

### Map Legend

Each star having a planetary system has a planetary surface box in an adjacent hex; this box represents the worlds of the star. Primary systems include a naturally habitable planet; secondary systems are capable of supporting only outposts.

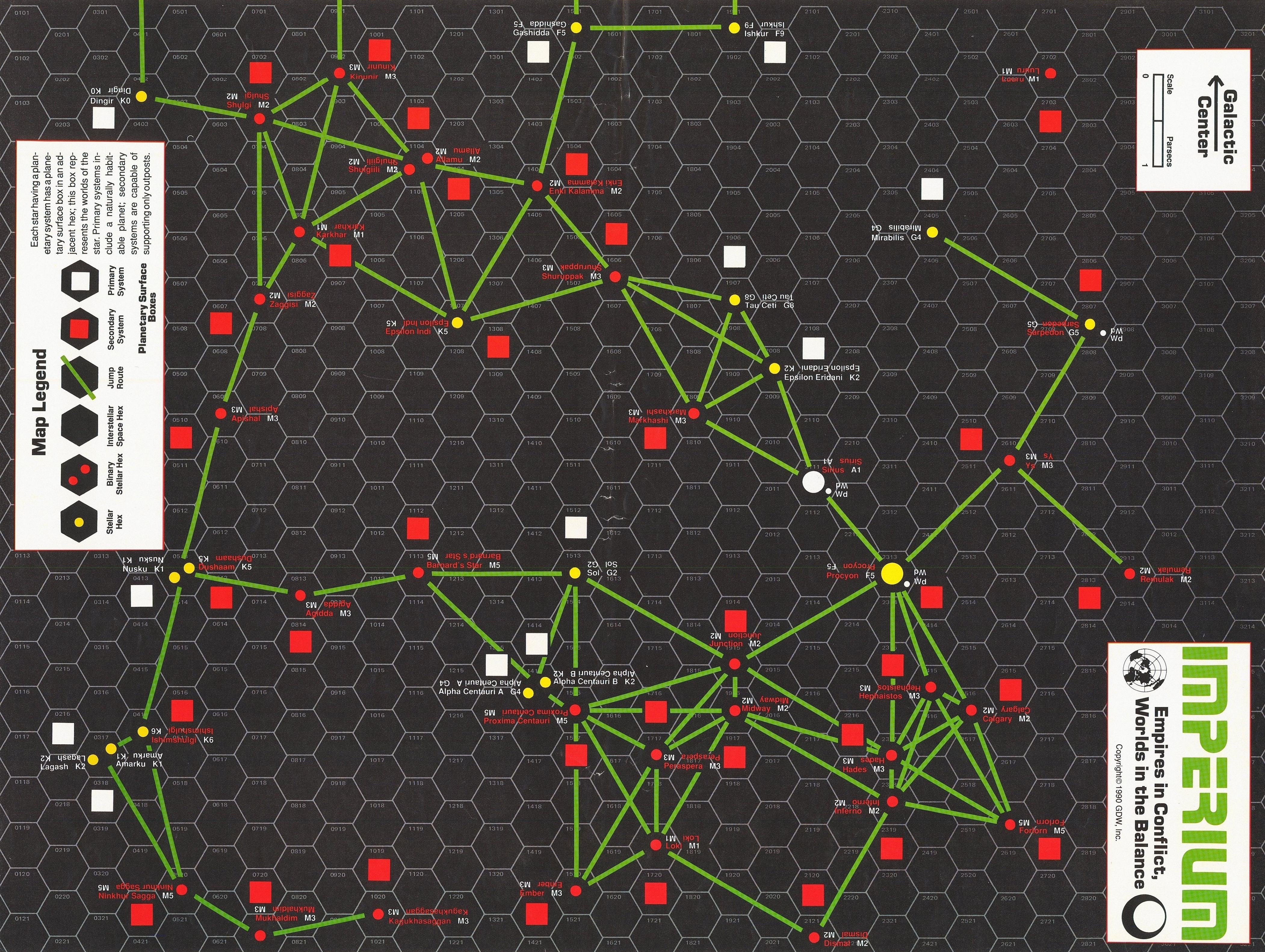
- Stellar Hex
- Binary Stellar Hex
- Interstellar Space Hex
- Jump Route
- Planetary Surface Boxes
  - Primary System
  - Secondary System

Galactic Center

Scale

Parsecs

0 1



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Empires in Conflict,  
Worlds in the Balance

# IMPERIUM