

weapon tables

Weapon (Type)	Harm	Range	Pen.	Tech	Cost	Stunts/notes
BRAWLING, CLOSE COMBAT						
Fists (B)	0	0	0	na	0	Composure damage only if untrained;
Found weapons (B)	0	0	1	-4	0	<i>fragile, cheap</i>
Knife				-3	1	modal
brawling (B)	1	0	0			
melee (C)	0	0-1	1			
Sword (C)	1	0-1	0	-3	1	
Broadsword (C)	1	1	0	-3	1	two-handed (amplified by Stamina)
Spear (C)	0	1 (1-2)	2	-3	1	versatile
Throwing knives (C)	0	1-2	1	-3	2	thrown, out of ammo, finely balanced
Hand held taser (B)	2	0	0	0	1	non-lethal, scary blue arc
Hand grenade (C)	1	1-2	0	1	2	thrown, explosive, out of ammo, simple
Variable blade (C)	1	0-1	1	2	1	two-handed (amplified by Stamina)
Gravity bomb (C)	2	1-2	2	4	2	thrown, explosive, out of ammo
SLUG THROWERS						
Blowgun	1	2-3	0	-4	3	<i>poisonous</i>
Longbow	1	2-4	1	-3	3	
Crossbow	0	2-3	2	-3	2	civilian
Black powder pistol	0	0-2	0	-2	2	<i>concealed, civilian</i>
Musket	1	2-4	0	-2	2	civilian
Hunting rifle	1	2-4	2	0	2	civilian
Handgun	1	0-2	0	0	2	<i>concealed, civilian</i>
Rocket launcher	2	3-4	3	0	3	explosive, awkward reload, low recoil
Submachine-gun	1	0-3	1	1	3	full auto
Automatic shotgun	1	1-3	1	1	2	high capacity, civilian
Self-loading pistol						choose a mode as an action
single shot	1	0-3	1	1	3	<i>concealed</i>
auto	1	0-2	1	1	3	<i>concealed, full auto</i>
Flechette gun	2	1-2	2	2	2	civilian
Personal assault gun	2	1-4	2	2	2	awkward reload, civilian
Adv. combat rifle	2	2-5	1	2	3	full auto, high capacity
Adv. bullpup rifle	2	1-5	2	2	3	full auto, awkward reload
Adv. Sniper rifle	2	2-6	2	2	3	
Coilgun	2	2-5	3	3	3	full auto

Weapon (Type)	Harm	Range	Pen.	Tech	Cost	Stunts/notes
Targeting pistol	2	0-3	0	3	2	<i>concealed, civilian</i>
Low velocity pistol						choose a mode as an action
homing slug	2	0-1	0	4	2	high capacity, concealed, low recoil, civilian
tranquilizer	2	0-2	0	4	2	high capacity, concealed, low recoil, non-lethal, civilian
ENERGY WEAPONS						
Early laser system	0	2-5	0	0	4	low recoil
Pulse laser pack	2	1-4	1	2	4	low recoil
Fusion gun	3	1-4	2	3	4	low recoil
Sniper laser	2	2-6	4	3	4	low recoil
Hand flamer	3	0-3	0	3	4	dispersed fire, low recoil
Neural disruptor	2	0-2	4	4	3	non-lethal, low recoil, civilian
Disintegrator	4	1-3	2	4	4	dispersed fire, <i>slaved to the owner's eyes</i>

armour tables

Armour type	Def.	Sta.	Agi.	Tech	Cost	Stunts/notes
Found armour	1	0	-2	-4	3	civilian
Chain mail	1	0	-1	-3	3	flexible
Police entry armour	3	0	0	0	3	flexible, lightweight, <i>built-in radio</i>
Bulletproof vest	2	0	0	0	2	flexible, lightweight, civilian
Pressure suit	1	0	0	0	2	pressurized, flexible, lightweight, civilian
Hostile environment suit	4	+2	-2	2	3	power suit, pressurized, sensors (+1 Alertness), <i>industrial equipment, self-repairing, out of juice, civilian</i>
Cargo handler	3	+2	0	2	3	power suit, servos, crushing fists (+1 Brawling harm), <i>industrial, out of juice, civilian</i>
Combat hazard suit	5	0	0	2	3	pressurized, flexible, lightweight, <i>on the net</i>
Advanced pressure suit	3	0	0	2	2	pressurized, flexible, lightweight, <i>On-board computer, easy to fix, civilian</i>
Powered marine armour	4	+2	0	3	4	pressurized, power suit, servos, sensors (+1 Alertness), armoured penetrators (+1 Brawling pen.), <i>out of juice, encrypted comms</i>
Hardflex skinsuit	6	0	0	4	2	flexible, lightweight, <i>networked, civilian</i>
Battlesuit	5	+2	0	4	4	power suit, pressurized, servos, crushing fists (+1 Brawling harm), armoured penetrators (+1 Brawling pen.) <i>very heavy, out of juice</i>

personal combat play sheet

For each player in an order determined by the caller:

