



ADMINISTRATION

Project Leaders/Managers

- Erimus Kamzel
- Dr. Kaii

Roster

- Erimus Kamzel (thread & roles)
- Qohen Leth (data & maintenance)

PR & Official Streamer

- Dr. Kaii

Website

- Qohen Leth

Newsletter

- Dr. Kaii
- Duncan Hunter

FleetComm Private Group Admins

- Satsuma
- Kancro Vantas

FleetComm Discord Server Admins

- NeoTron (owner)
- Kancro Vantas
- Satsuma

Console Organisation Team

- Allcrowsareblack (PS4)
- Wilfred Sephiroth (PS4)
- Xta80 (Xbox)
- Bobaaganoosh (Xbox)
- Jonburnage (Xbox)
- Raze Drake (XBox)
- Crazy_Pukeko (XBox)

Non-Euro Timezones Fleet Liaison

- Kancro Vantas (Americas)
- DrebinOmega (Oceania)

DW2 Admin Mods & Helpers

- Allcrowsareblack
- Ashnak
- Aw.=w
- Brian Speakman
- Caedus77
- Dr.Nagi
- Draco25240
- Fenrishi
- Kaellito
- KeniDrinkenWolf
- LordFedora
- MiddleNate
- ModemusS
- Orciencor
- Penny Umbra
- Pooki
- Raytracer38955
- Sajime Chent-Shi
- Stoyan
- VoodooCurse
- Whitmann
- Xta80

Facebook Promotion

- Brother Sabathius

Reddit

- Wilfred Sephiroth

EXPEDITIONARY

Original Expedition Outline Proposal

- Erimus Kamzel

Scouting, Route, Maps & Schedule

- Erimus Kamzel

Codex Submissions Concept

- Dr. Kaii
- Sajime Chent-Shi

Exploration Team Leaders

- Alistair Hope
- Kelanen Alcatraz

Community Goals Proposal

- Erimus Kamzel (original proposal)
- FDev, Rock Rats, Dr. Kaii, Erimus Kamzel (revised version)

Fleet Community Goal Team Leaders

- The Rock Rats
- Polish Dan [IMU]

Prospecting Team Leaders

- The Rock Rats

Community Goal Fighter Escorts

- Iridium Wing

PC Basecamp Event Leaders

- Dr. Kaii (Euro TZ)
- Kancro Vantas (Americas TZ)

Mass Jump Coordinator

- Rebecca Lansing (Lead)
- Rpotor (Latecomers)

Expedition Geology Team Leaders

- MadRaptor
- Sajime Chent-Shi
- Alistair Hope

Fleet Mechanics Coordinator

- Alex Brentnall (PC)
- Repairman Patch (PS4)
- Crunchybaton (XBox)

Galactic Travel Agency Team Leaders

- Kola2
- Deonon

Science Lead & Data Analysis

- Satsuma

Trans-Galactic Metallicity Survey Lead

- Satsuma

Rock Rat Team Leaders

- Eisen
- Baroness Galaxy
- Greytest
- Michael Darkmoor

Fuel Rats Team Leaders

- CrunchyBaton955
- AlexBrentnall
- Dystopia

- Galactic Mapping Project Team
- Erimus Kamzel
- Corbin Moran
- Heavy Johnson
- Andrew Gaspurr

Fleet Logistics Team Leaders

- Olivia Vespera (PC)
- Jonburnage (PS4)
- Valen Zendaris
- Pollycough
- 4th ModishNouns

Roleplay Scenarios:

- ED:RPG Gamemaster
- Wishblend

Roleplay Scenarios:

- Fleet Defence Force (FDF) Project Team & "Bandit Storyline" Events
- Karnath (Lead Organizer)
- Wishblend (Writer)
- Erimus Kamzel (Concept)
- Children Of Raxxla
- The Screaming Eagles



The Route

by Erimus Kamzel (DW2 Project Leader)

When creating the DW2 route, I felt it was important that it was made up of several stages, with each stage appealing to different parts of this massive 14,000 player fleet.

- It had to cater for new players to Elite (of which there were many).
- It had to appeal to new players to exploration (of which there were even more).
- And most difficult of all it had to also appeal to seasoned explorers too, some of which had been to Beagle Point and back numerous times.
- It also had to incorporate some of the scouted POIs I called upon the exploration community to submit during the DW2 scouting event of June 3304.
- And for extra challenge and added variety I felt it had to incorporate at least one WP that required a neutron jump – content that wasn't available for us to utilise or experience during first Distant Worlds Expedition of 3302 (DW1).

Stage One was structured to pay homage to some of the game lore that has unfolded since DW1. So part of the route took us through the Conflux (famed from the book, Elite: Premonition, and associated with the mysterious abandoned settlements we visited). In addition, the Colonia Connection highway with its numerous stations and planetary ports proved invaluable as they acted as convenient re-spawn points for players who had mishaps, or were destroyed in hostile encounters. This massively lessened the impact of those setbacks, and on the whole we feel that many of the aforementioned newer players appreciated the 'safety net' that this early stage offered.

An optional excursion to Colonia was always going to be part of DW2, since Colonia's 'birth' was directly linked to DW1 via Jacques' failed attempt to hyperjump the starport to Beagle Point and rendezvous with the DW1 fleet in April 3302 (he mis-jumped, and ended up in the Eol Prua nebula, and the rest is history!).

Stage Two was primarily about the Community Goal in the galactic core, and it was amazing to see how many players journeyed there and take part in. It was the first time such a CG had been held so far from the comforts of human civilization, and despite a few technical issues and having to compromise, readjust, and rethink some of the logistics, on the whole it was a fantastic experience seeing how teamwork and the social aspects of the expedition came together via the CG, with its associated fleet roles that were envisioned way back during the first draft proposal of October 2017. Tier 10 was reached within 6 days, with the Starport facilities, Megaship, and Science Relay being the rewards and part of DW2's lasting legacy.

Stage Three was a resounding success. We journeyed through the Aphelion regions, a part of the galaxy that is often traveled, but very little information (in the form of POIs) is known about. DW2's goal here was to change that and map the region, discovering many interesting POIs that will soon be marked on EDSM by the Galactic Mapping Team, and these locations will no doubt be used by future expeditions as waypoints and recommended places to visit for travellers passing through these remote regions on expeditions long after DW2.

Finally, Stage Four took us out of the Aphelion, across the Abyss, and out to the far galactic rim where Beagle Point is situated. It was heartening to see that the Abyss still offered some challenges to fleet members, and that navigation and forward

planning haven't yet been completely made obsolete by the advancements in auto-route plotting and long range jump drives. Those who made it all the way across and out to the Ceekia sector joined an exclusive club - visiting one of the most iconic star systems in the Galaxy, Beagle Point, out on the far outer rim over 65,000 LYs from home.

We visited some of the most iconic locations, dived with death on one or two high-g worlds, we went to the core and looked out across its vastness from the magnificent Goliath's Rest, and we passed through some of the most colorful and varied nebula in the known galaxy. We crossed vast sectors of space and brought back masses of Codex data and countless POIs for the mapping project. Thousands upon thousands of screenshots were taken, thousands of videos were made, hundred of blogs were written.

All in all the DW2 route had to incorporate as many aspects of the gameworld as possible, both new and old, as to set it aside and be something a little different from the route I created for DW1. I hope players got a real sense of adventure and a nice variety of locations to visit from this trek across the galaxy, and I hope fleet members have lots of memories from their journey of discovery along the way.

– Erimus Kamzel.

