



# The Galaxy

The Galaxy is that unique grouping of stars and worlds which is the home of Humaniti (as well as of many other sophonts).



The Galaxy is naturally divided into three distinct regions: the Core, the several Arms, and the Rifts between the Arms.

**The Core.** The Core of the Galaxy, approximately 3000 parsecs in radius, holds the majority of the galaxy's mass and stars.

The Core has two important characteristics:

It is dominated by high levels of radiation (including high constant levels, and even higher periodic levels). Habitable planets are rare and native life (intelligent or not) are even rarer.

The Core is densely packed with stars, strongly interfering with jump drives. In some parts of the Core, jump is impossible; in other regions, jump is restricted to short distances (often a tenth of a parsec).

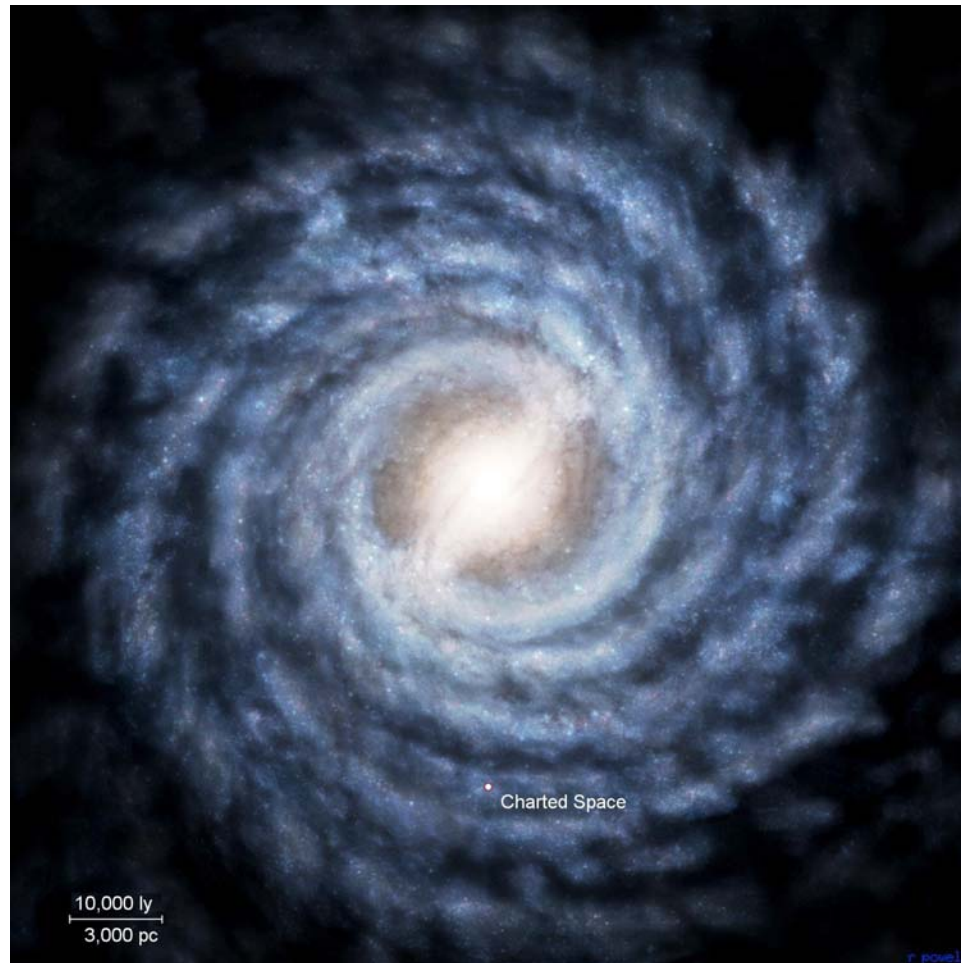
**The Spiral Arms.** Outside of the Core, the Arms are concentrations of stars naturally endowed with plants and naturally hospitable to life.

**The Rifts.** The Rifts between the Arms have a lower stellar density, and their stars are the dimmer and less useful (typically K and M stars).



## What's Out There?

Charted Space is very small portion of the Galaxy. A continuing question is "What is out there that we haven't seen?"



The Office of the Chief Scout produced the final report for the Second Survey of the worlds of the Imperium. The Chief Scout at the same time produced a secret appendix for the eyes of the Emperor alone. The attached redacted text provides frustrating glimpse of what he said.

