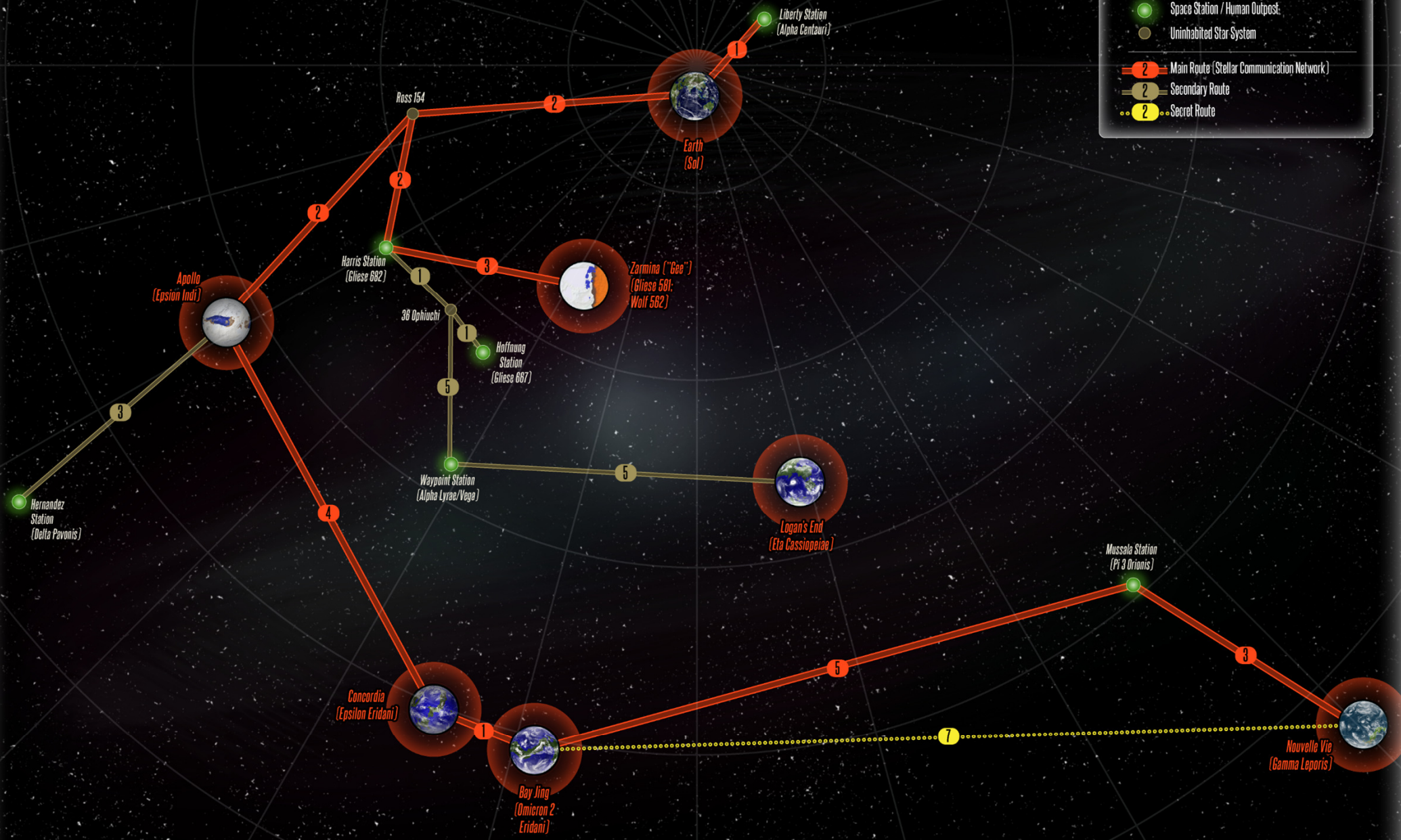


LEGEND

- Settled Star System
- Space Station / Human Outpost
- Uninhabited Star System
- Main Route (Stellar Communication Network)
- Secondary Route
- Secret Route



SEVEN WORLDS

The Briefing

(not to scale)

Nouvelle Vie
(Gamma Leporis System)

Concordian and Bayjington fleets in a standoff around Nouvelle Vie, while proxy nations of Dauphin and Jubilee fight on the surface. Bayjington fleet larger than Concordian fleet.