4th Quadrant

3rd Quadrant

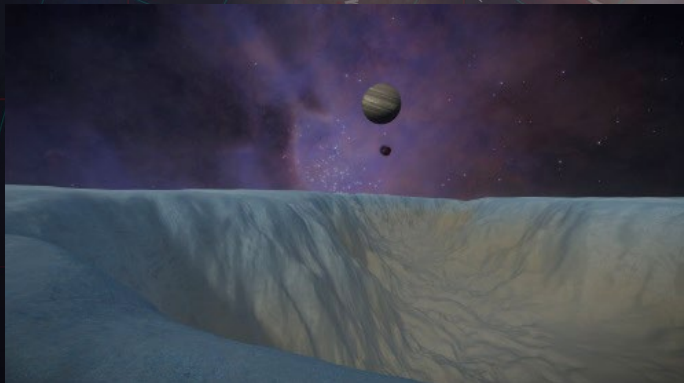
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WAYPOINTS 01-02



Pallaeni to Omega Nebula

- **Approx. Distance: 5,421 LYs**
- **Pallaeni – Expedition Launch Site (Distant Worlds 3302 Tourist Beacon)**

Historical note: Pallaeni, an otherwise nremarkable core worlds frontier system, was the star system from which the DSS Beagle set out to cross the galaxy during the Distant Suns expedition of December 3300 to January 3301. One year later, in January 3302, the first Distant Worlds Expedition set out from the same system, using the Brook's Point planetary base as the launch site.

To see on the way:

- **Shapley1**
(Best viewed from Fine Ring Sector JH-V C2-4)
- **The View**
GalMap Ref: HR 6164
- **Cycladia**
GalMap Ref: Blu Thua GI-B b55-2
- **Labirinto**
GalMap Ref: Traikaae CH-Y c10 Planet: 1 A
- **Thor's Eye**
GalMap Ref: Thor's Eye
- **Lagoon Nebula**
GalMap Ref: Herschel 36
- **Cinnabar Moth Nebula**
GalMap Ref: Traikaae KT-P d6-10
- **The PW2010 Supercluster**
GalMap Ref: PW2010 210

Weekend beginning 18th Jan, arrive at:

- **Omega Mining Operation (Asteroid Base)**
GalMap Ref: Omega Sector VE-Q b5-15
- **Basecamp: "Roald Landing"**
GalMap Ref: Omega Sector VE-Q b5-15
Planet/Moon: 7 B
Surface Coordinates: 34.283 / 79.552 (GeoSite #5)
Radius (KM): 1080
Surface Gravity: 0.06
Geological Activity: Methane Magma



Commanders taking part in the Mining-CG need to deliver their mined materials to the Omega Mining Operation Asteroid Base (make sure you are signed up to the CG before making deliveries!).

The first CG will officially begin on Thursday 17th January. Commanders will be able to sign up to the CG at the Asteroid Base that is hosting it.

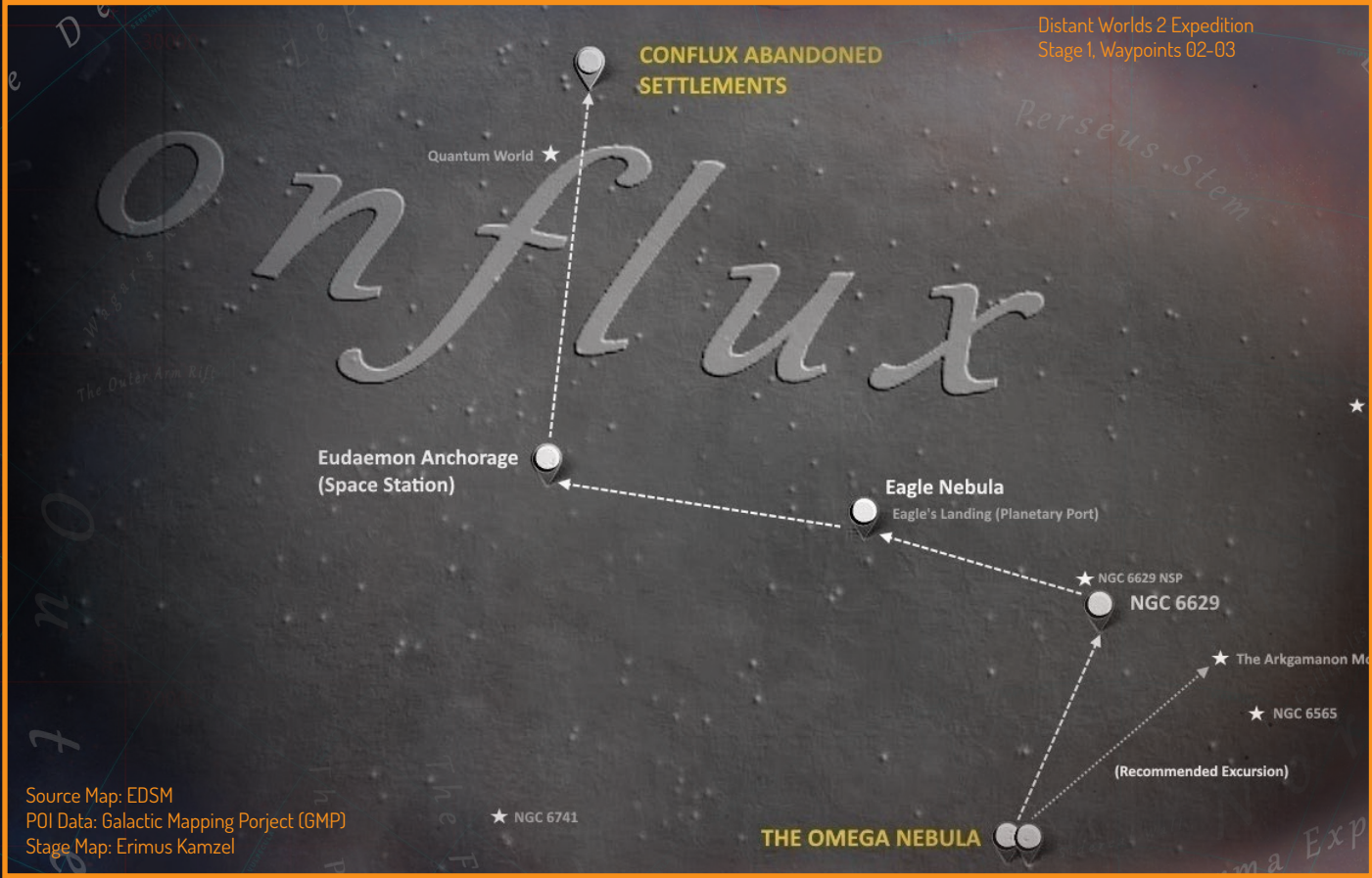
Interdiction Warning: Be advised that there is NPC activity in this area. Anyone with bounties, fines, or hauling cargo may be interdicted by security forces, bounty hunters, or pirates. Pilots hauling mined minerals for the CG are advised to request armed escort wing support during deliveries.

Stage 1: Laying the foundations for Galactic Core scientific studies, revisiting mysteries of the past, and trailblazing the new age of discovery.

This will take the fleet from the bubble, out to the near edge of the Conflux where our first mining-based community goal will take place. Once complete, we'll continue to explore the mysteries of the Conflux and visit some of the locations of lore.

We'll be relatively close to some outposts so those new to long distance events will have ample opportunity to regularly cash in their exploration data, stop for repairs, and have a chance to refit or rethink their ships and loadouts before the expedition turns coreward and leaves all remnants of human infrastructure far behind.

WAYPOINTS 02-03



Omega Nebula to Conflux Abandoned Settlements

- Approx. Direct Distance: 3,712 LYs
- Approx. Route Distance: 6,202 LYs

To see on the way:

- **The Arkgamanon Mountain Range**
GalMap Ref: Pyramoe PM-X b33-6 (Planet: A 2 A)
- **NGC 6629**
GalMap Ref: CD-23 14350
- **Eagle Nebula (Eagle's Landing Planetary Port)**
GalMap Ref: Eagle Sector IR-W d1-117
- **Eudaemon Anchorage (Space Port)**
GalMap Ref: Rohini
- **Quantum World**
GalMap Ref: Flyiedgiae QN-T d3-17 (Planet: AB 1 B)

Minor POIs (off-route):

- **NGC 6565**
GalMap Ref: CD-28 14266
- **IC 4634**
GalMap Ref: BD-21 4483
- **GC 6741**
GalMap Ref: BD-00 3630

Weekend beginning 1st February, arrive at:

- **Conflux Abandoned Settlements**
GalMap Ref: PRU AESCS NC-M D7-192
- **Basecamp: "Conflux Delta Site"**
GalMap Ref: Pru Aescs NC-M D7-192
Planet/Moon: A 3 A
Surface Coordinates: -53.348 / -48.923
Radius (KM): 712
Surface Gravity: 0.08
Geological Activity: Silicate Vapour Geysers

Advisory: Delta Site can be in perpetual twilight for long periods. Commanders are advised to use night-vision during landing and take-off operations.

