

PLANETARY SYSTEM GAZETTEER

Colonized?	Sector	Name	Major or Minor?	Planetary System characteristics (& idiosyncrasies)
<input type="checkbox"/>	A08		MAJOR (Rom)	
<input checked="" type="checkbox"/>	A10		MAJOR (Rom)	Class M planet with two agricultural stations (#4)
<input checked="" type="checkbox"/>	A11		MAJOR (Rom)	Class M planet with 2 civilian operations stations (R1.73)
<input checked="" type="checkbox"/>	A13	Novam Remus	HOME (Romulan)	Class M planet with 1 moon. On the planet are six Phaser-IV bases with a minefield surrounding. On the moon are three Phaser IV bases and a fighter base. Also in the system are three construction docks, and a Star Base.
<input checked="" type="checkbox"/>	A15		MINOR (Rom)	Class M planet with 1 civilian operations stations (R1.72)
<input type="checkbox"/>	B07	Puh System	MAJOR (Rom)	
<input type="checkbox"/>	D08		(Kling)	
<input type="checkbox"/>	D17		MAJOR (Rom)	
<input checked="" type="checkbox"/>	E12		MAJOR (Rom)	Class M planet with two agricultural stations (#4)
<input checked="" type="checkbox"/>	E14		MINOR (Rom)	Science station in Asteroid Field
<input type="checkbox"/>	F09		(Kling)	
<input checked="" type="checkbox"/>	F14		MAJOR (Rom)	1x Mining Station, 1x Science Station; 1 each on two moons orbiting a Gas Giant
<input type="checkbox"/>	F18		(Andro)	
<input type="checkbox"/>	F19		MINOR (Andro)	
<input checked="" type="checkbox"/>	G04	Hak	HOME (Klingon)	Class M planet with 1 moon. On the planet are six Phaser-IV bases with a minefield surrounding. On the moon are three Phaser IV bases and a fighter base. Also in the system are three construction docks, and a Star Base.
<input checked="" type="checkbox"/>	G05	Ch'ukok Prime	MINOR (Kling)	Agricultural station on class M planet (#5)
<input type="checkbox"/>	G14		(Rom)	
<input type="checkbox"/>	G16		MINOR (Rom)	
<input checked="" type="checkbox"/>	G22	Spatial Rift	HOME (Andromedan)	Class M planet with 1 moon. On the planet are six(?) TR bases with a minefield surrounding. On the moon are three(?) TR bases and a Viper base. Also in the system are three construction docks, and a Star Base.
<input checked="" type="checkbox"/>	H03	Rosha 3	MINOR (Kling)	Class A, Science station on large asteroid (#3)
<input checked="" type="checkbox"/>	H05	Lahmesh 6	MINOR (Kling)	Mining station on moon orbiting a Gas Giant
<input type="checkbox"/>	H15		MINOR (Rom)	
<input type="checkbox"/>	H16		(Andro)	
<input type="checkbox"/>	I09		(Kling) MOBILE BASE (Only)	NO PLANETARY SYSTEM
<input checked="" type="checkbox"/>	I11		MAJOR (Kling)	1x Mining Station, 1x Science Station; 1 each on two moons orbiting a Gas Giant
<input type="checkbox"/>	I14		MAJOR (Rom)	
<input type="checkbox"/>	I15		(Andro)	

Colonized?	Sector	Name	Major or Minor?	Planetary System characteristics (& idiosyncrasies)
<input type="checkbox"/>	I21		MAJOR (Andro)	
<input type="checkbox"/>	J11		MAJOR (Rom)	
<input type="checkbox"/>	J14		(Andro)	
<input checked="" type="checkbox"/>	K05	Mathi (Vraxx Beta)	MAJOR (Kling)	Class M planet with two agricultural stations (#4)
<input checked="" type="checkbox"/>	K06	Ushan System	MAJOR & (Klingon) MOBILE BASE	2x Ag stations on class M planet
<input type="checkbox"/>	K08		MAJOR (Kling)	
<input type="checkbox"/>	K12		MAJOR (Rom)	
<input type="checkbox"/>	K13		(Rom)	
<input type="checkbox"/>	K14		(Andro)	
<input type="checkbox"/>	K17		(Andro)	
<input type="checkbox"/>	L04		(Kling)	
<input checked="" type="checkbox"/>	L07		MAJOR (Kling)	2x Ag stations on class M planet
<input type="checkbox"/>	L08		(Kling)	
<input type="checkbox"/>	L09		(Kling)	
<input type="checkbox"/>	L16		(Andro)	
<input type="checkbox"/>	L21		MAJOR (Andro)	
<input type="checkbox"/>	L23		MAJOR (Andro)	
<input type="checkbox"/>	M02	Penthe System	(Kling)	
