New System Setup Idea

Systems now have….

Capacity: (as before)

Census: (as before)

Morale: (as before)

Infrastructure: Infrastructure represents the system's commercial and industrial base which allows it to use its population to best exploit the commercial and natural potentials of the system. This replacement for "productivity" works the same way. Utilized Infrastructure is added to Commerce to determine the EP income a trade fleet in the system provides, and is multiplied times Resources to determine the total EP income the system's industry and population provide each turn. Just like Productivity, Infrastructure can be purchased at a cost of 10xNew Level of Infrastructure.

Resources: This replaces "raw," but has the same effect.

Commerce: Commerce represents both non-industrial resources with trade potential, and the system's own internal prosperity. This new statistic can be increased just like Infrastructure, but costs only 6x the new level of Commerce to be purchased. Commerce can never be increased above the Census level of the system.

System Name	CAP	CEN	MOR	RES	INF	COM	Industrial EP (RESxUINF)	Trade Fleet EP (COM+UINF)
Unimportant	4	2	2	1	1	1		
Minor	6	4	3	2	2	2		
Major	8	6	4	4	3	3		

Roll	Bonus Name (Uninhabited)	Bonus Name (Inhabited)	CAP	CEN	MOR	RES	INF	COM	Special Note
2	Ultra-Rich	Factory World				+3	+1	+1	Uninhabited ignores INF, MOR, CEN
3	Mild Climate	Agricultural Sector	+1			+1		+1	Uninhabited ignores INF, MOR, CEN
4	Favorable Geography	Fair Government	+1	+1	+1				Uninhabited ignores INF, MOR, CEN
5	Fuel Reserves	Fuel Refining				+1	+1	+1	Uninhabited ignores INF, MOR, CEN
6	Precious Minerals	Commerce World		+1			+1	+2	Uninhabited ignores INF, MOR, CEN
7	Heavy Metals	Industrial Sector		+1		+2	+1		Uninhabited ignores INF, MOR, CEN
8	Cave Systems	Mega-Cities	+1	+2			+1		Uninhabited ignores INF, MOR, CEN
9	Habitable Caves	Thriving Society	+1	+1	+2				Uninhabited ignores INF, MOR, CEN
10	Thriving Biosphere	Eco-Balanced	+2		+1			+1	Uninhabited ignores INF, MOR, CEN
11	Anomaly (roll again)								
12	Homeworld								