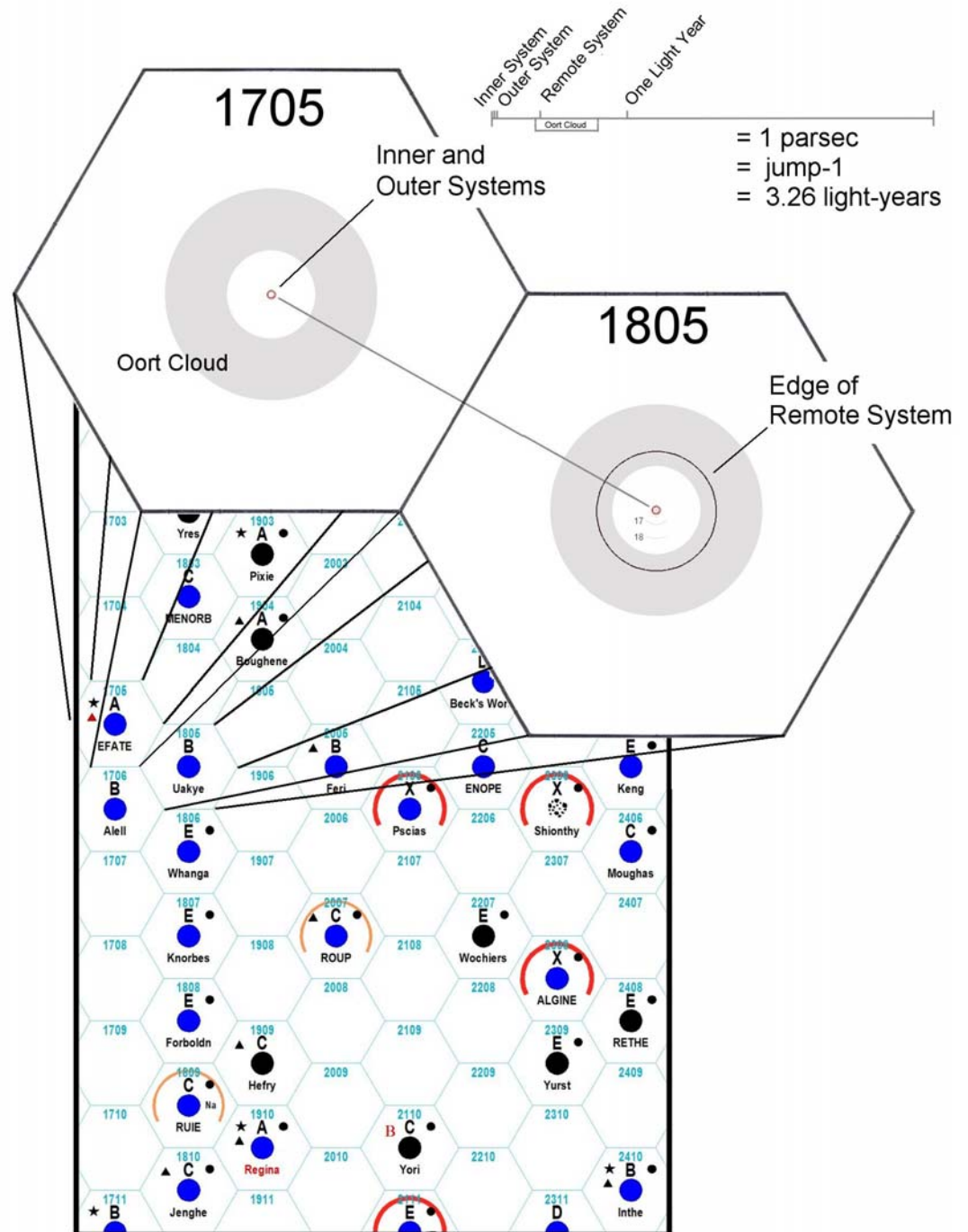
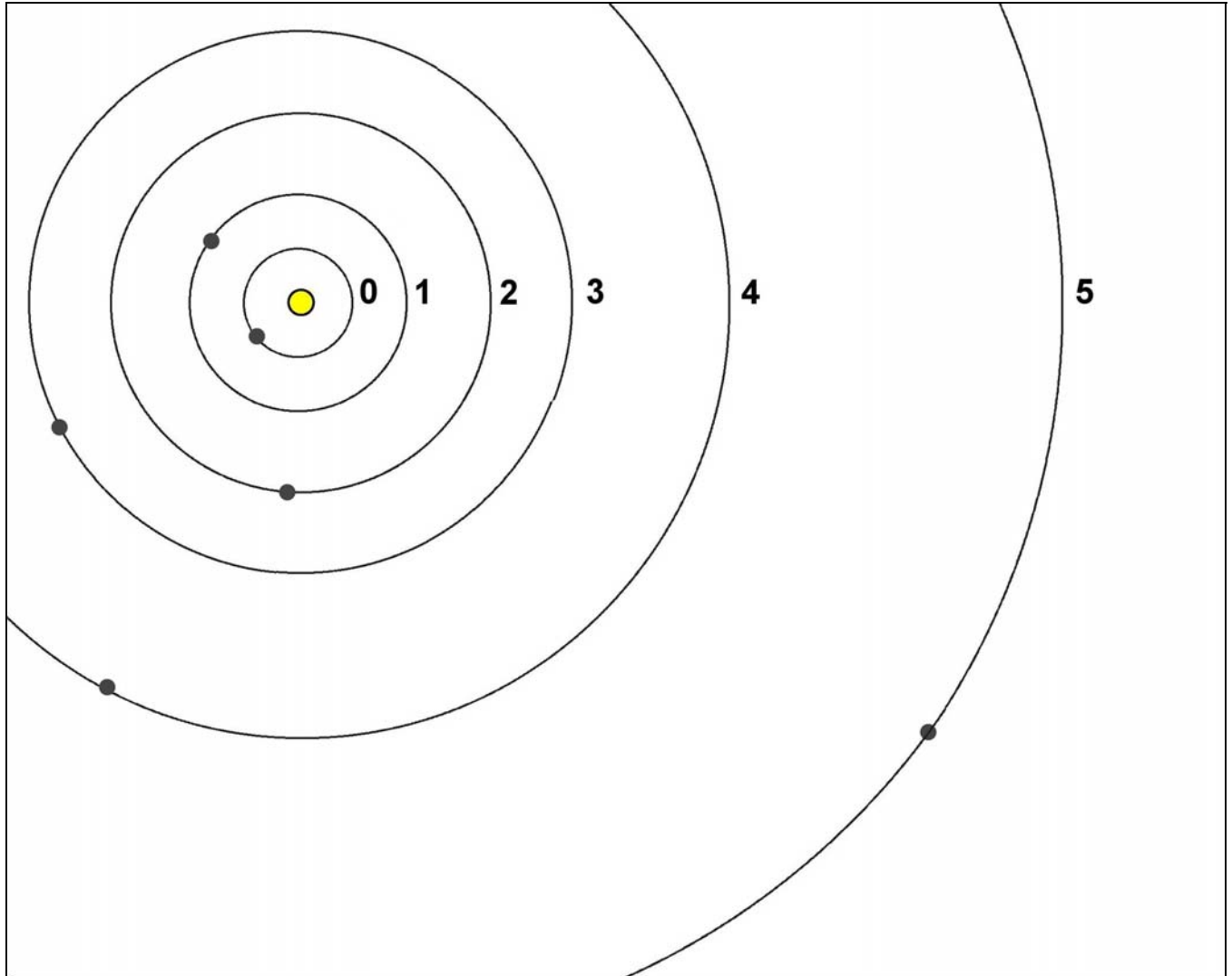




Star Systems

Each system hex is the potential home to a central system and perhaps several subordinate systems.

THE TYPICAL STAR SYSTEM



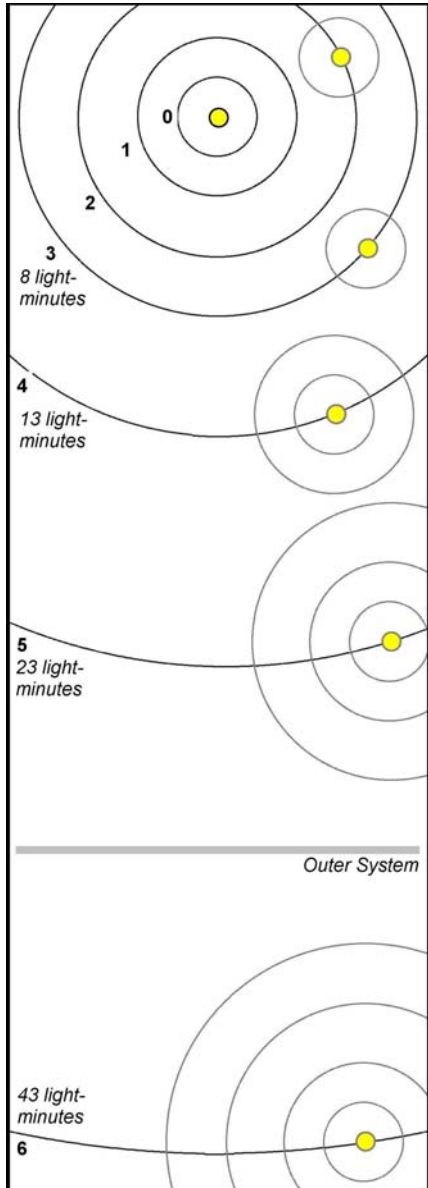
The Typical Star System Contains:

A Central Star

Orbits numbered 0 (zero) upward

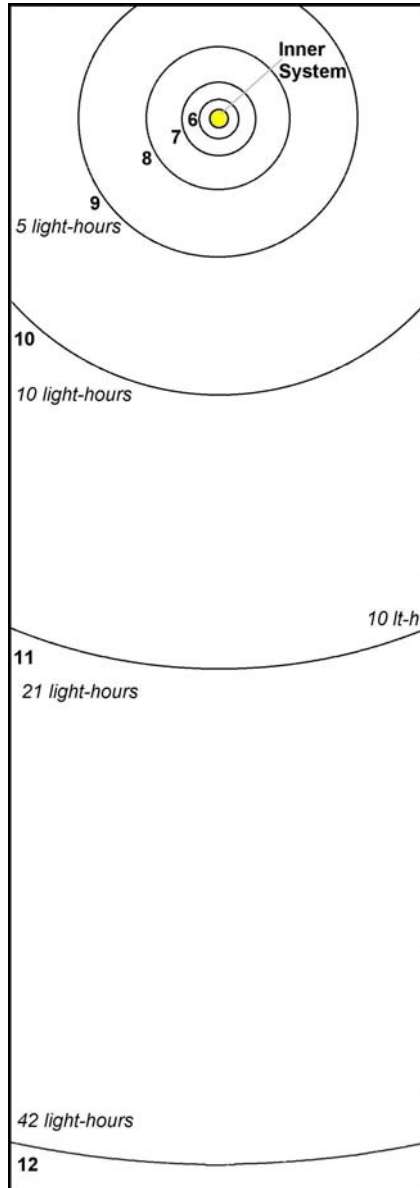
Worlds (including planets, gas giants, and asteroids) occupying some (or all) of these orbits.

