

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