



^ This scale was created by

^ The standardized name of this new scale

^Symbol ^ Acronym

^ A short description of this scale. - 2006/05/01 /PROBAYAW/Metascales/Disaster.cdr

In publications please acknowledge that this scale is based on the Meta Scale System template

for scaling complex phenomena developed from Probaway # 30 by Charles Scamahorn. probaway@gmail.com www.probaway.com

Labeled arabic numeral	Scalable graphic symbol	Common group and action term	Unique standard name	Equivalent percent measures based on 2000 AD pop	Original conditions based at a 2000 AD like level of development	New reasons for the processes to proceed; as aided, and caused by aggravating factors	Changes which are developing during similar catastrophe processes	Description of the typical conditions at the end of the processes	Historically known or similar examples of this level of disaster
DISS~0		Person murdered	Permurd	~1 death 1x10 ⁰ dead 10 desperate 10 Megadollars	Individual feels personal imbalance with society and personal relationships and seeks redress.	Individual has easy access to personal weapons such as guns, explosives, matches and it is easy to justify violent acts.	Personal relationships have a major break and change to new balances which are stable but more stressful.	Perpetrator has reduced stress relative to victim but more overall stress because of fewer limits on violence.	Archduke Ferdinand;
DISS~1		Family killed	Famkil	~10 deaths 1x10 ¹ dead 100 desperate 100 Megadollars	Individuals feel personal imbalance with society and relationships with other isolated groups.	Individuals and personal acquaintances have discord with similar individuals and groups and seek power.	Individual seeks control and forms a group of like minded persons to dominate or influence others.	Perpetrators and cohorts have reduced stress and increased respect but at the risk of legal and extralegal revenge.	Jack the Ripper; Chicago Haymarket;
DISS~2		Village slaughtered	Villsla	~100 deaths 1x10 ² dead 1K desperate 1 Gigadollars	Small business or tribes have livelihood interests which intend to maximize group's personal profits.	Group has legal protections for behavior which exploit others and put them at excess risk.	Exploitation of existing technical and legal systems enhance the wealth, power and status of some groups.	Exploiters have increased power and wealth and have suppressed most dissent with legal and extralegal methods.	Garment workers fire; Mountain Meadows;
DISS~3		Community ravaged	Commrav	~1 Kilodeaths 1x10 ³ dead 10K desperate 10 Gigadollars	Large and varied population with interests have been suppressed by legal means and seek extralegal power.	Group has legal protections which are not sufficient so they exploit extralegal methods within the system.	Groups have sufficient size, power and organization to create massive disruptions within the larger society.	Well financed extralegals have both legal and extralegal power and respect but at the risk powerful forces attacking.	Titanic; Hurricane Katrina; World Trade center;
DISS~4		County devastated	Coundev	~10 Kilodeaths 1x10 ⁴ dead 100K desperate 100 Gigadollars	Large populations exposed to known preexisting stressors but correcting them is too costly.	Infrastructure is in ill repair so the common people are exposed to grave risks but they have no recourse.	Groups and their authorities have large capacities which are exploiting the public as the system collapses.	Large areas are destroyed and many people die but afterwards recovery is possible and fairly quick.	Caribbean Hurric 1780; Bangladesh floods; Dresden 1945;
DISS~5		City annihilated	Citnil	~100 Kilodeaths 1x10 ⁵ dead 1M desperate 1 Teradollars	Large area with large and exposed population is easy to target and hard to defend against stressors.	Large countries with big economies permit the creation of armadas of potent weapons and of atomic bombs 1940.	Victims of major assaults during war create new hatreds; new disease outbreaks make new vacuums.	Many cities and sections of societies have been destroyed but as they are embedded in a larger system they are rebuilt.	Sumatra Tsunami 2004; Hiroshima-Nagasaki; American Civil War;
DISS~6		Ethnic holocaust	Ethol	~1 Megadeaths 1x10 ⁶ dead 10M desperate 10 Teradollars	Huge risk is created by sustained and accumulating large scale projects without protections.	Technology permits many small countries with modest economies to make atomic bombs and bioweapons ~ 1990.	Large societies in major conflict with many dead on all sides which is creating new angry instabilities.	Whole sections of countries have been destroyed but as they are embedded in a larger system they are slowly rebuilt.	Jewish Holocaust; World War I; Yellow River 1320;