1. Caller asks the player to declare an action. Player declares an action as one of move, attack, maneuver, or do something else.
2. Player conducts his action as per the action detail below.
3. Results of the action are determined and the acting player narrates the result.
4. Once all players have had a turn, the caller changes any turn-based counters (timers, etc.) that the referee may have added to the scene.
5. Repeat

attack (opposed)

1. The attack action may be directed at an opponent's Health stress track or his Composure stress track. If the latter, the attack is called a Composure attack.
2. Player can be compelled to prevent the action. If a compel is accepted the player's action ends.
3. Player may make his "free" one-zone move.
4. Player declares a target of the attack.
5. Player declares the Skill to be used and narrates his attempt.
6. Target player declares the Skill to be used to defend and narrates his defense. If the target has already defended this round, this roll is used again (wth any modifications from Aspects it had at the time).
7. Attacker rolls $4dF + Skill$. If the defender has not previously rolled this round for defense, he rolls $4dF + Skill$. Otherwise the defender uses his recorded defensive result. Count shifts as attacker - defender. Each Skill may only be used to make a roll once per round.
8. If this is the defender's first defense since attacking, save his roll (write it down, remember it, or keep the dice on the table).
9. Add Weapon harm if applicable.
10. Subtract Defender's (armour defense - weapon penetration) or zero if negative.
11. Aspect invokes, tags, and spin modify the roll. Modify the defender's recorded roll by any advantages paid for here if the roll was recorded in this action. A previously recorded roll cannot be further modified in a new action.
12. Once all modifications of the roll are complete, any positive result is the number of shifts. Shifts may be reduced by the defender using Consequences.
13. If shifts are still positive, the defender's Health stress track is marked at the box indicated (one shift marks the first box, two shifts marks the second, and so on) and all boxes below. If the highest box to be marked is already marked, mark the next higher free box and all below.
14. If this is the first time the character has taken damage in this scene to his Health stress track, apply damage to both the Health stress track and the Composure stress track (First Blood rule).
15. If the attacker fails his roll by three or more (gets three or more negative shifts), the defender gets spin.
16. Narrate the result.

move (unopposed)

1. Player can be compelled to prevent the action. If a compel is accepted the player's action ends.
2. Player may make his "free" one-zone move.
3. Player rolls $4dF + Agility$ (or MicroG if in microgravity) against a target value of zero and narrates his attempt. Record shifts.
4. Aspect invokes, tags, and spin modify the roll.
5. Player may move his character a number of zones equal to his shifts, expending points for borders. A character may move a maximum of three zones in a single turn.

maneuver (unopposed or opposed)

1. Player can be compelled to prevent the action. If a compel is accepted the player's action ends.
2. Player may make his "free" one-zone move.
3. Player declares a target zone or character.
4. Player declares a Skill to be used and narrates his attempt.
5. For maneuvers against a zone, player rolls $4dF + \text{Skill}$ against target value zero and subtracts the range in zones to the target.
6. For maneuvers against characters, the target will select a Skill to oppose and roll $4dF + \text{Skill}$. If the defender has defended previously this turn with this skill, use the recorded value rather than roll. The attacker will roll $4dF + \text{Skill}$ against the target's roll. Subtract range to target.
7. Aspect invokes, tags, and spin modify the roll. They do not modify previously recorded rolls—only rolls made during this action.
8. If any shifts are generated, the player may add an Aspect to the target, and that Aspect may be free-tagged once in the course of the scene.
9. Caller determines whether this Aspect is permanent or transient.
10. Narrate the result.

do something else (unopposed)

Seal a suit

When a suit capable of resisting the hostile environment loses integrity, the wearer must make an EVA Skill check against difficulty 4 to repair it instead of a combat action. Each turn this check is failed the character sustains a Composure and health track hit on a box equal to the amount the check was missed by (negative shifts). If the player refuses to declare a repair action and instead takes a combat action, he automatically takes four shifts of damage to both Composure and Health tracks. These shifts may of course be mitigated by Consequences.

