

Building	Race	Tech	MC	Supply	Upkeep	Production
Air Academy	Aczanny	5	60	10	-	Trains 60 colonists to be crew
Arerran Capital	Coalition	4	800	100	-	200% Farming, 12.5% Mining, Farms make extra Food and Med
Ground Sweeper	Crystal	8	500	100	-	Sweeps all minefields over planet. Recovers Ord
Gun Zero	Robot	8	30,000	1,000	Ord	Attacks large enemy ships, range 250ly.
Hawkins Institute	UEA	4	40	10	1M,1S,5F	Converts 300 prisoners to troops
Hyper Lathe	Crystal	3	40	5	HD Stress	250 Ord, 10 food, 1 MC, 1 Supply, 8 D, 2 T, 5 M, 3 N (per point)
Infernator	Crystal	1	10	10	HD Stress	Heats Planet +20 (per point). >90 climate and heating is free.
Insectoid Nest	Robot	1	300	100	Trit	Mines Fuel, Breeds Insectoids, Builds Colonists
King's Palace	Cyborg	3	5,000	500	-	1000 MC for Central Bank
Labor Camp	Bird, Stormer, EE, Drac, Solorian	1	2	1	Prisoners	10 MC, Supplies
Labor Mine	Bird, Stormer, Drac, Aczanny	1	2	1	Prisoners	10 MC, Metal, Ore
Market Place	Centaur	5	700	1,800	-	+5 Native Happiness, +5% Native Join
Metals Exchange	IMT	6	1,000	500	-	Converts metals to MC
Nawole Gardens	Coalition	2	120	10	-	12.5% Farming, 200% Gal Income
Pirates Cove	Privateer	1	500	1	-	Steals Food & Contraband in 200ly radius
Racetrack	Centaur	5	850	120	-	15 MC from every city on planet
Redistribution Center	UEA	6	400	100	Contraband	1MC, 1 Supply, 1 Food, 70 Ord
Resort	Bird, Fed, Liz, Peeps	5	1,000	500	10 F, 2 S	+1 to 30 colonist happiness. +0 to 6 colonists per 1000 colonists
Smugglers Cantina	Aczanny, Rebels	1	10	1	-	Produces contraband
Stellar Matter Launcher	Solorian	6	5,000	100	40k Ord	+300 HD stress, 20ly radius attack at a range of 6*starheat
Tech Institute	UA	4	3,000	200	-	300 MC, Contraband, Native Happiness
Xelovi Hive	Coalition	3	800	100	-	300% mining & smelting, 150% tax, 12.5% gal bank transfer