

## Against Fear and Harm

System Type (Roll d10)		
Result	System Type	Description
1-7	Single-Star System	System contains 1 star
8-9	Binary Star System	System contains 2 stars
10	Multiple Star System*	System contains 3+ stars

\*To determine how many stars are in the system roll 1d10; (1-9) Trinary, (10) Quadruple.

Spectral Type (Roll d10)				
Result	Type	Description	Companion*	System <sup>3</sup>
1	F6-F9	Yellow-White	-	-1
2-3	G	Yellow	+1	+2
4-5	K	Orange	+3	+1
6-10	M0-M2	Red	+5	0
11-12	M3-M6	Red	-	-1
13-14	M6.5-9.5	Red Dwarf	-	N/A
15+	L,T,Y <sup>2</sup>	Brown Dwarf	-	N/A

\*If star system contains more than one star roll again on this table and add the Companion DM based on the System Primary Star's spectral type. Add (1) one to the modifier for each roll after the first companion star.

<sup>2</sup>To determine L,T,Y brown dwarf star spectral type roll 1d6. Roll of (1-2) Type L, (3-4) Type T, (5-6) Type Y.

<sup>3</sup>System Generation Table Modifier: Modify Column Die Roll

### Decimal Classification

For **F type stars** roll 1d8, (1-2) F6, (3-4) F7, (5-6) F8, (7-8) F9. For **G or K type stars** roll 1d10 to determine the spectral decimal classification ranging from 0 to 9. For **M0-M2 type stars** roll 1d6, (1-2) M0, (3-4) M1, (5-6) M2. For **M3-M6 type stars** roll 1d8, (1-2) M3, (3-4) M4, (5-6) M5, (7-8) M6. For **M6.5-M9.5 stars** roll 1d8, (1) M6.5, (2-3) M7, (4-5) M8, (6-7) M9, (8) M9.5.

### Stellar Component Arrangement

After determining the spectral type of each star it may be necessary to rearrange the positions of the stars to reflect that a star of lower spectral type will orbit that of a higher spectral type. For binary and trinary system types arrange the stars by spectral type higher to lower. For quadruple star systems it is possible for three possible arrangements expressed as either 1-2-3-4, 1-3-2-4 or 1-4-2-3 where (1) is the highest spectral type and (4) is the lowest. The exact arrangement depends on the spectral types involved to insure that a higher spectral binary pair is not orbiting a lower one.

### Trinary Star System Configuration (Roll 1d10)

Determine Trinary System type by rolling 1d6; (1-3) AB-C, (4-6) A-BC where (A) is the System Primary, (B) is the System Binary and (C) is the System Trinary. Two stars grouped together represents a Close Orbital position while the other star is in a Far Orbit. *Example, in a system relationship of A-BC, the second and third star are in close orbit which in turn orbits far from the more massive system primary.*

### Quadruple Star System Type

Quadruple Systems have four stars arranged in a relationship (AB-CD) of two close binary systems with one pair in Far Orbit around the first pair of stars.

System Generation Table (Roll 1d6 for column and 1d6 for row)									
Result	0	1	2	3	4	5	6	7	8
-3	Hostile								
-2	Hostile	Minor							
-1	Hostile	Minor	Minor						
0	Hostile	Hostile	Hostile	Hostile	Hostile	Hostile	Minor	Minor	Minor
1	Hostile	Hostile	Hostile	Hostile	Hostile	Hostile	Minor	Minor	Minor
2	Hostile	Hostile	Hostile	Hostile	Minor	Minor	Minor	Minor	Major
3	Hostile	Hostile	Minor	Minor	Minor	Minor	Minor	Major	Major
4	Hostile	Minor	Minor	Minor	Minor	Minor	Major	Major	Major
5	Minor	Minor	Minor	Minor	Minor	Major	Major	Major	Major
6	Minor	Minor	Minor	Major	Major	Major	Major	Major	Major

Base System Statistics					
System Type	Capacity	RAW	Census*	Morale*	Productivity*
Hostile	4	1	2	2	1
Minor	6	2	4	3	2
Major	8	4	6	4	3
Homeworld	8	4	8	6	5

\* If NPE not present, then Census, Morale and Productivity is 0.

