2 SPACE RANGES

Distance	S=	Descriptor	Band	Band Name	Stellar Diameters*	World Diameters**	Orbits	Light Delay	R=
500 mn km	12		DS	Deep Space	100 D		To Orbit 5	30 lm (3 au)	17
150 mn km	11						To Orbit 3	8 lm (1 au)	16
50 mn km	10	Siege					To Orbit 0	3 lm	15
5 million km	9		LR	Long Range	10 D	1000 D		16 ls	14
2.5 million km	8				1 D			8 ls	13
500,000 km	7		AR	Attack Range		100 D		2 ls	12
250,000 km	6	Missile						1 ls	11
50,000 km	5	Beam	SR	Short Range		10 D			10
5,000 km	4	Far Orbit				1 D			9
500 km	3	Orbit							8
50 km	2	Fighter	F1	Fighter Range					7
5 km	1	Close Fighter	F0						6
1000 m	B	Boarding	B	Boarding					5
500 m									4
150 m									3
50 m									2
5 m									1
1.5 m									T
0.5 m									R
Surface	0								0

S= Space Combat Ranges.

Space Ranges are used with Space Combat and with Space Sensors. S= R-5.

Band= Space Combat Bands.

Space Combat Bands are used in Space Combat, especially with Movement.

R= World Combat Ranges.

World Combat Ranges are used with Personal Combat; they are extended to extreme values for comparison. R= S+5.

Light Delay= Light Speed Distances.

Light Speed Distances provide insight into maximum radio and light time frames over distance.

STELLAR AND WORLD DIAMETERS

*** Assumes Spectral G star.**
Increase Band + 1 for Spectral A or F.
Decrease Band -1 for Spectral K or M.

**** Assumes typical world size = 3+**.
Increase Band +1 for Gas Giant.
Decrease Band -1 for Size 2 or less.

The Diameter Rules

1000 D Maneuver Drives will not operate beyond this limit.

100 D Jump Drives will not operate within this limit.

10 D Gravitic Drives will not operate beyond this limit.

1 D Lifters will not operate beyond this limit.