<input type="checkbox"/>	M03	Helvetia Tavern	MAJOR (Hyd) #3	Helvetia Tavern is a class N planet with 1 moon, that orbits the yellow class G star <i>West Union</i> which is slightly warmer than the <i>Sun</i> . Helvetia Tavern is much like Earth, but oceans cover 90% of the surface and humidity is high. Helvetia Tavern has no real continents, but does have a plethora of volcanic island chains- and normal planetary rules apply. The one moon (North Plains) is 23 hexes from Helvetia Tavern (roll randomly for direction). Helvetia Tavern and North Plains can each have appropriate installations on them.
<input type="checkbox"/>	M06		MAJOR (Kling)	
<input checked="" type="checkbox"/>	M07	Scapa Flow	MINOR (Hyd)	Scapa Flow is a small anchorage in the asteroid belt of the Orkneys system, located within the habitable zone of the host stars, Caledonia A and B. Caledonia A is a main sequence star of class K0, with a size of .777 solar masses; its companion Caledonia B is a main sequence star of class M4 with a size of .307 solar masses. The two orbit each other at a distance of .717 AU. Notable about Scapa Flow is that there is a small planet inside the belt, <i>Mainland</i> , with no moons although 6 large asteroids are in the vicinity- see system picture and custom map. Two small Civilian Planetary Operations Bases (R1.73) on the class M planet (<i>Mainland</i>) along with 8x Ph-IV bases, medium fighter base and 12 fighters on planet and asteroids.

Colonized?	Sector	Name	Major or Minor?	Planetary System characteristics (& idiosyncrasies)
<input type="checkbox"/>	M08	Aquarius	MAJOR #6 (Hydran)	<p>Aquarius is a water world that orbits a rather volatile star that exhibits constant sunspot and solar flare activity. Aquarius is a Class N ocean world 14,279 kilometers in diameter, with two small continents (each about 70% the size of Australia) named Ragni and Rado, a dozen very large islands (about the size of New Guinea), and numerous smaller islands and island chains. The planet is volcanically and seismically very active, humid, and quite warm since it orbits at the inner edge of the star's habitable zone. A thriving biosphere has developed on Aquarius, with considerable jungle growth on the islands and coastal areas of the continents. Tectonic activity has pushed up two young mountain ranges on Ragni and one on Rado, with peaks reaching 8500 meters above sea level. The continents exhibit virtually every kind of climatic environment from tropical to arctic; so too do the islands depending on their size and location. The most northerly and southerly islands have arctic climates, though there is almost no permanent sea ice at the poles. Very salty oceans (about 7% salinity, double that of Earth's oceans) cover 84% of the surface area of the planet.</p> <p>Native life in the oceans can be dangerous; creatures vaguely resembling Mosasaurs and Plesiosaurs are the top predators...but they are twice as large and have a limited ability to survive and move on land for short periods. They have been spotted several kilometers inland from oceans and rivers, and can easily survive the period between tides out of water. Normal atmospheric pressure at sea level on Aquarius is 1.069 times that of Earth, or 1083 millibars.</p> <p>Aquarius has four moons, one of which is nearly the size of Luna. The other three are smaller and about the size of very large asteroids. Aquarius is located in hex 2215 of a standard SFB blank map. The entire map is a Sunspot zone (P11.0) and a Radiation zone (P15.0) due to the violent outbursts of the host star. The large moon is located in hex 4201. The three small moons are located in hexes 1318, 2212, and 3225. The map may float, but the effects of the solar disturbances extend over a thousand hexes beyond the map edge in all directions.