Security S	Minmatar Military Station
	15.1 AU	Eystur III - Moon 2 - Quafe Company Fac	Gallente Industrial Station
	19.4 AU	Eystur IV - Quafe Company Factory	Gallente Industrial Station
	15.1 AU	Eystur - Research & Development -OPEN	Azbel
	15.1 AU	Eystur - Belt-Moon-Ice 54 Refinery -OPEN	Tatara

Locating & Exploring Unidentified Wormholes

Using the identical Celestial Beacon icon as the Jove Observatories (📡) engaging with these wormholes is fairly straightforward.

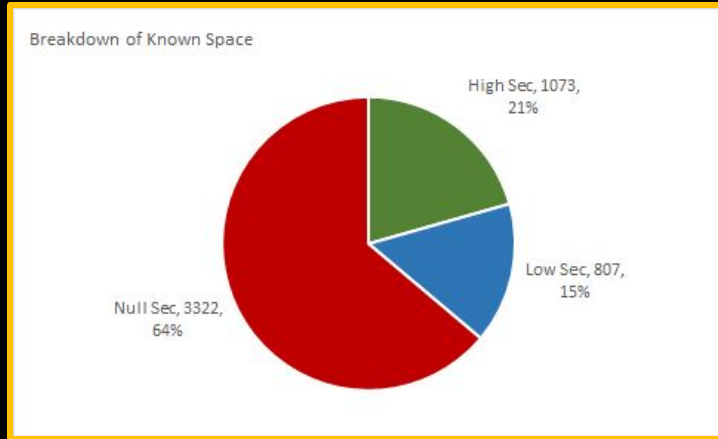
Flagged as “Unidentified” instead of the usual “Unstable” these wormhole only appear in system possessing Jove Observatories.

As they possess a location on capsule overviews, you may warp directly to the beacon.

However due to the nature of the wormhole you will exit warp 80km from the event horizon.

Distance	Name	Type
18.2 AU	Pator	Stargate (Minmatar System)
18.2 AU	Lustrevik	Stargate (Minmatar System)
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15.1 AU	Eystur III - Moon 1 - Republic Security S	Minmatar Military Station
15.1 AU	Eystur III - Moon 2 - Quafe Company Fac	Gallente Industrial Station
19.4 AU	Eystur IV - Quafe Company Factory	Gallente Industrial Station
15.1 AU	Eystur - Research & Development -OPEN	Azbel
15.1 AU	Eystur - Belt-Moon-Ice 54 Refinery -OPEN	Tatara

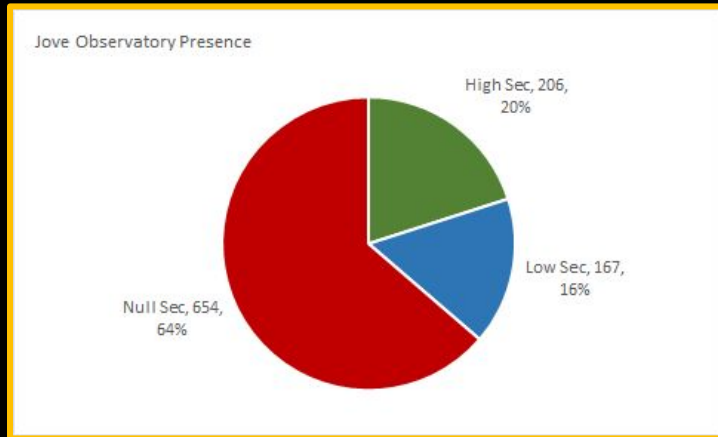
Observatory Distributions - Survey Results



Jove Observatories seem to only exist in known space systems.

The distribution of Observatories aligns with the distribution of the various security space levels with 2 caveats.

- The creation of Pochven in YC124 led to 27 system security changes to -1.0 (null sec).
- The discovery of Zarzakh.

