THE SUBSECTOR MAP

A subsector map shows a portion of the sector map with greater detail. Where the sector provides an overview, the subsector allows greater astrogation detail.
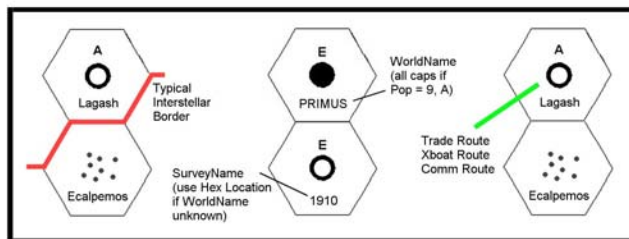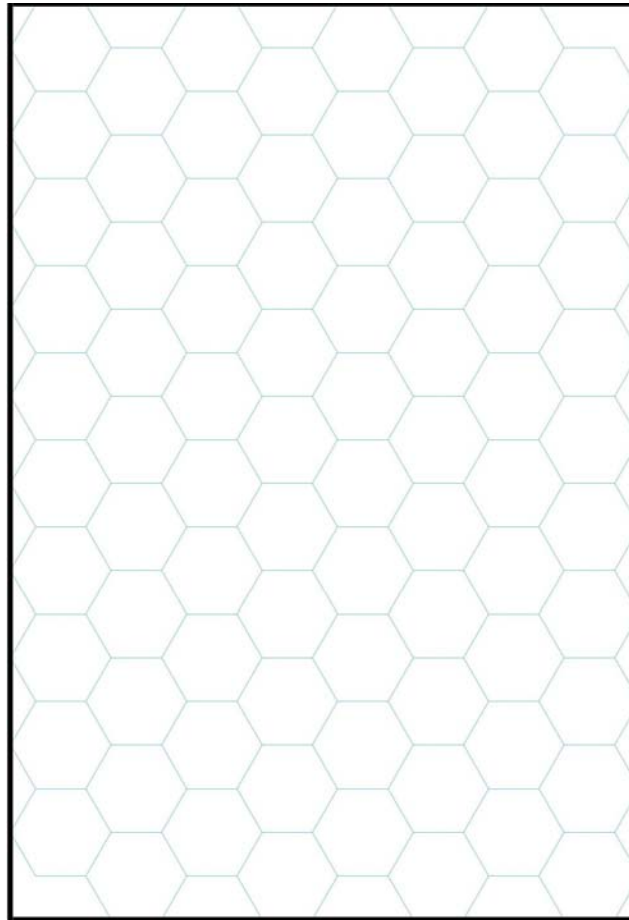
If a Sector Map has been created, transfer the data to the Subsector Map.

SUBSECTORS WITHIN A SECTOR

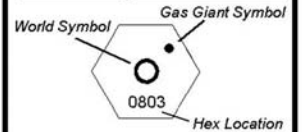| A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

If creating a Subsector Map, the Sector Map creation procedures are followed:

Populate a blank subsector map with **system hexes** (which contain star systems) and **deep space hexes** (which are purportedly or generally known to be empty).
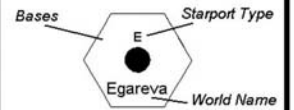
STAR MAP SYMBOLS

Basic System Data

World Symbol
Gas Giant Symbol
0803
Hex Location

Additional (If Known)

Bases
Starport Type
E
Egareva
World Name

World Types

O No Water Present
● Water Present
∴ Asteroid Belt

Starports

A - Excellent
B - Good
C - Routine
D - Poor
E - Frontier
X - None
(Blank) - Unknown

Bases

★ Naval Base
▲ Scout Base
● Military Base
o Outpost
Γ Reseach Station
△ Way Station
☆ Naval Depot

A — Lagash — Typical Interstellar Border — Ecalpemos — SurveyName (use Hex Location if WorldName unknown)

E — PRIMUS — E — 1910 — WorldName (all caps if Pop = 9, A)

A — Lagash — Trade Route Xboat Route Comm Route — Ecalpemos

POPULATING A SUBSECTOR 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.

TRADE ROUTES

Once the details of individual worlds are known, Trade Routes can be established and traced on the map.

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.