

Concepts

ship

A ship represents any artificial construction in space that the party has influence over. These can be transport ships, mining vessels, military ships or even space stations. Ships consist of a *ship class* that set the basic stats, like payload capacity and can be customized with *modules* to customize it for a certain role. In addition to their modules any ship can carry as much of any resource as the *transfer* allows.

planet

A planet refers to any natural satellite at which ships can park. A planet may be a source of *resource* and can contain *resource* and *module*.

ship_class

A ship class determines the base *stat* for a ship as well as the maximum cargo capacity, Δv and *specific impulse*. Ship classes can be build in a *shipyard* if it is fitted appropriately* (cf *shipyard*) and then fitted with modules afterwards.

module

A ship module is an entity that can be fitted to a ship. To fit a module onto a ship is instant for the purpose of this simulation. The modules can be anything from production facilities to military equipment to *shipyard* parts. Some, like *heatshield* or *droptank* *water* provide a special benefit, while others provide an increase to certain stats. Most modules have a *weight* associated with them, so certain *transfer* are limited in the types of modules they can bring. Modules can be build in a *shipyard* if it is fitted appropriately* (cf *shipyard*).

stat

A stat (short for statistical measurement of ability) is a measure of capability of a *ship* to do a certain task. The stats modeled in this simulation are *health*, *attack* and *defense* for *ordnance kinetic* and *boarding* attacks, *initiative* and *power*

Δv

A measure of capability of the ship to perform certain *transfer*. Decreases with increasing payload.

specific_impulse

A measure of engine efficiency. Determines how much Δv decreases with increasing payload.

weight

The prime measurement of quantity of a *resource* or size of a *module*. Weight is measured in 'counts', where 1 count corresponds to roughly 10 metric tons. The count is often omitted in user interface. Physically knowledgeable readers should know that weight is simply used as an alias for mass in the cosmonautics jargon. A tradition that is carried over from shipping and aviation.

ordnance

A type of attack that represents attacks by mostly missile/torpedos that deal damage by their carried ordnance. These can be chemical explosives or tactical nuclear weapons. Ordnance weapons tend to be slow-moving, but powerful. Ordnance defense can be provided by armor or point-defense systems.

kinetic

A type of attack that represents attacks by hyper-velocity cannons, like rail- or coilguns. Kinetic weapons tend to provide quick, hard to avoid damage and get more powerful the higher the relative velocities of the ships. Kinetic defense can only be provided by special armor.

boarding

TBD

health

A family of *stat* measuring the amount of damage that the ship can take. Split up by attack type.

attack

A family of *stat* measuring the amount of damage that the ship can deal. Split up by attack type.

defense

A family of *stat* measuring the amount of damage that the ship can negate. Split up by attack type.

initiative

A *stat* measuring a combination of accuracy and evasiveness of a ship in combat. A ship with higher initiative gets to deal damage before a ship with low one. In the simulation, initiative directly relates to the number of attacks a ship can make before a ship with 0 initiative.

power

A *stat* measuring the surplus power a reactor can provide. This mostly refers to the surge power that military ships can bring in combat to power modules like railguns, coilguns power-intensive ACS. Power can be increased with modules like *reactor*

resource

A resource represents a certain collection of goods needed to build a module of ship. Resources are stored and produced on a planet-by-planet level. Resources can be transported between planets by any *ship* in a *transfer*. A special resource is *water*, which is used as fuel every *transfer*

allegiance

TBD

shipyard

A shipyard is a collection of modules that can be used to build modules and ships. There are 4 shipyard modules: *manufacture offices*, *large storage*, *workshop*, *wetdock*. Each collection of *large storage* & *workshop* can build modules. Each collection of *workshop* & *wetdock* can repair ships. Each collection of all 4 can build ships.