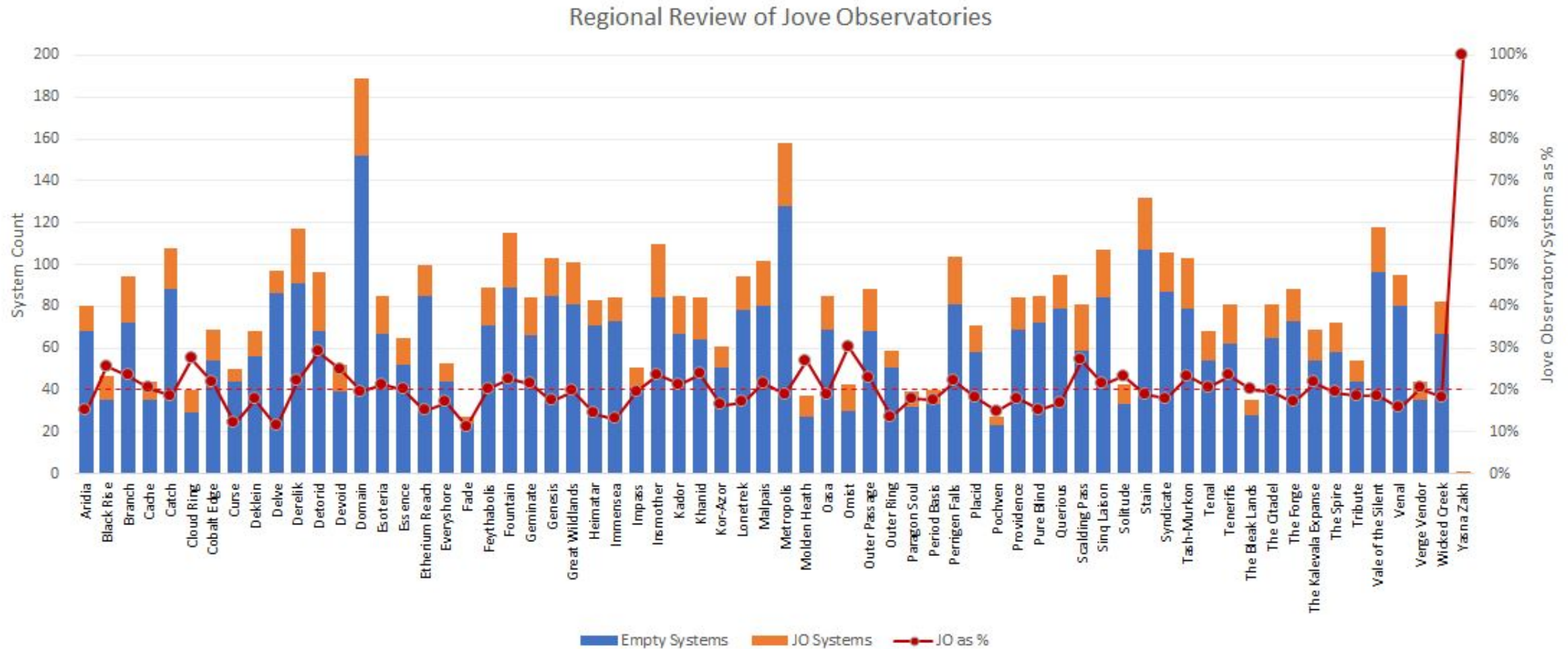


For Signal Cartel explorers:

- Gelhan □ Asghatil (3 jumps)
- Saisio □ Jakanerva (1 jump)
- Turnur □ Aset (1 jump) & Zarzakh* (1 jump)
- Zoohen □ Nasreri (1 jump)

* Zarzakh's Jove Observatory appears to be severed from the Drifter systems

Observatory Distributions - Survey Results



Dangers

At the Observatory

Jove Observatories can be visited by

- 5-6 Autothysian Lancers
- 1-2 Drifter Cruisers
- 1-2 Drifter Battleships

It is not recommended to engage Lancers as they will tend to invite a Drifter Battleship to help in their defence.