Bayjington fleets protecting the homeworld and the jump point that leads to Nouvelle Vie. The Concordians can't reinforce their fleet.

Why would the Concordian fleet move valuable supply ships to this out-of-the-way star system?

Bay Jing
(Omicron 2 Eridani System)

2MASS 0415-093

HIP 14101

8 jumps


1 jump

2 jumps

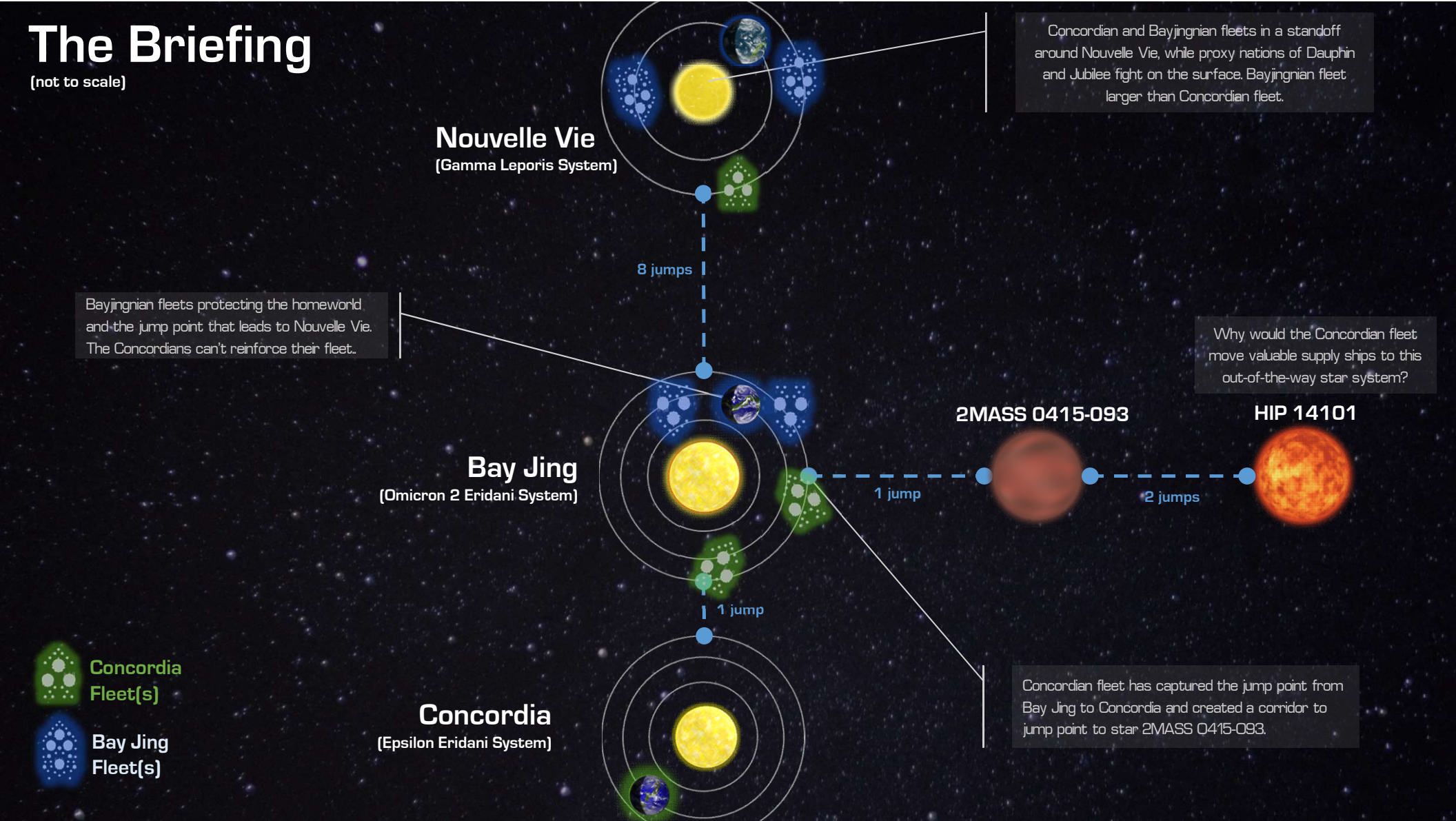
1 jump

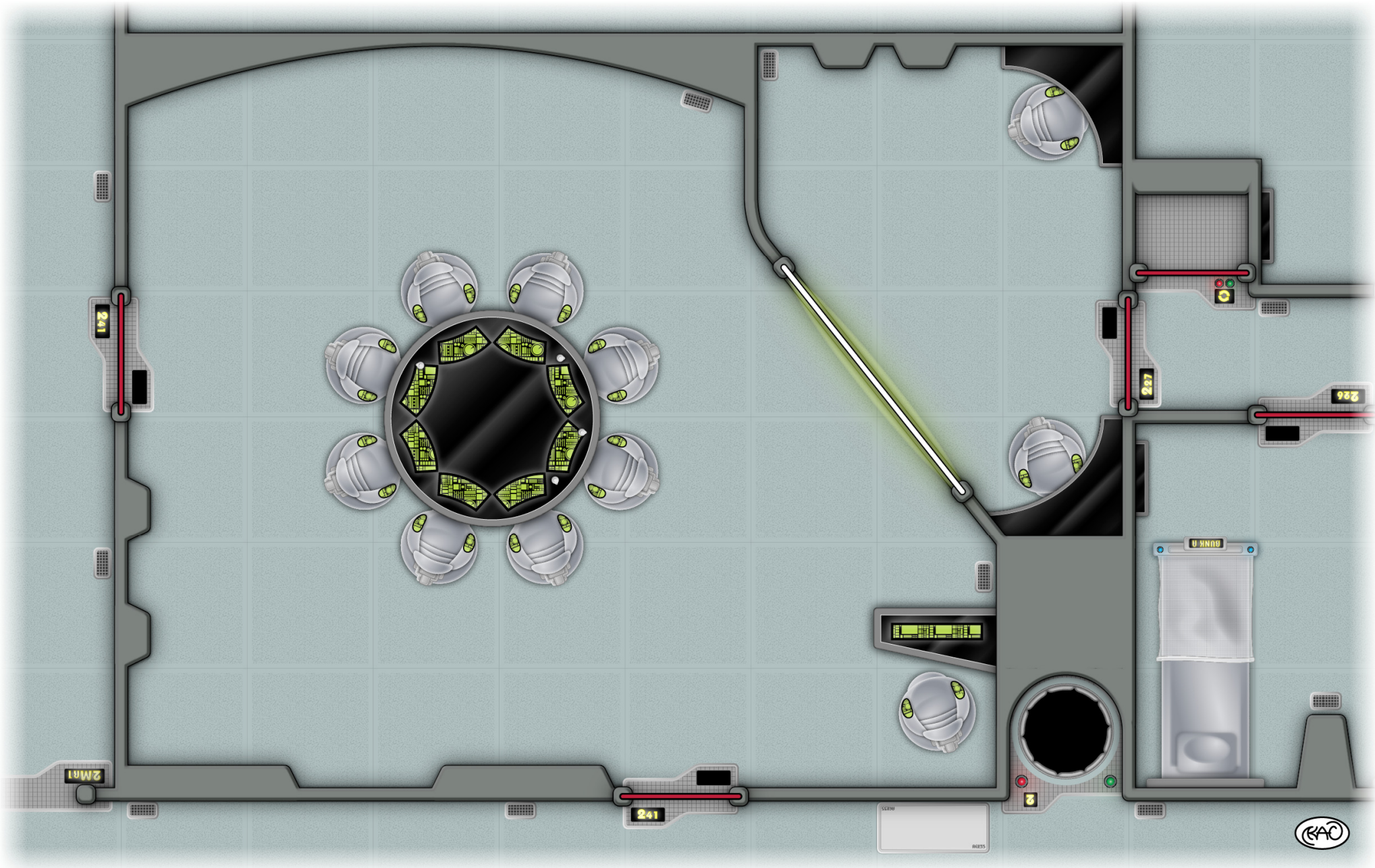
Concordia
(Epsilon Eridani System)

Concordian fleet has captured the jump point from Bay Jing to Concordia and created a corridor to jump point to star 2MASS 0415-093.

