

SYSTEM CONTENTS TABLE

Die Roll	Starport	Naval Base	Scout Base	Gas Giant
2	A	no	no	yes
3	A	no	no	yes
4	A	no	no	yes
5	B	no	no	yes
6	B	no	no	yes
7	C	no	yes	yes
8	C	yes	yes	yes
9	D	yes	yes	yes
10	E	yes	yes	no
11	E	yes	yes	no
12	X	yes	yes	no

Roll once for each column.

Scout Base: Apply DM -1 if starport C; -2 if starport B; and -3 if starport A. Do not roll if starport E or X.

Naval Base: Do not roll if starport C, D, E, or X.

STARPORT TYPES

Type	Description
A	Excellent quality installation. Refined fuel available. Annual maintenance overhaul available. Shipyard capable of constructing starships and non-starships present. Naval base and/or scout base may be present.
B	Good quality installation. Refined fuel available. Annual maintenance overhaul available. Shipyard capable of constructing non-starships present. Naval base and/or scout base may be present.
C	Routine quality installation. Only unrefined fuel available. Reasonable repair facilities present. Scout base may be present.
D	Poor quality installation. Only unrefined fuel available. No repair or shipyard facilities present. Scout base may be present.
E	Frontier Installation. Essentially a marked spot of bedrock with no fuel, facilities, or bases present.
X	No starport. No provision is made for any ship landings.

TRAVEL ZONES

Worlds may be classified as travel zones green, amber, or red. Green is usually not noted or stated.

Green: No particular danger or problem for travellers.

Amber: Caution advised for traveller; local conditions may pose danger or delay.

Red: Prohibited to travellers; local conditions can involve death or injury.

POPULATION

Digit	Description
0	Asteroid/Planetoid Belt.
1	1000 miles (1600 km).
2	2000 miles (3200 km).
3	3000 miles (4800 km).
4	4000 miles (6400 km).
5	5000 miles (8000 km).
6	6000 miles (9600 km).
7	7000 miles (11200 km).
8	8000 miles (12800 km).
9	9000 miles (14400 km).
A	10000 miles (16000 km).

The population digit is an exponent of 10. The actual population of a world may range from the exact equivalent of the population digit to just below the next higher population digit.

LAW LEVEL

Digit	Description
0	No prohibitions.
1	Body pistols undetectable by standard detectors, explosives (bombs, grenades), and poison gas prohibited.
2	Portable energy weapons (laser carbine, laser rifle) prohibited. Ship's gunnery not affected.
3	Weapons of a strict military nature (machine guns, automatic rifles) prohibited.
4	Light assault weapons (sub-machineguns) prohibited.
5	Personal concealable firearms (such as pistols and revolvers) prohibited.
6	Most firearms (all except shotguns) prohibited. The carrying of any type of weapon openly is discouraged.
7	Shotguns are prohibited.
8	Long bladed weapons (all but daggers) are controlled, and open possession is prohibited.
9	Possession of any weapon outside one's residence is prohibited.
A	Possession of any weapon is prohibited.

Law levels include the restrictions of lower-numbered law levels. Law levels greater than A indicate a higher probability of police harassment.

Law level is also the general throw to avoid harassment by police or other law enforcement agencies. For example, on a world with law level 4, the throw to avoid arrest when encountering an enforcement agent such as a customs official or policeman is 4+.

SIZE

Digit	Description
0	Asteroid/Planetoid Belt.
1	1000 miles (1600 km).
2	2000 miles (3200 km).
3	3000 miles (4800 km).
4	4000 miles (6400 km).
5	5000 miles (8000 km).
6	6000 miles (9600 km).
7	7000 miles (11200 km).
8	8000 miles (12800 km).
9	9000 miles (14400 km).
A	10000 miles (16000 km).

Note: World sizes greater than A (16,000 km) may be created by the referee and assigned special letter codes. Such worlds may be simply larger, or they may be of special or notable types.

ATMOSPHERE

Digit	Description
0	No atmosphere.
1	Trace.
2	Very thin, tainted.
3	Very thin.
4	Thin, tainted.
5	Thin.
6	Standard.
7	Standard, tainted.
8	Dense.
9	Dense, tainted.
A	Exotic.
B	Corrosive.
C	Insidious.

Note: Atmosphere types may require protective clothing. The precise requirements are given in the text.

HYDROGRAPHICS

Digit	Description
0	No free standing water.
1	10% water.
2	20% water.
3	30% water.
4	40% water.
5	50% water.
6	60% water.
7	70% water.
8	80% water.
9	90% water.
A	No land masses.

Note: Worlds with no water are considered desert worlds if they have atmosphere 2+. Worlds with hydrographic percentage A are water worlds. Worlds with atmosphere 0 or 1 and hydrographic percentage greater than 0 are ice-capped.

