

Counter	Unit Type	Attack Strength	Defense Strength	Movement Allowance	Earth Cost		Orbit Cost		Deep Space Cost		Maximum Available	Victory Points	Total
	EWR	0	1	1	1		2		1.5		8	3	
	COM	0	1	1	1		2		1.5		10	2	
	CJS	0	1	2	2		4		2.5		2	2	
	OWP	1	2	1	1		3		2		10	1	
	HK	4	3	2	1		3		2		15	1	
	SF	3	2	1	1		2		n/a		3	2	
	SHUTTLE	2	1	2	2		4		n/a		6	3	
	ELR	0	1	3	0.5		n/a		n/a		unlimited	0	
	OLR	0	1	3	0		0		0		unlimited	0	
	MINE	6	1	0	0.5		0.5		0.5		unlimited	0	
	MISSILE	5	-	2	0.5		0.5		0.5		unlimited	0	
	NUKE	5	-	-	1		1		1		unlimited	0	
	3-MIRV	5	-	-	4		4		4		unlimited	0	
	7-MIRV	5	-	-	8		8		8		unlimited	0	
	SUPPLY	-	-	-	varies		varies		varies		unlimited	0	
	SUICIDE-NUKE	5 (once only)	varies by satellite	0	1		1		1		unlimited	0	
	SPACE-STATION	4	4	1	n/a		12		n/a		3	0	