Name
Species
Terrain
Population Density

STARSIEGE EVENT HORIZON

Statistics

M ight | **I** nfrastucture | **C** onnectivity | **E** ducation | **C** ohesion | **L** aw

Tech Score
Galactic Standard

Wealth Score
Debt Score

Psi Score
Galactic Standard

Industries

Prime	Bonus
◇ **Awareness**	
◇ **Combat**	
◇ **Entertainment**	
◇ **Environmental**	
◇ **Transport**	
◇ **Lore**	
◇ **Manufactuing**	
◇ **Persuasion**	
◇ **Spiritual**	

Facilities

	Bonus	Reactive Track

Populace Track

Unstable ☐ In Collapse ☐

☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Base Defense Bonus
+
+
+
+

Populace Defense Bonus

Society Track

Unstable ☐ In Collapse ☐

☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Base Defense Bonus
+
+
+
+

Society Defense Bonus

Resources Track

Unstable ☐ In Collapse ☐

☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Base Defense Bonus
+
+
+
+

Resources Defense Bonus

Description

Conflict Damage

Theatre	Populace	Society	Resources
Awareness	2 Damage	1 Damage	0 Damage
Combat	1 Damage	1 Damage	1 Damage
Entertainment	0 Damage	2 Damage	1 Damage
Environmental	1 Damage	1 Damage	1 Damage
Transportation	1 Damage	0 Damage	2 Damage
Lore	0 Damage	2 Damage	1 Damage
Manufacturing	1 Damage	0 Damage	2 Damage
Persuasion	1 Damage	1 Damage	1 Damage
Spiritual	2 Damage	1 Damage	0 Damage