TRIGLAVIAN PRIMER

Triglavian Foothold Systems

Patterns and Preferences

Ilm Gaterau

Haria Haritimado

ARATAKA
RESEARCH CONSORTIUM

Released 04/YC122

Editorial Notes
GalNET Release
Authors: Ilm Gaterau, Haria Haritimado
Editor: Matoko Priano
Publisher: Arataka Research Consortium
Cover Art: CCP, H2

Contact
Itzukame-Zainou Hyperspatial Inquiries Ltd.
Isseras IV - Zainou Biotech Production
Office 43-56, Sector 2, East Wing, Deck 92-Bravo.
Caldari State

Chat: “Arataka Communications Router”
Media: ARC Studio: The Discourse
Ticker: [IKAME] [-ARC-]

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1. Foreword

Since the first appearance of the World Arks I have tried to keep track of the invasions foothold systems to see if there is any pattern to them, in the hope that there was something we could learn. Originally, when I first wrote this report, nearly two months had passed since the Triglavians started their assault on the New Eden Empires. However, as time went on this became less of a report and more of an ongoing analysis of this ever changing invasion.

For the most part it has been a rather simple data gathering exercise using the agency function to find invasion footholds. However, much to my dismay that I only started recording data after the first World Ark appeared. I have attempted however to retroactively check foothold sites established before the appearance of the World Arks which I have done by looking into recordings of ships destroyed by the invaders to work out what system the foothold systems were, as well as searching though capsuleers discussions on GalNET. This was not the easiest task and there may be some data missing. I have not managed to find out quite what happened in that chaotic first week of the invasion when the Triglavians were scouting, but I have managed to find most of the footholds in stage thereafter.

Ilm Gaterau

Now, in YC122, Ilm Gaterau's work seems to be prophetic in the retrospective. He was the first who postulated a link between the foothold systems and the Convocation of Triglav's preference for certain sun types. However, this relationship isn't plainly visible in the data. It requires a deep look and a greater data base. After the Yulai Triglav Conference ARC decided that we want to carry on with Ilm Gaterau's data collection and that the time was over due to intensify the analysis of the data we have.

This Primer is subtitled *Patterns and Preferences* and thus gives away that today, we have many more questions regarding the pattern of Triglavian invasions. The following analysis looks deeper into four dimensions of foothold patterns: the general evolution of foothold systems; the role of stellar classes; the target preference by empire factions; the topology of foothold systems in the stargate network.

This work is based on a final dataset of 358 confirmed foothold records. This is only a fraction of the actual number of invasions. The dataset is growing everyday but we can't wait for the last invasion to disappear. We need answers now, so we have to work with what is within our arm's reach.

Haria Haritimado

2. Expansion of the Triglavian Invasions and Major Concern

The Convocation of Triglav started their invasion campaign in May YC121. Since then, they seem to have had several major phases: a scouting phase, a conduit phase, the appearance of World Ark vessels in high security space, the spreading of World Ark invasions into low security space, the appearance of Stellar Accelerators, and finally the Observatory Flashpoint phase. Each phase corresponds to a new element introduced in the invasions and came with a general expansion or escalation of activity. The last phase, the observation of Observatory Flashpoints, is still running today. Several weeks before the Observatory Flashpoints first appeared, the Stellar Accelerators were introduced in the late World Ark phase; a source of major concern about the environmental effects the Collective is causing in our stellar orbital bodies. [1]

The animated Figure 1 (p. 3) shows the spreading of the invasions over time and provides readers without much background knowledge an impression of what is going on since May YC121. The gray dots in the background show all 1907 solar systems in New Eden's high and low security space. The animated dots add documented observations of invasion foothold systems for every phase, up until roughly the beginning of April YC122. This his, however, not a fully reliable list of all invasions that ever happened.Such a list is undisclosed until today. Also, readers will realize that null security space is completely ignored. This is due to the fact that there has been not a single foothold system outside of Empyrean borders so far. Any search for patterns in the foothold system targeting process must acknowledge that null security space is generally spared.

[1] This paper does not cover a general description of the past and ongoing invasions and their stages. For further details on the World Ark phase and general battlefield composition see the Triglavian Primer: Empire Proving Grounds. The appearance of Stellar Accelerators has been documented on IGS: Triglavian Stellar Accelerator followed by Operation Unveil which launched a major effort for a complete removal of the structures from our solar systems. Further details on the Triglavian Collective are available as proceedings from the Yulai Triglav Conference.

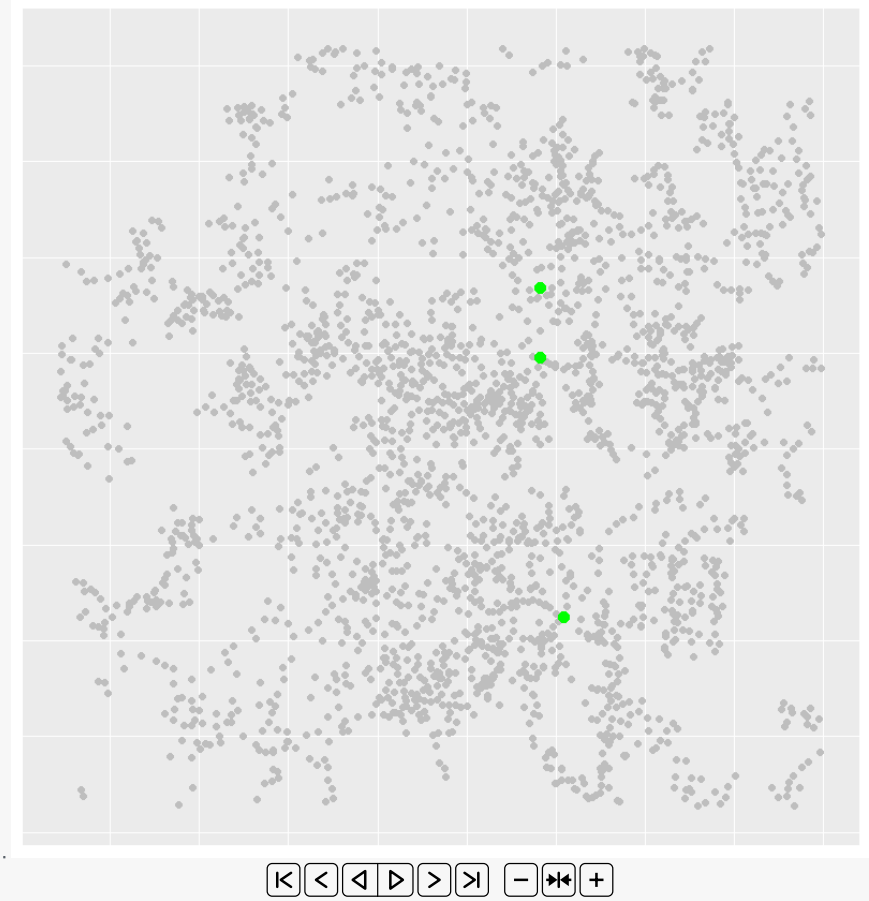

Figure 1: Evolution of Triglavian Invasions. The grey dots show all New Eden high and low security systems. The progress and change in colors indicates the different stages from the early days of the invasions until today. The stages are: a) Scouting Phase ●; b) Conduit Phase ●; c) World Ark Phase ●; d) World Ark + Stellar Accelerators ●; e) Observatory Flashpoints + Stellar Accelerators ●.

