Colonice PCM - Projects / Costs / Maintenance Costs

	Projects			Costs				
Category	Structure/Project	Description	Materials	Credits	Personel (to build)	Time	Maint. Cost (p/mth)	
Housing/Tent	Simple Tent	A simple Tent, made from durable fabric, build to last a short time in non-hostile environment. (for up to 4 persons)	Textiles (100 kg), Common Plastics (15 kg), Common Metals (25 kg)	Cr1.295	2 (All)	1D hours	xxx/x-mth	
	Improved Tent	An improved Tent, made from durable fabrics and polymers, build to last a medium time in non-hostile environment. (for up to 4 persons)	Textiles (200 kg), Common Plastics (50 kg), Common Metals (100 kg)	Cr3.175	2 (All)	1D hours	xxx/x-mth	
	Advanced Tent	An advanced Tent, made from durable fabrics, polymers and alloys, build to last a long time in a non-hostile environment. (for up to 4 persons)	Textiles (500 kg), Common Plastics (200 kg), Common Metals (350 kg)	Cr9.125	3 (All)	1D hours	xxx/x-mth	
	Hunters Tent	A simple Tent, made from durable fabric, build to last a very short time in non-hostile environment. Made specificly for hunters. (for up to 1 persons)	Textiles (5 kg), Common Plastics (1 kg), Common Metals (1 kg),	Cr61	1 (All)	1D hours	xxx/x-mth	
	Scout Tent	A simple Tent, made from durable fabric, build to last a very short time in non-hostile environment. Made specificly for scouts. (for up to 2 persons)	Textiles (10 kg), Common Plastics (5 kg), Common Metals (5 kg), Common Electronics (2kg)	Cr210	1 (All)	1D hours	xxx/x-mth	
Housing/Tent/Upgrades	Armored (TL9)	Add Protection +5 to structure, weight x3	*n/a	Cr2.500	1 (Mechanic)	3D hours	xxx/x-mth	
	Camouflage Basic (TL12)	DM-2 to Recon, DM-4 to IR sensor checks, weight -	*n/a	Cr8.000	1 (Mechanic)	6D hours	xxx/x-mth	
	Camouflage Improved (TL13)	DM-4 to all Recon and sensor checks, weight -	*n/a	Cr60.000	1 (Mechanic)	2D days	xxx/x-mth	
	Climate Controlled (TL10)	Moderate unpowered climate control, +/- 50˚C, weight -	*n/a	Cr500	1 (Mechanic)	2D hours	xxx/x-mth	
	Rad Shielding (TL10)	Blocks 100 rads, weight -	*n/a	Cr2.000	1 (Mechanic)	6D hours	xxx/x-mth	
	Self Assembling (TL11)	Assembles with 1 personhour effort, weight -	*n/a	Cr5.000	*n/a, special	1 hour	xxx/x-mth	
	Self Sealing (TL11)	Automatically seals small breaches within 3D seconds, weight -	*n/a	Cr2.000	1 (Mechanic)	2D hours	xxx/x-mth	
Housing/Hut	Simple Hut	A simple Hut, made from Common Wood, build to last a medium time in mostly non-hostile environment. (for up to 4 persons)	Common Wood (600 kg), Common Metals (30 kg)	Cr4.845	2 (All)	1D days	xxx/x-mth	
	Improved Hut	An improved Hut, made from Common Wood and Common Raw Materials, build to last a long time in mostly non-hostile environment. (for up to 4 persons)	Common Wood (800 kg), Common Metals (100 kg), Common Plastics (100 kg)	Cr7.200	3 (All)	1D days	xxx/x-mth	
Housing/Hut/Upgrades	Armored (TL9)	Add Protection +5 to structure, weight x3	*n/a	Cr5.000	2 (Mechanic)	6D hours	xxx/x-mth	
	Camouflage Basic (TL12)	DM-2 to Recon, DM-4 to IR sensor checks, weight -	*n/a	Cr16.000	2 (Mechanic)	1D days	xxx/x-mth	
	Camouflage Improved (TL13)	DM-4 to all Recon and sensor checks, weight -	*n/a	Cr120.000	2 (Mechanic)	4D days	xxx/x-mth	
	Climate Controlled (TL10)	Moderate unpowered climate control, +/- 75˚C, weight 250kg	*n/a	Cr1.000	2 (Mechanic)	4D hours	xxx/x-mth	
	Rad Shielding (TL10)	Blocks 125 rads, weight 250kg	*n/a	Cr4.000	2 (Mechanic)	1D days	xxx/x-mth	
	Self Assembling (TL11)	Assembles with 12 person-hour effort, weight 250kg	*n/a	Cr10.000	*n/a, special	12 hours	xxx/x-mth	
	Self Sealing (TL11)	Automatically seals small breaches within 3D seconds, weight 250kg	*n/a	Cr4.000	2 (Mechanic)	4D hours	xxx/x-mth	
