

UNIVERSE: Star System and World Logs

Star System Log

WORLD LOG: Size 0

WORLD LOG: Size 1

WORLD LOG: Size 2

WORLD LOG: Size 3

WORLD LOG: Size 4

WORLD LOG: Size 5

WORLD LOG: Size 6

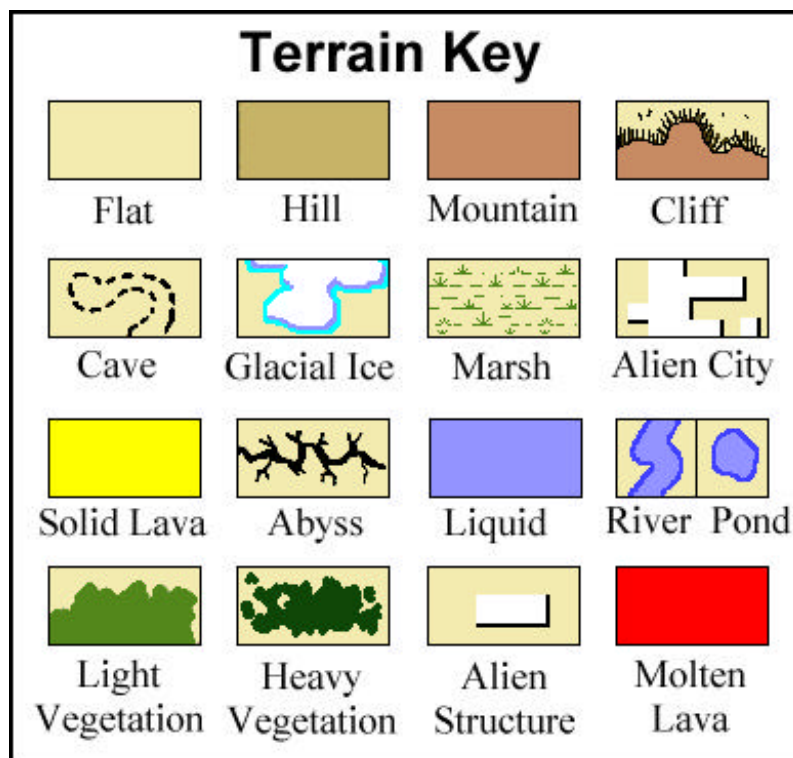
WORLD LOG: Size 7

WORLD LOG: Size 8

WORLD LOG: Size 9

WORLD LOG: Asteroids

Environ Hex Map



Star
Type

STAR SYSTEM LOG

STAR TYPE

A F G K M

System Name _____ Coordinates _____ Distance from Sol _____

<div>HOSTILE</div> <div>NORMAL (+2)</div> <div>BIOSPHERE (-2)</div> <div>NORMAL (+2)</div> <div>HOSTILE</div>	1	<div>ORBIT 0.5AU</div> Name _____ Size (-1) _____ Type _____ Resources _____ Moons (nr.) _____
	2	<div>ORBIT 1.0AU</div> Name _____ Size (-1) _____ Type _____ Resources _____ Moons (nr.) _____
	3	<div>ORBIT 1.5AU</div> Name _____ Size (0) _____ Type _____ Resources _____ Moons (nr.) _____
	4	<div>ORBIT 2.0AU</div> Name _____ Size (0) _____ Type _____ Resources _____ Moons (nr.) _____
	5	<div>ORBIT 2.5AU</div> Name _____ Size (0) _____ Type _____ Resources _____ Moons (nr.) _____
	6	<div>ORBIT 3.5AU</div> Name _____ Size (0) _____ Type _____ Resources _____ Moons (nr.) _____
	7	<div>ORBIT 5.0AU</div> Name _____ Size (0) _____ Type _____ Resources _____ Moons (nr.) _____
	8	<div>ORBIT 7.0AU</div> Name _____ Size (+1) _____ Type _____ Resources _____ Moons (nr.) _____
	9	<div>ORBIT 10.0AU</div> Name _____ Size (+1) _____ Type _____ Resources _____ Moons (nr.) _____
	10	<div>ORBIT 15.0AU</div> Name _____ Size (+1) _____ Type _____ Resources _____ Moons (nr.) _____
	11	<div>ORBIT 25.0AU</div> Name _____ Size (+1) _____ Type _____ Resources _____ Moons (nr.) _____
	12	<div>ORBIT 40.0AU</div> Name _____ Size (+1) _____ Type _____ Resources _____ Moons (nr.) _____

SYSTEM NOTES

Interstellar Routes

GREEN _____

 AMBER _____

 RED _____

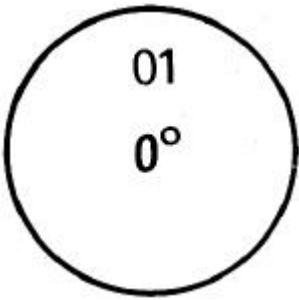
Interplanetary Routes

_____ TO _____ ☐ G ☐ A ☐ R
 _____ TO _____ ☐ G ☐ A ☐ R
 _____ TO _____ ☐ G ☐ A ☐ R
 _____ TO _____ ☐ G ☐ A ☐ R
 _____ TO _____ ☐ G ☐ A ☐ R
 _____ TO _____ ☐ G ☐ A ☐ R