Apply first aid

Someone with the Medical Skill may wish to help an ally during combat. The target number for success is the highest box marked on the Health track. The number of successes indicate the track box (and all boxes below) that are to be erased. If that track box is not marked the next lower marked box and all boxes below are erased. The assisting character receives the temporary free-tagtable Aspect, "Sitting Duck," unless the character has Military-grade Medical.

Create an obstruction

1. Player declares a target zone boundary.
2. Player can be compelled to forfeit his turn.
3. Player declares a Skill to be used and narrates his attempt.
4. Player rolls $4dF + \text{Skill}$ against target value 2.
5. Aspect invokes, tags, and spin modify the roll.
6. If any shifts are generated, the player may place a pass value of two on any border of the zone he has declared as his target (2/2/2).
7. If a pass value already exists on the border, it may be incremented by +1 (+1/+1/+1).

space combat play sheet

0. detection

1. Caller announces "Detection" and asks for compels.
2. Navigation roll determines position for each ship (roll at most once per ship)
 - a. Roll and add Skill.
 - b. Resolve tags and invokes.
3. Highest roll places any two ships on bands between 3 and -3.
4. Subsequent rolls place one ship each.
5. Lowest roll places nothing.
6. Winner of detection phase decides to move (for this turn only) to phase 1 or phase 2. If there is no winner then always continue to phase 1.

1. position

1. Caller announces "Position" and asks for compels.
2. Ship's V-shift roll, limited by effective Pilot Skill, determines who wins position. A ship declaring no V-shift (compelled or recovering Heat) gets an automatic result of -4.
 - a. Roll and add Skill.
 - b. Resolve tags and invokes.
 - c. Apply spin if desired.
 - d. Apply burn if desired.
3. Highest roll may move his vessel the number of shifts between his roll and the lowest (to a maximum number of bands equal to the V-shift rating of his own ship) or another vessel the number of shifts between his roll and the target vessel's roll (again, to a maximum number of bands equal to the winner's V-shift rating).
4. A ship that has not applied V-shift for any reason may erase the highest checked box on its heat track.

2. electronic warfare

1. Caller announces "EW" and asks for compels.
2. Caller asks for ships to declare targets.
3. Caller announces target declaration is closed.
4. Ship's EW roll, amplified by the communication officer's effective Communications Skill.
 - a. Roll and add Skill.
 - b. Leave all dice on the table (since the single defensive roll applies to all attacks).
 - c. Resolve tags and invokes.
 - d. Apply spin if desired.
5. For each ship that declared a target, compare offense and defense roll and count shifts.
 - a. Negative shifts are applied as damage to the attacker's Data stress track.
 - b. Positive shifts are applied as damage to the defender's Data stress track.
 - c. Wherever a defender succeeded by three or more, spin is awarded to the defender.

3. beam weapons

1. Caller announces "Beams" and asks for compels.
2. Caller asks for ships to declare beam targets.
3. Caller announces target declaration is closed.
4. Ship's Beam roll from 1 to a maximum of the Beam rating for each ship that declared a beam target, amplified by the gunnery officer's effective Gunnery Skill.
 - a. Defenders roll modifying a base defense of zero unless they have a Stunt providing better defense. If the defender has already rolled to defend against a Beam attack this round, use the recorded value.
 - i. Beams fired at range greater than 2 bands take a -2 penalty to the roll.
 - ii. Resolve tags and invokes. Do not modify previously recorded defensive rolls. Defensive rolls just made are modified and recorded with modifications.
 - iii. Apply spin if desired.
 - iv. If the attacker's roll generates shifts, apply the number of shifts as a hit to the corresponding box on the Frame stress track and mark all boxes below as well.
 - v. Wherever a defender succeeded by three or more, spin is awarded.

