

## Effective Unit Values by Upkeep Cost

This chart shows the actual value of a unit using the value shown in the guide divided by the upkeep cost. The higher the number, the more cost effective the unit is.

Formula: [Unit value in guide / Upkeep cost]

|                | Def    | Tra   | Inf   | Com   | Mec   | Arm   | Bat   | Art   | Fig   | Bom   | Var   | Sct   | Cor   | Fre   | Fri   | Des   | Car   | Cru   | BSh   | Dre   | Mon   | Fort  | Rail  | Miss  | Ion   | Shi   | Base  | Ship  | Struc |
|----------------|--------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| Transport      | 5.000  | 0.250 | 0.250 | 0.250 | 0.250 | 0.100 | 0.150 | 0.250 | 0.100 | 0.050 | 0.100 | 0.100 | 0.100 | 0.050 | 0.050 | 0.050 | 0.050 | 0.050 | 0.050 | 0.050 | 0.050 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 |
| Infantry       | 2.500  | 0.500 | 0.625 | 1.250 | 0.500 | 0.250 | 0.375 | 0.125 | 0.050 | 0.025 | 0.050 | 0.075 | 0.075 | 0.075 | 0.050 | 0.050 | 0.050 | 0.050 | 0.050 | 0.050 | 0.050 | 0.250 | 0.375 | 0.375 | 0.250 | 0.375 | 0.250 | 0.250 | 0.500 |
| Commando       | 2.000  | 0.200 | 0.200 | 0.400 | 0.200 | 0.100 | 0.200 | 0.100 | 0.020 | 0.020 | 0.020 | 0.020 | 0.020 | 0.040 | 0.060 | 0.060 | 0.060 | 0.060 | 0.060 | 0.060 | 0.060 | 2.000 | 2.000 | 2.000 | 2.000 | 2.400 | 2.400 | 2.400 | 2.400 |
| Mechanized     | 2.143  | 0.714 | 0.714 | 0.714 | 0.571 | 0.214 | 0.286 | 0.714 | 0.029 | 0.014 | 0.029 | 0.043 | 0.043 | 0.029 | 0.014 | 0.014 | 0.014 | 0.014 | 0.014 | 0.014 | 0.014 | 0.143 | 0.286 | 0.286 | 0.357 | 0.143 | 0.143 | 0.143 | 0.286 |
| Armored        | 1.000  | 0.267 | 0.100 | 0.100 | 0.267 | 0.167 | 0.167 | 0.300 | 0.007 | 0.003 | 0.007 | 0.003 | 0.003 | 0.003 | 0.003 | 0.003 | 0.003 | 0.003 | 0.003 | 0.003 | 0.003 | 0.100 | 0.167 | 0.167 | 0.167 | 0.083 | 0.100 | 0.100 | 0.167 |
| Battlesuit     | 0.571  | 0.229 | 0.171 | 0.143 | 0.200 | 0.100 | 0.114 | 0.200 | 0.029 | 0.014 | 0.029 | 0.014 | 0.014 | 0.014 | 0.014 | 0.014 | 0.014 | 0.014 | 0.011 | 0.014 | 0.014 | 0.114 | 0.171 | 0.171 | 0.171 | 0.143 | 0.114 | 0.114 | 0.229 |
| Artillery      | 0.250  | 0.250 | 0.400 | 0.300 | 0.250 | 0.200 | 0.300 | 0.300 | 0.013 | 0.038 | 0.013 | 0.010 | 0.010 | 0.013 | 0.020 | 0.025 | 0.025 | 0.025 | 0.023 | 0.025 | 0.025 | 0.125 | 0.125 | 0.125 | 0.125 | 0.050 | 0.125 | 0.125 | 0.250 |
| Fighter        | 0.080  | 0.040 | 0.032 | 0.032 | 0.032 | 0.024 | 0.028 | 0.048 | 0.024 | 0.096 | 0.020 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 | 0.040 |
| Bomber         | 0.080  | 0.053 | 0.053 | 0.047 | 0.053 | 0.060 | 0.060 | 0.067 | 0.007 | 0.007 | 0.005 | 0.005 | 0.005 | 0.053 | 0.053 | 0.047 | 0.067 | 0.067 | 0.060 | 0.067 | 0.067 | 0.020 | 0.040 | 0.040 | 0.047 | 0.010 | 0.020 | 0.020 | 0.067 |
| Varitek        | 0.056  | 0.025 | 0.022 | 0.022 | 0.033 | 0.019 | 0.022 | 0.044 | 0.039 | 0.056 | 0.014 | 0.028 | 0.022 | 0.014 | 0.014 | 0.011 | 0.008 | 0.008 | 0.007 | 0.008 | 0.008 | 0.011 | 0.022 | 0.022 | 0.022 | 0.022 | 0.011 | 0.011 | 0.022 |
| Freighter      | 0.50   |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |       |
| Scout          | 0.750  | 0.150 | 0.150 | 0.075 | 0.075 | 0.075 | 0.075 | 0.110 | 0.100 | 0.300 | 0.075 | 0.150 | 0.100 | 0.050 | 0.050 | 0.050 | 0.050 | 0.050 | 0.040 | 0.050 | 0.050 | 0.150 | 0.075 | 0.075 | 0.075 | 0.035 | 0.075 | 0.075 | 0.150 |
| Corvette       | 0.333  | 0.100 | 0.075 | 0.050 | 0.100 | 0.050 | 0.050 | 0.100 | 0.083 | 0.133 | 0.083 | 0.100 | 0.083 | 0.058 | 0.058 | 0.042 | 0.042 | 0.042 | 0.033 | 0.042 | 0.042 | 0.062 | 0.050 | 0.050 | 0.050 | 0.012 | 0.025 | 0.025 | 0.062 |