The major concern of this writing is the *logic and reasoning behind the pattern of foothold systems*. Foothold systems are the core solar systems from which the Triglavian forces reach out to the neighbouring systems, thereby reducing their presence and the powers of their manipulative effects on system's physical environments. *On what basis are foothold systems chosen by the Collective?* Are there possible ways to predict future invasions or determine a high-risk group of solar systems? These are the guiding question for the following chapters.

3. Foothold Systems and Stellar Classes

From the many possible predictors that could influence the Triglavians' targeting of solar systems, the sun type is one of few reliable ones we could find. We will discuss this in detail now and add some other data and discussion on further possible factors on foothold targeting afterwards. However, the suns are the most promising predictor we have. This makes it necessary to go a bit more into detail about sun classification in general, in order to better understand the results we are going to present.

3.1. On the Classification of Suns in New Eden

Capsuleers' astronomic classification systems usually identifies thirteen different *Sun Types* in their Overviews (in 'known space') when roaming New Eden, e. g. 'A0 (Blue Small)' or 'M0 (Orange Radiant)'. These broad categories developed over time and their labels are today a bit flawed with inconsistencies and contradictions. The categories themselves, however, are firmly rooted in key sun characteristics. We will reconstruct this a bit more in detail.

Figure 2 (p. 5) introduces the most basic descriptors we have on our suns and which are also the key variables for the derived sun classifications. The gray colored fields represent those basic physical variables. They are mostly readily available and accessible from any on-board ship user interface. Only the *Apparent Color* is a bit more special since it includes radiation, color and surface texture as visible to the human eye. It is not available as a specific variable even though a classification can easily be derived from inspection and comparison.

The most fundamental classification scheme for New Eden's suns is the so called LTR-Diagram (Figure 3, p. 6), which stands for 'Luminosity-Temperature-Radius-Diagram'. It shows that there is a log-linear relationship between a sun's Temperature and Luminosity. The hotter they are, the brighter they shine. Also, the stacked layers of stars in the diagram indicate eight very distinctive groups of stars, colored for different size categories. This is called the sun *Size Family* which can be further grouped into sub-categories by accounting for *Luminosity Class*. We don't need this at this point. So, basically all our stars can be grouped nicely into eight size categories and be described by temperature and luminosity quiet well.

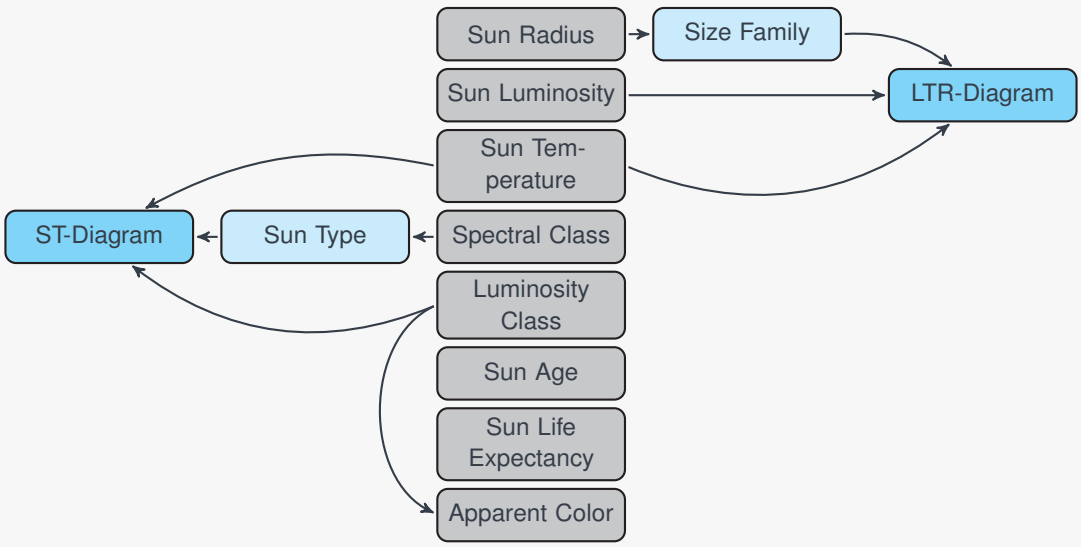

Figure 2: This figure shows the primary descriptors of solar bodies in New Eden (gray) and how they are related to intermediate categories and the two major charts, the LTR- and the ST-Diagrams.

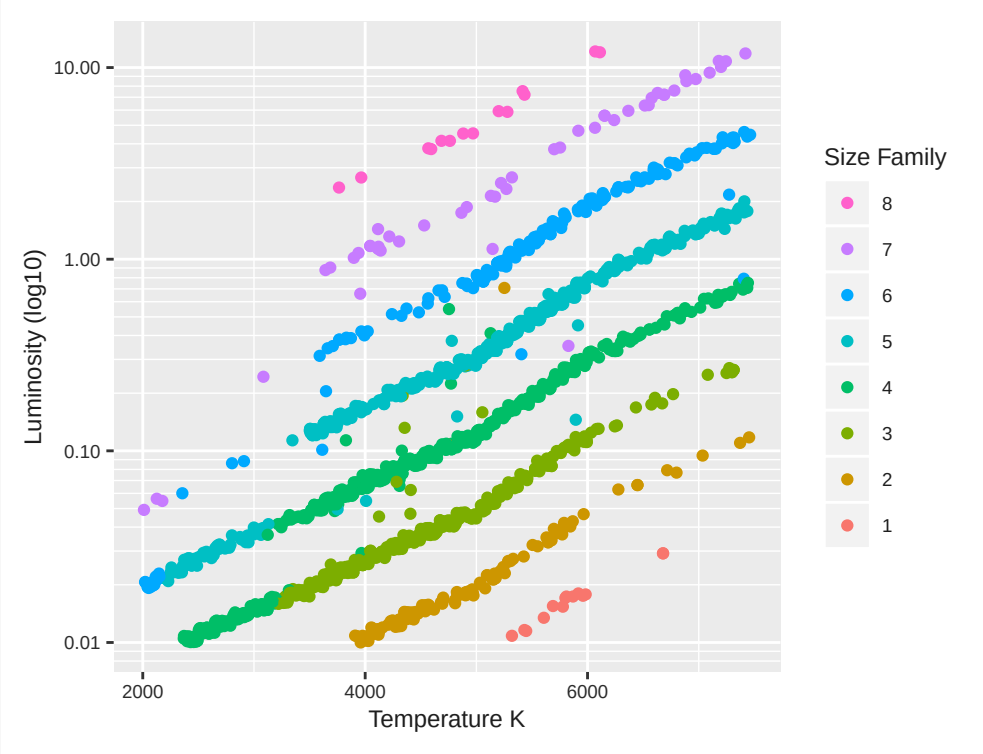

Figure 3: LTR-Diagram for all 1907 solar systems of New Eden's high and low security space. The size families range from 1 (small radius) to 8 (large radius). Some stars fall out of categories and some categories suffer from overlapping. This is mainly caused by stars with spectral class M. They form a group of stars with a dense variation of sizes.

However, this basic classification in the LTR-Diagram does not include the *Sun Type* we use to see in our capsule's Overview. In fact, the *Sun Type* follows a different logic. We will come to this in a second. Firstly, let us replace the *Size Family* in Figure 3 with the *Sun Type* as a color scale, since the sun sizes are of minor interest anyway. The result is available in Figure 4 (p. 7). It is clearly visible that our *Sun Type* category basically cuts across all *Size Families* and groups suns roughly from low temperature and low luminosity towards bright and hot stars. Especially the temperature scale provides sharp thresholds for our *Sun Types*. For example, we see that A0 and B0 sun types are not among the hottest but include some of the brightest stars.

