

BATTLECRUISER 3000AD™

APPENDIX K GALACTIC CARTOGRAPHY CHART

DEFINITIONS

Starstation	Space facility for trade, repairs etc.
Starbase	Planetary facility for trade, repairs etc.
Satellite	Small planetary body orbiting another planet
Meteoroid	Lump of solid particles traveling in space
Asteroid	Spaceborn lump of rock of varying compounds & chemicals
Asteroid belt	Collection of asteroids
Flux Field	Unstable anomaly which facilitates sub-space travel
Jump Point	Manmade structures around stable flux fields
Wormhole	Natural anomaly which facilitates sub-space travel
Comet	Lump of frozen gas and dust which orbit a star
Starsystem	Star containing planetary bodies
Supernova	Remains of a collapsed star
Neutron Star	Remains of a star gone supernova
Blackhole	Remains of a neutron star with immense gravity

Single asteroids are usually very large, Ceres is about the size of Texas, large enough for a couple of ships to land on. Asteroid belts on the other hand contain a series of smaller asteroids centered around a common orbit.

Jump points are man made structures built around stable flux fields but with a single entry and exit point. Jump points link space regions within a system. For example, there are jump points in Earth region linking it to other regions within the Solar system such as Mars, Jupiter, Pluto etc.

Worm holes only have one entry and exit point. The ship will sometimes take damage based on the strength of the worm hole's gravitational forces. There is no guarantee that the ship will emerge out of a worm hole intact. This is a random factor determined by the ship's shields and armor levels at the time of entry. The ship will definitely take some damage whenever it enters a worm hole. Worm holes link starsystems together making it possible to hop from a space region within a system to another region in the target system. For example, the worm hole in the Pluto space region in the Solar System links to the Centris region in the Alpha Centauri system.

Flux fields can have one or more exit points which link several regions. In a flux field, the ship takes no damage and will emerge safely. Flux fields with multiple exits will deposit the ship at one of it's exit points at random. Flux fields appear and disappear at random. It is still not known what can cause a flux field to appear or disappear. The entry points of a flux field includes the originating point itself. This means that sometimes it would seem that entering a flux field did not work. It did but it may just have deposited you back at the point at which you entered. Some flux fields have end points in black holes which makes them dangerous. Flux fields can link both regions and starsystems making it possible to hop across the entire galaxy. For example, the fluxfield in Sygan (Barnard's Star) will take you to Majoris (Alpha Majora).

A black hole is simply bad news. The ship has no chance of survival. Period. If a ship enters them, it will most certainly be destroyed.

SYSTEM	PLANETS	MOONS	STAR STATIONS	STAR BASES	LOCATION
TERRAN QUADRANT					
SOL	9	61	4	2	D9
ALPHA CENTAURI	6	8	2	3	C8
BARNARD'S STAR	2	4	2	1	E9
SIRIUS	2	3	1	1	D8
OMICRON ERIDANI	4	5	2	2	C6
TAU CETI	3	4	2	2	B6
POLARIS	2	2	2	1	E6
PROCYON	2	1	2	2	D5
CREDIAN QUADRANT					
TRENIS	5	6	3	3	I7
KRYNON	2	2	2	2	I5
LANIX-V	1	4	1	1	G5
CYRIAN	4	9	2	2	H5
TAU RANIS	2	2	2	1	G8
ARENIS	1	0	1	1	J6
XYON	2	2	2	1	J5
GAMMULAN QUADRANT					
OMEGA CENTAURI	4	4	3	2	G2
ALPHA CYGNI	3	3	1	2	G1
GAMMULA	5	11	4	4	F1
ALPHA GAMMA	3	4	2	2	F2
CYRON	1	0	1	1	I3
REGULUS	2	1	1	1	H1
SYRION QUADRANT					
ALPHA CANIS	4	6	3	2	E4
VEGA ERIDANI	3	0	1	1	B3
OMEGA ERIDANI	2	2	2	1	E2
ALPHA MAJORA	1	1	1	1	B4
TOTAL	75	145	48	42	-

