

Calculation of Earth's Albedo.

The formula for calculating this is in Book 6 Scouting page 47.

Geographic feature	% Surface Albedo	(% Surface Albedo)	Calculated Albedo
Cloud	7.20	~ 0.5	0.1
Ice	91.0	0.55	0.055
Land	25.0	~ 0.15	0.075
Water	73.0	0.02	0.004

Albedo was eventually fudged as 0.2 (Earth's is slightly higher).

$$\begin{aligned} T_c &= 345.6 + (288 \times G) - (288 \times A) \\ &= 345.6 + (288 \times 0.1) - (288 \times 0.2) \\ &= 316.8 \text{ } ^\circ\text{K} \end{aligned}$$

$$\begin{aligned} T &= (T_c \times L^{1/4}) / D^{1/2} \\ &= (316.8 \times (0.89)^{1/4}) / 1^{1/2} \\ &= 296.5 \text{ } ^\circ\text{K} = 18.5 \text{ } ^\circ\text{C} \end{aligned}$$

This formula is used because the one given in book 6 Scouts is wrong.

Albedo can be fudged downward from calculated value of 0.234 to 0.2 by reducing reflectivity clouds (Book 6 can be as low as 40%). The CO₂ content of the atmosphere may also be elevated slightly (increasing greenhouse effect) to give the same result.

Calculation of Serkur's Temperature

Serkur's star is magnitude G3V

Bolometric magnitude for $G\phi V = 4.57$ and $G5\Sigma = 5.20$
(Book 6 - Scouting)

Extrapolated for G3V stars = 4.948

By the same process, stellar luminosity = 0.89,
Effective stellar temperature = 5700°C

Stellar radius = 0.958 } w.r.t. suns

Stellar Mass = 0.98 }

Serkur is size 3 - 4800 km (mars size)

Has a standard atmosphere but a planet this size would normally be unable to retain such an atmosphere for an appreciable length of time by natural means. Solution: Make Serkur a dense planet giving it a surface gravity of $0.8 \times$ Earth's (Jump/throw distances $\times 1.1$)

Other physical parameters of Serkur:

Volume = 0.053

Surface area = 0.141 \times Earths

Albedo = 0.234 (calculated below)

20% axial tilt. Average temperature = 18.8°C (see below)

Standard Atmosphere = +10% greenhouse effect

Cloudiness = 20% of planet covered

Calculation of temperature

$$(1) T_c = 345.6 + (288 \times G) - (288 \times A) \quad (\text{white Dwarfs})$$

and

$$(2) T = (T_e \times L^{1/4}) / D^{1/2} \quad (\text{white Dwarf})$$

where T = Global temperature

T_e = Temperature of planet if 1 AU from a stellar luminosity 1 star

L = Stellar luminosity

D = Distance from star in AU's

G = Green house effect

A = Albedo

i.e., First we calculate temperature of a planet if it was in Earth's orbit, then take into account the star and planets