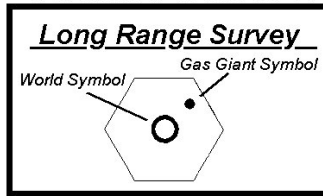




Sector Mapping

Star Systems are mapped on Sector grids to allow long range analysis and for astrogation by travellers.

STAR MAP SYMBOLS



THE SECTOR MAP

A sector map shows the general presence of star systems and mainworlds across a large region of space.

The first step in mapping a large region is to populate a blank sector map with **system hexes** (which contain star systems) and **deep space hexes** (which are purportedly or generally known to be empty).

The Sector Map is an overview: just enough data to support long range astrogation (some printed or high-resolution maps show more).

The Sector Map shows:

A. It shows the presence or absence of systems.

B. It shows the presence or absence of gas giants (to support refueling).

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

SUBSECTORS WITHIN A SECTOR

MAP LEGEND

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- Imperial Naval Base
- Imperial Scout Base
- Other Base
- Independent Base
- Research Station
- Scout Way Station
- Imperial Reserve
- Imperial Prison
- Exile Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

- Shades under one billion
- over one billion

World names in red are subsector capitals

POPULATING THE SECTOR MAP

Determine (select) the overall map density and note any regions of greater or lesser density.

For each hex, roll on the table and mark the symbols.

SYSTEM CONTENTS

1D	Sparse	Standard	Dense
1	SG	SG	SG
2	S	SG	SG
3		S	SG
4			S
5			
6+			

SG= System with Gas Giant
S= System (no Gas Giant)

ASTEROIDS

Mark one system in 36 as an Asteroid Belt.

Method One. Roll 2D for each system. A roll of 2 = Asteroid Belt.

Method Two. Count off every 36th system and mark it as Asteroid Belt.

