

Colonice GC - Goods and respective Costs

V 0.1
WIP

Last updated: 02.11.2023

Code	Goods	Description	Base Price per Ton	Availability (possibly 2/x)
1001	Common Electronics	Simple electronics including basic computers up to TL10	Cr25.000	All
1002	Common Industrial Goods	Machine components and spare parts for common machinery	Cr12.000	All
1003	Common Manufactured Goods	Household appliances, clothing and so forth	Cr20.000	All
1004	Common Raw Materials	Raw materials, which are easily obtained from most environments, including asteroids and planets without	Cr6.000	All
1005	Common Consumables	Food, drink and other agricultural products	Cr1.000	All
1006	Common Ore	Ore bearing common metals	Cr1.750	All
1007	Common Plastics	Man-made materials used in cheap highly available, everyday items and appliances	Cr500	All
1008	Common Wood	Woods, which are available in most environments bearing some form of flora	Cr7.500	Agricultural, Garden
1009	Common Chemicals	Common, easily obtainable and unrefined chemicals	Cr9.300	All
1010	Common Parts	Common items and equipment used in a variety of mechanical appliances	Cr14.000	Industrial
1011	Common Metals	Common, easily obtainable and unrefined metals	Cr11.500	All
1012	Vehicles	Small and simple vehicles, wheeled, tracked and other vehicles	Cr25.000	Industrial
1013	Common Weapons	Common small arms and weaponry	Cr60.250	Industrial
1014	Advanced Electronics	Advanced sensors, computers and other electronics up to TL14	Cr145.000	Industrial, High Tech
1015	Advanced Parts	Rare items and equipment used in a variety of advanced technological appliances	Cr130.000	Industrial, High Tech
1016	Machine Parts	Machine components and spare parts, including gravitic components	Cr92.750	Industrial, High Tech

Code	Goods	Description	Base Price per Ton	Availability (possibly 2/x)
1017	Advanced Manufactured Goods	Devices and clothing incorporating advanced technologies	Cr125.000	Industrial, High Tech
1018	Advanced Vehicles	Air/rafts, orbital craft, grav tanks and other vehicles up to TL14	Cr255.000	Industrial, High Tech
1019	Biochemicals	Biofuels, organic chemicals, extracts	Cr76.500	Agricultural, Water World
1020	Advanced Chemicals	uncommon, difficultly obtainable and refined or synthesized chemicals	Cr300.000	Industrial, High Tech, Gas Giant
1021	Crystals & Gems	Diamonds, synthetic or natural gemstones and minerals	Cr45.000	Asteroid, Desert, Ice-Capped Industrial, High Tech
1022	Cybernetics	Cybernetic components, replacement limbs	Cr400.000	High Tech, Research and Development
1023	Live Animals	Riding animals and beasts of burden	Cr60.000	Agricultural, Garden, Paradise
1024	Prisoners	obtained mainly from major factions as special mission, human cargo	<i>special</i>	Prison, Military
1025	Advanced Consumables	Food, drink and other agricultural products which are harder to come by or have advanced properties	Cr57.600	Agricultural, Garden, Industrial, Water World
1026	Medical Supplies	Diagnostic equipment, basic drugs	Cr230.000	High Tech ,High Population, Research and Development
1027	Luxury Goods	Rare or extremely high-quality manufactured goods	Cr560.000	High Population, High Tech, Agriculture
1028	Petrochemicals	Oil, liquid fuels	Cr65.500	Desert, Fluid Oceans, Ice- Capped, Water World
1029	Luxury Consumables	Rare foods, fine liquors and special properties	Cr420.000	Agricultural, Garden, Water World, High Population,
1030	Pharmaceuticals	Drugs, medical supplies, anagathics, fast or slow drugs	MCr2.7	Asteroid, Desert, High Pop, Water World
1031	Polymers	Uncommon plastics and other synthetics	Cr70.000	Industrial, Research and Development
1032	Uncommon Metals	Uncommon, difficultly obtainable and refined metals	Cr82.500	Asteroid, Desert, Ice Capped, Fluid Oceans
1033	Precious Metals	Gold, silver, platinum, rare metals and alloys	Cr357.000	Asteroid, Desert, Ice Capped, Fluid Oceans
1034	Radioactives	Uranium, plutonium, unobtainium eg. more commonly available radioactive elements	MCr3.2	Asteroid, Desert, Low Population, High Tech, RND
1035	Rare Radioactives	Rarely available radioactive elements	MCr12.5	Asteroid, Low Population, Fringe
1036	Basic Robots	Industrial and personal robots and drones	Cr230.000	Industrial, High Tech

