**SPACE VESSEL & FLIER COSTING TABLES**

# Space Vessels

*Ladybug*: B 1, W 0, S 0, E: none, R 2 [M 2, P 10, K 250, L 0, $ 900 KCR]

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| **Cost (KCR)** | **Item** |
| 200 | Base superstructure |
| 200 | 1 battle station (1 x 200 KCR) |
| 200 | 2 repair points (2 x 100 KCR) |
| 300 | Movement rate 2 (3 x 100 KCR) |
| 0 | Passenger capacity 10 (incl. in base superstructure) |
| 0 | Cargo capacity 250 item points (incl. in base superstructure) |
| **900** | **TOTAL = 900 KCR** |

*Century Phoenix*: B 3, W+2, S 1, E: none, R 5 [M 5, P 5, K 125, L 0, $ 3.5 MCR].

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| **Cost (KCR)** | **Item** |
| 200 | Base superstructure |
| 600 | 3 battle stations (3 x 200 KCR) |
| 400 | Weapon modifier +2 (2 x 200 KCR) |
| 200 | 1 shield point (1 x 200 KCR) |
| 500 | 5 repair points (5 x 100 KCR) |
| 1500 | Movement rate 5 (15 x 100 KCR) |
| 0 | Passenger capacity 5 (incl. in base superstructure) |
| 0 | Cargo capacity 125 item points (incl. in base superstructure) |
| 0 | *Additional costs:* |
| 100 | 2+ battle stations |
| **3500** | **TOTAL = 3.5 MCR** |

*Ion Interceptor*: B 3, W +3, S 2, E: 2 photon torpedoes: +3/ROF 2, R 5 [M 3, P 0, K 0, L 0, $ 3.5 MCR].

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| **Cost (KCR)** | **Item** |
| 200 | Base superstructure |
| 600 | 3 battle stations (3 x 200 KCR) |
| 600 | Weapon modifier +3 (3 x 200 KCR) |
| 400 | 2 shield points (2 x 200 KCR) |
| 100 | Capacity for 2 expendables (2 x 50 KCR) |
| 500 | 5 repair points (5 x 100 KCR) |
| 600 | Movement rate 3 (6 x 100 KCR) |
| 0 | *Additional costs:* |
| 100 | 2+ battle stations |
| 0 | *Expendables:* |
| 400 | 2 photon torpedoes (2 x 200 KCR) |
| **3500** | **TOTAL = 3.5 MCR** |

*Warbird*: B 1, W +10, S 4, E: 4 mini-nukes: +2d6/ROF 1, R 0 [M 4, P 0, K 0, L 1, $ 6.1 MCR].

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| **Cost (KCR)** | **Item** |
| 200 | Base superstructure |
| 200 | 1 battle station (1 x 200 KCR) |
| 2000 | Weapon modifier +10 (10 x 200 KCR) |
| 800 | 4 shield points (4 x 200 KCR) |
| 200 | Capacity for 4 expendables (4 x 50 KCR) |
| 1000 | Movement rate 4 (10 x 100 KCR) |
| 100 | 1 life pod (1 x 100 KCR) |
| 0 | *Expendables:* |
| 1600 | 4 mini-nukes (4 x 400 KCR) |
| **6100** | **TOTAL = 6.1 MCR** |

*Devastator*. B 5, W +15, S 10, E: 5 smart bombs: +1d6/ROF 1 & 5 mini-nukes: +2d6/ROF 1, R 10 [M 4, P 200, K 5,000, L 40, $ 19.3 MCR].

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| **Cost (KCR)** | **Item** |
| 200 | Base superstructure |
| 1000 | 5 battle stations (5 x 200 KCR) |
| 3000 | Weapon modifier +15 (15 x 200 KCR) |
| 2000 | 10 shield points (10 x 200 KCR) |
| 500 | Capacity for 10 expendables (10 x 50 KCR) |
| 1000 | 10 repair points (10 x 100 KCR) |
| 1000 | Movement rate 4 (10 x 100 KCR) |
| 400 | Passenger capacity 200 (4 x 100 KCR) |
| 1000 | Cargo capacity 5,000 item points (10 x 100 KCR) |
| 4000 | 40 life pods (40 x 100 KCR) |
| 0 | *Additional costs:* |
| 200 | 4+ battle stations (2 x 100 KCR) |
| 800 | 40 life pods (8 x 100 KCR) |
| 200 | Passenger capacity 200 (2 x 100 KCR) |
| 500 | Cargo capacity 5,000 item points (5 x 100 KCR) |
| 0 | *Expendables:* |
| 1500 | 5 smart bombs (5 x 300 KCR) |
| 2000 | 5 mini-nukes (5 x 400 KCR) |
| **19300** | **TOTAL = 19.3 MCR** |

# Fliers

*Rocket-Stick*. DD 1, A 0, AC 10, S 0, #AT 1/1d6, E: none [M 1, P 0, K 10, $ 125 KCR].

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| **Cost (KCR)** | **Item** |
| 50 | Base airframe |
| 25 | 1 damage die |
| 25 | Machine gun |
| 25 | Movement rate 1 |
| 0 | Cargo capacity 10 item points |
| **125** | **TOTAL = 125 KCR** |

*Aeroflyte*. DD 1+4, A 0, AC 12, S +2, #AT 1/2d4, E: none [M 4, P 10, K 1,000, $ 850 KCR].

