


| Step 1 | 1d10 | System Type | Step 2 | 1d10 | Hyper Lanes | Step 3 | 1d6 | Hyperlane Direction |
|--------|------|-------------|----------|------|--------------|--------|-----|---|
| | 1-3 | Minor | Minor -1 | 0-2 | 1 Hyperlane | | 1 |  |
| | 4-7 | Moderate | Major +1 | 3-4 | 2 Hyperlanes | | 2 | |
| | 8-10 | Major | | 5-7 | 3 Hyperlanes | | 3 | |
| | | | | 8-9 | 4 Hyperlanes | | 4 | |
| | | | | 10 | 5 Hyperlanes | | 5 | |
| | | | | 11 | 6 Hyperlanes | | 6 | |

| Step 4 | 1d10 | Space Anomalies | CAP | RAW | |
|-------------|------|--------------------|-----|-----|---|
| Moderate +1 | 1 | Badlands | -2 | 0 | All ships (not flights) in battles here reduce AF/AS by 50%. May not move through this system or trace supplies through it. |
| Major +2 | 2 | Nebulae | -1 | -1 | All fleets involved in battles here reduce Readiness rolls by -4. |
| | 3-7 | None | | | |
| | 8 | Scientific Anomaly | 0 | 0 | Gives free tech investment per turn equal to the utilized productivity of this system. |
| | 9 | Dust Clouds | 0 | +1 | All flights (not ships) in battles here reduce their AS/AF by 50%. |
| | 10 | Dense Asteroids | +1 | +1 | Ships may not use Attack missions. Long-Range ships do not benefit from their bonuses. Shipyards in this system are doubled in value. |
| | 11 | Minor Power | | | A small, often NPC, Empire. |
| | 12 | Major Power | | | A large, suitable for a player, Empire. |

| 1d10 Roll | Inhabited | CAP | RAW | POP | MOR | PROD | Uninhabited | CAP | RAW |
|-----------|-----------|-----|-----|-----|-----|------|-------------|-----|-----|
| 1-3 | Minor | 2 | 1 | 2 | 1 | 2 | Minor | 2 | 1 |
| 4-6 | Moderate | 4 | 2 | 4 | 3 | 4 | Moderate | 4 | 2 |
| 7-8 | Major | 6 | 3 | 6 | 5 | 6 | Major | 6 | 3 |

| Step 5b | 1D12 | Uninhabited | CAP | RAW |
|---------|------|----------------------|-----|-----|
| | 1 | Earthlike | 3 | |
| | 2 | Rich Resources | | 3 |
| | 3-4 | Native Ecosystem | 1 | 1 |
| | 5-6 | Friendly Geography | 2 | |
| | 6-8 | Rugged Geography | | 2 |
| | 9-10 | Subterranean Systems | 1 | 1 |
| | 11 | Undeveloped Moon | 1 | 1 |
| | 12 | Rich Atmosphere | 1 | 1 |

| Step 5a | 1d12 | Inhabited | CAP | RAW | POP | MOR | PROD |
|----------|-------|-------------------------|-----|-----|-----|-----|------|
| +1 Major | 0-1 | Good Government | | | 1 | 2 | |
| -1 Minor | 2-3 | Agri-Business | 1 | | 1 | | 1 |
| | 3-4 | Mining Businesses | | 2 | | | 1 |
| | 5-6 | Mega-Cities | 1 | | 2 | | |
| | 6-8 | Local Terraforming | 2 | 1 | | 1 | |
| | 7-9 | Improved Infrastructure | 1 | | | | 2 |
| | 10-11 | Developed Moon | 1 | 1 | 1 | | |
| | 12-13 | Commercial Centers | | | 1 | 1 | 1 |