transfer

A transfer of a single *ship* between *planet*. A transfer is defined by the departure and arrival times. By default the times are set to give the transfer with the least Δv , thus able to carry the most payload. The arrival time can be rushed or the departure time delayed in cost for more Δv . Depending on how much Δv the transfer costs, how much *weight* the ship carries and if the engine is hydrogen consuming, the ship will use a certain amount of *water* as fuel. More exotic *ship class* may use different materials as fuel. The fuel will be lost from the departing *planet*. If the planet cannot provide enough fuel, the transfer cannot take place.

independance

'Independance' is a property of a *planet* that indicates its level of autonomy. If independance exceeds 100, you loose control over the place. The planet will gain autonomy and become either friendly or hostile depending on their *opinion*. Independance can be lowered by the placement military ships in orbit

opinion

'Independance' is a property of a *planet* that indicates its relationship to the to the player. It can be raised by large stockpiles / industry on the planet and lowered by military presence and certain buildings

Resources

water

Stay hydrated! :)

aluminium

...

food

...

rock

...

steel

...

biomass

...

electronics

...

waste

...

hydrogen

...

polymers

...

oxygen

...

co2

...

carbon

...

iron_ore

...

aluminium_ore

It's called 'Bauxite'
actually

Ship modules

Heatshield

Allows more efficient maneuvers around Titan and low Saturn orbit

Carbon Filter

Extracts carbon from the atmosphere. Performs sub-optimally outside of an atmosphere

Hydrogen Drop-tank

This expandable tank allows a ship to hold 10 extra counts of hydrogen. Ejected during flight

Electrolyser

Splits water into hydrogen and oxygen by applying a voltage.

Water extractor

Extracts water from icy moons

Fuel cell

Recombines hydrogen and oxygen into water. This reaction releases energy

Primitive rock extractor

This low-tech rock extractor has been designed specifically to bootstrap a metal industry on small rocky moons and asteroids. It requires no advanced components.

Steel Smelter

The steel smelting industry is vital for any major construction project.

Rock extractor

A more advanced, more efficient rock excavator, worthy of a self-sufficient industrial power

Aluminium Smelter

Aluminium alloys are indispensable for high-strength, low-weight products, like ships.

Ore Extractor

Extracts aluminium and iron ore from rock. Fundamental part in metallurgy

Habitat

A collection of residential, commercial and service buildings that can accommodate around 1500 people in total.

Carbon Splitter

Splits carbon dioxide into oxygen and carbon

Waste Treatment

Part of the life support system, cleaning and re-purposing water from habitats

Farms

A combination of aquaponics and densely packed bean, fungus and fruit plantages.

Polymers Factory

Polymers are one of the most versatile and useful materials in human history. They are required in lots of advanced products

Semiconductor Laboratory

Semiconductors are simultaneously very hard to manufacture and essential for most modern technology. Although we can never hope to match the computer technology from Argentina or Mariner, basic electrical components and low-end integrated circuits are within our reach given enough investment and the expertise of Mimas polytechnic school.

Small shipyard offices

Administrative and design offices. Needed in order to build ships and more complex technologies

Shipyard storage facility

Warehouses for storing parts and material. Needed for larger, more complex production pipelines, like that of ships

Workshop

Construction Workshops. Needed in order to build most ships and modules or repair ships

Wet Dock

Dock, where ships can be build and repaired. 'Wet' docks keep ships exposed to the vacuum.

Dry Dock

Dock, where ships can be build and repaired. 'Dry' docks pressurize the entire area around the ship. Construction in dry-docks is much more efficient, but the large volume of atmosphere leaks air at a significant rate.

Clean room

Clean rooms are required to manufacture special high-tech components, like electronics, optics or medicine.

Naval gun

Conventional chemical weapons sometimes still find uses on the modern battlefield

Railgun

High-velocity kinetic weapon that needs extra energy to fire.

Missiles

Tactical non-nuclear missiles. Basic ordnance used in combat

Light armor

A lighter, thinner armor, granting basic protection to ships.

Armor

A full suite of heavy composite armor for military ships

Point-defence cannons

High-volume machine cannons provide a good defense against missiles, torpedoes and drones.