THE INNER SYSTEM



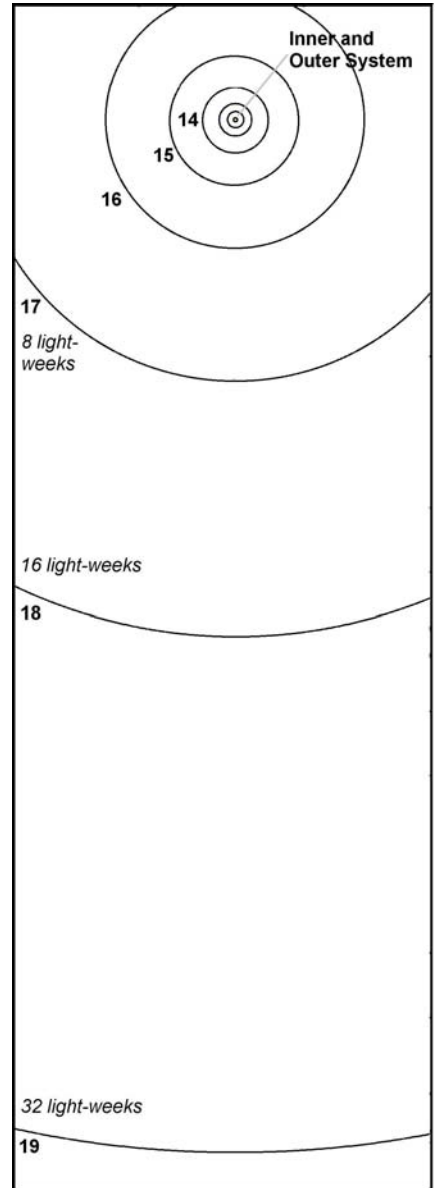
Orbits 0-6

THE OUTER SYSTEM

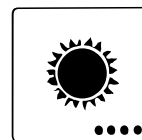


Orbits 7-12

THE REMOTE SYSTEM



Orbits 13-19



Star Systems and Their Worlds

Star systems contain accumulations of stars, gas giants, and worlds.

Traveller System Generation is a process that provides increasing levels of detail and complexity as a Star System is explored.

MOARN Map Only As Really Necessary. Some journeys stop only momentarily in star systems; the information required about that is little more than the type of world present and perhaps the location of a gas giant for starship refueling. Other systems create a need for extensive information: details of several worlds, the location of companion stars, and even information about worlds in the remote or outer system.

Traveller System Generation is a hierarchical process which can be started and stopped as the situation requires. The referee need create only as much information as the players need; as more is required, more can be generated.

UNDERSTANDING STAR SYSTEMS

A star system consists of a central star and a family of planets.

Multiple Stars. Some systems have more than one star. The central star is the Primary. There may be other stars which are Close (Orbits 0-1-2-3-4-5), Near (6-7-8-9-10-11), or Far (Orbits 12-13-14-15-16-17). Each of these stars may have a Companion which is extremely close.

Orbits. Each star is encircled by a series of Orbits number beginning with 0 and extending as far as Orbit-19. Orbits are numbered to correspond to these in the Solar System (that is, 1= Mercury, 2= Venus, 3= Earth). An additional Orbit-0 is allowed inside the orbit of Mercury.

Worlds. Each star may have a variety of worlds: planets, gas giants, asteroid and planetoid belts, satellites, and worldlets.

The Mainworld

The focus of each system is its Mainworld: the single most important world in the system. If the Mainworld has a high population, other worlds in the system are probably explored and even settled. If the Mainworld has a low population, the other worlds in the system are likely barren.

The Mainworld is the world referenced in astrogation data bases and is generally the destination of most travelers entering the system (just as Terra is the likely destination of those visiting the Sol system).

DESCRIBING SYSTEMS

Star systems are recorded and described on a series of FillForms. Most systems can be described on the Inner System FillForm which covers the central star and orbits 0 through 6. Where necessary, additional Fillforms can be used for the Outer System and the Remote System.

CREATING STAR SYSTEMS AND THEIR WORLDS

The process of creating star is governed by the System Generation Checklist and Charts A through G.

A SYSTEM CHECKLIST

The System Checklist details the steps to be taken in creating star systems.

The Second Survey Format

When large data bases of system information are called for, they can be presented in the Second Survey Format: one line per star system showing the Mainworld of the system and other data appropriate for astrogation.

Sector Name

The Sector Name is known before the information is created, as is the hex location of the system.

B MAINWORLD

The Mainworld is the most important world in the system. The first step in system creation is generation of information about the Mainworld.

Starport. The starport is on the Mainworld. Other spaceports (for other worlds) can be created later in the process.

Mainworld Type. The Mainworld may be a Planet occupying an orbit, or it may be a Satellite orbiting a Gas Giant (or a larger planet). It is possible for a Planet Mainworld to be an Asteroid Belt (determined when World Size is generated).

If the Mainworld is a Satellite, Flux determines the Orbit name (a letter from Ay to Zee) and if it is Close or Far from its world.

The Habitable Zone

The Habitable Zone is that region in a star system which is hospitable to humans (and many similar sophonts).

Inner System Reference Chart H and Outer System Reference Chart J show the orbits which are in the Habitable Zone for various star types.

HZ is the abbreviation for Habitable Zone. An orbit is the HZ allows the world to have liquid water and climate hospitable to humans and similar sophonts.

HZ+1 is one orbit farther from the star; the resulting climate is Cold (at the lower edge of human endurance).

HZ-1 is on orbit closer to the star; the resulting climate is Hot (near the upper limits of human endurance).

Twilight Zone. A Planet in Orbit 0 or Orbit 1 is tidally locked to its star. Although the world may be in the HZ, hospitable conditions are present only in a narrow Twilight Zone.

Locked. A Satellite in Close Orbit to its planet is Locked to it; Satellites do not have Twilight Zones.

Gas Giants and Belts

The number of Gas Giants in the system and the number of Planetoid Belts can be generated.

Gas Giants in a system = $2D / 2 - 2$ (ignore fractions and treat less-than-zero as zero) which produces a range from 0 to 4 with some chance of none at all. This value is for the entire stellar hex regardless of the number of subsystems.

Planetoid Belts in a system = $1D - 3$ (ignore fractions and treat less-than-zero as zero) which produces a range from 0 to 3 with a fair chance of zero. This value does not include the Mainworld if it is an Asteroid Belt. For terminology purposes, an Asteroid Belt is a Mainworld; an Planetoid belt is not a Mainworld.

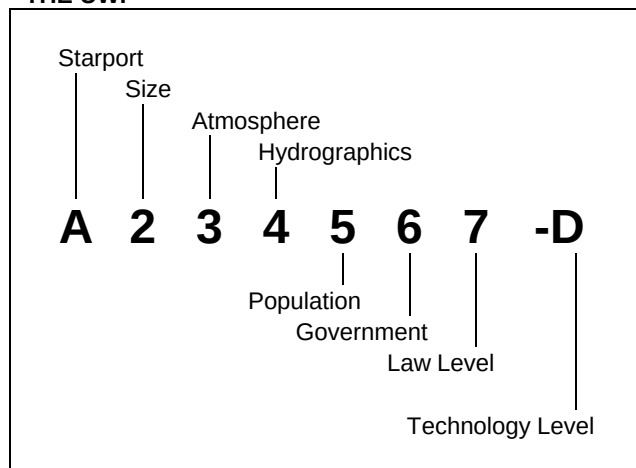
Using Chart B

Chart B provides basic information about the Mainworld. Ships can look up this information in data bases and can make decisions before setting course for the system. The presence of Gas Giants allows wilderness refueling.

C StSAHPGL-T

The basic information contained in the Universal World Profile can be created with the instructions on the Chart A Checklist.

THE UWP



Using Chart C

Chart C allows the information in the UWP to be decoded and understood.

The instructions for creating the elements of the UWP are appended to each table.

D TRADE CLASSIFICATIONS

The Trade Classifications reflect specific types of information about the Mainworld (and to a lesser extent, other locations in the system).

E THE EXTENSIONS

The Extensions provide additional information about the Mainworld.

The Importance Extension

The **Importance Extension (Ix)** ranks worlds within a region. It can range from +4 to -2. A world with +4 is Important; a world with 0 or less is Unimportant.

Trade Routes. Trade Routes within a sector connect Important Worlds with Jump-4 or less. If such a route is not possible, intermediate connections with less important worlds are possible.

Capitals. The most Important world in a subsector is the Subsector Capital; the most important world in a Sector is the Sector Capital.

When more than one world is of the highest Importance, the one with the most Trade Classifications is considered most Important.

The Economic Extension

The **Economic Extension (Ex)** is a measure of the strength of a world economy and provides basic insights into the economy's structure and capabilities.

The Economic Extension is useful in evaluating the budgets and outputs of a world, and for comparing the economics of different worlds.

By detailing the Resources (= 2D plus GG and Belts), Labor (= by Population), and Infrastructure (= 2D + Importance), a general picture of the economic strength of the World emerges.

Barriers add a handicap: legal, cultural, and social inefficiencies which may increase or reduce overall economic strength.

Resource Units. The Economic Extension can be used to compute the Resource Units of a world (in effect, its world budget).

RU

Resource Units = $R * L * I * (5-B)$

If any value = 0, use 1 instead (to avoid multiplying by zero).

Resource units can be negative: a world can be a net drain for Resource Units.

Barriers. All economies have barriers to total efficiency. In the Economic Extension, Barriers range from 0 to 10, with higher value values (because of the structure of the formula) being the most destructive to an economy.

In the RU formula, Barriers at 6 or more turn the RUs available negative: the Barriers are so destructive as to make the economy a net drain. Such barriers represent a welfare state; cultural influences which do not value wealth, even physical limitations.

On the other hand, since nearly all economies have barriers, lower-than-expected Barriers are a positive multiplier increasing available RU.

