

# Space Tycoon.

## Native Population Types:

- Reptillian: Increases productivity on planets with Ore processing facilities
  - Bovinoid: Increases productivity on agricultural planets
  - Deltans: Increases tourist happiness on Paradise/Pleasure planets
  - Siliconoid: Increases productivity on Prison/Labor planets
  - Humanoid: Increases productivity on High population colony worlds
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## Vessel Types:

- Scout: Speedy craft used to explore new systems to exploit and to construct initial planetary structures. Very minimal defensive weaponry, its best defense is simply to run away. Only ship type that can land and capture rival settlements.
- Corvette: Very fast light attack craft. Excels at hunting scouts and can easily blockade undefended or lightly defended settlements.
- Cruiser: All around combat vessel that can hold planets in small groups or break through corvette blockades.
- Dreadnought: Heavy battleship that can overpower fleets of smaller enemy ships. When used as planetary defenders requires a sizable armada to defeat on side of the attacker. Slowest vessel type in game.