

Master Astrogation Chart

Astrography for Example Ernie's Earthling Empire, Turn 4

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

EDEN

Radius LM: 4 Type: ST Mass: 3 REI: N HI: 10
mB/1/3/N mB/3/6/N

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

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

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

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

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

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

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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/

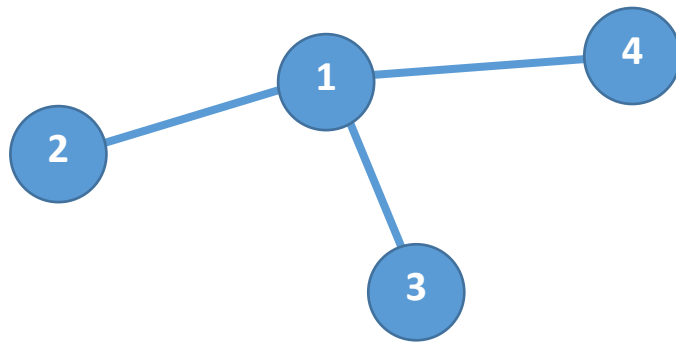
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Warppoints

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.



Empire Summary and Treasury Record

Player: Ernie

Turn: 4

Race: Earthling

Homeworld: ST

HI: 4

INCOME

TGI: 2854.9
Trade Income: 0.0

GEV: 2854.9
Leasing: 192.4
Other: 0.0
Total Income: 3047.3

WEALTH

Previous Treasury: 12.6
Treasury Interest: 0.2
IU Sales: 0.0
Scrapping: 0.0
Other: 0.0
Total Wealth: 12.8

Total (Income + Wealth): 3060.1

EXPENSES

Maintenance: 1238.9
R&D: 937.0
Colonization: 825.0
Construction: 30.0
Shipping: 0.0
Other: 0.0

Total: 3030.9

Total Available: 3060.1
Total Spent: 3030.9
Remaining Treasury: 29.2

Populations and Income Record

Player: Ernie

Turn: 4

EXISTING POPULATIONS

System	System Body	Type	Habitability	REI	PU	Max PU	IU	Governor	Income
Sol	Terra	ST	Benign	Rich	2081.2	3500	103	Gov	2652.4
Sol	Mars	B	Desolate	Rich	52.0	180	0		54.6
Sol	Phobos	mB	Desolate	V. Rich	26.1	60	0		31.3
Sol	Deimos	mB	Desolate	V. Rich	26.1	60	0		31.3
Sol	Luna	mB	Desolate	V. Rich	5.3	60	0		6.3
Sol	Nereid	mF	Extreme	V. Rich	5.3	60	0		5.3
Centauri	Eden	ST	Benign	Normal	73.7	3500	0		73.7
				Total	2269.7		103		2854.9

COLONIZATION IN PROGRESS

System	System Body	Type	Habitability	REI	PU	Max PU
Centauri	Eden	ST	Benign	Normal	75	3500

GSVs

Sol	2781.2
Centauri	73.7

CFN Record

Player: Ernie

Turn: 4

IMPERIAL CFN

GEV: 2854.9

	Last Month		This Month	
	H	Qv	H	Qv
Base CFN	550	275	570	285
Commercial CFN	4950	2475	5130	2565
Extra CFN	0	0	0	0
Government Pool	42	94	42	94
Dangerous Systems	0	0	0	0
Base + Govt + DS Pool	592	369	612	379

SYSTEM POOLS

This Month

	GSV	H	Qv
Sol	2781.2	278	27
Centauri	73.7	7	0

Construction Record

Player: Ernie

Turn: 4

Project	Qty	Location	Progress	Cost	Total Cost
Build CL Prototype	1	(SY)-SS	42	502.5	0.0
Build IU on Terra	1	Terra	N/A	30.0	30.0
					0.0
				Total:	30.0

(Note: CL total cost is 0.0 because it has already been paid)