On the Entrance

With the 80km Deadspace pocket around the entrances of Drifter system it is possible to find

- 5-6 Autothysian Lancers
- 1-2 Drifter Cruisers
- 1-2 Drifter Battleships

Careful cloaking, or a mad dash across the final few kms to the event horizon is encouraged.

Note: K162s in Hives are not visited by Drifter ships.

In the Hive

At the anomalies and in the specific Hive centres Drifter ships are the obvious danger.

With the 80km Deadspace pocket around the K162 exits **players** are the primary danger.

Dangers

Autothysian Lancer



Drifter Battleship



Drifter Cruiser



Lovers of the Zephyr will find that Drifters are not as welcoming as Sleepers.

Jove Observatories & Entosis Module

An Entosis Module* (I/II) allows explorers to extract one of 12 gleaned information documents or 1 of 30 Jovian Symbolic Navigators from the Observatories.

The module requires a top slot, 1 Strontium Clathrate per cycle. While the module's cycle is active you will be unable to cloak, warp, dock, or jump.

* The module is primarily used when contesting sovereignty but also is needed for the Project Discovery Treasure Hunt

Locating & Exploring

Cataclysmic
Variable

Barbican
J110145

Pulsar

Conflux
J200727

Wolf-Rayet

Redoubt
J174618

Red Giant

Sentinel
J055520

Magnetar

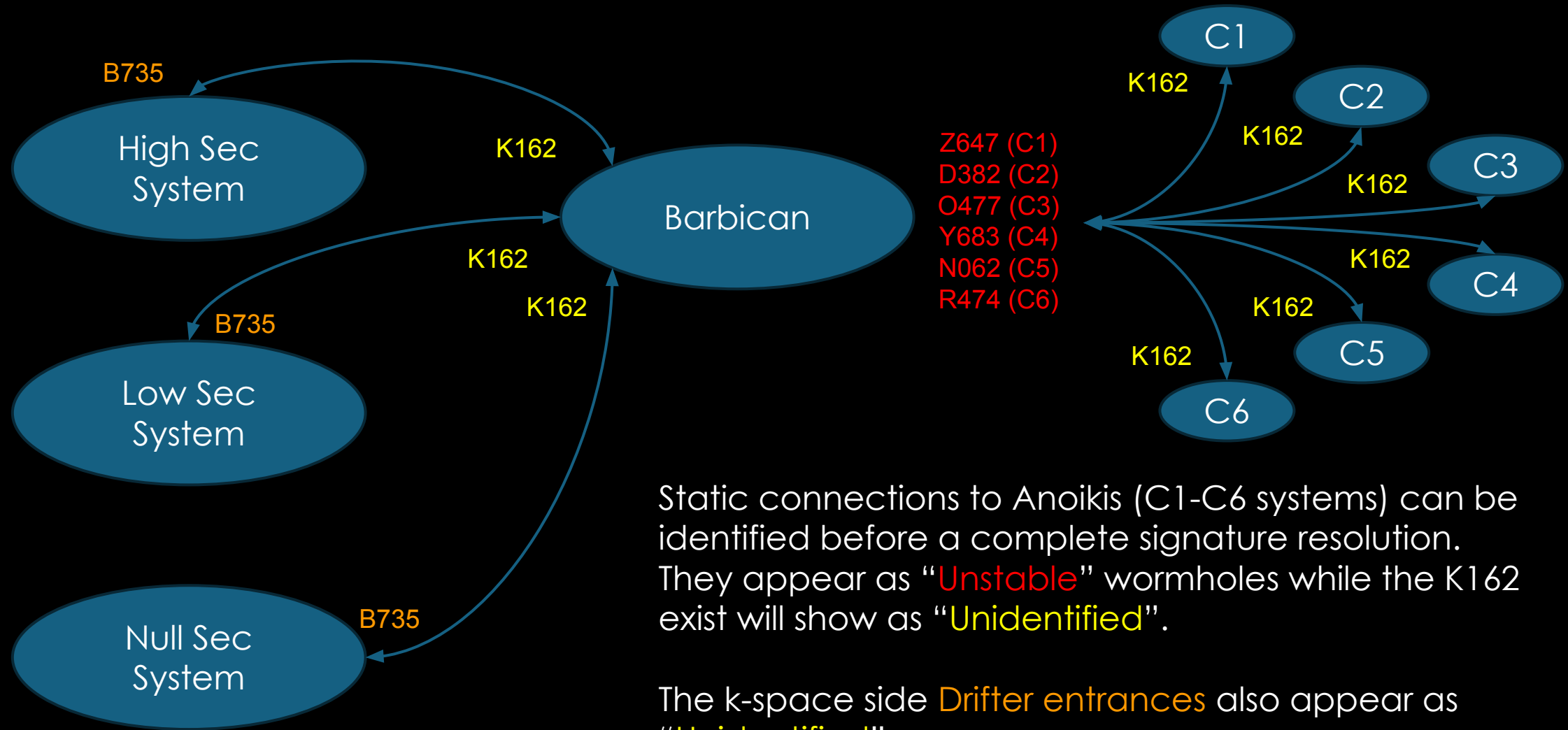
Vidette
J164710

6 C2 System Statics □ Z647 (C1), D382 (C2), O477 (C3), Y683 (C4), N062 (C5), and R474 (C6).

Then 45-55 Unidentified K162s leading High, Low, and Null sec with a weighting to Null space.

As of YC125, these systems do not connect to systems in Pochven or to Zarzakh.

Example of Drifter System Connections



ARC & Hive Diving for Adventure



Arataka Research Consortium (-ARC-) is the administrative face of a research coalition composed of numerous corporate and alliance partners. Joined by a shared interest in exploring the frontiers of New Eden, ARC organizes operations against the Vigilant Tyrannos, the Convocation of Triglav, and in support of multinational research and infrastructure goals.

Pilots interested in joining ARC fleets are invited to join **Consortium Operations** for times and doctrines.

For diplomatic communications, please contact DutchGunner, or Lasairiona Raske.

ARC Hive Fleets are centred on Confessor fits, backed by specialized ship builds to deal with the Drifters found as you progress through the Hive