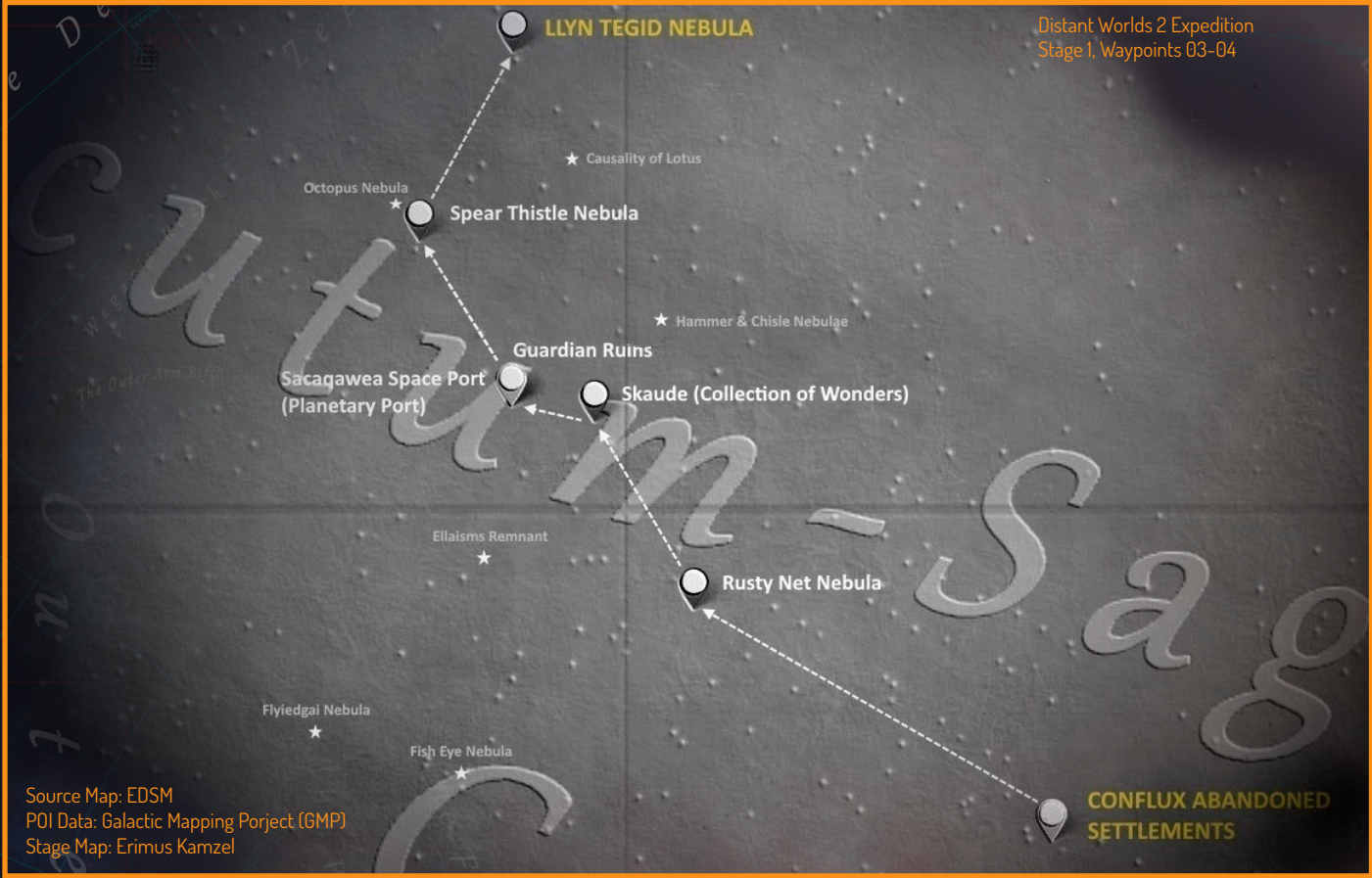
Historical note: The Conflux Abandoned Settlements are one of three known sites (the other two being located in Hawking's Gap, and the Formidine Rift). All three sites date back to the 3270's and are linked to the Dynasty Project – a covert operation instigated by a hidden shadow government that Senator Kahina Tijani Loren helped expose during the Premonition events of 3301 to 3303. Detailed background information about Elite Lore can be found: [Here](#).

Optional Mapping Project: The local region between the Omega Nebula the Conflux Settlements has seldom few charted POIs. The GMP would therefore like explorers to look for candidate POIs around Waypoint 3, extending out to around a 2,500 LY radius.



- **NGC 6629 SECTOR SU-O B6-3**
(64 LYs from NGC 6629 Nebula)

WAYPOINTS 03-04



Conflux Abandoned Settlements to Llyn Tegid Nebula

- Approx. Direct Distance: 4,049 LYs
- Approx. Route Distance: 6,014 LYs

To see on the way:

- **Rusty Net Nebula**
GalMap Ref: Skaude AL-X e1-28
- **Skaude (Collection of Wonders)**
GalMap Ref: Skaude AA-A h294
- **Skaudai Guardian Ruins**
GalMap Ref: Skaudai AM-B d14-138
- **Sacaqawea Space Port**
GalMap Ref: Skaudai CH-B d14-34
- **Spear Thistle Nebula**
GalMap Ref: Eodgorph PI-T e3-21
- **Octopus Nebula**
GalMap Ref: Prua Phoe TK-M d8-361

Minor POIs (off-route);

- **Fish Eye Nebula**
GalMap Ref: Flyiedgai ST-R e4-8
- **Flyiedgai Nebula**
GalMap Ref: Flyiedgai UL-C d13-41
- **Ellaisms Remnant**
GalMap Ref: Ellaisms QX-U e2-43
- **Hammer Nebula**
GalMap Ref: Preae Ain VU-V c3-23

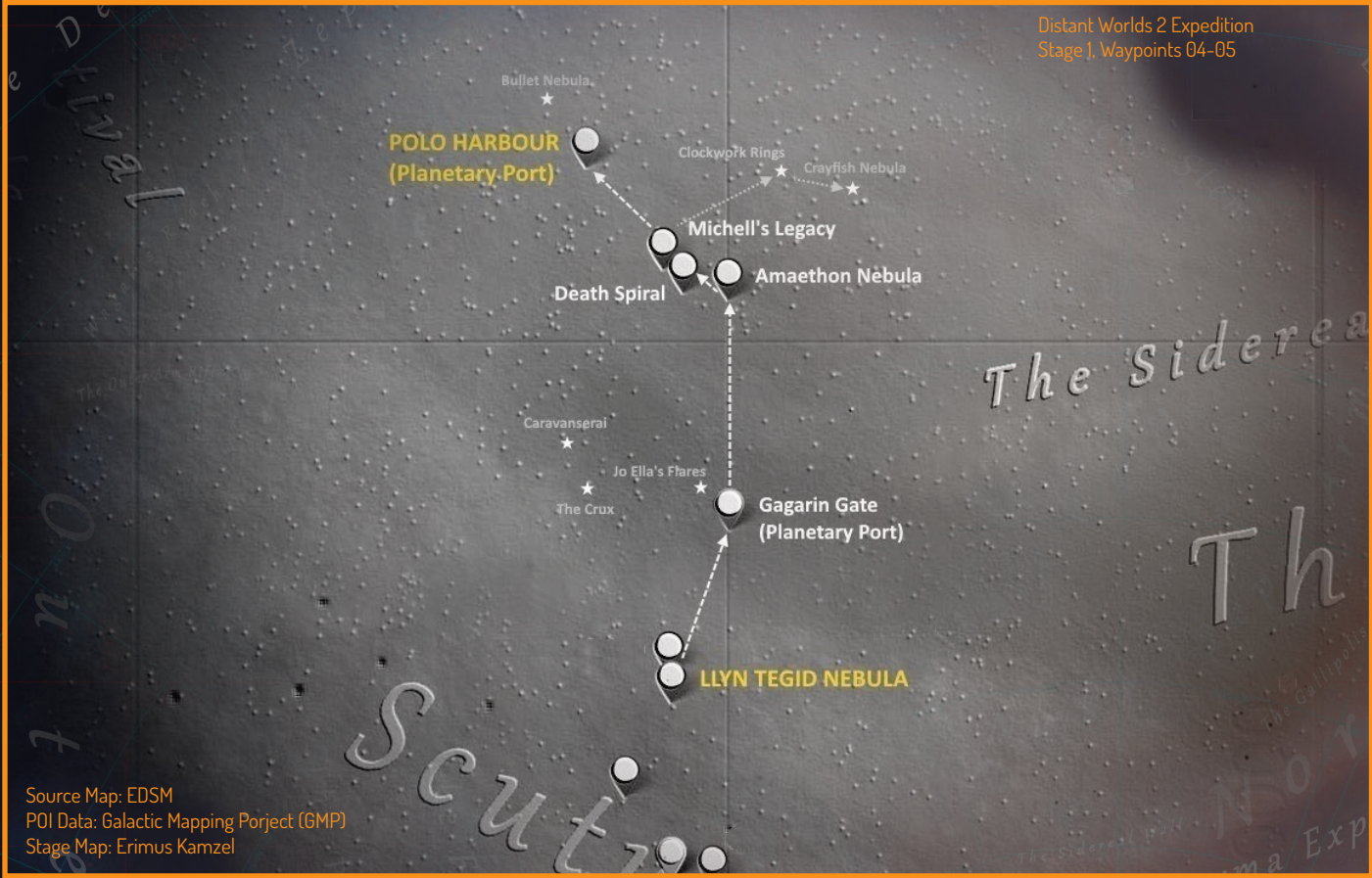
Arrive at:

- **Llyn Tegid Nebula**
GalMap Ref: Clooku EW-Y C3-197 (a nearby system)
- **Basecamp: "Shepard Shallows"**
GalMap Ref: Clooku EW-Y C3-197
Planet/Moon: 5 G A
Surface Coordinates: 56.305 / 111.854 (GeoSite #16)
Radius (KM): 511
Surface Gravity: 0.03
Geological Activity: Water Geysers



- **Spear Thistle Nebula**

WAYPOINTS 04-06



Llyn Tegid Nebula to Polo Harbour Planetary Outpost

- Approx. Direct Distance: 4,589 LYs
- Approx. Route Distance: 9,992 LYs



● Crayfish Nebula

To see on the way:

- **Gagarin Gate**
GalMap Ref: Gru Hypue KS-T d3-31
- **Amaethon Nebula (and Polonium Fields)**
GalMap Ref: Floalt GO-G d11-9
- **Death Spiral**
GalMap Ref: Blaa Phoe NC-D d12-230
- **Michell's Legacy**
GalMap Ref: Boewnst AA-A h33
- **Clockwork Rings**
GalMap Ref: Byaa Ain QA-J c11-144
- **Crayfish Nebula**
GalMap Ref: Byaa Ain XK-R c7-65

Minor POIs (off-route);

- **The Crux**
GalMap Ref: Nuekuae AA-A h52
- **Jo Ella's Flares**
GalMap Ref: Gru Hypue AA-A g4
- **Caravanserai**
GalMap Ref: Gandharvi
- **Bullet Nebula**
GalMap Ref: Eor Aoscs KG-Y e4213 (view from Eor Aoscs VM-W d1-683)

Arrive at:

- **Polo Harbour**
GalMap Ref: Boewnst KS-S c20-959
- **Basecamp: "Polo Harbour Planetary Outpost"**
GalMap Ref: Boewnst KS-S c20-959
Planet/Moon: A 2 A
Surface Coordinates: 62.753 / 48.669
Radius (KM): 2197
Surface Gravity: 0.28
Geological Activity: None

From here there is an optional excursion to Colonia.

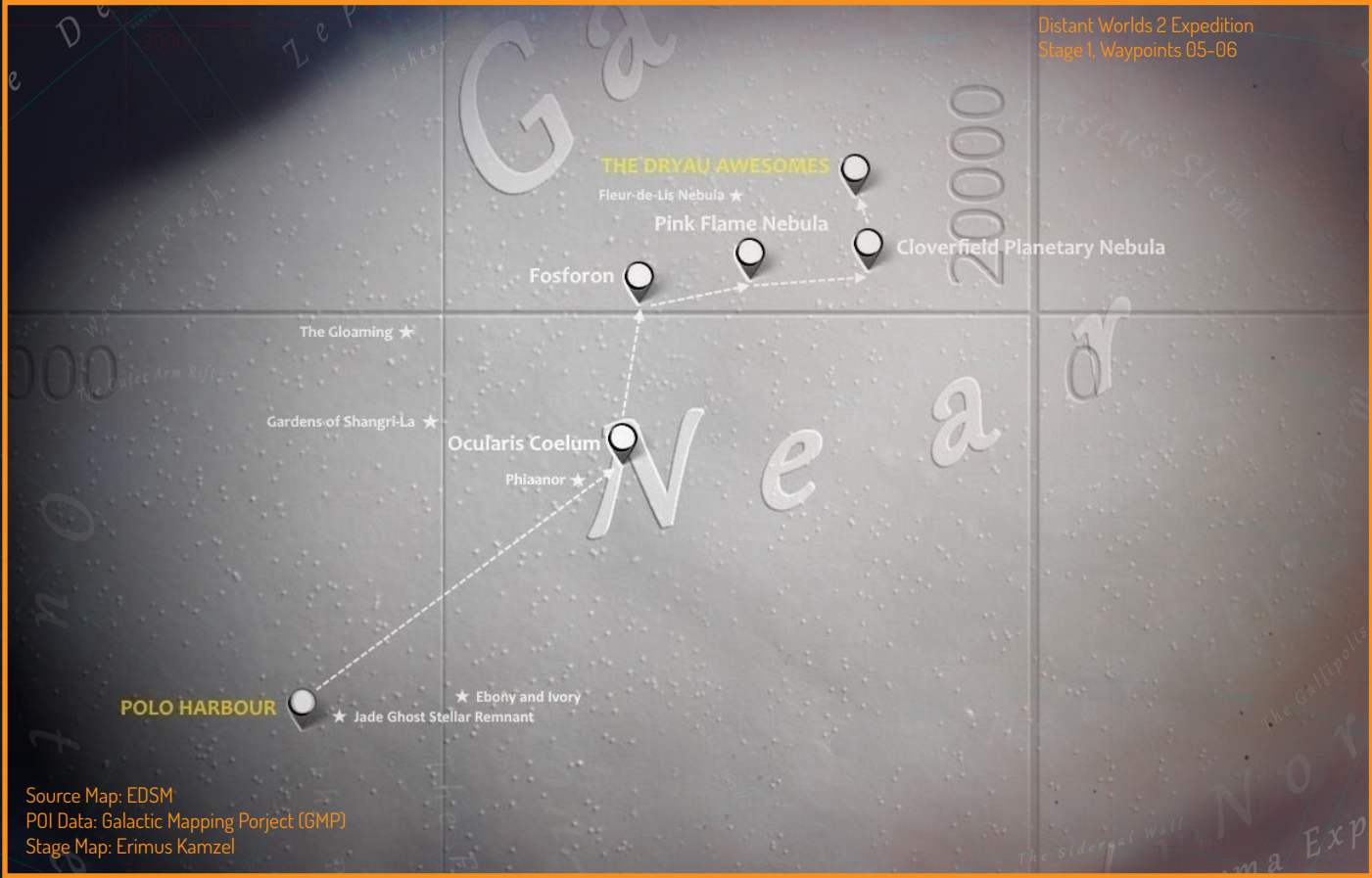
Polo Harbour lies about 4,800 LYs from Colonia, and this will be the closest the expedition will be to the outer colony before our route takes us into the Emyrean Straits of the Near 3kpc Arm. The next WP will be coreward, so those who want to visit Colonia while the fleet is at Polo Harbour should take this opportunity to do so.

