

BATTLECRUISER 3000AD™

APPENDIX B EXPERIENCE POINT ASSIGNMENTS

1. EXPERIENCE POINT DEDUCTIONS / ADDITIONS:

If GALCOM HQ is destroyed when Earth is your Patrol Zone:	-250000
If GALCOM HQ is destroyed when Earth is not your Patrol Zone:	-100000
For destroying the Gammulan HQ, starstation Gammula:	+250000
If a diplomat ship (any race) is destroyed in your Patrol Zone:	-5000

2. FOR DESTROYING A:

	GAMMULAN	INSURGENT	HOSTILE	FRIENDLY OUTSIDE PATROL ZONE	FRIENDLY INSIDE PATROL ZONE
Starstation	5000	3500	2000	-2000	-3000
Carrier	1000	750	650	-650	-975
Cruiser	250	175	150	-150	-300
Starbase	250	250	200	-200	-225
ODS	150	100	75	-75	-115
Naval Ship	75	75	65	-65	-100
Fighter	25	15	10	-10	-30
Transport	25	20	20	-20	-25
Enemy Air Defense (Sam/Sal)	25	25	10	-10	-25
Ground Target (ATV/Mechs etc.)	25	25	15	-15	-25
Marine	15	10	10	-10	-15
Launchpad	15	15	15	-15	-15
Light Aircraft	15	15	10	-10	-15
Radar Site	10	10	15	-15	-15

3. DELIVERING A SHIP TO A GALCOM STATION:

Experience Points and GALCOM credits (monetary units).

	GAMMULAN		INSURGENT		OTHER HOSTILE		DISSABLED FRIENDLY	
	EP	CRED	EP	CRED	EP	CRED	EP	CRED
Carrier	500	150000	350	100000	250	75000	250	100000
Cruiser	100	15000	65	10000	55	7500	100	15000
Transport	50	2500	35	1500	25	1000	50	2500
Fighter	35	1000	25	750	20	500	50	750