



Orbital Distances

Orbits are standardized on the traditional Titus-Bode Relation distances primarily for ease of use.

Orbits

5 ORBITAL DISTANCES

	S=	O=	AU	Million km	Light-	Surface of Star inside this Orbit			
						Ia	Ib	II	III
Inner System	10	0	0.2	30	100 ls			A0-F5	A0-K0
		1	0.4	60	200 ls		A0	G0-G5	K5
		2	0.7	105	350 ls		A5-G0	K0	M0
	11	3	1	150	8 lm				
		4	1.6	240	13 lm		A0-F5	G5	K5
12	5	2.8	420	30 lm		G0	K0	M0	M5
Outer System		6	5.2	780	43 lm	G5-K0	K5	M5	M9
		7	10	1,500	83 lm	K5	M0	M9	
		8	20	3,000	3 lh	M0	M5-M9		
		9	40	6,000	5 lh	M5-M9			
		10	77	11,550	10 lh	Kuiper Belt			
		11	154	23,100	21 lh	Kuiper Belt			
		12	308	46,200	42 lh				
Remote System		13	615	92,250	3 ld				
		14	1,230	184,500	7 ld				
		15	2,458	368,700	14 ld				
		16	4,916	737,400	4 lw				
		17	9,830	1,474,500	8 lw				
		18	19,500	2,925,000	16 lw				
		19	39,500	5,925,000	32 lw	Oort Cloud			
		20	78,700	11,805,000	1 ly	Oort Cloud			

O= Orbit =

Stars shown physically occupy the orbits shown.

THE 10D GRAVITIC DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	7	5	4	1	1	0	*	*
A5	7	5	3	1	0	*	*	*
F0	7	6	3	1	0	*	*	*
F5	7	6	4	1	0	*	*	*
G0	8	6	4	1	0	*	*	*
G5	9	7	5	3	0	*	*	*
K0	10	7	6	3	0	*	*	*
K5	10	8	7	5		*	*	*
M0	11	10	8	6		*	*	*
M5	11	11	9	8		*	*	*
M9	12	11	10	8		*	*	*

G-Drives inoperable outside this orbit.

THE 100D JUMP DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	10	9	7	6	5	5		*
A5	10	9	7	5	4	4		*
F0	11	9	7	5	4	3		*
F5	11	9	7	5	4	3	3	*
G0	11	10	8	6	4	2	2	*
G5	12	10	8	7	4	2	1	*
K0	12	11	9	7	5	2	0	*
K5	13	12	10	9		1	0	*
M0	14	13	11	9		1	0	*
M5	15	14	13	11		0	*	*
M9	15	15	13	12		*	*	*

J-Drives inoperable within this orbit.

THE 1000D MANEUVER DRIVE LIMIT

	Ia	Ib	II	III	IV	V	VI	D
A0	13	12	11	9	9	8		*
A5	14	12	10	9	8	7		*
F0	14	12	10	9	8	7		*
F5	14	12	11	9	8	7	7	*
G0	15	13	11	9	8	6	6	*
G5	15	14	12	10	8	6	5	*
K0	16	14	12	10	8	6	5	*
K5	16	15	13	12		6	5	*
M0	17	16	14	12		5	4	*
M5	18	17	16	14		5	2	*
M9	18	18	16	15		4	1	*

M-Drives inoperable outside this orbit.

Limit shown is beyond (within for Jump) the Orbit Number shown. * = inside Orbit 0. Blank = Not possible.