Housing/House	Simple House	A simple House, made from Common Wood, Common Plastics and Common Metals, build to last a medium time in mostly non-hostile environment. (for up to 6 persons)	Common Wood (4 tons), Common Plastics (1 ton), Common Metals (2 tons), Common Raw Materials (100 tons)	Cr653.500	4 (All)	3D weeks	xxx/x-mth	
	Improved House	An improved House, made from Common Manufactured Goods, Common Plastics and Common Metals, build to last a long time in mostly non-hostile environment. (for up to 6 persons)	Common Manufactured Goods (4 tons), Common Plastic (2 tons), Common Metals (6 tons), Common Raw Materials (130 tons)	Cr930.000	5 (All), 1 (Civil Engineer)	3D weeks	xxx/x-mth	
	Advanced House	An advanced House, made from Common Manufactured Goods, Common Plastics and Common Metals, build to last a very long time in mostly non-hostile environment. (for up to 6 persons)	Common Manufactured Goods (6 tons), Common Plastic (4 tons), Common Metals (10 tons), Common Raw Materials (200 tons)	MCr1.44	6 (All), 1 (Civil Engineer)	3D weeks	xxx/x-mth	
Housing/House/Upgrades	Armored (TL9)	Add Protection +5 to structure, weight x3	*n/a	Cr80.000	3 (Mechanic)	1D days	xxx/x-mth	
	Camouflage Basic (TL12)	DM-2 to Recon, DM-4 to IR sensor checks, weight 500 kg	*n/a	Cr256.000	3 (Mechanic)	2D days	xxx/x-mth	
	Camouflage Improved (TL13)	DM-4 to all Recon and sensor checks, weight -	*n/a	MCr1.92	3 (Mechanic)	1D weeks	xxx/x-mth	

Category	Item	Description	Materials	Cost	Skill	Time	
	Climate Controlled (TL10)	Moderate powered climate control, +/- 100˚C, weight 500kg	*n/a	Cr16.000	3 (Mechanic)	1D days	xxx/x-mth
	Rad Shielding (TL10)	Blocks 150 rads, weight 500kg	*n/a	Cr64.000	3 (Mechanic)	2D days	xxx/x-mth
	Self Assembling (TL11)	Assembles with 24 person-hour effort, weight 500kg	*n/a	Cr160.000	*n/a, special	24 hours	xxx/x-mth
	Self Sealing (TL11)	Automatically seals small breaches within 3D seconds, weight 500kg	*n/a	Cr64.000	3 (Mechanic)	1D days	xxx/x-mth
Housing/Mansion	Mansion	A Mansion, made from Rare Wood, Common Electronics, Common Metals and Common Manufactured Goods, build to last a very long time in mostly non-hostile environment. (for up to 12 persons)	Rare Wood (5 tons), Common Electronics (8 tons), Common Metals (120 tons), Common Manufactured Goods (50 tons), Common Raw Materials (300 tons)	MCr10.38	8 (All), 2 (Civil Engineer)	2D months	xxx/x-mth
	Advanced Mansion	Advanced Mansion, made from Rare Wood, Common Electronics, Common Metals and Common Manufactured Goods, build to last an extremely long time in mostly non-hostile environment. (for up to 12 persons)	Rare Wood (10 tons), Common Electronics (10 tons), Common Metals (150 tons), Common Manufactured Goods (100 tons), Common Raw Materials (330 tons)	MCr17.96	12 (All), 4 (Civil Engineer)	2D months	xxx/x-mth
Housing/Mansion/Upgrades	Armored (TL9)	Add Protection +5 to structure, weight x3	*n/a	Cr240.000	4 (Mechanic)	3D days	xxx/x-mth
	Camouflage Basic (TL12)	DM-2 to Recon, DM-4 to IR sensor checks, weight 1.5 tons	*n/a	Cr768.000	4 (Mechanic)	6D days	xxx/x-mth
	Camouflage Improved (TL13)	*n/a	*n/a	*n/a	*n/a	*n/a	*n/a
	Climate Controlled (TL10)	Moderate powered climate control, +/- 100˚C, weight 1.5 tons	*n/a	Cr48.000	4 (Mechanic)	2D days	xxx/x-mth
	Rad Shielding (TL10)	Blocks 150 rads, weight 1.5 tons	*n/a	Cr192.000	4 (Mechanic)	4D days	xxx/x-mth
	Self Assembling (TL11)	*n/a	*n/a	*n/a	*n/a	*n/a	*n/a
	Self Sealing (TL11)	Automatically seals small breaches within 3D seconds, weight 1.5 tons	*n/a	Cr192.000	4 (Mechanic)	2D days	xxx/x-mth