</p> <p>The oceans of Aquarius will allow any unit capable of landing on a planet to hide beneath the surface. Those units may utilize Hidden Deployment (D20.0). Military Ground Bases may also use Hidden Deployment; they are beneath the ocean. For the purposes of Hidden Deployment, any weapons base(s) with Power Stations and/or Ground Warning stations on a hex facing and which form a Power Grid may deploy hidden together. Such bases may deploy hidden on facings A and D (neither Ragni nor Rado cover the entire area of the facing) but may not form a Power Grid with the civilian base(s). Units may land on the planet but may not gain hidden status during a scenario. Ground bases (hidden or not) deployed in the ocean always receive a +2 natural ECM bonus, which may be countered by ECCM. This is an exception to P2.524 and is a function of the very strong wave action on Aquarius.</p> <p>Aquarius may be colonized but with the following restrictions: Civilian bases may only be placed on the continents, which are on facings A and D. Colonial bases are never hidden. There are two Small Civilian Operations Bases, on facings A & D (1 ea.). Minefields and DefSats may be deployed normally; their movement will not cause them to collide with the moon in 2212 if a three hex orbital radius is chosen.</p> <p>Ground combat (euphemistic as that seems) on Aquarius presents some unusual challenges. The planet has all the usual GCL's and defense stations on each hex facing immediately upon colonization. Prior to colonization there are no defense stations. The commotion of combat attracts and enrages the sea monsters. For any ground combat lasting more than one turn, there is a chance that a sea monster attack will occur. At the start of every turn following the first, roll 2D6. On a roll of 2, 3, 11, or 12 a sea monster attacks forces on the hex facing which are outside of ground bases. If both players have forces outside ground bases, including in remote areas, each player rolls 1D6. High die roll wins, re-roll ties. The winner executes a sea monster attack on enemy forces at the GCLs or in a remote area. The sea monster will inflict 6 casualty points on the force it attacks; the player being attacked decides how to apportion the casualty points. Roll again on all subsequent turns to determine which side the sea monster attacks. The sea monster will attack until it is destroyed. It takes ten casualty points to destroy a sea monster. A sea monster will not attack Control Stations, Defense Stations, or Ground Bases (Control Stations and Defense Stations are there specifically to defend against sea monsters and the creatures have figured that out; super-sonic homing torpedoes with twenty-ton equivalent neutron bomb warheads are used). Sea monster attacks will occur on the two facings with continents; not all the important places or remote areas are inland.</p>
<input type="checkbox"/>	M09	Reedville Reach	MAJOR (Hyd) #5	<p>Reedville Reach is a small moonless class I planet that orbits the class D star <i>Aloha</i>. <i>Aloha</i> is a white dwarf star- it is no longer undergoing nuclear fusion and has shrunk to planetary size, slowly cooling down. Reedville Reach itself is a very hot, rocky planet (470°K- not hot enough to melt lead, such as Mercury- but still very, very hot) which is cooling 1°K per century. The atmosphere is quite thin and there is no recognizable biosphere. With appropriate shelter and domed agricultural stations, the planet's Dilithium deposits can be (barely) economically exploited. <u>Reedville Reach is a small moon-sized planet</u> and can have appropriate installations on it. <i>For any scenario played in the vicinity of Reedville Reach place a single hex planet counter representing the white dwarf Aloha 25 hexes from Reedville Reach. Per P10.5 all maps are in a heat zone. Additionally the effects of a black hole P4.1 emanate 15 hexes out from Aloha (per 10.5). Minefield deployment around Reedville Reach is prohibited.</i></p>
<input type="checkbox"/>	M10		(Kling)	
<input checked="" type="checkbox"/>	M12	Late Unpleasantness	MAJOR ENCLAVE (Hydran)	1x Mining Station, 1x Science Station; on two moons (<i>Ruffin & Keitt</i>) orbiting (2d6 for distance and random direction) the 5-hex Gas Giant <i>Late Unpleasantness</i> ; 5x PH-IV bases and Planetary Control Base on moons <i>Ruffin</i> and <i>Keitt</i> .