The Golden World. The theoretical (possibly apochryphal) world with maximum values under the Economic Extension would not only have an immense RU value, it would have virtually no Barriers to production: its citizens would value work, production, efficiency, and even customer satisfaction above all else.

Fractional Budgets. RU Resource Units are relative values: they are best understood in comparison to other

worlds. Assuming World Alpha produces RU= 100 and World Beta produces RU= 50, one can assume Alpha has an economy twice the size of Beta.

Similarly, if Alpha has a naval budget for ship production, Beta probably has half that budget.

The Cultural Extension

The **Cultural Extension (Cx)** is a broad insight into the expected social behaviors of the citizens of the world.

F NABZ Nil

Additional Information about the world is produced by Chart F.

Nobility. The Imperium assigns a representative to each mainworld; this imperial Noble interacts with the local government and population, serves as an ambassador, and promotes trade and commerce. This noble may be a local appointed by the Emperor, or may be an offworlder assigned to the post.

When a world has a significant non-human population, the Noble often has a local counterpart who deals with non-human locals.

Allegiance. Worlds within the Imperium owe their loyalty to the empire; worlds just beyond the Imperial borders may be Non-Aligned (carefully maintaining its neutrality), or Client-State (independent, but interacting with the empire at various levels).

Worlds may be members of interstellar groups and owe their allegiance to them.

Bases. Worlds may have bases for military, scout, or naval purposes.

Travel Zones

Some worlds pose a variety of dangers to travelers. The Travel Zone classification system assigns to worlds a basic warning level based on experience.

Most worlds are **Travel Zone Green:** safe (relatively safe) to visit. Green status is assumed within the Imperium unless otherwise posted.

Some worlds are **Travel Zone Red:** dangerous to visitors. The level of danger is severe enough that the world is Interdicted and travel to the world is prohibited (with Trade Classification Forbidden). The level of enforcement of Red Zones varies: some systems are patrolled by Quarantine fleets; others have merely a warning beacon.

Some worlds are **Travel Zone Amber:** visitors are advised to use caution. Travel Zone Amber has two levels: Dangerous and Puzzling, each reflected in a Trade Classification.

Amber worlds with low population (Pop= 6 or less) are labeled Amber if local conditions may prove to be dangerous (as reflected by the low population). Amber worlds with higher population (Pop= 7 or more) may require caution by visitors, but the fact that large numbers live on the world makes the classification less about danger and more about intriguing or exotic conditions.

Native Status

Most worlds capable of supporting native intelligent life have a (or had a now-extinct) population of sophonts. The chart identifies the status of such sophonts.

System Stars

The precise number of stars in a system and their spectral types can be created using the charts.

About half of all star systems will be single stars without companions.

It is possible for a system to have eight stars: A Primary and a Companion, a Close star in the inner system and its Companion, a Near star in the Outer System and its companion, and a Far star in the Remote system and its Companion (the chance of such a system is extremely small).

Stellar Spectral Type

The precise spectral identity of the stars in the system are generated using the Spectral Type chart.

The Size of Additional Star Systems

The number of available orbits for system stars is restricted.

The Primary Star may have orbits out to Orbit-19 (not all need be, or will be, filled).

Close, Near, and Far stars may fill orbits around them to their own Orbit minus 3. For example, a Close Star in orbit 3 around its Primary can have no (= 3 – 3) planet orbits. A Far star in Orbit 17 around its Primary can have planets in orbits around it out to Orbit 14 (= 17 – 3).

The Sub Orbit Column of the Orbital Distance Chart 5a (in the Ranges Chapter) shows available orbits.

G PLACING WORLDS

Chart G places the Mainworld in a specific Orbit and creates and places other worlds in the system. If the supply of worlds exceeds the available orbits, the excess worlds are ignored.

Placing Worlds

Worlds in a system must be placed in orbits.

The Placing Worlds Chart provides priorities and deals with several exceptions.

The Mainworld is placed first. If it is a satellite, then a Gas Giant must be placed in that orbit to accommodate it. If there is no Gas Giant in the system, then a BigWorld (Size=-2D +7) must be placed in that orbit.

If the Mainworld is an Asteroid Belt, it is placed using the Belt Column of the Basic Placement Chart without regard to Habitable Zone.

Rotate Placement. The Placing Worlds Chart calls for Rotating Placement of various worlds in the system. If the system has more than one star (Close, Near, Far), place the first of the worlds concerned in orbit around the Primary, the second in orbit around the Close, the third in orbit around the Near, and the fourth in orbit around the Far (if possible). Repeat the process if necessary.

Precluded Orbits. Some stars are so large that they engulf some of the orbits in the system and preclude their availability.

The Surface of the Star... Column of the Orbital Distance Chart 5a (in the Ranges Chapter) shows precluded orbits.

Worlds other than the Mainworld are subject to restrictions: Maximum Population is Mainworld Population minus 1. All worlds other than the Mainworld have Spaceports rather than Starports.

Other Worlds

The creation of additional worlds uses a simplified procedure:

Inner Worlds are in orbits HZ minus 2 or more.

Hospitable Worlds are in orbits HZ – 1 to HZ +1.
Outer Worlds are in orbits HZ +2 or greater.
Consult the charts to determine the specific type of world
and then create it using the information from the Other
Worlds column.
Similar tables direct the creation of Satellites as necessary.

Hospitable are potentially habitable or exploitable worlds
located in the Habitable Zone.

Planetoids are the worldlets of a Belt. The Population,
Government, and Law Level represent the general level
throughout the Belt.

Iceworlds are frozen worlds beyond the HZ.

RadWorlds are worlds with extreme levels of radiation.
Local values for RadWorlds are provided in Range Table 3b
Strangeworlds.

Infernos are worlds with extremes of temperature. Local
values for Infernos are provided in Range Table 3b
Strangeworlds.

BigWorlds are worlds with larger than expected Size.
Occasionally, a satellite Mainworld in a system without Gas
Giants requires a BigWorld as its primary. Bigworld may also
occur throughout a system.

Worldlets are worlds with generally small Size.

Inner Worlds are located starward of the Habitable Zone.

Stormworlds are worlds wracked by constant atmospheric
turbulence. Local values for Stormworld are provided in
Range Table 3b Strangeworlds.

Satellites

When necessary, satellites for worlds and for gas giants
can be generated.

Ring. The table may create one or more Rings.

Even More Worlds

This system does not create the many small chunks of rock
and ice throughout most systems.

THE REGINA SYSTEM

Hex 1910 of the Spinward Marches sector was created as an example using charts.

A

The Sector Name is known: The Spinward Marches.
The Hex Location is already known: 1910.
The Mainworld Name is Regina.

B

Starport = $2D = 4$ = Type A. Excellent Quality.
Mainworld Type = Flux = -4 = Far Satellite.
Satellite Orbit = Flux = -2 = Arr.
Habitable Zone Variance = Flux = 0 = no variance.
Climate (based on HZ=0) = Temperate.
Gas Giants = $2D / 2 - 2 = 10 / 2 - 2 = 3$.
Planetoid Belts = $1D - 3 = 2 - 3 = 0$.

C

Mainworld Size = $2D - 2 = 7 = 7,000$ miles diameter.
Atmosphere = Flux + Size = $+1 + 7 = 8$ = Dense.
Hydrographics = Flux + Size = $+1 + 7 = 8 = 80$ of the world surface is covered by seas.
Population = $2D - 2 = 8$. Hundreds of millions.
Government = Flux + Pop = $+1 + 8 = 9$ = Impersonal Bureaucracy.
Law Level = Flux + Gov = $+0 + 9 = 9$ = High Law.
Tech Level = $1D + \text{Mods (Starport A = +6)} = 4 + 6 = 10$.
TL-10 = approximately 2100 AD.

D

Trade Classifications =
Rich (Atm=8, Pop=8).
Pre-Agricultural (Atm=8, Hyd=8, Pop=8).
Pre-High (Pop= 8).

E.

Importance Extension = { +4 } = Important.
= Starport A = +1, TL A = +1, Rich = +1, Pre-Ag = +1.
Economic Extension = (A8B6)
Resources = $2D + \text{GG} + \text{Belts} = 7 + 3 + 0 = 10 = \text{A}$.
Labor = Pop = 8.
Infrastructure = $2D + \text{Importance} = 7 + 4 = 11 = \text{B}$.
Barriers = $2D - 2 = 6$
Cultural Extension = [6C5C]
Homogeneity = Pop + Flux = $8 - 2 = 6$.
Acceptance = Pop + Importance = $8 + 4 = 12 = \text{C}$.
Strangeness = $2D - 2 = 5$.
Symbols = TL + Flux = $10 + 2 = 12 = \text{C}$.

F

Nobility = cCe = Baronet, a Baron, and a Viscount
Based on Rich, Pre-Ag, Pre-High.
Allegiance = Im = a member world of the Imperium.
Bases = NS
Naval Base from the table. $2D = 5 = \text{Yes}$.
Scout Base from the table. $2D = 3 = \text{Yes}$.
Travel Zones. Imposed by the Referee. = None.
Native Status. Based on Pop 7 or greater and Atm 2 or greater, the world has a Native population.

System Stars

The system automatically has a Primary.
Primary Companion = Flux = $+4 = \text{Yes}$.
Close Star = Flux = $0 = \text{No}$. Near Star = Flux = $-2 = \text{No}$.
Far Star = Flux = $+4 = \text{Yes}$.
Far Star Companion = Flux = $+1 = \text{No}$.

The Regina system has a Primary and a Companion, and a Far star in the remote system, and without a companion.

Stellar Data

Primary = F7 V. Primary Spectral Type = Flux = $-1 = \text{F}$.
Primary Spectral Decimal = use the Even Distribution Table from Dice = 7. Primary Size = Flux = 0 and consult the Spectral F column = V.

Primary Companion = DM. Companion Spectral Type = $-1 + 1D - 1 = 4 = \text{M}$. Companion Decimal = 4. Companion Size = Flux + $1D - 1 + 3 = +7 = \text{D}$. Spectral decimal is ignored for Size = D.

Far Star = M6 V. Spectral Type = Flux + $1D - 1 = 0 + 3 = \text{M}$. Spectral Decimal = 6. Stellar Size = Flux + $1D - 1 = 0 + 2 = 2 = \text{V}$.

Place the Stars in orbits. The Primary is the central star of the system. Its Companion orbits it inside Orbit 0. The Far star is in orbit $11 + 1D = 11 + 5 = \text{Orbit } 16$.