Housing/Base Modul	Basic Base Module	A modular, pressurised shelter capable of withstanding anything less than hurricane force winds. The shelter offers excellent protection from precipitation and all but the most extreme temperature conditions. 5 total modules, Hydrocarbon generator. (for up to 6 persons)	Common Metals (6 tons), Common Electronics (250 kg)	Cr75.000	1 (All)	6D hours	xxx/x-mth
	Improved Base Module	A modular, pressurised shelter capable of withstanding anything less than hurricane force winds. The shelter offers excellent protection from precipitation and all but the most extreme temperature conditions. 5 total modules, Fusion Plus generator. (for up to 6 persons)	Common Metals (6 tons), Common Electronics (250 kg), Advanced Parts (50 kg)	Cr120.000	1 (All)	6D hours	xxx/x-mth
Housing/Base Modul/Upgrades	Additional Blank Module	Module capable of supporting 2 persons, weight 1 ton	Common Metals (1 ton), Common Electronics (25 kg)	Cr5.000	1 (All)	1D hours	xxx/x-mth
	Additional Power Module (TL8)	Hydrocarbon, supports itself + up to 4 modules, weight 2 tons	Common Metals (2 ton), Common Electronics (150 kg)	Cr15.000	1 (All)	2D hours	xxx/x-mth
	Additional Power Module (TL10)	Fusion Plus, supports itself + up to 4 modules, weight 2 tons	Common Metals (2 ton), Common Electronics (150 kg), Advanced Parts (50 kg)	Cr60.000	1 (All)	2D hours	xxx/x-mth
	Corrosive protection	Per module: Corrosive, extreme temperature, weight -	*n/a	Cr100.000	1 (Mechanic)	4D hours	xxx/x-mth
	Foam Protection	Per module: Micrometeorite and weather, weight 10 kg	*n/a	Cr1.000	1 (All)	1D hours	xxx/x-mth
	Life Support, short term	Per module: 1 week for 2 persons, weight -	*n/a	Cr20.000	1 (Mechanic)	2D hours	xxx/x-mth
	Life Support, long term	Per module: 90 days for 2 persons, weight -	*n/a	Cr100.000	1 (Mechanic)	3D hours	xxx/x-mth
	Life Support supplies	Per module per period, weight 50 kg	*n/a	Cr1.000	1 (All)	1 hour	xxx/x-mth
	Power Cell Backup, Basic (TL8)	24 hour support for 5 modules, weight 720 kg	*n/a	Cr40.000	1 (All)	1D hours	xxx/x-mth
	Power Cell Backup, Improved (TL10)	24 hour support for 5 modules, weight 288 kg	*n/a	Cr24.000	1 (All)	1D hours	xxx/x-mth
	Armored (TL9)	Add Protection +5 to structure, weight x3	*n/a	Cr5.000	1 (Mechanic)	2D hours	xxx/x-mth
	Camouflage Basic (TL12)	DM-2 to Recon, DM-4 to IR sensor checks, weight 250 kg	*n/a	Cr16.000	1 (Mechanic)	1D hours	xxx/x-mth
	Camouflage Improved (TL13)	DM-4 to all Recon and sensor checks, 250 kg	*n/a	Cr120.000	1 (Mechanic)	2D hours	xxx/x-mth
Housing/Habitat Module	Basic Habitat Module	Shelter habitat up to 6 persons + week supplies	Common Metals (900 kg), Common Electronics (10 kg), Common Plastic (100 kg)	Cr10.000	1 (All)	2D hours	xxx/x-mth

Category	Name	Description	Materials	Cost	Crew	Time	
	Improved Habitat Module	Shelter habitat up to 6 persons + week supplies and short-term life support	Common Metals (1.2 tons), Common Electronics (25 kg), Common Plastic (300 kg)	Cr20.000	1 (All)	2D hours	xxx/x-mth
Housing/Pre-Fabricated Cabin	Pre-Fabricated Cabin	A basic 6 x 4 x 3 metre hut with windows and a door but with no heating, lighting or sanitary facilities fitted. Basic shelter. (for up to 4 persons)	Common Metals (400 kg), Common Electronics (15 kg)	Cr2.000	2 (All)	2D hours	xxx/x-mth
							xxx/x-mth
Military/Bunker	Simple Bunker	Simple, armored structure. Usually used for guarding perimeters of an outpost. (for up to 3 guards)	Common Metals (20 tons), Common Weapons (100 kg), Common Electronics (100 kg), Common Raw Materials (40 tons)	Cr478.525	2 (All), 1 (Civil Engineer)	1D days	xxx/x-mth
	Improved Bunker	Improved, armored structure. Usually used for guarding perimeters of an outpost. (for up to 6 guards)	Common Metals (50 tons), Common Weapons (300 kg), Common Electronics (250 kg), Common Raw Materials (60 tons)	Cr959.325	4 (All), 1 (Civil Engineer)	2D days	xxx/x-mth
