

Universally Available Military Units (Expansive)

VBAM	Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Era -1	Early Defense Station	CTBSE	2	1/6	3	3	2	3	1	0	
Era -1	Early Fighters	LFTR	1	1/12	2	1	2	—	—	—	
Era -1	Early Escort	DD	4	2/6	3	2	2	3	1	1	
Era -1	Early Warship	CR	8	2/3	5	4	3	4	3	2	
Era -1	Early Carrier	CL	6	3/4	4	2	1	3	2	4	Carrier
Era -1	Early Scoutship	CT	3	2/6	2	0	1	2	1	0	Scout (1)
Era -1	Early Troopship	CT	3	2/6	2	0	1	2	1	0	Assault (2)
Era -1	Planetary Militia	LGRND	2	1/6	3	1	1	D2	—	--	
Era -1	Probeship	CT	2	2/6	4	0	0	3	1	0	Explorer
Era -1	Supply Ship	DD	3	3/6	4	0	0	3	1	0	Supply (2)
Era -1	Hyperspace Tug	CT	3	1/6	2	0	0	2	1	0	Tug (2)
Era -1	Mobile Shipyard	CR	9	3/3	5	0	0	4	3	0	Atmospheric, Shipyard (4)

Universally Available Civilian Units

VBAM	Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Era -1	Shipyards	BASE	20	1/1	10	0	0	2	1	0	Civilian, Shipyard Construction Capacity 10
Era -1	Civilian Shipping	SHIP	20	1/6	10	0	0	0	1	0	Civilian, can be used for Trade, Transport, or Colony.
Era -1	Civilian Starport	BASE	20	0	10	0	0	2	1	0	Civilian, increases trade income in system +1.
Era -1	Supply Depot	GRND	20	1/2	10	0	0	D2	1	0	Civilian, system acts as a supply source.

Universally Available Military Units (Minimalist)

VBAM	Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Era -1	Planetary Militia	LGRND	2	1/6	3	1	1	D2	—	—	
Era -1	Probeship	CT	2	2/6	4	0	0	3	1	0	Explorer
Era -1	Supply Ship	DD	3	3/6	4	0	0	3	1	0	Supply (2)
Era -1	Hyperspace Tug	CT	3	1/6	2	0	0	2	1	0	Tug (2)
Era -1	Mobile Shipyard	CR	9	3/3	5	0	0	4	3	0	Atmospheric, Shipyard (4)