Code	Goods	Description	Base Price per Ton	Availability (possibly 2/x)
1037	Advanced Robots	Specialized robotic platforms, that serve in a variety of industrial, medical or personal purposes	Cr500.000	Industrial, High Tech, Military,
1038	Rare Wood	Extremely rare woods, or woods with special/advanced properties	MCr1.2	Agricultural, Garden, Paradise
1039	Spices	Preservatives, luxury food additives, natural drugs	Cr9.250	Garden, Desert, Water World
1040	Textiles	Natural and synthetic fabrics	Cr10.000	Agricultural, Non-Industrial, Low Population
1041	Advanced Textiles	Clothing and fabrics, that incorporate advanced technologies or are harder to come by	Cr78.500	Industrial, High Population
1042	Uncommon Ore	Ore containing precious or valuable metals	Cr80.000	Asteroid, Ice Capped
1043	Uncommon Raw Materials	Raw materials, which are hard to obtain from only few environments, including asteroids and planets without	Cr62.000	Agricultural, Desert, Water World, Asteroid
1044	Water	H2O, frozen or liquid	Cr5.000	All
1045	Advanced Polymers	Complex plastics and other rare synthetics	Cr250.000	Research and Development, Military, Industrial, High
1046	Illegal Biochemicals	Dangerous chemicals, extracts from endangered species	Cr42.000	Agricultural, Water World, Lawless
1047	Drugs, Illegal	Addictive drugs, combat drugs	MCr2.0	Asteroid, Desert, High Pop, Water World, Fringe, Lawless
1048	Luxuries, Illegal	Debauched or addictive luxuries	MCr1.3	Agricultural, Garden, Water World, High Tech, Lawless
1049	Slaves, Illegal	Mostly illegal human cargo, though legal in some areas of the sector	MCr2.8	Low Population, Fringe, Lawless
1050	Advanced Weapons	Heavy armaments and weaponry as well as advanced targeting and tactical equipment	Cr475.500	Industrial, High Tech, Military
1051	Ship Weapons	Vehicle and spacecraft armaments and weaponry, as well as tactical devices	MCr2.6	Industrial, High Tech, Military
1052	Weapon, Illegal	Weapons of mass destruction, naval weapons	MCr11.9	Fringe, Military, Lawless
1053	Pelts & Skin	Products made of animals, that are nonedible	Cr37.500	Agriculture, Garden, Fringe
1054	Pelts & Skin, Illegal	Products made of endangered species, that are nonedible	Cr255.000	Fringe, Lawless
1055	Cybernetics, Illegal	Combat cybernetics, illegal enhancements	MCr3.0	Research and Development, Military, Lawless
1056	Exotic Goods	Rare and unique plant or animal life and/or extracts	MCr1.2	Xeno, Lawless, Fringe

Code	Goods	Description	Base Price per Ton	Availability (possibly 2/x)
1057	Xeno Artefacts	Items or technologies from nonhuman civilisation	MCr25.7	Xeno, <i>special</i> , <i>*n/a</i>
1058	Batteries	Energy Packs/Cells and the like	Cr25.000	Industrial, High Population, High Tech
1059	Paper	Real paper made of wood (mainly rare)	Cr570.00	Agriculture, Garden
1060	Coffee	possibly not available anymore, the rarest consumable plant known to humanity at this point	MCr72.9	<i>*n/a</i>
1061	Tea	A classic, still beloved leaf- or herb-based hot beverage	Cr12.000	Agriculture, Garden, Paradise, High Population
1062	Pets	domesticated animals, fit to live in a household environment	Cr27.500	Agriculture, Garden, Low Population
1063	Machienes	Items and equipment that are used in a variety of industrial or personal appliances	MCr2.3	Industrial, High Tech
1064	War Machienery, Illegal	Items and equipment that are used almost exclusively in a variety of military appliances	MCr7.2	Research and Development, Military, Lawless
1065	Ammunition	small, heavy and ship weapon ammunition	Cr95.000	Industrial, High Tech, Military
1066	Ammunition, Illegal	WMD and Naval armaments ammunition	Cr900.000	Military, Fringe, Lawless
1067	Sensors	A variety of optics or other items used in sensor arrays, or ready to use sensors	MCr1.7	Military, Research and Development, High Tech,
1068	Glas	Glas	Cr30.000	Desert, Industrial
1069	Machienes, Nano, Illegal	Nanites and nanite-farms, as well as machienes and equipment to build these	MCr27.2	Military, Research and Development, <i>*n/a</i>
1070	Machienes, Medical	Medical equipment, cryopods, medical pods and operating robotics	MCr3.3	High Tech ,High Population, Research and Development,
1071	Specialized clothing and Suits or Armor	HEV` s, armor parts or armored suits as well as vacc-suits or other specialized clothing	MCr1.9	High Tech, Military, Industrial, Asteroid
1072	Basic Building Materials	Simple and easily obtainable building materials ready to use in structures on surfaces	Cr25.000	Industrial, Agriculture, Desert
1073	Data (price per data unit, usually terrabyte)	Logs and/or research data as well as surface scans and the like	Cr10.000	<i>special</i>
1074	Advanced Data (price per data unit, usually terrabyte)	Intel and logistic data, as well as deep-scans and industrial and economy data	Cr45.000	<i>special</i>
1075	Data, Illegal (price per data unit, usually terrabyte)	espionage data, contracts as well as redacted and secret data	Cr575.000	Fringe, Lawless, <i>special</i>
1076	Data, CredSec (price per data unit, usually terrabyte)	Obtained mainly from CredSec, bank-data that needs shipping to other systems	Cr5.000	All

Code	Goods	Description	Base Price per Ton	Availability (possibly 2/x)
1077	Advanced Batteries	Advanced energy packs as well as shipsized Powerbanks etc	MCr4.0	High Tech, Research and Development
1078	Biochemicals, Xeno, Illegal	Biofuels, organic chemicals, extracts from illegal Xenosources	MCr1.6	Xeno
1079	Electronics, Illegal	Electronic warfare devices and/or technology that is forbidden in certain areas	MCr6.2	Lawless, Military, Research and Development
1080	Personel	crew, specialists, colonists and the like (price initial/price monthly)	Cr7.500/Cr2.500	All
1081	Personel, Illegal	Pirates and other personae no grata (price initial/price monthly)	Cr2.500/Cr5.000	Lawless, Fringe, Prison, Military
1082	Common Stone	Stone or Granite often used in simple construction	Cr250	
1083	Sand / Dirt	Filling medium often used in simple construction	75Cr	
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