High-fi Attitude Control System

A high-accuracy attitude control system ensuring precise targeting is crucial to strike before anybody else does.

Sailed Reactor

While most ship classes have a power regeneration system that can support the most basic ship functions, some modules require a dedicated, 'sailed' reactor.

Geothermal power plant

On tidally active worlds, it can be useful to harvest the power of tides directly

Invasion Equipment

small arms, APCs, supplies, even tanks ... Everything to arm local forces with lethal equipment.

Aircraft

Very effective fighting force uniquely suited for atmospheric planetary bodies (Titan)

Embassy

Water Drop-tank

This expandable tank allows a ship to hold 10 extra counts of water. Ejected during flight

Industrial Heatpump

Larger heatpump to cool down other modules to cryogenic temperatures. Useful for producing hydrogen at scale

Tactical Sail

Tactical sails provide temperature control for smaller ships. Mostly used by smaller military vessels

Small shuttles

Small shuttles suited for establishing a ground connection with small, airless bodies. Allows to bring primary resources up from space

Ship Sail

The name sail is colloquially given to the temperature control system of a ship, because of their prominence in the appearance of the ship, giving it facimilty to old seagoing vessels

Spaceplanes

Spaceplane can perform transport duties to the surface much more efficiently, for planetary bodies with an atmosphere

Industrial Sail

Larger sails that are almost exclusively used in industrial stations to provide cooling for power-intensive processes or reactors.

Launch vehicles

Larger vehicles, that can service all moons at all conditions. Good for large industrial applications

Industrial Reactor

Large nuclear reactor for industrial stations.

Launch loop

A large structure that exists separately to the station, connected to the ground

Heatpump

Small heatpump to cool down other modules to cryogenic temperatures.

Barracks

Training military personal is essential for the existence of any self-relying organization since the beginning of history.

Windtunnel

Essential installation to test aeronautical vessels. Also provides a new way to increase the efficiency of space-faring vessels

Ballistics lab

Facility equipped to produce and test military equipment from small arms and artillery to air-to-space missiles

Bio lab

Laboratory working on testing life support, food processing and medical technology and adapting them for our current application.

Nuclear Enrichment Facility

Uranium can be found in some quantities across the solar system, but it must be enriched in facilities like this before it can be used in reactors or weapons.

Precision Workshp

Some manufacturing requires tolerances that can only be achieved by specially trained personal and special machinery

Ship classes

C3G-022 'Spermwhale'

A larger variant that carries triple the fuel and triple the engines pf the Hedgehog.

Notably, it has the capacity to transport module usually reserved for large stations, like shipyard docks.

Capacity	Δv	I_{sp}
300	6	4.5

C1G-998 'Hedgehog'

Despite being nowadays classified as a light freightship, the C1K was

the largest cargo ship at the time of its construction. With simple hydrogen-oxygen combustion engines, this design was ideal to haul large

amount of cargo with cislunar space. After loosing popularity around the

2060s, some modified version made it to the outer planets and found some

popularity due to their large maintenance ecosystem and their independence

from nuclear fuel.

Capacity	Δv	I_{sp}
100	6	4.5

Station 10M

General Cosmonautics space station bus is a structural, thermal and power

framework that can hold 10 metric kilotonns of cargo. It is often used for

medium sized habitats, shipyards and logistics points.

The station has just enough propulsion to maintain orbit and attitude

and cannot be used to transport equipment between points

Capacity	Δv	I_{sp}
1000	0	1

N1Q-034 'Hawk'

One of the earliest truly commercially successful nuclear thermal cargo spacecraft, the Hawk played a large role in making some interplanetary colonies financially successful. The vessel is still useful today and its comparably low-complexity cheap nuclear engine makes its construction approachable.

Capacity	Δv	I_{sp}
100	12	10

Cruiser

TBD

Capacity	Δv	I_{sp}
40	12	10