**DeepStrike**

## https://camo.githubusercontent.com/ffcb934259b9a46ea5b3016bf610f69ed5761c9b/687474703a2f2f692e696d6775722e636f6d2f4d795850785a492e706e67 Description

Requires: ED-Core, ED-AutoLoader

This module adds a Drop Pod system to the game, allowing you to quickly deploy Colonists and Resources to any point on the map.

## How To use

1. Research "Orbital Drop Command".
2. Build an "OrbitalCommand" building and power it up.
3. Load Colonists or Resources.
   1. Load Colonists by standing them next to the building OrbitalCommand building and pressing the load colonist button.
   2. Load resources by placing them in Autoloaders attached to the OrbitalCommand building and pressing load resources.
4. Place a "Orbital Beacon" (builds instantly and free)
5. Press the Deepstrike button on the Orbital Beacon to drop pod down your stored resources and colonists.

**ED-Turret Ammo**

## https://camo.githubusercontent.com/3454efbf2709cc17ebe3b703c25463fb8caaee2d/687474703a2f2f692e696d6775722e636f6d2f75307248486c622e706e67 Description

**Work in Progress, not Release Ready**

Adds the requirement for the base Mortars to require Ammunition to fire.  
The Raider constructed Mortars during sieges will also require this but they start with a high initial Ammunition.

# WIP

This section is for work in progress, unreleased modules.

## How to change Turrets

One of the main uses of this is to supply ammunition to turrets, this is a list of the changes that need to be made to convert a turret to using this system.

Change:

<ThingDef Class="Jaxxa\_EMRG.MyThingDef" ParentName="BuildingBase">

Add between the building tags:

<building>

<wantsHopperAdjacent>true</wantsHopperAdjacent>

</building>

Add Tags:

<ammoAmmount>5</ammoAmmount>

<ammoType>Missiles</ammoType>

<thingClass>Jaxxa\_EMRG.Building\_TurretGun\_Ammo</thingClass>