Additional Information

Note the additional information for the system.
Generate the stars for the system and place them on the appropriate fillforms.

F

NABZ Nil

N NOBILITY

Code	Ranking Noble	TC
A	Gentleman.	
B	Knight	any
c	Baronet	Pa Pr
C	Baron	Ag Ri
D	Marquis	Pi
e	Viscount	Ph
E	Count	Hi
F	Duke	In
G	Archduke	
H	Emperor	

Noble assignment is based on the Trade Classifications of the world.

A ALLEGIANCE

Code	Description
Im	Imperial.
Cs	Client-State
Na	Non-Aligned
Va	Vargr
As	Aslan
Zh	Zhodani
So	Solomani
Kk	K'kree
Hv	Hiver

Many other allegiance abbreviations are possible.

B BASES

Code	Description
N	Naval Base
D	Naval Depot
S	Scout Base
W	Scout Way Station
M	Military Base

A **Depot** is established approximately one per 1000 worlds.

A **Way Station** is placed approximately one per 50 parsecs along major trade routes.

Military Base as needed.

GENERATING BASES

	Naval		Scout			
2D	A	B	A	B	C	D
2	N	N	S	S	S	S
3	N	N	S	S	S	S
4	N	N	S	S	S	S
5	N	N	-	S	S	S
6	N		-	-	S	S
7	-	-	-	-	-	S
8	-	-	-	-	-	-
9	-	-	-	-	-	-
10	-	-	-	-	-	-
11	-	-	-	-	-	-
12	-	-	-	-	-	-

Columns are Starport Types. Roll once for each Base type.

Z TRAVEL ZONES

Code	Description	TC
G	Green	
A	Amber	Da Pz
R	Red	Fo
Da	Dangerous	Pop=0-6
Pu	Puzzling	Pop=7+
Fo	Forbidden	

NIL NATIVE INTELLIGENT LIFE / NATIVE STATUS

Pop	Atm	TL	Comment	(create sophonts as necessary)
7+	2-9	1+	Intelligent Life evolved on this world.	Natives
7+	A+	1+	Local Intelligent Life is incompatible with human environments	Exotics
7+	0-1	1+	Sophonts evolved elsewhere and settled here many years ago.	Transplants
0	2+	1+	Intelligent Life evolved on this world, but is now extinct.	Extinct
0	0-1	1+	Evidence of Transplants, but they are no longer present.	Vanished
1-2-3			Non-permanent commercial or scientific activity.	Transients
4-5-6			The initial steps of creating a colony.	Settlers
if Gov= 1			Locals are company employees.	Corporate.
if Gov= 6			Locals are colonists from a nearby world.	Colonists.

W WORLDS

Total worlds in the system =
MW + GG + Belts + 2D

1 GENERATE SYSTEM STARS

Flux	Primary	Close	Near	Far	Companion
- 5	Primary	--	--	--	--
- 4	Primary	--	--	--	--
- 3	Primary	--	--	--	--
- 2	Primary	--	--	--	--
- 1	Primary	--	--	--	--
0	Primary	--	--	--	--
+1	Primary	--	--	--	--
+2	Primary	--	--	--	--
+3	Primary	Close	Near	Far	Companion
+4	Primary	Close	Near	Far	Companion
+5	Primary	Close	Near	Far	Companion

Primary is always present. Roll Flux for Close, Near, and Far stars in the system. Roll Flux for Companions (if present) to Primary, Close, Near, and Far. A system may have as many as eight stars (Primary + Companion, Close + Companion, Near + Companion, and Far + Companion).

Place Stars In Orbits

Companion = Inside Orbit 0.
Close= 1D -1. In Orbits = 0-1-2-3-4-5
Near = 5+ 1D. In Orbits = 6-7-8-9-10-11
Far = 11 + 1D. In Orbits = 12-13-14-15-16-17

2 SPECTRAL TYPE Size

Flux	Sp	O	B	A	F	G	K	M
- 5	OB	Ia	Ia	Ia	II	II	II	II
- 4	A	Ib	Ib	Ib	III	III	III	II
- 3	A	II	II	II	IV	IV	IV	II
- 2	F	III	III	III	V	V	V	III
- 1	F	III	III	IV	V	V	V	V
0	G	III	III	V	V	V	V	V
+1	K	V	III	V	V	V	V	V
+2	K	V	V	V	V	V	V	V
+3	M	V	V	V	V	V	V	V
+4	M	IV	IV	V	VI	VI	VI	VI
+5	M	D	D	D	D	D	D	D
+6	BD	D	D	D	D	D	D	D

Spectral Type. Roll Flux for the Primary. For all others, Primary Flux + (1D-1).
Spectral Decimal. Roll decimal 0 thru 9.
Stellar Size. Roll Flux for the Primary;
For all others, Primary Flux + (1D+2).
Size IV not possible for K5-K9, M0-M9.
Size VI not possible for A0-A9, F0-F4.
If Size= D, ignore Spectral Decimal.
If Spectral= BD, ignore remaining rolls.
(BD= Brown Dwarf).