

	<h1>Mainworld</h1> <p>Create the essential details for the Mainworld using the tables on this page.</p>	<h1>B</h1>
		<h2>Basics</h2>

ABOUT THE MAINWORLD

The Mainworld is the most important world in the system (although the world may well be not very important).

This page allows the creation of basic information about a Mainworld appropriate for astrogation planning.

CHECKLIST

- Starport.** 2D for Starport Type.
- MainWorld Type.** Flux for Mainworld Type (Planet, Satellite).
 - If Satellite, Flux for Orbit Name.
- Habitable Zone Variance.** Flux for Location in HZ.
- Climate.** Note based on HZ.
- Gas Giants.** Roll 2D /2 -2.
- Planetoid Belts.** Roll 1D -3.

IMPORTANT TERMS

- World.** A planet or satellite.
Planet. A world orbiting a star.
Satellite. A world orbiting a planet.
Mainworld. The most important world in a system.
Belt. An asteroid belt (which may be a mainworld) or a planetoid belt.
Gas Giant. Massive hydrogen-atmosphere planet.

St STARPORTS

2D	Type	Quality	Yards	Repairs	Fuel	Downport	Highport	Bases
2								
3	A	Excellent	Starships	Overhaul	Both	Yes	if Pop =7+	Naval Base Possible Scout Base Possible
4								
5	B	Good	Spacecraft	Overhaul	Both	Yes	if Pop =8+	Naval Base Possible Scout Base Possible
6								
7	C	Routine	No	Major Damage	Unrefined	Yes	if Pop =9+	Scout Base Possible
8								
9	D	Poor		Minor Damage	Unrefined	Yes		Scout Base Possible
10								
11	E	Frontier		No	No	Beacon		
12	X	None		No	No	No		

The Starport on the Mainworld

SPACEPORTS

Roll	Type	Quality	Yards	Repairs	Fuel	Downport	Highport	Bases
2	F	Good	No	Minor Damage	Unrefined	Yes	No	Fa Farming Possible.
3	G	Poor	No	Superficial	Unrefined	Yes	No	Mi Mining Possible.
4								Co Colony Possible.
5	H	Primitive	No	No	No	Beacon	No	Pe Penal Colony Possible.
6+	Y	None	No	No	No	No	No	Re Reserve Possible.

Spaceports on non-MainWorlds

Roll= (Mainworld Pop – 2D) +5.

This table is shown for reference.

WORLDS AND ORBITS

	Main	HZ	Satellite		
Flux	World	Variance	Orbit	Close	Far
-6	Close Satellite	-2	Ay	En	
-5	Far Satellite	-1	Bee	Oh	
-4	Far Satellite	-1	Cee	Pee	
-3	Close Satellite	-1	Dee	Que	
-2	Planet	0	Ee	Arr	
-1	Planet	0	Eff	Ess	
0	Planet	0	Gee	Tee	
+1	Planet	0	Aitch	Yu	
+2	Planet	0	Eye	Vee	
+3	Planet	+1	Jay	Dub	
+4	Planet	+1	Kay	Ex	
+5	Planet	+1	Ell	Wye	
+6	Planet	+2	Em	Zee	

Mainworld. Is it Planet or Satellite?

HZ Variance. Determine the variation from the Habitable Zone.

Satellite Orbit. Note orbit name.

CLIMATE

Mark Mainworld orbit with its Climate.

HZ =Temperate
 HZ - 1 =Hot
 HZ +1 =Cold
 HZ = 0 or 1 =Twilight Zone = Tz
 Close Satellite =Locked = Lk

Hot. Upper human endurance limit.

Cold. Lower human endurance limit.

Twilight Zone. A world in Orbit 0 or 1 is tidally locked and has a Temperate band at the Twilight Zone, plus a Hot hemisphere facing the Primary and a Cold hemisphere away from the Primary.

Locked. A Close Satellite (Ay through Em) is Locked to its planet. Satellites do not have Twilight Zones.

GAS GIANTS AND BELTS

Determine the number of Gas Giants and Planetoid Belts in the syste (Ignore fractions; treat less than zero as zero).

Gas Giants = 2D /2 - 2
 Planetoid Belts = 1D -3

SAHPGL-T (Next Pages)

S. Size. Planetary Size: 2D-2.

A. Atmosphere: Flux + Size.

If Size =0, Atmosphere =0.

H. Hydrographics. Flux+ Size. Maximum A. If Size =0-1, Hyd =0;

If Atm =0-1 or A+, Hyd DM - 4.

P. Population. 2D-2.

G. Government. Flux +Pop.

L. Law. Flux + Gov.

Convert negative values to 0.

TL. Tech Level. 1D + Mods.

(convert all values less than 0 to 0).

