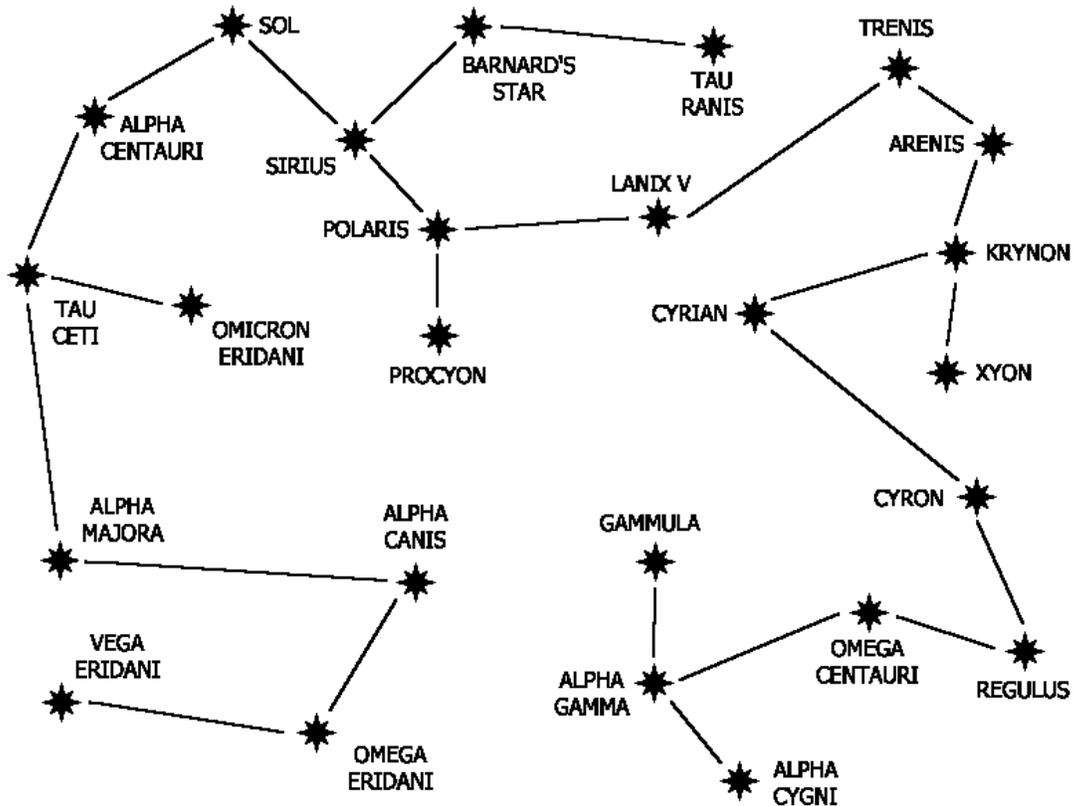


# BATTLECRUISER 3000AD™

## APPENDIX L GALACTIC CARTOGRAPHY MAPS

### GALACTIC MAP

The principle star systems within our Galaxy are shown in the following diagram, which highlights how they are linked to one another:



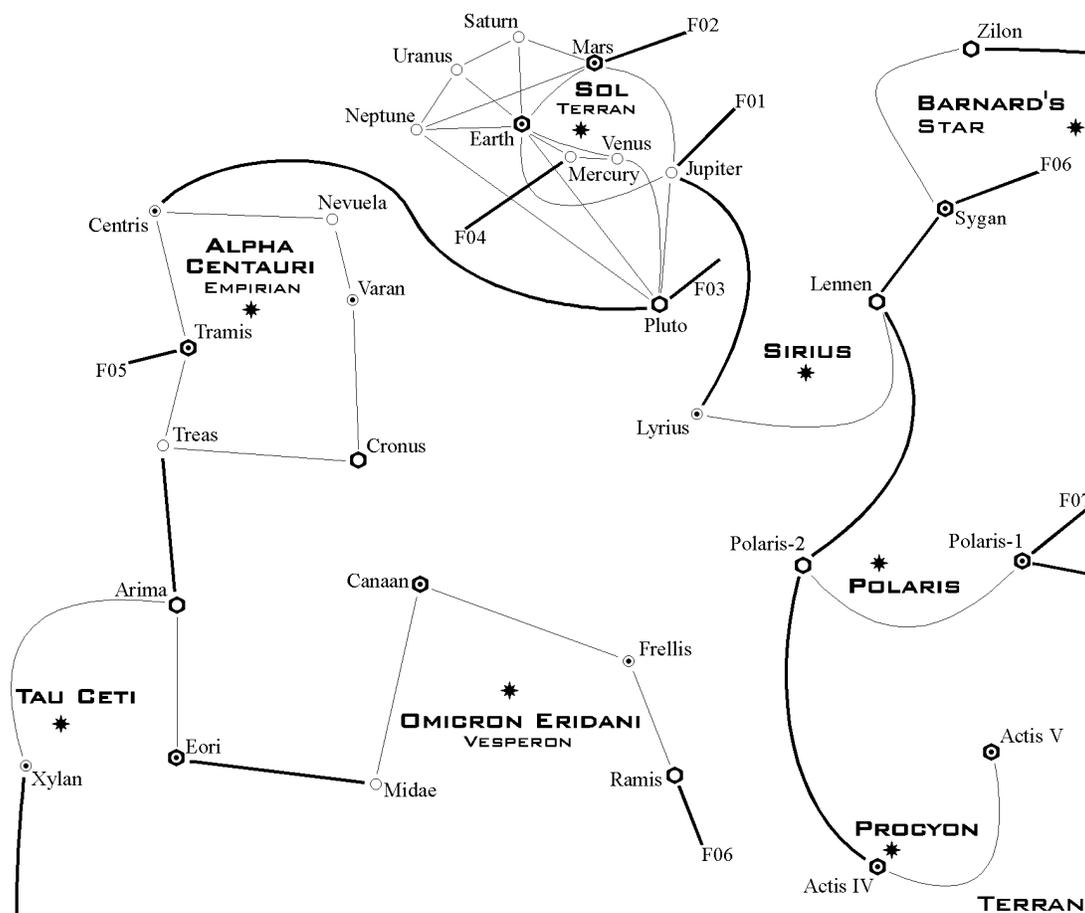
The Galaxy in Battlecruiser: 3000AD is made up of 25 major habitable systems, containing 75 planets, 145 moons and several spatial anomalies.

For more information, see Appendix K, Galactic Cartography Charts.

