

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]

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].

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	<i>Additional costs:</i>
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].

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	<i>Additional costs:</i>
100	2+ battle stations
0	<i>Expendables:</i>
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].

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	<i>Expendables:</i>
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].

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	<i>Additional costs:</i>
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	<i>Expendables:</i>
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].

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].

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	<i>Additional costs:</i>
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	<i>Expendables:</i>
150	2 missiles (2 x 75 KCR)
0	<i>Additional costs:</i>
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].

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	<i>Expendables:</i>
200	4 rockets (4 x 50 KCR)
0	<i>Additional costs:</i>
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	<i>Expendables:</i>
200	2 heatseekers (2 x 100 KCR)
0	<i>Additional costs:</i>
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	<i>Expendables:</i>
400	2 megagrounders (2 x 200 KCR)
0	<i>Additional costs:</i>
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