Historical note: Shortly after the first Distant Worlds Expedition of 3302, Jaques the Cyborg called upon the fuel rats to help him attempt to hyperjump his Starport to Beagle Point, in recognition of what the DWE3302 fleet had achieved. A malfunction during the transit caused the Starport to mis-jump, and end up in the Eol Prou Nebula, where it was subsequently discovered by CMDR Cly in late June of 3302.

Over the following weeks an initiative instigated by Olivia Vespera saw a large civilian effort get underway to help bring the stricken starport back online. Eventually humanities first outer colony was born as hundreds of commanders made their way to Jaques Station and settled in the Eol Prou area.

In July 3302, the name 'Colonia' was submitted to the GMP by CMDR Diocles Asterous as an 'unofficial' candidate name for the Eol Prou Nebula. On October 26th 3302 Universal Cartographics officially accepted the name 'Colonia' for the system where Jaques Starport resides to this day.

WAYPOINTS 05-06



Polo Harbour Planetary Outpost to Dryau Awesomes

- Approx. Direct Distance: 6,663 LYs
- Approx. Route Distance: 10,316 LYs

● Phiaanor

To see on the way:

- **Phiaanor**
GalMap Ref: Dryao Aoscs FW-W e1-5865
- **Ocularis Coelum**
GalMap Ref: Mylaifa AA-A h786
- **Fosforon**
GalMap Ref: Leamiae LS-T e3-3317 (view from Leamiae WK-N D7-7617)
- **Pink Flame Nebula**
GalMap Ref: Eok Pruae R0-R e4-2481
- **Cloverfield Planetary Nebula**
GalMap Ref: Eok Pruae PI-S e4-2295 (view from Eok Pruae UF-Q C21-226)

Minor POIs (off-route):

- **Jade Ghost Stellar Remnant**
GalMap Ref: Byoi Ain WE-R e4-913
- **Ebony and Ivory**
GalMap Ref: Byaa Airm JM-W f1-744
- **Gardens of Shangri-La**
GalMap Ref: Dryoea Flyi II-S e4-6870
- **The Gloaming**
GalMap Ref: Eoch Pri FB-W e2-5646#
- **Fleur-de-Lis Nebula**
GalMap Ref: Dryaa Pruae BG-X d1-1087
- **The 'Neutron' Nebula**
GalMap Ref: Dryaa Pruae GG-Y e5180

Arrive at:

- **The Dryau Awesomes**
GalMap Ref: Dryau Ausms KG-Y e3390
- **Basecamp: "New Aloros Ravine"**
Planet: AB 8 A A 00
Radius: 702KM
Gravity: 0.08G
Location: Surface Signal Geological (7)
Surface Coordinates: 54.6234,161.2067

Advisory: Delta Site can be in perpetual twilight for long periods. Commanders are advised to use night-vision during landing and take-off operations.

Departure from Polo Harbour marks the end of Stage 1.

Stage 2: Building the Galactic Core Starport and discovering secrets at the heart of the galaxy.

Stage 2 will offer new challenges as we begin to leave the last human outposts far behind, in addition some of the optional points of interest along the Stage 2 route may be in locations requiring large jump ranges, and/or the use of neutron boosts if you want to visit them!

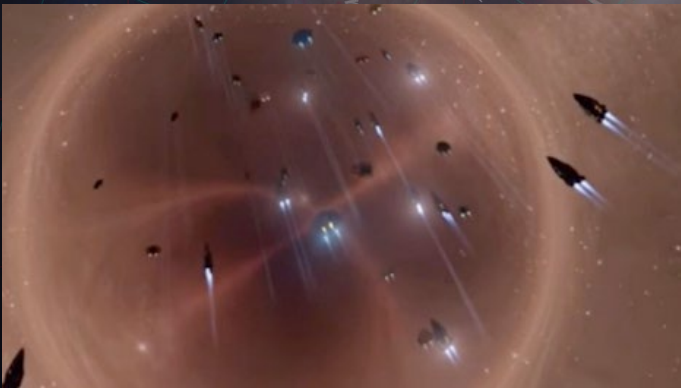
The main goal of this stage though will be to complete the 2nd phase of the community goal at the very heart of the galaxy when we arrive at WP7 in a couple of weeks time. After which the fleet will continue to explore the core, and gradually make its way out toward the far side.

Fleet attrition will most likely begin to bite during this stage, as was the case with DW1, many commanders see Sagittarius A as an adequate goal in which to call it a day – and this is perfectly fine – DW2 will be no different!



● The Dryau Awesomes

WAYPOINTS 06-07



The Dryau Awesomes to Armstrong Landing
(nr. Sag-A*)

- Approx. Direct Distance: 5,338 LYs
- Approx. Route Distance: 9,131 LYs

To see on the way:

- **Shrogaei Nebula Cluster**
GalMap Ref: Shrogaei FH-U e3-1421
Shrogaei BL-X e1-2343
Shrogaei HR-V e2-7758
Shrogaei QO-Q e5-3431
Shrogaei VJ-Z e6712
- **Galionas**
GalMap Ref: Hypoe Flyi HW-W e1-7966
- **Caeruleum Luna “Mysturji Crater”**
GalMap Ref: Hypoe Flyi HX-T E3-295
- **Great Annihilator**
GalMap Ref: Great Annihilator
- **Zunuae Nebula**
GalMap Ref: Zunuae HL-Y e6903
(view from Zunuae TC-V D2-5699)
- **Wulfic**
GalMap Ref: Byoomao MI-S e4-5423
(view from Byoomao WX-T C19-4546)
- **Sagittarius A***
GalMap Ref: Sagittarius A*

Minor POIs (off-route):

- **Black in Green (Tourist Installation)**
GalMap Ref: Shrogea MH-V e2-1763
- **The Clawed Hand Nebula**
GalMap Ref: Hypuae Scrua FL-W d2-90
- **Dance of the Compact Quartet**
GalMap Ref: Kyli Flyuae W0-A f39
- **Insinnergy's World**
GalMap Ref: Myriesly DQ-G d10-1240
- **Six Rings**
GalMap Ref: Myriesly RY-S e3-5414
- **Emerald Remnant**
GalMap Ref: Myriesly CL-P e5-4186 (view from Myriesly DD-O B47-68)

- **Fenrisulfur**
GalMap Ref: Myriesly CL-P e5-7383 (view from Myriesly HN-I C23-3141)

Weekend beginning March 1st arrive at;

- **Armstrong Landing (Waypoint 7)**
GalMap Ref: Stuemeae KM-W C1-342
Planet/Moon: 1 B
Surface Coordinates: 58.078 / 79.594 (GeoSite #4)
Radius (KM): 1,372 KM
Surface Gravity: 0.08
Geological Activity: Water Geysers



- Black in Green Tourist Installation



- Insinergy's World

Historical Note: Armstrong Landing was Basecamp #11 on the Distant Worlds 3302 Expedition.

Sunday March 3rd & Monday March 4th – A Visit to Altum Sagittarii

This is an optional excursion to Altum Sagittarii.

For those that want to check out the old Distant Worlds 3302 waypoint (#12), there is a trip to Nyuena JS-B D342 (Altum Sagittarii) planned on the 3rd and 4th of March;

Arrive there by:

- **Sunday 3rd March 18:00 UTC (for Euro/US)**
- **Monday 4th March 08:00 UTC (for Oceania)**
- **Altum Sagittarii**
GalMap Ref: Nyuena JS-B D342

Situated approximately 2,000 LYs directly above Sag-A*, from this vantage point we get a spectacular view of the expansive galactic core regions below us. An awe-inspiring site that only a few have witnessed first hand.

- **Historic Basecamp: "Gagarin's Reach"**
Planet/Moon: 4 F A
Surface Coordinates: -66.992 / -96.742
Surface Gravity: 0.06

Thursday March 7th – The Community Goal Schedule

- **CG host system is Stuemae FG-Y D7561 – Explorer's Anchorage**



● The Clawed Hand Nebula

Advisory: There are no Interstellar Factors at the station. It is expected they will come online for the CG. In the meantime, be careful of incurring fines and bounties as you will not be able to clear them until then!