	Advanced Bunker	Advanced, armored structure. Usually used for guarding perimeters of an outpost. (for up to 9 guards)	Common Metals (75 tons), Common Weapons (500 kg), Common Electronics (400 kg), Common Raw Materials (120 tons)	MCr1.62	6 (All), 1 (Civil Engineer)	3D days	xxx/x-mth
Military/Watchtower	Simple Watchtower	Simple, high-ground structure to observe the surrounding area. (for up to 2 guards)	Common Wood (3 tons), Common Raw Materials (2 tons), Common Electronics (50 kg)	Cr35.750	3 (All)	1D days	xxx/x-mth
	Fortified Watchtower	Armored and armed high-ground structure to observe the surrounding area. (for up to 2 guards)	Common Metals (2 tons), Common Raw Materials (6 tons), Common Electronics (200 kg), Common Weapons (200 kg)	Cr76.050	3 (All), 1 (Civil Engineer)	3D days	xxx/x-mth
Military/Fortification	Sandbag Wall	Sanbags, stacked, to provide a basic yet effective protection against a variety of threats. (0,5x1x5m)	Sand/Dirt (5 tons), textiles (100 kg)	Cr1.000	1 (All)	1D hours	xxx/x-mth
	H-Barriers	Sand or rubble filled Barrier-Modules, which provide stronger more durable protection then Sandbags. (1,5x1,5x6m)	Sand/Dirt (20 tons), textiles (1 ton)	Cr10.000	2 (All)	1D hours	xxx/x-mth
	Razorwire Wall	Razorwire arranged in a defensive manner. Usually used to slow possible threats. (0,5x1x5m)	Common Metal (200 kg)	Cr2.300	1 (All)	1D hours	xxx/x-mth
	Simple Fence	Simple wooden Fence (1x5m)	Common Wood (100 kg)	Cr750	1 (All)	1D hours	xxx/x-mth
	Improved Fence	Fence made from Metals and Wires (1x5m)	Common Metals (100 kg)	Cr1.150			xxx/x-mth
	Advanced Fence	Electric Fence or Monofilament Fence (1x5m)	Common Metals 100 kg), Common Electronics (20 kg), Common Industrial Goods (20 kg)	Cr1.850			xxx/x-mth
	Simple Gate	Simple wooden Gate with a simple barring mechanism	Common Wood (600 kg),	Cr4.500			xxx/x-mth
	Improved Gate	Gate made from Metals. Possibly automatically or remotely controlled	Common Metals (800 kg), Common electronics (50 kg)	Cr21.250			xxx/x-mth
	Fortified Gate	Heavy Steel Gate, possibly electric or with Gatehouse to support an armed guard. Automated or remotely controlled	Uncommon Metals (2 tons), Common Electronics (200 kg), Common Raw Materials (6 tons)	Cr206.000			xxx/x-mth
	Simple Wall	Stone Wall. Protective against simple weaponry yet brile (0,5x1,5x10)	Common Raw Materials (1 tons), Stone (10 tons),	Cr8.250			xxx/x-mth
	Improved Wall	Made from cut stone or Metal, usually higher and less brile then the simple one (1x2x10)	Common Raw Materials (1 tons), Stone (25 tons), Common Metals (2 tons)	Cr35.250			xxx/x-mth
	Fortified Wall	Heavy Steel Wall with gangway and/or weapon mountings on top 2x3x10	Common Metals (40 tons), Uncommon Metals (10 Tons), Raw Materials (10 tons), Common Electronics (10 tons)	MCr1.6			xxx/x-mth
Military/Barracks	Tent Barracks	Made from heavy duty fabrics, used for short term residency. Will house up to 20 guards for a short amount of time.	Textiles (2 tons)	Cr20.000			xxx/x-mth
	Simple Barracks	Made from Wood or Stone, it is not shiny but functional. It will house up to 40 guards for a medium amount of time.	Common Wood (10 tons), Common Stone (200 tons), Textiles (2 tons)	Cr145.000			xxx/x-mth
	Improved Barracks	Long term military structure, that will house up to 50 guards for a long time amount of time.	Common Stone (400 tons), Common Metals (30 tons), Common Raw Materials (30 tons)	Cr625.000			xxx/x-mth
	Fortified Barracks	Long term military structure, that will house up to 40 guards for a very long time amount of time. Usually well armored and with MG-nest on the roof.	Common Stone (400 tons), Common Metals (100 tons), Common Electronics (1 ton), Uncommon Metals (10 tons)	MCr2.1			xxx/x-mth