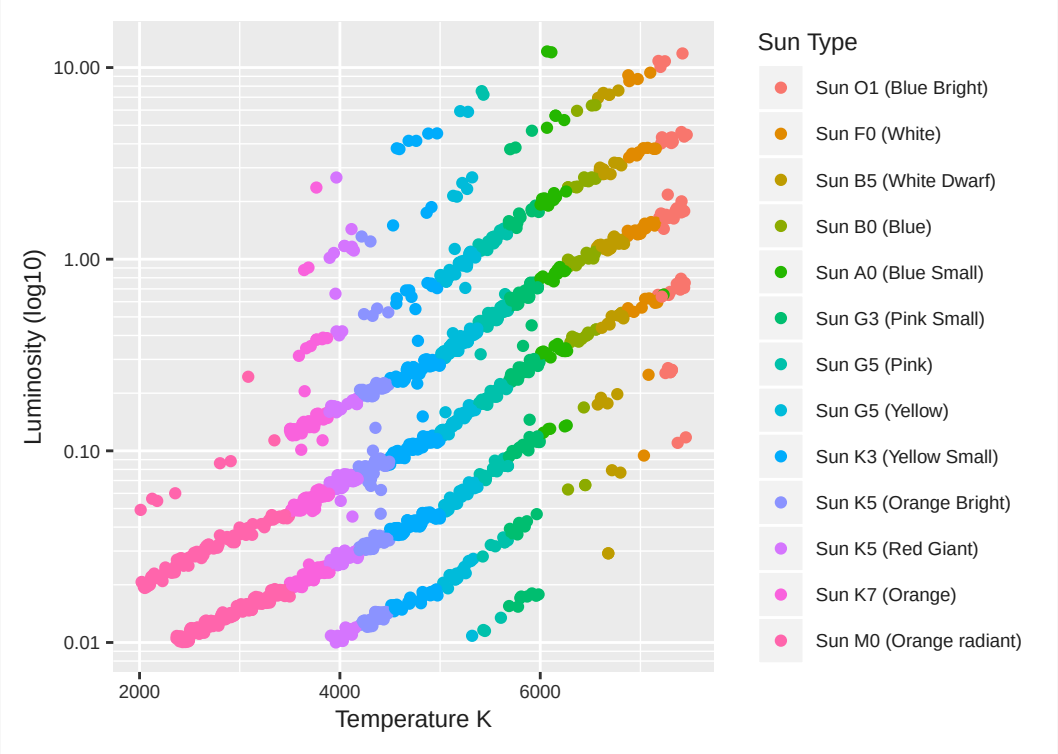

Figure 4: Combination of the LTR-Diagram with the *Sun Type* categories.

This finding in Figure 4 is a consequence of the fact that our *Sun Type* is basically a rough grouping of stars of different *Spectral Class*, which in turn is basically rooted in a suns temperature and chromaticity. We don't have to go into detail on that at length. But it is important to know that *Sun Types* basically represent neighboring groups of Spectral Classes, ranging from F to M with decrease of temperature, further broken down into fractions by secondary integer numbers from 0 to 9. So, the *Spectral Classes* range from F0 to M9 as the stars get cooler and darker. This is shown in the 'Spectral Class-Temperature-Diagram' (Figure 5, p. 8).

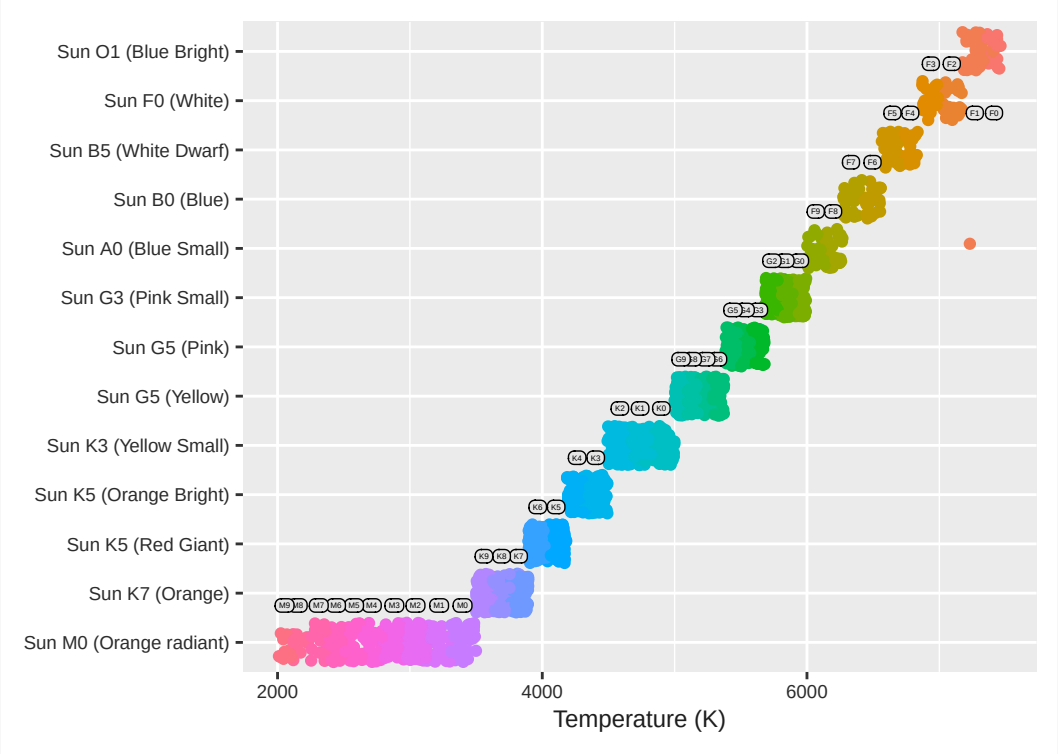

Figure 5: ST-Diagram, showing the *Sun Types* as sharp categories of stars by temperature and spectral classes (color scale). The small annotations name the specific spectral classes. The single offset A0 type star in the F1 spectral class represents the system of Seyllin

The heavy inconsistencies are now plainly visible. For example, the K7 *Sun Type* actually covers K7, K8, and K9 *Spectral Classes*. As said above, this is a heritage from older classification systems. Things are getting a bit more complex due to the fact that New Eden's stars are further divided into subgroups called *Luminosity Classes*, indicated by letter numbering. The system of Jaschercis, for example, is fully specified as an A0 *Sun Type* with F9 *Spectral Class* and IV *Luminosity Class.* The three most common luminosity classes in New Eden are IV (subgiant), V (main-sequence star), and VI (subdwarf). The *Luminosity Class* cannot be sharply separated from the other categories we introduced. Generally, subgiants have a low temperature and a large radius, main-sequence stars have a low to mid-temperature across all radius', and the subdwarfs are among the hottest and smallest stars. Finally, there is the *Apparent Visual* of a star that can be taken into account. It suffices to say that stars are of course also different in regard to chemical elements, gravitation, and ongoing processes of thermonuclear fusion. This does result in slightly different appearances of stars even within the same *Sun Type*, *Spectral* and *Luminosity Class.* We will look a bit closer on this in the next section.

Why is it important to review those details of classification systems?

