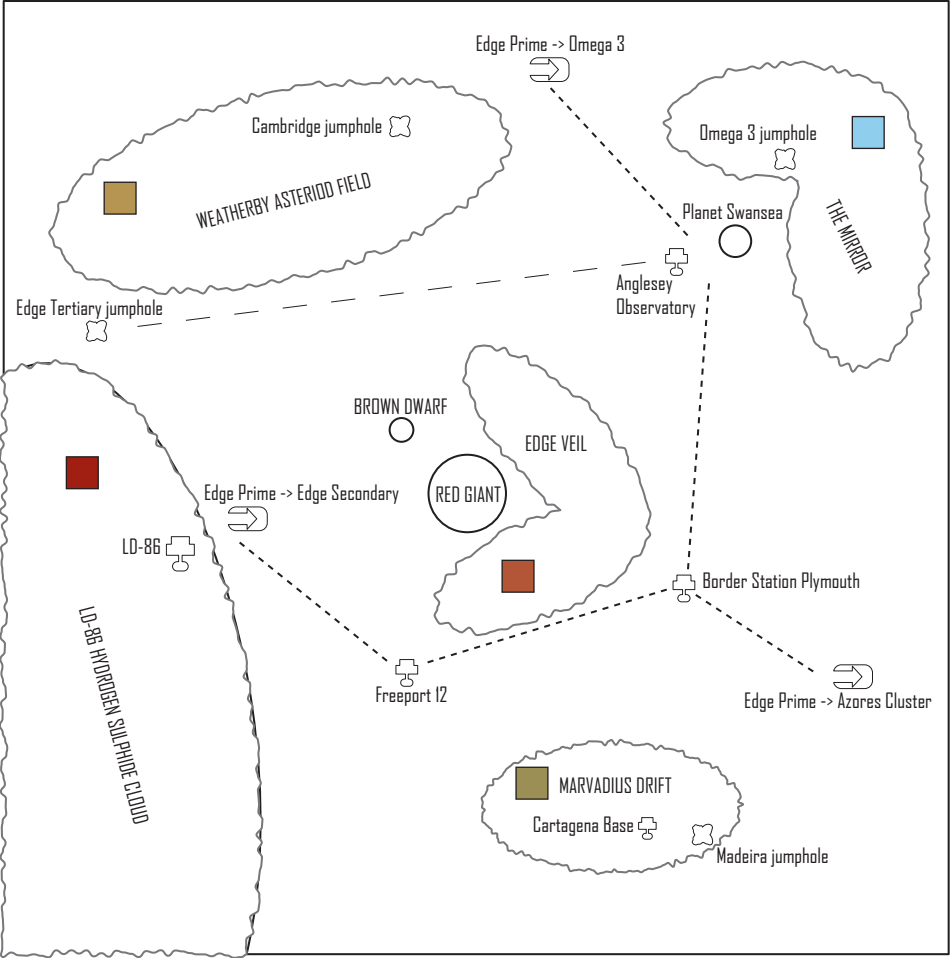


# BRETONIAN EXPANSION MOD - EDGE SYSTEMS

## MAP ARCHIVE: PAGE ONE

### EDGE PRIMARY:



### LEDGEND:

- Tradelane
- - - - - Line of Navigation Bouys
- ☒ Station / Solar
- ☒ Jumphole
- ➡ Jumpgate

### EDGE PRIMARY INFOCARD:

#### Produces:

Beryllium  
Water & Oxygen

#### Imports:

Hydrocarbons  
Food  
Engine Components  
Mining Machinery  
Consumer Goods

#### Corporations:

Bretonian Armed Forces  
Orbital Spa & Cruise  
BMM  
IMG  
Zoners

#### Criminals:

Corsairs  
Red Hessians

#### Nebula guidelines:

The Mirror: Ice Asteroids in Cortez system style.

Edge Veil: Gaseous emission nebula. No rocks.