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| **Cost (KCR)** | **Item** |
| 50 | Base airframe |
| 25 | 1 damage die |
| 100 | Damage dice +4 (10 x 10 KCR) |
| 100 | Armour class 12 (2 x 50 KCR) |
| 150 | Speed +2 (3 x 50 KCR) |
| 75 | Air cannon |
| 250 | Movement rate 4 (10 x 25 KCR) |
| 0 | Passenger capacity 10 |
| 50 | Cargo capacity 1,000 item points (2 x 25 KCR) |
| 0 | *Additional costs:* |
| 25 | Armour class +2 |
| 25 | Cargo capacity 1,000 item points |
| **850** | **TOTAL = 850 KCR** |

*Rotocopter*. DD 3, A 2, AC 14, S +2, #AT 2/1d6, E: 2 missiles/1d6+2, ROF 2 [M 3, P 0, K 0, $ 1.175 MCR].

| **Cost (KCR)** | **Item** |
| --- | --- |
| 50 | Base airframe |
| 150 | 3 damage dice (6 x 25 KCR) |
| 75 | 2 armour points (3 x 25 KCR) |
| 200 | Armour class 14 (4 x 50 KCR) |
| 150 | Speed +2 (3 x 50 KCR) |
| 100 | Dual machine guns |
| 50 | Capacity for 2 expendables (2 x 25 KCR) |
| 150 | Movement rate 3 (6 x 25 KCR) |
| 0 | *Expendables:* |
| 150 | 2 missiles (2 x 75 KCR) |
| 0 | *Additional costs:* |
| 25 | 2+ damage dice |
| 25 | 2 armour points |
| 50 | Armour class +4 (2 x 25 KCR) |
| **1175** | **TOTAL = 1.175 MCR** |

*Dirigibubble*. DD 4+4, A 2, AC 14, S 0, #AT 2/1d6, E: 4 rockets/1d4+2, ROF 2 [M 1, P 50, K 2,000, $ 1.4 MCR].

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| **Cost (KCR)** | **Item** |
| 50 | Base airframe |
| 250 | 4 damage dice (10 x 25 KCR) |
| 100 | Damage dice +4 (10 x 10 KCR) |
| 75 | 2 armour points (3 x 25 KCR) |
| 200 | Armour class 14 (4 x 50 KCR) |
| 100 | Dual machine guns |
| 100 | Capacity for 4 expendables (4 x 25 KCR) |
| 25 | Movement rate 1 |
| 25 | Passenger capacity 50 |
| 100 | Cargo capacity 2,000 item points (4 x 25 KCR) |
| 0 | *Expendables:* |
| 200 | 4 rockets (4 x 50 KCR) |
| 0 | *Additional costs:* |
| 50 | 4 damage dice (2 x 25 KCR) |
| 25 | 2 armour points |
| 50 | Armour class +4 (2 x 25 KCR) |
| 50 | Cargo capacity 2,000 item points (2 x 25 KCR) |
| **1400** | **TOTAL = 1.4 MCR** |

*Demolisher*. DD 6+1, A 1, AC 20, S +1, #AT 2/1d8, E: 2 heat­seek­ers/1d8+2: +2 to hit, ROF 1 [M 3, P 0, K 0, $ 1.885 MCR].

| **Cost (KCR)** | **Item** |
| --- | --- |
| 50 | Base airframe |
| 525 | 6 damage dice (21 x 25 KCR) |
| 10 | Damage dice +1 |
| 25 | 1 armour point |
| 500 | Armour class 20 (10 x 50 KCR) |
| 50 | Speed +1 |
| 50 | Capacity for 2 expendables |
| 150 | Movement rate 3 (6 x 25 KCR) |
| 125 | Dual chainguns |
| 0 | *Expendables:* |
| 200 | 2 heatseekers (2 x 100 KCR) |
| 0 | *Additional costs:* |
| 75 | 6 damage dice (3 x 25 KCR) |
| 125 | Armour class +10 (5 x 25 KCR) |
| **1885** | **TOTAL = 1.885 MCR** |

*Impaler*. DD 10, A 5, AC 16, S +4, #AT 2/2d6, E: 2 megagrounders/1d8+3: -1 altitude & no speed modifier, ROF 1 [M 2, P 0, K 0, $ 3.625 MCR].

| **Cost (KCR)** | **Item** |
| --- | --- |
| 50 | Base airframe |
| 1375 | 10 damage dice (55 x 25 KCR) |
| 375 | 5 armour points (15 x 25 KCR) |
| 300 | Armour class 16 (6 x 50 KCR) |
| 500 | Speed +4 (10 x 50 KCR) |
| 250 | Dual ray guns |
| 50 | Capacity for 2 expendables |
| 75 | Movement rate 2 (3 x 25 KCR) |
| 0 | *Expendables:* |
| 400 | 2 megagrounders (2 x 200 KCR) |
| 0 | *Additional costs:* |
| 125 | 10 damage dice (5 x 25 KCR) |
| 50 | 4+ armour points (2 x 25 KCR) |
| 75 | Armour class +6 (3 x 25 KCR) |
| **3625** | **TOTAL = 3.625 MCR** |