<input type="checkbox"/>	M16		(Andro)	
<input type="checkbox"/>	M20		MAJOR (Andro)	
<input checked="" type="checkbox"/>	M21	Luck's Edge	MAJOR (Andro)	2x Small Operations Bases (CSOB, R1.73) on a class M planet.
<input type="checkbox"/>	M22		MINOR (Andro)	
<input checked="" type="checkbox"/>	M24	Akkashik	MAJOR (Andro)	2x Science Stations, 1 ea. On a class M planet and on moon orbiting planet.
<input type="checkbox"/>	N01		(Hyd)	
<input type="checkbox"/>	N08	Wigwam	MAJOR #5 (Hydran)	Wigwam is a large, moonless class E planet that closely orbits the class M red dwarf star Shute. Shute is a red dwarf star- and no longer radiates much heat. Wigwam itself is a "super-terrestrial" world, basically a larger-than-Earth planet with an atmosphere and biosphere that is at least marginally habitable. Wigwam is a large 3-hex planet and can have appropriate installations on it and normal planetary rules apply. Two Agricultural Stations are on the planet.
<input checked="" type="checkbox"/>	N12	Hexham	MAJOR ENCLAVE (Hydran)	1x Mining Station, 1x Science Station; on two moons (<i>Moot Hall & Bardon Bridge</i>) orbiting 25 & 28 hexes- random direction) the 12-hex Gas Giant <i>Hexham</i> ; 5x PH-IV bases and Planetary Control Base on moons <i>Moot Hall</i> and <i>Bardon Bridge</i> .
<input type="checkbox"/>	N20		(Kzin)	

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<input checked="" type="checkbox"/>	N21	Turner Reach	MAJOR (Kzin) & MOBILE BASE	2x Small Operations Bases (CSOB, R1.73) on a class M planet. Deployed Mobile Base
<input checked="" type="checkbox"/>	O14		MAJOR (Fed)	Science Station on class M planet and also on moon orbiting Class M planet (1 ea.)
<input type="checkbox"/>	P09		(Hyd)	
<input checked="" type="checkbox"/>	P18	Bounty	MAJOR (Kzin) & MOBILE BASE	2x Ag Station on Class M planet. Deployed Mobile Base.
<input type="checkbox"/>	P20		(Kzin)	
<input type="checkbox"/>	Q13		(Fed)	
<input checked="" type="checkbox"/>	Q15		MAJOR (Fed)	1x Mining Station, 1x Science Station; 1 each on two moons orbiting a Gas Giant
<input checked="" type="checkbox"/>	Q18	Chuft's Twixt	MAJOR (Kzin)	2 AG stations on a Class M planet.
<input checked="" type="checkbox"/>	Q20	Stone Forest	MINOR (Kzin)	1x Science Station on a Large Asteroid in the system's asteroid field (asteroid map)
<input type="checkbox"/>	R15		MAJOR (Fed)	2x Ag stations on class M planet
<input checked="" type="checkbox"/>	S04	New Hydrax	HOME (Hydran)	New Hydrax is a very small class S gas giant with 1 moon, that orbits the orange class K star Beta Capa C which is slightly cooler than the Sun. New Hydrax's surface has frozen methane oceans and floating continents, similar to Hydrax. Class S planets develop life. New Hydrax is a small gas giant (3 hexes across) and normal gas giant planetary rules apply. The one moon (Gaston) is 20 hexes from New Hydrax (roll randomly for direction). On New Hydrax are six Phaser-IV bases and orbiting New Hydrax are three constructions docks (sizes 2, 3 & 4) and a Star Base. A standard minefield surrounds New Hydrax. On Gaston are three Phaser-IV bases and a fighter base.