Capital World _____

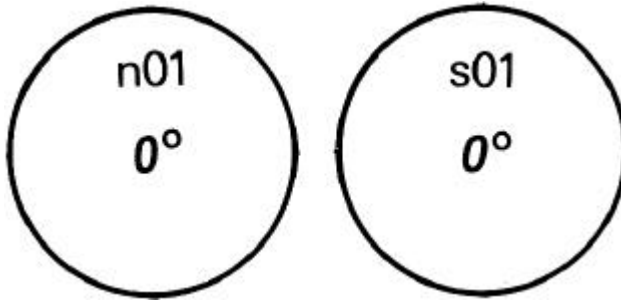
Federal Fleet _____

Starports _____



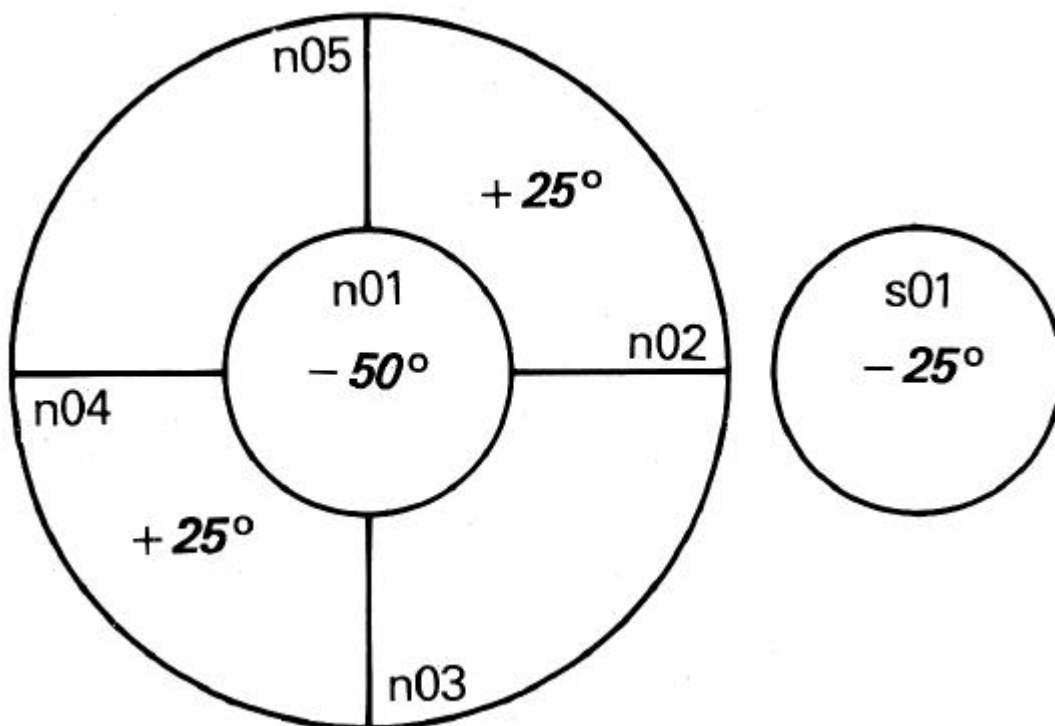
WORLD LOG: Size	0			
Gravity:	None (NW)	Action Round Movement:	+8	
NAME		TYPE		
MOONS (nr.)		DISTANCE FROM STAR		ATMOSPHERE
MEAN TEMP		HYDROGRAPH		DAY LENGTH
SETTLEMENT STATUS		HUMAN POPULATION		
LAW LEVEL		SPACEPORT CLASS		CIV LEVEL
RESOURCES				

Remarks:



WORLD LOG: Size		1		
Gravity:		Trace (NW)	Action Round Movement:	+8
NAME	_____	TYPE	_____	_____
MOONS (nr.)	_____	DISTANCE FROM STAR	_____	ATMOSPHERE
MEAN TEMP	_____	HYDROGRAPH	_____	DAY LENGTH
SETTLEMENT STATUS	_____	HUMAN POPULATION	_____	_____
LAW LEVEL	_____	SPACEPORT CLASS	_____	CIV LEVEL
RESOURCES	_____			_____

Remarks: _____



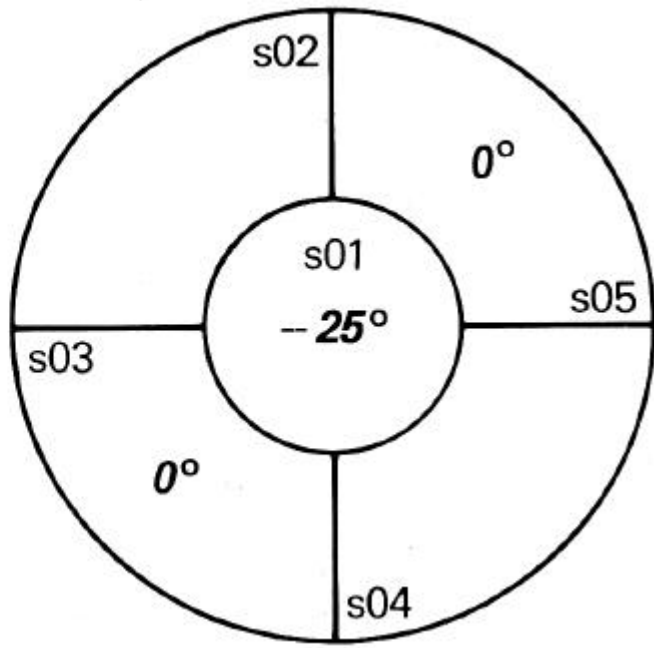
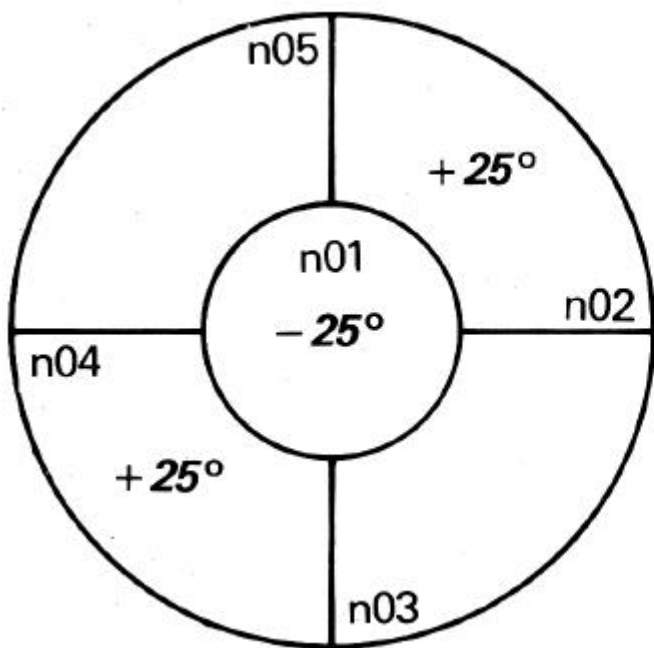
WORLD LOG: Size 2