Barbican Anomalies

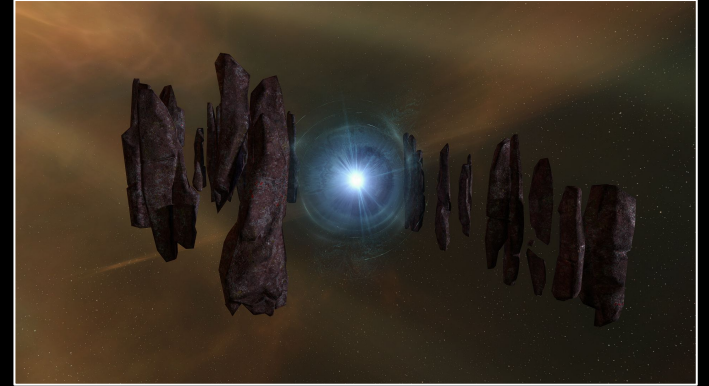
Broken Orange Crystal
Asteroid



Ghost Ship & Hollow
Asteroid



Spatial Rift &
Megaliths



Spatial Rift & Sentry
Guns



SOE
Fleet



Unstable
Wormhole

Conflux Anomalies

Asteroid
Station



Monolith



Particle Accelerator
Super structure Tube



Violent Wormhole & Ghost
Ship



SOE
Fleet



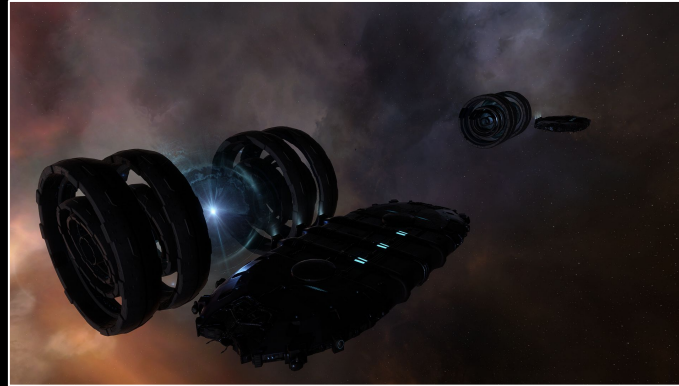
Violent
Wormhole

Redoubt Anomalies

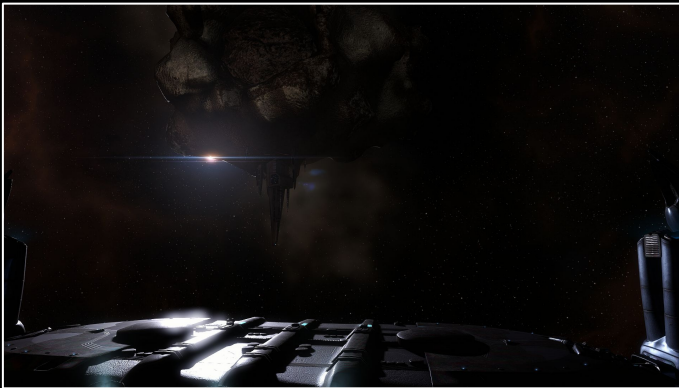
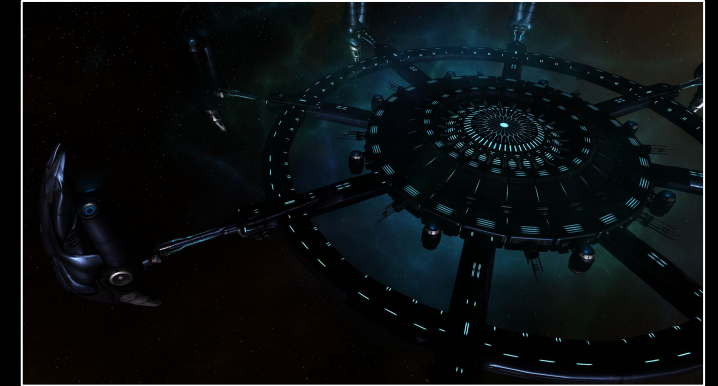
Ghost Ship
Fleet