STARSYSTEMS	25
SPACE REGIONS	91
PLANETS	75
MOONS	145
BLACKHOLES	5
SUPERNOVAE	10

SYSTEMS FORMAT:

NAME System name
SPECIES Name of predominant species
ALLIANCE GALCOM, GAMMULAN or NEUTRAL
LOCATION Location within galaxy. Format = Quadrant:Sector
PLANETS Number of planets in system
STARSTATION Number of starstations
STARBASE Number of starbases
SHORT CODE Short name for system

PLANETS FORMAT:

NAME Planet name
SYSTEM Name of system planet is located in.
OWNER Predominant species on the planet.
Terran, Syrion, Kandorian, Empirian, Vesperon, Droidan, Falkerie, Mandorian,
Gammulan, Zelon, Valkerie, Credian.
TYPE Primary planet composition.
M=Mineral W=Water G=Gas B=Biological
SIZE On a scale of 1 - 10, 10 being the largest.
O.V. Planet's Orbital Velocity in k-units/sec
O.P.R. Orbital Plane Reference; planet's position from center of the system. The planet
closest to the center has an O.P.R. of 1
E.V. Escape Velocity in km/s.
The minimum velocity an object within a planet's atmosphere must attain in order to
breach the planet's gravitational pull and enter space.
GRAVITY Gravitational pull in g
WEATHER Global weather.
V=Violent C=Calm M=Moderate
TEMP Surface temperature.
T=Temperate C=Cold H=Hot
MOONS Moons around the planet
LIFEFORMS % lifeform content on the planet
MINERALS % minerals content on the planet
SSTATION Name of starstation in orbit around planet.
SBASE Name of starbase on planet surface
TECH LEVEL Planet's technology level determines its productivity and determines the availability
of trade items. * A player will find more items at a planet of Tech Level 5 than on
one of Tech Level 2. The Tech Level applies only to planets with a
starbase/starstation, otherwise this value is blank, meaning either the planet is
barren or extremely poor and therefore cannot afford to build a starbase/starstation.
0=Normal 1=10% (above normal) 2=20% 3=30% 4=40% 5=50%
CLASS LEVEL Planet's class level determines it's production specialty. A planet's specialty items
are usually cheaper on that planet than on another. The Class Level only applies to
a planet with a starbase otherwise this field is NA (Not Available).
HT = High Tech Electronics
RO = Robotics Spare parts
AG = Agricultural Food supplies
MN = Minerals Minerals
AD = Advanced Mixture of the above, including spacecraft
* e.g. HT type items (see Appendix H, Trade Database) are more predominant on a
planet of HT class than on one of MN class. The traders on the HT class planet will
pay more for MN class items and sell their HT class items cheaper.
INFL.LEVEL Planet's trading inflation rate determines the overall price of trade items
0=Normal GALCOM regulated prices as quoted in Appendix H, Trade Database.
1=10% (higher) 2=20% 3=30% 4=40% 5=50%
SEC. LEVEL Planet's security level determines whether it deals in illegal items
0 = Legal 1 = Illegal
CASTE Station/Base caste
0. Military 7. Mercenary 14. Paramedic 21. F.Engineer
1. EarthCOM 8. Criminal 15. Worker 22. Hazard
2. Police 9. Explorer 16. Commercial 23. Aggressive
3. Marine 10. Colonist 17. Journalist 24. Harmless
4. Raider 11. Scientist 18. Tourist 25. Any Caste
5. Insurgent 12. Diplomat 19. Hacker
6. Assassin 13. Trader 20. S.Engineer

SYSTEM		SPECIES			ALLIANCE			LOCATION			PLANETS		STAR STATIONS		STAR BASES		SHORT CODE		
NAME	TYPE	SIZE	OV	OPR	EV	GRAV	WEA	TEMP	MOON	LIFE	MIN	STARSTATION	STARBASE	T LVL	C LVL	L LVL	S LVL	CASTE	