4. torpedoes

1. Caller announces "Torpedoes" and asks for compels.
2. Caller asks for ships to declare torpedo targets.
3. Caller announces target declaration is closed.
4. Ship's Torpedo roll for each ship that declared a missile target, amplified by the gunnery officer's effective Gunnery Skill.
 - a. Targets roll with zero Skill unless they have a Stunt providing better defense or, if they choose, defend with some fraction of their Beam rating. If the defender has already rolled to defend against a Torpedo attack this round, use the recorded value.
 - b. If the Beam rating applied offensively (in phase 3) + the Beam rating applied defensively exceeds the ship's Beam rating, apply the difference as a hit to the corresponding box on the ship's Heat stress track.
 - i. Torpedoes fired at a range less than 2 bands take a -2 penalty to the roll.
 - ii. Resolve tags and invokes.
 - iii. Apply spin if desired. Do not modify previously recorded defensive rolls. Defensive rolls just made are modified and recorded with modifications.
 - c. If the attacker's roll generates shifts, apply the number of shifts as a hit to the corresponding box on the Frame stress track and mark all boxes below as well.
 - d. Wherever a defender succeeded by three or more, spin is awarded to the defender.

5. damage control

Engineering and Computer Skills can be used to effect repairs, to a maximum of one roll per ship for each of Frame and Data stress track repair. Repair rolls are considered simultaneous, and the same character may not attempt both rolls. The target for repair rolls is the highest marked box on the relevant track, and success is measured in shifts: players may erase all the boxes below the degree of success.

Repeat phases 1-5, as necessary.

social combat play sheet

1. Caller polls the table in order of descending Charm or by any other fixed method that seems appropriate to the topic at hand. We often find that simply going clockwise around the table is adequate, perhaps starting with the highest Charm.
2. For each player, callers asks for an action which is one of move, Composure attack, move another, obstruct, or maneuver and declare the target if there is one.
 - a. Caller asks for compels. If accepted, skip to the next player.
 - b. Caller asks player to make his free move
 - c. Caller asks for Skill to be used and verifies that it has not been used twice in a row
 - d. A roll is made according to the specific action (see below).
 - e. Aspects are invoked or tagged to improve the roll as per the Aspects rules
 - f. Caller offers any spin on the table
 - g. Resolution is announced by the caller and players narrate the results
3. Once all players have taken a turn, check off a timer box on the time track
4. Examine the map for victories. If no one has won, repeat.

move (unopposed)

Player rolls $4dF + \text{Skill}$ and may move his character this many zones, expending points for borders as in personal combat. Roll is modified by tags, invokes, and so on exactly as any other roll.

The move action represents the character aligning himself with his interests (moving towards a target zone) or feigning alignment with another in order to be more effective (moving closer to another in order to reduce range modifiers).

composure attack (opposed)

1. Player declares a target of the attack
2. Target player declares the Skill to be used to defend and narrates his defense.
3. Both players roll $4dF + \text{Skill}$ and count shifts. Reduce the shifts by the range between characters. Rolls are modified by tags, invokes, and so on exactly as any other roll.
4. If the attacker has shifts, they may be mitigated by Consequences.
5. The defender's Composure stress track is marked at the box indicated and all boxes below.
6. If the attacker fails his roll by three or more (gets three or more negative shifts), the defender gets spin.

The Composure attack represents an attempt to remove a character from play by making her ineffective.

obstruct (unopposed)

1. Player declares a target zone to attack.
2. Player rolls $4dF + \text{Skill}$. Roll is modified by tags, invokes, and so on exactly as any other roll.
3. Reduce the number of shifts by the range to the target zone.
4. If any shifts are generated, the player may increase any pass values in the target zone such that the total is no greater than the number of shifts.
5. If a pass value already exists on the border, it is increased by however many shifts are allotted to it.

The Obstruct action represents efforts to pin a character into his current mind-set or deflect him from ideas that would be contrary to the acting character's interests.

maneuver (unopposed)

1. Player declares a target zone.
2. Player rolls 4dF + Skill and subtracts the range to the target zone. Roll is modified by tags, invokes, and so on exactly as any other roll.
3. If any (or exactly zero) shifts are generated, the player may add an Aspect to the target zone, and that Aspect may be free-tagged once in the course of the scene.

A maneuver adds a free-taggable aspect that reflects a change in the social situation that does not directly affect the principle actors in the social combat.

move another (opposed)

1. Player declares a target of the attack
2. Target player declares the Skill to be used to defend and narrates his defense.
3. Both players roll 4dF + Skill and count shifts. Reduce the shifts by the range between characters. Rolls are modified by tags, invokes, and so on exactly as any other roll.
4. If the attacker has shifts, he may move the defender that many zones.
5. If the attacker fails his roll by three or more (gets three or more negative shifts), the defender gets spin.