G

Total Worlds In The System = $1 + 3 + 0 + 2D = 1 + 3 + 0 + 8 = 12$.

Mainworld. Regina is in the HZ. The Inner System Reference map shows the HZ for the Primary F7 V is Orbit 4. Because Regina is a Satellite, place a Gas Giant in Orbit 4. Regina orbits the Gas Giant.

Gas Giants. The system has three Gas Giants.

The first Gas Giant has been placed in Orbit 4 of the Inner System. Consult the GG Table for its details = $2D = 7 = \text{Siz S}$ (80,000 miles diameter = about equal to Jupiter). It is a Large Gas Giant LGG.

Place the second Gas Giant. HZ= 4. Consult the GG Table for its details = $2 = \text{Siz M}$ (30,000 miles diameter). It is a Small Gas Giant SGG. Consult the Basic Placement Chart for SGG location = $2D = 2 = \text{HZ}-2$. Place the GG in Orbit $4 - 2 = \text{Orbit } 2$.

Rotate placement of Gas Giants through the systems.

Place the third Gas Giant orbiting the M6 V Far star (begin a new Inner System Fillform for the star). The HZ for an M6 V is Orbit 0. Consult the GG Table for its details = $5 = \text{Siz Q}$ (60,000 miles diameter). It is a Small Gas Giant SGG. Convert it to an ice Giant. Consult the Basic Placement Chart for IG location = $2D = 2 = \text{HZ}+2$. Place the IG in Orbit $0 + 2 = \text{Orbit } 2$.

The system has no Planetoid Belts.

Create world 5 of the system's 12. On World1 Column, $2D = 5 = \text{Orbit } 4$ = which becomes a Satellite of the Gas Giant in Orbit 4. As a Satellite in Orbit 4, consult the HZ Habitables Satellite table = $1D = 4 = \text{Hospitable}$. Determine its orbit from the World and Orbits Table Chart B = Flux = $-1 = \text{Satellite}$ Orbit Eff. Create the Spaceport = Mainworld Pop - $2D + 5 = 8 - 2 + 6 = 0 = \text{Starport F}$. Create World Size = $2D - 2 = 5$.

Continue the process of world creation Atm=6 Hyd=4 Pop=6 Gov = 6 Law = 9. TL = 6.

	SystemGen Checklist Use the procedures in this Checklist to create star systems and their component worlds.	A
		Checklist

The Second Survey Format

Hex	Name	UWP StSAHPGL-T	TC and Rem	{ Ix } (Ex) [Cx]	N	B	Z	PBG	W	A	Stellar
0810	Miigamshiirshag	E300000-0	As Hi In Va Ci	{ -2 } (8056) [7685]	B	-	-	624	7	Im	M1 V M6 VII

The Second Survey Format shows tabular information about a star system (and especially its Mainworld) for ready reference in astrogation, merchant trade, and general inquiries. It consists of the following details.

THE ELEMENTS OF SYSTEM DATA

Sector. The Sector Name and general identity is created and known before this process begins.

Hex. The hex location identifier for the location of the system within the sector.

Mainworld Name. The generally accepted name of the Mainworld of the system. Generated by the referee.

UWP. The standard Universal World Profile (in the format StSAHPGL-T) for the Mainworld in the system.

TC Trade Classifications. The Trade Classifications (and Remarks) for the mainworld.

Ex Extensions. Guides to the character of the Mainworld: Importance, Economic, and Cultural.

N Nobility. Within the Imperium, the noble rank of the individual assigned by the Empire as representative to the MainWorld. More than one is possible.

Bases. The nature of Military, Naval, and Scout bases on the world.

Z Travel Zone. Guidance about potential dangers on the World.

PBG Population Belts Giants. Three digits 0-9 representing the significant digit for the population of the Mainworld, the number of Planetoid Belts in the System, and the number of Gas Giants in the system.

W Worlds. The number of worlds in the system = MainWorld + Belts + Gas Giants + Stars + 2D. This number does not include Worldlets and Satellites (other than the Mainworld if is a Satellite).

A Allegiance. The larger government to which the system owes allegiance (if any).

Stellar. The Spectral identification of the stars of the system.

MOARN Map Only As Really Necessary.

The charts allow the star system creation process to be started and stopped as necessary. There is no need to create complete or comprehensive maps before they are needed.

MASTER SYSTEM GENERATION CHECKLIST

A	1	Sector Name and Hex Location.
	2	Mainworld Name.
B	St	Starport. =2D for Starport Type.
		MainWorld Type. =Flux for (Planet or Satellite). If Satellite, =Flux for Satellite Orbit Name. Habitable Zone Variance. =Flux Climate. Note based on HZ. Gas Giants. =2D /2 -2. Planetoid Belts. =1D -3.
C	3	StSAHPGL-T
		S World Size. = 2D-2. A Atmosphere: =Flux + Size. If Siz =0, Atm =0. H Hydrographics. =Flux+ Size + Mods. Max= A. P Population. =2D-2. G Government. =Flux +Pop. L Law. =Flux + Gov. T Tech Level. =1D + Mods.
D	4	TC Trade Classifications. Note all required. Defer Secondary, Political, Special TC.
	5	Extensions.
E	Ix	Importance Extension.
	Ex	Economic Extension.
F	Cx	Cultural Extension.
	6	Additional Data.
G	N	Nobility. Based on Trade Classifications.
	A	Allegiance. Imposed by referee.
F	B	Bases. Naval. Scout. Depot. Way Station.
	Z	Travel Zones. Imposed by referee.
F	Nil	Native Intelligent Life and Status.
	7	System Stars Star Spectral Types
G	8	W Total Worlds In the System.
		Mainworld Placement. Gas Giant Placement Planetoid Belt Placement Create other Worlds



	Mainworld Create the essential details for the Mainworld using the tables on this page.	B
		Basics

ABOUT THE MAINWORLD

The Mainworld is the most important world in the system (although the world may well be not very important).

This page allows the creation of basic information about a Mainworld appropriate for astrogration planning.

CHECKLIST

- 1. Starport.** 2D for Starport Type.
- 2. MainWorld Type.** Flux for Mainworld Type (Planet, Satellite).
 - A. If Satellite, Flux for Orbit Name.
- 3. Habitable Zone Variance.** Flux for Location in HZ.
- 4. Climate.** Note based on HZ.
- 5. Gas Giants.** Roll 2D /2 -2.
- 6. Planetoid Belts.** Roll 1D -3.

IMPORTANT TERMS

- World.** A planet or satellite.
Planet. A world orbiting a star.
Satellite. A world orbiting a planet.
Mainworld. The most important world in a system.
Belt. An asteroid belt (which may be a mainworld) or a planetoid belt.
Gas Giant. Massive hydrogen-atmosphere planet.

St STARPORTS

2D	Type	Quality	Yards	Repairs	Fuel	Downport	Highport	Bases
2								
3	A	Excellent	Starships	Overhaul	Both	Yes	if Pop =7+	Naval Base Possible Scout Base Possible
4								
5	B	Good	Spacecraft	Overhaul	Both	Yes	if Pop =8+	Naval Base Possible Scout Base Possible
6								
7	C	Routine	No	Major Damage	Unrefined	Yes	if Pop =9+	Scout Base Possible
8								
9	D	Poor		Minor Damage	Unrefined	Yes		Scout Base Possible
10								
11	E	Frontier		No	No	Beacon		
12	X	None		No	No	No		

The Starport on the Mainworld

SPACEPORTS

Roll	Type	Quality	Yards	Repairs	Fuel	Downport	Highport	Bases
2	F	Good	No	Minor Damage	Unrefined	Yes	No	Fa Farming Possible.
3	G	Poor	No	Superficial	Unrefined	Yes	No	Mi Mining Possible.
4								Co Colony Possible.
5	H	Primitive	No	No	No	Beacon	No	Pe Penal Colony Possible.
6+	Y	None	No	No	No	No	No	Re Reserve Possible.

Spaceports on non-MainWorlds

Roll= (Mainworld Pop – 2D) +5.

This table is shown for reference.

WORLDS AND ORBITS

	Main	HZ	Satellite	
Flux	World	Variance	Orbit	Far
- 6	Close	Satellite	- 2 Ay	En
- 5	Far	Satellite	- 1 Bee	Oh
- 4	Far	Satellite	- 1 Cee	Pee
- 3	Close	Satellite	- 1 Dee	Que
- 2	Planet		0 Ee	Arr
- 1	Planet		0 Eff	Ess
0	Planet		0 Gee	Tee
+1	Planet		0 Aitch	Yu
+2	Planet		0 Eye	Vee
+3	Planet	+1	Jay	Dub
+4	Planet	+1	Kay	Ex
+5	Planet	+1	Ell	Wye
+6	Planet	+2	Em	Zee

Mainworld. Is it Planet or Satellite?

HZ Variance. Determine the variation from the Habitable Zone.

Satellite Orbit. Note orbit name.

CLIMATE

Mark Mainworld orbit with its Climate.

HZ =Temperate
 HZ - 1 =Hot
 HZ +1 =Cold
 HZ = 0 or 1 =Twilight Zone = Tz
 Close Satellite =Locked = Lk

Hot. Upper human endurance limit.

Cold. Lower human endurance limit.

Twilight Zone. A world in Orbit 0 or 1 is tidally locked and has a Temperate band at the Twilight Zone, plus a Hot hemisphere facing the Primary and a Cold hemisphere away from the Primary.

Locked. A Close Satellite (Ay through Em) is Locked to its planet. Satellites do not have Twilight Zones.

GAS GIANTS AND BELTS

Determine the number of Gas Giants and Planetoid Belts in the syste (Ignore fractions; treat less than zero as zero).

Gas Giants = 2D /2 - 2
 Planetoid Belts = 1D -3

SAHPGL-T (Next Pages)

S. Size. Planetary Size: 2D-2.

A. Atmosphere: Flux + Size.

If Size =0, Atmosphere =0.

H. Hydrographics. Flux+ Size. Maximum A. If Size =0-1, Hyd =0;

If Atm =0-1 or A+, Hyd DM - 4.

P. Population. 2D-2.

G. Government. Flux +Pop.

L. Law. Flux + Gov.

Convert negative values to 0.

TL. Tech Level. 1D + Mods.

(convert all values less than 0 to 0).