TERRAN QUADRANT

SOL		TERRAN			GALCOM			TERRAN: D9			10 (Inc. Moon)		4		2		SOL		
MERCURY	M	2	47	1	3	0.3	V	H	0	0	10	-	-	-	-	-	-	-	-
VENUS	G	4	35	2	10	1	V	H	0	0	25	-	-	-	-	-	-	-	-
EARTH	B	4	30	3	10	1	C	T	1	15	10	GALCOMHQ	EARTH	3	AD	0	0	0	
MOON	B	2	30	1	4	0.1	C	T	1	0	10	GENESIS	-	3	HT	0	0	0	
MARS	M	3	24	4	3	0.3	M	T	2	1	25	STARPATH	MARS	2	AD	0	0	0	
JUPITER	G	8	13	5	22	2	V	C	16	0	18	-	-	-	-	-	-	-	
SATURN	G	7	9	6	14	1	V	C	18	0	15	-	-	-	-	-	-	-	
URANUS	G	6	6	7	12	1	V	C	15	0	32	-	-	-	-	-	-	-	
NEPTUNE	G	5	5	8	10	1	V	C	8	0	5	-	-	-	-	-	-	-	
PLUTO	M	1	4	9	3	.3	V	C	1	0	1	GAZER1	-	4	HT	0	0	11	

ALPHA CENTAURI		EMPIRIAN			GALCOM			TERRAN: C8			6		2		3		ALPHACEN		
CENTRIS	B	6	36	1	12	1.2	M	T	2	10	3	-	CENTRIS	2	HT	1	0	0	
NEVUELA	G	2	31	2	40	2	V	H	1	0	10	-	-	-	-	-	-	-	
VARAN	M	4	31	3	10	1	V	H	3	0	15	-	VARAX	3	MN	2	1	0	
CRONUS	W	5	18	4	14	1.5	M	C	0	5	1	CENTAURI	-	3	HT	1	0	0	
TREAS	G	10	10	5	35	3	C	M	0	0	25	-	-	-	-	-	-	-	
TRAMIS	B	1	12	6	16	1	M	C	2	1	5	ALERI	TRAMIS	2	HT	1	0	0	

BARNARD'S STAR		MIXED			NEUTRAL			TERRAN: E9			2		2		1		BARNARDS		
SYGAN	W	5	32	1	23	1	C	C	2	1	1	SYGAN	SYGAN	3	AD	3	1	5	
ZILON	W	7	22	2	21	1.5	M	C	2	1	2	IDAN	-	2	HT	3	1	4	

SIRIUS		MIXED			NEUTRAL			TERRAN: D8			2		1		1		SIRIUS		
LYRIUS	B	10	22	1	25	2	C	T	2	10	1	-	LYRIUS	5	AG	4	1	4	
LENEN	B	8	20	2	20	2	M	H	1	0	5	PIXAN	-	4	AD	2	1	4	

OMICRON ERIDANI		VESPERON			GALCOM			TERRAN: C6			4		2		2		OMICRONE		
MIDAE	M	5	10	1	15	1	V	H	2	1	35	-	-	-	-	-	-	-	
CANAAN	M	4	14	2	18	1.5	C	T	0	5	25	ERIDANI	BADRAN	1	MN	3	0	0	
FRELLIS	M	4	14	3	18	3	M	C	2	5	25	-	FRELLIS	3	MN	3	0	11	
RAMIS	G	8	9	4	32	4	V	H	1	0	5	RAMIX	-	4	AD	2	1	0	

TAU CETI		MIXED			NEUTRAL			TERRAN: B6			3		2		2		TAUCETI		
XYLAN	B	5	10	1	15	1	C	T	0	5	2	-	XYLAN	5	AD	4	1	4	
ARIMA	M	8	14	2	21	2.5	M	T	2	10	10	TULON	-	3	HT	2	1	4	
EORI	W	8	14	3	21	3	C	C	2	1	2	ZERIN	CARON	3	MN	3	1	6	

POLARIS		MIXED			NEUTRAL			TERRAN: E6			2		2		1		POLARIS		
POLARIS-1	B	5	18	1	12	1	M	T	0	10	25	CENTRON	POLARIS-1	3	MN	5	1	13	
POLARIS-2	B	5	18	2	18	2	M	C	2	8	12	VELARI	-	4	MN	4	1	13	

