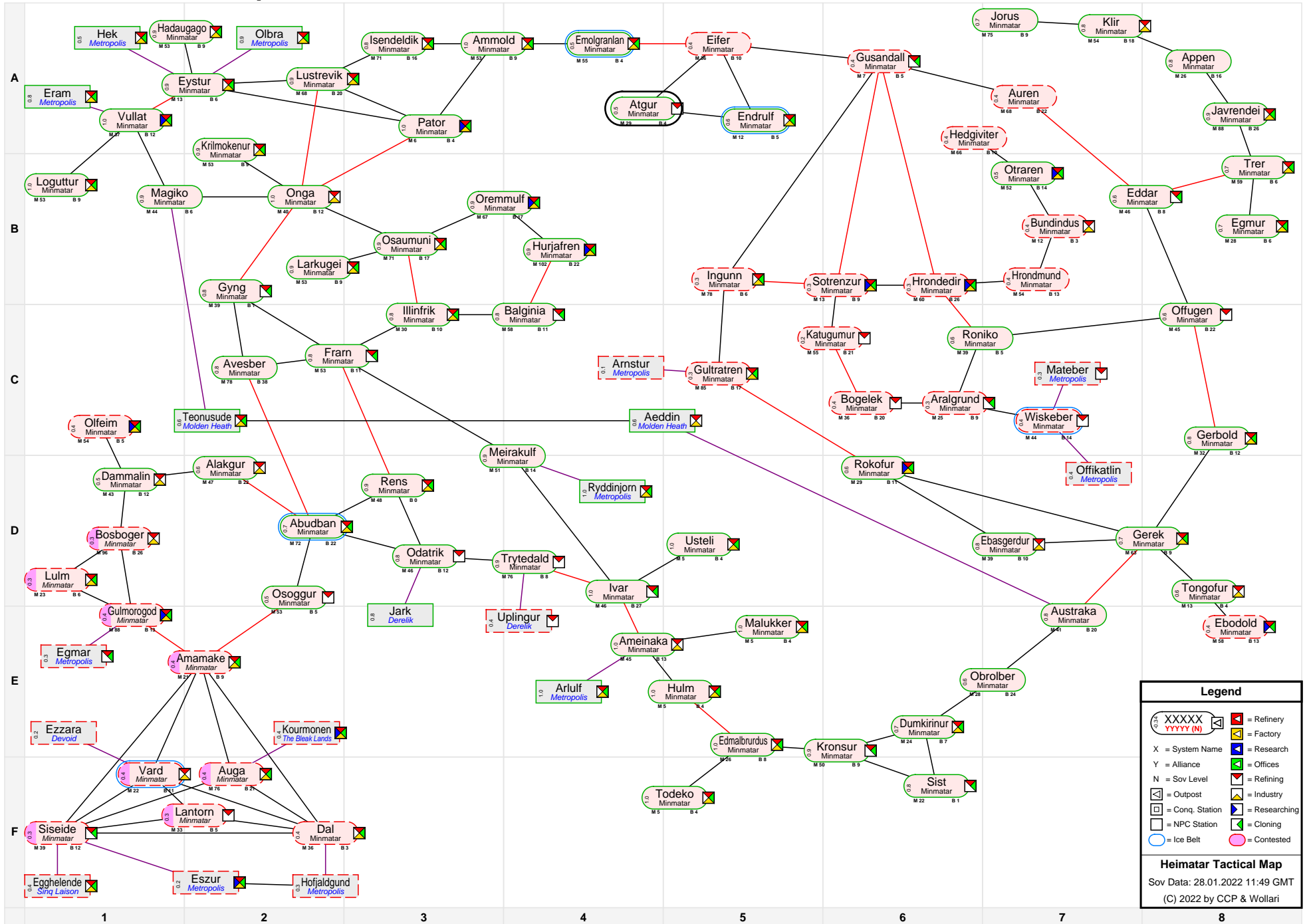


Heimatar Tactical Map



Legend

- XXXXX (Research) / YYYYY (N) (Alliance) = Refinery
- X (System Name) / Y (Alliance) / N (Sov Level) = Factory
- X (System Name) / Y (Alliance) / N (Sov Level) = Research
- X (System Name) / Y (Alliance) / N (Sov Level) = Offices
- X (System Name) / Y (Alliance) / N (Sov Level) = Refining
- X (System Name) / Y (Alliance) / N (Sov Level) = Industry
- X (System Name) / Y (Alliance) / N (Sov Level) = Outpost
- X (System Name) / Y (Alliance) / N (Sov Level) = Conq. Station
- X (System Name) / Y (Alliance) / N (Sov Level) = Researching
- X (System Name) / Y (Alliance) / N (Sov Level) = NPC Station
- X (System Name) / Y (Alliance) / N (Sov Level) = Cloning
- X (System Name) / Y (Alliance) / N (Sov Level) = Ice Belt
- X (System Name) / Y (Alliance) / N (Sov Level) = Contested

Heimatar Tactical Map
 Sov Data: 28.01.2022 11:49 GMT
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