Paired Spatial Rifts &
Structures



Sleeper
Enclave



Sleeper Engineering
Station & Asteroid



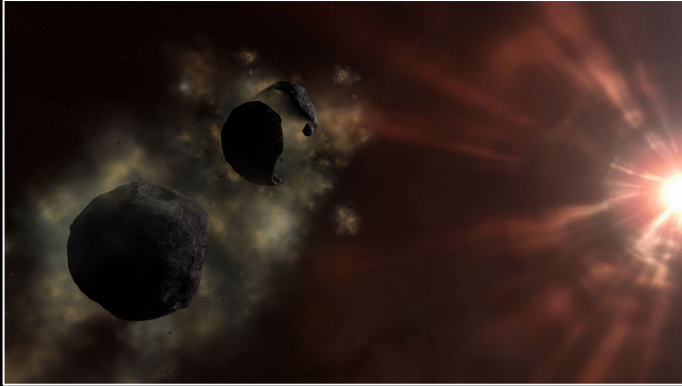
SOE
Fleet



Violent Wormhole

Sentinel Anomalies

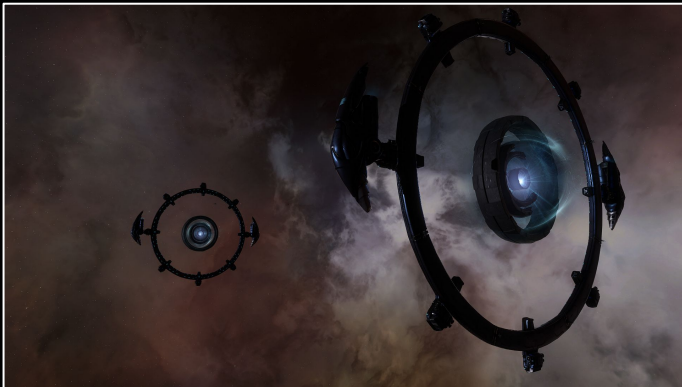
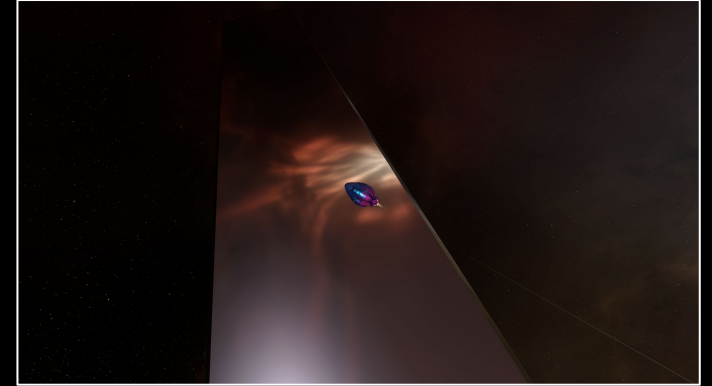
Broken Crystal
Asteroid



Enclave
Debris



Monolith



Pair of Constrained Spatial
Rifts



SOE
Fleet

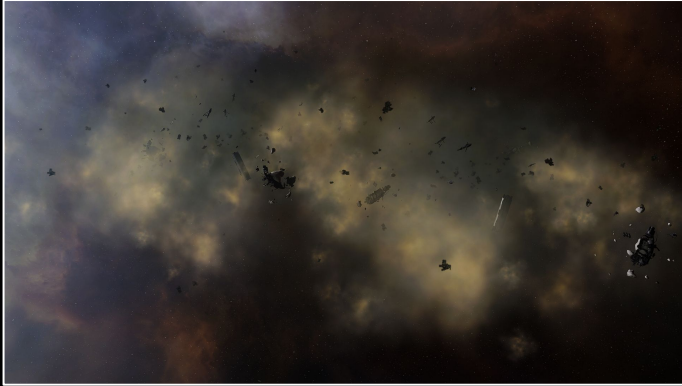


Violent Wormhole & Rock
Formation

-. .-. - / ... - - - .-. / - / - . - . - .

