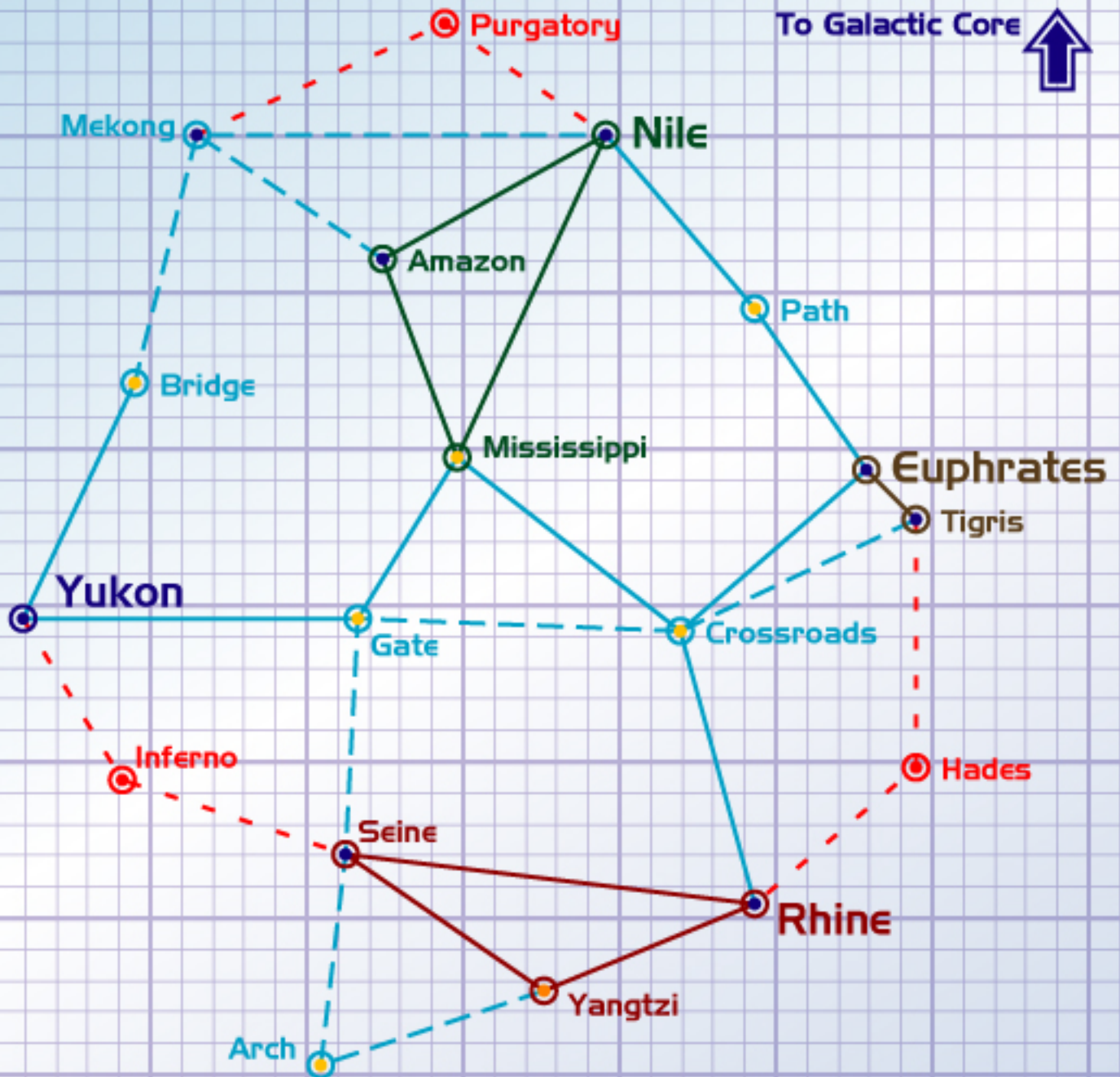


KNOWN SPACE: 900 A.E.



Starmap of the political scene of the Cluster at the beginning of the tense year 900 A.E. After Exodus, showing the position of the newly charted & coveted star system Mekong.

- Colony-Supporting System
- Outpost Supporting System
- Uninhabitable

- Major Trade Route (Imperial Colors)
- Minor Trade Route
- - - Poorly Mapped Route (Restricted)
- - - Hazardous Route

- Unclaimed System
- Uninhabitable System
- Confederation
- Terran Cluster Authority
- Markeesh Oligarchy
- Free Territories

Niles Solar System

Nile I: .4g. No Atmosphere

A small, volcanic world with no atmosphere, constantly bathed in the radiation from Niles.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Nile II: .6g. No Atmosphere

A barren, Marslike world, with high but not unsurvivable radiation levels.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---8---

Nile III: .87g. Greenhouse World

Much like Venus, this planet's rampant greenhouse atmosphere renders the surface far too hot to habitate.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Nile IV: .95g. Breathable Atmo.

Confederation capital. Close to Earth-normal, with native life at about lichen-stage development.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---12---

Nile VII C: .4g. Ice Water Moon

A water moon of a 350g gas giant, of interest because of its subsurface ocean life.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---2---

Nile VI: <.2g. Asteroid Field

An expansive asteroid field rich in metals.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---4---

Nile V: 227g. Gas Giant

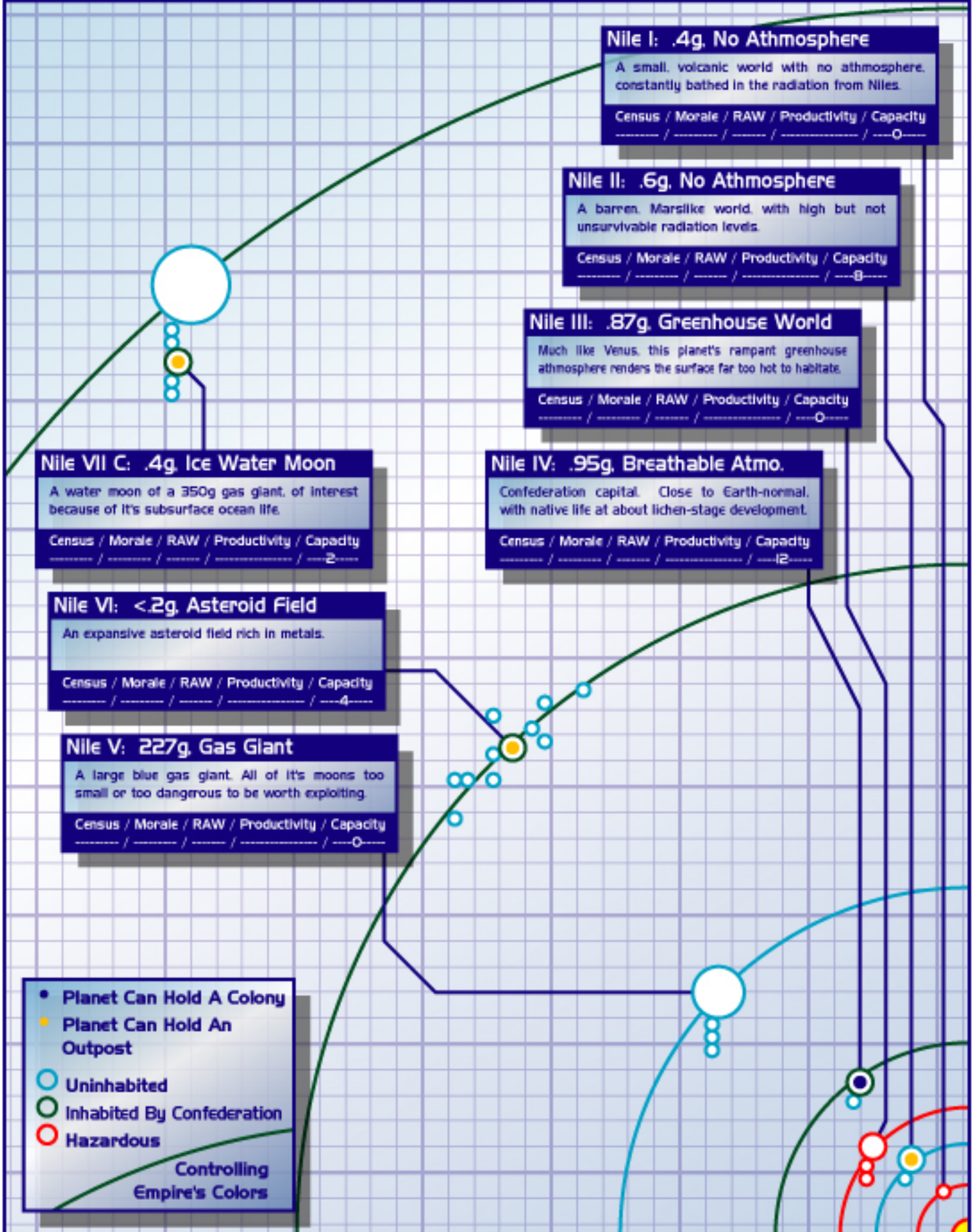
A large blue gas giant. All of its moons too small or too dangerous to be worth exploiting.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Confederation
- Hazardous

Controlling Empire's Colors



Amazon Solar System



Amazon I: 1.2g, Greenhouse World

Much like Venus, this planet's rampant greenhouse atmosphere renders the surface far too hot to habitate.

Census / Morale / RAW / Productivity / Capacity

0

Amazon II: .77g, Breathable Atmo.

Confederation world. A thin but breathable atmosphere requiring breathing units, but high subsurface water levels makes it fairly habitable.

Census / Morale / RAW / Productivity / Capacity

10

Amazon VI G: .4g, No Atmosphere

A metal-heavy moon in orbit of a 42g gas giant.

Census / Morale / RAW / Productivity / Capacity

4

Amazon III: .84g, Greenhouse World

Much like Venus, this planet's rampant greenhouse atmosphere renders the surface far too hot to habitate.

Census / Morale / RAW / Productivity / Capacity

0

Amazon V: >.3g, Asteroid Field

A mineral-poor asteroid field with little to exploit.