<input checked="" type="checkbox"/>	S08	Chuuk Lagoon	MAJOR (Hydran)	Chuuk Lagoon is the name given to a fleet anchorage which is located inside the rings of gas giant Moen, which circles a blue giant, Caroline's Star. Caroline's Star is a Class B9 main sequence blue giant of 15 solar masses with a temperature of 11,000 K. Moen is represented by the Gas Giant map #1 from Module B, but additional maps will have to be placed all around the printed Gas Giant map for playing room because the system is so large. The inner printed green ring is a standard ring as described in P2.223. The outer blue/purple rings are thicker, and are treated as Asteroids. Another standard ring zone encircles the planet at a distance of 13 to 15 hexes from the surface. Moen has four satellites, the largest and closest of which is Fefan, a Class G planet, hot, dry desert planet with no oceans, similar to Mars with a thin atmosphere and tenuous biosphere. Roughly the size of Mercury, Fefan <u>has 1 mining station on it's surface</u> and it orbits Moen at a distance of 18 hexes from the planet, measured from the outer atmosphere. Next in size is Tol, a lifeless moon that orbits at 26 hexes out. Third is Wonei, slightly smaller than Tol, which orbits 38 hexes out from Moen and <u>home to a Science Station</u> . Last is Polle, the size of Callisto (Jupiter IV), which orbits at a distance of 45 hexes from Moen.
<input type="checkbox"/>	S10	Castor & Pollux	MAJOR #3 (Hydran)	Castor & Pollux are a pair of twin planets currently locked in orbit around each other in a newly-formed star system. Together they have carved out a clearing in one of the many asteroid belts surrounding this young star. Castor is Class K with an atmosphere marginally breathable by oxygen-breathing species (use of oxygen concentrators is required for extended activity outside domed or underground settlements) and a mass of 1.1 Earth normal. Pollux is Class G, also with a marginally breathable atmosphere, and a mass .93 Earth normal. Their densities are similar to Earth and they both exert an Earth-normal surface gravitational field. Colonial exploitation of the system is likely to include the capture of icy asteroids and bringing them to the immediate vicinity of the planets, where they can be broken down into smaller chunks guaranteed to burn up in the planetary atmospheres and thereby raising the percentage of available water without inflicting bombardment damage. As young worlds in a chaotic and evolving stellar system, both worlds are very volcanically active and have been subject to repeated heavy bombardment from asteroids. If left alone, the stable orbital condition of Castor and Pollux would eventually break down; random bombardment would eventually result in a sufficient mass imbalance between the two such that the smaller world would inevitably be drawn into a collision with the larger one. Colonization has arrested that dynamic, since most unwanted rocks can be destroyed before they impact the planets, keeping the two planets' mass ratios in balance while water is gradually added to both of them. Eventually both will be reclassified as their moisture levels improve and their atmospheres change. While there are currently no moons in this system, it is believed that accretion of asteroids drawn to the vicinity of Castor & Pollux will eventually result in several moons orbiting the pair. <i>Setting up this system requires a modified version of Asteroid Belt Map #4 from Captain's Module B. Hex 2215 is the center of the system. No asteroids exist within the area of an 11-hex diameter with 2215 at the center (that is, no asteroids for five hexes in any direction measured out from 2215). Castor is located in hex 1814, Pollux in hex 2816. In map area A, a 7-hex cluster of asteroids is centered on hex 1108. In map area B, a seven-hex cluster is centered on hex 2309. In map area C, a 7-hex cluster of asteroids is centered on hex 3205. In map area D, a 19-hex (5 hexes diameter) cluster of asteroids is centered on hex 