



# Space Ranges

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## 2 SPACE RANGES

Distance	S=	Descriptor	Band	Band Name	Stellar Diameters*	World Diameters**	Orbits	Light Delay	R=
500 mn km	12						To Orbit 5	30 lm (3 au)	17
150 mn km	11		DS	Deep Space	100 D		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
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				10 D			10
5,000 km	4	Far Orbit	SR	Short Range		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							5
500 m									4
150 m									3
50 m			B	Boarding					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.