- **The Explorer's Anchorage docking hub has now been deployed close to WP7.**
- **This constitutes stage 1 of construction.**
- **The station superstructure deployment will occur in stages over the coming weeks.**
- **Stage 2 of construction will be deployed on February 28th when more of the superstructure will appear.**
- **Stage 3 of construction will be deployed on March 7th when the CG starts.**
- **March 14th will see stage 4 deployed and the end of the CG.**
- **The CG tier goals will determine what extra services will come online (among other things!!).**
- **The fleet is set to leave WP7 on March 17th, but those that decide to stay behind for a few extra days will see the final stage 5 of the station deployment on March 21st.**



● Fenrisulfur
(viewed from Myriesly HN-I c23-314)



- Peak

Peak

- **Peak**
GalMap Ref: Systae Free AA-A h1

Peak is the highest known system (as of October 17th 3304) that is reachable without the aid of the now obsolete double neutron boost.

The system contains 3 black holes, 3 water worlds, and an Earth-Like world.

There is no current organised trip to Peak, commanders should organise their own field trips there. You can register your visit there by posting a screenshot.



- 'Mysturji's Crater – Caeruleum Luna

WAYPOINTS 07-08



Sagittarius A* to Goliath's Rest

- Approx. Direct Distance: 7,457 LYs

To see on the way;

- **Phua Aub Nebula Cluster;**
- **Phua Aub Archer Beta**
GalMap Ref: Phua Aub VY-S e3-3899
- **Phua Aub Archer Epsilon**
GalMap Ref: Phua Aub MX-U e2-7396
- **Phua Aub Archer Kappa**
GalMap Ref: Phua Aub SJ-R e4-8234
- **Crown Of Ice**
GalMap Ref: Phipoea WK-E d12-1374
- **Silver Highway**
GalMap Ref: Phipoea HJ-D c27-5254
- **Dark Eye Nebula**
GalMap Ref: Rothaei SI-B e2047
- **Braisio Juliet Nebula Cluster**
GalMap Ref: Braisio FR-V e2-293
- **Breakthrough Echoes**
GalMap Ref: Rhuedgie KN-T e3-721

Minor POIs (off-route):

- **Hengist Nebula**
GalMap Ref: Juenae OX-U e2-8852
- **GRS 1739-278**
GalMap Ref: GRS 1739-278
- **Karkina Nebula**
GalMap Ref: Eok Bluae GX-K d8-1521
- **G2 Dust Cloud**
GalMap Ref: G2 Dust Cloud Sector JH-V c2-2851
- **Stairway To Heaven**
GalMap Ref: Dryau Chrea DB-F d11-3866
- **Black Giants Nebula**
GalMap Ref: Eorl Broae EB-O e6-1507
- **Lyaisae Juliet Nebula Cluster**
GalMap Ref: Lyaisae HA-A e3363

Arrive at:

- **Goliath's Rest**
GalMap Ref: Swoals IL-Y e0
- **Basecamp: "Hades Edge"**
GalMap Ref: Swoals IL-Y e0
Planet/Moon : B 1
Surface Coordinates : 59.5882 / -55.9190
Radius (KM) : 4,183 KM
Surface Gravity : 1.41 (Gravity Warning)
Geological Activity : None

Advisory: Commanders flying sub-45 LY starships may need resources for a minimum of 20 J1 or J2Jumponium FSD Injections for the climb from Hypiae Phyloi LR-C D22 to Goliath's Rest, and back again.

Alternatively, there are several neutron stars that can be utilized for the climb also. For those logging their progress on EDSM, visiting Hypiae Phyloi LR-C D22 will qualify you as visiting WP8 on DW2.

For commanders flying sub-45 LY starships with no Jumponium, or who don't want to neutron jump, you will be unable to reach Goliath's Rest.

Therefore please consider the 'Lower Hades Edge' basecamp on Hypiae Phyloi LR-C D22 as your WP8 stopover point:

- **Alternative Basecamp: "Lower Hades Edge"**
GalMap Ref: Hypiae Phyloi LR-C D22
Planet/Moon : A 2
Surface Coordinates : 23.675 / -113.437 (GeoSite #2)
Radius (KM) : 7,499 KM
Surface Gravity : 1.50 (Gravity Warning)
Geological Activity : Silicate Vapour Geysers

Upon reaching Hypiae Phyloi LR-C D22, the advised route to Goliath's Rest is as follows:

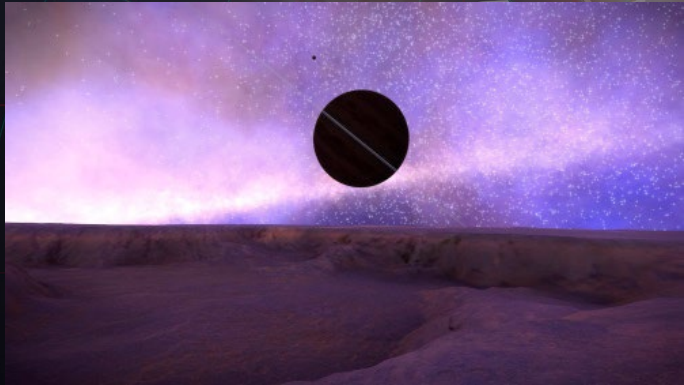
- Hypiae Phyloi LR-C D22
- Hypiae Phyloi NC-B D1-22
- Hypiae Phyloi ZJ-C C2-1
- Swoals GA-A E19
- Swoals LY-U C2-0
- Swoals VM-W D1-19
- Swoals PL-Y D2
- Swoals PL-Y D3
- Swoals JT-T C3-0 (Neutron Star: neutron jump is not required here)
- Swoals RW-W D1-3 (Neutron Star: neutron jump is not required here)
- Swoals RW-W D1-2 (Neutron Star)
- 1 Neutron jump or 79 LY Jumpoium boost is required here.
- 2 If needed, remember to refuel at the M-Class Star in this system before jumping out.
- Swoals IL-Y e0 (Goliath's Rest - Primary is a Neutron Star)

Locating the 'Hades Edge' basecamp: This waypoint world has no geological activity, therefore commanders will have to use manual navigation to locate the surface coordinates of the Hades Edge landing zone.



- Electrically active NSP inside the Hengist Nebula

WAYPOINTS 08-09



Goliath's Rest to Cerulean Tranquility

- **Approx. Direct Distance: 5,167 LYs**

Advisory before leaving Waypoint 8: For those who are logging their progress on EDSM, please note that visiting Hypiae Phylloi LR-C D22 (the alternative WP8 stopover point that lies 420 LYs below Goliath's Rest), will qualify as you visiting WP8 on EDSM. If you haven't already done so, EDSM users should visit that system before setting out to WP9.

To see on the way:

- **Iris' Missive**
GalMap Ref: Lasoe BF-A f810
- **Blue Rhapsody Nebula**
GalMap Ref: Lyaisua SJ-Z e7708
- **Forgotten Twins Nebula**
GalMap Ref: Brairee KD-S e4-2776
- **Dances with Giants**
GalMap Ref: Hypoe Bluae VP-0 e6-8688

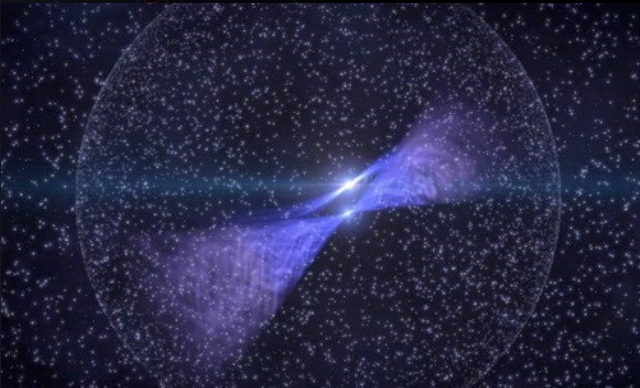
Minor POI's (off-route):