	The UWP Create and understand the elements of the Universal World Profile using these tables.	C
		StSAHPGL-T

S SIZE

Digit	Diameter
0	Asteroid Belt
1	1,000 miles 1,600 km
2	2,000 miles 3,200 km
3	3,000 miles 4,800 km
4	4,000 miles 6,400 km
5	5,000 miles 8,000 km
6	6,000 miles 9,600 km
7	7,000 miles 12,200 km
8	8,000 miles 13,800 km
9	9,000 miles 14,400 km
A	10,000 miles 16,000 km
B	11,000 miles 17,600 km
C	12,000 miles 19,200 km
D	13,000 miles 20,800 km
E	14,000 miles 22,400 km
F	15,000 miles 24,000 km

Siz= 2D -2. If =10, reroll 1D + 9.

A ATMOSPHERE

Digit	Description	Effects
0	Vacuum	S3
1	Trace	S3
2	VThin, Tainted	P1 S2
3	VThin	S2
4	Thin, Tainted	P1 S1
5	Thin	S1
6	Standard	
7	Standard, Tainted	P1
8	Dense	
9	Dense, Tainted	P1
A	Exotic	P1
B	Corrosive	C1 P1
C	Insidious	C2 P1
D	Dense High	varies
E	Ellipsoid	varies
F	Thin Low	varies

Atm= Flux + Size.
If Siz=0, Atm =0.

H HYDROGRAPHICS

Digit	Description
0	Desert World.
1	10% water.
2	20% water.
3	30% water.
4	40% water.
5	50% water.
6	60% water.
7	70% water.
8	80% water.
9	90% water.
A	Water World.

Hyd= Flux+ Size. Max= A.
If Siz =0-1, Hyd =0;
If Atm =0-1, A+, Hyd DM - 4.

P POPULATION

Digit	Description
0	unpopulated
1	tens
2	hundreds
3	thousands
4	ten thousands
5	hundred thousands
6	millions
7	ten millions
8	hundred millions
9	billions
A	ten billions
B	hundred billions
C	trillions
D	ten trillions
E	hundred trillions
F	quadrillions

Pop= 2D -2. If = 10, reroll 9 + 1D.

G GOVERNMENT

Digit	Description
0	No Government Structure. Family bonds predominate.
1	Company/ Corporation. Rule by a managerial elite.
2	Participating Democracy. Rule by popular vote.
3	Self-Perpetuating Oligarchy. Rule by a restricted minority with little or no input from the masses.
4	Representative Democracy. Government by proxy.
5	Feudal Technocracy. Governmental relationships based on mutually beneficial technical activities.
6	Captive Government / Colony. Rule by a leadership answerable to an outside group.
7	Balkanization. Rival governments compete for control.
8	Civil Service Bureaucracy. Rule by agencies employing individuals selected by merit.
9	Impersonal Bureaucracy. Rule by impersonal agencies.
A	Charismatic Dictatorship. Government by a single leader enjoying the confidence of the citizens.
B	Non-Charismatic Dictatorship. Government by the successor to a charismatic dictator.
C	Charismatic Oligarchy. Government by a select group, organization, or class enjoying the overwhelming confidence of the citizenry.
D	Religious Dictatorship. With little or no regard for the needs of the citizenry.
E	Religious Autocracy. Government by a single religious leader having absolute power over the citizenry.
F	Totalitarian Oligarchy. Government by an all-powerful minority which maintains absolute control through widespread coercion and oppression.

Gov= Flux + Pop. Gov greater than F = F.

L LAW LEVEL

Digit	Description
0	No Law. No prohibitions.
1	Low Law. Prohibition of WMD, Psi weapons.
2	Low Law. Prohibition of "Portable" Weapons.
3	Low Law. Prohibition of Acid, Fire, Gas weapons.
4	Moderate Law. Laser, Fusion, Plasma weapons prohibited.
5	Moderate Law. Prohibition of Shock, EMP, Rad, Freeze, Mag, Grav weapons.
6	Moderate Law. Prohibition of MachineGuns.
7	Moderate Law. Prohibition of Pistols.
8	High Law. Open display of weapons prohibited.
9	High Law. Weapons outside the home prohibited.
A	Extreme Law. Weapon possession prohibited.
B	Extreme Law. Regional passports required.
C	Extreme Law. Unrestricted invasion of privacy.
D	Extreme Law. Paramilitary law enforcement.
E	Extreme Law. Full-fledged police state.
F	Extreme Law. Daily life rigidly controlled.
G	Extreme Law. Disproportionate punishments.
H	Extreme Law. Legalized oppressive practices.
J	Extreme Law. Routinely oppressive and restrictive.

Law= Flux + Gov. Law Level greater than J = J.

TECH LEVEL= 1D +

Starport A= +6. B= +4. C= +2. X= -4. F=+1

Siz 0 1= +2. Siz 2 3 4= +1.

Atm 0 1 2 3 = +1. Atm A B C D E F = +1.

Hyd 9 = +1. Hyd A= +2.

Pop 1 2 3 4 5 = +1. Pop 9 = +2. Pop A= +4.

Gov 0 5 = +1. Gov D = -2.

The Technology Chapter defines Tech Levels.



	Trade Classifications Create the applicable Trade Classifications for the Mainworld. As necessary, create the applicable Trade classifications for other worlds in the system.							D
								TCs

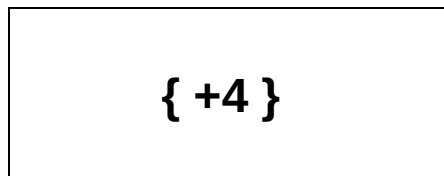
Group	Code	S _{iz}	A _{tm}	H _{yd}	P _{op}	G _{ov}	L _{aw}	Definition	--	Formula
Planetary	As	0	0	0	--	--	--	Asteroid		Siz= 0.
	De	--	23456789	0	--	--	--	Desert	Hyd= 0. Atm= 2-9	
	Fl	--	ABC	123456789A	--	--	--	Fluid	Atm= A+. Hyd= 1+	
	Ga	678	568	567	--	--	--	Garden World		
	He	3456789A	2479ABC	012	--	--	--	Hellworld		
	Ic	--	01	123456789A	--	--	--	Ice-Capped		
	Oc	ABC	--	A	--	--	--	Ocean World	Hyd=A, Siz= A+	
	Va	--	0	--	--	--	--	Vacuum	Atm=0	
	Wa	56789	--	A	--	--	--	Water World	Hyd=A. Siz = 9 -.	
Population	Di	--	--	--	0	0	0	Dieback (000-T)	PGL=000. TL>0	
	Ba	--	--	--	0	0	0	Barren	PGL-T=000-0	
	Lo	--	--	--	123	--	--	Low Population	Pop= 1-3	
	Ni	--	--	--	456	--	--	Non-industrial	Pop= 4-6	
	Ph	--	--	--	8	--	--	Pre-High	Pop=8	
	Hi	--	--	--	9ABC	--	--	High Population	Pop=9+	
Economic	Pa	--	456789	45678	48	--	--	Pre-Ag	Atm= 4-9. Hyd= 4-8. Pop= 4,8	
	Ag	--	456789	45678	567	--	--	Ag	Atm= 4-9. Hyd= 4-8. Pop= 567	
	Na	--	0123	0123	6789ABC	--	--	Non-Ag	Atm= 3-. Hyd= 3-. Pop=6+	
	Pi	--	012479	--	78	--	--	Pre-Ind	Atm=Vac or Taint. Pop=7,8	
	In	--	012479	--	9ABC	--	--	Industrial	Atm=Vac or Taint. Pop=9+	
	Po	--	2345	0123	--	--	--	Poor	Atm=2-5. Hyd=3-	
	Pr	--	68	--	59	--	--	Pre-Rich	Atm=6,8. Pop=5,9.	
Climate	Ri	--	68	--	678	--	--	Rich	Atm=6,8. Pop=6-8	
	Fr	23456789	--	123456789A	--	--	--	Frozen	Siz=2-9. Hyd=1+. HZ +2 or outer	
	Ho	--	--	--	--	--	--	Hot	HZ -1	
	Co	--	--	--	--	--	--	Cold	HZ+1	
	Lk	--	--	--	--	--	--	Locked	Close Satellite	
	Tr	6789	456789	34567	--	--	--	Tropic	HZ -1	
	Tu	6789	456789	34567	--	--	--	Tundra	HZ +1	
	Tz	--	--	--	--	--	--	Twilight Zone	Orbit 0-1	
Secondary	Fa	--	456789	45678	23456	--	--	Farming	Not MW. HZ	
	Mi	--	--	--	23456	--	--	Mining	Not MW. MW=In.	
	Co	--	--	--	56789A	6	0123	Colony		
	Pe	--	--	--	34567	6	6789	Penal Colony		
	Re	--	--	--	1234	6	45	Reserve		
Political	Cp	--	--	--	--	--	--	Subsector Capital		
	Cs	--	--	--	--	--	--	Sector Capital		
	Cx	--	--	--	--	--	--	Capital		
	An	--	--	--	--	--	--	Ancient Site		
	Ab	--	--	--	--	--	--	Data Repository		
Special	Sa	--	--	--	--	--	--	Satellite		
	Fo	--	--	--	--	--	--	Forbidden (Red Zone)		
	Pz	--	--	--	789ABC	--	--	Puzzle (Amber Zone)		
	Da	--	--	--	0123456	--	--	Danger (Amber Zone)		

Ba requires Starport E, X. Cp, Cs, Cx require Starport A. Politicals and Specials assigned by Referee (not generated).
Lk, Ho, and Co refer to climate but are not properly TCs.



	The Extensions Create the Importance Extension, Economic Extension, and Cultural Extension for the system.	E
		Ix Ex Cx

IX THE IMPORTANCE EXTENSION



The **Importance Extension** is contained between {braces}.

The **Importance Extension (Ix)** ranks worlds within a region. It governs the locations of capitals and trade routes.

IMPORTANCE EXTENSION=

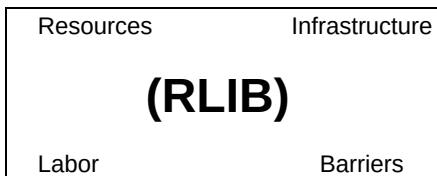
Characteristic	Value
Starport Type A or B	+1
Starport D or worse.	- 1
TL A or more	+1
TL 7 or less	- 1
per Ag Hi In Pi Ri Pr Pa	+1

Important= +4.
Unimportant= 0 or less.

Trade Routes. Important Worlds are linked by established Trade Routes of J-4 or less.

Capitals. Important worlds are more likely to be Capitals of subsectors and sectors.

EX THE ECONOMIC EXTENSION



The **Economic Extension** is contained between (parentheses)].

The **Economic Extension (Ex)** is the strength of a world economy and provides basic insights into the economy's structure and capabilities.

