0	1	2	3	4	5
Name:	Gaia				
Designation	Lima				
Size	10				
Resources	Max	Utilization	Bonuses	Penalties	Output
T	5000	25	25		2500
O	15000	25	25		7500
M	15000	25	25		7500
E	10000	25	25		5000
S	1000	25	29		540
Production	34050				

Name:	Kilo				
Designation	Kilo				
Size	6				
Resources	Max	Utilization	Bonuses	Penalties	Output
T	1565	1	0		16
O	5210	2	0		105
M	8940	18	25		3845
E	3735	6	0		225
S	600	0	5		30
Production	4560.5				

Name:	Romeo				
Designation	Romeo				
Size	3				
Resources	Max	Utilization	Bonuses	Penalties	Output
T	1100	15	0		165
O	2405	11	0		265
M	3150	11	0		347
E	2770	21	0		582
S	300	0	0		0
Production	1980				

Name:	Mike				
Designation	Mike				
Size	1				
Resources	Max	Utilization	Bonuses	Penalties	Output
T	475	18	0		86
O	945	20	0		189
M	1495	1	25		389
E	700	22	0		154
S	100	0	10		10
Production	1142				

Name:	November				
Designation	November				
Size	5				
Resources	Max	Utilization	Bonuses	Penalties	Output
T	2240	20	0		448
O	6675	6	0		401
M	6275	12	5		1067
E	2540	17	0		432
S	500	0	5		25
Production	3647.5				

6	7	8	9	10
Resources	Banked	Incoming	Prod. Multiplier	
T	15405	Loading...	3	
O	52021	Loading...	1	
M	22659	Loading...	1	
E	12274	Loading...	1.5	
S	533	Loading...	7.5	
Total Production:	Loading...			

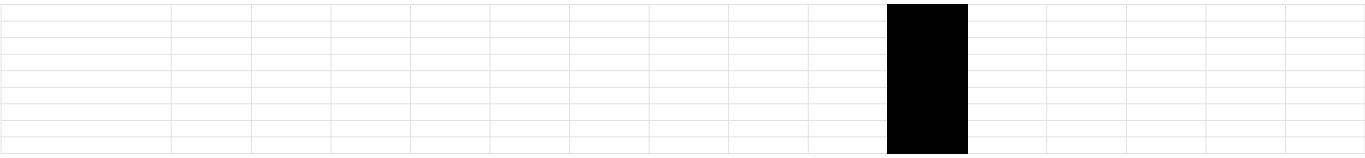
Resource Planner

	Expenses	End of Year Bank	Year+1 Bank	Expenses	End of Year Bank	Year+2 Bank	Expenses	End of Year Bank	Year+3 Bank	Expenses	End of Year Bank	Year+4 Bank
T	0	15405	Loading...	0	Loading...	Loading...	0	Loading...	Loading...	0	Loading...	Loading...
O	0	52021	Loading...	0	Loading...	Loading...	0	Loading...	Loading...	0	Loading...	Loading...
M	0	22659	Loading...	0	Loading...	Loading...	0	Loading...	Loading...	0	Loading...	Loading...
E	0	12274	Loading...	0	Loading...	Loading...	0	Loading...	Loading...	0	Loading...	Loading...
S	0	533	Loading...	0	Loading...	Loading...	0	Loading...	Loading...	0	Loading...	Loading...

Go to the New tab at the end of the document for my maths -Kash 0

Base Hull	"Anvil" Armoured		Set Ship Hull					
Class:	Destroyer							
Final Capacity Balance	Loading...							
Current Power Balance	Loading...				Save Design	Save		
S Slots Base	0	S Slots Free	Loading...		Save as:	Atlantia (bio)		
M Slots Base	2	M Slots Free	Loading...					
L Slots Base	1	L Slots Free	Loading...		Load Design	Load		
X Slots Base	0	X Slots Free	Loading...		Load From:	Crowd control		
Component To Add	Gravity Drive							
Add Component					Clear Design	Clear		
Production Cost:	Loading...							
Final Resource Cost:	1035	230	3695	1965	225			
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Anvil" Armoured Brawler	250	230	2600	950	130	85	175	
Bore Shield	50	0	170	150	15	-12	-30	
"Testudo" Hard Shield	200	0	50	80	0	-8	-10	
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
"Testudo" Hard Shield	200	0	50	80	0	-8	-10	
Bore Shield	50	0	170	150	15	-12	-30	
PEB Generator	0	0	175	80	25	-8	65	
Skip drive (destroyer)	75	0	120	175	15	-9	-66	
Wave Motion Gun	70		160	125		-15	-70	Large
Gravity Drive	70	0	100	125	20	-10	-45	