Census / Morale / RAW / Productivity / Capacity

0

Amazon IV: >.2g, Asteroid Field

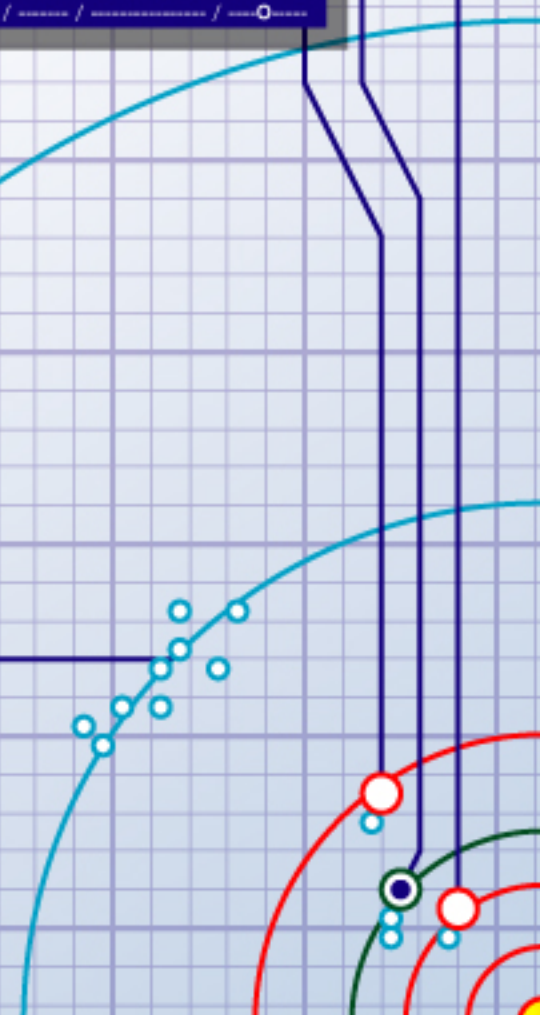
A mineral-poor asteroid field with little to exploit.

Census / Morale / RAW / Productivity / Capacity

0

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Confederation
- Hazardous

Controlling Empire's Colors



Mississippi Solar System

Mississippi I: .3g, No Atmosphere

A radiation-soaked rock too near the Mississippi star to be useful.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○-----

Mississippi II: .6g, No Atmosphere

A small, metal-poor rock world of little interest.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○-----

Mississippi III: .14g, Greenhouse World

Much like Venus, this planet's rampant greenhouse atmosphere renders the surface far too hot to habitate.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○-----

Mississippi IV: .45g, No Atmosphere

A small, metal-poor rock world of little interest.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○-----

Mississippi VII: 345g, Gas Giant

Very similar to Mississippi VI, and just as economically worthless.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○-----

Mississippi VI: 450g, Gas Giant

A large, Saturn-like gas giant, neither it's rings or moons prove to be economically viable.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○-----

Mississippi V: .76g, Thin Atmosphere

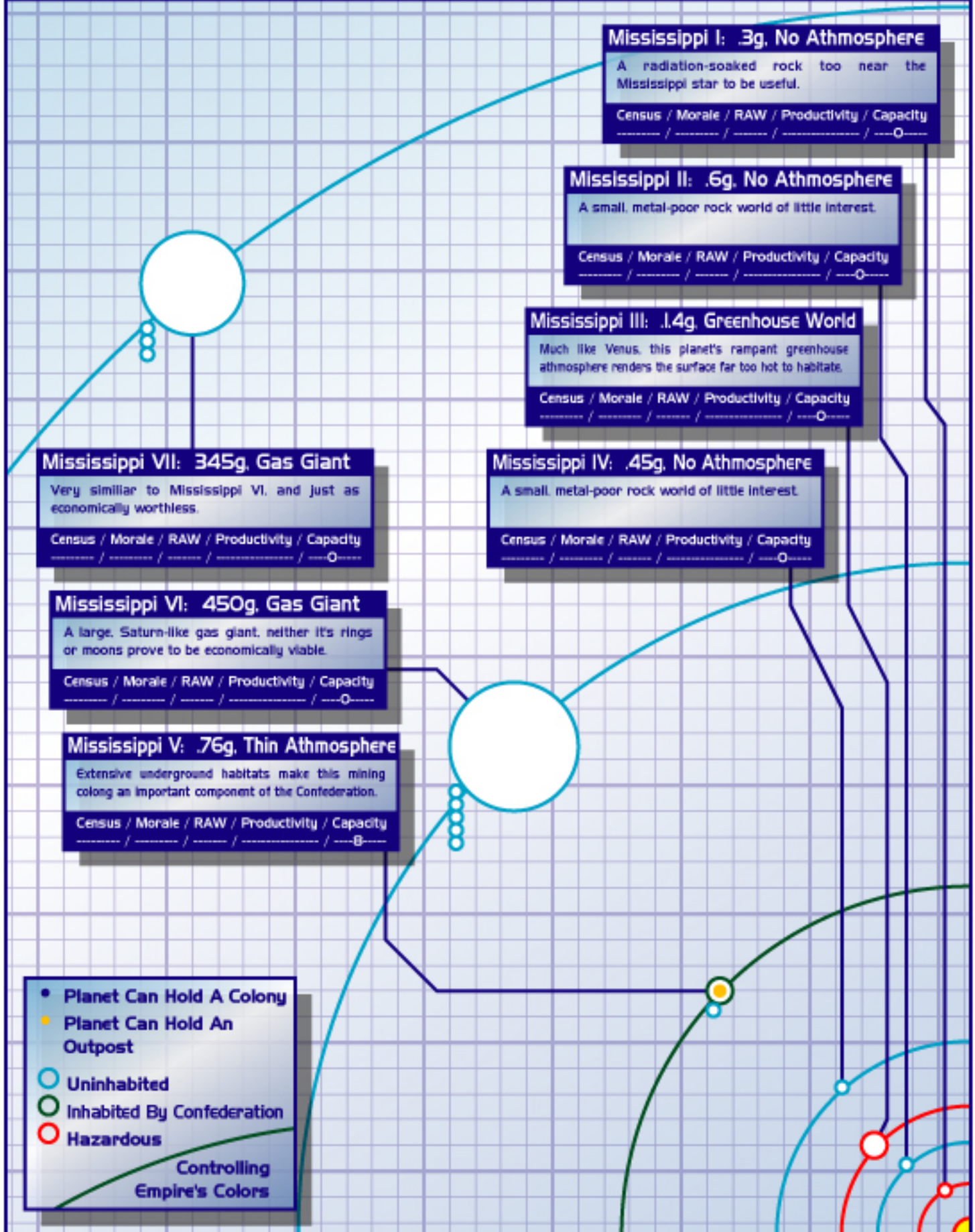
Extensive underground habitats make this mining colong an important component of the Confederation.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---□-----

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Confederation
- Hazardous

Controlling Empire's Colors



Seine Solar System

Seine I: .2g. No Atmosphere

A small, volcanic world with no atmosphere, constantly bathed in the radiation from Seine.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

Seine II: .6g. No Atmosphere

A small, volcanic world with no atmosphere.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

Seine III: .9g. Breathable Atmo.

Capital of the Terran Cluster Authority, and their major population center.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---12-----

Seine IV: >.2g. Asteroid Field

small, widely scattered asteroid field unsuitable for mass mining.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

Seine VII: 421g. Gas Giant

Gravitational strains and high radiation levels around this gas giant make exploiting it's moons uneconomical.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

Seine VI: >.2g. Asteroid Field

Asteroid field that's mostly ice bodies and carbon.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

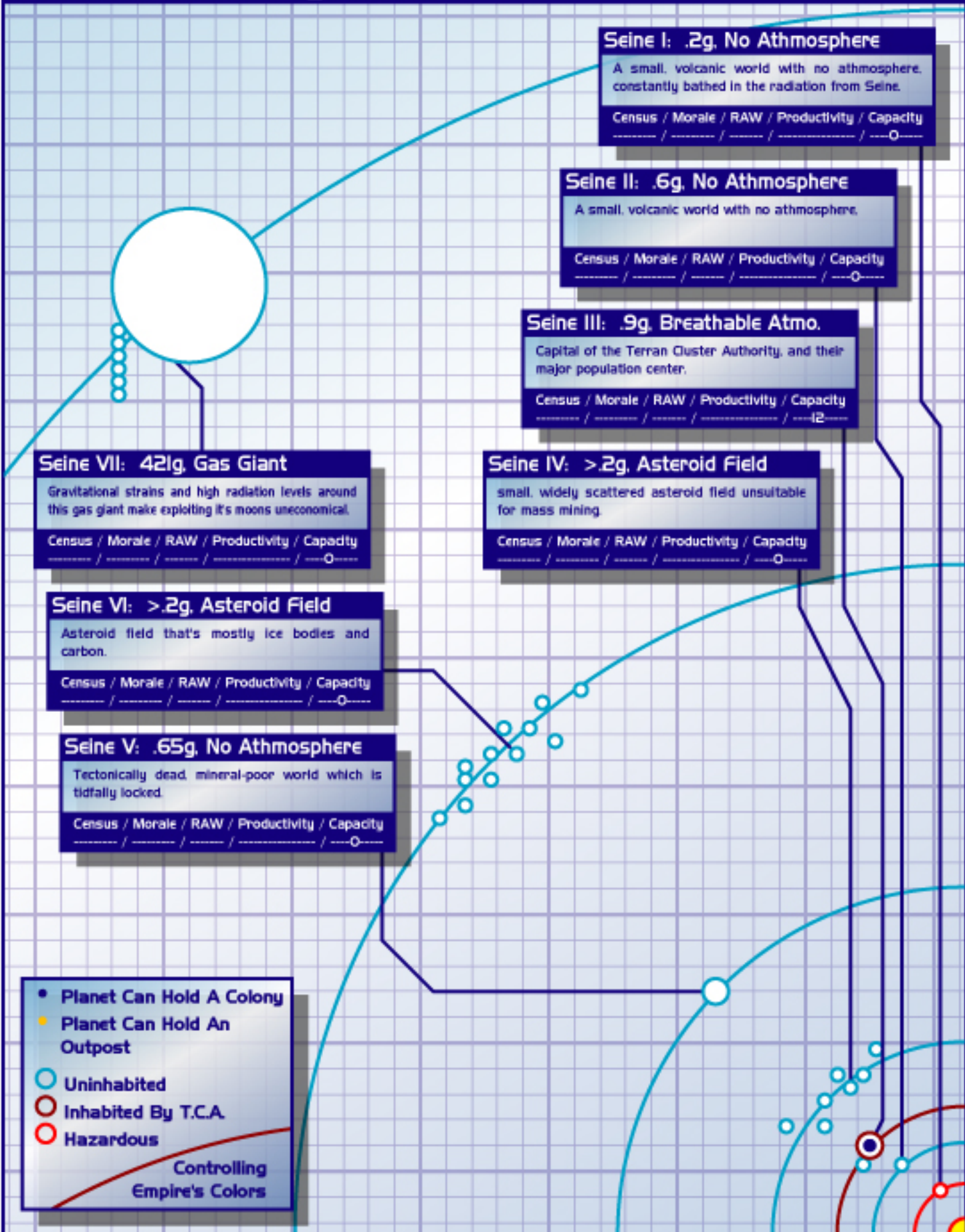
Seine V: .65g. No Atmosphere

Tectonically dead, mineral-poor world which is tidally locked.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By T.C.A.
- Hazardous