DISS~7		Pan-National war	Panwar	~10 Megadeaths 1x10 ⁷ dead 100M desperate 100 Teradollars	Vast economy permits large numbers of massive local stressors to accumulate moving away from stability.	Advanced technology permits small groups with moderate money to make atomic bombs and bioweapons ~ 2010.	Large allied nations defeated with humiliated resentment festering amongst them and they thirst for revenge.	Large areas of prime economy mostly destroyed; delivery of basic materials becomes difficult for a few years.	Influenza 1918; World War II; Cultural Revolution;
DISS~8		Nations destroyed	Natdes	~100 Megadeaths 1x10 ⁸ dead vast desperation money doubtful	Worldwide economy creates national resource distress and resource based demands multiply tensions.	Large countries with big economies permit the creation of tritium bombs and targeted invisible weapons ~ 1990.	Large allied nations at war, and huge countries at civil war using hi-tech weapons created for MAD create chaos.	Vast areas of prime economy destroyed; delivery of resource materials to some places is difficult for many years.	Mongol invasions; Thirty Years war;
DISS~9		Societies vanish	Socvan	~1 Gigadeaths 1x10 ⁹ dead all money worthless	Worldwide economy in time and depth consumes natural resources and stresses Earth beyond capacity.	High technology permits the development of tritium bombs and targeted bioweapons; by groups and individuals.	High technology permits the creation of high energy weapons so cheaply they are available to nearly all.	Vast areas of prime property totally destroyed; delivery of food materials becomes hard; recovery takes over 20 years.	Black Death of 1346; Smallpox;
DISS~10		Humanity dissolves	Humdis	~100 Megasurvive 1x10 ⁸ living	Worldwide economy has been destroyed and basic materials like water, oil and power are hard to get.	High technology permits the use of weapons which although made earlier in better times are still available.	Everyone is holed up for months but only isolated pockets survive on stored materials, a little farming.	Most sections of good property are gone and even the delivery of survival materials becomes only locally possible.	War kills everyone in entire areas leaving only remote patches of survivors
DISS~11		Survivors implode	Surimp	~1 Megasurvive 1x10 ⁶ living	People are surviving in small groups on war leftovers and human powered farming.	Weapons although made earlier are still available and are used for extorting what little remains from others.	People are still fighting over access to leftovers of earlier hi-tech societies. Few are trying to make stuff.	Hi tech communication is still possible and many highways are still useable but power for transportation is very costly.	Both American continents natives nearly exterminated, 1492AD+; and 8000BC+.
DISS~12		Sapiens savaged	Sapsav	~10 Kilosurvive 1x10 ⁴ living	Scattered groups struggle to get things but the earth is so contaminated that nearly all efforts fail.	Most of preexisting hi-tech is no longer available and worldwide the environment itself is very dangerous.	Small scattered groups are still in occasional contact but little remains to be traded. It is hard to farm.	Hi tech communication has ended because parts are gone and no way to make new ones; knowledge base dissolves away.	Eruption of Mt Toba in Sumatra ~73Kiloyear, kills all but ~6,000 humans.
DISS~13		Sapiens endangered	Sapend	~100 survivors 1x10 ² living	Small groups of people rarely dare go out and try to find something to eat and usually die trying.	There is no access to the creation of previous materials and little remains to be found for survival.	A few bands of isolated people living mostly in mines raiding outside into a very hostile environment.	Hi tech communication has ended and no one left to trade with knowledge base is limited to personal word of mouth.	Chixulube ~65Megayear, kills nearly all life not located in a protected locations.
DISS~14		Human Extinction	Humex	~1 survivor 1x10 ⁰ living	A lone individual, such as the Greenlandic man, living and dying on the beach as our world has vanished.	Too few humans remain to maintain genetic viability of the intelligent species homo sapiens.	Gradually with so few people the survivors have no culture and no historical knowledge of the very real dangers.	Homo Sapiens, the wise men, have exterminated themselves and almost all multicellular life. Wait 500 Megayears.	All life not isolated from the surface in hundred year shelters is dead.