### Secret Appendix to the Second Survey

In addition to our mapping of the Imperium, expeditions and explorations by the Imperial Interstellar Scout Service beyond the Imperial Borders have confirmed **[REDACTED]** wherever they go. Based on explorations, and on information from various cultures which have been contacted, we reliably conclude the potential for other encounters:

**[REDACTED]** insurmountable barriers merely venturing to **[REDACTED]**

**[REDACTED]** face barriers to venturing beyond their **[REDACTED]**

**[REDACTED]** For reasons which are unclear, the occurrence of **[REDACTED]** Scutum Crux Arm is at **[REDACTED]**

**Essaray.** Explorers have seen evidence **[REDACTED]** worlds **[REDACTED]** Level-29 Threat.

**The Ancients.** Contrary to previous evidence, we now **[REDACTED]** (and may have actually settled) **[REDACTED]** Galaxy.

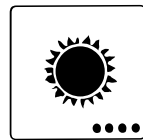
**The People of the Core.** We have reports of sophont cultures thriving within the Core.

**Plasple.** **[REDACTED]** theoretically possible in **[REDACTED]** and some **[REDACTED]** intelligences **[REDACTED]** Big Bang.

**[REDACTED]** absolute Zero







# Sectors and Subsectors

The vastness of Charted Space is mapped in a series of Sectors and Subsectors.

Interstellar mapping charts the locations of stars and their systems on a plane of hexagons. Each hex represents a parsec and may be a stellar hex containing a star system, or an empty deep space hex.

## SECTORS

The standard large-scale interstellar mapping structure is the Sector. It consists of 36 columns of 40 hexes with alternating columns slightly offset as required by the hexagon structure.

**Subsectors.** A Sector is divided into sixteen smaller Subsectors, each containing 8 columns of 10 rows of hexes. Subsectors are useful because they easily fit on one page.

## THE STELLAR HEX

The basic unit of interstellar mapping is the **Stellar Hex**: a mapping hexagon representing an area about one parsec in diameter.

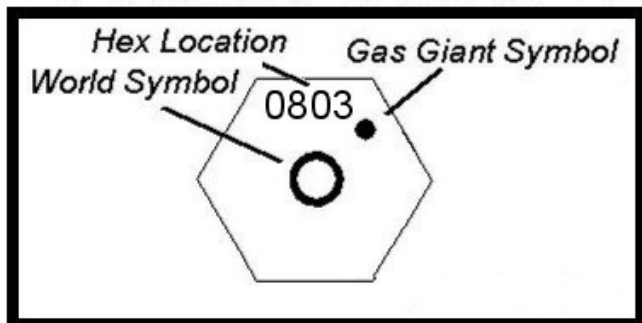
Hexagons are used for mapping because they regularize and simplify movement. They allow simple counting of distance in six directions (as opposed to four with square grids).

## Stellar Hex Information

Each Stellar Hex provides some measure of information about its contents. The total information available varies. For distant, unexplored regions, the hex may be empty, or it may contain only rudimentary information. For well-mapped areas, the Stellar Hex provides a wealth of information.

**Hex Location.** The coordinate system for hexes on larger maps refers to columns and rows. The first two digits of the Hex Location is the column number (on sector maps = 01 through 36). The second two digits is the row number (on sector maps = 01 through 40). Blanks to the left are padded with zeros.

THE STELLAR HEX (Basic Information)

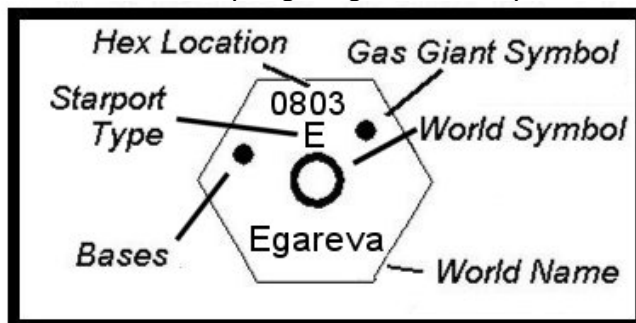


A traveller considering a jump into a new hex can usually determine (through local data bases, or conversations with others) some basic information about its contents.

**World.** The World Symbol shows a world (otherwise undefined or undescribed) is present.

**Gas Giant.** Similarly, a Gas Giant symbol shows the presence or absence of a giant world with hydrogen atmosphere suitable for wilderness refueling.

THE STELLAR HEX (Long Range Information)



For well-mapped stellar hexes, more information is available.

**Starport Type** shows the expected facilities available in a system.

**Bases** shows the presence of military, naval, or scout bases.

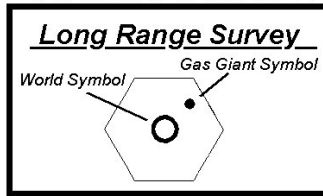
**World Name** provides the name of the Mainworld.



# Sector Mapping

Star Systems are mapped on Sector grids to allow long range analysis and for astrogation by travellers.