Controlling Empire's Colors



Rhine Solar System

Rhine I: .45g, No Atmosphere

A small, volcanic world with no atmosphere, constantly bathed in the radiation from Rhine.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0-----

Rhine II: .64g, No Atmosphere

A metal-rich body. Rhine III is a major mining establishment for the Authority.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---6-----

Rhine III: 1.4g, Greenhouse World

Much like Venus, this planet's rampant greenhouse atmosphere renders the surface far too hot to habitate.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0-----

Rhine VI: .8g, No Atmosphere

Constantly blanketed in clouds, Rhine VI is nonetheless a major Authority population center.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---12-----

Rhine VII: .287g, Gas Giant

A relatively barren gas giant system, it's two major moons mostly ice.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0-----

Rhine VI: 1.4g, Poisonous Atmo.

A dark, lifeless world, with no apparent mineral wealth.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0-----

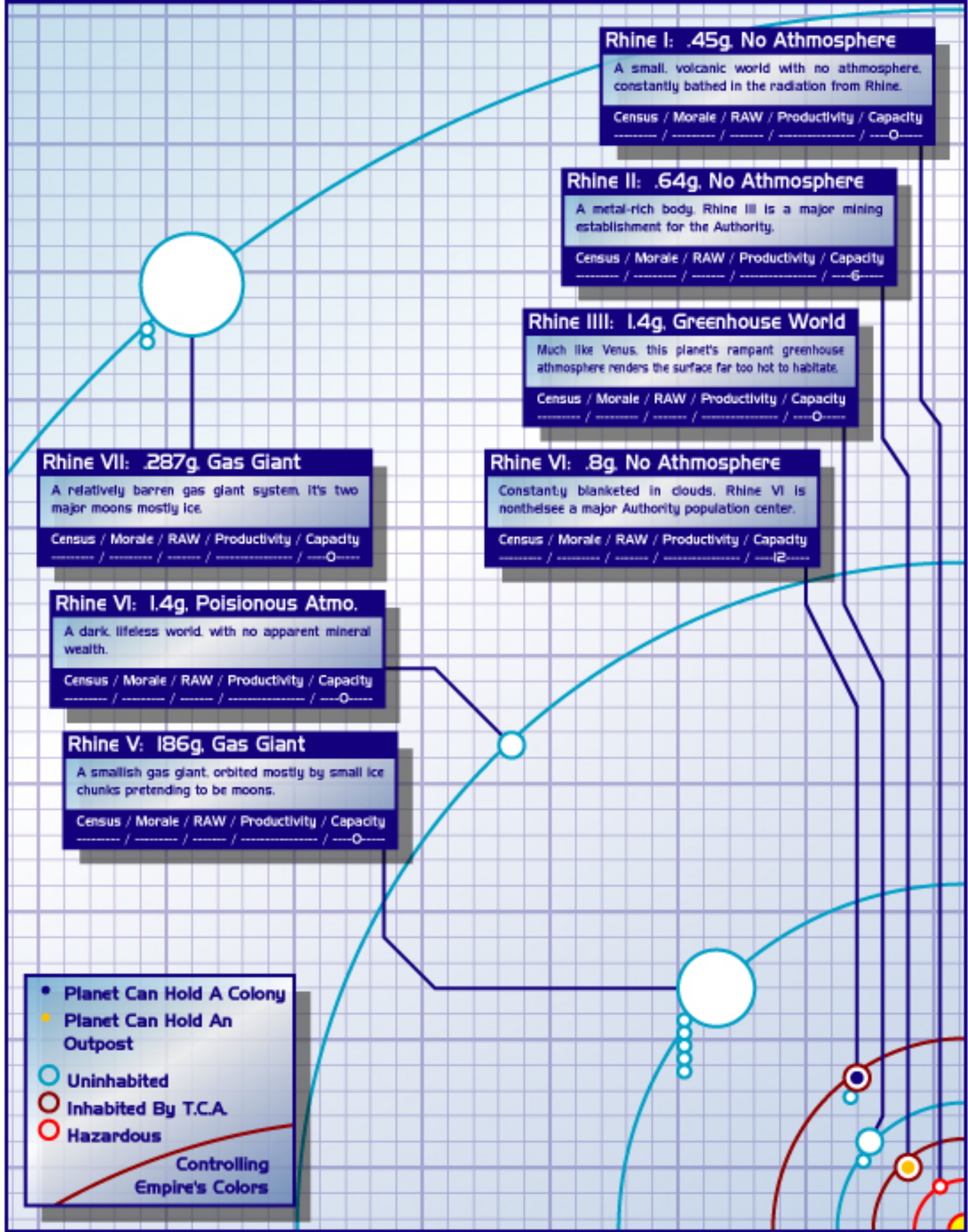
Rhine V: 186g, Gas Giant

A smallish gas giant, orbited mostly by small ice chunks pretending to be moons.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0-----

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By T.C.A.
- Hazardous

Controlling Empire's Colors



Yangtzi Solar System

Yangtzi I: .7g, Greenhouse World

Much like Venus, this planet's rampant greenhouse atmosphere renders the surface far too hot to habitate.

Census / Morale / RAW / Productivity / Capacity
----- / ----- / ----- / ----- / ---0-----

Yangtzi II: >.3g, Asteroid Field

Carbon rich, mineral poor asteroid field.

Census / Morale / RAW / Productivity / Capacity
----- / ----- / ----- / ----- / ---0-----

Yangtzi III: >.3g, Asteroid Field

Carbon rich, mineral poor asteroid field.

Census / Morale / RAW / Productivity / Capacity
----- / ----- / ----- / ----- / ---0-----

Yangtzi VI: .4g, No Atmosphere

Metal-rich moon orbiting a 220g gas giant.

Census / Morale / RAW / Productivity / Capacity
----- / ----- / ----- / ----- / ---4-----

Yangtzi V: .6g, No Atmosphere

A small mining colony world belonging to the Terran Cluster Authority orbiting a 187g gas giant.

Census / Morale / RAW / Productivity / Capacity
----- / ----- / ----- / ----- / ---8-----

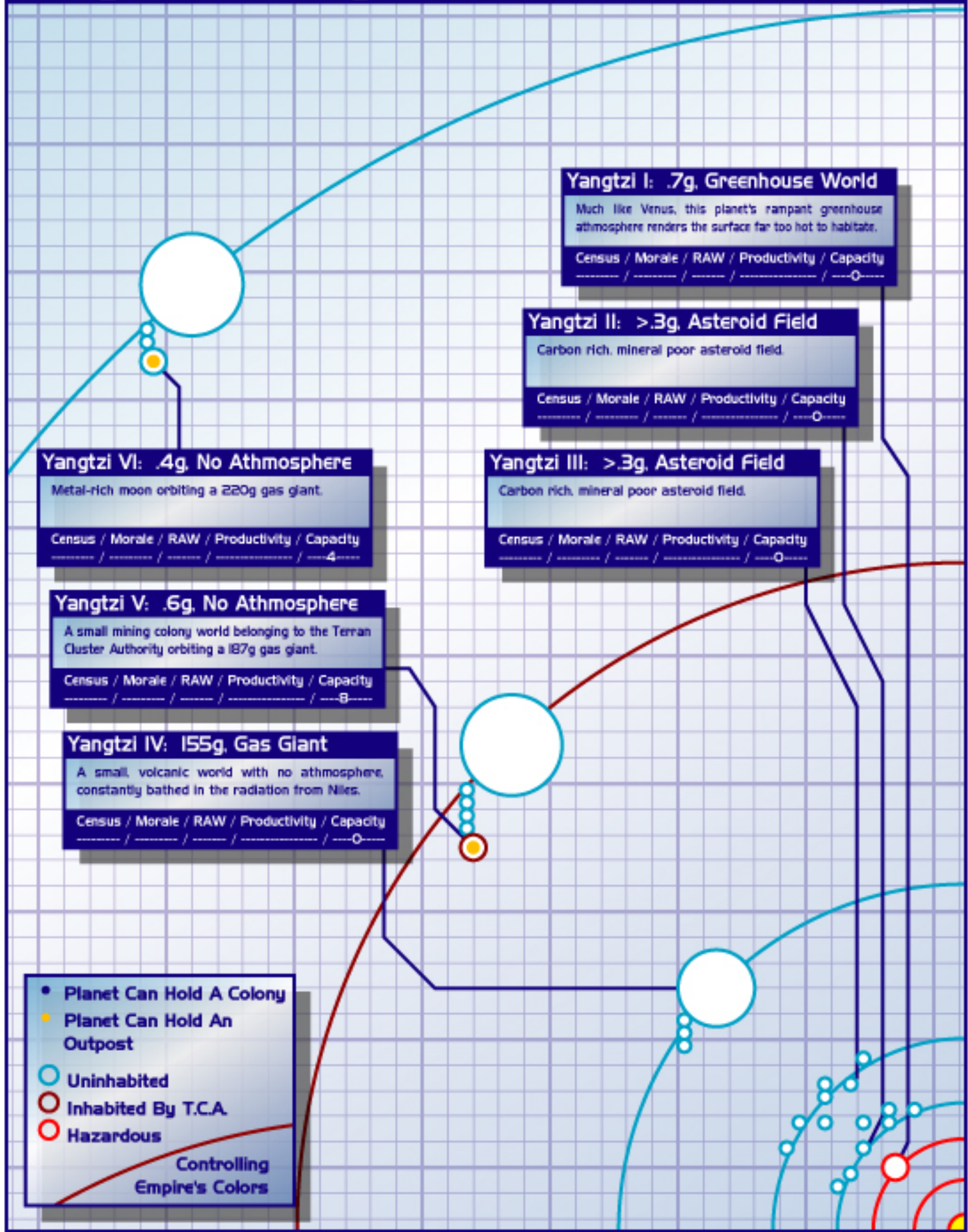
Yangtzi IV: 155g, Gas Giant

A small, volcanic world with no atmosphere, constantly bathed in the radiation from Niles.

