

Section 6: Random Terrain

V6.00 Random Terrain

- V6.10 Not all of space is empty. There are asteroids, comets, “space junk”, rogue planets (planets not orbiting a sun), nebulae, pulsars, quasars, dark matter, clouds of dust, singularities (*aka* black holes) and so forth.
- V6.20 In order to reflect this, the Random Terrain table below is used whenever a non-Star System or non-Base hex on the Strategic Map becomes a Battle Hex. It is assumed that no one builds Bases in asteroid fields or next to black holes, just as Star Systems near pulsars are not suitable for habitation.
- V6.30 When a non-Star System or non-Base hex becomes a Battle Hex, the Team-Commander for each side is given 1d6. The Game Master also takes 1d6. These should be rolled and the table below consulted to see what special terrain, if any, exists in the battle area. Thus a total of 3d6 are rolled.
Exception: If all combatants agree, this Section is ignored and “Empty Space” is assumed. Monsters and Alien Ships will “agree” if “asked”.
- V6.40 If more than two sides are in a given Battle Hex (for example, a Hex where an independently-operating Orion is present along with Alliance and Coalition forces), then the first two to enter the Hex (based on Strategic Initiative) roll.
- V6.50 A Leased [V19.30] Orion unit is treated as a member of the Leasing Team.
- V6.60 For each Battle Hex, the dice need only be rolled once in a given Strategic Turn, regardless of how many battles occur there during that Turn.
- V6.70 These rolls determine not only what is in a given Hex, but also **where** the Turn's battles take place. Thus, a given Strategic Hex may have a black hole in it, but all combat there doesn't necessarily take place in that vicinity. As a result, this Section is used on successive Strategic Turns for a given Battle Hex.
- V6.80 Table - Random Terrain:

3	- Black Hole - As per P4.0, centrally located on tactical map
4	- Empty Space
5	- Quiet Nebula - As per P6.0 (“Quiet” means P6.5 is not operative)
6	- Empty Space
7	- Asteroid Field - As per P3.1
8 through 12	- Empty Space
13	- Ringed Gas Giant - As per P2.22, centrally located on tactical map
14	- Empty Space
15	- Empty Space
16	- Variable Pulsar - As per P5.0, centrally located on tactical map
17	- Empty Space
18	- Ion Storm - As per P14.0

End of Section 6: Random Terrain Table