

GameMaster Notes

Colony Population Profiles

As noted in V5.60, Star Systems colonized by the Teams have civilian populations at most Development Levels. As shown in **Annex V-K: Colony Populations**, once a Star System attains Development Level 2, these populations begin to have an effect on any military actions in the Star System. At Development Level 5 and higher, the impact can be quite substantial.

The following table shows the possible civilian population range at each Development Level, along with the possible range for the Itinerant Population (the portion of the civilian population that doesn't permanently reside on the Class M planet). Finally, the numerical range of militia units that can be drawn from the civilian population under V5.643 is shown.

This table is presented for convenient reference and does not substitute for the procedure in V5.643 or the table in **Annex V-K**.

Development Level	Civilian Population Range	Itinerant Population Range	Militia Unit Range
0	30 – 80	N/A	N/A
1	200 – 700	N/A	N/A
2	1000 – 6000	750 – 4500	1 – 6
3	10,000 – 50,000	6,000 – 30,000	3 – 10
4	100,000 – 400,000	40,000 – 160,000	4 – 16
5	2,000,000 – 3,000,000	100,000 – 200,000	15 – 45
6	10,000,000 – 30,000,000	20,000 – 60,000	27 – 81
7	100,000,000 +	30,000 – 120,000	35 - 140

End of GameMaster Notes: Colony Population Profiles