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

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