Census / Morale / RAW / Productivity / Capacity
----- / ----- / ----- / ----- / ---0-----

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By T.C.A.
- Hazardous

Controlling Empire's Colors



Euphrates Solar System

Euphrates I: .2g, No Atmosphere

A small, rocky world with no atmosphere, constantly bathed in the radiation from Euphrates.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0---

Euphrates II: .65g, No Atmosphere

A cold desert world because of the thin atmosphere, nonetheless an economically successful member of the Oligarchy.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---8---

Euphrates III: .7g, Breathable Atmo.

Capital of the Markeesh Oligarchy, this green world is one of the most successful colonization efforts to date.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---12---

Euphrates IV: .4g, No Atmosphere

Mineral-poor rock world.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0---

Euphrates VII: 358g, Gas Giant

Large gas giant with an unfriendly electromagnetic environment.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0---

Euphrates VI: 221g, Gas Giant

Large gas giant with few moons of interest.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0---

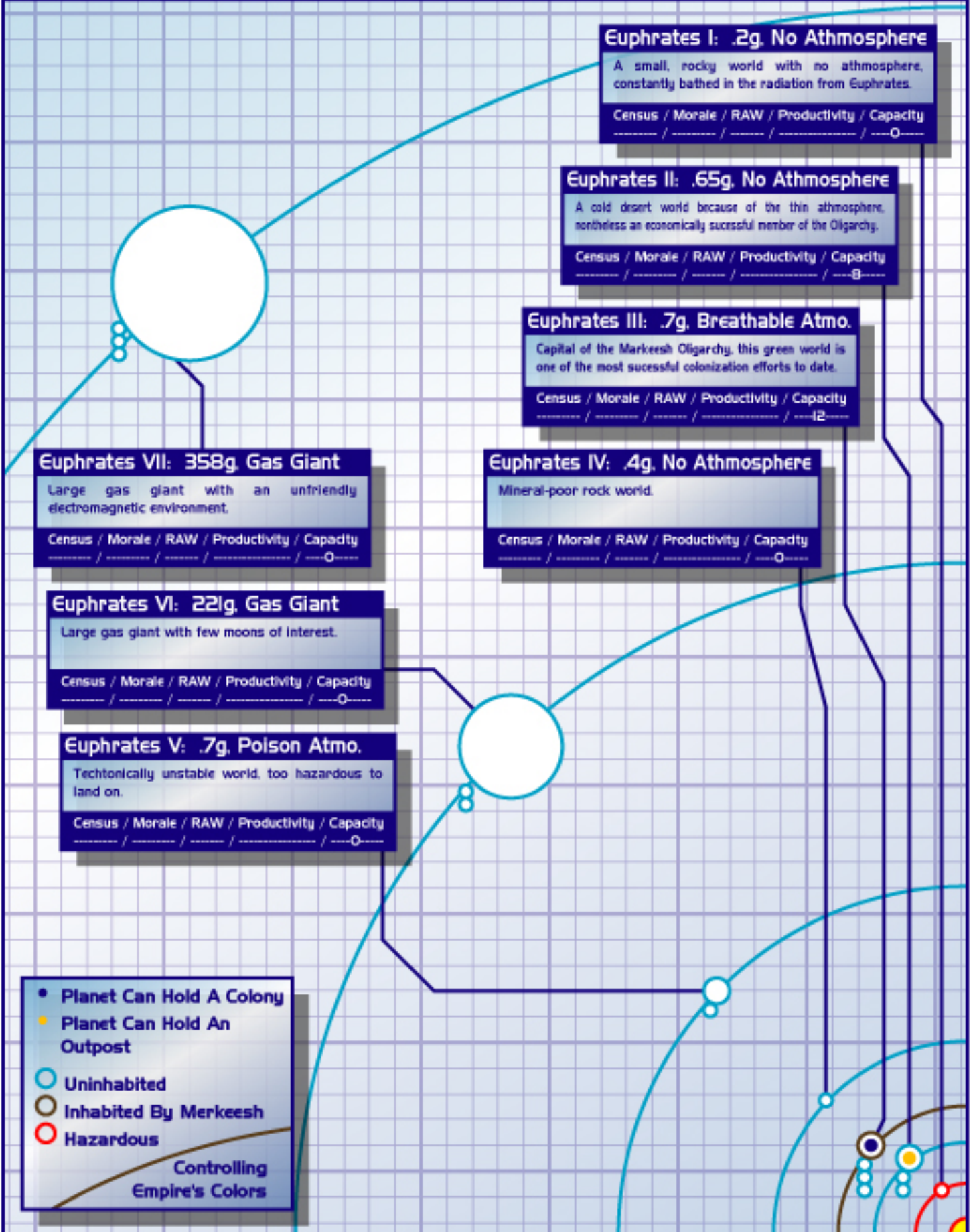
Euphrates V: .7g, Poison Atmo.

Tectonically unstable world, too hazardous to land on.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0---

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Markeesh
- Hazardous

Controlling
 Empire's Colors



Tigris Solar System

Tigris I: .6g, No Atmosphere

A small, volcanic world with no atmosphere, constantly bathed in the radiation from Tigris.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Tigris II: .64g, No Atmosphere

Mineral-poor, there is little to bring prospective merchants to this planet.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Tigris III: .4g, No Atmosphere

A small, dead world of little value.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Tigris IV: .65g, Breathable Atmo.

This smaller cold desert world is heavily populated because of its breathable atmosphere.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---12---

Tigris VII: .40g, Gas Giant

A large if dull gas giant system.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Tigris VI: >.5g, Asteroid Field

One of two unusually rich asteroid fields in the Tigris system.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---6---

Tigris V: .5g, Asteroid Field

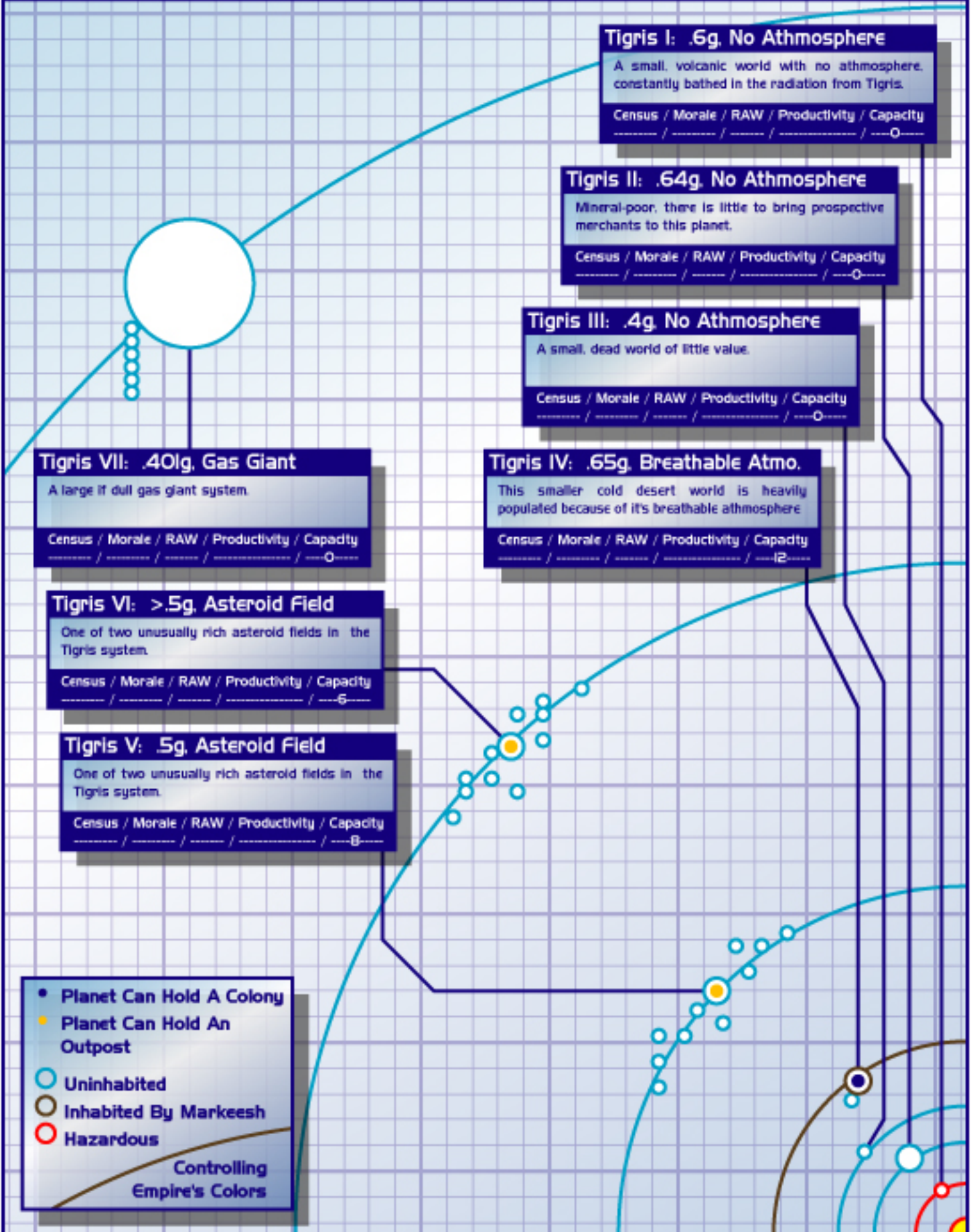
One of two unusually rich asteroid fields in the Tigris system.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---8---

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Markeesh
- Hazardous

Controlling Empire's Colors



Yukon Solar System

Yukon I: .42g. No Atmosphere

A small, volcanic world with no atmosphere, constantly bathed in the radiation from Yukon.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0---

Yukon V B: .55g. No Atmosphere

A likely moon for mining

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---2---

Yukon II J: .87g. Breathable Atmo.