We are searching for possible patterns in Triglavian foothold distributions. The *Sun Type* is one possible candidate for a predictor variable because the Convocation of Triglav practice advanced stellar manipulations across the cluster. *But* if we are going to investigate this further we have to be aware that sun classifications and base descriptors are different things which are closely tied to each other. We don't want to create redundancy by testing for the influence of *Sun Type* and *Sun Luminosity*, for example, since both are dependant on each other. Otherwise we risk to create artefacts from our data. In short: we won't possibly understand what the Triglavians are doing to our suns if we are not aware of the full complexity of the situation.

To recapture the findings so far: The *Sun Type* is basically a categorization of *Spectral Classes* which are in turn linearly dependant on *Sun Temperature* and log-linearly dependant on *Sun Luminosity*. Additionally, the *Sun Radius* or *Size Family* is loosely tied to the *Spectral Class* as well. There are also dependencies from the *Sun Age*; cool and dark stars are older than most bright and luminous ones. Further classifications, like the *Luminosity Class* and *Apparent Visual* add to the complexity.

However, we conclude that we should either look for correlations between invasions and established sun categories, like *Sun Types* or *Spectral Classes*, or we investigate the base descriptors directly, like *Luminosity* or *Sun Age*. We must be careful not to mix them as predictor variables unless we have the data base and model in order to control for any misleading interactions between them.

3.2. In Favor for Blue Stars

From the last section we learned what we need to know in order to start with an investigation of the impact of star types on whether a solar system is invaded or not. We will start with a look on the impact on the fourty *Spectral Classes*. They combine the key aspects of our stars' luminosity, temperature, and age. At the same time, they are the defining characteristic of the *Sun Type* category without falling prone to its inconsistencies and blurred definition.

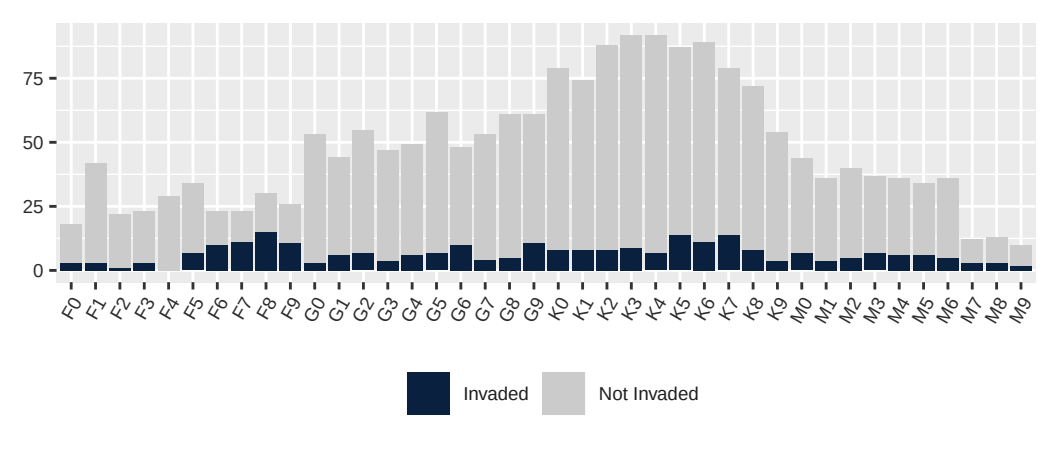

Figure 6: Invaded systems by stellar spectral classes. The gray bars represent all 1907 high and low security systems in New Eden by their *Stellar Class*. The darker columns mark the proportions of invaded systems. This illustration does ignore multiple invasions in the same system.

Figure 6 shows the proportions of solar systems for which one or more invasion has been reported since May YC121. It looks unremarkable first, but a closer inspection reveals a local maximum between the F6 and F9 spectral classes. This little bulge shows that nearly up to half of those solar systems have seen an invasion while the other spectral classes were disproportionally spared. Table 1 shows selected proportions in detail. All other spectral classes have a proportion of $\leq 25\%$.

Spectral Class	Invaded	Not Invaded
F6	0.43478	0.56522
F7	0.47826	0.52174
F8	0.50000	0.50000
F9	0.42308	0.57692

Table 1: The exact proportions of invaded and not invaded systems for selected spectral class solar systems.

This is an interesting point to start from. *Spectral Classes* F6 to F9 belong to the A0 and B0 *Sun Types* and are Blue Stars. Unlike the super-hot O1 Bright Blue, they have a lower temperature. And the fourth category of blue stars, the A0IV, is only present in wormhole space and not of interest for now. It appears that the Triglavians have largely avoided O1 systems, with a preference for B0 and particularly A0 suns. This is good news, given Seyllin was of type O1 before the Seyllin Incident.

In order to determine a possible effect strength of Blue Stars in the invasion foothold pattern we conduct a binary logarithmic regression on the 1907 systems with the potential of becoming an

invasion focus. We ignore the fact that some systems became a foothold system repeatedly. This would put too much strain on the rather low numbers of observations we have. Our model will, nevertheless, overcome the limitations of a superficial frequency analysis. After several iterations and some testing with different variables and classifications drawn from Figure 2 (p. 5) we come up with this model as the best solution to describe the impact of *Sun Type* in combination with system *Security Level* level as interacting variable: [2]

$$\pi\left(x_s\right) = P\left(Y_s = 1 | x_s\right) = \frac{1}{1 + e^{-(\alpha + \beta_1 x_{sc} + \beta_2 x_{st} x_{sl})}} \tag{1}$$

It reads as $\pi(x_s)$ being the probability of a solar system s in New Eden's high or low security space to become targeted as an invasion foothold systems. Generalized we have $P(Y_s) = 1$ as the probability that systems are targeted based on their characteristics x_s. These characteristics are the *Sun Type* st and *Security Level* sl as an interacting variable. 'Interaction' means that we assume that the impact of the sun type on the target probability differs between low and high security space. We summarize the results as Odds Ratios in Table 2.

		High Security			Low Security		
Sun Type	Spectral Class	Est.	cf. 2.5%	cf. 97.5%	Est.	cf. 2.5%	cf. 97.5%
O1 Blue	F1-F0	1.00	0.24	4.14	5.57	0.98	43.50
A0 Blue	F8-F9	36.00	9.07	244.2	0.06	0.01	0.25
B0 Blue	F6-F7	24.37	6.17	164.35	0.09	0.00	0.55
B5 White	F4-F5	3.08	0.66	21.92	0.35	0.02	2.28
F0 White	F2-F3	0.78	0.04	8.56	4.69	0.55	99.43
G3 Pink	G0-G2	1.79	0.43	12.25	1.78	0.62	5.11
G5 Pink	G3-G5	2.68	0.68	17.87	0.72	0.24	1.99
G5 Yellow	G6-G9	3.11	0.85	20.09	0.93	0.41	2.04
K3 Yellow	K0-K2	2.33	0.63	15.13	0.81	0.32	1.92
K5 Orange	K3-K4	1.20	0.28	8.26	2.71	0.96	7.97
K5 Red	K5-K6	2.41	0.63	15.89	2.11	0.88	5.00
K7 Orange	K7-K9	2.10	0.55	13.77	2.09	0.90	4.83
M0 Orange	M1-M9	2.42	0.67	15.57	2.53	1.36	4.81

Table 2: Odds Ratio for *Sun Type* coefficients

Given are the thirteen *Sun Types* and the *Spectral Classes* they cover. Estimators are separated for high and low security accordingly. The Odds Ratio does express how more or less likely an invasion will hit a solar system from a specific *Sun Type*. For every estimator, a confidence interval

[2] We exclude alternative models since we want to keep it brief and concise. However, it is worth noting that the *Spectral Class*, even though it offers more information than the sun type variable, does not work as independent variable with the used model because of the many different spectral classes and the limited number of observations we have. Similarly, using basic sun descriptors, like luminosity or radius, does prevent the model to converge.

is provided in order to judge the quality and reliability of the estimation. Naturally, we only accept estimators which are unambiguous and robust. For example, A0 Blue Stars in High Sec have an invasion probability 9.07 to 244 times higher as other stars, within a 95% confidence interval. A similar estimation is true for B0 stars in high security space. All other estimators are rather weak or ambiguous; their confidence intervals cover values above and below one. Figure 7 offers a graphical display of the result as Predictor Effects. Clearly, the A0 and B0 sun types stand out with a significant and strong impact on target probability.