1135. There are no additional asteroid clusters in map areas E and F. The asteroid belt is considered to extend infinitely in directions F/E and B/C. When adding maps, turn the first one added to either end upside down, the second one right side up, and so on. These maps have the standard printed asteroids, plus the additional clusters enumerated above. For colony fortification purposes, Castor is considered a planet and Pollux is considered a moon. Minefields may be laid normally around the pair. DefSats may orbit either planet normally; these would routinely be used to blast asteroids approaching the planet and to clear their own orbital paths. As a partial exception to the campaign rules, this system may split a 5-satellite constellation between the two worlds, three around one and two around the other, at player's option.</i>
<input checked="" type="checkbox"/>	S16		MINOR (Fed)	Mining station on moon orbiting a Gas Giant
<input checked="" type="checkbox"/>	S17	Ciphers Rock	MAJOR (Kzin)	1x Mining Station, 1x Science Station; 1 each on two moons orbiting a Gas Giant

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<input checked="" type="checkbox"/>	S22	First Colony	HOME (Kzinti)	<p>The Planet in the Kzin Home Sector has a Masters-given name, but the Kzin cannot pronounce it so they just call it 'First Colony' in their language (The Hero's Tongue, which even during a calm chat sounds a bit like a catfight). It is mostly M-type but half again the size (a two-hex planet) of their Alpha Quadrant homeworld, with a good stiff gravity, a pleasantly dry climate, and vast equatorial hunting savannahs and low forests stocked with challenging game and inviting scents. Several very tiny, bright moons grace its night sky (not big enough to be a navigation hazard but good for night vision), plus one big and curiously dark one they even more curiously call 'The Eye', orbiting between 8 and 10 hexes from First Colony (roll for range and direction). Its size, proximity and semi-elliptical orbit cause some legendary tides, but there is plenty of high ground. Kzin on Recreation Cycle vie for seats on the Ocean Hunts: some benthic denizens here approach the size of Space Monsters. All Master-supplied defenses are in place with more planned, now the Kzin are loosed to mark and defend territory.</p> <p>Current Facilities: 1 Starbase w/1 minefield, 1 Warp Gate, 3 Construction Docks (S/M/L), 6 GBDP-4 on First Colony and 3 on The Eye, 2x CSOB on opposite sides of First Colony, 1x FGB-S on The eyeClass M planet with 1 moon. On the planet are six Phaser-IV bases with a minefield surrounding. On the moon are three Phaser IV bases and a fighter base. Also in the system are three construction docks, and a Star Base.</p>
<input type="checkbox"/>	T07	Hoplishka-II	MAJOR #2 (Hydran)	<p>Hoplishka-II is a big class B gas giant with 3 moons suitable for mining that orbits the yellow class G star Octigaul which is similar to SOL. Hoplishka-II is a "cold" gas giant (does not generate internal heat), and is far enough from the star to be outside the biosphere. Hoplishka-II has no surface and is a gas giant (7 hexes across) similar to Neptune or Uranus, and normal gas giant planetary rules apply. The three moons (HO-1, HO-2 & HO-3) are 7, 14, 21 hexes respectfully from Hoplishka-II (roll randomly for direction), all are moon-sized. The moons can each have appropriate installations on them. The entire sector is dominated by extensive sunspot activity. All maps in the sector of Hoplishka-II (to include any approach battles) will be fought with sun spot activity per P11.0. Prior to the beginning of any scenario in the sector players roll a die: on a 1-2 solar flare activity is also present.</p>
<input type="checkbox"/>	T09		(Fed)	
<input checked="" type="checkbox"/>	T15		MINOR (Fed)	1x Science station on a large asteroid in the asteroid belt (asteroid map)
<input checked="" type="checkbox"/>	T16	Leafeaters Run	MAJOR (Kzin) & MOBILE BASE	2x Ag Station on Class M planet. Deployed Mobile Base.