A highly unlikely earth-like world in orbit of a small IOGg gas giant, sporting a frigid but livable surface.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---12---

Yukon IV: >.4g. No Atmosphere

A fairly dense asteroid field with definite mining possibilities.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---4---

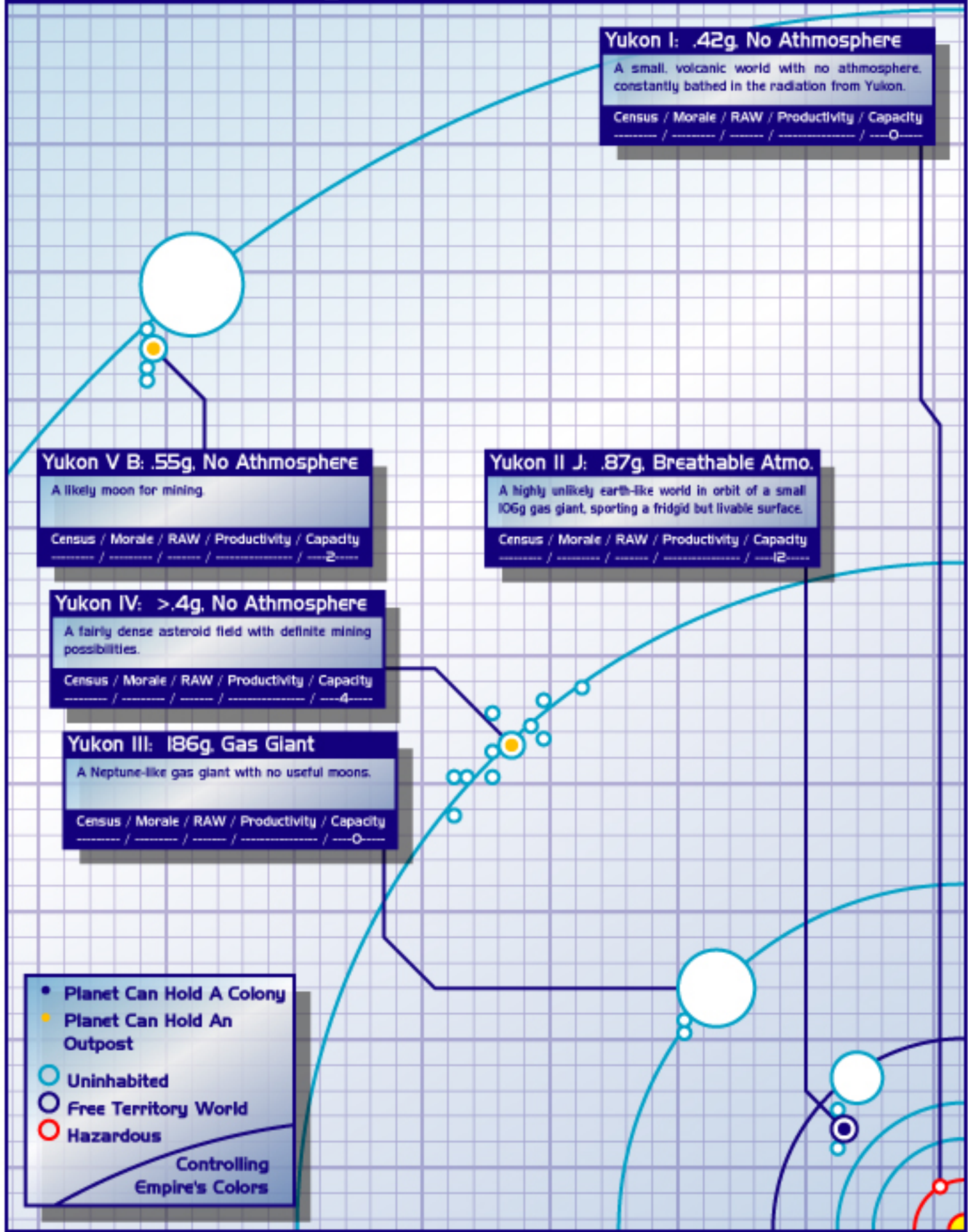
Yukon III: 186g. Gas Giant

A Neptune-like gas giant with no useful moons.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---0---

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Free Territory World
- Hazardous

Controlling Empire's Colors



Mekong Solar System

Mekong I: .6g. No Atmosphere

A small, rock world with no atmosphere, constantly bathed in the radiation from Mekong

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Mekong II: .6g. Greenhouse World

Much like Venus, this planet's rampant greenhouse atmosphere renders the surface far too hot to habitate.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Mekong III: 1.2g. Greenhouse World

Much like Venus, this planet's rampant greenhouse atmosphere renders the surface far too hot to habitate.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Mekong IV: .37g. No Atmosphere

A small, dead world, of little interest.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Mekong VII: >.4g. Asteroid Field

Unlike the inner asteroid belt, Mekong VII shows potential mining possibilities.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---6---

Mekong VI: >.4g. Asteroid Field

A sparse asteroid belt, making mining unlikely.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Mekong V F: .74g. Breathable Atmo.

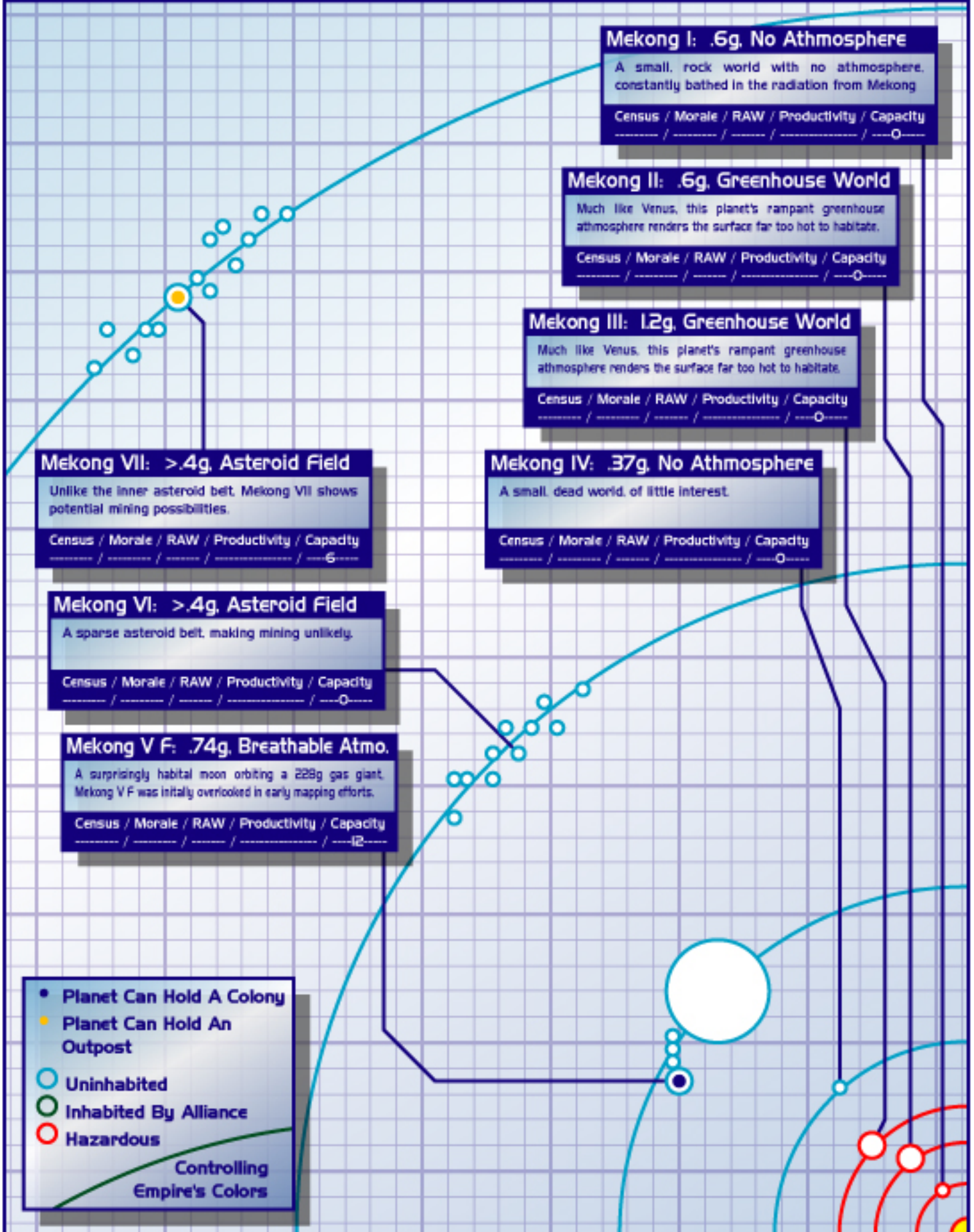
A surprisingly habitable moon orbiting a 228g gas giant. Mekong V F was initially overlooked in early mapping efforts.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---12---

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Alliance
- Hazardous

Controlling Empire's Colors



Arch Solar System

Arch I: .22g, No Atmosphere

A small, volcanic world with no atmosphere, constantly bathed in the radiation from Arch

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○---

Arch II: .45g, No Atmosphere

A small, rocky world of little interest.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○---

Arch III: .63lg, No Atmosphere

A small, rocky world of little interest.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○---

Arch VI L: .45g, No Atmosphere

An icy moon with a subsurface ocean orbiting a 390g gas giant.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---2---