## QUADRANT FORMAT:

TERRAN	CREDIAN
SYRION	GAMMULAN

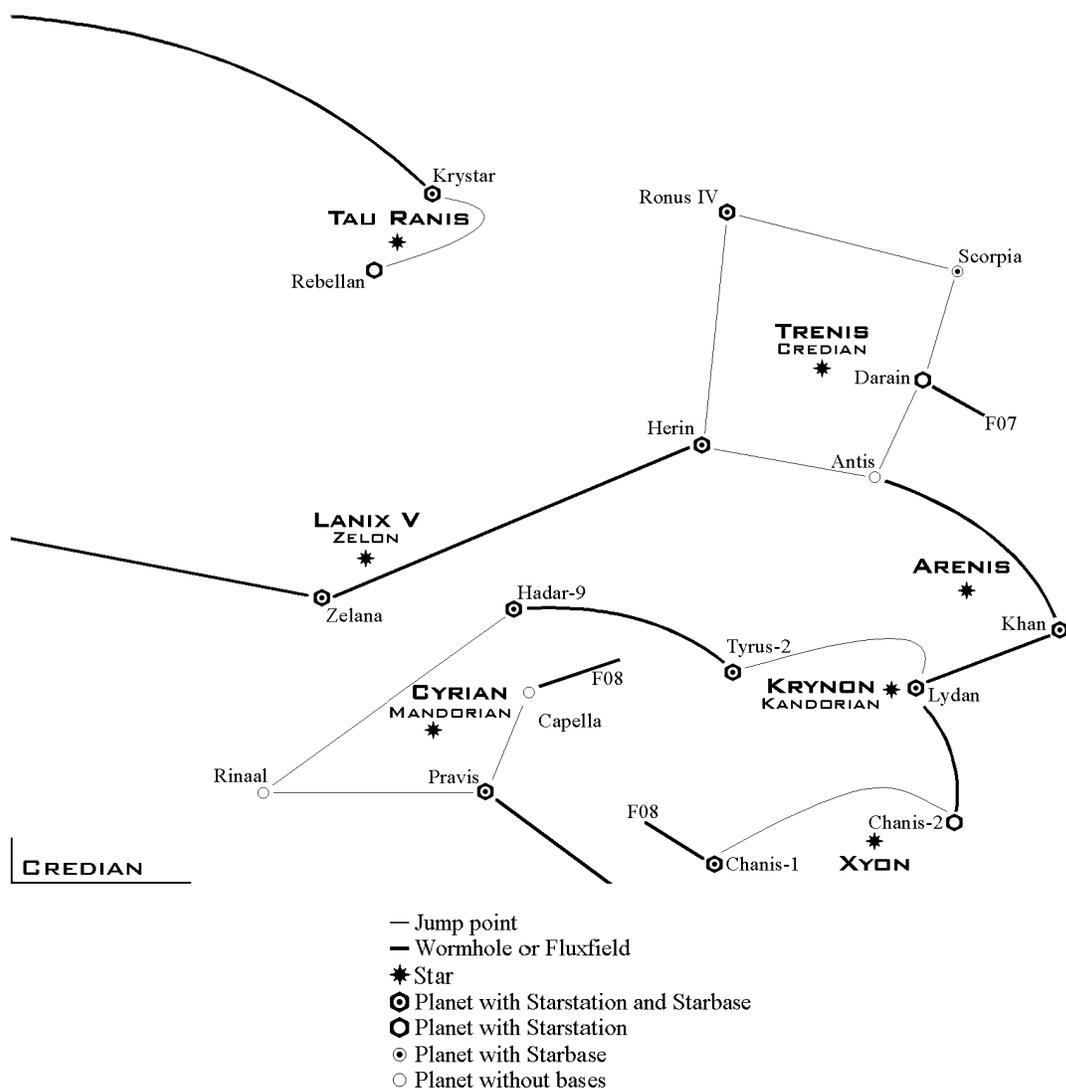
## TERRAN QUADRANT



- Jump point
- Wormhole or Fluxfield
- \* Star
- ⊙ Planet with Starstation and Starbase
- ⊖ Planet with Starstation
- ⊕ Planet with Starbase
- Planet without bases

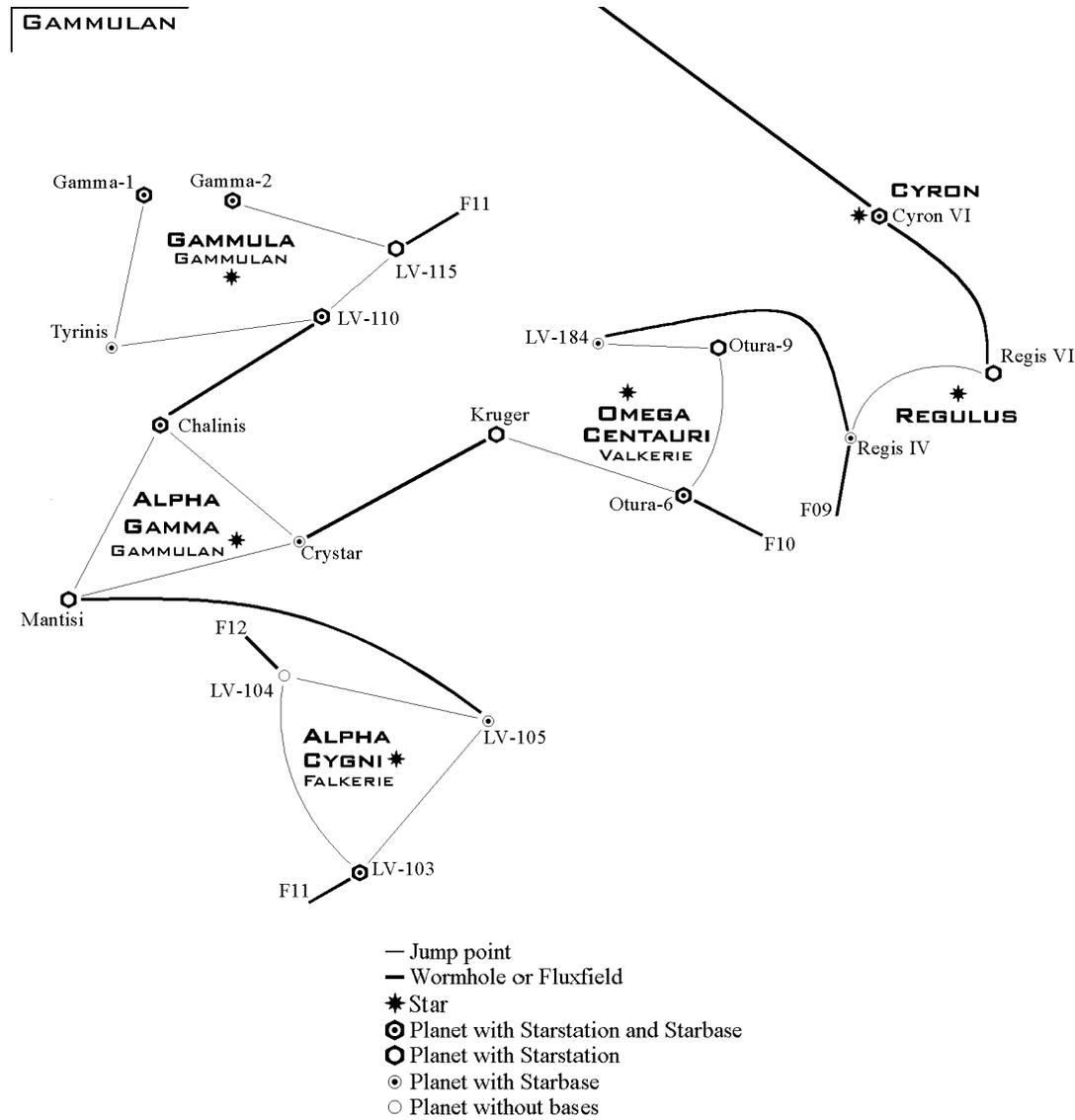
The Terran Quadrant is home to the founding members of GALCOM: the Terrans, Empirians, and the Vesperons. Despite its large military presence, this quadrant has its fair share of hot spots, notably Tau Ceti, which provides a haven for raiders and assassins, control of which is hotly contested by the Vesperons, and Barnard's Star, which provides the main strike base for the Terran Insurgent faction. The systems of Polaris and Procyon, however, form a refuge for scientists and traders from many alien races.