<input checked="" type="checkbox"/>	U08	Hell's Front Porch	MINOR (Hyd)	<p>Hell's Front Porch is a super-Earth rocky planet orbiting unusually close to a very hot, very radioactive White Dwarf star. The White Dwarf star, named White Fire, is located in hex 0115 of a standard map. Planet Hell's Front Porch, a 7-hex (3 hex diameter) super-Earth, orbits at a distance of 20 hexes from the star and is initially placed in hex 2110. It is thought that the planet is a rogue, captured by White Fire's strong gravitational field.</p> <p>White Fire produces the standard gravitational effects; units within 15 hexes will be pulled towards it according to the chart in P4.1. Being a White Dwarf, the distances in column two are halved so there is no attraction for units beyond 15 hexes from the star. White Fire produces a Radiation Zone in all hexes within 15 hexes of the star. Any units within the Radiation Zone are subject to all of the effects of that terrain, effective immediately upon entering the zone. White Fire produces a Heat Zone in all hexes within 20 hexes of the star. A Shuttle will only take damage from the Heat Zone if it is in the zone on impulse 12 or 24 when damage would be scored. Shuttles can dip in and out of the Heat Zone with no ill effects so long as they are not in the zone when damage is scheduled to be scored. White Fire produces the effects of a Black Hole listed in P4.2; halve the distances for all Black Hole effects.</p> <p>Hell's Front Porch is tidally locked to its star, and no planetary bases may be placed on any facing of the two hexes closest to the star, nor on hex facings E or F on the two hexes on the 20-hex line. This unique planetary geography has spawned a Mining Station on the side of the planet away from White Fire. As a result of its location so close to White Fire, the planet moves during the course of a scenario. Every 5 turns, the planet moves one hex in direction A; it is considered in a standard orbit around the star and will alter its direction of movement to maintain the 20-hex orbital distance. The planet rotates as it moves, so the hemisphere facing the star never changes. Bases placed on hex facings A through D will never face the star.</p> <p>Minefields may be placed around Hell's Front Porch, though any mines placed within 15 hexes of the star will inevitably be pulled into it. This effectively limits the radius of any minefield. Orbital bases may be placed inside the affected zones for Heat and Radiation should a player desire, since objects with Positional Stabilizers are not affected by the gravitational pull of White Fire.</p>
<input type="checkbox"/>	U09	Olberon	MAJOR #4 (Hydran)	<p>Olberon is a class L planet orbiting the class G star Hyxres-IV which is nearly identical to SOL. Olberon is a normal world similar to Earth (1 hex planet), but with far less water. Oceans cover less than a third of the surface; there is a breathable atmosphere and a working biosphere. Normal planetary rules apply. The entire sector is dominated by a massive dust cloud that extends 1.2 million AU's out from the star. All maps in the sector of Olberon (to include any approach battles) will be fought in a normal dust cloud per P13.0.</p>
<input checked="" type="checkbox"/>	U12		MAJOR (Fed) & MOBILE BASE	Science Station on class M planet and also on moon orbiting Class M planet (1 ea.)
<input checked="" type="checkbox"/>	U14		MAJOR (Fed)	2x Ag stations on class M planet
<input checked="" type="checkbox"/>	U15		MAJOR (Fed)	1x Mining Station, 1x Science Station; 1 each on two moons orbiting a Gas Giant
<input checked="" type="checkbox"/>	U16		MINOR (Fed)	1x Ag station on class M planet
<input checked="" type="checkbox"/>	U17	The Burrows	MINOR (Kzin) & MOBILE BASE	1 Small Mining Station on a moon orbiting a Gas Giant

Colonized?	Sector	Name	Major or Minor?	Planetary System characteristics (& idiosyncrasies)
