

Combat Ships								
	Light Fighter	Heavy Fighter	Cruiser	Battleship	Battlecruiser	Destroyer	Deathstar	Bomber
Integrity	4,000	10,000	27,000	60,000	70,000	110,000	9,000,000	75,000
Shield	10	25	50	200	400	500	50,000	500
Attack	50	150	400	1,000	700	2,000	200,000	1,000
Cargo	50	100	800	1,500	750	2,000	1,000,000	500
Speed	12,500	10,000	15,000	10,000	10,000	5,000	100	4,000 (5,000*)
Fuel usage	20	75	300	500	250	1,000	1	1,000
Cost metal	3,000	6,000	20,000	45,000	30,000	60,000	5,000,000	50,000
Cost crystal	1,000	4,000	7,000	15,000	40,000	50,000	4,000,000	25,000
Cost deuterium	0	0	2,000	0	15,000	15,000	1,000,000	15,000

*Bombers use Hyperspace Drive once level 8 is reached.

Rapid Fire								
attacker-->	Light Fighter	Heavy Fighter	Cruiser	Battleship	Battlecruiser	Destroyer	Deathstar	Bomber
Light Fighter	N/A		6				200	
Heavy Fighter		N/A			4		100	
Cruiser			N/A		4		33	
Battleship				N/A	7		30	
Battlecruiser					N/A	2	15	
Destroyer						N/A	5	
Deathstar							N/A	
Bomber							25	N/A
Rckt. Launcher			10				200	20
Light Laser						10	200	20
Heavy Laser							100	10
Ion Cannon							100	10
Gauss Cannon							50	
Plasma Turret								

Defense Emplacements						
	Rocket Launcher	Light Laser	Heavy Laser	Ion Cannon	Gauss Cannon	Plasma Turret
Structural Integrity	2,000	2,000	8,000	8,000	35,000	100,000
Shield	20	25	100	500	200	300
Attack	80	100	250	150	1,100	3,000

Non-combat ships						
	Small Cargo	Large Cargo	Recycler	Colony Ship	Espionage Probe	Solar Satellite
Structural Integrity	4,000	12,000	16,000	30,000	1,000	2,000
Shield	10	25	10	100	0	1
Attack	5	5	1	50	0	1
Cargo	5,000	25,000	20,000	7,500	5**	0
Speed	5,000 (10,000*)	7,500	2,000	2,500	100,000,000	0
Fuel usage	10 (20*)	50	300	1,000	1	0
Cost metal	2,000	6,000	10,000	10,000	0	0
Cost crystal	2,000	6,000	6,000	20,000	1,000	2,000
Cost deut	0	0	2,000	10,000	0	500

*Small cargoes use Impulse Drive once level 5 is reached.

**Espionage probes' cargo space can only be used for fuel.