							xxx/x-mth
Military/Checkpoint	Basic Checkpoint	simple Checkpoint made from Sandbags and Fences. Usually used to guard easily observable streets or the like.	Sand/Dirt (5 tons), textiles (100 kg), Common Metals (100 kg)	Cr2.250			xxx/x-mth
	Fortified Checkpoint	Checkpoint made to last and endure much longer then the basic one. Used in obscured areas or where threats are expected. Features a fortified watchtower.	Common Metals 2 tons), Common Raw Materials (6 tons), Common Electronics (20 kg), Common Industrial Goods (20 kg)	Cr80.000			xxx/x-mth
Military/Outpost	Outpost	Outpost structure made in the way a simple bunker is build, but with more focus on survivability and self-sufficiency.	Common Metals (20 tons), Common Weapons (100 kg), Common Electronics (100 kg), Common Raw Materials (40 tons), Common Stone (30 tons)	Cr486.025			xxx/x-mth
	Fortified Outpost	Heavy Outpost made to endure and last a long time in enemy territory.	Common Metals (100 tons), Common Weapons (1 ton), Common Electronics (1 ton), Common Raw Materials (60 tons), Common Stone (300 tons)	MCr1.67			xxx/x-mth

Category	Name	Description	Materials	Cost	Skill	Time	Maintenance
Military/Forward Operating Base	FOB	Forward Base that houses up to 32 guards for a medium amount of time. Depends on external shipments to survive.	Common Stone (200 tons), Common Metals (50 tons), Common Raw Materials (50 tons)	Cr925.000			xxx/x-mth
	Scout FOB	Stealth focused FOB to survive self-sufficiently in unknown or enemy territory. It houses up to 16 guards for a long time.	Common Stone (100 tons), Common Metals (10 tons), Advanced Textiles (20 tons), Common Electronics (5 tons)	MCr1.84			xxx/x-mth
							xxx/x-mth
Military/Command HQ	Command HQ	A permanent military structure, that is the centre of every military operation in its sphere of influence. Logistics centre and military command are usually operating from here.	Uncommon Metals (10 tons), Common Metals (30 tons), Common Electronics (10 tons), Common Raw Materials (30 tons)	MCr1.6			xxx/x-mth
Military/Command HQ/Upgrades	Armored (TL9)	Add Protection +5 to structure, weight x3	*n/a	Cr240.000	4 (Mechanic)	3D days	xxx/x-mth
	Camouflage Basic (TL12)	DM-2 to Recon, DM-4 to IR sensor checks, weight 1.5 tons	*n/a	Cr768.000	4 (Mechanic)	6D days	xxx/x-mth
	Camouflage Improved (TL13)	*n/a	*n/a	*n/a	*n/a	*n/a	*n/a
	Climate Controlled (TL10)	Moderate powered climate control, +/- 100˚C, weight 1.5 tons	*n/a	Cr48.000	4 (Mechanic)	2D days	xxx/x-mth
	Rad Shielding (TL10)	Blocks 150 rads, weight 1.5 tons	*n/a	Cr192.000	4 (Mechanic)	4D days	xxx/x-mth
	Self Assembling (TL11)	*n/a	*n/a	*n/a	*n/a	*n/a	*n/a
	Self Sealing (TL11)	Automatically seals small breaches within 3D seconds, weight 1.5 tons	*n/a	Cr192.000	4 (Mechanic)	2D days	xxx/x-mth
Military/Shooting Range	Shooting Range simple	Range to support a variety of training simulations for simple/common weapons as well as grenades	Common Stone (10 tons), Sand (10 tons), Textiles (2 tons), Common Electronics (500 kg)	Cr35.750			xxx/x-mth
	Shooting Range advanced	Range to support a variety of training simulations for common and heavy weapons as well as grenades and explosives	Common Stone (25 tons), Sand (25 tons), Textiles (15 tons), Common Electronics (2 tons)	Cr208.125			xxx/x-mth
Military/Weapons facility	Weapons Storage	A place to savely store and lock weapons of a wide variety	Common Stone (20 tons), Common Metals (10 tons), Common Electronics (1 ton)	Cr145.000			xxx/x-mth
	Weapons Testing Area	Medium, heavy installation to test new weapons in a controlled environment	Common Metals (25 tons), Common Raw Materials (50 tons), Common Electronics (10 tons)	Cr837.500			xxx/x-mth
