

Master Astrogation Chart

Astrography for Example Ernie's Earthling Empire, Turn 1

Overview

In addition to the basic system/WP linking, this chart also shows the configurations and known survey data of all systems Ernie has encountered.

Some notes on reading the tables:

- Common names assigned by Ernie are in ALL CAPS and precede the system / planet / moon / etc that they represent.
- The top of each section is the system header, which notes the system ID, number of stars, and presence of nebula (W5).
- There is a major section below for each stellar component (primary, secondary, etc)
 - Planet listings begin with "Radius", and have the following data: orbital radius in light minutes (LM) (plus "tl" for "tidelocked", if appropriate), bearing (from 1 to 12), planet type, planet mass, Resource Exploitation Index (REI), and Habitability Index (HI) (W6).
 - Moons associated with a planet, if any, are listed on the line below that planet, from innermost to outermost, and have the following data: moon type (or "r" for "ring"), bearing (from 1 to 6, omitted if ring), orbital radius in tactical hexes (tH) (plus "tl" for "tidelocked"), and REI (W7.03).
- Following all stellar component sections is a list of known Warp Points (WPs). WPs are numbered arbitrarily and have the following data: type (A to F), Capacity (the numerical representation of type), bearing (1 to 12), distance in system hexes (sH), distance in LM in parentheses, Visibility (Open to Undisclosed), and Destination (system ID number) (W8). Not all data are necessarily known for all WP; for instance, a WP that has been found by survey but not probed will not have a known destination.

(System formatting is from Elminster's SolarSF Universe Generator, available in the download section at the Starfire Design site. Note that the Universe Generator does not generate planetary bearings.)

System Astrography Data

SOL

System ID: 1 Type: Single Star System

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Primary: Yellow Star

Radius LM: 3t1 Brg: 1 Type: H Mass: 1 REI: VR HI: 9

Radius LM: 6 Brg: 2 Type: V Mass: 2 REI: VR HI: 10

TERRA

Radius LM: 8 Brg: 3 Type: ST Mass: 3 REI: R HI: 4

LUNA mB/1/4/R

MARS

Radius LM: 13 Brg: 4 Type: B Mass: 2 REI: VR HI: 1

PHOBOS mB/1/2/VR DEIMOS mB/5/3/VR

Radius LM: 20 Brg: - Type: Asteroids B Mass: 0 REI: R HI: 5

Radius LM: 43 Brg: 5 Type: G Mass: 3 REI: N HI: 4

mH/5/1t1/N mB/2/2/R mB/1/4/VR mB/5/7/VR

Radius LM: 80 Brg: 6 Type: G Mass: 3 REI: P HI: 4

r/1 r/2 r/3 mB/3/4/R mB/4/6/VR mB/1/16/R

Radius LM: 160 Brg: 7 Type: I Mass: 2 REI: VR HI: 2

mF/6/1/VR mF/5/3/N mF/3/4/N mF/3/5/N mF/5/6/R

Radius LM: 251 Brg: 8 Type: I Mass: 2 REI: N HI: 3

NEREID mF/3/1/VR

Radius LM: 328 Brg: 9 Type: F Mass: 1 REI: P HI: 1

mF/1/1/P

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Warppoints

Number	Type	Capacity	Bearing	Distance	Visibility	Destination
1	C	36	9	27 (324)	Open	2
2	B	30	11	6 (72)	Open	3
3	C	36	9	17 (204)	Open	4

CENTAURI

2 Type: Single Star System

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Primary: Orange Star

Radius LM: 4 Type: ST Mass: 3 REI: HI:
mB/1/3/ mB/3/6/

Radius LM: 9 Type: Asteroids B Mass: 0 REI: R HI:

Radius LM: 14 Type: G Mass: 2 REI: HI:
mB/4/2/ mB/5/11/ r/12 mB/5/14/

Radius LM: 24 Type: G Mass: 2 REI: HI:
r/1 mB/6/11/ mB/1/21/ mB/6/31/

Radius LM: 44 Type: I Mass: 2 REI: HI:
mF/3/1/

Radius LM: 84 Type: I Mass: 3 REI: HI:
mF/5/2/

Radius LM: 164 Type: I Mass: 2 REI: HI:
mF/2/2/ mF/2/5/

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Warppoints

Number	Type	Capacity	Bearing	Distance	Visibility	Destination
1	C	36	10	15 (180)	Open	1

ERIDANI

3 Type: Single Star System

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Primary: Blue Giant

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Warppoints

Number	Type	Capacity	Bearing	Distance	Visibility	Destination
1	B	30	10	13 (156)	Open	1

PAVONIS

4 Type: Single Star System

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Primary: Red Star

Radius LM: 2t1 Type: H Mass: 1 REI: HI:

Radius LM: 9 Type: G Mass: 2 REI: HI:
mB/4/1/ mB/4/11/

Radius LM: 16 Type: B Mass: 1 REI: HI:
mB/1/3/

Radius LM: 30 Type: I Mass: 2 REI: HI:
mF/2/1/ r/2 mF/4/6/

Radius LM: 58 Type: I Mass: 2 REI: HI:
mF/5/1/ mF/2/4/

Radius LM: 114 Type: I Mass: 2 REI: HI:
mF/1/4/ mF/4/6/

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Warppoints

Number	Type	Capacity	Bearing	Distance	Visibility	Destination
1	C	36	4	21 (252)	Open	1

Master Astrography Map

Systems are identified here by system ID number. Lines are WP links. No other data is shown on this map, though Ernie might want to encode things like locations of habitable planets, important populations, systems that have or have not completed WP surveys, and so forth. Known systems and WP links are the only firm requirements that must be provided to the SM for this map, however.