1110	230	3815	2135	240
	1	10		
	2	25		
	3	45		
	4	70		
	5	100		



Name	Type	T	O	M	E	S	Mission Capacit	Power	Size				
"Death Ray" Large	Weapon	150	0	220	100	10	-22	-40	Large	Available Types: Weapon, Component Infrastructure			
"Death Ray" Medium	Weapon	70	0	100	50	5	-10	-15	Medium				
"Garrote" Medium	Weapon	0	120	150	85	0	-13	-6	Medium				
"Honey Drone" Large	Weapon	130	325	650	650	0	-65	0	X				
"Honey Drone" Medium	Weapon	40	100	200	200	0	-20	0	X				
"Honey Drone" Small	Weapon	12	30	60	60	0	-6	0	X				
"Shattergun" Medium	Weapon	0	60	180	60	0	-12	-10	Medium				
"Shattergun" Small	Weapon	0	25	75	25	0	-5	-4	Small				
Bioplastic Armour	Component	0	50	0	10	0	-5	0					
Bore Drive (Cruiser)	Component	100	0	150	150	25	-15	-100					
Bore Shield	Component	50	0	170	150	15	-12	-30					
BoreNav Computer	Component	20	0	50	100	0	-5	-20					
DEATH Marines (Batteship)	Component	0	240	840	360	0	0	-24					
DEATH Marines (Corvette)	Component	0	10	35	15	0	0	-1					
DEATH Marines (Cruiser)	Component	0	120	420	180	0	0	-12					
DEATH Marines (Destroyer)	Component	0	60	210	90	0	0	-6					
DEATH Marines (Dreadnought)	Component	0	480	1680	720	0	0	-48					
DEATH Marines (Frigate)	Component	0	30	105	45	0	0	-3					
DEATH Marines (Leviathon)	Component	0	960	3360	1440	0	0	-96					
Eco-Bore Drive (Destroyer)	Component	70	0	100	100	20	-10	-60					
Gravity Drive	Component	70	0	100	125	20	-10	-45					
HOLLY-COM C&C (+45cp)	Component	0	50	200	50	25	-15	-50					
Mk 1b "Hornet" Large	Weapon	130	260	910	910	130	-65	0	X				
Mk 1b "Hornet" Medium	Weapon	40	80	280	280	40	-20	0	X				
Mk 1b "Hornet" Small	Weapon	12	24	84	84	12	-6	0	X				
NavBoreNav DriveNav (Cruiser)	Component	120	0	200	250	25	-20	-120					
"Testudo" Hard Shield	Component	200	0	50	80	0	-8	-10					
Skip drive (destroyer)	Component	75	0	120	175	15	-9	-66					
Wave Motion Gun	Component	70		160	125		-15	-70	Large				
PEB Generator	Component	0	0	175	80	25	-8	65					

Name	Type	T	O	M	E	S	Mission Capacity	Power	S	M	L	X	Notes
"Pacemaster" Modular Transport	Destroyer	200	300	500	150	0	25	0	2	0	0	0	Up to 4 Regiments and attachements in combination
"Expedition" Battlestar (Bio)	Cruiser	200	975	1725	1000	120	240	130	4	0	2	3	1 Large Hanger, 2 Medium Hangers, Built in Bore Drive/Bore Shield/PEB x4
"Expedition" Battlestar	Cruiser	200	400	2300	1000	120	240	130	4	0	2	3	1 Large Hanger, 2 Medium Hangers, Built in Bore Drive/Bore Shield/PEB x4
"Foray" Escort	Frigate	0	120	550	220	40	80	130	0	3	0	0	Built in PEB x2
"Foray" Escort (Bio)	Frigate	0	257.5	412.5	220	40	80	130	0	3	0	0	Built in PEB x2
"Anvil" Armoured Brawler	Destroyer	250	230	2600	950	130	85	175	0	2	1	0	Built in Shattergun x3, PEB x4, Grav Drive x3, BoreNav

Name	Type	T	O	M	E	S
Gaian Regime Expeditionary Assault Teams	Regiment	0	100	350	150	0
Bumble Drones	Attachmen	50	75	150	125	0
GREAT-ER Exceptional Resupply	Attachmen	25	0	175	100	0

Name	Type	T	O	M	E	S
High-Energy Processing Facilities	Infrastructure	25	0	100	50	0
Modular Agriculture	Infrastructure	0	100	25	50	0
Mining Station	Infrastructure	0	50	75	50	0
LEC Towers	Infrastructure	0	100	75	0	0
Elemental Synthesis Facility	Infrastructure	50	0	100	25	0
Defense Grid	Infrastructure	0	300	200	100	0
BOSS-E Synthesis Facility	Infrastructure	50	0	100	25	10

