

STARPORT SCUM FLAVOR

	#	1	2	3	4	5	6
Corporations	1	Advertising	Cybernetics	Gambling	Law Enforcement	Mining	Security
	2	Aerospace	Electronics	Gemstones	Liquor	Pharmaceuticals	Shipyards
	3	Agriculture	Entertainment	Engineering	Livestock	Plastics	Snacks
	4	Armaments	Exploration	Grav Vehicles	Maltech	Prisons	Software
	5	Biotech	Financial	Ideology	Mercenary Work	Publishing	Telcoms
	6	Construction	Fuel Refining	Journalism	Metallurgy	Robotics	Transport

	#	1-2	3-4	5-6
Governments	1	Anarchy	Feudal	Stratocracy
	2	Aristocracy	Hereditary	Technocracy
	3	Autocracy	Kleptocracy	Theocracy
	4	Bureaucratic	Military	Totalitarian
	5	Corporate	Plutocracy	Tribal
	6	Democracy	Republic	Viceregency

	#	Economy
Economy	1	Bartering
	2	Capitalist
	3	Capitalist
	4	Communist
	5	Socialist
	6	Socialist

	#	Hydrosphere	Temperature
Planets - 1	1	Arid	Searing (+1 Terrain)
	2	Dry	Hot
	3	Moderate	Temperate
	4	Moderate	Temperate
	5	Moist	Cool
	6	Saturated	Frigid (-1 Terrain)

	#	Facilities
Starport	1	Landing field only
	2	Limited services, no fuel
	3	Fuel, basic services
	4	Standard services
	5	Expanded services
	6	Interstellar Hub

	#	Arid Terrain	Dry Terrain	Moderate Terrain	Moist Terrain	Saturated Terrain
Planets - 2	1	Plateau	Plateau	Forest	Forest	Glacier
	2	Barren	Barren	Mountain	Jungle	Jungle
	3	Crater	Crater	Ocean	Mountain	Jungle
	4	Desert	Desert	Plain	Ocean	Ocean
	5	Mountain	Mountain	Urban (+1 Population)	Urban (+1 Population)	Urban (+1 Population)
	6	Plain	Plain	Jungle	Plain	Wetlands

	#	Gravity	Population	Tech Level
Planets - 3	1	Zero	Hundreds	Stone
	2-3	Light	Thousands	Information
	4-5	Standard	Millions	Interstellar
	6	Heavy	Billions	Industrial