Stats for Things

Buildings:

1. Mud Homes: 5 labor, population in city receives shelter bonus, wash away in rain
   1. Log Cabins: 15 labor, permanent shelter bonus
2. Outpost: 10 labor, allows settlement in new territory
   1. City: 40 labor, children are now born here in an amount equal to your breeding every time your civ levels; additionally, Gen Pool also increases by your Gen for each city
3. Farm: 20 labor, Food +4
4. Mushroom Farm: 10 Labor, +1 Mushroom per turn
5. Walls: 30 labor, Defense +2
6. Tunnel Defense: 30 Labor, all underground buildings provide Defense +1
7. Laboratory: 15 labor, Research +2, allows training Scientists
8. Hall of Wonders: 40 Labor, allows Illusion Gen tech, may train Illusionists
9. Caravan: 10 Labor, can transport cities under 10 population
10. Barracks: 30 Labor, combat bonus +1 to all soldiers
11. Library: 10 Labor, Diplomacy +2, experiments are twice as effective
12. Workshop: 40 Labor, allows construction of items that have been discovered

Tech:

1. Fuel: 20 research
2. Incubation: 10 research
3. Celestial Gen: 25 research
4. Illusion Gen: 10 research
5. Soil Mastery: 10 research, gives Farms +2 food production, also reinforces Mud Homes to be Fortified
6. Boats: 15 research
7. Poison: 15 research
8. Robotics: 25 research
9. Telepathy: 15 research

Food:

1. Food already found?
   1. Yes – roll 1d2, find 1d4 food on 1, no food on 2
   2. No – find 1d4 food, unless area is above-average food, then find 1d6 food

Random Weather Events:

1. Every day roll on the following table:
   1. 1: Rain in a random tile and each tile touching it; penalty to all actions unless that population has shelter; if a cold area, snow instead; if a desert-like area, no rain unless aberration on 1d2; if an area with water accessible, flood on aberration on 1dX (X is number of water sources touching that tile), floods destroy a random structure and a random citizen in that tile
   2. 2: Drought in a random tile and each tile touching it; food production on affected tiles is reduced by half; no water movement on adjacent rivers or lakes; wooded areas catch fire on aberration on 1d2, wildfires destroy a random structure and a random citizen in that tile
   3. 3: Meteor Shower in a random tile and each tile touching it; increase all Gen use in affected tiles by +4 (double in Gen Zones); on aberration on 1d2, asteroids collide with a random affected tile, crushing a random structure and a random citizen in that tile
   4. 4: Earthquake in a random tile and each tile touching it; penalty to all actions in affected tiles unless cities are fortified; random structure in each affected tile is destroyed; on aberration on 1d2, select a random tile and crush a random citizen in it; Canyons always suffer 2 crushed buildings and 1d6 crushed citizens
   5. 5: No weather

Territory Generation:

1. Always start on top side and move clockwise
2. Rings expand outward, first number is ring number, second number is the tile’s distance from spot 1 on the ring
3. Roll 1d6 for continuation of adjacent land types, in order, with highest value meaning aberration, and same-terrain doesn’t count more than once
4. When placing a new civilization’s starting tile, also place a tile in each adjacent blank space
5. If starting a new civilization that prefers water, roll 1d2 for each potential non-water accessible terrain to see if it acquires water (higher roll is aberration)
6. When placing a new civilization, find and number all blank territories in the innermost ring
   1. As long as there is more than one blank territory, roll appropriately and place civilization there, unless you roll high (means aberration, same process but put them in the next ring out)
7. When placing a territory that’s water accessible, first roll 1d2 to determine if the water is a river (1) or a lake (2)
8. If river, roll 1d6 to determine which side the river is on
   1. Then, if the river ends at a non-water accessible tile, stop
   2. If it lands at a water accessible tile, roll 1d2 as appropriate to determine which side the river continues toward
   3. Repeat this process until the river ends at a non-water accessible tile
   4. Note that a water-accessible tile needs only be connected to water on one side and/or have a lake within it; skip the water generation step completely when placing a new water-accessible tile that is already connected via river or complete-water tile
9. If lake, place it in the tile and you’re done