Patrol Boat	"Foray" Escort|Eco-Bore Drive (Destroyer)|"Death Ray" Medium|"Death Ray" Medium|"Shattergun" Medium|DEATH Marines (Frigate)|Gravity Drive|Bore Shield|PEB Generator|Bioplastic Armour|
Budget Transport	"Pacemaster" Modular Transport|
Galactica	"Expedition" Battlestar|"Death Ray" Large|"Death Ray" Large|"Shattergun" Small|"Shattergun" Small|"Shattergun" Small|"Shattergun" Small|Mk 1b "Hornet" Large|Mk 1b "Hornet" Medium|"Honey Drone" Medium|DEATH Marines (Cruiser)|Gravity Drive|Gravity Drive|Gravity Drive|PEB Generator|PEB Generator|PEB Generator|Bore Shield|BoreNav Computer|
Patrol Boat (BoreNav)	"Foray" Escort|Eco-Bore Drive (Destroyer)|"Death Ray" Medium|"Death Ray" Medium|"Shattergun" Medium|DEATH Marines (Frigate)|Gravity Drive|Bore Shield|PEB Generator|BoreNav Computer|
Rapid Escort (BoreNav)	"Foray" Escort|NavBoreNav DriveNav (Cruiser)|"Death Ray" Medium|"Death Ray" Medium|"Death Ray" Medium|DEATH Marines (Frigate)|Gravity Drive|Bore Shield|PEB Generator|
Galactica (bio)	"Expedition" Battlestar|"Death Ray" Large|"Death Ray" Large|"Shattergun" Small|"Shattergun" Small|"Shattergun" Small|"Shattergun" Small|Mk 1b "Hornet" Large|Mk 1b "Hornet" Medium|"Honey Drone" Medium|DEATH Marines (Cruiser)|Gravity Drive|Gravity Drive|Gravity Drive|PEB Generator|PEB Generator|PEB Generator|Bore Shield|BoreNav Computer|
C&C Expedition	"Expedition" Battlestar|"Death Ray" Large|"Shattergun" Small|"Shattergun" Small|"Shattergun" Small|"Shattergun" Small|Mk 1b "Hornet" Large|Mk 1b "Hornet" Medium|"Honey Drone" Medium|DEATH Marines (Cruiser)|Gravity Drive|Gravity Drive|Gravity Drive|PEB Generator|PEB Generator|PEB Generator|Bore Shield|BoreNav Computer|HOLLY-COM C&C (+45cp)|Bioplastic Armour|
Crowd control	"Foray" Escort (Bio)|"Garrote" Medium|"Garrote" Medium|"Shattergun" Medium|Eco-Bore Drive (Destroyer)|DEATH Marines (Frigate)|Gravity Drive|Bore Shield|PEB Generator|
PD Bore	"Foray" Escort (Bio)|"Shattergun" Medium|"Shattergun" Medium|"Shattergun" Medium|Eco-Bore Drive (Destroyer)|DEATH Marines (Frigate)|Gravity Drive|Bore Shield|BoreNav Computer|
Strike	"Foray" Escort (Bio)|Eco-Bore Drive (Destroyer)|"Death Ray" Medium|"Death Ray" Medium|"Shattergun" Medium|DEATH Marines (Frigate)|Gravity Drive|Bore Shield|BoreNav Computer|PEB Generator|
Atlantia	"Expedition" Battlestar|"Death Ray" Large|"Garrote" Medium|"Shattergun" Small|"Shattergun" Small|"Shattergun" Small|"Shattergun" Small|Mk 1b "Hornet" Large|Mk 1b "Hornet" Medium|"Honey Drone" Medium|DEATH Marines (Cruiser)|Gravity Drive|Gravity Drive|Gravity Drive|PEB Generator|PEB Generator|PEB Generator|Bore Shield|BoreNav Computer|"Testudo" Hard Shield|
Atlantia (bio)	"Expedition" Battlestar (Bio)|"Death Ray" Large|"Garrote" Medium|"Shattergun" Small|"Shattergun" Small|"Shattergun" Small|"Shattergun" Small|Mk 1b "Hornet" Large|Mk 1b "Hornet" Medium|"Honey Drone" Medium|DEATH Marines (Cruiser)|Gravity Drive|Gravity Drive|Gravity Drive|PEB Generator|PEB Generator|PEB Generator|Bore Shield|BoreNav Computer|"Testudo" Hard Shield|

