

Pricing Guidelines for High End Commodities

Aerospace Craft (Civilian)		
Size	Example	Base Cost
1	Ge-X3300 Escape Pod, Origin Standard Escape Pods, Type 32 FTL Tug	10,000
2	Ge-T1-1A Shuttle, Onset Shuttle	20,000
3	Scimitar Starfighter, Hoshou Fighter	30,000
4	Ge-E1-1a - Tenba-Class Transporter	40,000
5	"Shugo-Seirei" Medical Evacuation Shuttle	50,000
Mecha & Aerospace (Military)		
Size	Example	Base Cost
1	Daisy M6	50,000
2	Kuma T8 Shuttle	100,000
3	Aggressor Heavy Assault Armor, air2_lancer	150,000
4	V8 Kawarime, Zachitnik-class Shuttle	200,000
5	M9 Tasha, na-t2	250,000
Starship (Civilian)		
Size	Example	Base Cost
1	Ge-F7-1A - Cargo Runner, Hanto-Class	50,000
2	Courier 1A, Tansaku-class Science Vessel	100,000
3	Caravan Heavy Freighter, Sessou-Class Freighter	150,000
4	(Taishita-Class Heavy Freighter)	300,000
5		750,000
Starship (Military)		
Size	Example	Base Cost
1	Hayai-Class Gunboat	500,000
2	Rikei-Class Science Vessel	750,000
3	Plumeria-class (2D) Medium Gunship	1,500,000
4	Heitan-class Carrier, Blackjack Assault Cruiser	3,000,000
5	Sharie-class Battleship, Tolchok-Class Battleship	6,000,000

Pricing: (Base Cost * Tech Mod) + Options = MSRP

Examples:

- The Ge-T1 is a very old Class 2 model shuttle still in production $20,000 * .8 = 16,000 + 0 \text{ Stock} = \text{MSRP } 16,000$
- The Ge-Y2 Hanto is a state of the art Class 1 ship - $50,000 * 1.2 = 60,000 + 16,250 \text{ optional weapons} = \text{MSRP } 76,250$
- A Plumeria Gunship back when it was announced was a state of the art warship - $1,500,000 * 1.2 = 1,800,000 + 0 \text{ Stock} = \text{MSRP } 1,800,000$

Tech level	Price modifier
Standard	80% of base cost

Tech level	Price modifier
Advanced	100% of base cost
Very Advanced	120% of base cost

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