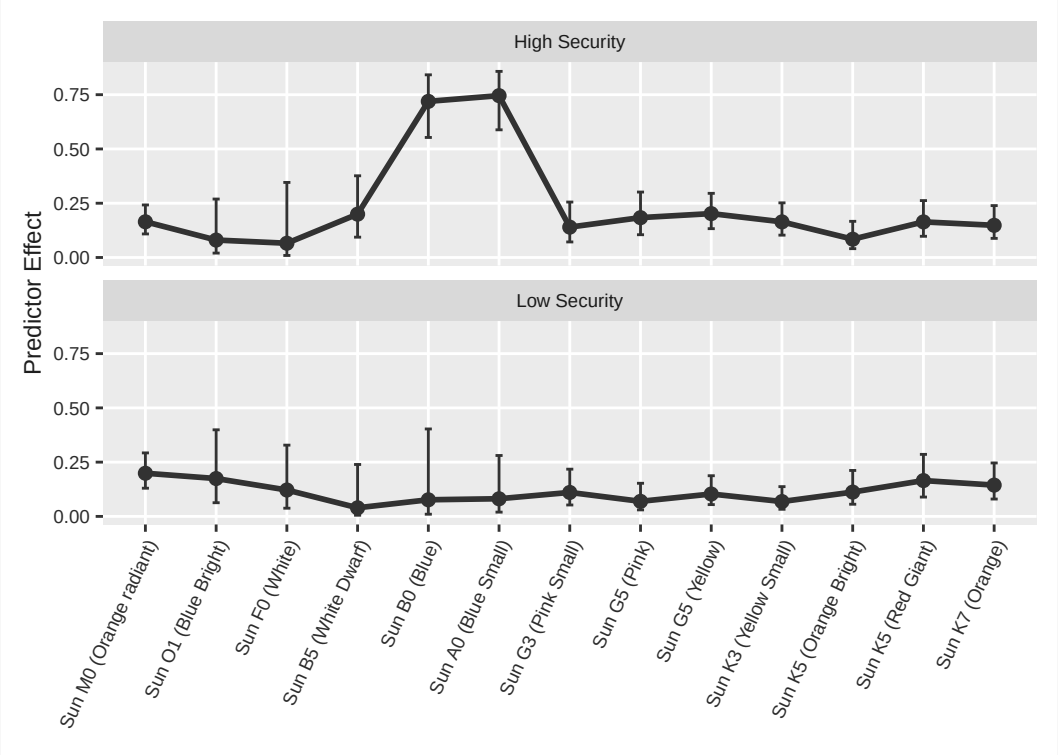

Figure 7: Predictor Effects for *Sun Type*, indicating the impact of different sun types on the probability of high and low security solar systems to become a target of a Triglavian invasion. The 95% confidence interval is added to provide information on significance.

3.3. Risk Group Identification and Conclusion

Though we have a very broad confidence interval for our estimators one thing is clear: *Stars from the F6, F7, F8, or F9* Spectral Classes *within high security space are very significant and surprisingly strong predictors of Triglavian invasions.* This allows us to introduce a *risk group of seventy-three solar systems*, based on spectral class and high security level (see Table 4, p. 22). If we take into account secondary results from a model not presented here (it includes the different apparent visual

types of Blue Stars) we can even narrow it down to a group of 16 systems with the highest potential of getting hit by invasions. Of those sixteen systems, seven have been invaded more than once already, including sad favorites like Kakki (5), Agal (3), or Anbald (3). All in all, the primary risk group already saw eighty-four reported invasions from a total of 358. However, several systems in the risk group have not yet seen an invasion. We are talking, after all, about probability distributions and estimated risks.

At this point we can safely say that Triglavians are after our younger Blue Stars within the upper but not the top scale of sun temperature. They avoid O1 stars but readily embrace A0 and B0 from the F6 to F9 spectral classes. We also see some differences between the apparent visual of the stars; a feature which we can't really relate to any specific scientific variable at this. The relevant visuals are shown in Figure 8. It might have something to do with chemical elements, metals, gravitational anomalies, or other stellar parameter which are not available to capsuleers' regular instruments. Further inquiry is needed.

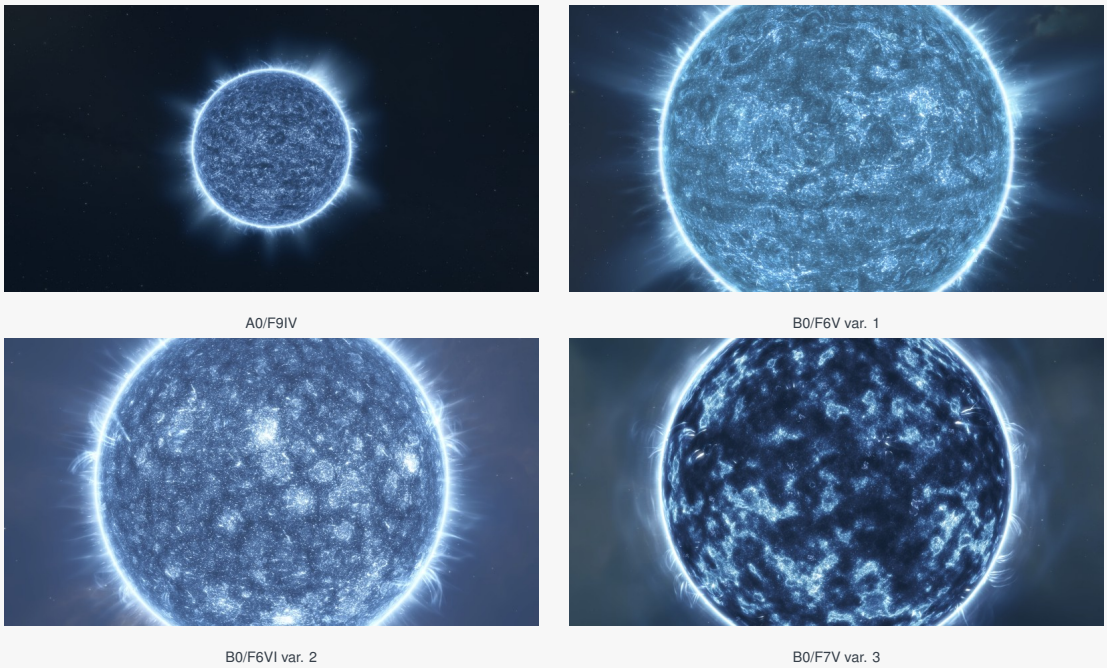

Figure 8: Impressions from the apparent visual types of the Blue Stars (type A0 and B0 only). The B0 variant 1 is also the Blue Star variant we expect to be of foremost interest to Triglavians and thus defines the sixteen systems in our primary risk group.

4. Foothold Systems and Political Factions

Over and over again, the debates on the Triflavian invasions have referred to possible preferences of certain factions above others. Mostly outstanding single events, a tight media coverage, or a chain of notable events over a short period of time suggest that the Triglavians might more or less deliberately attack one Empire more often or harder than others. As a consequence, the question needs to be carefully discussed.