| Frigate        | 0.267  | 0.010 | 0.010 | 0.010 | 0.010 | 0.010 | 0.010 | 0.010 | 0.020 | 0.023 | 0.020 | 0.027 | 0.027 | 0.030 | 0.030 | 0.030 | 0.027 | 0.020 | 0.020 | 0.020 | 0.020 | 0.025 | 0.015 | 0.015 | 0.015 | 0.005 | 0.015 | 0.015 | 0.010 |
| Destroyer      | 0.200  | 0.011 | 0.011 | 0.011 | 0.011 | 0.011 | 0.011 | 0.011 | 0.050 | 0.025 | 0.050 | 0.038 | 0.038 | 0.025 | 0.025 | 0.025 | 0.025 | 0.020 | 0.018 | 0.020 | 0.020 | 0.019 | 0.011 | 0.011 | 0.011 | 0.002 | 0.011 | 0.011 | 0.004 |
| Carrier        | 0.150  | 0.002 | 0.002 | 0.002 | 0.002 | 0.002 | 0.002 | 0.002 | 0.006 | 0.005 | 0.006 | 0.004 | 0.004 | 0.003 | 0.003 | 0.003 | 0.003 | 0.003 | 0.002 | 0.003 | 0.003 | 0.002 | 0.002 | 0.002 | 0.002 | 0.001 | 0.002 | 0.002 | 0.001 |
| Cruiser        | 0.094  | 0.008 | 0.008 | 0.006 | 0.008 | 0.008 | 0.008 | 0.008 | 0.013 | 0.006 | 0.013 | 0.013 | 0.019 | 0.038 | 0.038 | 0.031 | 0.038 | 0.038 | 0.031 | 0.038 | 0.038 | 0.006 | 0.006 | 0.006 | 0.006 | 0.001 | 0.006 | 0.006 | 0.006 |
| Battleship     | 0.080  | 0.003 | 0.003 | 0.002 | 0.003 | 0.003 | 0.003 | 0.003 | 0.003 | 0.002 | 0.003 | 0.004 | 0.004 | 0.016 | 0.016 | 0.016 | 0.019 | 0.019 | 0.016 | 0.019 | 0.019 | 0.004 | 0.003 | 0.003 | 0.003 | 0.000 | 0.002 | 0.002 | 0.003 |
| Dreadnought    | 0.060  | 0.003 | 0.003 | 0.003 | 0.003 | 0.003 | 0.003 | 0.002 | 0.001 | 0.000 | 0.001 | 0.003 | 0.003 | 0.016 | 0.016 | 0.016 | 0.025 | 0.025 | 0.025 | 0.025 | 0.025 | 0.004 | 0.004 | 0.004 | 0.004 | 0.000 | 0.002 | 0.002 | 0.003 |
| Monolith       | 0.154  | 0.009 | 0.009 | 0.009 | 0.009 | 0.008 | 0.008 | 0.009 | 0.001 | 0.000 | 0.001 | 0.001 | 0.001 | 0.005 | 0.005 | 0.005 | 0.006 | 0.006 | 0.006 | 0.006 | 0.006 | 0.007 | 0.011 | 0.011 | 0.011 | 0.001 | 0.007 | 0.007 | 0.008 |
| Fortification  | 10.000 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |
| Rail Gun       | 1.600  | 0.640 | 0.320 | 0.320 | 0.640 | 0.800 | 0.800 | 0.800 | 0.160 | 0.160 | 0.160 | 0.160 | 0.160 | 0.200 | 0.200 | 0.200 | 0.240 | 0.240 | 0.200 | 0.240 | 0.240 | 0.800 | 0.800 | 0.800 | 0.800 | 0.160 | 0.800 | 0.800 | 0.800 |
| Missile Turret | 1.333  | 0.333 | 0.467 | 0.467 | 0.133 | 0.133 | 0.133 | 0.133 | 0.667 | 0.667 | 0.600 | 0.667 | 0.667 | 0.067 | 0.067 | 0.067 | 0.067 | 0.033 | 0.033 | 0.033 | 0.033 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |
| Ion Cannon     | 0.800  | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.080 | 0.120 | 0.080 | 0.120 | 0.160 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 1.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |
| Shields        | 4.000  | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |
| Military Base  | 12.500 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.250 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |
| Shipyards      | 12.000 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.100 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 | 0.000 |

\* To interpret this chart, be aware that this does not show the actual strength of a unit, but rather shows the best return for every credit you spend in upkeep.

\* "Def" values show the amount of hitpoints of the unit divided by the upkeep cost.

\* Studying this chart gives some surprising results: A massive fleet of scouts is more effective than a battleship when upkeep costs are considered.

\* Smaller units are much more cost effective than their larger counterparts. Defensive structures are a great value in relation to their upkeep cost.