

	Gas Giants and Other Worlds Create Gas Giants and place them in orbits on the System Fillform. Fill other orbits with Other Worlds.	G
		Other Worlds

W WORLDS

Total Worlds In System=

- + Mainworld
- + Gas Giants
- + Belts
- + 2D

OTHER WORLDS

Subject to

Max Pop = MW Pop - 1.
St= Spaceport.

Hospitable= StSAHPGL-T

Planetoids= St000PGL-T

Iceworld= StSAHPGL-T
Pop= DM - 6

RadWorld= StSAH000-0
Siz= 2D

Inferno= YSB0000-0
Siz= 2D

BigWorld= StSAHPGL-T
Siz= 2D +7
any with Siz= B+ is BW.

Worldlet= StSAHPGL-T
Siz= 1D - 3

Inner World StSAHPGL-T
Pop= DM - 4
Hyd= DM - 4

Stormworld StSAHPGL-T
Siz= 2D
Atm= DM +4
Hyd= DM - 4
Pop= DM - 6

NUMBER OF SATELLITES

Gas Giants= 1D-1
Inners = 1D-5
Hospitables= 1D-4
Outers= 1D-3
= total number of satellites
for the world.

Zero exactly = Ring and
reroll. Treat less than zero
as none.

PLACING WORLDS

Place Mainworld

If Satellite, place GG in MW Orbit.

If Satellite and No Giants, place a BigWorld in MW Orbit.

If Asteroid Belt, place as Belt without regard to HZ.

Place Gas Giants

Place Planetoid Belts

Place Other Worlds

Rotate Placement Per Star.

Rotate Placement Per Star.

Rotate Placement Per Star, place worlds using World1 Column.

Last World, place using World2 Column.

GG GAS GIANTS

2D	Size	WSize	Diameter	Type
1	L	20	20,000 miles	SGG
2	M	21	30,000 miles	SGG
3	N	22	40,000 miles	SGG
4	P	23	50,000 miles	SGG
5	Q	24	60,000 miles	SGG
6	R	25	70,000 miles	LGG
7	S	26	80,000 miles	LGG
8	T	27	90,000 miles	LGG
9	U	28	100,000 miles	LGG
10	V	29	110,000 miles	LGG
11	W	30	120,000 miles	LGG
12	X	31	130,000 miles	LGG

Convert every second SGG Small
Gas Giant to IGG Ice Giant (of the
same size).

Convert every fifth LGG to a BD
Brown Dwarf (of Siz x 4; mark Size
with* as in R*).

BASIC PLACEMENT CHART

2D	LGG	SGG	IG	Belt	World1	World2
2	-3	-2	+1	-1	10	17
3	-2	-1	+2	HZ	8	16
4	-1	HZ	+3	+1	6	15
5	HZ	+1	+4	+2	4	14
6	+1	+2	+5	+3	2	13
7	+2	+3	+6	+4	0	12
8	+3	+4	+7	+5	1	11
9	+4	+5	+8	+6	3	10
10	+5	+6	+9	+7	5	9
11	+6	+7	+10	+8	7	8
12	+7	+8	+11	+9	0	7

GG and Belt placement is based on the HZ.

World placement is based on Orbit.

If an orbit is duplicated or precluded, adjust to
an adjacent or the closest possible orbit.

Gas Giant Skimming: Ship's G must exceed
World Size/8.

The Inner Worlds

= Orbits inside HZ - 1.

The Hospitables

= Orbits HZ-1, HZ, HZ+1.

The Outer Worlds

= Orbits beyond HZ+1.

- HZ INNERS

1D	Description
1	Worldlet
2	Inferno
3	Inner World
4	BigWorld
5	Stormworld
6	Radworld

HZ HOSPITABLES

Code	Description
1	Worldlet
2	Inferno
3	Hospitable
4	BigWorld
5	Stormworld
6	Radworld

+HZ OUTERS

Code	Description
1	Worldlet
2	Iceworld
3	Iceworld
4	BigWorld
5	Iceworld
6	Radworld

INNER SATELLITES

1D	Description
1	Worldlet
2	Worldlet
3	Inferno
4	Inner World
5	Stormworld
6	Radworld
7	Bigworld

DM+1 if satellite of GG.

Close Satellites are Locked to the Planet.

If Satellite Size is equal or greater than Planet Size, reduce it to Planet Size -3.

HOSPITABLE SATELLITES

1D	Description
1	Worldlet
2	Worldlet
3	Inferno
4	Hospitable
5	Stormworld
6	Radworld
7	Bigworld

OUTER SATELLITES

1D	Description
1	Worldlet
2	Worldlet
3	Iceworld
4	Innerworld
5	Stormworld
6	Radworld
7	Bigworld



Other Worlds

