Rocket level caps:

Engine; cap at 5 (about 70 engine power)

Fuel; cap at 6 (about 200 fuel)

Frame; cap at 7 (about 3.6 turn speed)

Shield; cap at 6(give it the same formula as the fuel)

Weapons; cost $250

Max ammo; no cap. Change scaling so more ammo is flat; $20 for 20 bullets