	Ammunition Depot	Fortified facility used for storing ammunition of all kinds, even explosives and volatile ammo-types	Common Stone (10 tons), Common Metals (10 tons)	Cr252.500			xxx/x-mth
	Weapons Research and Development	Military, Scientific installation where new weaponsystems and platforms are being developed	Common Raw Materials (20 tons), Common Metals (20 tons), Uncommon Metals (5 tons), Advanced Electronics (2 tons)	MCr1.1			xxx/x-mth
	Mortar Station	Mobile, unfortified area that holds a mortar-squad	Textiles (20 kg), Common Metals (20 kg)	Cr430			xxx/x-mth
	Artillery Station	Fixed Artillery Battery, able to lay down heavy supporting fire over great distances	Common Metals (10 tons), Uncommon Metals (5 tons), Machine Parts (2 tons)	Cr713.000			xxx/x-mth
	MG Nest	Mobile, lightly fortified area holding one heavy weapon with the respective personel	Textiles (20 kg), Common Metals (20 kg)	Cr430			xxx/x-mth
	Mine Field	An area of flat surface, where anti-personel or anti-armor mines are being hidden (20x100m / 50% trigger chance)	Common Chemicals (1 ton), Common Electronics (1 ton), Common Metal (1 ton)	Cr45.800			xxx/x-mth
	AA Battery	Fixed installation to defend against threats from air	Common Metals (5 tons), Uncommon Metals (3 tons), Machine Parts (1 ton)	Cr397.750			xxx/x-mth
	AS Canon	Fixed installation to defend against threats from sea	Common Metals (15 tons), Uncommon Metals (10 tons), Machine Parts (5 tons)	MCr1.46			xxx/x-mth
	AT Gun	Fixed installation to defend against threats from Land	Common Metals (5 tons), Uncommon Metals (3 tons), Machine Parts (1 ton)	Cr397.750			xxx/x-mth
	ASC Canon	Fixed installation to defend against threats from Orbit	Common Metals (100 tons), Uncommon Metals (50 tons), Machine Parts (25 tons)	MCr7.59			
							xxx/x-mth
Military/Transportation	Simple Landing Pad	A flat surface, that has been made fit for aerial or space craft to savely land and start from	Common Stone (100 tons), Sand / Dirt (200 tons)	Cr25.000			xxx/x-mth
	Improved Landing Pad	Surface made from metal or stone, constructed to provide save starting and landing from aerial and space craft	Common Stone (200 tons), Common Raw Materials (100 tons), Common Metals (50 tons)	MCr1.23			xxx/x-mth
	Advanced Landing Pad	Pad made from heavy materials, that withstand great forces. It is overlooked by a fortified flight control tower	Common Metals (200 tons), Uncommon Metals (50 tons), Common Electronics (10 tons)	MCr6.75			xxx/x-mth
	Bunker Landing Pad	Heavily fortified Landing pad that is dug into the ground with a heavy, automated steel gate guarding the entrance. A fortified bunker or flight control tower looks over the landing pad.	Common Metals (300 tons), Uncommon Metals (100 tons), Common Electronics (20 tons), Machine Parts (50 tons)	MCr16.84			xxx/x-mth
	Simple Garage	A fancy Carport, able to provide some protection from weather and possibly detection	Common Raw Materials (1 ton), Textiles (2 tons)	Cr26.000			xxx/x-mth
	Improved Garage	Garage made from heavy materials, able to provide decent protection from weather, detection and enemy fire	Common Metals (2 tons), Common Raw Materials (5 tons), Common Plastics (2 tons)	Cr60.000			xxx/x-mth

	Simple Port	Docking area for small ships, that does not provide any protection or camouflage	Common Wood (2 tons), Common Stone (10 tons)	Cr17.500				xxx/x-mth
	Improved Port	Docking area more fortified and possibly with Tech to protect it from easy detection, for medium ships	Common Stone (200 tons), Common Raw Materials (25 tons), Common Metals 25 tons	Cr487.500				xxx/x-mth