Rapid Escort					Final	0	-48	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Foray" Escort	0	133.3	611.1	244.4	44.44	80	130	
NavBoreNav DriveNav (Cruiser)	120	0	200	250	25	-20	-120	
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
DEATH Marines (Frigate)	0	30	105	45	0	0	-3	
Gravity Drive	70	0	100	125	20	-10	-45	
Bore Shield	50	0	170	150	15	-12	-30	
PEB Generator	0	0	175	80	25	-8	65	
Total	450	163.3	1661.1	1044.4	144.4	*Production*	5824.444	
Galactica					Final	0	32	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Expedition" Battlestar	200	400	2300	1000	120	240	130	
"Death Ray" Large	150	0	220	100	10	-22	-40	Large
"Death Ray" Large	150	0	220	100	10	-22	-40	Large
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
Mk 1b "Hornet" Large	65	130	455	455	65	-65	0	X
Mk 1b "Hornet" Medium	40	80	280	280	40	-20	0	X
"Honey Drone" Medium	40	100	200	200	0	-20	0	X
DEATH Marines (Cruiser)	0	120	420	180	0	0	-12	
Gravity Drive	70	0	100	125	20	-10	-45	
Gravity Drive	70	0	100	125	20	-10	-45	
Gravity Drive	70	0	100	125	20	-10	-45	
PEB Generator	0	0	175	80	25	-8	65	
PEB Generator	0	0	175	80	25	-8	65	
PEB Generator	0	0	175	80	25	-8	65	
Bore Shield	50	0	170	150	15	-12	-30	
BoreNav Computer	20	0	50	100	0	-5	-20	
Total	925	930	5440	3280	395	*Production*	17027.5	
Budget Transport					Final	7	5	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Pacemaster" Modular Transport	200	300	500	150	0	25	0	
Eco-Bore Drive (Destroyer)	70	0	100	100	20	-10	-60	
PEB Generator	0	0	175	80	25	-8	65	
Total	270	300	775	330	45	*Production*	2717.5	

Resource Mod	Per Turn
3	2500
1	7500
1	7500
1.5	5000
7.5	500

Resources Available		Design	Revision	Production	Remaining
Transplutonics	16540	0	0	9450	7090
Organics	51800	185	0	9960	41655
Metals	51615	150	0	51206.6	258.3333333
Energetics	34440	300	0	29246.6	4893.333333
Synthetics	3280	0	0	3236.66	43.33333333
Production	33750	0	0	33262.5	487.5
Dice	5	2	2	0	1

Design Phase	Dice	T	O	M	E	S
1 die to Hornet	1	0	35	150	150	0
1 die to Bioplastic	1	0	150	0	150	0

Revision Phase	Dice
1 die to Galactica	1
1 die to Budget T	1

	Production	#	T	O	M	E	S	#	Total #
Galactica	17027.5	**1**	5550	5580	32640	19680	2370	**6**	7
Budget Transport	5435	**2**	0	0	0	0	0	**0**	2
Rapid Escort	-	**0**	2700	980	9966.66	6266.66	866.6666667	**6**	6
GREAT Infantry	10800	**16**	0	1600	5600	2400	0	**16**	32
PaceMaster	0	**0**	1200	1800	3000	900	0	**6**	6