Fleet Organization Record

Player: Ernie

Turn: 4

UNIT RECORD

Unit	Grade	Quantity	Location	Notes
Planetary Surveyor CT	BG	1	Survey 1	
WP Surveyor ES	BG	12	Survey 1	
Baby Surveyor FT0	BG	2	Survey 1	
st	N/A	1	Survey 1	on CT
Planetary Surveyor CT	BG	1	Survey 2	
WP Surveyor ES	BG	12	Survey 2	
Baby Surveyor FT0	BG	2	Survey 2	
st	N/A	1	Survey 2	on CT
Planetary Surveyor CT	BG	1	Survey 3	
WP Surveyor ES	BG	12	Survey 3	
Baby Surveyor FT0	BG	2	Survey 3	
st	N/A	1	Survey 3	on CT
System Body Survey ESf	BG	1	Survey Planet	
st	N/A	8	Survey Planet	on ESf
LRW DD	BG	4	First Fleet	Adm onboard
LRW DD	BG-2	6	Terra Mothball	mothballed
SRW CT	BG-2	3	Terra Mothball	mothballed
st	N/A	2	Terra Mothball	crated
gig	N/A	2	Terra Mothball	crated
CFN-Qv FT4	BG	4	CFN Lease	leased to CFN
CFN-Mixed FT4	BG	3	CFN Lease	leased to CFN
(SY) SS	BG	1	Terra Orbit	
Defense SS Module	BG	2	Terra Orbit	on (SY) SS
Cheap Tug FT2	BG	1	Terra Orbit	
Home Defense PDC	BG	1	Terra	hexside 1
WP Picket BS0	BG	1	Terra WP 1	Centauri
WP Picket BS0	BG	1	Terra WP 2	Eridani
WP Picket BS0	BG	1	Terra WP 3	Pavonis

FLEET RECORD

Fleet	Location
Survey 1	Centauri
Survey 2	Eridani
Survey 3	Pavonis
Survey Planet	Centauri
First Fleet	Terra's sH
Terra Orbit	orbiting Terra at 1 tH
Terra Mothball	with Terra Orbit

Maintenance Record

Player: Ernie

Turn: 4

Class	Qty	Maint	Total	SDF Refund
Shipyard SS	1	48.0	48.0	
Planetary Surveyor CT	3	29.2	87.6	
WP Surveyor ES	36	17.7	637.2	
Baby Surveyor FT0	6	8.9	53.4	
st	11	0.0	0.0	
gig	0	0.0	0.0	
LRW DD	4	64.8	259.2	
Home Defense PDC	1	4.5	4.5	4.5
SS Defense	2	0.6	1.2	1.2
WP Picket BS0	3	2.1	6.3	6.3
Cheap Tug FT2	1	7.0	7.0	
CFN-Qv FT4	4	18.9	75.6	
CFN-Mixed FT4	3	13.9	41.7	
System Body Survey ESf	1	29.2	29.2	
Qt	32	1.6	1.6	1.6
		Subtotal:	1252.5	
		SDF Paid:	13.6	
		Total:	1238.9	

Research and Development Record

Player: Ernie

Turn:

4

TGI:

2854.9

PROJECT	TYPE	LOCATION	SL / COST	NEW RP	RP COST	TOTAL RP	TARGET	% COMP
EL 3	EL	N/A	N/A	10	671.0	40	110	0%
Elec	SL	(SA) 1.1	2	10	30.0	40	30	10%
R	SL	(SA) 1.2	2	10	30.0	40	30	10%
Y	SL	(SA) 2.1	2	20	60.0	60	30	30%
I	SL	(SA) 2.2	2	10	30.0	40	30	10%
L + Lb	Combo	(RDS) 1	2 / 34	10	116.0	40	30	10%
Random Breakthrough	Bkthru	(SA) 3	N/A	0	0.0	N/A	N/A	0%

TOTAL: 937.0

BREAKTHROUGH OBJECTIVES LIST

Elec SL3 (prereq: Elec SL2)

R SL3 (prereq: R SL2)

D Tree (prereq: EL3)

Z Branch (prereq: Elec SL2 + EL2)

Yc Branch (prereq: Y SL2)

AP Tree (prereq: EL2 **OK**)

T SL2 (prereq: T SL1 **OK**)

Accelerate Project

Master Orders and Movement Record

Player: Ernie

Turn: 4

ORDERS RECORD

Day issued	Day received	Order
	1	1 Survey Flotilla Planet conduct Survivable Bodies survey in Centauri. On completion, conduct Asteroid Belt survey in C
	1	1 First Fleet conduct training patrol in Terra's sH

MOVEMENT RECORD

Fleet / Unit	Movement
Survey 1	StMP 1 - 3: WP survey Centauri
Survey 2	StMP 1 - 3: WP survey Eridani
Survey 3	StMP 1 - 3: WP survey Pavonis
Survey Planet	StMP 1: Survivable Bodies survey of Centauri. StMP 2-3: Asteroid Belt survey of Centauri.
First Fleet	StMP 1 - 2: training patrol at Terra sH