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|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|
|  | <h1 style="margin: 0;">Gas Giants and Other Worlds</h1> <p style="margin: 0;">Create Gas Giants and place them in orbits on the System Fillform. Fill other orbits with Other Worlds.</p> | G |
| | | Other Worlds |

W WORLDS

Total Worlds In System=

 + Mainworld
 + Gas Giants
 + Belts
 + 2D

OTHER WORLDS

Subject to
 Max Pop = MW Pop - 1.
 St= Spaceport.

Hospitable= StSAHPGL-T

Planetoids= St000PGL-T

Iceworld= StSAHPGL-T
 Pop= DM - 6

RadWorld= StSAH000-0
 Siz= 2D

Inferno= YSB0000-0
 Siz= 2D

BigWorld= StSAHPGL-T
 Siz= 2D +7
 any with Siz= B+ is BW.

Worldlet= StSAHPGL-T
 Siz= 1D - 3

Inner World StSAHPGL-T
 Pop= DM - 4
 Hyd= DM - 4

Stormworld StSAHPGL-T
 Siz= 2D
 Atm= DM +4
 Hyd= DM - 4
 Pop= DM - 6

NUMBER OF SATELLITES
 Gas Giants= 1D-1
 Inners = 1D-5
 Hospitables= 1D-4
 Outers= 1D-3
 = total number of satellites
 for the world.

Zero exactly = Ring and
 reroll. Treat less than zero
 as none.

PLACING WORLDS

Place Mainworld **If Satellite**, place GG in MW Orbit.
If Satellite and No Giants, place a BigWorld in MW Orbit.
If Asteroid Belt, place as Belt without regard to HZ.

Place Gas Giants **Rotate Placement Per Star.**
Place Planetoid Belts **Rotate Placement Per Star.**
Place Other Worlds **Rotate Placement Per Star**, place worlds using World1 Column.
Last World, place using World2 Column.

GG GAS GIANTS

| 2D | Size | WSize | Diameter | Type |
|----|------|-------|---------------|------|
| 1 | L | 20 | 20,000 miles | SGG |
| 2 | M | 21 | 30,000 miles | SGG |
| 3 | N | 22 | 40,000 miles | SGG |
| 4 | P | 23 | 50,000 miles | SGG |
| 5 | Q | 24 | 60,000 miles | SGG |
| 6 | R | 25 | 70,000 miles | LGG |
| 7 | S | 26 | 80,000 miles | LGG |
| 8 | T | 27 | 90,000 miles | LGG |
| 9 | U | 28 | 100,000 miles | LGG |
| 10 | V | 29 | 110,000 miles | LGG |
| 11 | W | 30 | 120,000 miles | LGG |
| 12 | X | 31 | 130,000 miles | LGG |

Convert every second SGG Small
 Gas Giant to IGG Ice Giant (of the
 same size).

Convert every fifth LGG to a BD
 Brown Dwarf (of Siz x 4; mark Size
 with* as in R*).

BASIC PLACEMENT CHART

| 2D | LGG | SGG | IG | Belt | World1 | World2 |
|----|-----|-----|-----|------|--------|--------|
| 2 | -3 | -2 | +1 | -1 | 10 | 17 |
| 3 | -2 | -1 | +2 | HZ | 8 | 16 |
| 4 | -1 | HZ | +3 | +1 | 6 | 15 |
| 5 | HZ | +1 | +4 | +2 | 4 | 14 |
| 6 | +1 | +2 | +5 | +3 | 2 | 13 |
| 7 | +2 | +3 | +6 | +4 | 0 | 12 |
| 8 | +3 | +4 | +7 | +5 | 1 | 11 |
| 9 | +4 | +5 | +8 | +6 | 3 | 10 |
| 10 | +5 | +6 | +9 | +7 | 5 | 9 |
| 11 | +6 | +7 | +10 | +8 | 7 | 8 |
| 12 | +7 | +8 | +11 | +9 | 0 | 7 |

GG and Belt placement is based on the HZ.
 World placement is based on Orbit.

If an orbit is duplicated or precluded, adjust to
 an adjacent or the closest possible orbit.

Gas Giant Skimming: Ship's G must exceed
 World Size/8.

The Inner Worlds
 = Orbits inside HZ - 1.

The Hospitables
 = Orbits HZ-1, HZ, HZ+1.

The Outer Worlds
 = Orbits beyond HZ+1.

- HZ INNERS

| 1D | Description |
|----|-------------|
| 1 | Worldlet |
| 2 | Inferno |
| 3 | Inner World |
| 4 | BigWorld |
| 5 | Stormworld |
| 6 | Radworld |

HZ HOSPITABLES

| Code | Description |
|------|-------------|
| 1 | Worldlet |
| 2 | Inferno |
| 3 | Hospitable |
| 4 | BigWorld |
| 5 | Stormworld |
| 6 | Radworld |

+HZ OUTERS

| Code | Description |
|------|-------------|
| 1 | Worldlet |
| 2 | Iceworld |
| 3 | Iceworld |
| 4 | BigWorld |
| 5 | Iceworld |
| 6 | Radworld |

INNER SATELLITES

| 1D | Description |
|----|-------------|
| 1 | Worldlet |
| 2 | Worldlet |
| 3 | Inferno |
| 4 | Inner World |
| 5 | Stormworld |
| 6 | Radworld |
| 7 | Bigworld |

HOSPITABLE SATELLITES

| 1D | Description |
|----|-------------|
| 1 | Worldlet |
| 2 | Worldlet |
| 3 | Inferno |
| 4 | Hospitable |
| 5 | Stormworld |
| 6 | Radworld |
| 7 | Bigworld |

OUTER SATELLITES

| 1D | Description |
|----|-------------|
| 1 | Worldlet |
| 2 | Worldlet |
| 3 | Iceworld |
| 4 | Innerworld |
| 5 | Stormworld |
| 6 | Radworld |
| 7 | Bigworld |

DM+1 if satellite of GG.

Close Satellites are Locked to the Planet.

If Satellite Size is equal or greater than Planet Size, reduce it to Planet Size -3.