## STAR MAP SYMBOLS



### THE SECTOR MAP

A sector map shows the general presence of star systems and mainworlds across a large region of space.

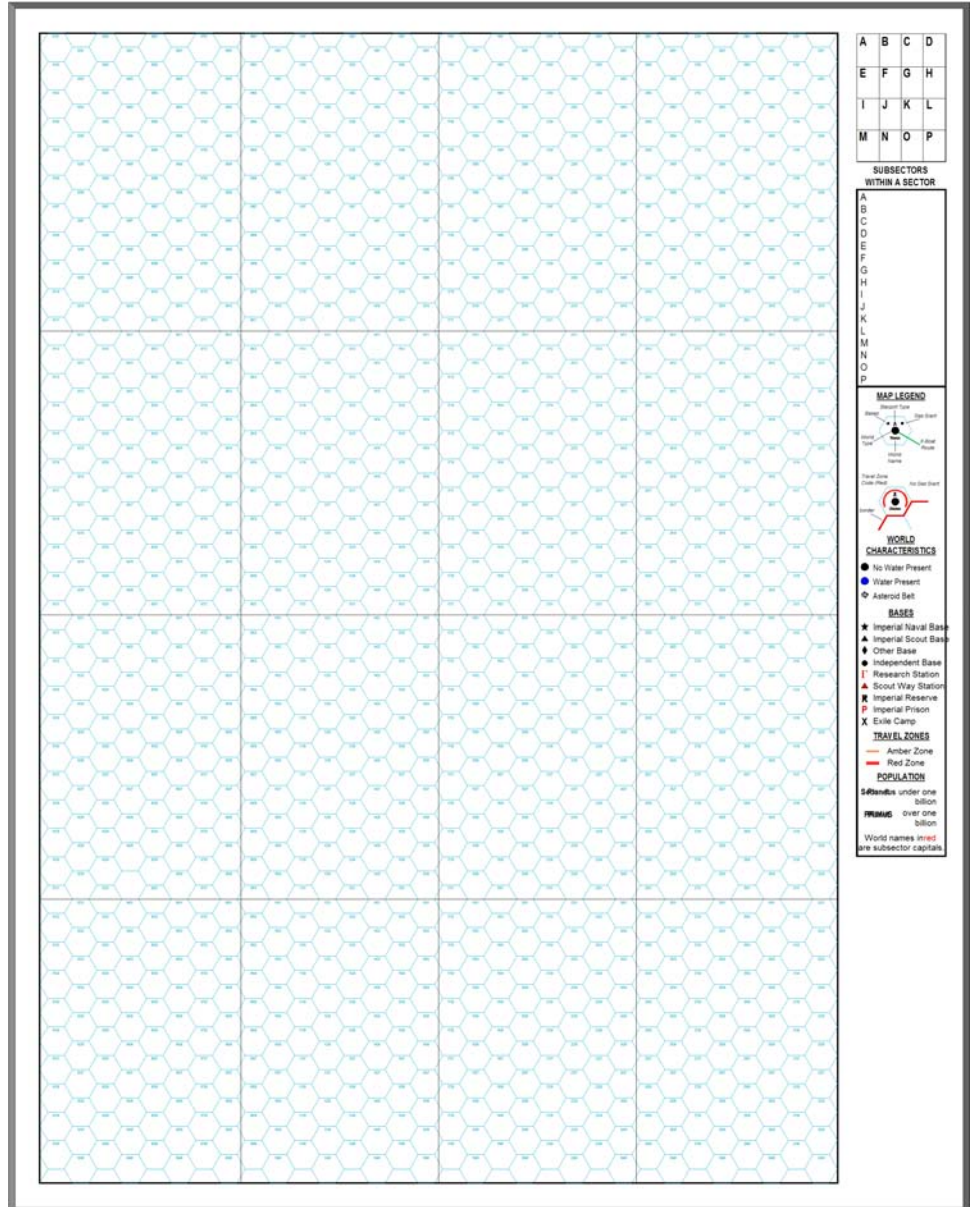
The first step in mapping a large region is to populate a blank sector map with **system hexes** (which contain star systems) and **deep space hexes** (which are purportedly or generally known to be empty).

The Sector Map is an overview: just enough data to support long range astrogation (some printed or high-resolution maps show more).

The Sector Map shows:

A. It shows the presence or absence of systems.

B. It shows the presence or absence of gas giants (to support refueling).



### POPULATING THE SECTOR MAP

Determine (select) the overall map density and note any regions of greater or lesser density.

For each hex, roll on the table and mark the symbols.

