**Space RTS**

**Design Ideas**

**Campaign**

Humans have just developed faster-than-light technology. They have colonised Mars but haven’t been able to reach any exoplanets due to the distance to any that are habitable.

Due to the cost of producing the FTL engines, only a few have been produced. You are the captain of one of these ships, sent from Earth to explore space.

Early into your trip, you start to receive signals from an alien race. You go to their planet to find that they are technologically advanced. They are peaceful and talk with you. They haven’t yet travelled out into space. You leave with good relations.

At some point, you discover an asteroid/planet with some orbiting ships. Upon your arrival a ship approaches and attacks. You try to fight back but they have superior firepower and defences. You have to flee (of course jumping in a random direction) and you find yourself not knowing where you are.

Use the ship’s built-in mining and construction capabilities to collect resources, build a factory, and construct more ships. Once you’ve obtained more ships, the enemy ship from earlier jumps in, having followed you. You now possess more firepower, so you’re able to destroy it (just). After it’s been destroyed, you begin research into how it managed to protect itself so well from your attacks.

**Tropes**

Communication between races is easy. Universal translations are a standard technology.

Space is an ocean, space is air.

**Technologies**

*Gauss Cannon*

Basic weapon; accelerates a solid mass up to high speed to cause massive damage.

*Missiles*

Guided projectiles with explosive payloads; especially effective against armour. Can target fast and small targets more reliably than other weapons.

*Laser Cannons*

Energy weapons that fire blasts of superheated plasma. They inflict more damage than gauss cannons.

*Beam Lasers*

Highly concentrated beams of light that rip through anything in their path. Very long range and high damage, but require a lot of power and are slow to manoeuvre.

*Armour*

Basic plating; absorbs damage. It is effectively the health of the ship; once it’s gone, the ship is destroyed.

*Polarised Armour*

Powered armour that somewhat reduces the damage taken to the ship when hit. Energy is required to keep it in operation. When it’s hit, the hull is partially depolarised. It is repolarised over time. The damage reduction is based on the polarisation level (so full polarisation could give 50% damage reduction, but at 50% polarisation, the damage reduction would only be 25%).

*Energy Shields*

A protective layer around the ship that completely absorbs damage from all sources. Requires energy to sustain. As it absorbs damage, the shield needs to be replenished. Does not reduce in effectiveness, but after enough damage is absorbed, the shield collapses and the generator must build enough power to reform the field. Comes in two forms; a bubble that encapsulates the ship and anything nearby, and one that wraps around the hull of the ship.

*Gatling Gun*

Very fast short-range weaponry, used to shoot down enemy missiles.