

REACH FOR THE STARS

STANDARD SCENARIO

Production Costs

| ITEM | RPs |
|---------------------------------------|---------|
| Industrial Capacity | 10 |
| Explorers | 3 |
| Transports | 5 |
| Mark I Starships | 14 |
| Mark II Starships | 30 |
| Mark III Starships | 80 |
| Mark IV Starships | 120 |
| Planetary Defense Bases | 4/8/16* |
| Defense Base Maintenance | 1/2/2* |
| Social Level Increment | 4 |
| Planetary Environment Increment | 8 |

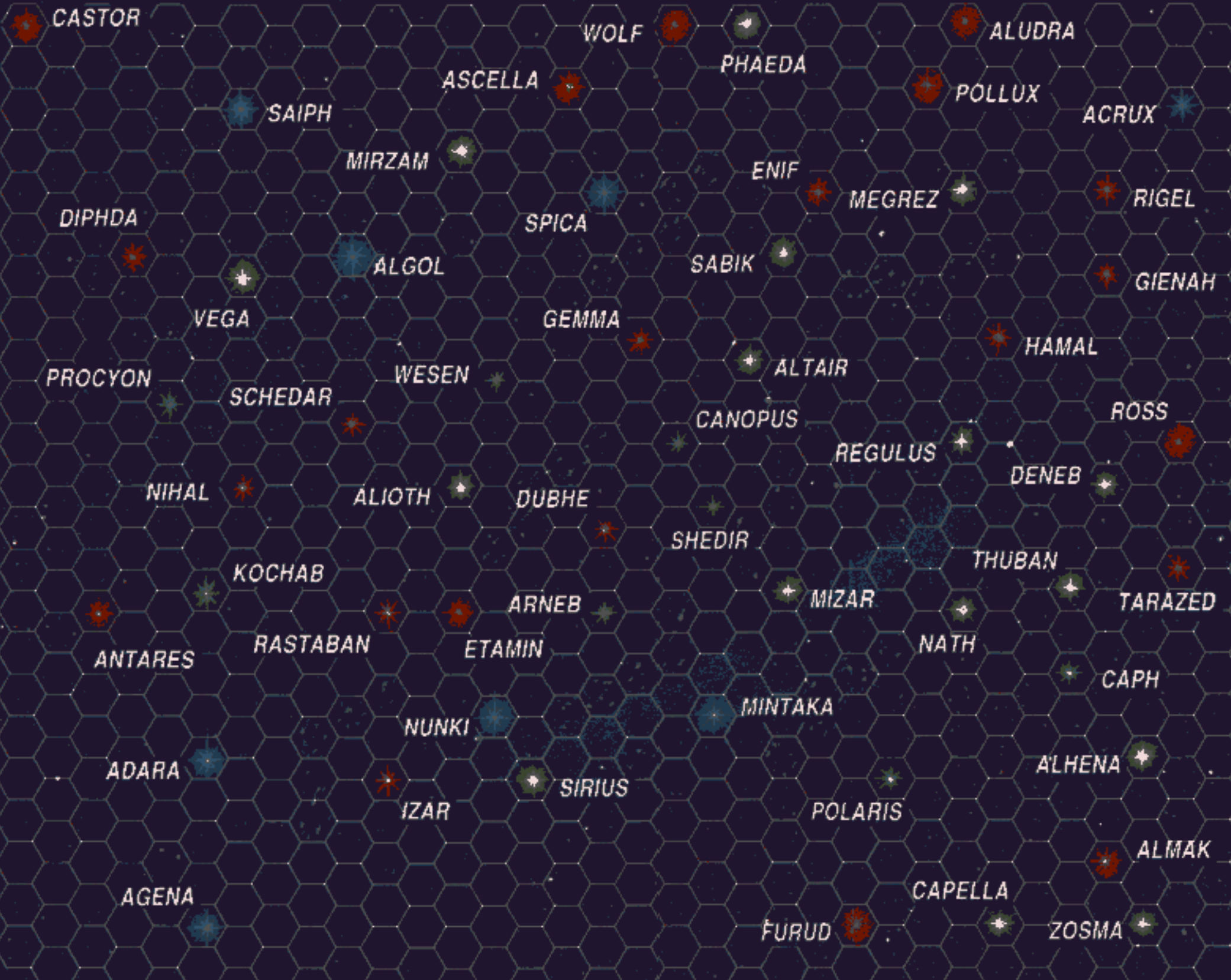
* Cost per Item at Starship Levels I-III respectively

Development Costs

| | |
|---------------------------|--------|
| Mark II Technology | +400 |
| Mark III Technology | +1,000 |
| Mark IV Technology | +2,000 |

Movement Allowances

| | |
|--------------------------|----|
| Explorers | 10 |
| Transports | 5 |
| Mark I Starships | 5 |
| Mark II Starships | 8 |
| Mark III Starships | 12 |
| Mark IV Starships | 17 |



<http://www.replacementdocs.com>