Legend:

* sp = squad point cost for the indicated element
* pi = pilot initiative
* pf = pilot force
* ai = pilot ability card initiative
* af = pilot ability card force
* Exp = experience points
* Cr = hundred credits

Notes:

* Base the game's credit costs off of the price of an x-wing in canon (150,000 imperial credits new)

Exp costs:

* Talent cards = sp
* Pilot abilities = 2 \* ai
* Level Up Character = see ***Progression***

Exp payouts:

* Deal damage to enemy ship(s): -- -- -- -- +1Exp per damage
* Destroy an F ranking enemy ship or emplacement: -- -- +1Exp
* Destroy a D ranking enemy ship or emplacement: -- -- +2Exp
* Destroy a C ranking enemy ship or emplacement: -- -- +3Exp
* Destroy a B ranking enemy ship or emplacement: -- -- +3Exp
* Destroy an A ranking enemy ship or emplacement: -- -- +4Exp
* Destroy an S ranking enemy ship or emplacement: -- -- +4Exp
* Destroy an elite enemy: -- -- -- -- -- +2Exp
* Assign an enemy ship a red or orange token (except lock): -- +1Exp
* Remove a blue or green token from an enemy ship: -- -- +1Exp
* Use an ability to suffer 1 damage for another friendly ship: -- +2Exp
* Give another friendly ship an action: -- -- -- -- +1Exp
* Assign a Blue or Green token to another friendly ship: -- +1Exp
* Remove a red or orange token from a friendly ship: -- -- +1Exp
* Are attacked by 3+ enemy ships in a single turn: -- -- +2Exp

Cr payouts:

* Elite pilot kill: not in 0.0p1
* Mission completion: Fibonacci[MissionRank+1]\*baseCrPayout\*recommendedPilotCountForMission
  + Both Fibonacci and MissionRank are 0 indexed enums.
  + If the mission specifies a separate payout, that takes precedence over this equation.
  + baseCrPayout varies based on the chosen speed of the playthrough
    - Slow: 400Cr
    - Medium: 800Cr
    - Fast: 1200Cr
* Basic income: baseCrIncome\*playerPilotCount
  + baseCrIncome varies based on the chosen speed of the playthrough
    - Slow: 20Cr
    - Medium: 40Cr
    - Fast: 60Cr
  + Basic income is applied after 1 Rotation passes but before post Rotation upkeep.
  + Increased income with pilot rank?

Cr costs:

* [Purchasing ships] = 40Cr per 1sp
* X-wing = 1480 Cr
  + Repair = 37Cr per damage
* A-wing = 1120 Cr
* Y-wing = 1160 Cr
* [Repairing ships] repair 1damage = (baseShipPurchaseCost/10)/shipTotalHull
* [Purchasing Ship Upgrades] = 20Cr per 1sp
  + Scalable purchase cost upgrades are designated for that specification
    - EG. Hull upgrade for 1 agi ships can be slotted into any 1 agi ship
* [Purchasing ship specific tools] = baseShipPurchaseCost/4
* [Purchasing Licences for ship tiers]:
  + F = free
  + D = 1000Cr
  + C = 2000Cr
  + B = 4000Cr
  + A = 8000Cr
  + S = 16000Cr

Sell Back ships/parts for 25% of base value