

SYSTEM GENERATION

Players can use the following rules to randomly generate new star systems. These rules break down system generation into a series of discrete steps that are resolved in sequence, starting with determining the system's type and ending once the system's special traits have been applied (if applicable).

B.1 System Type

Roll on the System Type Table to reveal the system's type. The table result determines how many special traits the system will receive during a later step of system generation.

SYSTEM TYPE TABLE (2D6)

Roll	Effect
2	Star Cluster
3-7	Single Star System
8-9	Binary Star System
10-11	Multiple Star System
12	Black Hole

System generation immediately ends if a *Black Hole* result is rolled on this table. Black hole systems always have Carrying Capacity, RAW, and Biosphere values of zero and six jump lanes connecting to them.

B.2 Spectral Class

Roll on the Spectral Class Table to determine the spectral class of the system's primary component. A star's spectral class influences the system's RAW and Biosphere values.

SPECTRAL CLASS TABLE (2D6)

Roll	Spectral Type
2	Class O Extremely Bright Blue Giant
3	Class B Bright Blue Star
4	Class A Blue-White Star
5	Class F White Star
6	Class G Yellow Star
7	Class K Orange Star
8-10	Class M Red Star
11-12	Class D White Dwarf

B.3 Luminosity Class

Roll on the Luminosity Class Table to determine the star's luminosity class. Young, hot stars of classes O, B, A, and F receive modifiers to their rolls on this table and are more likely to be larger and brighter than other stars.

Hypergiants. Roll a D6 for every class I supergiant that is rolled on this table. On a roll of '6' the star is actually a class O hypergiant. Hypergiants have Carrying Capacity, RAW, and Biosphere values of zero and the maximum of six jump lanes.

White dwarfs. Class D white dwarfs don't roll for their luminosity class because they are always Type VII white dwarfs and can't exist as any other luminosity class.

LUMINOSITY CLASS TABLE (2D6)

Roll	Luminosity Class
3 or less	VI - Subdwarf
4-8	V - Main Sequence (Dwarf)
9	IV - Subgiant
10	III - Giant
11	II - Bright Giant
12 or more	I - Supergiant

Modifiers:

Class O: +4

Class B: +3

Class A: +2

Class F: +1

B.4 Assign Carrying Capacity

A system's Carrying Capacity is determined by rolling on the following table and cross referencing the result rolled against the star's luminosity class.

CARRYING CAPACITY TABLE (2D6)

Roll	Carrying Capacity (by Luminosity Class)						
	I	II	III	IV	V	VI	VII
2	0	0	0	0	0	0	0
3	0	0	0	0	2	0	0
4	0	0	0	2	2	2	0
5	0	0	2	2	4	2	0
6	0	2	2	4	4	2	0
7	2	2	4	4	6	4	2
8	2	2	4	6	6	4	2
9	2	4	6	6	8	6	4
10	4	4	6	8	8	6	4
11	4	6	8	8	10	8	6
12	4	6	8	10	10	8	6

B.5 Assign RAW

A system's RAW is determined by rolling on the following table and cross referencing the result rolled against the star's spectral class.

RAW TABLE (2D6)

	RAW (by Spectral Class)							
Roll	O	B	A	F	G	K	M	D
2	1	1	1	1	1	1	1	1
3	2	2	2	1	1	1	1	1
4	3	2	2	2	1	1	1	1
5	3	3	2	2	2	2	1	1
6	4	3	3	3	2	2	2	1
7	4	4	3	3	3	2	2	2
8	4	4	4	3	3	3	2	2
9	5	4	4	4	4	3	3	2
10	5	5	4	4	4	4	3	3
11	5	5	5	5	5	4	4	3
12	5	5	5	5	5	5	4	4

B.6 Assign Biosphere

A system's Biosphere is determined by rolling on the following table and cross referencing the result rolled against the star's spectral class.