Non-Completion Scalar	
Foray	1.111111111
Bioplastic Armour	1.5

Rapid Escort (bio)					Final	0	-48	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Foray" Escort	0	120	550	220	40	80	130	
NavBoreNav DriveNav (Cruiser)	120	0	200	250	25	-20	-120	
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
DEATH Marines (Frigate)	0	30	105	45	0	0	-3	
Gravity Drive	70	0	100	125	20	-10	-45	
Bore Shield	50	0	170	150	15	-12	-30	
PEB Generator	0	0	175	80	25	-8	65	
Bioplastic construction	0	154.(	-137.5					
Total	450	304.(	1462.(	1020	140	*Production*	5697.187	
Galactica P+10%	1.1				Final	0	32	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Expedition" Battlestar	200	400	2300	1000	120	240	130	
"Death Ray" Large	150	0	220	100	10	-22	-40	Large
"Death Ray" Large	150	0	220	100	10	-22	-40	Large
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
Mk 1b "Hornet" Large	65	130	455	455	65	-65	0	X
Mk 1b "Hornet" Medium	40	80	280	280	40	-20	0	X
"Honey Drone" Medium	40	100	200	200	0	-20	0	X
DEATH Marines (Cruiser)	0	120	420	180	0	0	-12	
Gravity Drive	70	0	100	125	20	-10	-45	
Gravity Drive	70	0	100	125	20	-10	-45	
Gravity Drive	70	0	100	125	20	-10	-45	
PEB Generator	0	0	175	80	25	-8	65	
PEB Generator	0	0	175	80	25	-8	65	
PEB Generator	0	0	175	80	25	-8	65	
Bore Shield	50	0	170	150	15	-12	-30	
BoreNav Computer	20	0	50	100	0	-5	-20	
Total	925	930	5440	3280	395	*Production*	18730.25	
Cargomaster B -5%	0.95				Final	7	5	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Pacemaster" Modular Transport	200	300	500	150	0	25	0	
Eco-Bore Drive (Destroyer)	70	0	100	100	20	-10	-60	
PEB Generator	0	0	175	80	25	-8	65	
Gaian Regime Expeditionary Assault	0	100	350	150	0			
Gaian Regime Expeditionary Assault	0	100	350	150	0			
Total	270	500	1475	630	45	*Production*	3864.125	
Budget pacemaster					Final	25	0	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Pacemaster" Modular Transport	200	300	500	150	0	25	0	
Total	200	300	500	150	0			
C&C Expedition (bioplastic)	1.1				Final	2	22	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Expedition" Battlestar	200	400	2300	1000	120	240	130	
HOLLY-COM C&C (+45cp)	0	50	200	50	25	-15	-50	Large
"Death Ray" Large	150	0	220	100	10	-22	-40	Large
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
"Shattergun" Small	0	25	75	25	0	-5	-4	Small
Mk 1b "Hornet" Large	65	130	455	455	65	-65	0	X
Mk 1b "Hornet" Medium	40	80	280	280	40	-20	0	X
"Honey Drone" Medium	40	100	200	200	0	-20	0	X
DEATH Marines (Cruiser)	0	120	420	180	0	0	-12	
Gravity Drive	70	0	100	125	20	-10	-45	
Gravity Drive	70	0	100	125	20	-10	-45	
Gravity Drive	70	0	100	125	20	-10	-45	
PEB Generator	0	0	175	80	25	-8	65	
PEB Generator	0	0	175	80	25	-8	65	
PEB Generator	0	0	175	80	25	-8	65	
Bore Shield	50	0	170	150	15	-12	-30	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	
BoreNav Computer	20	0	50	100	0	-5	-20	
Bioplastic construction	0	646.(	-575					
Total	775	1683	4845	3241.(	410	*Production*	18469	
Strike (bio)					Final	3	-3	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Foray" Escort (bio)	0	257.(	412.5	220	40	80	130	
Eco-Bore Drive (Destroyer)	70	0	100	100	20	-10	-60	
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
Shattergun medium	0	60	180	60	0	-12	-10	Medium
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
DEATH Marines (Frigate)	0	30	105	45	0	0	-3	
Gravity Drive	70	0	100	125	20	-10	-45	
Bore Shield	50	0	170	150	15	-12	-30	
BoreNav Computer	20	0	50	100	0	-5	-20	
PEB Generator	0	0	175	80	25	-8	65	
Total	350	347.(	1492.(	980	130	*Production*	5335	
LEGO sword 1(bio)					Final	1	57	
Total	220	431.(	1440	976.2	130	*Production*	4970.625	
LEGO sword 2(bio)					Final	3	52	
Total Cost	T	O	M	E	S	Capacity	Power	
"Foray" Escort	0	120	550	220	40	80	130	
Bore Shield	50	0	170	150	15	-12	-30	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	

Resource Mod	Per Turn
3	2500
1	7500
1	7500
1.5	5000
7.5	500
Remaining production	7291

Resources Available		Design	Revision	Production	Remaining
Transplutonics	10490	0	0	1130	9360
Organics	44714	0	0	2577.5	42136.5
Metals	11663	0	0	7597.5	4065.5
Energetics	10213	0	0	4750	5463
Synthetics	628	0	0	585	43
Production	41041	0	0	37460.5	3580.5
Dice	5	0	6	0	-1

Large wings	6								
Debt			390	780	2730	2730	390		

	Production	#	T	O	M	E	S	#	Total #
Galactica	37460.5	**2**	0	0	0	0	0	**0**	2
Cargomaster B pattern	0		0	0	0	0	0	**0**	0
Budget Pacemaster	-		0	0	0	0	0	0	0
Rapid Escort (bio)	-	**0**	0	0	0	0	0	**0**	0
GREAT Infantry	0	**0**	0	0	0	0	0	**0**	0
C&C expedition (bio)		**0**	0	0	0	0	0	**0**	0
Crowd Control			570	1762.(	4627.5	2850	360	3	
Strike			350	347.5	1492.5	980	130	1	
PD			0	0	0	0	0	0	
PD bore			210	467.5	1477.5	920	95	1	
Epee									