# CREDIAN QUADRANT



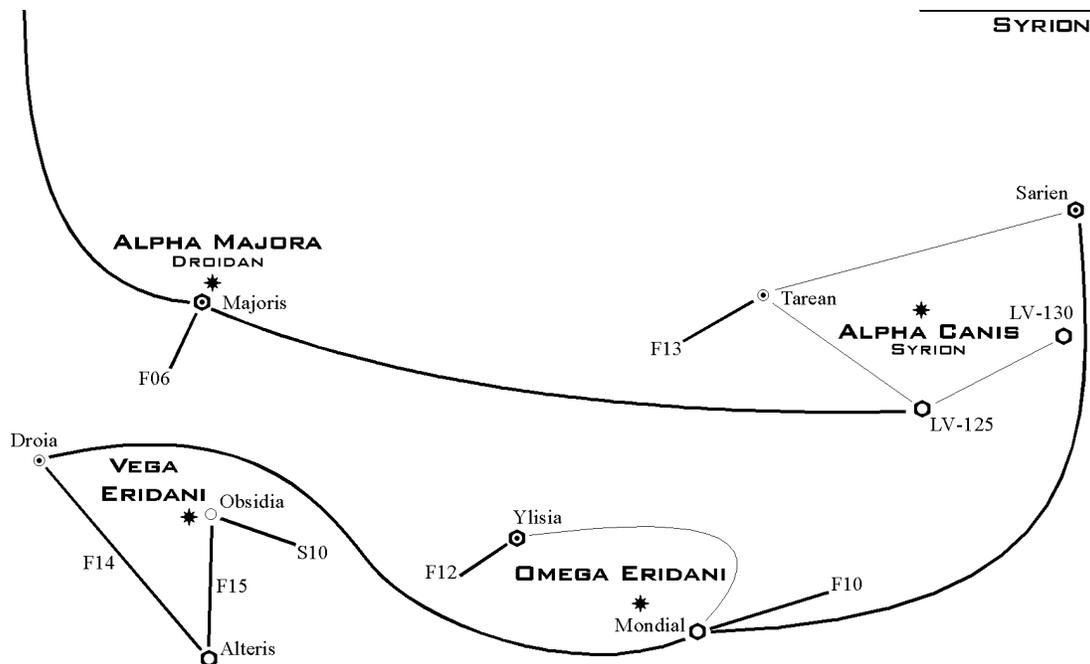
The Credian Quadrant is home to the Credian, Mandorian, Kandorian and Zelon races. Next to the Gammulan Quadrant, this is the most militarized area of the galaxy, with most of the Star Stations and Star bases found here owned by their respective governments military. The somewhat isolated system of Tau Ranis is the main haven for scientists and traders, whilst the Arenis and Xyon systems are the only places in the quadrant left to the mercy of pirates and raiders.

# GAMMULAN QUADRANT



Named after the galaxy's most aggressive race, this quadrant is home to their comrades the Valkerie, and also the enslaved Falkerie race, ruled by a puppet Gammulan government. Highly militarized, travelers here can be sure of a less than cordial greeting. All systems in this quadrant are occupied by the might of the Gammulan/Valkerie Alliance.

# SYRION QUADRANT



- Jump point
- Wormhole or Fluxfield
- \* Star
- ⊙ Planet with Starstation and Starbase
- ◉ Planet with Starstation
- ◐ Planet with Starbase
- Planet without bases

The Syrion Quadrant contains the greatest mysteries of all the quadrants. Home to the cyborg Syrion and robotic Droidan races, whose origins alone are surrounded in secrecy. Mindful of their privacy, these two races monitor all traffic in this quadrant closely, and can prevent travelers from penetrating into it any further than allowed.