### SYSTEM CONTENTS

1D	Sparse	Standard	Dense
1	SG	SG	SG
2	S	SG	SG
3		S	SG
4			S
5			
6+			

SG= System with Gas Giant  
S= System (no Gas Giant)

### ASTEROIDS

Mark one system in 36 as an Asteroid Belt.

**Method One.** Roll 2D for each system. A roll of 2 = Asteroid Belt.

**Method Two.** Count off every 36th system and mark it as Asteroid Belt.







# SubSector Mapping

Star Systems are mapped on Sector grids to allow long range analysis and for astrogation by travellers.

## THE SUBSECTOR MAP

A subsector map shows a portion of the sector map with greater detail. Where the sector provides an overview, the subsector allows greater astrogation detail.

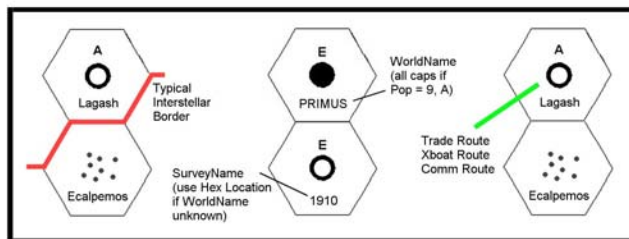
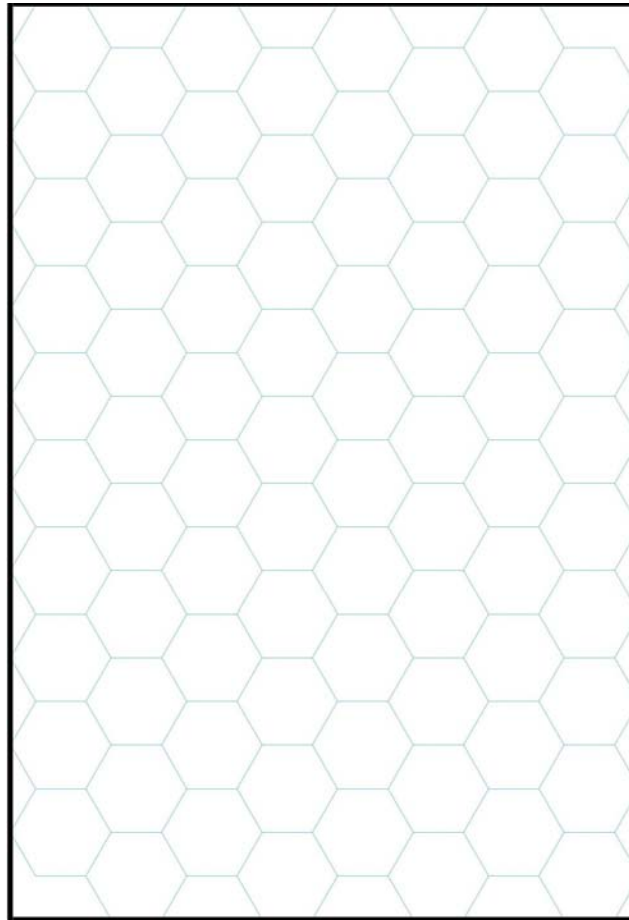
If a Sector Map has been created, transfer the data to the Subsector Map.

## SUBSECTORS WITHIN A SECTOR

<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>
<b>E</b>	<b>F</b>	<b>G</b>	<b>H</b>
<b>I</b>	<b>J</b>	<b>K</b>	<b>L</b>
<b>M</b>	<b>N</b>	<b>O</b>	<b>P</b>

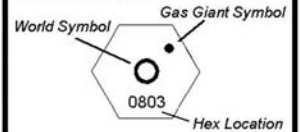
If creating a Subsector Map, the Sector Map creation procedures are followed:

Populate a blank subsector map with **system hexes** (which contain star systems) and **deep space hexes** (which are purportedly or generally known to be empty).

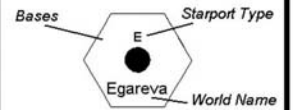


## STAR MAP SYMBOLS

### Basic System Data



### Additional (If Known)



### World Types

- No Water Present
- Water Present
- ⋯ Asteroid Belt

### Starports

- A - Excellent
- B - Good
- C - Routine
- D - Poor
- E - Frontier
- X - None
- (Blank) - Unknown

### Bases

- ★ Naval Base
- ▲ Scout Base
- Military Base
- Outpost
- Γ Research Station
- △ Way Station
- ☆ Naval Depot

## POPULATING A SUBSECTOR MAP

Determine (select) the overall map density and note any regions of greater or lesser density.

For each hex, roll on the table and mark the symbols.

## TRADE ROUTES

Once the details of individual worlds are known, Trade Routes can be established and traced on the map.

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