BIOSPHERE TABLE (2D6)

	Biosphere (by Spectral Class)							
Roll	O	B	A	F	G	K	M	D
2	0	0	0	0	0	0	0	0
3	0	0	0	0	1	0	0	0
4	0	0	0	1	1	1	0	0
5	0	0	0	1	2	1	1	1
6	0	0	1	1	2	2	1	1
7	0	0	1	2	3	2	2	1
8	0	0	1	2	3	3	2	2
9	0	1	2	3	4	3	3	2
10	0	1	2	3	4	4	3	2
11	1	2	3	4	5	4	4	3
12	1	2	3	4	5	5	4	3

B.7 Jump Lanes

The number of jump lanes that connect to a system is determined by rolling on the following table and cross referencing the result rolled against the star's luminosity class.

JUMP LANES TABLE (2D6)

	Jump Lanes (by Luminosity Class)						
Roll	I	II	III	IV	V	VI	VII
2	2	2	1	1	1	1	1
3	3	2	2	1	1	1	1
4	3	3	2	2	1	1	1
5	3	3	3	2	2	1	1
6	4	3	3	3	2	2	1
7	4	4	3	3	3	2	2
8	5	4	4	4	3	3	2
9	5	5	4	4	4	3	3
10	5	5	5	5	4	4	3
11	6	5	5	5	5	4	4
12	6	6	6	6	5	5	5

B.8 System Special Traits

Star systems are required to make one or more rolls on the Special Traits Table to find out what kind of unusual qualities the system possesses. Single star systems roll three times, binary star systems roll twice, and multiple star systems roll once. Black hole systems don't make any rolls on this table.

SYSTEM SPECIAL TRAITS TABLE (2D6)

Roll	Effect
2	Roll Twice
3	Special Encounter
4	System Terrain
5-6	+1 Carrying Capacity
7	+1 RAW
8	+1 Biosphere
9	+2 Carrying Capacity
10	+2 RAW
11	+2 Biosphere
12	Strategic Resource (or +3 RAW)

The results of these special trait rolls are applied to the system and generally provide a bonus to its base statistics. *Strategic Resource* or *System Terrain* results are different in that they apply additional special effects to a system based on the type of resource or terrain present. Systems that receive either of these special traits must roll on the appropriate table below to determine the

exact type of strategic resource or system terrain that they possess. A system can't receive more than one of the same resource or terrain, and any duplicates should be re-rolled.

If you're not using the X.X Strategic Resources optional rules in your campaign, a roll of *Strategic Resource* on the Special Traits Table instead gives the system +3 RAW to represent the system's bountiful resources.

SPECIAL ENCOUNTER TABLE (D10)

Roll	Effect
1-2	Abandoned Colony
3	Alien Derelict
4	Ancient Ruins
5	Dimensional Portal
6	Guardian
7	Space Monster
8	Spatial Anomaly
9	Splinter Colony
10	Wormhole

SYSTEM TERRAIN TABLE (D10)

Roll	Effect
1-2	Asteroids
3	Dust Cloud
4	Flare Star
5	Ion Storm
6-7	Nebula (Roll D10) 1-2: Emission Nebula 3-4: Reflection Nebula 5-6: Variable Nebula 7-8: Dark Nebula 9-10: Maser Nebula
8	Plasma Storm
9	Radiation Field
10	[Reserved]

STRATEGIC RESOURCE TABLE (D10)

Roll	Strategic Resource
1	Population
2	Morale
3	Economic
4	Industrial
5	Agricultural
6	Scientific
7	Intel
8	Trade
9	Supply
10	Military

B.9 Calculate System Importance

The final step of generating of new star system is to assign it a system importance. Total the system's Carrying Capacity, RAW, and Biosphere values and then refer to the following chart to determine the system's importance. Strategic resources provide a system with a +3 bonus to its total to indicate that these systems are generally more important.

SYSTEM IMPORTANCE CHART

Resource Total	System Importance
7 or less	Very Low
8-10	Low
11-12	Moderate
13-15	High
16 or more	Very High

Star systems that contain class M red stars and have system importance values of Very Low or Low receive the *Flare Star* system terrain at this time. This is in addition to any other system terrain features that the system received during the previous step.