The move another action is a careful effort to persuade. It represents effective rhetoric, brilliant argument, seduction, and like forms of persuasion. The acting character is trying to manipulate the target character directly.

running the player action part of the sequence

Once the player declares his character's actions the caller will ask the player to make his free move. The player may then move his character a single zone if he wants to.

The caller will then ask the player what Skill will be used for his action. The table will verify that the Skill was not used immediately previous.

You may not use the same Skill twice in a row.

Once the Skill is announced, the caller will ask the table for compels. A compel can involve any of the acting character's Aspects, any Aspect on his equipment, any Aspect on the zone he is in, or any Aspect on the scene. Anyone wanting to compel should hold up a fate point token and name the Aspect being compelled. The caller will verify that it is a legitimate Aspect for a compel and the acting player can either accept the fate point (and thus the compel) or pay the compelling player's character a fate point and deny the compel.

If a compel is accepted by the player, go to the next character (possibly one run by the same player).

Each action requires a 4dF + Skill roll to resolve. Once the dice are on the table, Aspects may be invoked or tagged by all participating players as appropriate. The usual rules for tagging Aspects apply: you may tag only one of each category of Aspect except for free-taggable Aspects, of which you may tag as many as are available. A tagged or invoked Aspect adds 2 to the roll or allows a re-roll.

During the Aspect tagging, the caller will offer all players any spin that's on the table in order to improve their rolls. It can be spent to add one to a roll.

Once all negotiable dice modifications are complete, the caller announces the resolution of the roll (who won) and directs the appropriate player to narrate the result. The authority to narrate depends upon the action declared.

When all players have had a turn, the caller then checks a box on the time track and determines whether the victory conditions have been met. If there is a victory, he announces it and hands control to the referee. If there is no victory, he begins the next turn.

platoon combat play sheet

1. The caller names the next actor and asks for actions.
 - a. Actor selects a platoon that has not acted this turn and for each unit in that platoon:
 - i. Determine platoon membership, based on range and communication.
 - ii. Pick up any Interdiction tokens placed by the unit previously and remove one jamming counter if there are any.
 - iii. Select an action for the unit and name its target (if any). If the unit is an aircraft on the LAUNCH! box it can be placed on the map and its turn ends.
 - iv. The caller calls for compels. If a compel is offered, the Actor may take the fate point and skip this unit or pay a fate point and continue. A compel must refer to an Aspect on the unit, the platoon, the zone, or the map.
 - v. Optionally move the unit 1 zone (a free move).
 - vi. Resolve action as per the specific action listed below. Generally, roll Skill + 4dF, possibly versus a defensive roll of Skill + 4dF. Success is achieved by zero or more shifts. Adjust the rolls by invoking Aspects on the attacking unit, tagging enemy or friendly Aspects (unit or platoon), tagging Consequences on the defending unit, tagging Aspects on the attacker or defender's zone, or spending spin. Resolve the attack (apply damage, garner spin, place new Aspects, move)
 - vii. If the unit is an aircraft, place it on the RE-ARM box on the re-arm track.
 - b. Actor proceeds to the next unit she wishes to act.
2. When all units in the platoon have acted, the platoon is marked Acted.
3. If all platoons of all players have been marked Acted, the caller announces a new turn and has all platoon markers removed.

move

1. Roll Movement Skill and move the number of shifts up to the maximum movement.
2. If your movement places you in (or passes through) the same zone as an enemy unit, both you and it gain a SPOTTED marker of value 3 and the moving unit ceases movement.
3. For artillery, roll Movement against a SPOTTED marker value and reduce its value by the number of shifts.
4. For aircraft units, move the number of shifts along the Re-arm track.
5. Aircraft on their LAUNCH! box may be placed (without a roll) on any zone on the map or any battery zone off the map. Aircraft in a battery zone may be attacked exactly as spotted artillery, though only with Anti-air Skills from a unit on the same artillery card as the spotted artillery unit.
6. If movement takes a unit out of LOS from all enemy units, remove a SPOTTED marker.
7. Caller offers compels to halt in each zone moved through.

attack (range, los)