Gravity: 0.2 (NW)

Action Round Movement: +8

NAME	_____	TYPE	_____	_____
MOONS (nr.)	_____	DISTANCE FROM STAR	_____	ATMOSPHERE
MEAN TEMP	_____	HYDROGRAPH	_____	DAY LENGTH
SETTLEMENT STATUS	_____	HUMAN POPULATION	_____	_____
LAW LEVEL	_____	SPACEPORT CLASS	_____	CIV LEVEL
RESOURCES	_____			_____

Remarks:

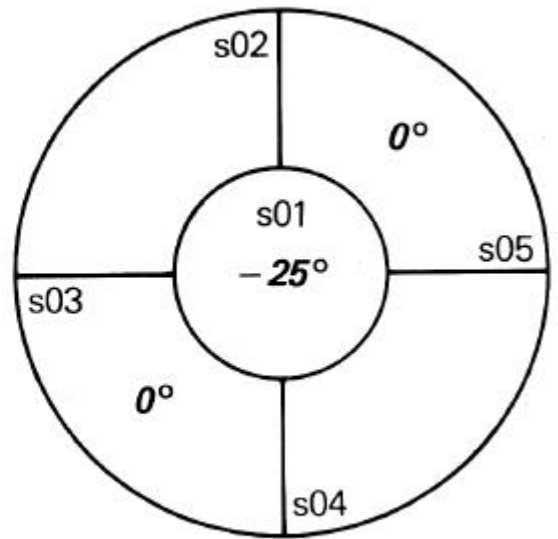
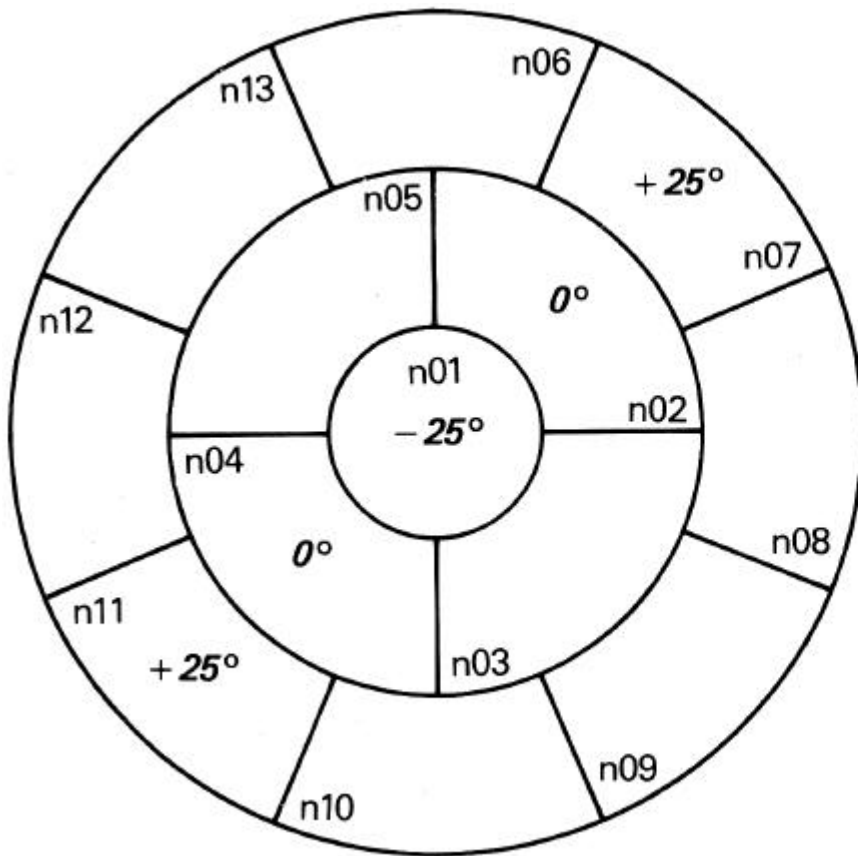


WORLD LOG: Size 3
Gravity: 0.4 (NW)

Action Round Movement: +4

NAME	_____	TYPE	_____	_____
MOONS (nr.)	_____	DISTANCE FROM STAR	_____	ATMOSPHERE
MEAN TEMP	_____	HYDROGRAPH	_____	DAY LENGTH
SETTLEMENT STATUS	_____	HUMAN POPULATION	_____	_____
LAW LEVEL	_____	SPACEPORT CLASS	_____	CIV LEVEL
RESOURCES	_____			_____

Remarks:



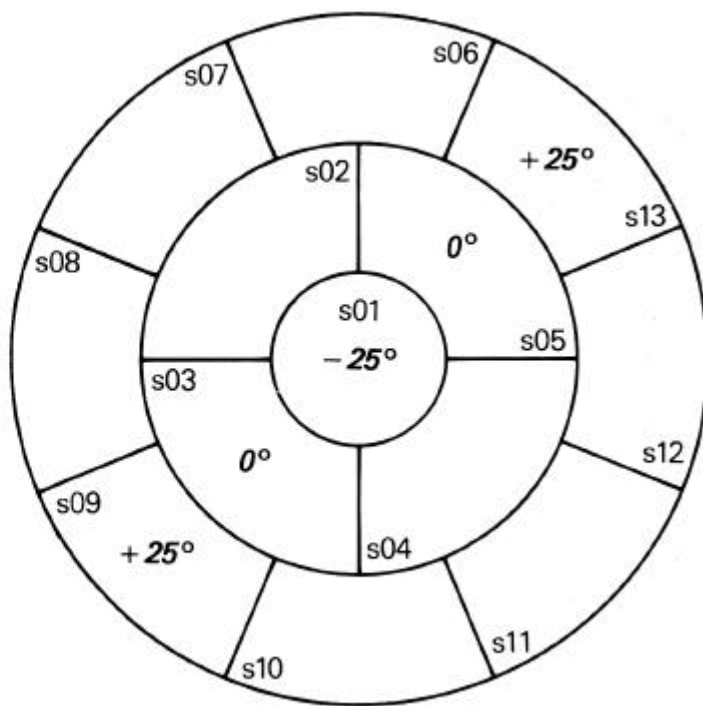
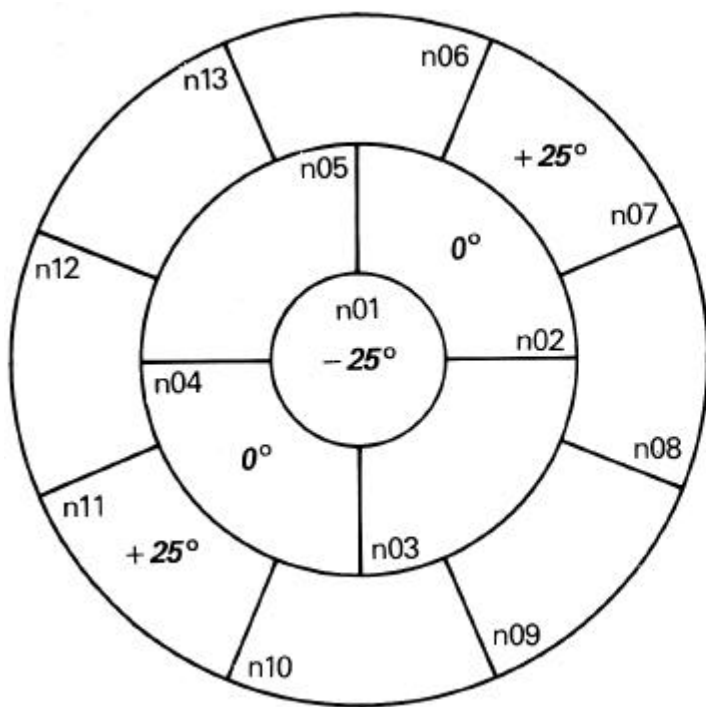
WORLD LOG: Size 4

Gravity: 0.7 (LT)

Action Round Movement: +2

NAME		TYPE			
MOONS (nr.)		DISTANCE FROM STAR		ATMOSPHERE	
MEAN TEMP		HYDROGRAPH		DAY LENGTH	
SETTLEMENT STATUS		HUMAN POPULATION			
LAW LEVEL		SPACEPORT CLASS		CIV LEVEL	
RESOURCES					

Remarks:



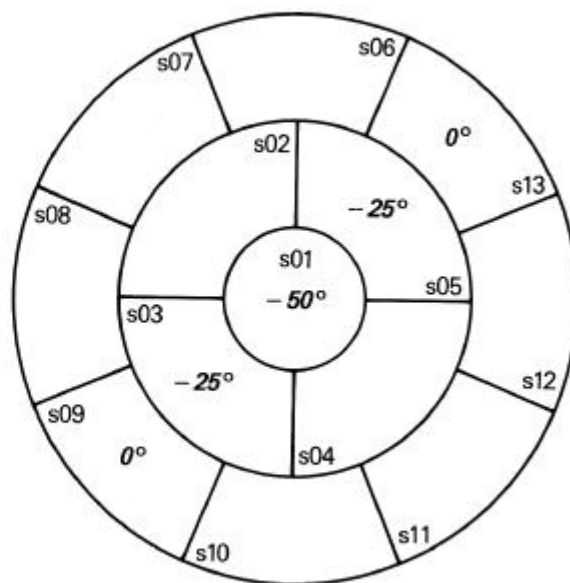
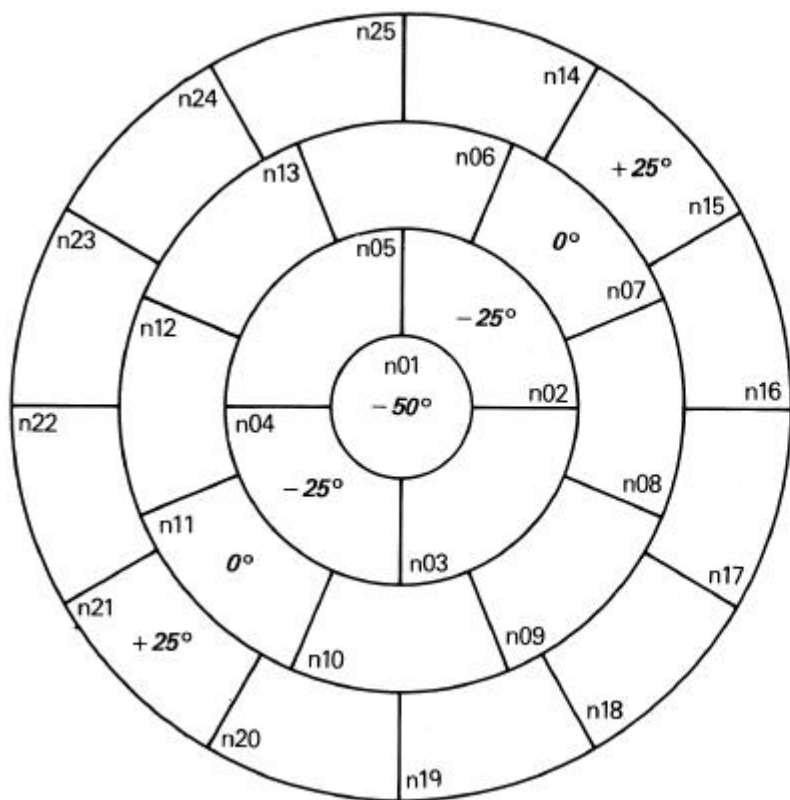
WORLD LOG: Size 5