Arch V: >.4g, Asteroid Field

Metal-rich asteroid field.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---4---

Arch IV: 22lg, Gas Giant

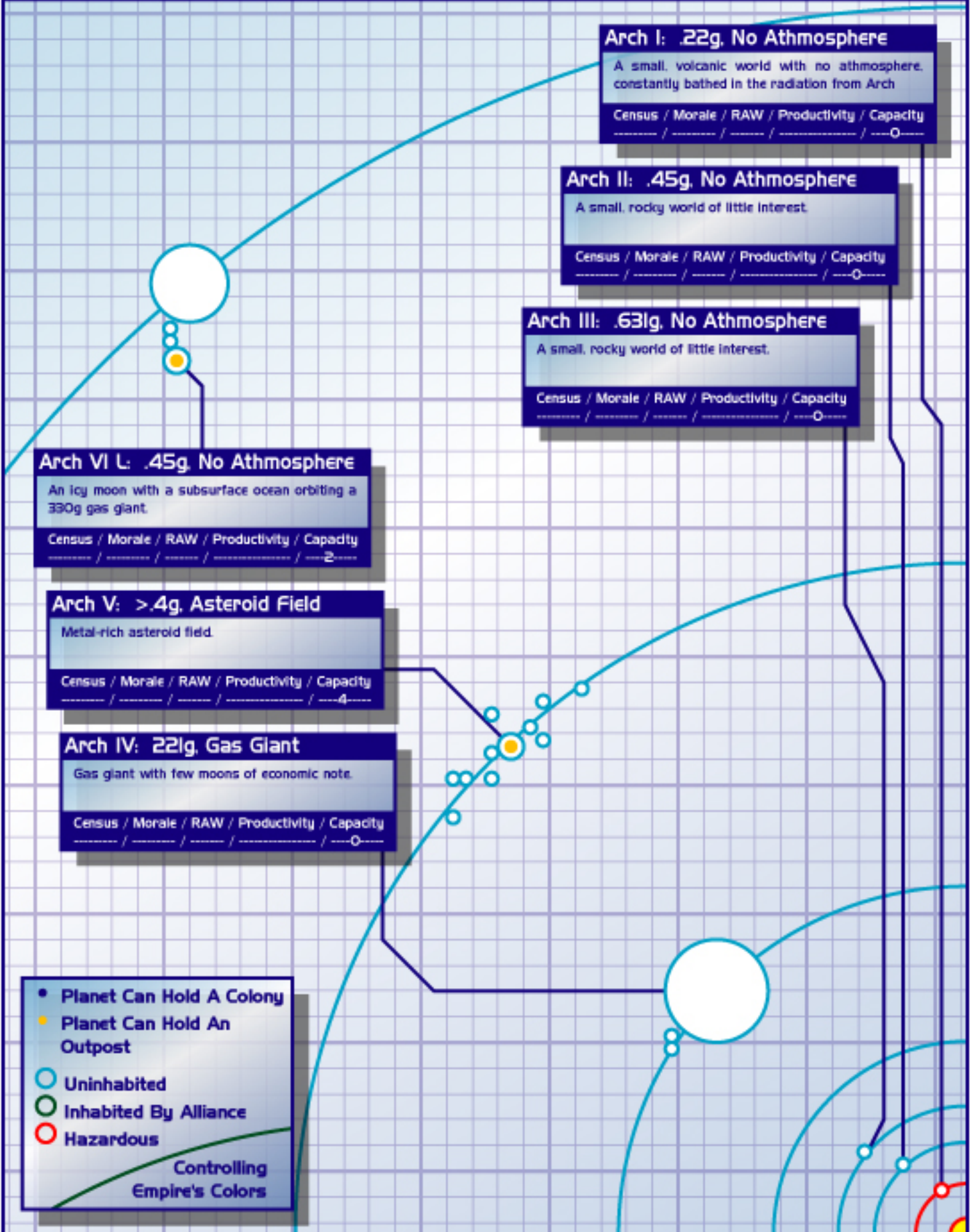
Gas giant with few moons of economic note.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○---

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Alliance
- Hazardous

Controlling
Empire's Colors



Bridge Solar System

Bridge I: .6g, No Atmosphere

A small, volcanic world with no atmosphere, constantly bathed in the radiation from Bridge.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

Bridge II: .45g, No Atmosphere

A small, dead world with no atmosphere, of little interest.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

Bridge III: .58g, No Atmosphere

A cold, dead world with no air, much like Mars. Mineral poor.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

Bridge VI: .6g, No Atmosphere

A tiny, dead world.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

Bridge V: >.55g, Asteroid Field

Metal-rich asteroid field, possible mining interest.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

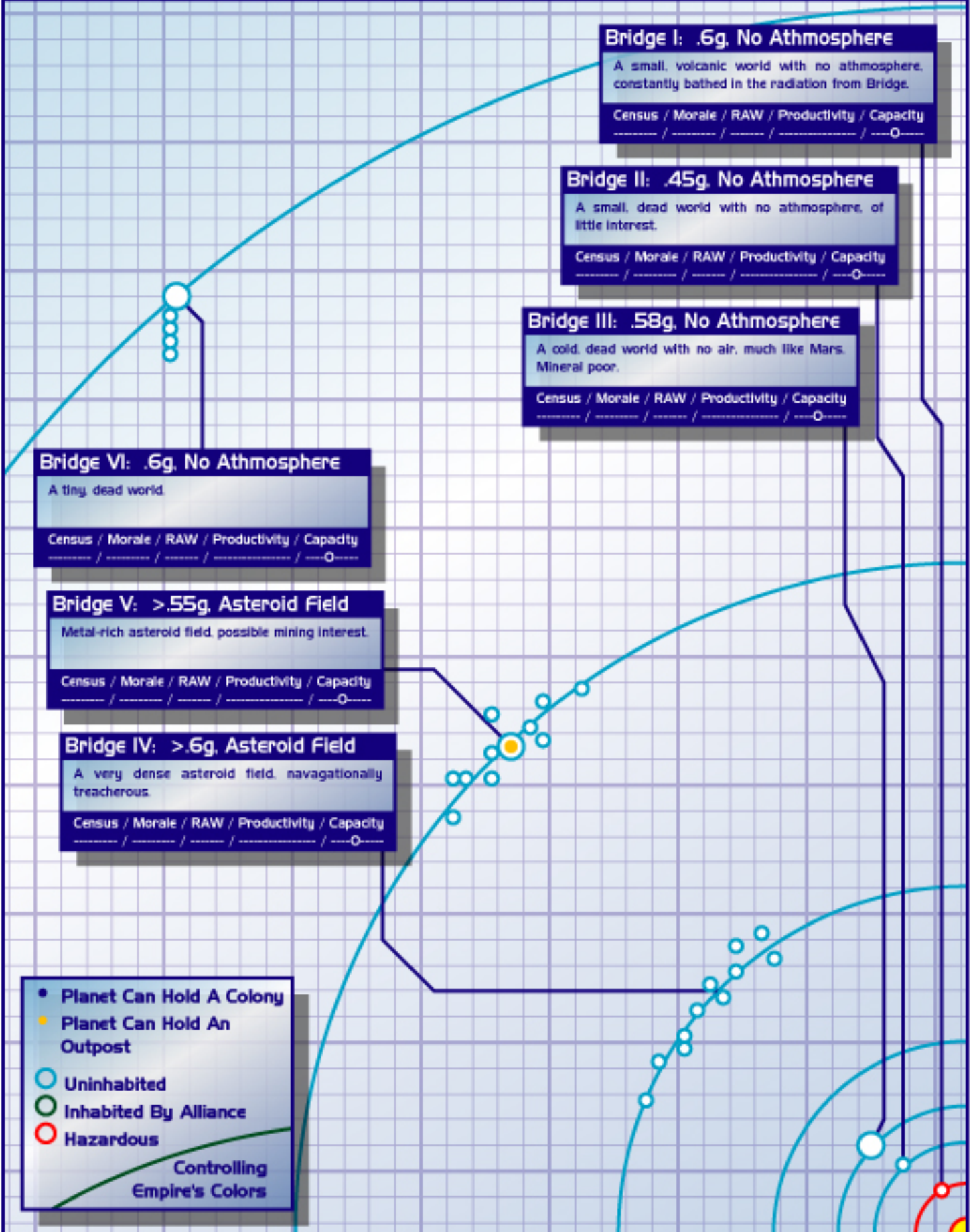
Bridge IV: >.6g, Asteroid Field

A very dense asteroid field, navigationally treacherous.

Census / Morale / RAW / Productivity / Capacity
 ----- / ----- / ----- / ----- / ---○-----

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Alliance
- Hazardous

Controlling Empire's Colors



Crossroads Solar System

Crossroads I: .33g, No Atmosphere

A small, dead rock of a world.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Crossroads III: .75g, No Atmosphere

A frozen ice ball.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Crossroads II: .6g, No Atmosphere