	Advanced Port	Heavily fortified docking area for even the biggest ships, with highly advanced Tech providing cutting edge protection	Common Raw Materials (1000 tons), Common Metals (200 tons), Uncommon Metals (100 tons), Machience Parts (100 tons), Common Electronics (100 tons)	MCr28.33				xxx/x-mth
Military/Sensors	Basic Radar Station	A basic radar installation, that provides basic radar surveillance over a medium distance	Common Electronics (10 tons), Common Raw Materials (30 tons), Common Metals (30 tons)	Cr775.000				xxx/x-mth
	Advanced Radar Station	An advanced radar installation that provides advanced radar surveillance over a great distance	Common Electronics (25 tons), Common Raw Materials (30 tons), Uncommon Metals (20 tons), Machine Parts (10 tons)	Cr				xxx/x-mth
	Air/Sea/Land/Orbit Control Hub	Automated installation, that provides fire control solutions for the AA/AS/AT/ASC-platforms in its sphere of influence	Advanced Electronics (5 tons), Common Electronics (10 tons), Common Raw Materials (20 tons), Sensors (25 kg)	Cr				xxx/x-mth
	Lidar Station	Facility that constantly provides 3-dimensional surveillance data to (for example) command HQ (long distance)	Advanced Electronics (2 tons), Common Electronics (3 tons), Machine Parts (1 ton), Common Metals (10 tons), Common Raw Materials (30 tons)	Cr				xxx/x-mth
	IR Surveilance Station	Installation that provides infrared-surveillance data to (for example) command HQ. (medium distance)	Common Electronics (25 tons), Common Raw Materials (20 tons), Uncommon Metals (10 tons), Machine Parts (10 tons), Sensors (40 kg)	Cr				xxx/x-mth
	Seismo Surveilance Station	Installation that can possibly detect enemy forces under ground or under water	Sensors (1 ton), Uncommon Metals (100 tons), Advanced Electronics (10 tons), Common Raw Materials (45 tons)	Cr				xxx/x-mth
Military/Police	Military Police Station	A facility that supports up to 25 guards that work in a military jusrisdiction	Common Stone (50 tons), Common Metals (20 tons), Textiles (10 tons)	Cr				xxx/x-mth
	Military Prison	A prison suporting up to 50 inmates and 15 guards	Common Raw Materials (200 tons), Common Metals (100 tons), Common Electronics (10 tons)	Cr				xxx/x-mth
	Military Correction Centre	A facility, that is used to interrogate, hold and correct POW`s. Holds up to 15 inmates and 25 guards	Common Raw Materials (40 tons), Common Metals (100 tons), Uncommon Metals (25 tons)	Cr				xxx/x-mth
	Military Execution Centre	An installation where prisoners get executed by a military execution-commando	Common Metals (25 tons), Common Raw Materials (50 tons), Common Electronics (10 tons), Common Weapons (100 kg)	Cr				xxx/x-mth
								xxx/x-mth
Military/Medical	Field Hospital							
	Mobile Medic Post							
	Military Hospital							
Civilian/Transportation	Simple Road	Dirt road or rubble, as much a simple path it is still a sign of civilisation						xxx/x-mth
	Improved Road	Road made from stone or tarmac/asphalt. Supports heavy vehicles, can be build as multiple lanes						xxx/x-mth
	Advanced Road	Highways and multiple lane roads, featuring light signals and advanced infrastructure. Usually found in densely populated areas and cities						xxx/x-mth
	Rail Road	The classic, yet with a modern spin. ICE and the like fast trains run these						xxx/x-mth
	Tram	Ultra-fast magnetic transportation system, ready to transport the heaviest of materials as save as it gets						xxx/x-mth
	Taxi Station	Taxi-centre including carports and infrastructure						xxx/x-mth
	Heli Pad	Landing platform for rotary-wing-craft usually used in government installations or medical facilities						xxx/x-mth
	Docks	Designated docking area for small boats and ships						xxx/x-mth
