Travel Times

Travel takes :

- 8 turns between planets into the same system,
- 12 turns between systems into the same sector,
- 16 turns between sectors into the same galaxy,
- 24 turns between your home planet and any planet.

Intergalactic travel between the rings is designed to allow fleet mouvements inwards to take less time than it takes to move outwards.

		To		
		Galaxy 1	Inner ring	Outer ring
From	Galaxy 1	16	20	32
	Inner ring	18	16	24
	Outer ring	24	20	16

All these travel time can be reduced by structures built into planets :

- **Space Tether** provides -1 travel time to ANY player, including enemy. Required at **Origin** planet only.
- **Hyperspace Beacon** grants -2 turns travel time to the player who own the planet. Required at **Destination** planet only.
- **Jump Gate** grants -2 turns travel time to all players of the same alliance. Required at both **Origin** and **Destination** planet.

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