* License Office (free): unlocks unlocking higher tiers of ships, gated by infrastructure
* Engineering Bay (free): unlocks purchase of tools to modify ships
  + Repair Bay (700Cr) repairs 1 damaged hull for free after each mission
* Infrastructure: unlocks constructing additional modules
  + Rank 0 (free): Grants Tier F license, unlocks purchase of Tier D license
    - Comes with Engineering Bay
    - Comes with License Office
    - Comes with Small Hangar
    - Unlocks construction of 2 repair bays
  + Rank 1 (1000Cr): Unlocks purchase of Tier C license
    - Unlocks construction of 1 Medium Hangar
    - Unlocks construction of 1 Habitation Module
    - Unlocks construction of up to 4 repair bays
  + Rank 2 (2000Cr): Unlocks purchase of Tier B license
    - Unlocks construction of Medical Center
    - Unlocks construction of 2 Medium Hangars
    - Unlocks construction of 6 repair bays
  + Rank 3 (3000Cr): Unlocks purchase of Tier A license
    - Unlocks construction of 1 Large Hangar
    - Unlocks construction of 8 repair bays
  + Rank 4 (4000Cr): Unlocks purchase of Tier S license
    - Unlocks construction of 2 Large Hangars
    - Unlocks construction of 10 repair bays
* Small Hangar: Comes with 1 small ship bay per player, contains up to 6 small ship bays.
  + Small ship bay (500Cr): houses 1 small ship
* Medium Hangar (700Cr): Comes with one medium ship bay, contains up to 2 medium ship bays.
  + Medium ship bay (900Cr): houses 1 medium ship
* Large Hangar (900Cr): houses 1 large ship
* Habitation Module: unlocks hiring Crew and Gunners
  + Training Module: Each Training Module awards 1 experience to each pilot each mission.
  + Crew Quarters allows for a back up character to exist in the base.
    - Backup Characters provide basic income
    - Can swap out pilots between missions
    - Can occupy crew/gunner slots and use certain abilities (no mission experience gained for occupying an upgrade slot)
* Medical Center: Reduces experience loss from pilot eject by 1.
  + Surgical Wing: Spend money to remove severe injuries
    - 2000 credits to remove
    - OR 500 credits and can’t be used for 3 missions. (Must have crew quarters available)
  + Bacta tanks (20000Cr): Roll 1 less die during eject rolls
  + Extra Medical Supplies (500Cr): Reduce cost to treat injuries by 100 credits
    - Reduces cost of rolling a hit during pilot eject by 100 credits
    - Reduces cost of surgery by 100 credits
* Base Defenses