PROCYON		MIXED			NEUTRAL			TERRAN: D5			2		2		2		PROCYON		
ACTIS-IV	M	6	29	1	22	2	V	H	1	1	45	PROCYON	ELTIN	1	HT	5	1	13	
ACTIS-V	M	8	28	2	28	2.5	V	H	0	1	32	PROCIN	ACTIS-V	3	AG	5	1	11	

CREDIAN QUADRANT

TRENIS		CREDIAN			NEUTRAL			CREDIAN: I7			5		3		3		TRENIS		
RONUS-IV	B	2	30	1	28	1	M	C	2	10	2	VANGUARD	TRENIS	1	HT	4	1	0	
ANTIS	B	5	35	2	17	4	C	T	0	10	1	-	-	-	-	-	-	-	
HERIN	G	10	15	3	35	4	V	C	3	0	15	BARIN	BELIN	4	AD	3	1	7	
SCORPIA	W	1	40	4	18	2.5	C	T	1	5	0	-	SCORPIA	2	HT	5	1	13	
DARAIN	M	6	28	5	28	1	V	H	0	5	28	ORUNA	-	3	MN	3	1	13	

KRYNON		KANDORIAN			NEUTRAL			CREDIAN: I5			2		2		2		KRYNON		
TYRUS-2	W	5	30	1	15	1.5	C	C	2	2	2	STARON	SIMPIX	5	RO	5	1	0	
LYDAN	W	8	25	2	25	3	M	T	0	12	2	STARWIND	KRYNON	4	RO	3	1	11	

LANIX-V		ZELON			NEUTRAL			CREDIAN: G5			1		1		1		LANIXV		
ZELANA	B	6	32	1	12	1	V	H	4	5	3	ALLIANCE	LANIX-V	0	AD	4	0	0	

CYRIAN		MANDORIAN			NEUTRAL			CREDIAN: H5			4	2	2	CYRIAN					
RINAAL	G	2	28	1	38	3	V	C	4	0	42	-	-	-	-	-	-	-	-
PRAVIS	W	5	30	2	10	2.5	V	T	2	8	2	ADONIS	CYRIAN	3	HT	2	1	0	
CAPELLA	G	7	22	3	52	2	V	C	1	0	15	-	-	-	-	-	-	-	
HADAR-9	W	4	30	4	18	1.5	V	T	2	10	4	DABRIS	HADAR-9	3	AD	3	1	0	

TAU RANIS		MIXED			NEUTRAL			CREDIAN: G8			2	2	1	TAURANIS				
KRYSTAR	W	3	32	1	35	1	M	T	1	1	2	TORON1	TAU-RANIS	1	HT	2	1	11
REBELAN	B	5	25	2	31	2	M	H	1	5	5	TORON2	-	2	AD	3	1	13

ARENIS		MIXED			NEUTRAL			CREDIAN: J6			1	1	1	ARENIS				
KHAN	G	8	26	1	42	2	V	C	0	0	5	ARENIS	ARENIS	0	HT	3	1	4

XYON		MIXED			NEUTRAL			CREDIAN: J5			2	2	1	XYON				
CHANIS-1	M	2	30	1	10	1	C	T	2	0	24	ELURO	XYON	0	AG	5	0	4
CHANIS-2	M	3	24	2	14	1	C	T	0	0	32	RAGIN	-	1	HT	4	1	6

GAMMULAN QUADRANT

OMEGA CENTAURI		VALKERIE			GAMMULAN			GAMMULAN: G2			4	3	2	OMEGAC				
LV-184	B	4	32	1	14	1.5	M	T	0	10	16	-	OMEGA-9	3	HT	5	1	3
KRUGER	W	5	30	2	18	2	V	H	3	0	20	EXIN	-	4	AD	3	1	0
OTURA-6	M	5	27	3	11	2	M	T	0	5	15	ALIDIS	ALIDIS	3	HT	5	1	0
OTURA-9	B	8	25	4	9	1.5	V	H	1	0	10	AVINO	-	4	MN	3	1	13