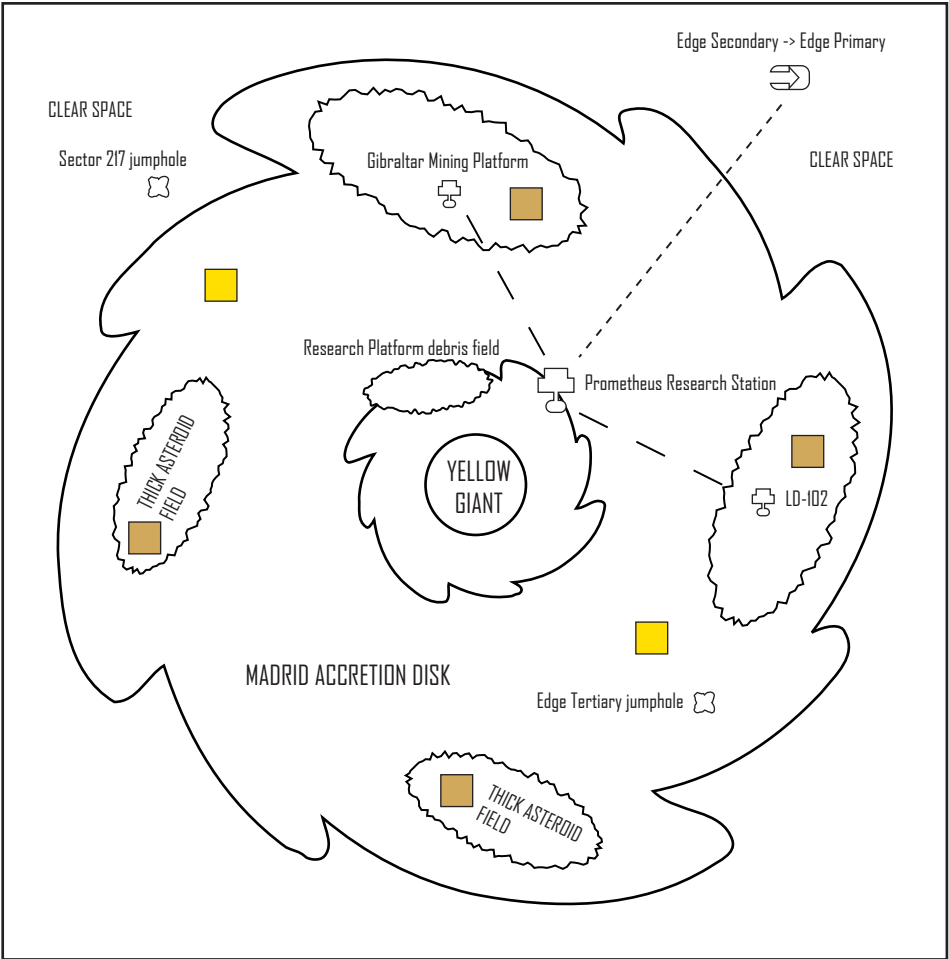
LD-86 Cloud: Same as Veil, except deeper colour and small floating asteroids.

Weatherby Field: Clear rock field, same as Denver fields.

Marvadius Drift: Walker Nebula type cloud. Rocks, but no lava.

NO RADIATION DANGER IN OPEN SPACE. WARNINGS IN EDGE VEIL.

### EDGE SECONDARY:



### EDGE SECONDARY INFOCARD:

#### Produces:

Hydrocarbons  
Water & Oxygen

#### Imports:

Food  
Engine Components  
Hull Panels  
Pharmaceuticals

#### Corporations:

BMM  
IMG  
Zoners  
Cambridge Research

#### Criminals:

Corsairs

#### Nebula guidelines:

Madrid Accretion Disk: Dresden-style Lava asteroid field, fully opaque, yellow, and tons of floating lava bombs.

Research Platform Debris Field: General metal chunks. Shootable containers, lots of loot. Very high radiation. Think Pequena Negra without the dark matter. Clear, so you can see the star.

NO RADIATION DANGER IN OPEN SPACE. CENTRE OF SYSTEM SATURATED...HIGH DANGER.