Non-Completion Scalar	
Foray	1
Bioplastic Armour	1.125
Garrote	1.25

DEATH Marines (Frigate)	0	30	105	45	0	0	-3	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	
Gravity Drive	70	0	100	125	20	-10	-45	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	
Bioplastic Armour	0	56.2	0	11.25	0	-5	0	
Total	120	768.	925	663.7	75	*Production*	3611.875	
Crowd control (bio)					Final	2	35	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Foray" Escort (bio)	0	257.	412.5	220	40	80	130	
Eco-Bore Drive (Destroyer)	70	0	100	100	20	-10	-60	
Garrote medium	0	120	150	85	0	-13	-6	Medium
Garrote medium	0	120	150	85	0	-13	-6	Medium
Shattergun medium	0	60	180	60	0	-12	-10	Medium
DEATH Marines (Frigate)	0	30	105	45	0	0	-3	
Gravity Drive	70	0	100	125	20	-10	-45	
Bore Shield	50	0	170	150	15	-12	-30	
PEB Generator	0	0	175	80	25	-8	65	
Total	190	587.	1542.	950	120	*Production*	5025	
Cheap escort (bio)					Final	26	12	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Foray" Escort (bio)	0	257.	412.5	220	40	80	130	
Shattergun medium	0	60	180	60	0	-12	-10	Medium
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
DEATH Marines (Frigate)	0	30	105	45	0	0	-3	
Gravity Drive	70	0	100	125	20	-10	-45	
Bore Shield	50	0	170	150	15	-12	-30	
Total	260	347.	1167.	700	85	*Production*	3982.5	
PD Foray					Final	22	22	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Foray" Escort (bio)	0	257.	412.5	220	40	80	130	
Shattergun medium	0	60	180	60	0	-12	-10	Medium
Shattergun medium	0	60	180	60	0	-12	-10	Medium
Shattergun medium	0	60	180	60	0	-12	-10	Medium
DEATH Marines (Frigate)	0	30	105	45	0	0	-3	
Gravity Drive	70	0	100	125	20	-10	-45	
Bore Shield	50	0	170	150	15	-12	-30	
Total	120	467.	1327.	720	75	*Production*	3797.5	
PD Bore Foray					Final	7	-58	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Foray" Escort (bio)	0	257.	412.5	220	40	80	130	
Eco-Bore Drive (Destroyer)	70	0	100	100	20	-10	-60	
Shattergun medium	0	60	180	60	0	-12	-10	Medium
Shattergun medium	0	60	180	60	0	-12	-10	Medium
Shattergun medium	0	60	180	60	0	-12	-10	Medium
DEATH Marines (Frigate)	0	30	105	45	0	0	-3	
Gravity Drive	70	0	100	125	20	-10	-45	
Bore Shield	50	0	170	150	15	-12	-30	
BoreNav Computer	20	0	50	100	0	-5	-20	
Total	210	467.	1477.	920	95	*Production*	4667.5	
Testudo					Final	16	37	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Foray" Escort (bio)	0	257.	412.5	220	40	80	130	
Eco-Bore Drive (Destroyer)	70	0	100	100	20	-10	-60	
								Medium
Shattergun medium	0	60	180	60	0	-12	-10	Medium
Shattergun medium	0	60	180	60	0	-12	-10	Medium
DEATH Marines (Frigate)	0	30	105	45	0	0	-3	
Gravity Drive	70	0	100	125	20	-10	-45	
Bore Shield	50	0	170	150	15	-12	-30	
PEB Generator	0	0	175	80	25	-8	65	
Total	190	407.	1422.	840	120	*Production*	4560	
PD Fast Bore Foray					Final	1	2	
Total Cost	T	O	M	E	S	Capacity	Power	Size
"Foray" Escort (bio)	0	257.	412.5	220	40	80	130	
Eco-Bore Drive (Destroyer)	70	0	100	100	20	-10	-60	
Shattergun medium	0	60	180	60	0	-12	-10	Medium
Shattergun medium	0	60	180	60	0	-12	-10	Medium
"Death Ray" Medium	70	0	100	50	5	-10	-15	Medium
DEATH Marines (Frigate)	0	30	105	45	0	0	-3	
Gravity Drive	70	0	100	125	20	-10	-45	