To put it up front: there is no hard evidence that suggests a preference of a certain faction when it comes to foothold system patterns. But of course, even if the footholds would wander across New Eden in perfect proportion, we cannot deduce that there is not a special agenda against one or the other Empire.

At the beginning of each of the first three invasion stages, Amarr, Caldari, and Gallente have been invaded first. But there is no obvious pattern as to which faction will next be targeted. Curiously, a single invasion once hit directly in the CONCORD system of Tarta. Otherwise, the four Empires are carrying the burden.

In Figure 9 we get a general impression of how the recorded foothold systems are distributed across the Empire factions. The animated map we introduced earlier (p. 3) also shows how the invasions expanded over the different phases. As with many other similar questions, like the preference of unidentified wormholes or Jove Observatories, we approach the analysis with a comparison of the general distribution of solar systems and the distribution of reported foothold systems. If there is a significant difference between both, we should expect some causality or correlation between foothold preference and empire faction. Of course, the faction itself could just be a mediator variable, much like ice miners tend to be found around certain ice belts which in turn happen to appear only in certain regions. Again, we limit the scope of the analysis to low and high security space, because there have been no invasions in null security space yet.

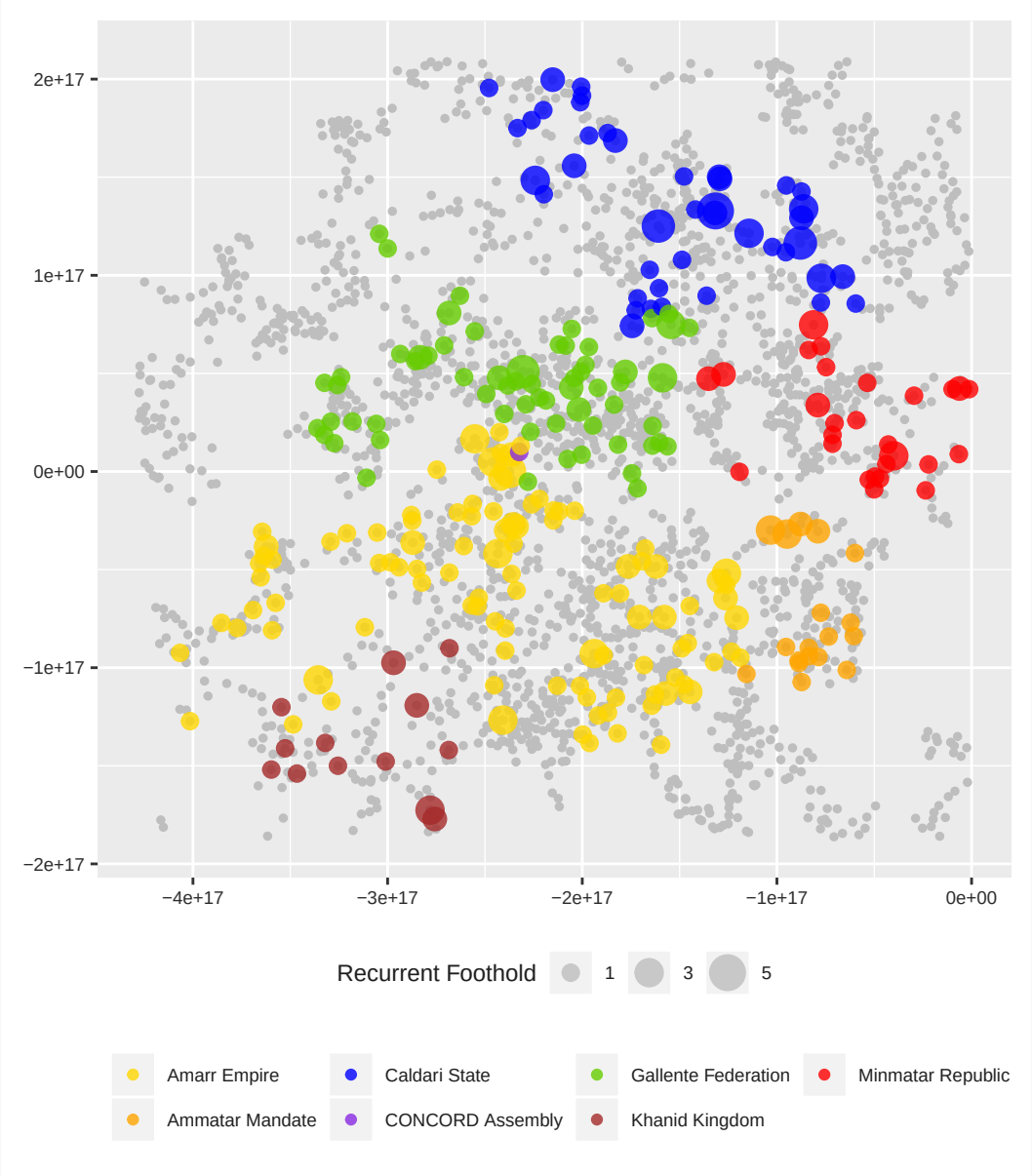

Figure 9: Distribution of reported foothold systems across Empire space

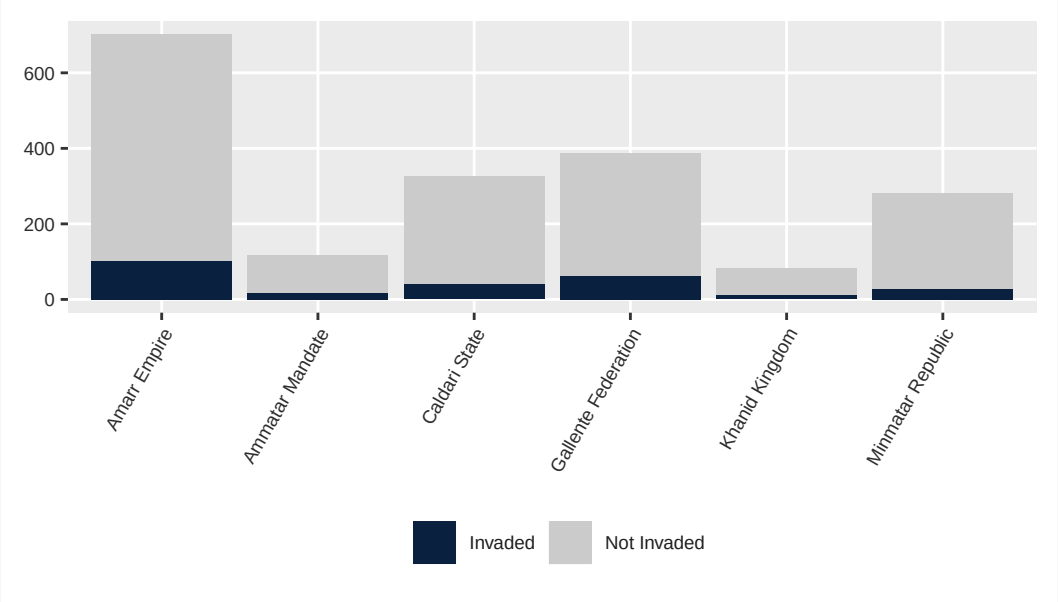

Figure 10: Proportion of invaded foothold systems compared to all systems in low and high security space. Systems governed by CONCORD and InterBus are excluded.