Vidette Anomalies

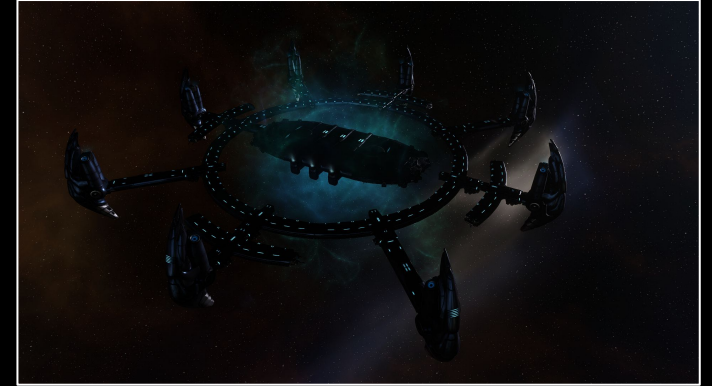
Debris
Field



Ghost Ship & Stone
Ring



Sleeper Engineering
Enclave



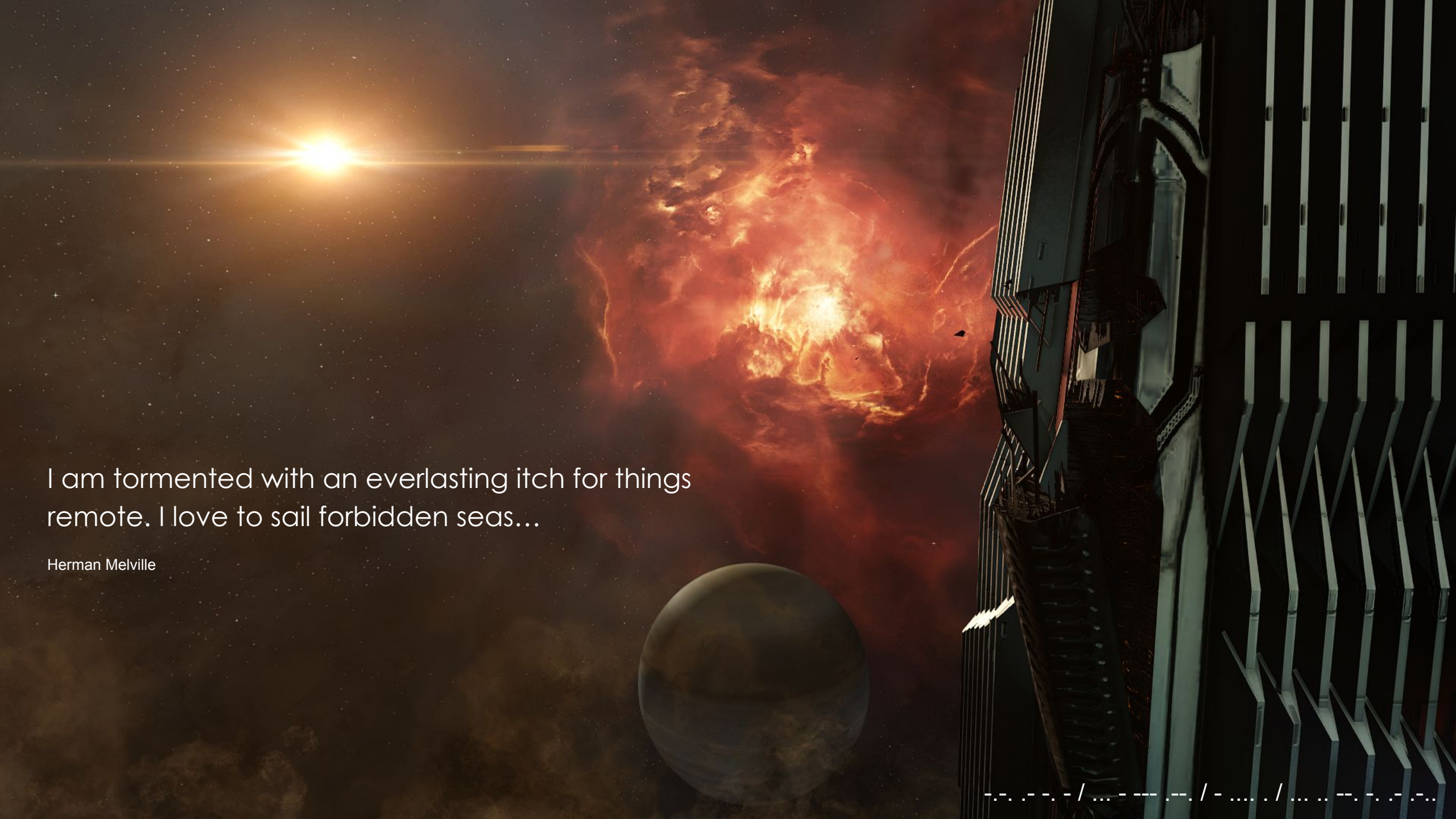
Sleeper Station Amongst
Coral Asteroid



SOE
Fleet



Spatial Rift & Engineering
Stations

A surreal space scene. In the upper left, a bright sun with a lens flare shines against a dark, star-filled sky. To its right is a large, vibrant nebula of orange and red clouds. In the lower center, a dark, spherical planet or moon is visible. On the right side, a tall, dark, futuristic building with a complex, angular structure and a grid-like facade extends vertically. The overall atmosphere is dramatic and otherworldly.

I am tormented with an everlasting itch for things remote. I love to sail forbidden seas...

Herman Melville