**Hostile, Minor and Major Systems:** Roll once on the appropriate Special Traits table.

**Homeworld:** Player Homeworlds are always Garden Worlds, Biosphere 5, and roll two Spe

## Against Fear and Harm

Hostile System Special Traits Table		
Result	Special Trait	Trait Characteristics
2-3	No Special Traits	No Special Traits
4	Resource Poor	(-1 Raw)
5	Huge Planet	(+1 Capacity)
6	Rare Metals	(+1 Raw)
7	Mineral Rich	(+2 Raw)
8	Accessible Resource Moon	(+1 Capacity, +1 Raw)
9	Favorable Moon	(+2 Capacity, +1 Raw)
10	Special Resources	(Special Resource +1)
11	System Anomaly	Roll on the System Anomaly Table
12	NPE Colony	Generate a NPE (Roll Once for Special Traits)

Minor System Special Traits Table		
Result	Special Trait	Trait Characteristics
2	No Special Traits	No Special Traits
3	Difficult Climate	(-1 Capacity)
4	Resource Poor	(-1 Raw)
5	Rare Metals	(+1 Raw)
6	Rich Metals	(+2 Raw)
7	Accessible Moon	(+1 Capacity)
8	Accessible Resource Moon	(+1 Capacity, +1 Raw)
9	Favorable Moon	(+2 Capacity, +1 Raw)
10	Special Resources	(Special Resource +1)
11	System Anomaly	Roll on the System Anomaly Table
12	NPE Colony	Generate a NPE (Roll Once for Special Traits)

Major System Special Traits Table		
Result	Special Trait	Trait Characteristics
2	Garden World	Roll Twice (Re-roll if this result occurs again)
3	Strategic Resources	(+2 Raw, +1 Productivity)
4	Mild Climate	(+1 Raw, +1 Census, +1 Morale)
5	Fair Government	(+1 Capacity, +1 Morale)
6	Robust Economy	(+1 Capacity, +1 Productivity)
7	Rare Metals	(+1 Raw, +1 Productivity)
8	Heavy Industry	(+1 Raw, +2 Productivity)
9	Expanded Populations	(+1 Capacity, +1 Census, +1 Morale)
10	Fair Biosphere	(+2 Capacity, +1 Census)
11	System Anomaly	Roll on the System Anomaly Table
12	NPE Homeworld	Generate a NPE (Roll Twice for Special Traits)

Homeworld System Special Traits Table		
Result	Special Trait	Trait Characteristics
2	Favorable Moon	(+2 Capacity, +1 Raw)
3	Strategic Resources	(+2 Raw, +1 Productivity)
4	Mild Climate	(+1 RAW, +1 Census, +1 Morale)
5	Fair Government	(+1 Capacity, +1 Morale)
6	Robust Economy	(+1 Capacity, +1 Productivity)
7	Rare Metals	(+1 Raw, +1 Productivity)
8	Heavy Industry	(+1 Raw, +2 Productivity)
9	Expanded Populations	(+1 Capacity, +1 Census, +1 Morale)
10	Fair Biosphere	(+2 Capacity, +1 Census)
11	Special Resource	(Special Resource +1)
12	System Anomaly	Roll on the System Anomaly Table

## Against Fear and Harm

**System Anomalies Table (Roll 1dx)**

Result	
1	Abandon Colony
2	Dense Asteroids
3	Derelict
4	Nebula
x	Radiation Field
9	Ruins
10	Mysterious Encounter (or CM's Choice)

**Biosphere Rating Table (Roll 1d6)**

Result	Hostile	Minor	Major
1	-	1	2
2	-	1	3
3	-	2	3
4	-	2	4
5	1	3	4
6	1	3	5

### System Generation

**System Type:** Roll 1d10 and compare the result on the System Type table to determine how many stellar components are in the system. If system is a multiple star system roll 1d10 to determine if it is a trinary or quadruple star system.

**Trinary Star System Configuration:** Roll 1d10 to determine the arrangement of the stars within the system.

**Spectral Type:** Roll 1d10 and compare the result on the Spectral Type table to determine the spectral type of the primary star. If the system contains more than one stellar component roll 1d10 and add the Companion modifier for each additional star.

**Spectral Decimal Classification:** For each stellar component reference the Decimal Classification Table and roll the dice type indicated.

**Stellar Component Arrangement:** If the system contains more than one component refer to the Stellar Component Arrangement Table to determine the placement of each star within the system.

**System Generation:** To determine what kind of world exists within a system roll 1d6 and add the System modifier from the System Type Table to determine the column, then roll 1d6 to determine the row. Cross-reference the column and row for the result.

**System Special Traits:** Roll 2d6 and compare the result on the appropriate System Special Traits table to determine special characteristics. Homeworlds roll twice for Special Traits.

**Biosphere:** Roll 1d6 and compare the result on the Biosphere Table for the appropriate System Type.