1. Roll your appropriate attack Skill against enemy Armour Skill on any unit with a SPOTTED marker, counting shifts as damage. If the defender has already been fired on this round, use the recorded value instead of rolling. If this is the first defense, record the roll after invokes have been added to it. Subtract range to target. Add the minimum range of the attack type (zero for Hand-to-Hand, one for Direct Fire, two for Indirect Fire). -3 shifts gains spin for the defender. This extra arithmetic is basically saying that the range count, for purposes of modifying the attack roll, starts (as zero) at the minimum range of the weapon.
2. Indirect Fire may not act at range zero or 1. Direct Fire may not act at range zero. Hand-to-Hand may ONLY attack at range zero. Anti-air may attack at any range but recall that all ranges from ground to aircraft are increased by one. Range from aircraft to aircraft are counted normally. Artillery attacks targets without range modification. At-

tacks on artillery in an off-map “battery zone” are at effective range 10 when attacked by on-map units.

3. Units that attack are automatically spotted: for Indirect Fire, add a SPOTTED marker of value 1. For Direct Fire, add a SPOTTED marker of value 2. For Hand-to-Hand add a SPOTTED marker of value 3. If the unit already has a SPOTTED marker, increase it by this value. A SPOTTED marker can be no larger than 4.
4. Before applying shifts as damage, the defender may reduce the shifts by applying Consequences. Each Consequence reduces the shifts by two and becomes a free-taggable Aspect on the platoon. A platoon may have no more than three Consequences.
5. Mark the remaining number of shifts as a hit on the corresponding box on the defending unit’s Morale track and all boxes below it. A hit past the end of the morale track takes out the unit.

interdict (range, los)

Select a target zone. Roll your appropriate attack Skill against target zero. Subtract range to target zone. Distribute shifts as pass values on any border for that zone (thus 4 shifts could place a pass value 2 on two borders, 4 on one border, 1 on 4 borders, or any other combination). Interdiction lasts until the beginning of the attacker’s next turn. Interdiction attacks grant SPOTTED markers exactly as attacks.

rally

Roll Command against highest Morale track hit to repair track hits by shifts (as repair on spacecraft). Can roll against any unit in the platoon.

jam

Roll Signals against another unit’s Signals. For each shift generated, place an OOC counter on the attacked unit. Failure by three or more generates spin for the defender. Note that this attack is especially effective against a leader unit. Jamming ignores range.

unjam

Roll Signals against zero and remove the shifts in OOC counters from yourself. If this unit is a leader unit, it may remove OOC counters from members of its platoon.

maneuver (range)

Roll any Skill + narrative and subtract range to target zone. Success places an Aspect on a zone. The Aspect is free-taggable once by an allied unit. Use maneuvers to model artillery cratering (“Cratered”), forward observation (“Laser designated”), covering fire (“Keeping heads down”), and so on.

Maneuvers that use Direct Fire, Indirect Fire, or Hand-to-Hand grant SPOTTED markers exactly as attacks of those type.

Maneuvers cannot be used to place an Aspect on a Unit.

spot (los)

Roll Observation against Camouflage for any artillery that has fired or any other unit in line of sight. On any success, any allied unit may act on the spotted unit. Place a SPOTTED marker on the unit including the number of shifts. Failure by three or more generates spin for the defender. If the unit already has a SPOTTED marker, increase it by the number of shifts.

cover

Roll Camouflage against a target value of zero and reduce any SPOTTED markers on the unit by the number of hits achieved.

The Ladder

+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Decent
+1	Average
+0	Mediocre
-1	Poor
-2	Terrible

Time Track

Instant
A few moments
Half a minute
A minute
A few minutes
15 minutes
Half an hour
An hour
A few hours
An afternoon
A day
A few days
A week
A few weeks
A month
A few months
A season
Half a year
A year
A few years
A decade
A lifetime

Technology

4	On the verge of collapse
3	Slipstream mastery
2	Slipstream use
1	Exploiting the system
0	Exploring the system
-1	Atomic power
-2	Industrialization
-3	Metallurgy
-4	Stone age

Environment

4	Many garden worlds
3	Some garden worlds
2	One garden and several survivable worlds
1	One garden and several hostile environments
0	One garden world (and perhaps additional barren worlds)
-1	Survivable world
-2	Hostile environment (gravity but dangerous atmosphere)
-3	Barren world (gravity, no atmosphere)
-4	No habitable worlds at all

Resources

4	All you could want
3	Multiple exports
2	One significant export
1	Rich
0	Sustainable
-1	Almost viable
-2	Needs imports
-3	Multiple dependencies
-4	No resources