Bore Shield	50	0	170	150	15	-12	-30		
BoreNav Computer	20	0	50	100	0	-5	-20		
PEB Generator	0	0	175	80	25	-8	65		
Total	280	407.!	1572.!	990	125	*Production*	5242.5		
PD Armored Foray					Final	1	2	/-58	
Total Cost	T	O	M	E	S	Capacity	Power	Size	
"Foray" Escort (bio)	0	257.!	412.5	220	40	80	130		
Shattergun medium	0	60	180	60	0	-12	-10	Medium	
Shattergun medium	0	60	180	60	0	-12	-10	Medium	
Shattergun medium	0	60	180	60	0	-12	-10	Medium	
DEATH Marines (Frigate)	0	30	105	45	0	0	-3		
Gravity Drive	70	0	100	125	20	-10	-45		
Bore Shield	50	0	170	150	15	-12	-30		
Tetsudo	200	0	50	80	0	-8	-10	/-40	
Tetsudo	200	0	50	80	0	-8	-10	/-40	
Bioplastic Armor	0	50	0	10	0	-5	0		
Total	520	517.!	1427.!	890	75	*Production*	5402.5		
Anvil (Playing around with)					Final	16	54		
Total Cost	T	O	M	E	S	Capacity	Power	Size	
Anvil (bio)	205	555	2275	950	130	85	175		3 Grav, BoreNav
Wave Motion Gun	70	0	160	125	0	-15	-70	Large	
Shattergun medium	0	60	180	60	0	-12	-10	Medium	
Shattergun medium	0	60	180	60	0	-12	-10	Medium	
Eco-Bore Drive (Destroyer)	70	0	100	100	20	-10	-60		
DEATH Marines (Destroyer)	0	60	210	90	0	0	-6		
Bore Shield	50	0	170	150	15	-12	-30		
PEB Generator	0	0	175	80	25	-8	65		
Total	395	735	3450	1615	190	*Production*	9217.5		
Rapid Armor PD Escort (bio)					Final	1	-23		
Total Cost	T	O	M	E	S	Capacity	Power	Size	
"Foray" Escort (bio)	0	257.!	412.5	220	40	80	130		
NavBoreNav DriveNav (Cruiser)	120	0	200	250	25	-20	-120		
Shattergun medium	0	60	180	60	0	-12	-10	Medium	
Shattergun medium	0	60	180	60	0	-12	-10	Medium	
								Medium	
DEATH Marines (Frigate)	0	30	105	45	0	0	-3		
Gravity Drive	70	0	100	125	20	-10	-45		
Bore Shield	50	0	170	150	15	-12	-30		
PEB Generator	0	0	175	80	25	-8	65		
Bioplastic Armor	0	50	0	10	0	-5	0		
Total	240	457.!	1522.!	1000	125	*Production*	5137.5		
Rapid Heavy PD Escort (bio)					Final	1	-27		
Total Cost	T	O	M	E	S	Capacity	Power	Size	
"Foray" Escort (bio)	0	257.!	412.5	220	40	80	130		
NavBoreNav DriveNav (Cruiser)	120	0	200	250	25	-20	-120		
Shattergun medium	0	60	180	60	0	-12	-10	Medium	
Shattergun medium	0	60	180	60	0	-12	-10	Medium	
"Shattergun" Small	0	25	75	25	0	-5	-4	Medium	
DEATH Marines (Frigate)	0	30	105	45	0	0	-3		
Gravity Drive	70	0	100	125	20	-10	-45		
Bore Shield	50	0	170	150	15	-12	-30		
PEB Generator	0	0	175	80	25	-8	65		
Total	240	432.!	1597.!	1015	125	*Production*	5210		

	Resources from planets we are currently on for value judgments					
	Resources					
		T	O	M	E	S
	November	448	400.5	753	431.8	0
	Juliett	448	618.3	146.2	835.1	0
	Romeo	165	264.55	346.5	567	0
	Kilo	15.65	104.2	1609.2	223.92	0
	Mike	85.5	189	14.95	154	0
	Totall (without Sierra/oscar	1162.15	1576.55	2869.85	2211.82	0
	resource income	3486.45	1576.55	2869.85	3317.73	
	production points total	11250.58				

Yield R = Resource yield per level of generic infrastructure

Yield P = Production point yield per level of generic infrastructure — Red = Resource

P Eff = Return on Investment based on Production Point value — Blue = Production Points

R Eff = Return on Investment based on calculated resource value — Purple = Combined Value

	Oscar					Sierra					**November**				
	Yield R	R Eff	Yield P	P Eff	Cmb Eff	Yield R	R Eff	Yield P	P Eff	Cmb Eff	Yield R	R Eff	Yield P	P Eff	Cmb Eff
Transplutonics	1.12	0.10%	3.36	0.20%	0.30%	0.55	0.10%	1.65	0.20%	0.30%	1.12	0.10%	3.36	0.30%	0.40%
Organics	5.1525	0.10%	5.1525	0.30%	0.40%	1.2025	0.10%	1.2025	0.20%	0.30%	3.3375	0.10%	3.3375	0.30%	0.40%
Metals	3.605	0.40%	3.605	0.20%	0.60%	1.575	0.40%	1.575	0.30%	0.70%	3.1375	0.50%	3.1375	0.30%	0.80%
Energetics	2.9825	0.30%	4.47375	0.30%	0.60%	1.385	0.40%	2.0775	0.40%	0.80%	1.27	0.20%	1.905	0.20%	0.40%
Synthetics	0.4	0.10%	3	0.10%	0.20%	0.15	0.10%	1.125	0.10%	0.20%	0.25	0.10%	1.875	0.10%	0.20%
Size															