Figure 10 gives a general impression of how many solar systems have been foothold in a Triglavian invasion over the last year. It also shows the steep disproportion of solar systems by factions in general. One of the reasons, why intuition regularly fails us when we try to attribute certain events to a preference by faction.

We compare both distributions statistically, assuming the null hypothesis that the distribution of foothold systems follow the general distribution of all 1907 systems in low and high security space across factions. Table 3 quickly suggests that we see a very similar distribution. A test for significance does not reject the null hypothesis on a $p = 0.30$ level. Hence we conclude that Triglavian invasions are hitting systems across the cluster with ignorance to faction affiliation.

Faction	All Systems	Foothold Systems
Amarr Empire	0.3681	0.3771
Ammatar Mandate	0.0619	0.0670
Caldari State	0.1709	0.1927
CONCORD Assembly	0.0042	0.0028
Gallente Federation	0.2035	0.2123
Khanid Kingdom	0.0440	0.0503
Minmatar Republic	0.1468	0.0978
The InterBus	0.0005	0.0000

Table 3: Proportions of all solar systems across empire factions in high and low security space, compared to all observed 358 foothold systems. The two columns add up to 100% each.

5. Foothold Systems, Constellations, and Topology

5.1. Stargate Topology

If we look at the way how invasions work, we realize that they reach out from the foothold to adjacent and perimeter systems (one and two jumps distance). If we would assume that the Convocation of Triglav aims at maximizing their impact with every invasion, we should expect them to prioritize foothold systems with a maximum number of stargates in order to multiply their outreach. However, we can quickly dismiss the idea of a stargate topology as a predictor for invasion probability. Figure 11 shows the uniform distribution of foothold systems across all kind of topology, covering dead-ends as well as corridors and busy hubs. The results are reproduced by statistical tests so we quickly skip this topic by declaring that the stargate topology is not relevant for foothold selection.

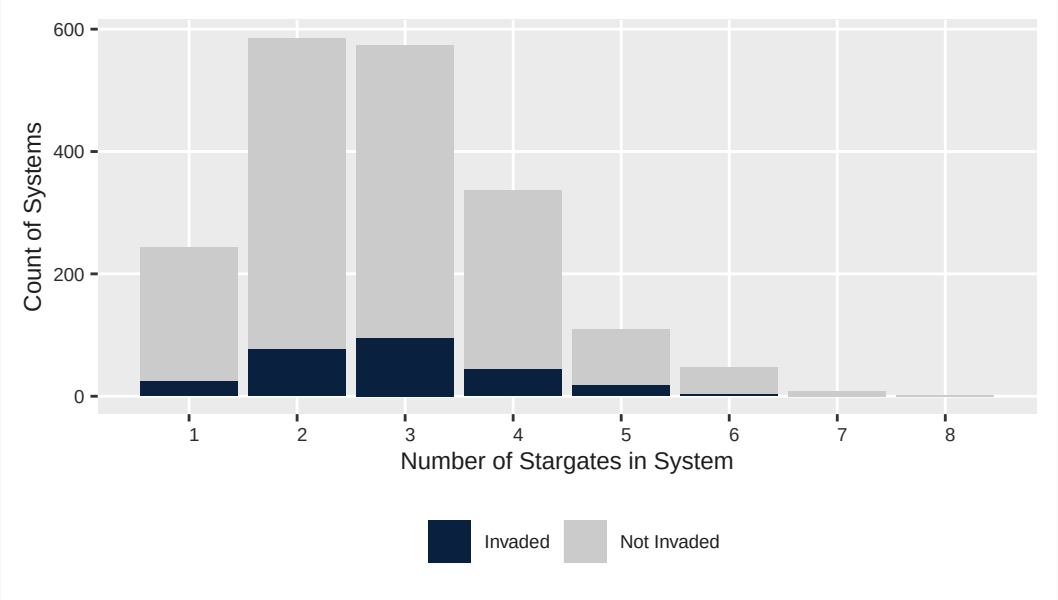

Figure 11: The chart shows the distribution of all low and high security systems across the number of stargates in system; reaching from dead-end systems with only one up to eight outgoing connections.

5.2. The Impact of Border Areas with Low Security

We already evaluated the impact of security status on foothold probability. In Figure 7 (p. 12) we found that it plays a certain role for the significance of different star types. Also, we checked for a general influence of a system's security rating or level on the occurrence of footholds but found none.

However, on our search for topological influences we discovered another relationship of foothold patterns and security. If we look back at New Eden's star map on page 15 we discover certain clusters of foothold systems. Even within a region, some areas remain clear of invasions. There are broad corridors of apparent disinterest visible within all faction realms. Other areas, like the Araz constellation, saw eight invaded systems.

When we investigate further on this, we find that there is a preference for rather unstable border constellations with low security. More precisely, the average security rating of a constellation has an impact on the probability of footholds being established within its borders. This is illustrated in Figure 12 which is an update to the model we introduced in Section 3.2 (p. 9). If a solar system is in a constellation with an average security of 0.32, it has an increased probability to be targeted as foothold system. The effect is reduced with an increase in deviation from this maximum. This assumes, that all other independent variables (*Sun Type* and *Security Level* of the system) remain unchanged.

This helps us to further improve the specification of our risk group of solar systems, given in the appendix on page 22. We will now draw the final conclusions.

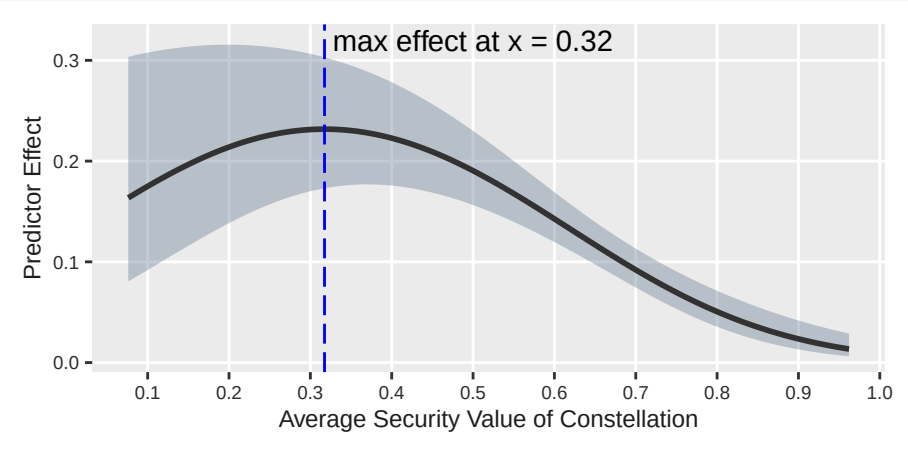

Figure 12: Predictor Effects for the average security rating of the star constellation where a given solar system is located. The 95% confidence interval is added to provide information on significance.

6. Closing Remarks

The major concern of this writing, we said at the beginning, is the logic and reasoning behind the pattern of Triglavian invasion foothold systems. We can conclude that there is a general tendency of expansion, which leads from few first invasions with roaming scouts to the incursion of Worls Arks and the errection of orbital structures. Furthermore, high and low security space is the primary realm of invasions. The null security territories were spared so far. But for how long? More importantly, solar systems with Blue Stars are a primary target as footholds, especially of the A0 and B0 *Sun Types* which implies the F6 to F9 *Spectral Classes*. This means that the Convocation is looking for rather young stars with rather high (but not top) temperature and luminosity. Sun size does not seem to be of special relevance. Also, the O1 type Blue Stars are rather avoided. However, the preference for A0/B0 Blue Stars is mediated by high security space. In low security systems, the star type seems to be of lesser effect. What makes it more complex is the fact, that Blue Stars of relevance come in four distinct apparent visuals. There is no clear evidence why some Blue Stars look different from others. However, especially one visual type (variant 1 in Figure 8) is significantly important for the prediction of foothold systems. Possible reasons could be chemical composition (we might remember the plasma eruption during the Seyllin Incident), gravitational fields, or other aspects. This needs further analysis. Additionally, foothold systems tend to favor systems in constellations with a low average security rating around 0.32. This does not imply that a single foothold system has to be of a low security rating, though! Finally, we could exclude some possible factors of foothold pattern determination, like the stargate topology and the political affiliation of a solar system.