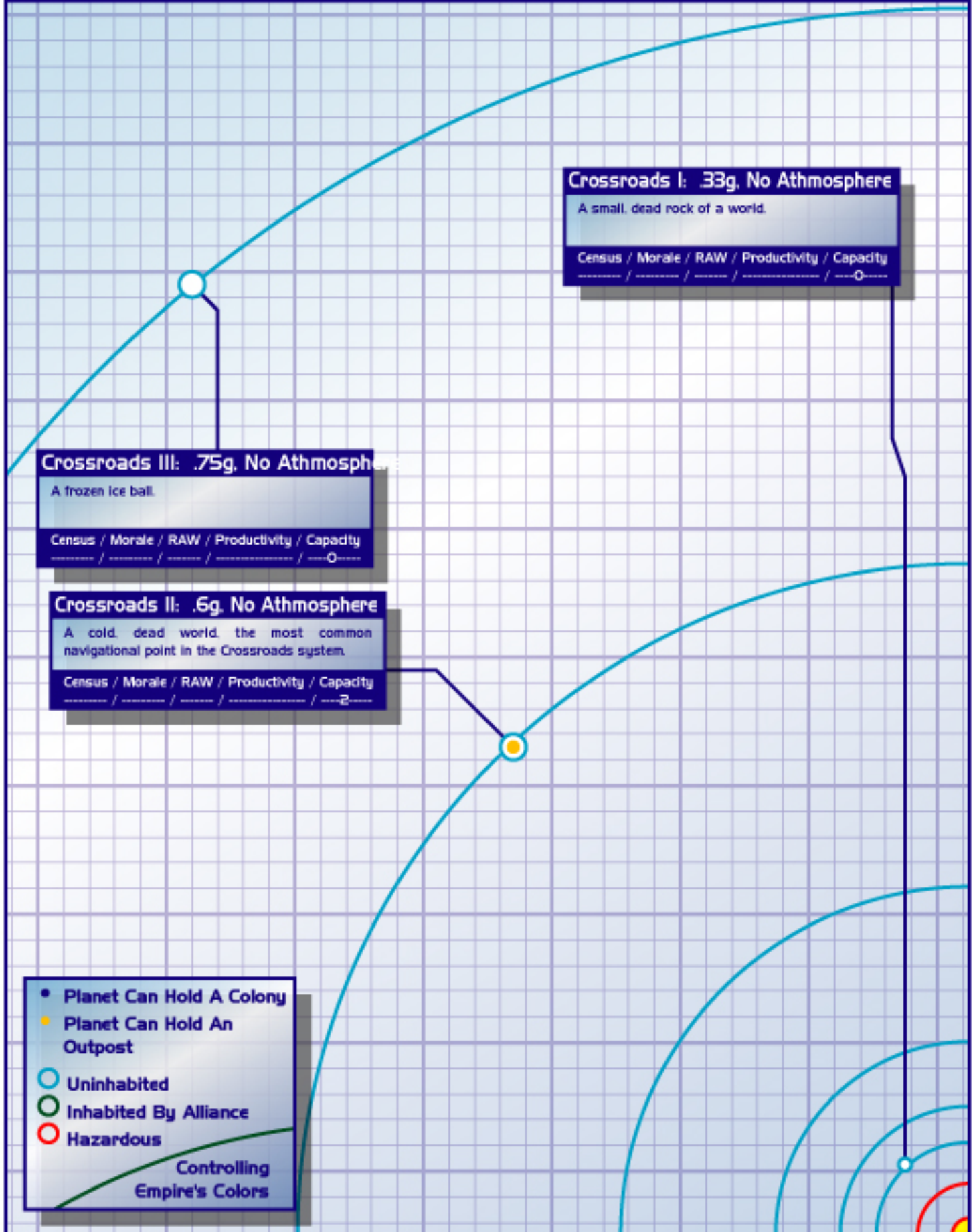
A cold, dead world, the most common navigational point in the Crossroads system.

Census / Morale / RAW / Productivity / Capacity

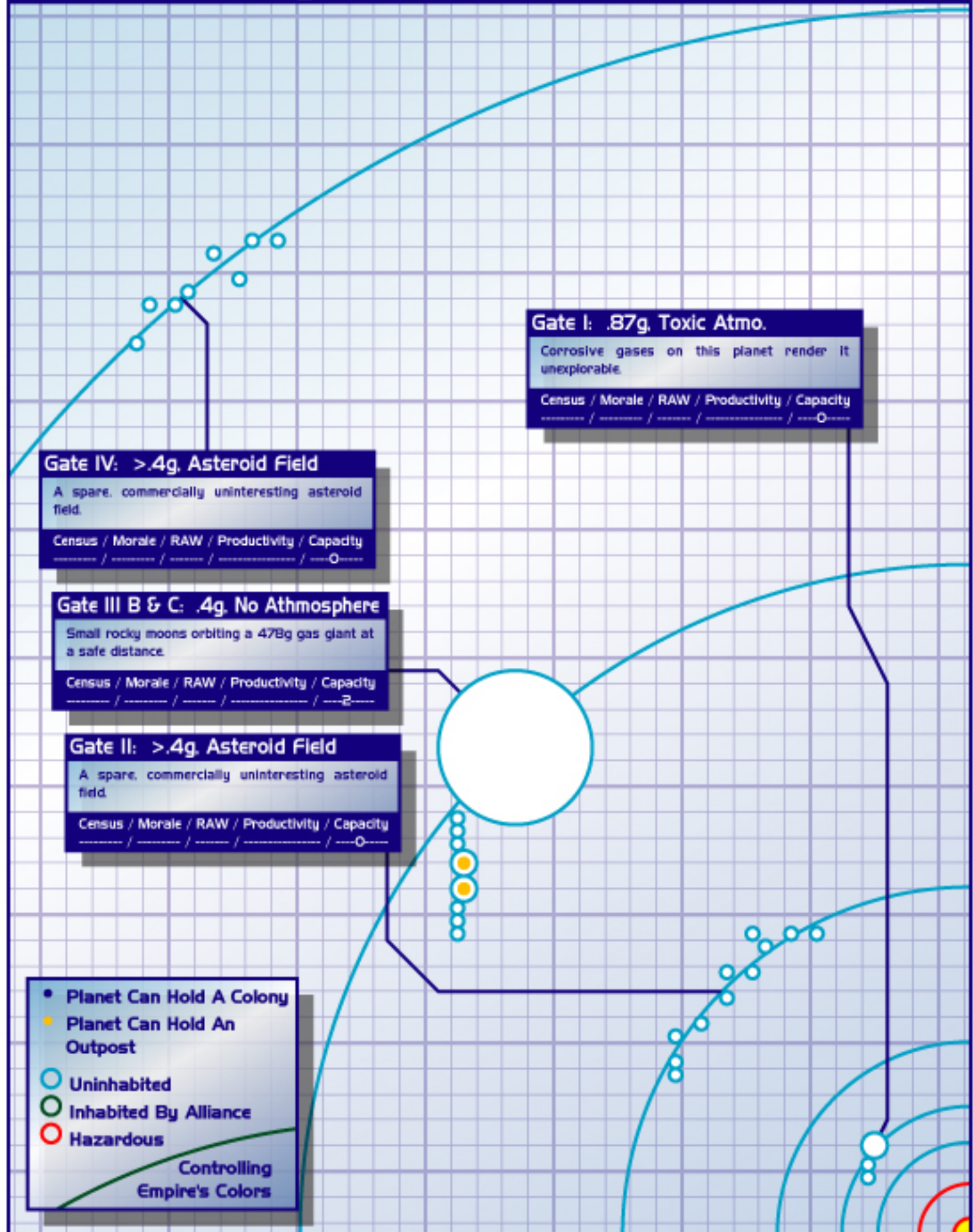
----- / ----- / ----- / ----- / ---2---

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Alliance
- Hazardous

Controlling
Empire's Colors



Gate Solar System



Path Solar System



Path III: 470g, Gas Giant

A huge gas giant circled by hundreds of rocks, none large enough to bother mining.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○-----

Path I: 120g, Gas Giant

A small, volcanic world with no atmosphere, constantly bathed in the radiation from Niles.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---○-----

Path II B: .45g, No Atmosphere

An icy moon orbiting a 138g gas giant, the most hospitable body in Path.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---□-----

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Alliance
- Hazardous

Controlling
Empire's Colors



Hades Solar System

Hades II: .178g. Gas Giant

Gas giant system also bathed in Hades radiation.

Census / Morale / RAW / Productivity / Capacity

----- / ----- / ----- / ----- / ---0---

Hades I: >.4g. Asteroid Field

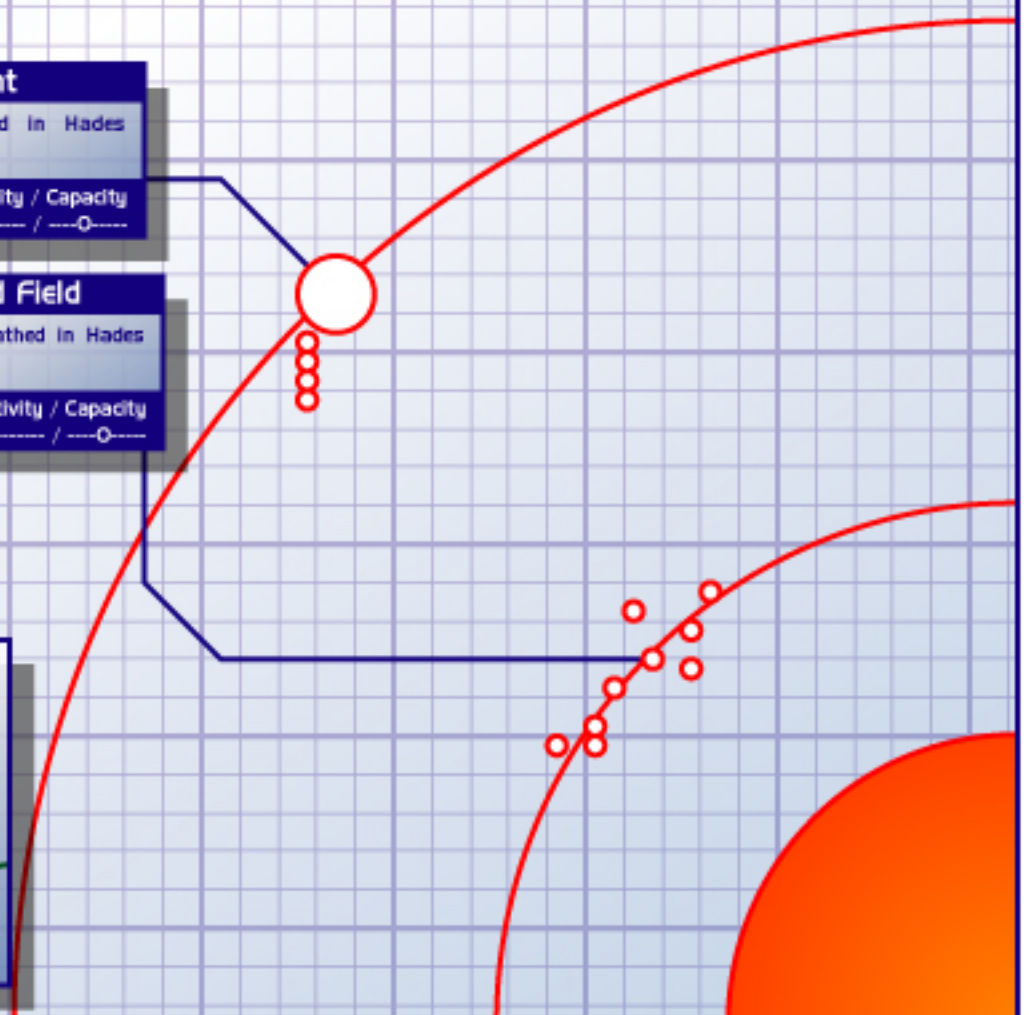
Radioactive rocky wasteland, bathed in Hades radiation.