Gravity: 1.0 (LT)

Action Round Movement: None

NAME	_____	TYPE	_____	_____
MOONS (nr.)	_____	DISTANCE FROM STAR	_____	ATMOSPHERE
MEAN TEMP	_____	HYDROGRAPH	_____	DAY LENGTH
SETTLEMENT STATUS	_____	HUMAN POPULATION	_____	_____
LAW LEVEL	_____	SPACEPORT CLASS	_____	CIV LEVEL
RESOURCES	_____			_____

Remarks:

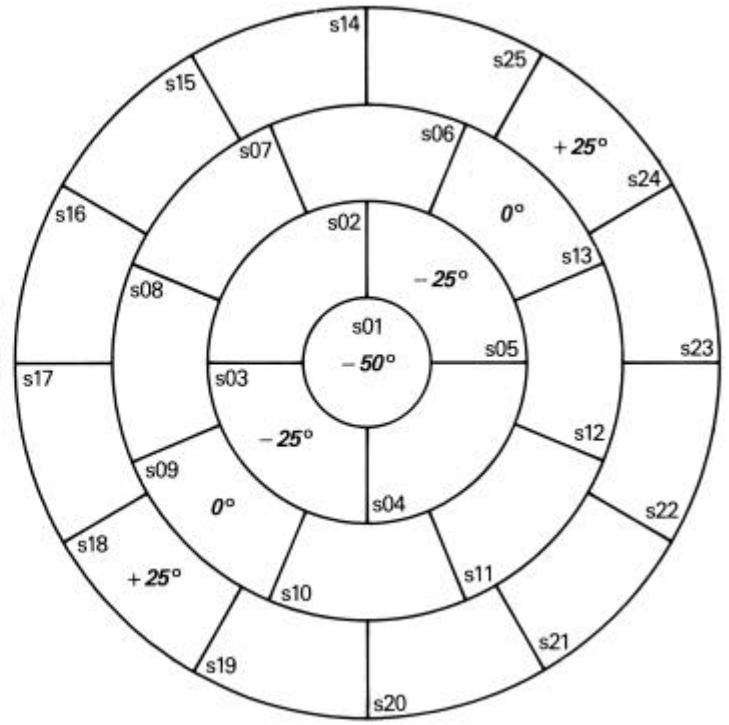
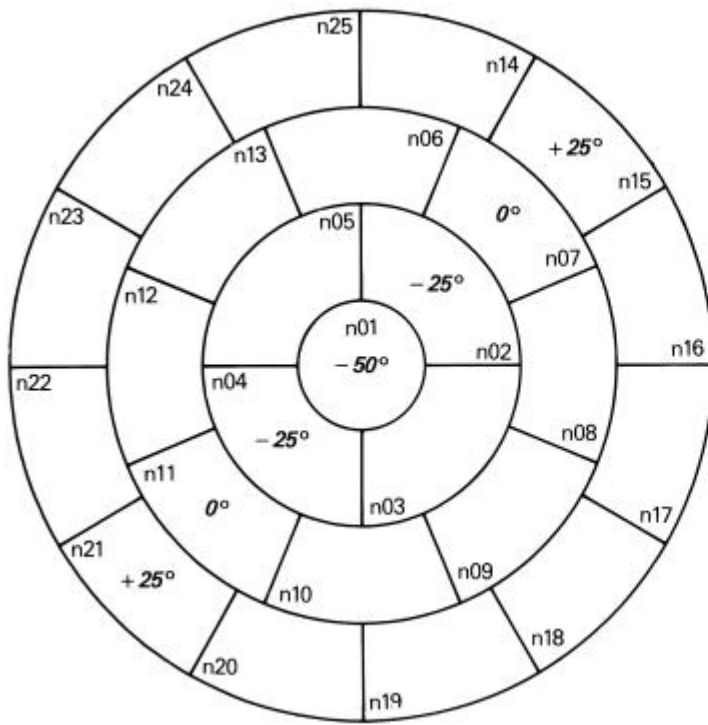


WORLD LOG: Size 6
Gravity: 1.3 (HY)

Action Round Movement: -2

NAME		TYPE			
MOONS (nr.)		DISTANCE FROM STAR		ATMOSPHERE	
MEAN TEMP		HYDROGRAPH		DAY LENGTH	
SETTLEMENT STATUS		HUMAN POPULATION			
LAW LEVEL		SPACEPORT CLASS		CIV LEVEL	
RESOURCES					

Remarks:

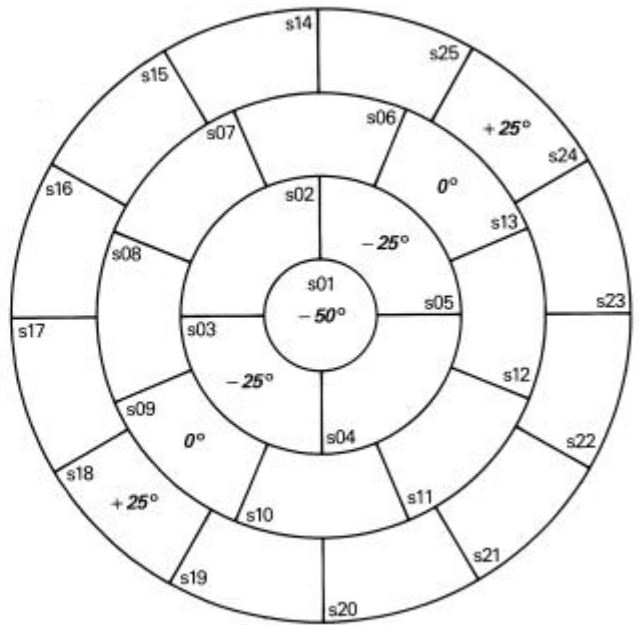
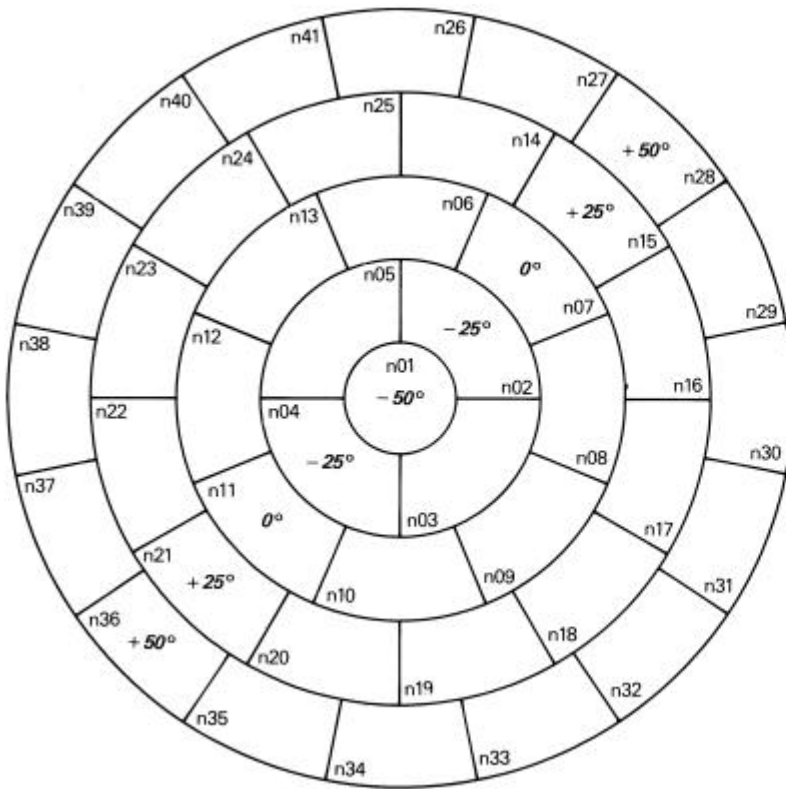


WORLD LOG: Size 7
Gravity: 1.7 (HY)

Action Round Movement: -4

NAME		TYPE			
MOONS (nr.)		DISTANCE FROM STAR		ATMOSPHERE	
MEAN TEMP		HYDROGRAPH		DAY LENGTH	
SETTLEMENT STATUS		HUMAN POPULATION			
LAW LEVEL		SPACEPORT CLASS		CIV LEVEL	
RESOURCES					

Remarks:



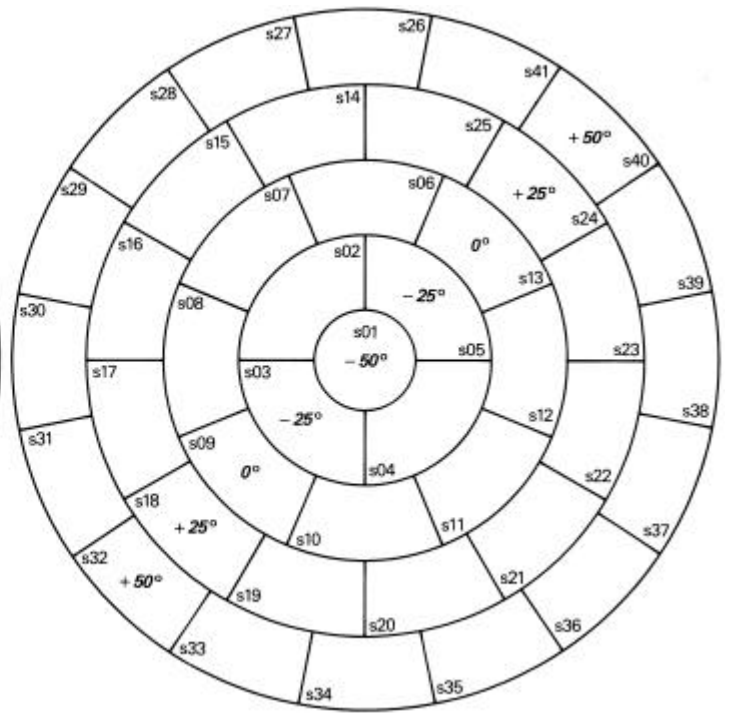
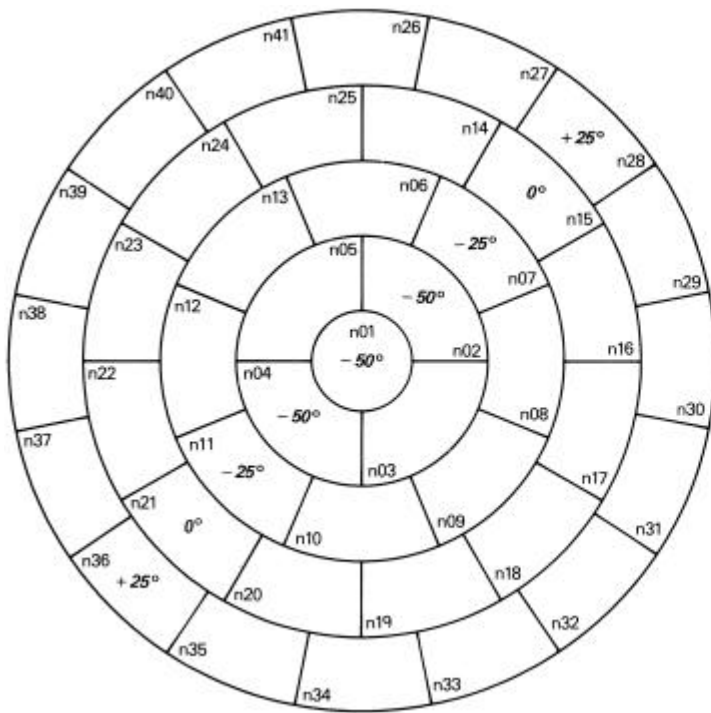
WORLD LOG: Size
Gravity:

8
2.0 (EX)

Action Round Movement: -6

NAME		TYPE		
MOONS (nr.)		DISTANCE FROM STAR		ATMOSPHERE
MEAN TEMP		HYDROGRAPH		DAY LENGTH
SETTLEMENT STATUS		HUMAN POPULATION		
LAW LEVEL		SPACEPORT CLASS		CIV LEVEL
RESOURCES				

Remarks:

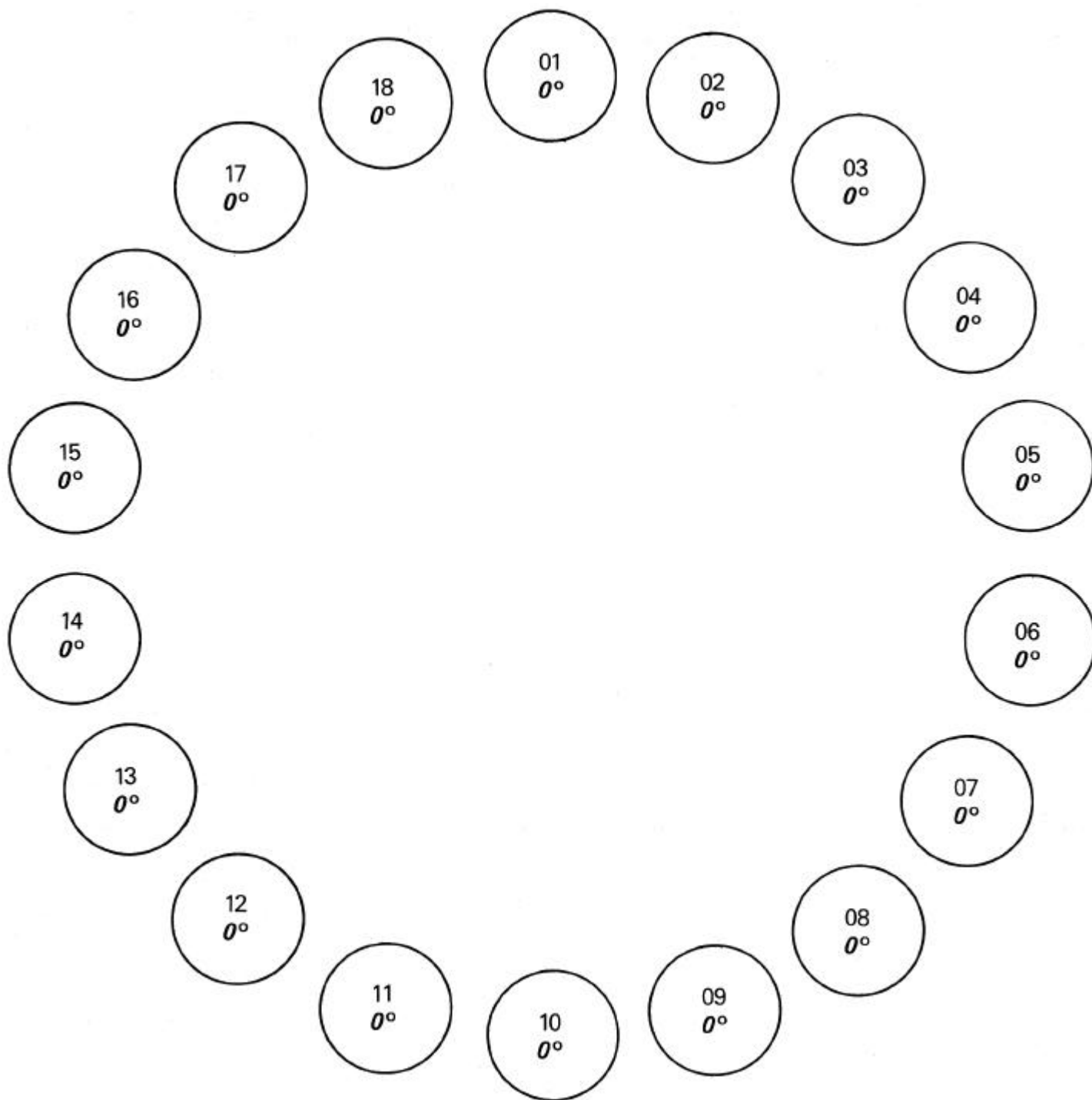


WORLD LOG: Size 9
Gravity: 2.5 (EX)