With the finding so far, we were able to identify a predicted risk group of 73 stars, ranked by *Sun Type* (A0/B0), sun's *Apparent Visual*, and *Average Security Rating* in the targeted constellation. The risk group is provided in the appendix on page 22.

Evaluation There could be many reasons for the Triglavians to be interested in Blue Stars given how energetic they are. Would they use them as conduits to the abyss? Would they drag solar systems away from this multiverse into a quantum-probability beyond? As per the scope report and the words Dr. Santina Ygrai of Duvolle Laboratories, these systems could be prime spots for attunement. Further purpose unkown. It is worth remembering that some very interesting systems correspond to their preferences. Not only Seyllin (O1/A0), but also the capital systems of Yulai (B0), the Old Jovian Directorate in 54-VNO (B0), and the known space Sansha Capital in 37S-KO (O1).

For now, we achieved our goal by providing a solar system risk group, hoping for farsightedness, sympathy, determination, and courage to protect and to investigate. We can finally change from reaction to prediction – and to pro-action – after this long year of Triglavian invasion.

7. About the Authors

Ilm Gaterau closes his third year in service for the Center for Advanced Studies. His research interest includes stellar processes and the unsettling technology of stellar manipulation as seen by the hand of the Convocation of Triglav. His long-term dedication and patience first revealed the persisting deployment of Stellar Accelerators in Triglavian foothold systems after the invasions had already come to an end.

Haria Haritimado is a capsuleer employed by Itsukame-Zainou Hyperspatial Inquiries Ltd. for the Arataka Research Consortium. Her capsuleer status was issued by the Science & Trade Institute in YC 116. Since then, her career was straightforward, leading to Itsukame-Zainou via the EVE University. Lately, she took responsibility as a Director for her corporation, focusing on the Drifter and Triglavian agenda.

A. Solar System Risk Group

Following seventy-three solar systems belong to the identified risk group which are very likely to become the target of a Triglavian invasion (again). See Section 3.3 (p. 12) for details. The table is sorted from high risk in decreasing order. The sixteen first systems belong to a Blue Star visual variant which seems to be of special interest for the Convocation of Triglav. This is not sufficiently backed up by the data we have, though. Further analysis is advised.

Table 4: Primary Risk Group of Solar Systems

Solar System	Region	Faction	Sun
Chibi	Aridia	Amarr Empire	F7 V
Agal	Genesis	Amarr Empire	F7 V
Manatirid	Genesis	Amarr Empire	F7 V
Angymonne	Everyshore	Gallente Federation	F7 VI
Hodrold	Metropolis	Minmatar Republic	F7 V
Mitsolen	The Forge	Caldari State	F6 V
Anbald	Metropolis	Minmatar Republic	F6 VI
Ahynada	The Citadel	Caldari State	F7 VI
Scolluzer	Verge Vendor	Gallente Federation	F7 VI
Shemah	Kador	Amarr Empire	F6 V
Frarn	Heimatar	Minmatar Republic	F7 VI
Kakki	The Citadel	Caldari State	F6 V
Fovihi	Derelik	Ammatar Mandate	F6 V
Elgoi	Metropolis	Minmatar Republic	F6 V
Kihtaled	Khanid	Khanid Kingdom	F7 VI
Kehour	Domain	Amarr Empire	F6 VI
Stegette	Sinq Laison	Gallente Federation	F9 V
Ala	Sinq Laison	Gallente Federation	F9 VI
Moro	Khanid	Khanid Kingdom	F7 VI
Jerma	Domain	Amarr Empire	F6 V
Munory	Kador	Amarr Empire	F9 V
Misha	Kor-Azor	Amarr Empire	F7 V
Rohamaa	Black Rise	Caldari State	F8 VI
Talidal	Khanid	Khanid Kingdom	F6 V
Koona	Kador	Amarr Empire	F8 VI
Jakri	Kador	Amarr Empire	F9 V
Ignebaener	Essence	Gallente Federation	F6 VI
Otela	The Forge	Caldari State	F7 V
Niarja	Domain	Amarr Empire	F9 VI

Table 4 – Continue

Solar System	Region	Faction	Sun
Misneden	Sinq Laison	Gallente Federation	F8 VI
Miah	Kador	Amarr Empire	F8 VI
Barkrik	Metropolis	Minmatar Republic	F9 IV
Hentogaira	The Forge	Caldari State	F8 V
Moniyyuku	Khanid	Khanid Kingdom	F8 VI
Ohide	Devoid	Amarr Empire	F9 VI
Kamda	Kador	Amarr Empire	F7 V
Caslemon	Essence	Gallente Federation	F8 V
Aderkan	Metropolis	Minmatar Republic	F8 V
Goram	Tash-Murkon	Amarr Empire	F6 V
Jarzalad	Tash-Murkon	Amarr Empire	F8 V
Ahtulaima	The Forge	Caldari State	F8 V
Jaschercis	Everyshore	Gallente Federation	F9 IV
Endrulf	Heimatar	Minmatar Republic	F9 VI
Carirgnottin	Everyshore	Gallente Federation	F6 V
Varigne	Molden Heath	Minmatar Republic	F9 V
Raravoss	Domain	Amarr Empire	F7 V
Aakari	Lonetrek	Caldari State	F7 V
Elonaya	Lonetrek	Caldari State	F8 VI
Askonak	Kador	Amarr Empire	F8 V
Osmon	The Forge	Caldari State	F7 V
Aydoteaux	Everyshore	Gallente Federation	F8 V
Knophtikoo	Domain	Amarr Empire	F9 V
Gekutami	The Forge	Caldari State	F6 VI
Vattuolen	The Forge	Caldari State	F8 V
Molea	Khanid	Khanid Kingdom	F9 V
Kino	Lonetrek	Caldari State	F8 V
Geztic	Khanid	Khanid Kingdom	F9 V
Outuni	The Forge	Caldari State	F9 V
Gedugaud	Metropolis	Minmatar Republic	F7 V
Pahineh	Aridia	Amarr Empire	F9 VI
Gisleres	Verge Vendor	Gallente Federation	F8 V
Sonama	Kador	Amarr Empire	F7 V
Sortet	Verge Vendor	Gallente Federation	F7 VI
Ono	The Citadel	Caldari State	F6 V
Barira	Domain	Amarr Empire	F6 VI
Vaere	Verge Vendor	Gallente Federation	F9 VI
Polstodur	Metropolis	Minmatar Republic	F8 V

Table 4 – Continue

Solar System	Region	Faction	Sun
Mimime	Tash-Murkon	Amarr Empire	F8 V
Jinkah	Kor-Azor	Amarr Empire	F8 V
Zhilshinou	Domain	Amarr Empire	F6 V
Stetille	Sinq Laison	Gallente Federation	F9 VI
Eletta	Verge Vendor	Gallente Federation	F8 V
Yulai	Genesis	CONCORD Assembly	F7 V