 **Concordia Fleet(s)**

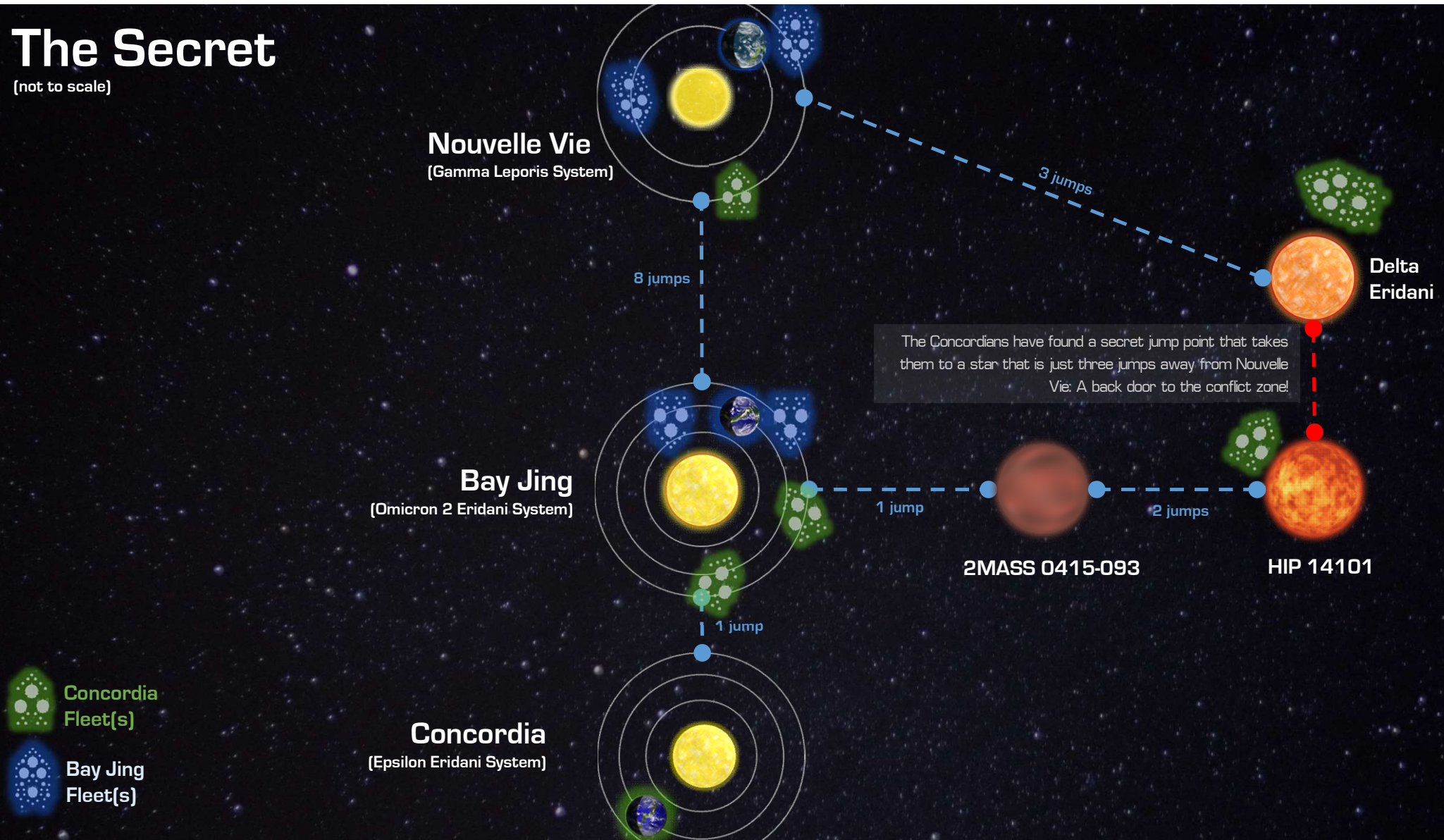
 **Bay Jing Fleet(s)**

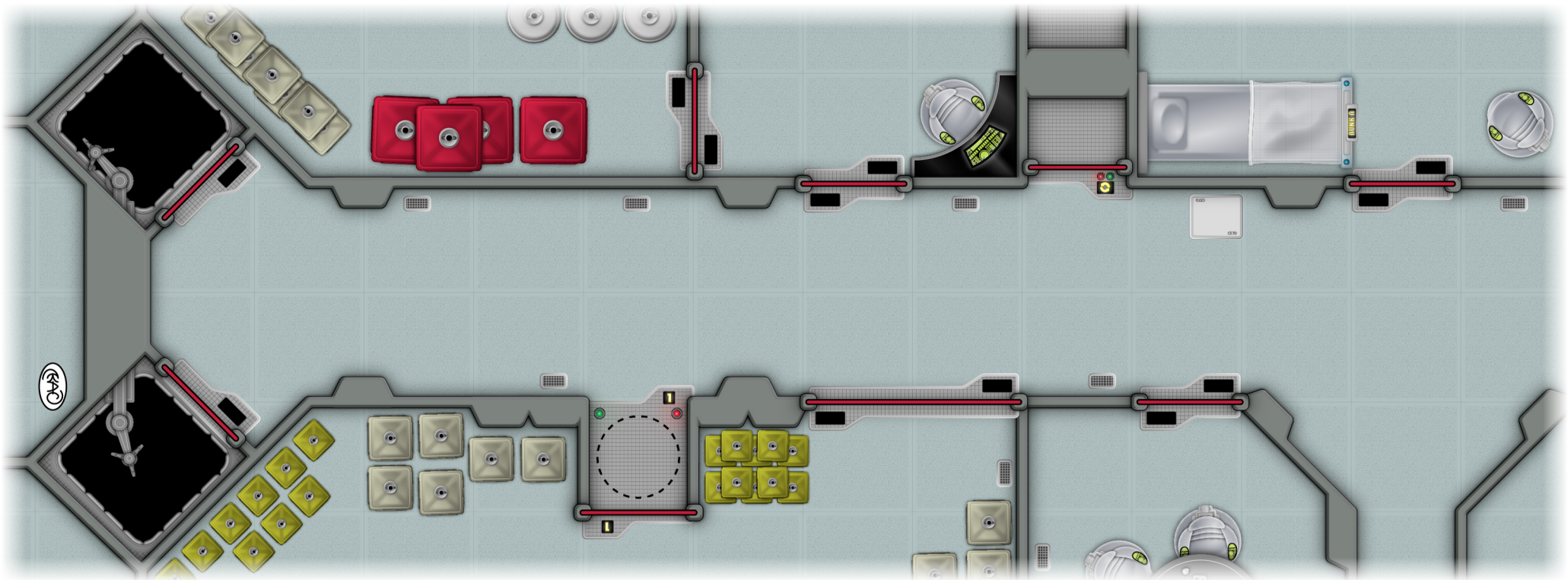




The Secret

(not to scale)





Settler Ship Convoy

(not to scale)

Jump Point to
HIP23452 (secret
Concordian jump point)

Jump Point to AP
Columbrae.

Fleet of mysterious objects
flying towards Nouvelle Vie
and the fleets.

Concordia
Fleet(s)

Bay Jing
Fleet(s)

Nouvelle
Vie

Heroes' ship

Settler Ship Convoy on its
way to escape jump point.

Stellar Comm Network
station (now mysteriously
crashed)

Jump Point to HIP23512
(and Human space)

