

GameMaster Notes

The Strategic Map

The Strategic Map is 42 Hexes deep by 32 Hexes wide. Each Starbase is 6 Hexes from both the border and 8 Hexes from the back edge of the Map. The Neutral Zone is 12 Hexes deep and 32 wide. An approximation of it is on the website – the scale is a bit off (the PDF is only 29 Hexes wide) and the Star System placement is not quite precise (+/- a Hex or so), but it should be sufficient for planning.

The Alliance and Coalition each start with three (3) habitable Star Systems in their sphere of influence (known as the “original sphere of influence”). These, together with all the Provinces owned by those Teams at the start of the game, provide for an Economic Income of about 80 BPV per Turn.

The Star Systems on the Map are all named:

Owned at the start by		Unowned Star System In the Neutral Zone
Alliance	Coalition	
Argol	Kombok	Dormst
Barsham	M'Dira	Emdrel
Cabble	Vom	Fex
		Gallum
		Harnor
		Infomal
		Jeral
		Naran
		Prala

There are roughly 50 Provinces in the Neutral Zone that are unclaimed at the start of the game, along with the 9 Star Systems listed above. These represent more than 150 Economic Points per Turn that are available to the Alliance or Coalition.

The location of the Star Systems on the Map is such that neither the Alliance or Coalition have any significant advantage in terms of accessibility of either their own Star Systems or those in the Neutral Zone. The Star Systems are (collectively) about the same average distance from both Starbases (although the distances from the Starbases to specific, individual Star Systems does vary significantly). Each Starbase is the same distance from the Neutral Zone.

End of GameMaster Notes: The Strategic Map