- **The Remnants Trio**
GalMap Ref: Schee Bli AA-A h300
- **Gaseous Twins**
GalMap Ref: Braisoea UQ-C d13-6108
- **Arach Nebula**
GalMap Ref: Lyisae PJ-Y c14-472
- **Hot Temptation**
GalMap Ref: Phroea Bli BW-V e2-10185

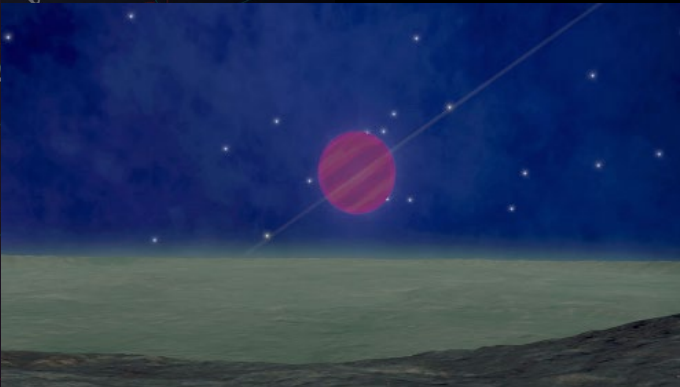
Arrive at:

- **Cerulean Tranquility**
GalMap Ref: Phroi Bluae QI-T e3-3454
- **Basecamp: "Tranquility Valley"**
GalMap Ref: Phroi Bluae QI-T e3-3454
Planet/Moon : 3 A
Surface Coordinates : -23.467 / 18.066 (GeoSite 4)
Radius (KM) : 2,043 KM
Surface Gravity: 0.25
Geological Activity : Iron Magma

Advisory: Cerulean Tranquility is a neutron star primary. The basecamp world has long periods of darkness, using night vision during landing and take off operations is advised. Sunrise at the Tranquility Valley landing zone is approximately every 25 hours, 20 minutes.



- The Remnants Trio

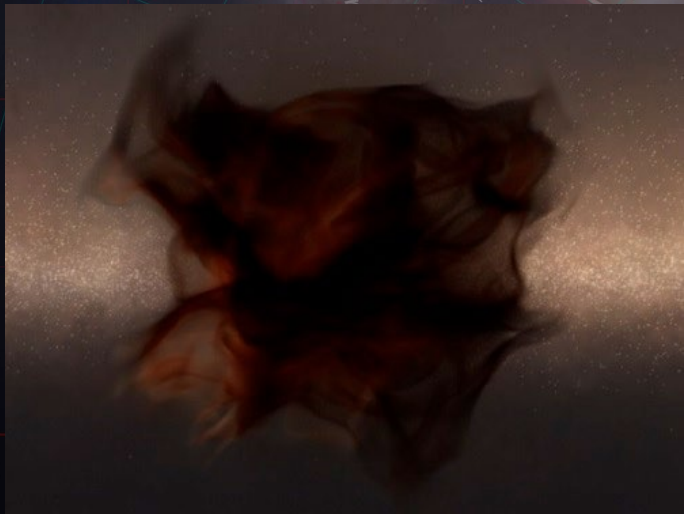
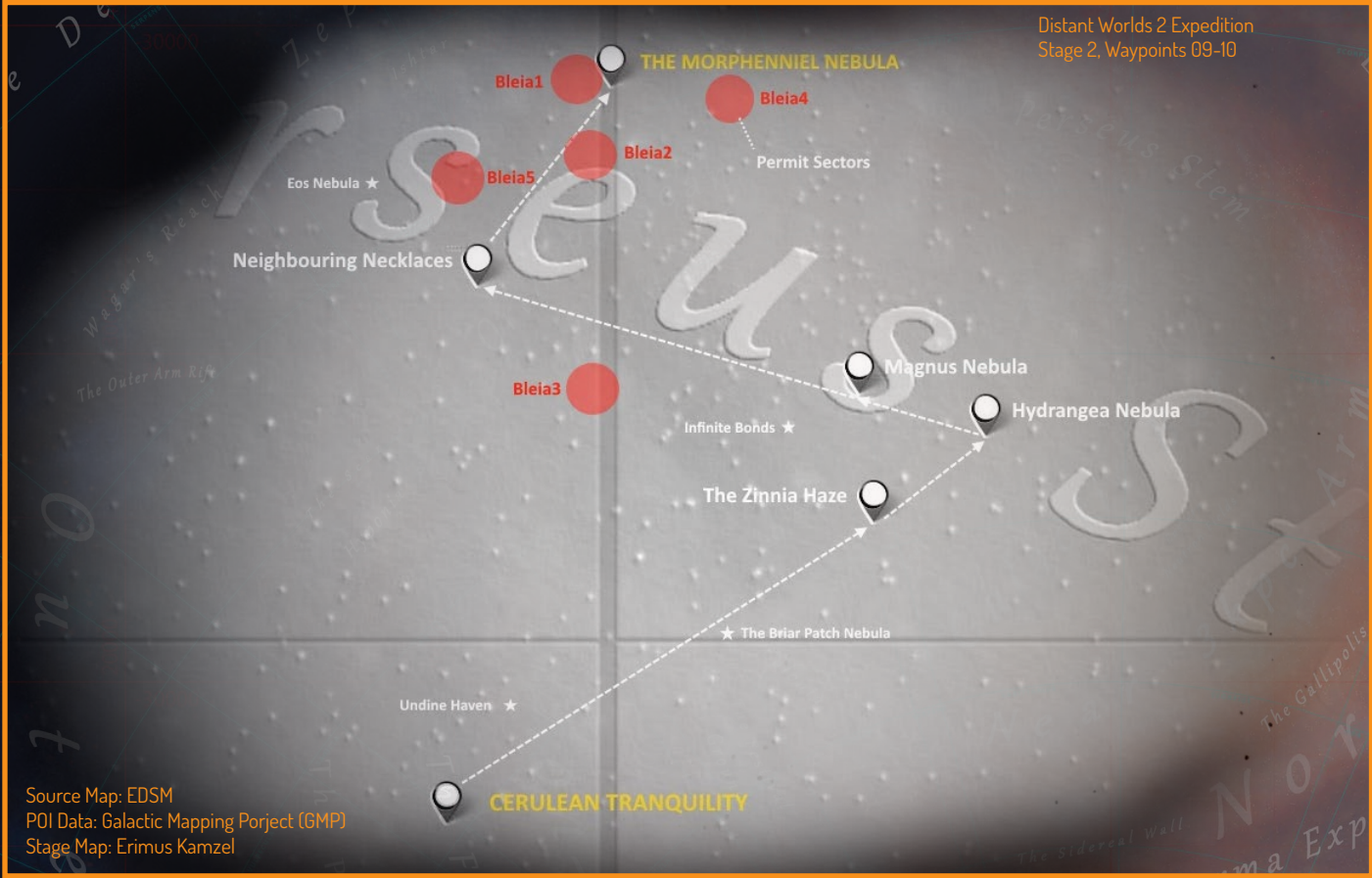


- Blue Rhapsody Nebula



- Dances with Giants

WAYPOINTS 09-10



Cerulean Tranquility to the Morphenniel Nebula

- **Approx. Direct Distance: 3,191 LYs**

To see on the way:

- **The Zinnia Haze**
GalMap Ref: Hypuae Briae LC-U e3-452
- **Hydrangea Nebula**
GalMap Ref: Hypuae MT-Q e5-4335
- **Magnus Nebula**
GalMap Ref: Hypuae Briae YQ-Z c28-339
- **Neighbouring Necklaces**
GalMap Ref: Vegnoae BK-R d4-1105

- Morphenniel Nebula

Minor POI's (off-route):

- **Undine Haven**
GalMap Ref: Phroi Bluae LS-B d13-744
- **The Briar Patch Nebula**
GalMap Ref: Hypuae Briae BV-Y e3851
- **Infinite Bonds**
GalMap Ref: Hypuae Briae YF-E d12-2760
- **Eos Nebula**
GalMap Ref: Vegnoae WE-R e4-9257

To navigate around on the way;

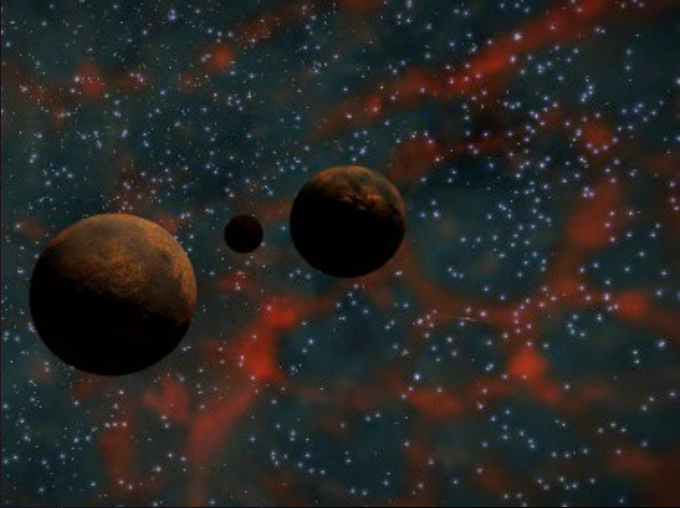
- **The Bleia Permit Zone**

Travel Advisory: The Bleia Permit Zone covers 5 large sectors of the Perseus Stem.

