

Colosseum

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Colosseum serves the Houses as a special_arena for educating groups in combat tactics. Into the System enter two opposing teams; each usually consist of one battleship accompanied by several fighters. Each team has to its disposal one planetary base, and their goal being to defeat the battleship of the opposing team (also known as "Capture the Flag").

This System was originally completely filled with a dense asteroid field called Gabbro. A Manufacturing Platform and Mining ships were deployed to cleanout a so called "Combat Area" with its outside borders filled with an impenetrable dense minefield. In the centre of the "Combat Area" remained a small part of original asteroid field (also with mines), which however can be traversed by small, nimble fighters but not the battleships. Leaders of opposing teams need to decide how, or if, to divide their forces and plan their tactics based upon not only the skills of each teams' pilots, but also based on information about the opposing team. Defeat of the fighters is irrelevant, but loss of the battleship means losing the battle.

This place also hides one special thing, which was very likely inspired by someone who was visiting regularly the [Dublin](#) System. You can find here a small racing track, which officially serves to improve the flying skills of fighters pilots. Unofficially, the track serves the same purpose (illegal racing) as its "twin" in the [Dublin](#) System.

1. Bases & Dockable Planets

- [Planet Segema](#)
- [Planet Tyrus](#)

2. Jump Gates

- [Arena](#)

3. Wrecks & Special

- Race Track
- Manufacturing Platform (Police Satellite)

4. Images



[Arena JG](#) and [Planet Segema](#)



Gabbro Field and [Planet Tyrus](#)



Racing Track