	Small Port	Designated docking area for medium boats and ships						xxx/x-mth
	Port	Multiple docking areas including loading area and devices like cranes etc. for small to medium ships						xxx/x-mth
	Major Port	Multiple docking areas including loading area and devices like cranes etc. for even the largest ships						xxx/x-mth
	Space Port (D-A)	City sized installation that features a whole ecosystem around a major landing/docking area for spacecraft						xxx/x-mth
	Landing Strip	Designated landing area for small to medium planes						xxx/x-mth
	Airport	Multiple runways and passenger area for even the biggest planes, features one or more air-control towers						xxx/x-mth
	Bus Station	Storage, Maintenace and Garage for multiple buses in civilian use						xxx/x-mth

		Logistics Station	Multiple garages and infrastructure supporting a number of wheeled loading vehicles for goods transportationa and logistics on land					xxx/x-mth
		Garage	Simple concrete structure to store/park civilian personal vehicles in and thus protect them from weather influences					xxx/x-mth
								xxx/x-mth
Civilian/Infrastructure	General Shop							xxx/x-mth
	Pharmacy							xxx/x-mth
	Drug Store							xxx/x-mth
	Grocery Shop							xxx/x-mth
	Clothing Shop							xxx/x-mth
	Tool Shop							xxx/x-mth
	Gun Shop / Armory							xxx/x-mth
	Guild Hall							xxx/x-mth
	City Centre							xxx/x-mth
	Museum							xxx/x-mth
	School							xxx/x-mth
	University							xxx/x-mth
	Temple / Church							xxx/x-mth
	Restaurant							xxx/x-mth
	Club / Bar							xxx/x-mth
	Monastery							xxx/x-mth
	Homeless Shelter							xxx/x-mth
	Nursing Home							xxx/x-mth
	Farm Livestock							xxx/x-mth
	Farm Crops							xxx/x-mth
	Lumberjack Hut							xxx/x-mth
	Sawmill							xxx/x-mth
	Quarry							xxx/x-mth
	Masonry							xxx/x-mth
	Mine							xxx/x-mth
	Smelting Plant							xxx/x-mth
	Steel Factory							xxx/x-mth
	Oil Rig Land							xxx/x-mth
	Oil Rig Sea							xxx/x-mth
	Plastics / Polymers Factory							xxx/x-mth
	Slaughterhouse							xxx/x-mth
	Bakery							xxx/x-mth
	Food Factory							xxx/x-mth
	Hunting Hut							xxx/x-mth
	Chemical Plant							xxx/x-mth
	Plantage							xxx/x-mth
	Factory							xxx/x-mth

	Shipyard						xxx/x-mth
	Fishing Hut						xxx/x-mth
	Emergency Shelter / Bunker						
	Fire Station						
	Police Station						
	Prison / Correction Center						
	Sport / Exercise Facilities						
	Radio / Holo / Net Station						
	Nuclear Reactor						
	Fusion Reactor						
	Electrical Plant						
	Power Plant						
	Coal-fired Power Station						
	Power Network						
	Telecommunication Network						
	Water Network						
	Life Support Network						
Civilian/Medical	Hospital						
	University Hospital						
	Rapid Reaction Medical Installation						
	Doctor`s Office						
	Emergency Station Medical						
	Veterinarian						
	Animal Clinic						
	Medical Robot Station						
	Mobile Med Unit						
Civilian/Research	Science Laboratory Biology						
	Science Laboratory Chemistry						
	Science Laboratory Cybernetics						
	Science Laboratory Genetics						
	Science Laboratory Physics						
	Science Laboratory Robotics						
	Science Laboratory Xenology						
	Science Laboratory Hydroponics						
	Field Study Unit						

	Library					
	Medical Research and Development Center					
	Astronomy Station / Telescope					
	Seismological Station Planetology Unit					
	Archaeological Research Unit					
	Science Hall Cosmology					
	Science Hall Philosophy					
	Science Hall Sophontology					
	Planetary Scanner Unit					
	Deep Scanner / Telescope					
	Scientific Outpost					
	Particle Accelerator					
	Quarantine Laboratory					
	Underground Research Hub					
	Secret Research Base					
	Terraforming Plant					