ALPHA CYGNI		FALKERIE			GAMMULAN			GAMMULAN: G1			3	1	2	ALPHACYG				
LV-103	B	5	30	1	22	1	C	T	0	5	25	CYGNI	ALPHA-CYGNI	1	AG	4	1	0
LV-104	B	6	30	2	23	1.2	C	T	1	4	28	-	-	-	-	-	-	-
LV-105	W	2	26	3	18	1	M	C	2	1	1	-	LV-105	1	AG	4	1	0

GAMMULA		GAMMULAN			GAMMULAN			GAMMULAN: F1			5	4	4	GAMMULA				
GAMMA-1	B	8	31	1	21	0.5	M	T	0	20	15	HEXAR	GAMMA	5	AD	5	1	0
GAMMA-2	G	8	34	2	28	0.8	M	T	3	10	45	GAMMULA	GAMMULA	3	AD	5	1	0
TYRINIS	G	5	30	3	11	1	V	C	4	0	36	-	TYRINIS	2	MN	5	1	13
LV-110	G	6	32	4	16	1	V	C	2	0	28	SORIUS	LV-110	2	AG	5	1	0
LV-115	G	5	28	5	20	0.9	V	C	2	0	17	PARIX	-	5	HT	5	1	0

ALPHA GAMMA		GAMMULAN			GAMMULAN			GAMMULAN: F2			3	2	2	ALPHAGAM				
CHALINIS	B	2	26	1	23	1	V	H	1	10	36	ROGAN	ALPHA-GAMMA	2	AD	5	1	0
CRYSTAR	G	5	32	2	14	0.3	C	H	3	0	22	-	CRYSTAR	2	AD	5	1	0
MANTISI	G	8	35	3	26	0.2	M	H	0	0	18	SOVAR	-	3	HT	3	1	0

CYRON		VALKERIE			GAMMULAN			GAMMULAN: I3			1	1	1	CYRON				
CYRON-VI	G	5	25	1	5	0.5	V	C	0	0	28	CYCLONE	CYRON-VI	3	AD	3	1	0

REGULUS		GAMMULAN			GAMMULAN			GAMMULAN: H1			2	1	1	REGULUS				
REGIS-IV	G	4	18	1	5	1	V	H	1	0	24	-	REGULUS	2	MN	2	1	13
REGIS-VI	G	7	10	2	10	1.5	M	H	0	0	32	ROCON	-	4	AG	1	1	0

SYRION QUADRANT

ALPHA CANIS		SYRION			NEUTRAL			SYRION: E4			4	3	2	ALPHACAN				
SARIEN	G	2	33	1	22	0.5	C	T	2	0	10	SARIEN	SARIEN	1	RO	1	0	0
TAREAN	G	4	28	2	26	0.8	M	T	1	0	8	-	TAREAN	1	RO	1	0	13
LV-125	G	5	23	3	28	0.8	C	C	1	0	5	LV125	-	2	AD	2	0	11
LV-130	G	2	46	4	33	0.5	C	C	2	0	15	LV130	-	3	HT	1	0	13

VEGA ERIDANI		SYRION			NEUTRAL			SYRION: B3			3	1	1	VEGAERID				
DROIA	G	4	15	1	28	0.3	C	T	0	0	12	-	OLINDA	1	AD	1	0	13
ALTERIS	G	5	28	2	34	0.4	M	C	0	0	8	ALTERIS	-	2	HT	2	0	0
OBSIDIA	G	2	26	3	43	0.9	M	C	0	0	10	-	-	-	-	-	-	-

OMEGA ERIDANI		DROIDAN			NEUTRAL			SYRION: E2			2	2	1	OMEGAERI				
MONDIAL	B	6	13	1	28	1	V	T	1	2	2	MONDIAL	-	0	AG	2	1	0
YLISIA	G	4	9	2	36	0.6	M	H	1	0	20	RECARA	YLISIA	1	MN	2	1	11

ALPHA MAJORA		DROIDAN			NEUTRAL			SYRION: B4			1	1	1	ALPHAMAJ				
MAJORIS	B	8	32	1	33	1	M	T	1	1	5	MAJORIS	MAJORIS	2	AD	4	1	0