ECONOMIC EXTENSION=

Characteristic	Value
Resources=	2D + GG + Belts
Labor=	Pop
Infrastructure=	2D + Importance
If Ba, Di, Lo, then = 0. If Ni, then 1D.	
Barriers=	2D -2

Resources of a world are any materials available for processing and exploitation. They include natural resources, minerals, ores, metals, energy sources, biological assets, and any other materials of limited availability and suitable for production as goods suitable for sale.

Labor for a world is the workforce available for the processing and exploitation of Resources.

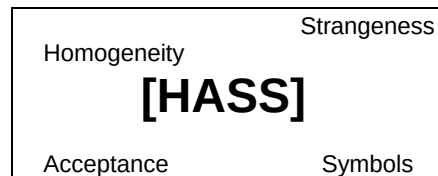
Infrastructure for a world is the established technical structures that support the population, and especially support exploitation of resources. Infrastructure includes roads, power grids, communications systems, and factories.

Barriers are existing inefficiencies in the economy. Barriers include legal impediments to efficiency, tax rates, customs which promote absenteeism or inhibit rewards for merit, and social structures which mismatch ability and job.

RU

Resource Units = $R * L * I * (5 - B)$
If any value = 0, use 1 instead (to avoid multiplication by zero).

CX THE CULTURAL EXTENSION



The **Cultural Extension** is contained between [brackets].

The **Cultural Extension (Cx)** is a broad insight into the expected social behaviors of the citizens of the world.

CULTURAL EXTENSION=

Characteristic	Value
Homogeneity	=Pop + Flux. Less than 0 = 1
Acceptance	= Pop + Importance
Strangeness	5 + Flux
Symbols	TL + Flux

Homogeneity is a measure of the degree to which members of society hold common beliefs. Members of very homogeneous cultures are in strong agreement on the fundamentals of society (usually basic rights, religion, and methods of interaction). Members of non-homogeneous cultures hold many different beliefs on the fundamentals of society.

Acceptance is the degree of xenophobia or xenophilia in the culture. High Acceptance is evidenced by friendliness to outsiders and offworlders; Low Acceptance is characterized by fear or rejection of outsiders.

Strangeness is the degree of difference for the norms of interstellar society.

High Strangeness is evidenced by unusual or outwardly incomprehensible actions, statements, or responses in the course daily activity. Low Strangeness reflects activities close to interstellar norms.

Symbols used by the culture may range from the concrete (idols; totems; statuary) to the abstract (symbolized belief systems; group affiliations).

Importance Extension and the **Economic Extension** apply to the entire system; **Cultural Extension** applies generally to the entire system, although individual worlds may have their own Cultural Extensions.

	Additional Information Note the additional information for the system. Generate the stars for the system and place them on the appropriate fillforms.	F
		NABZ Nil

N NOBILITY

Code	Ranking	Noble	TC
A	Gentleman.		
B	Knight	any	
c	Baronet	Pa Pr	
C	Baron	Ag Ri	
D	Marquis	Pi	
e	Viscount	Ph	
E	Count	Hi	
F	Duke	In	
G	Archduke		
H	Emperor		

Noble assignment is based on the Trade Classifications of the world.

A ALLEGIANCE

Code	Description
Im	Imperial.
Cs	Client-State
Na	Non-Aligned
Va	Vargr
As	Aslan
Zh	Zhodani
So	Solomani
Kk	K'kree
Hv	Hiver

Many other allegiance abbreviations are possible.

B BASES

Code	Description
N	Naval Base
D	Naval Depot
S	Scout Base
W	Scout Way Station
M	Military Base

A **Depot** is established approximately one per 1000 worlds.

A **Way Station** is placed approximately one per 50 parsecs along major trade routes.

Military Base as needed.

GENERATING BASES

2D	Naval			Scout			
	A	B		A	B	C	D
2	N	N		S	S	S	S
3	N	N		S	S	S	S
4	N	N		S	S	S	S
5	N	N		-	S	S	S
6	N			-	-	S	S
7	-	-		-	-	-	S
8	-	-		-	-	-	-
9	-	-		-	-	-	-
10	-	-		-	-	-	-
11	-	-		-	-	-	-
12	-	-		-	-	-	-

Columns are Starport Types. Roll once for each Base type.

Z TRAVEL ZONES

Code	Description	TC
G	Green	
A	Amber	Da Pz
R	Red	Fo
Da	Dangerous	Pop=0-6
Pu	Puzzling	Pop=7+
Fo	Forbidden	

NIL NATIVE INTELLIGENT LIFE / NATIVE STATUS

Pop	Atm	TL	Comment	(create sophonts as necessary)
7+	2-9	1+	Intelligent Life evolved on this world.	Natives
7+	A+	1+	Local Intelligent Life is incompatible with human environments	Exotics
7+	0-1	1+	Sophonts evolved elsewhere and settled here many years ago.	Transplants
0	2+	1+	Intelligent Life evolved on this world, but is now extinct.	Extinct
0	0-1	1+	Evidence of Transplants, but they are no longer present.	Vanished
1-2-3			Non-permanent commercial or scientific activity.	Transients
4-5-6			The initial steps of creating a colony.	Settlers

W WORLDS

Total worlds in the system =
 MW + GG + Belts + 2D

if Gov= 1 Locals are company employees.
 if Gov= 6 Locals are colonists from a nearby world.

Corporate.
 Colonists.

1 GENERATE SYSTEM STARS

Flux	Primary	Close	Near	Far	Companion
- 5	Primary	--	--	--	--
- 4	Primary	--	--	--	--
- 3	Primary	--	--	--	--
- 2	Primary	--	--	--	--
- 1	Primary	--	--	--	--
0	Primary	--	--	--	--
+1	Primary	--	--	--	--
+2	Primary	--	--	--	--
+3	Primary	Close	Near	Far	Companion
+4	Primary	Close	Near	Far	Companion
+5	Primary	Close	Near	Far	Companion

Primary is always present. Roll Flux for Close, Near, and Far stars in the system. Roll Flux for Companions (if present) to Primary, Close, Near, and Far. A system may have as many as eight stars (Primary + Companion, Close + Companion, Near + Companion, and Far + Companion).

Place Stars In Orbits

Companion = Inside Orbit 0.
 Close= 1D -1. In Orbits = 0-1-2-3-4-5
 Near = 5+ 1D. In Orbits = 6-7-8-9-10-11
 Far = 11 + 1D. In Orbits = 12-13-14-15-16-17

2 SPECTRAL TYPE Size

Flux	Sp	O	B	A	F	G	K	M
- 5	OB	Ia	Ia	Ia	II	II	II	II
- 4	A	Ib	Ib	Ib	III	III	III	II
- 3	A	II	II	II	IV	IV	IV	II
- 2	F	III	III	III	V	V	V	III
- 1	F	III	III	IV	V	V	V	V
0	G	III	III	V	V	V	V	V
+1	K	V	III	V	V	V	V	V
+2	K	V	V	V	V	V	V	V
+3	M	V	V	V	V	V	V	V
+4	M	IV	IV	V	VI	VI	VI	VI
+5	M	D	D	D	D	D	D	D
+6	BD	D	D	D	D	D	D	D

Spectral Type. Roll Flux for the Primary. For all others, Primary Flux + (1D-1).

Spectral Decimal. Roll decimal 0 thru 9.

Stellar Size. Roll Flux for the Primary; For all others, Primary Flux + (1D+2).

Size IV not possible for K5-K9, M0-M9.

Size VI not possible for A0-A9, F0-F4.

If Size= D, ignore Spectral Decimal.

If Spectral= BD, ignore remaining rolls. (BD= Brown Dwarf).



	Gas Giants and Other Worlds Create Gas Giants and place them in orbits on the System Fillform. Fill other orbits with Other Worlds.	G
		Other Worlds

W WORLDS

Total Worlds In System=

- + Mainworld
- + Gas Giants
- + Belts
- + 2D

OTHER WORLDS

Subject to

Max Pop = MW Pop - 1.
St= Spaceport.

Hospitable= StSAHPGL-T

Planetoids= St000PGL-T

Iceworld= StSAHPGL-T
Pop= DM - 6

RadWorld= StSAH000-0
Siz= 2D

Inferno= YSB0000-0
Siz= 2D

BigWorld= StSAHPGL-T
Siz= 2D +7
any with Siz= B+ is BW.

Worldlet= StSAHPGL-T
Siz= 1D - 3

Inner World StSAHPGL-T
Pop= DM - 4
Hyd= DM - 4

Stormworld StSAHPGL-T
Siz= 2D
Atm= DM +4
Hyd= DM - 4
Pop= DM - 6

NUMBER OF SATELLITES

Gas Giants= 1D-1
Inners = 1D-5
Hospitables= 1D-4
Outers= 1D-3
= total number of satellites
for the world.

Zero exactly = Ring and
reroll. Treat less than zero
as none.

PLACING WORLDS

Place Mainworld

If Satellite, place GG in MW Orbit.

If Satellite and No Giants, place a BigWorld in MW Orbit.

If Asteroid Belt, place as Belt without regard to HZ.

Place Gas Giants

Place Planetoid Belts

Place Other Worlds

Rotate Placement Per Star.

Rotate Placement Per Star.

Rotate Placement Per Star, place worlds using World1 Column.

Last World, place using World2 Column.

GG GAS GIANTS

2D	Size	WSize	Diameter	Type
1	L	20	20,000 miles	SGG
2	M	21	30,000 miles	SGG
3	N	22	40,000 miles	SGG
4	P	23	50,000 miles	SGG
5	Q	24	60,000 miles	SGG
6	R	25	70,000 miles	LGG
7	S	26	80,000 miles	LGG
8	T	27	90,000 miles	LGG
9	U	28	100,000 miles	LGG
10	V	29	110,000 miles	LGG
11	W	30	120,000 miles	LGG
12	X	31	130,000 miles	LGG

Convert every second SGG Small
Gas Giant to IGG Ice Giant (of the
same size).

Convert every fifth LGG to a BD
Brown Dwarf (of Siz x 4; mark Size
with* as in R*).

BASIC PLACEMENT CHART

2D	LGG	SGG	IG	Belt	World1	World2
2	-3	-2	+1	-1	10	17
3	-2	-1	+2	HZ	8	16
4	-1	HZ	+3	+1	6	15
5	HZ	+1	+4	+2	4	14
6	+1	+2	+5	+3	2	13
7	+2	+3	+6	+4	0	12
8	+3	+4	+7	+5	1	11
9	+4	+5	+8	+6	3	10
10	+5	+6	+9	+7	5	9
11	+6	+7	+10	+8	7	8
12	+7	+8	+11	+9	0	7

GG and Belt placement is based on the HZ.