GOVERNMENT

Digit	Description
0	No government structure. In many cases, family bonds predominate.
1	Company/Corporation. Government by a company managerial elite; citizens are company employees.
2	Participating Democracy. Government by advice and consent of the citizen.
3	Self-Perpetuating Oligarchy. Government by a restricted minority, with little or no input from the masses.
4	Representative Democracy. Government by elected representatives.
5	Feudal Technocracy. Government by specific individuals for those who agree to be ruled. Relationships are based on the performance of technical activities which are mutually beneficial.
6	Captive Government. Government by a leadership answerable to an outside group; a colony or conquered area.
7	Balkanization. No central ruling authority exists; rival governments compete for control.
8	Civil Service Bureaucracy. Government by agencies employing individuals selected for their expertise.
9	Impersonal Bureaucracy. Government by agencies which are insulated from the governed.
A	Charismatic Dictator. Government by a single leader enjoying the confidence of the citizens.
B	Non-Charismatic Leader. A previous charismatic dictator has been replaced by a leader through normal channels.
C	Charismatic Oligarchy. Government by a select group, organization, or class enjoying the overwhelming confidence of the citizenry.
D	Religious Dictatorship. Government by a religious organization without regard to the needs of the citizenry.

WORLD GENERATION CHECKLIST

- Determine world occurrence (1D for 4, 5, 6 is standard).
- Check system contents table.
 - Find starport type.
 - Check for naval base.
 - Check for scout base.
 - Check for gas giant.
- Name world.
- Decide if travel zone coded.
- Establish communications routes.
- Generate universal planetary profile for world.
 - Note starport type.
 - Planetary size: 2D-2.
 - Planetary atmosphere: 2D-7 +size. If planetary size is 0, the atmosphere must be 0.
 - Planetary hydrographics: 2D-7 +size. If planetary size is 0 or 1, then hydrographics must be 0; if atmosphere is 0, 1, or A+, then apply a DM of -4.
 - Population: 2D-2.
 - Government: 2D-7+population.
 - Law level: 2D-7+government.
 - Technological Level: 1D+DMs from tech level table.
- Note trade classifications (rules book, page 5) based on world UPP.
- Note statistics for reference.
- Map system on subsector map grid.

TECH LEVEL TABLE

Starport	Size	Atm	Hyd	Pop	Govt
0	+2	+1	-	-	+1
1	+2	+1	-	+1	-
2	+1	+1	-	+1	-
3	+1	+1	-	+1	-
4	+1	-	-	+1	-
5	-	-	-	+1	+1
6	-	-	-	-	-
7	-	-	-	-	-
8	-	-	-	-	-
9	-	-	+1	+2	-
A	+6	-	+1	+2	+4
B	+4	-	+1	-	-
C	+2	-	+1	-	-
D	-	-	+1	-	-2
E	-	-	+1	-	-
F	-	-	-	-	-
X	-4	-	-	-	-

Determine DMs from this table and apply them to 1D to find tech level.

Tech level is more fully presented with tables on the next two pages showing achievements at specific levels.

Note: Dashes indicate that there is no DM for the given digit; blanks indicate that there is no digit possible in that situation under this generation system.

TECHNOLOGICAL LEVELS

Digit	Description
0	Stone Age. Primitive.
1	Bronze Age to Middle Ages.
2	circa 1400 to 1700.
3	circa 1700 to 1860.
4	circa 1860 to 1900
5	circa 1900 to 1939
6	circa 1940 to 1969
7	circa 1970 to 1979
8	circa 1980 to 1989
9	circa 1990 to 2000
A	Interstellar community
B	Average Imperial
C	Average Imperial
D	Above average Imperial.
E	Above average Imperial
F	Technical maximum Imperial.
G	Occasional non-Imperial.

Tech levels labels in terms of historical dating are intended as a guide only. Similarly, the tech level rating indicates what is probably a capability for a world at the stated tech level. Also see the tech level charts on the next two pages.

TRADE CLASSIFICATIONS

Agricultural: Atmosphere 4 - 9, hydrographic 4 - 8, population 5 - 7.

Non-Agricultural: Atmosphere 3-, hydrographic 3-, population 6+.

Industrial: Atmosphere 0, 1, 2, 4, 7, or 9 (vacuum, trace, or tainted), population 9+.

Non-Industrial: Population 6-.

Rich: Atmosphere 6 or 8, population 6 - 8, government 4 - 9.

Poor: Atmosphere 2 - 5, hydrographic 3-.

Water World: Hydrographic A.

Desert World: Hydrographic 0, atmosphere 2+.

Vacuum World: Atmosphere 0.

Asteroid Belt: Size 0.

Ice-capped: Atmosphere 0 or 1, hydrographic 1+.

Subsector Capital: Single most important world in the subsector, especially if the entire sector is under one interstellar government. Assigned by the referee.

Other Notations: There are many other possible notations. The referee may elect to note the presence of prison worlds, exile worlds, preserves or reserves for various purposes, and so on.