If route plotting fails commanders will need to look for passable sectors skirting around, above, or below these restricted sectors in order to reach the Morphenniel Nebula.

Arrive at:

- **Morphenniel Nebula**
GalMap Ref: Bleethuae NI-B D674
- **Basecamp: (150 KM from "Mors Pit" impact crater)**
GalMap Ref: Bleethuae NI-B D674
Planet/Moon : 2 D A
Surface Coordinates : -28.177 / -117.98 (BioSite #1)
Radius (KM) : 424
Surface Gravity: 0.05
Geological Activity : Silicate Vapour Geysers



- Hydrangea Nebula



- Neighbouring Necklaces



- Eos Nebula

WAYPOINTS 10-11



Morphenniel Nebula to Luna's Shadow

- **Approx. Direct Distance: 14,456 LYs (2-week journey)**

The Boreas Expanse to Aphelion Mapping Survey begins from the WP10 departure and stretches all the way to Luna's Shadow (WP11).

- **Note that the Mapping Survey will last 2 weeks.**
- **There will be no scheduled meetup for the weekend of April 12th - April 14th.**
- **Arrive at WP11 for the weekend beginning 19th April.**

During the mapping event, we'll have 2 weeks to reach WP11. Commanders taking part in the survey are therefore encouraged to spread out and explore the neighbouring regions.

The following POIs are to be considered as optional meetup points for commanders looking for wing-mates or setting up their own survey teams. No official events are planned for these two locations.

Optional Rest Stop #1:

- **Aristo**
GalMap Ref: Pru Aub DL-P E5-35
Planet/Moon: ABC 6
Recommended meetup point: -48.126 / 128.380
Radius (KM): 4526
Surface Gravity: 114 Gravity Warning!
Geological Activity: Iron Magma

Optional Rest Stop #2:

- **Kalipheron**
GalMap Ref: Byua Aub W0-K B36-0
Planet/Moon: 3 A
Recommended meetup point: 21.063 / -103.196
Radius (KM): 1730
Surface Gravity: 0.10
Geological Activity: Ammonia Magma

Off-Route POIs:

- **Phoenix Nebula**
GalMap Ref: Dryiquae S0-Z d13-3
- **Rendezvous Point**
GalMap Ref: Rendezvous Point
- **Poseidon's Fury**
GalMap Ref: Bleia Flyuae ZU-N d7-54
- **Misty Mountains of Byeia Free**
GalMap Ref: Byeia Free WR-W b56-0
- **Hula Hoop**
GalMap Ref: Striechooe H0-D c14-2
- **Shadow Earth**
GalMap Ref: Smootoae VE-R d4-134

Weekend beginning April 19th, arrive at:

- **Luna's Shadow**
GalMap Ref: Smootoae QY-S d3-202 (Waypoint 11)
- **Basecamp: "Magnificent Desolation"**
Smootoae QY-S d3-202
Planet/Moon: 3 A
Surface Coordinates: -68.4811 / 64.2183
Radius (KM): 2253
Surface Gravity: 0.29
Geological Activity: None

Basecamp Landing Guide;

Stage 3: Mapping the Aphelion.

The Aphelion regions are a vast stretch of the galaxy that little is known about, with few points of interest to break up the monotony of the hyperspace grind. It is here where fleet attrition will be at its highest. The mapping event is designed to give participants goals to achieve, as well as providing a wealth of new information and interesting POIs for the Galactic Mapping Project – a goal that will benefit explorers and expeditions that traverse this region long after DW2 is over. A successful mapping event of the Aphelion will be one of DW2's lasting legacies.

Stage 3 will be one of the longest stretches between waypoints, in excess of 14,000 LYs between meetups, but players will have a longer time period to travel the distances required... 2 weeks between the scheduled waypoint meetups.



- **Misty Mountains of Byeia Free**

WAYPOINTS 11-12



Luna's Shadow to Beagle Point

- **Approx. Direct Distance: 13,518 LYs**

To see on the way:

- **The Seldowitch Nebula**
GalMap Ref: Thuecheae WR-H D11-54
- **Fly Trap Nebula**
GalMap Ref: Pyriwo HW-V e2-8
- **Lone Star**
GalMap Ref: Chua Eop ZC-T c20-0
- **Thomaski Point Memorial**
GalMap Ref: Slaiyooe OX-L d7-0
- **Grand Rings**
GalMap Ref: Cheae Euq ER-L c21-0

Travel Advisory: The path via the Grand Rings POI may prove difficult for sub-35 LY ranged starships. It is highly recommended that any commanders attempting to cross the Abyss to first have a large supply of Jumponium stockpiled before attempting the journey.

Historical Note: In the early days of deep space exploration (circa Dec 3300 - Feb 3301) before the automatic route plotter was introduced, or engineered FSD's, Guardian Boosters, or Jumponium; the DSS Beagle (a stock 34-LY Asp Explorer) crossed the Abyss approximately 500 LYs 'east' of the Grand Rings Waypoint. Navigation was done manually – one star at a time.

It is therefore possible to cross using a similar ranged starship if careful forward planning and manual plotting of your route is undertaken.

Alternatively for those attempting to cross the Abyss further west, it is recommended to follow the "Route-33" crossing.

Minor POIs (off-route):

- **Distant View in Blue**
GalMap Ref: Pyrie Eurk QX-U e2-0
- **Calidum Capsicum Annuum**
GalMap Ref: Streau Eop ZP-N c23-0
- **VonRictofen's Rescue (Historical Location)**
GalMap Ref: VonRictofen's Rescue
- **Macedonica's Leap (Historical Location)**
GalMap Ref: Macedonica's Leap
- **Iorant Jumponium Depot**
GalMap Ref: Iorant JH-D d12-0
- **Podar**
GalMap Ref: Myeia Thaa ZE-R d4-0

Arrive at:

- **Beagle Point (Historical Location)**
- **Basecamp: "Legacy Crater"**
Planet/Moon : 2
Surface Coordinates : -16.001 / 169.212
Radius (KM) : 1186
Surface Gravity : 0.17
Geological Activity : None

Stage 4: A journey across the Abyss... and beyond.

There is no specific arrival date for Beagle Point as the fleet is now so spread out, with many latecomers still en-route, several WPs behind. It is expected (as was the case on DW1) that many participants will be arriving at WP12 over a prolonged period of time.

As was the case on DW1, Stage 4 is the longest and loneliest stretch by design, and unlike the earlier part of the journey that encouraged social interaction and meetups along the way, this final part is something we try to encourage commanders to do at their own pace and with no pressure to meet a WP deadline. The expedition officially ends for you, the participant, the moment you reach WP12.

There will be a full route guide home from Beagle Point posted within the next few weeks, this is for those who prefer a structured return journey home rather than the free-for-all return trip we used on DW1, but it will not be classed as a continuation of DW2.

Registering your completion of the DW2 Expedition: To do this you will need to log in at Beagle Point at least once between April 22nd and June 13th.

You will also need to post your CMDR name and roster number to the arrivals thread.



Distant Worlds 2 in association with the Galactic Mapping Project