Census / Morale / RAW / Productivity / Capacity

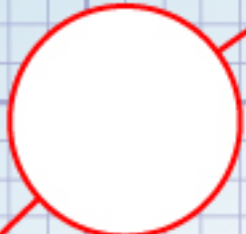
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- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Alliance
- Hazardous

Controlling
Empire's Colors



Inferno Solar System



Inferno III: 410g, Gas Giant
Gas giant with a dangerous electromagnetic environment.
Census / Morale / RAW / Productivity / Capacity
----- / ----- / ----- / ----- / ---○-----

Inferno II: 221g, Gas Giant
Gas giant with a dangerous electromagnetic environment.
Census / Morale / RAW / Productivity / Capacity
----- / ----- / ----- / ----- / ---○-----

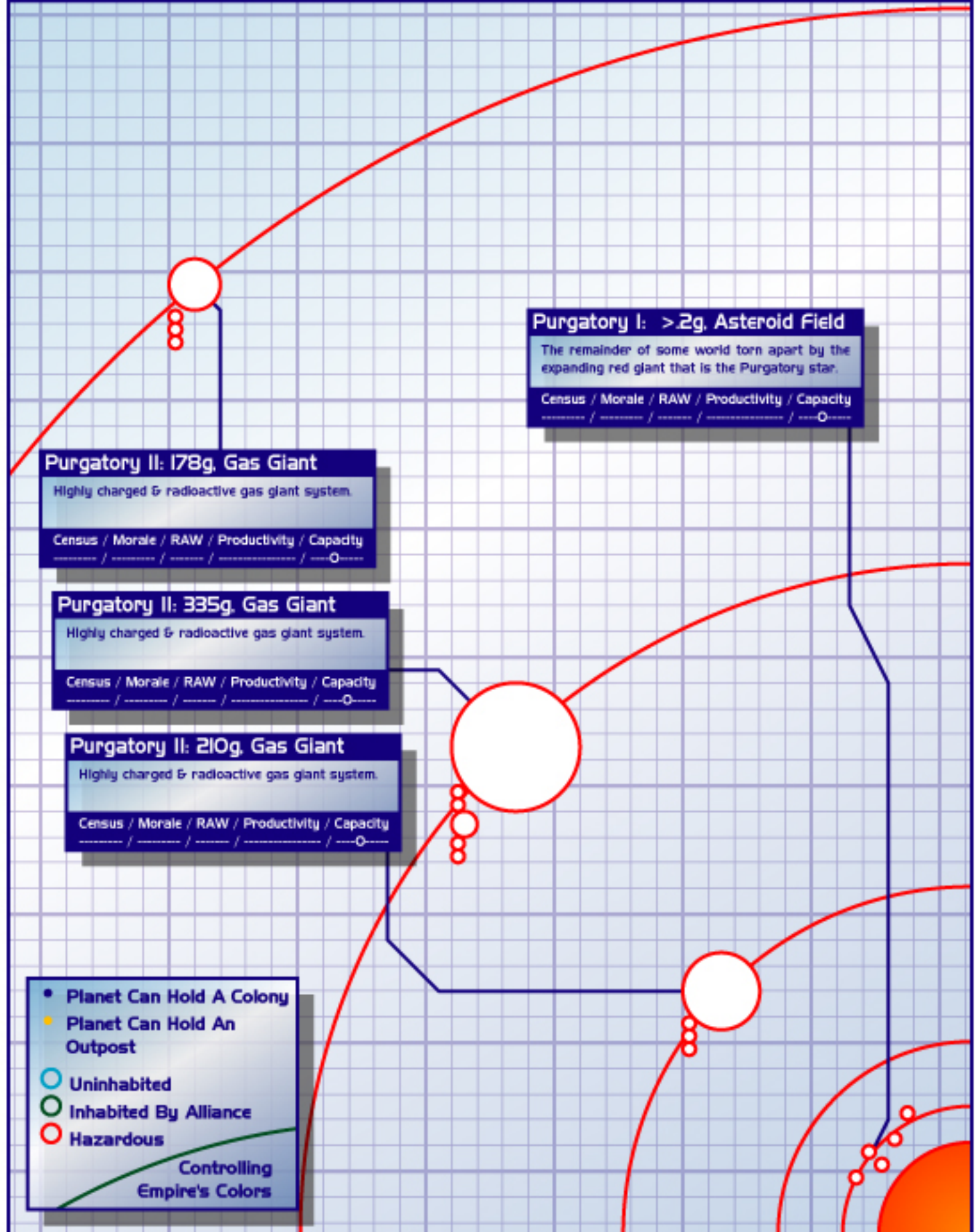
Inferno I: .78g, No Atmosphere
Radioactive rock blasted by the radiation from Inferno.
Census / Morale / RAW / Productivity / Capacity
----- / ----- / ----- / ----- / ---○-----

- Planet Can Hold A Colony
- Planet Can Hold An Outpost
- Uninhabited
- Inhabited By Alliance
- Hazardous

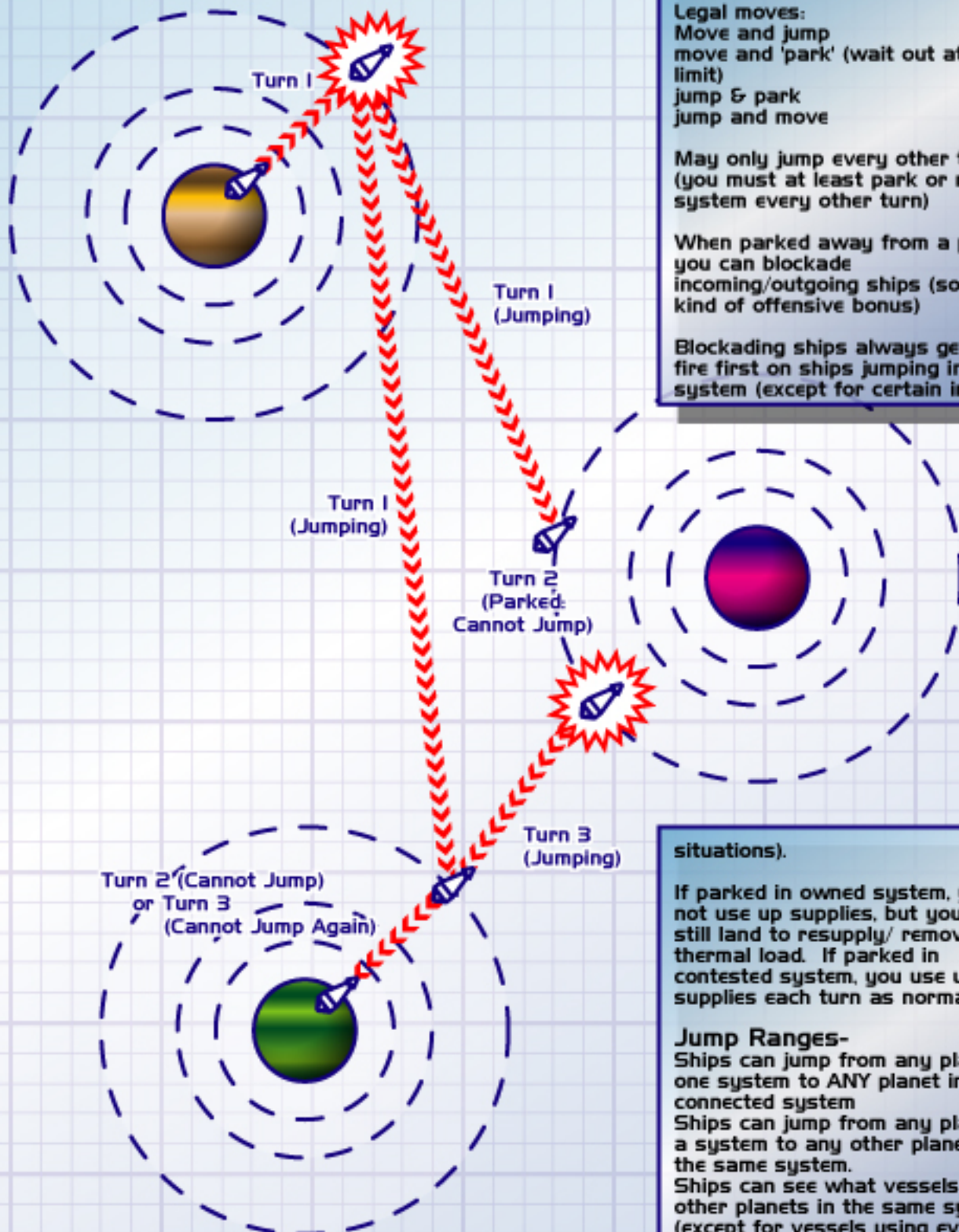
Controlling Empire's Colors



Purgatory Solar System



Movement System Changes



Movement Turn-

Legal moves:

- Move and jump
- move and 'park' (wait out at jump limit)
- jump & park
- jump and move

May only jump every other turn (you must at least park or move in system every other turn)

When parked away from a planet, you can blockade incoming/outgoing ships (some kind of offensive bonus)

Blockading ships always get to fire first on ships jumping in a system (except for certain intel

situations).

If parked in owned system, you do not use up supplies, but you must still land to resupply/ remove thermal load. If parked in contested system, you use up supplies each turn as normal

Jump Ranges-

Ships can jump from any planet in one system to ANY planet in a connected system

Ships can jump from any planet in a system to any other planet in the same system.

Ships can see what vessels are at other planets in the same system (except for vessels using evasion tactics) but NOT in other star systems (unless they have successfully executed an intel program)