<input type="checkbox"/>	V07	Tithonus & Aurore	MINOR #1 (Hyd)	<p>Tithonus & Aurore are the dominant planetary bodies of a binary star system. The two primaries are a G-0 and a M-0, both small red dwarfs with luminosities of IV and V, respectively. They orbit each other at an average separation of 1.400 AUs and an orbital period of 481 days. Tithonus is a brown dwarf, 5.25 times the mass of Jupiter, orbiting at a distance of 5.75 AU from the primary pair. A small Class K planet, Aurore, orbits Tithonus. Aurore has a mean diameter of 9450 km and exhibits a surface gravity .75 that of Earth. Aurore orbits Tithonus over the latter's poles, and is tidally locked to its larger neighbor and thus has a hot pole and a cold pole. Aurore does rotate once every 60 hours. The daylight hours are suffused with a modest red glow from the primaries; the nighttime hours are never really dark because of the sullen glow of Tithonus directly overhead.</p> <p>In SFB terms, <u>Tithonus is a gas giant with a diameter of 21 hexes. Aurore is located 33 hexes from Tithonus.</u> Tithonus radiates a great deal of heat, so a Heat Zone exists out to 35 hexes from the outer hexes of Tithonus' atmosphere (it is this heat which makes Aurore habitable in the first place). Roll 1D6 to determine which direction (A-F) the planet starts in. Aurore will move during a scenario. Every ten turns it moves one hex counterclockwise and will remain at a constant 33 hexes from Tithonus. Aurore casts a shadow in the hexes behind it which neutralizes the last two hexes of the heat zone (which allows a safe approach to the planet for small craft). There are two other moons which orbit Tithonus, rather unimaginatively named Moon One and Moon Two. Moon One orbits at twelve hexes from Tithonus, and moves counterclockwise one hex every four turns. Moon Two orbits at 21 hexes from Tithonus, and moves one hex every seven turns. Determine the starting positions of the two moons just as for Aurore.</p> <p>All three terrestrial bodies may be fortified in accordance with the standard campaign rules. No ground bases may be placed in Tithonus' atmosphere; it is too hot. Minefields may not be placed around the terrestrial bodies; they orbit Tithonus too fast. Minefields may be placed around the entire Tithonus system, outside of the 33 hex orbital distance of Aurore, though any such field will necessarily be quite thin. DefSats may be placed in orbit around Aurore normally, and their positions will automatically shift according to the movement of Aurore itself.</p>
<input type="checkbox"/>	V08	Conquest's Gate	MAJOR #2 (Hyd)	<p>Conquest's Gate is a massive class A "hot" gas giant with 4 moons suitable for mining that orbits the class W star Hyronimus. Hyronimus is a dying supergiant with its hydrogen layers blown away by stellar winds, thereby directly exposing its hot helium shell. Conquest's Gate itself is an enormous gas giant (14 hexes across) similar to Jupiter, and normal gas giant planetary rules apply. The four moons (CG-1, CG-2, CG-3 & CG-4) are 9, 16, 24, 30 hexes respectfully from Conquest's Gate (roll randomly for direction), CG-1, CG-2 & CG-3 are moon-sized while CG-4 is the size of a large asteroid. The moons can each have appropriate installations on them. The entire sector is dominated by frequent ion storms (thought due to the unstable stellar activity). Prior to beginning any scenario in the sector players roll a die: on a 1-3 an ion storm is present in all maps of the battle; on a 4-6 no ion storm is present at start, but roll again every turn thereafter and if a 1 is rolled, an ion storm enters the map from a randomly determined direction per P14.0. All ion storms in the Conquest's Gate sector generate a weak gravity wave per P14.0.</p>
<input checked="" type="checkbox"/>	V17	Greetsift	MINOR (Kzin) & MOBILE BASE	1x Mining Station on a moon orbiting a Gas Giant. Deployed Mobile Base.
<input checked="" type="checkbox"/>	V18	Flatfarm	MINOR (Kzin)	1x Ag Station on Class M planet
<input checked="" type="checkbox"/>	V19	Centerstone	MAJOR (Kzin)	2x Small Operations Bases (CSOB, R1.73) on a class M planet
<input checked="" type="checkbox"/>	W11		MAJOR (Fed)	2x Ag Station
<input checked="" type="checkbox"/>	W18	Glorydust	MINOR (Kzin)	1x Mining Station on a moon orbiting a Gas Giant
<input type="checkbox"/>	Y07		MINOR (Fed)	
<input checked="" type="checkbox"/>	Y12		MINOR (Fed)	Single Mining station on moon orbiting gas giant
<input checked="" type="checkbox"/>	Y13		HOME (Federation)	Class M planet with 1 moon. On the planet are six Phaser-IV bases with a minefield surrounding. On the moon are three Phaser IV bases and a fighter base. Also in the system are three construction docks, and a Star Base.
<input checked="" type="checkbox"/>	Y16		MAJOR (Fed)	2x Ag stations on class M planet
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