World placement is based on Orbit.

If an orbit is duplicated or precluded, adjust to
an adjacent or the closest possible orbit.

Gas Giant Skimming: Ship's G must exceed
World Size/8.

The Inner Worlds

= Orbits inside HZ - 1.

The Hospitables

= Orbits HZ-1, HZ, HZ+1.

The Outer Worlds

= Orbits beyond HZ+1.

- HZ INNERS

1D	Description
1	Worldlet
2	Inferno
3	Inner World
4	BigWorld
5	Stormworld
6	Radworld

HZ HOSPITABLES

Code	Description
1	Worldlet
2	Inferno
3	Hospitable
4	BigWorld
5	Stormworld
6	Radworld

+HZ OUTERS

Code	Description
1	Worldlet
2	Iceworld
3	Iceworld
4	BigWorld
5	Iceworld
6	Radworld

INNER SATELLITES

1D	Description
1	Worldlet
2	Worldlet
3	Inferno
4	Inner World
5	Stormworld
6	Radworld
7	Bigworld

DM+1 if satellite of GG.

Close Satellites are Locked to the Planet.

If Satellite Size is equal or greater than Planet Size, reduce it to Planet Size -3.

HOSPITABLE SATELLITES

1D	Description
1	Worldlet
2	Worldlet
3	Inferno
4	Hospitable
5	Stormworld
6	Radworld
7	Bigworld

OUTER SATELLITES

1D	Description
1	Worldlet
2	Worldlet
3	Iceworld
4	Innerworld
5	Stormworld
6	Radworld
7	Bigworld



Other Worlds





Inner System Reference

This page shows the locations and distances of the Inner System. Habitable Zones are shown by orbit and Stellar Type.

The Diameter limits for Jump, Maneuver, and Gravitic Drives are shown for Astrogation planning.

H

Inner

THE 100D JUMP DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	10	9	7	6	5	5		*
A5	10	9	7	5	4	4		*
F0	11	9	7	5	4	3		*
F5	11	9	7	5	4	3	3	*
G0	11	10	8	6	4	2	2	*
G5	12	10	8	7	4	2	1	*
K0	12	11	9	7	5	2	0	*
K5	13	12	10	9		1	0	*
M0	14	13	11	9		1	0	*
M5	15	14	13	11		0	*	*
M9	15	15	13	12		*	*	*

100 D Limit is within the Orbit Number shown.

* = inside Orbit 0.

Blank (K5-M9 IV, A0-F4 VI). Not possible.

Jump Drives cannot operate inside the 100D Limit.

THE 1000D MANEUVER DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	13	12	11	9	9	8		*
A5	14	12	10	9	8	7		*
F0	14	12	10	9	8	7		*
F5	14	12	11	9	8	7	7	*
G0	15	13	11	9	8	6	6	*
G5	15	14	12	10	8	6	5	*
K0	16	14	12	10	8	6	5	*
K5	16	15	13	12		6	5	*
M0	17	16	14	12		5	4	*
M5	18	17	16	14		5	2	*
M9	18	18	16	15		4	1	*

1000 D Limit is beyond Orbit Number shown.

* = inside Orbit 0.

Blank (K5-M9 IV, A0-F4 VI). Not possible.

Maneuver Drives (M-Drives) cannot operate outside the 1000D Limit.

THE 10D GRAVITIC DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	7	5	4	1	1	0	*	*
A5	7	5	3	1	0	*	*	*
F0	7	6	3	1	0	*	*	*
F5	7	6	4	1	0	*	*	*
G0	8	6	4	1	0	*	*	*
G5	9	7	5	3	0	*	*	*
K0	10	7	6	3	0	*	*	*
K5	10	8	7	5		*	*	*
M0	11	10	8	6		*	*	*
M5	11	11	9	8		*	*	*
M9	12	11	10	8		*	*	*

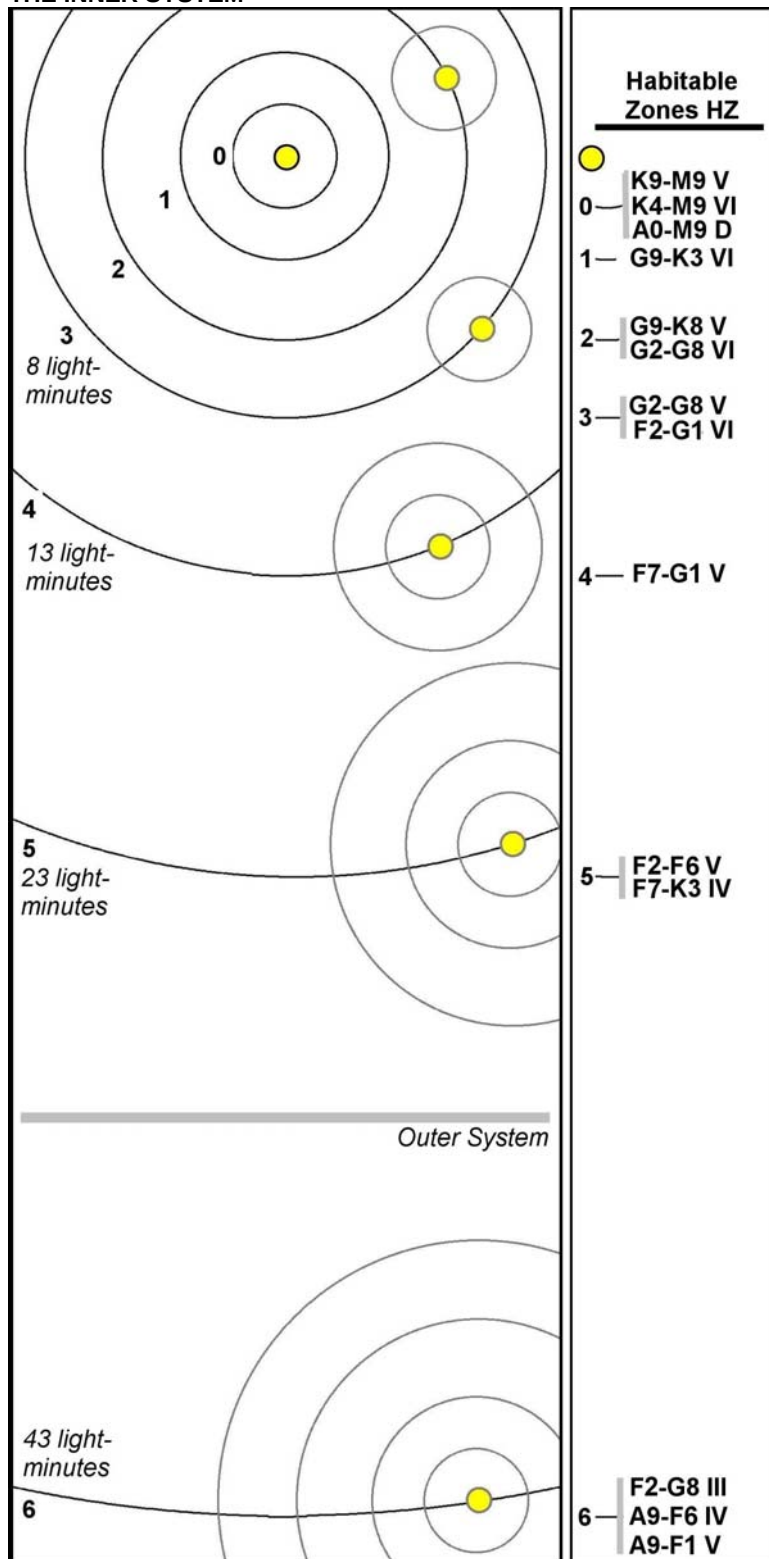
10 D Limit is beyond the Orbit Number shown.

* = inside Orbit 0.

Blank (K5-M9 IV, A0-F4 VI). Not possible.

Gravitic Drives (G-Drives) cannot operate outside the 10D Limit.

THE INNER SYSTEM





Outer System Reference

This page shows the locations and distances of the Outer System. Habitable Zones are shown by orbit and Stellar Type.

The Diameter limits for Jump, Maneuver, and Gravitic Drives are shown for Astrogation planning.

J**Outer**

THE 100D JUMP DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	10	9	7	6	5	5		*
A5	10	9	7	5	4	4		*
F0	11	9	7	5	4	3		*
F5	11	9	7	5	4	3	3	*
G0	11	10	8	6	4	2	2	*
G5	12	10	8	7	4	2	1	*
K0	12	11	9	7	5	2	0	*
K5	13	12	10	9		1	0	*
M0	14	13	11	9		1	0	*
M5	15	14	13	11		0	*	*
M9	15	15	13	12		*	*	*

100 D Limit is within the Orbit Number shown.

* = inside Orbit 0.

Blank (K5-M9 IV, A0-F4 VI). Not possible.

Jump Drives cannot operate inside the 100D Limit.

THE 1000D MANEUVER DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	13	12	11	9	9	8		*
A5	14	12	10	9	8	7		*
F0	14	12	10	9	8	7		*
F5	14	12	11	9	8	7	7	*
G0	15	13	11	9	8	6	6	*
G5	15	14	12	10	8	6	5	*
K0	16	14	12	10	8	6	5	*
K5	16	15	13	12		6	5	*
M0	17	16	14	12		5	4	*
M5	18	17	16	14		5	2	*
M9	18	18	16	15		4	1	*

1000 D Limit is beyond Orbit Number shown.

* = inside Orbit 0.

Blank (K5-M9 IV, A0-F4 VI). Not possible.

Maneuver Drives (M-Drives) cannot operate outside the 1000D Limit.

