Inter-Zone Links

Inner to Intermediate Approaches

Three options: 3-link, 5-link and 6-link

3-link:

Each Inner Approach system links to three Intermediate Approach systems. No Intermediate Approach system links to more than one Inner System (this option more natural to link with the 3-link Intermediate to Middle, but makes it difficult for a fleet in the Intermediate region to disguise its target)

5-link:

Each Inner Approach system links to five Intermediate Approach systems. Each Inner Approach system shares two links to an Intermediate Approach system with its neighbour (more natural to link with the 5-link Intermediate to Middle, and makes it difficult to achieve a 'deep space' interception. The 'corner' Intermediate Approaches only link to one Inner Approach system, though)

6-link:

Each Inner Approach system links to six Intermediate Approach systems. Each Inner Approach system shares two links to an Intermediate Approach system with its neighbour, and a single link to an Intermediate Approach system *on the opposite side of the Solar System (i.e., Inner Approach 1 shares a link with Inner Approach 4 to its 'corner' Intermediate Approach). This is a Slingshot manouevre through the very heart of the Solar system past the System Primary (more natural to link with the 5-link Intermediate to Middle, and makes it difficult to achieve a 'deep space' interception. The additional link means all Intermediate Approach systems have two links to the Inner Approach systems)

Intermediate to Middle Approaches:

3 links

Each Intermediate Approach system links to three Middle Approach systems. Intermediate Approach systems on the corner of a super-hex link to three Middle Approach systems as shown in the diagram to the left. Each non-corner Intermediate Approach system links to three Middle Approach systems as shown in the diagram to the below and left. This means that an Intermediate Approach system will share a link to a Middle Approach system with its adjacent neighbour--thus a fleet wishing to move from one Intermediate Approach system to an adjacent one could move IA(1)--IA(2) or could move IA(1)--MA(1-2)--IA(2) in an attempt to avoid detection.

5 links

Each Intermediate Approach system links to five Middle Approach systems. Intermediate Approach systems on the corner of a super-hex link to five Middle Approach systems as shown in the diagram to the left. Each non-corner Intermediate Approach system links to five Middle Approach systems as shown in the diagram to the below and left.

This means that an Intermediate Approach system will share three links to a Middle Approach system with its adjacent neighbour, and one link to a Middle Approach system with an Intermediate Approach system two 'systems' over--thus a fleet wishing to move from one Intermediate Approach system to an adjacent one could move IA(1)--IA(2) or could move IA(1)--MA(1-2)--IA(2) in an attempt to avoid detection. In addition, a fleet wishing to move from one Intermediate Approach system to a next-but-adjacent system could move IA(1)--IA(2)--IA(3), or could move IA(1)--MA(1-2-3 #1)--IA(3) or IA(1)--MA(1-2-3 #2)--IA(3). This would mean a power attempting to defend IA(3) would require scouting forces in IA(2), MA(1-2-3 #1) AND MA(1-2-3 #2)

Intermediate--Intermediate:

Each Intermediate Approach system links to their neighbours.

Middle--Middle:

Each Middle Approach system links to their neighbours.

5 links

Solar System Generation

Each Solar System is resolved thus:

1. Generate the system using the Admiral-level System Generation to determine the number of objects, their position in the system and their type (up to step 5b)

    a. For Terrestrial through to Hostile, generate as a Captain-level system (i.e., one main system object with possible moons). For Gas Giants, generate as a Commodore-level system (i.e., up to ten objects representing Gas Giant Moons).
        i. For Captain-level generation (i.e., non-Gas Giants), treat a result of Gas Giant as follows: keep the number of moons, but re-roll for object type until a non-Gas Giant result is rolled.
        ii. Example: when generating a planet, George rolls a 9. This normally is a Gas Giant with 1d3 moons. Re-rolling, George gets a 4. This means the planet is an Adaptable planet with 1d3 moons instead of 1d2-1 moons.

    b. For Commodore-level generation (Gas Giants) all results for Gas Giants are resolved as follows: Inner Zone Gas Giant resolves as an asteroid belt. Middle and Outer Zone Gas Giants: roll 1d6: 1-2 as a 1 on the respective table, 3-4 as a 2 and 5-6 as a 3.

Gas Giants have carrying capacity as per CM 2.1.5.1.1

Orbital Periods

Inner System: up to 3 years

Middle System: 6-120 years

Inner System Orbits--6 hexes for one rotation

1 month:	6 (so stays in same hex each time)
2 months:	3
3 months:	2
6 months:	1
12 months:	1/2 (moves one every two months)
18 months:	1/3
24 months:	1/4
30 months:	1/5
36 months:	1/6

Middle System Orbits--36 hexes for one rotation

72 months (6 years):	1/2
108 months (9 years):	1/3
144 months (12 years):	1/4
180 months (15 years):	1/5
216 months (18 years):	1/6
288 months (24 years):	1/8
360 months (30 years):	1/10
432 months (36 years):	1/12
540 months (45 years):	1/15
720 months (60 years):	1/20
900 months (75 years):	1/25
1080 months (90 years):	1/30
1260 months (105 years):	1/35
1440 months (120 years):	1/40