	Juliett					**Romeo**					**Kilo**					**Mike**				
	Yield R	R Eff	Yield P	P Eff	Cmb Eff	Yield R	R Eff	Yield P	P Eff	Cmb Eff	Yield R	R Eff	Yield P	P Eff	Cmb Eff	Yield R	R Eff	Yield P	P Eff	Cmb Eff
Transplutonics	1.12	0.10%	3.36	0.20%	0.30%	0.55	0.10%	1.65	0.20%	0.30%	0.7825	0.10%	2.3475	0.20%	0.30%	0.2375	0.10%	0.7125	0.30%	0.40%
Organics	5.1525	0.10%	5.1525	0.30%	0.40%	1.2025	0.10%	1.2025	0.20%	0.30%	2.605	0.10%	2.605	0.20%	0.30%	0.4725	0.10%	0.4725	0.20%	0.30%
Metals	3.605	0.40%	3.605	0.20%	0.60%	1.575	0.40%	1.575	0.30%	0.70%	4.47	0.60%	4.47	0.40%	1.00%	0.7475	0.60%	0.7475	0.40%	1.00%
Energetics	2.9825	0.30%	4.47375	0.30%	0.60%	1.385	0.40%	2.0775	0.40%	0.80%	1.866	0.30%	2.799	0.30%	0.60%	0.35	0.30%	0.525	0.30%	0.60%
Synthetics	0.4	0.10%	3	0.10%	0.20%	0.15	0.10%	1.125	0.10%	0.20%	0.3	0.10%	2.25	0.10%	0.20%	0.05	0.10%	0.375	0.10%	0.20%
Size																				

Use next turn incon no — 10T 20O 475M 125E 20S — Epee cou 0

Calculates Resource values based on current stocks vs Income — **Income**

	Yield %	PP cost	Adj Res Cost	Base Val	Scalar	Res Value		Gaia	November	Romeo	Kilo	Mike	Income To	Stocks	Epees Co	Total			Other Costs
Transplu	5%	250	126.65	1.264	0.714447	0.714		2500	448	165	16	86	3215	15405	0	14780		4.792	625
Organics	5%	200	61.225	0.194	0.109654	0.11		7500	401	265	105	189	8460	52021	0	51133		6.149	888
Metals	5%	200	94.775	1.382	0.781144	0.781		7500	1067	347	3845	389	13148	22659	0	16807		1.723	5852
Energeti	5%	175	69.575	1.087	0.614401	0.614		5000	432	582	225	154	6393	12274	0	9554		1.92	2720
Syntheti	5%	287.5	129.15	4.919	2.780352	2.78		540	25	0	30	10	605	728	0	518		1.203	210
							Size	10	5	3	6	1							

Infrastructure Costs

	Generi-T	Generi-O	Generi-M	Generi-E	Generi-S	BOSS-E	Defence G	Cost	Remaining						
T	25	0	0	0	50	0	0	1900	12880						
O	0	100	50	100	0	0	300	12250	38883		491	798	3230	2798	385
M	100	25	75	75	100	0	200	14050	2757		3750		7500	1875	
E	50	50	50	0	25	0	100	3700	5854			800	1200	800	
S	0	0	0	0	0	10	0	0	518			900	600	300	
#	0	0	35	75	38	0	10				4241	2498	12530	5773	385
Gaia											15405	52021	22659	12274	728
November			4	5	4				2525		11164	49523	10129	6501	343
Romeo			5	5	5		1		13138						
Kilo				5			1		19902						
Mike				5	3		1		6420						
									210						
			0	0	1900		1900	987		12518					
			1750	7500	0		9250	1820.5		40950.5					
			2625	5625	3800		12050	4990.5		5618.5					
			1750	0	950		2700	5662.5		3911.5					
			0	0	0		0	781.5		-53.5					

Budget Planner

Current Stock	T	O	M	E	S		Mult.
	14665	56449	12563	11526	533		
Expenses							Mult.
-Repair Exp.-							
GREAT x 5	0	0	0	0	0		0
Bumble x 5	200	300	600	500	0		4
GREAT-ER x 5	125	0	875	500	0		5
Rapid ArmorPD	240	457.5	1522.5	1000	125		
Epee x 6	60	120	2850	750	120		6
Total Expense	625	877.5	5847.5	2750	245		
Remaining	14040	55571.5	6715.5	8776	288		

		Count	Total
CargoMaster B	3864	5	19320
Epee	777	33	25641
			44961
PP Total			45,380
Remaining			419

	T	O	M	E	S	Count
GREAT	0	100	350	150	0	5
Bumble	50	75	150	125	0	5
ER upgrad	25	0	175	100	0	15
Subtotals	0	500	1750	750	0	
	250	375	750	625	0	
	375	0	2625	1500	0	
TOTAL	625	875	5125	2875	0	
Stocks	12518	40950.5	5618.5	3911.5	-53.5	
Remainin	11893	40075.5	493.5	1036.5	-53.5	