THE 10D GRAVITIC DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	7	5	4	1	1	0	*	*
A5	7	5	3	1	0	*	*	*
F0	7	6	3	1	0	*	*	*
F5	7	6	4	1	0	*	*	*
G0	8	6	4	1	0	*	*	*
G5	9	7	5	3	0	*	*	*
K0	10	7	6	3	0	*	*	*
K5	10	8	7	5		*	*	*
M0	11	10	8	6		*	*	*
M5	11	11	9	8		*	*	*
M9	12	11	10	8		*	*	*

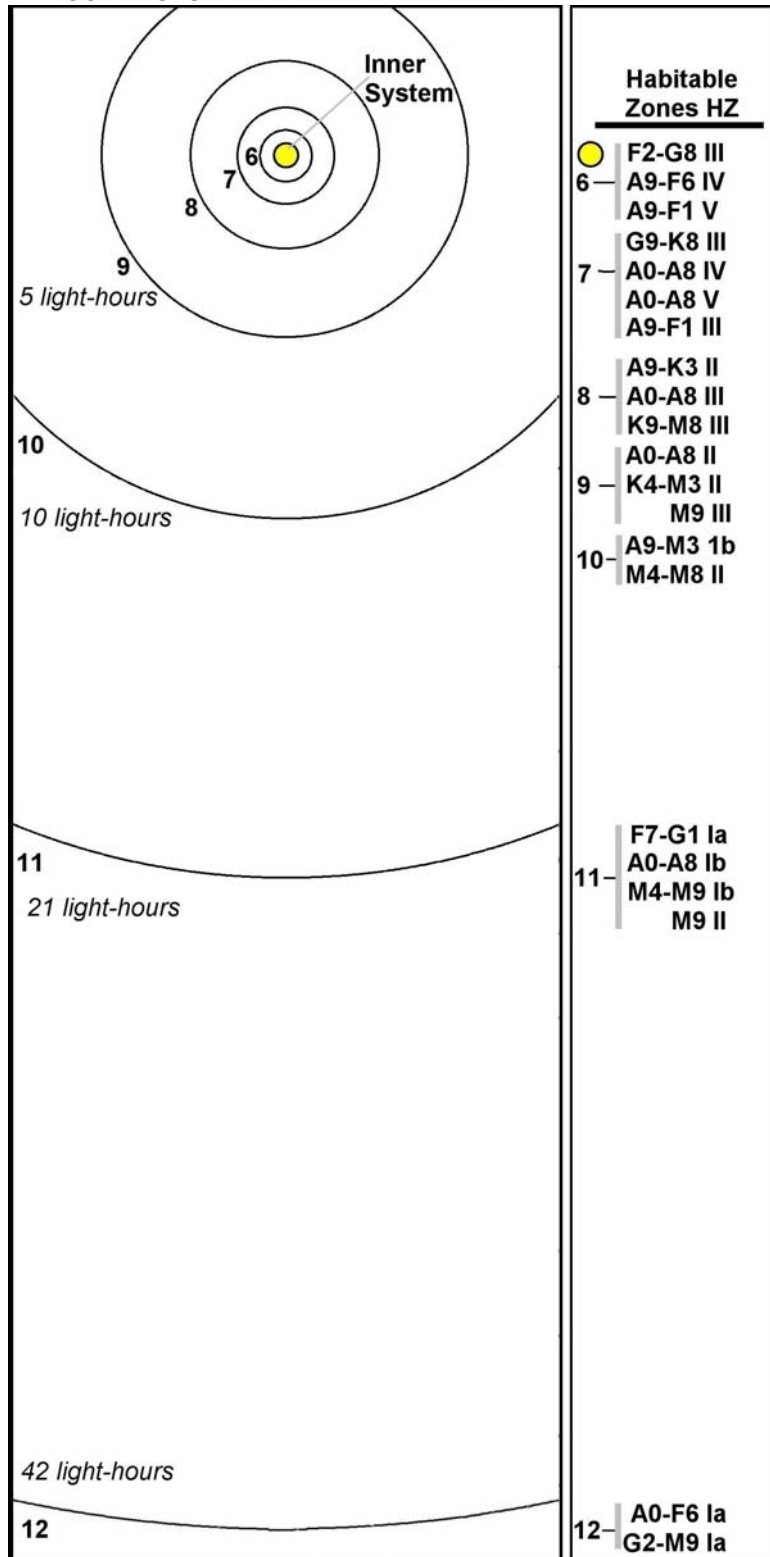
10 D Limit is beyond the Orbit Number shown.

* = inside Orbit 0.

Blank (K5-M9 IV, A0-F4 VI). Not possible.

Gravitic Drives (G-Drives) cannot operate outside the 10D Limit.

THE OUTER SYSTEM





Remote System Reference

This page shows the locations and distances of the Remote System.
The Remote System has no Habitable Zones).

The Diameter limits for Jump, Maneuver, and Gravitic Drives are shown for Astrogation planning.

K

Remote

THE 100D JUMP DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	10	9	7	6	5	5		*
A5	10	9	7	5	4	4		*
F0	11	9	7	5	4	3		*
F5	11	9	7	5	4	3	3	*
G0	11	10	8	6	4	2	2	*
G5	12	10	8	7	4	2	1	*
K0	12	11	9	7	5	2	0	*
K5	13	12	10	9		1	0	*
M0	14	13	11	9		1	0	*
M5	15	14	13	11		0	*	*
M9	15	15	13	12		*	*	*

100 D Limit is within the Orbit Number shown.

* = inside Orbit 0.

Blank (K5-M9 IV, A0-F4 VI). Not possible.

Jump Drives cannot operate inside the 100D Limit.

THE 1000D MANEUVER DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	13	12	11	9	9	8		*
A5	14	12	10	9	8	7		*
F0	14	12	10	9	8	7		*
F5	14	12	11	9	8	7	7	*
G0	15	13	11	9	8	6	6	*
G5	15	14	12	10	8	6	5	*
K0	16	14	12	10	8	6	5	*
K5	16	15	13	12		6	5	*
M0	17	16	14	12		5	4	*
M5	18	17	16	14		5	2	*
M9	18	18	16	15		4	1	*

1000 D Limit is beyond Orbit Number shown.

* = inside Orbit 0.

Blank (K5-M9 IV, A0-F4 VI). Not possible.

Maneuver Drives (M-Drives) cannot operate outside the 1000D Limit.

THE 10D GRAVITIC DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	7	5	4	1	1	0	*	*
A5	7	5	3	1	0	*	*	*
F0	7	6	3	1	0	*	*	*
F5	7	6	4	1	0	*	*	*
G0	8	6	4	1	0	*	*	*
G5	9	7	5	3	0	*	*	*
K0	10	7	6	3	0	*	*	*
K5	10	8	7	5		*	*	*
M0	11	10	8	6		*	*	*
M5	11	11	9	8		*	*	*
M9	12	11	10	8		*	*	*

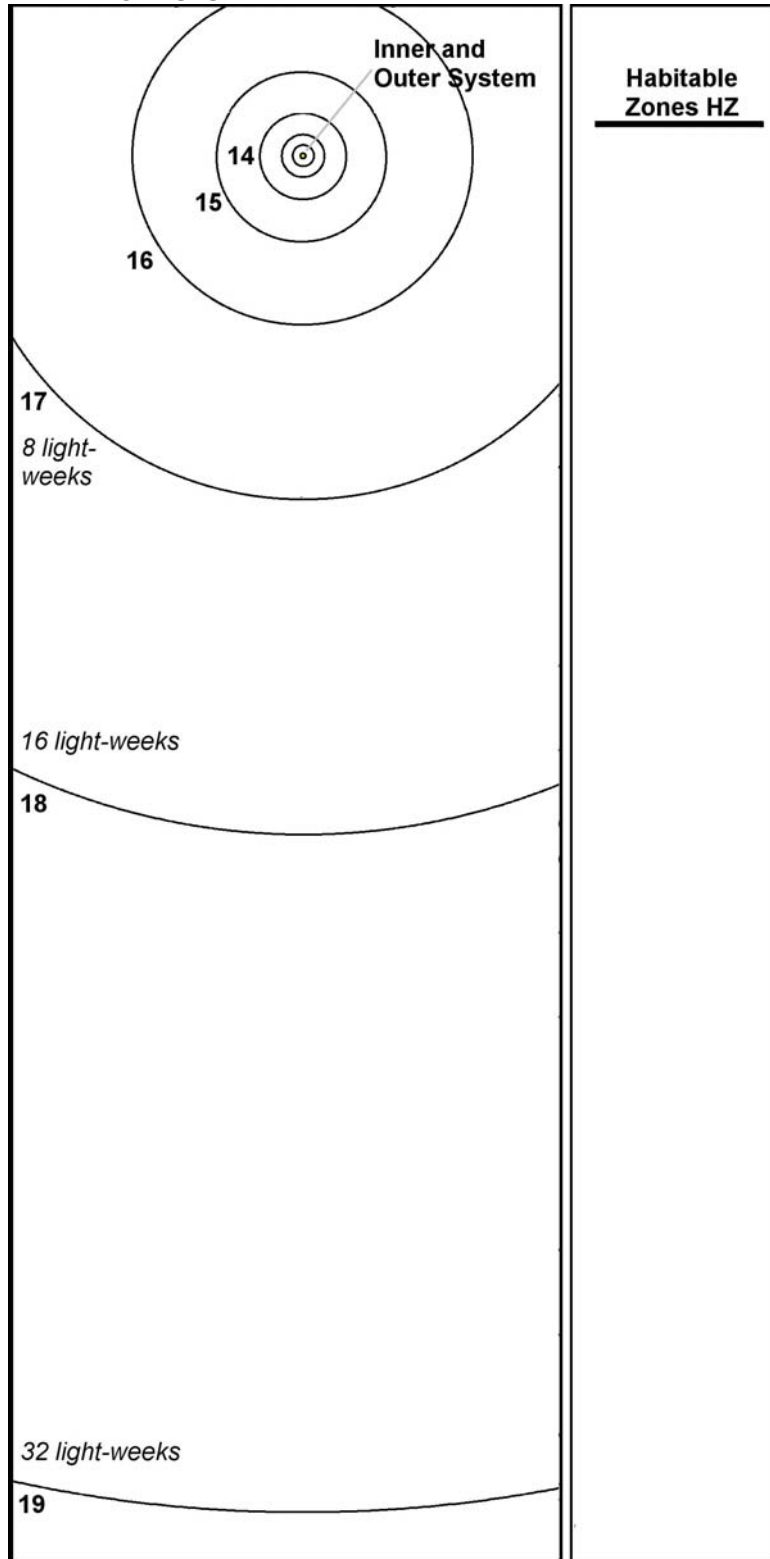
10 D Limit is beyond the Orbit Number shown.

* = inside Orbit 0.

Blank (K5-M9 IV, A0-F4 VI). Not possible.

Gravitic Drives (G-Drives) cannot operate outside the 10D Limit.

THE REMOTE SYSTEM





Fillform

Remote

LOCATION AND DETAILS

Location (Sector and Hex)	
Mainworld Name	Star Name and Spectral

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. A vertical margin line is positioned on the left side, creating a narrow left margin. The paper appears to be from a notebook or a standard ruled document. There are no markings, text, or drawings on the page.

