Galactic Basement Map Legend:
Several notations appear on the map.
The first is a circle, this represents a system.
The second is a letter in the hex with the circle, this represents the basic nature of the system as defined by Bandits rules. Note: Bandit specified worlds, I'm specifying systems.
The following is the code
A = Agricultural
B = Barren
Dn = Developed with a baseline tech level.
HW = Home world
Mr = Mineral Rich
T = Terrestrial
U = Uninhabitable

Some worlds have a code like this;
HW/5A in 52x1x8 or D1/5T in hex 52x5x3, this represents a secondary system within range of the first system.
52x1x8 is the Ingalli home world (Yes, it's Mr. Lohr's race, I've swiped it for the campaign with his Ok.) The HW of course represents the Home World, the 5 A means that there is a Agricultural system 5 movement points away in normal space.

Some systems have a name typed in the box. Usually this is done for notable worlds (like Ophelia's) or Home worlds (Like Lwo, Ja' Ka'Bar and Ingalli)

A square represents a Transfer point, just a jump gate and beacon in space.
Most jump gates can only support 3 jump routes, so some times there is a second jumpgate in a hex.
The number inside the Jump gate symbol (square) or System symbol (circle) represents how many MP must be spent going between the two jump gates.
Example:
The jump gate in 52x4x2 has the number 2 in it. It takes two MP to go from one gate to another.
The system in 52 x 5 x 4 has the number 3 in it. It takes three MP to go from one gate to another.

All jump routes from one gate are connected by an arc in the hex touching all routes.

A **?** means normal space sensors show something might be there, but nobody's gone looking for it yet.
A **X** means that the zone has been searched, and no systems or other phenomenon have been found.

Movement:
All ships have movement points (MP) equal to the speed that the ship could make a 60° turn on a Babylon 5 wars maps.
It costs the calculated MP to enter a hex.
Examples:
EA Omega Destroyer 8MP Cruise 4MP
EA Tethys Patrolboat 24MP Cruise 12MP
Drazi Warbird 16MP Cruise 8MP

Sharlin Warcruiser 9MP Cruise 4MP

Ships can use ½ MP (rounded down) for cruise speed, this halves the endurance cost for travel that turn.

Black lines & arcs show beaconed jump routes.
Ships moving along a beaconed jump route pay 1MP per hex unless they hit a hazard zone.

Ships moving off the jump routes pay 2MP per hex unless they hit a hazard zone, and must make a saving throw or get lost.

Colored hexes are Hazard Zones that disrupt sensor and require more MP to move through. Yellow is bad, red is really bad.

Color	Sensor	MP/Lost drm	Effects
Yellow	-1 Range	+1	≤MCV pay full endurance
Orange	-2 range	+2	≤HCV pay full endurance, ≤MCV 2x MP
Red	-3 range	+3	≤Capital ships pay full endurance, ≤HCV 2x MP

Getting lost.
A ship moving off the beacon routes must make a lost roll for every **Hex** they pass through.
The following table applies.

≤ Sensor strength	O.k.
> Sensor strength ≤ 2x sensor strength	Use 1d6 MP
> Sensor strength	Move in random direction. Pay MP to enter hex.

Modifiers.
MP/Lost modifier
-1 if an Elint unit is present
-1 per jumpgate in sensor range.
-1 if two (or more) ships have jump drives
-1 if ship has Expert Helmsman.

If a ship uses more MP then it has available, or is forced into another hazard hex without enough MP points, it must pay them at the beginning of next turn.

Sensor Range:
It takes the listed number to see one hex in hyper space with sensors.
For example, a Omega has a sensor strength of 8, it cost 2 per hex, so it can see 4 hexes in hyperspace.
A Oracle has a sensor strength of 10, and is an elint unit, so it can see 10 hexes in hyper space.
Hazard zones reduce the strength of the sensor per hex trying to penetrate.
For example:

An Oracle scout in hex 52x6x2 could see the jump gate in hex 52x5x6 and steer for it.
(effective sensor range: 9)
An Omega destroyer in the same hex could **not** see the jump gate, so can not steer for it.
(Effective sensor range: 12)

Two values are shown, the first is normal sensors/after the slash is for elint units.

Antiquated Sensors:	3/2
Normal Sensors	2/1
Improved Sensors	1/ x3/2
Advanced Sensors	x2 / x3

Ship Endurance:
As defined by Bandits rules.

Squadrons and Fleets:
Only one roll for getting lost is made for a squadron/fleet in hyperspace per hex.
It should be assumed that the ships stay close enough together for them to benefit from the flagships rolls and any attached Elint unit.
A player could roll for each of his ships if he wants though.

Developed worlds tech levels:
The number behind the D on the map represents the basic tech level of the world.
1= Basic Industrial revolutions; i.e. Earth circa 1840-1850.
2-5= Extrapolate any way you want.
6= Basic orbital flight (Earth now, almost too…)
7= Reliable orbital flight, basic close system flight.
8= Reliable close system flight, basic outer system flight.
9= Reliable outer system flight, deep space sleepers (Earth at the time of Centauri contact).
10=Could make jump drives if they had a sample.