Action Round Movement: -8

NAME		TYPE		
MOONS (nr.)		DISTANCE FROM STAR		ATMOSPHERE
MEAN TEMP		HYDROGRAPH		DAY LENGTH
SETTLEMENT STATUS		HUMAN POPULATION		
LAW LEVEL		SPACEPORT CLASS		CIV LEVEL
RESOURCES				

Remarks:



It is to be assumed that the asteroid belt is spread out and covers and entire orbital path. This log shows the major asteroids in the belt; any number of smaller bodies should be detailed by the GM. The GM should also determine the distances between asteroids. Treat asteroids as a Size 4 World when rolling to determine resources.

WORLD LOG: Size

ASTEROIDS

Gravity:

None (NW)

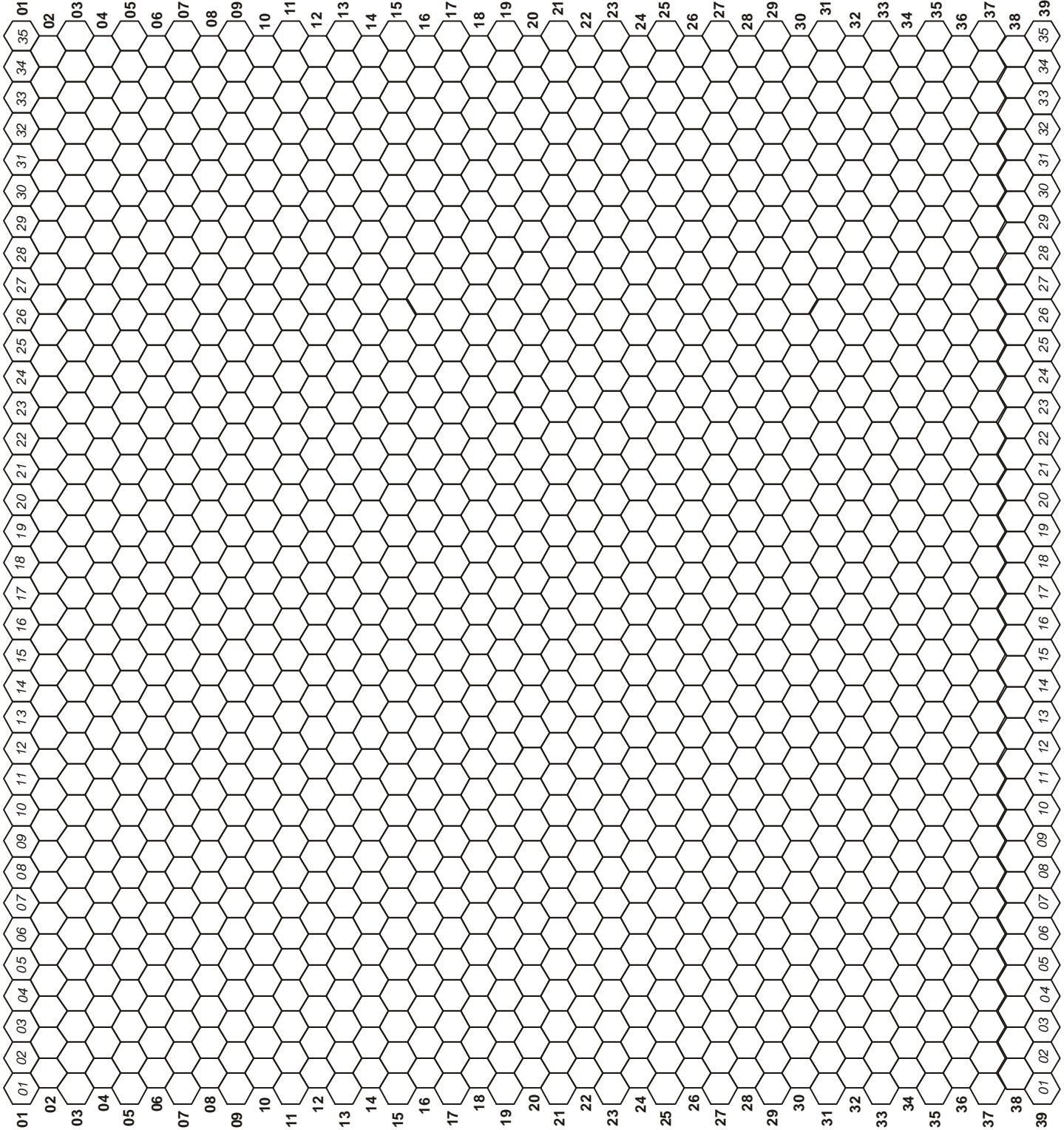
Action Round Movement:

+8

NAME	_____	TYPE	_____	_____
MOONS (nr.)	_____	DISTANCE FROM STAR	_____	ATMOSPHERE
MEAN TEMP	_____	HYDROGRAPH	_____	DAY LENGTH
SETTLEMENT STATUS	_____	HUMAN POPULATION	_____	_____
LAW LEVEL	_____	SPACEPORT CLASS	_____	CIV LEVEL
RESOURCES	_____			_____

ENVIRON HEX MAP

1 Hex = 100Km



NOTE: To locate a particular hex on the map (e.g., hex 39-09), read *straight* across the hex row (indicated with a bold numeral and read *diagonally* down the hex column (indicated with *italic* numeral) to the intersection of row and column.