Lia Notes:

* Squad point limit for standard play doubled from 1.0 to 2.0, but average ship cost looks to only have changed by +80%. It is assumed that upgrade cards take up a larger share of the squad cost than they did in 1.0.
* Tie fighter slots, dial, actions net zero pts. Let’s try and use the tie fighter as a template. We will assume that each category nets zero pts and build from there.

Core ship cost formula (base stats only):

1.8(2( attack ) \* (( hull + shields ) / (5 - agility ) + 1.5))

Known accurate base ship costs (have official pilot cards):

Auzituck gunship

Btl-a4 y-wing

Modified yt-1300

Rz-1 a-wing

Ty-2400

Z-95-af4 headhunter

Lambda-class shuttle

Tie interceptor

Tie reaper

Tie defender

Tie fighter

Tie heavy

Tie striker

Postulation:

* i1->i2 = illicit slot
* I1->i4 = 6 points
  + 1->2 1 points
  + 2->3 2 points
  + 3->4 3 points
  + 4->5 4 points
  + 5->6 5 points
* small->medium = 1 points
* medium->large = 1 points
* Bowtie primary = 4 to 5 pts per die
* Bowtie primary = 3 to 4 pts per die
* +1ini + talent = 1 to 2 points
* (Interceptor)+2ini + talent = 1pt
* Illicit + mod + 1pt = tech slot
* Modification slot = 0pts
* Tie/ln dial = 0pts
* Talent -> Force upgrade + 1 force = 8 points (see tie/adv v1)

Workspace:

(dk): Tie/ln dial (fast dial, k-turn)

* (ds): rz-1 dial | tie interceptor dial (fast dial, sloop)
* (db): brl-a4 (dial bomber, bad)
* Focus + evade + roll + [dk] + = 0pts (tie/ln)
* z-95 dial + missile slot = 1.5pts
* Focus + evade + roll + [ds] + boost + lock + talent + vectored thrusters + missile slot = 2.8pts
* Focus + evade + roll + [ds] + boost + autothrusters + = -1.4pts
* Vectored thrusters + roll = autothrusters (?)

Loose notes:

Use lieutenant lorrir to figure out cost of microthrusters

CIS Firespray costs 2 more points than Scum

Ships have an 8 upgrade slot max (not counting talent slot)

Sheets formulas

* Apply footprint to average of column:

=((AVERAGEIFS(J3:J83,D3:D83,"small",\*3:\*83,1))+((AVERAGEIFS(J3:J83,D3:D83,"medium",\*3:\*83,1))-1)+((AVERAGEIFS(J3:J83,D3:D83,"large",\*3:\*83,1))-2))/3