Cargo Specification

Cargo is minerals (boranium, germanium and ironium) or colonists (100 colonists = 1 kT) carried by a fleet.

Ship designs include cargo capacity in either the base hull or any cargo modules. The cargo capacity of a design is the sum of the base hull cargo capacity plus the cargo capacity of each cargo module. The cargo capacity of a design can be changed in the ship designer (by changing cargo modules), up until production commences.

A ship has the cargo capacity of the design it inherits from. The cargo capacity of a ship never changes. [design - Cargo is not counted against ships as they are always part of a fleet (though the fleet may contain only one ship.)]

A fleet has a cargo capacity which is the sum of the cargo capacities of all its ships. A fleet can carry cargo up to its cargo capacity. For the effect of cargo on movement see [[movement]].

Cargo can be transferred between a fleet and any one of the following game objects when they are at the same location: another fleet, a planet, a mineral packet or scrap.

Transferring Mineral Cargo

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| --- | --- | --- | --- | --- |
|  | **destination** |  |  |  |
| **Source** | **Planet** | **Fleet** | **Packet** | **Scrap** |
| Planet, either colonised or with a mining fleet in orbit (or AR starbase). | N/A - never at same location. | The controller of a planet may upload minerals to any fleet in orbit (even if the fleet is hostile). Depending on the fleets orders the minerals may be accepted in total, in part or not at all. Any minerals not accepted will drop back to the planet.  A fleet with a rober barron scanner may take minerals from any planet | Planets shall only add minerals to packets by building packets at a starbase with a mass driver. See packets. | A planet shall not create a store of scrap at its location because any scrap in orbit of a planet at the end of a turn shall fall back to the planet. A scrap store in orbit may be created as an intermediate step in turn generation but this shall not be visible to the player. |
| Planet - no colony or mining fleet or AR starbase. | Not allowed. | Not allowed unless the fleet contains a ship with mining robots. | Not allowed. | Not allowed. |
| Fleet | The player controlling a fleet may order it to transfer minerals to a planet. A planet cannot 'steal' minerals. | Allowed between fleets owned by the controlling player. Allowed if the controlling player has a pick pocket scanner in their fleet. Allowed if the controlling player is gifting the minerals. The controlling player cannot take minerals from another player's fleet without a pick pocket scanner. | Not allowed. | The controlling player may jettison cargo from a ship they own to scrap. This may not be done at the same location as a mineral packet as a fleet can only reduce a mineral packet by the amount of free cargo capacity in the fleet. |
| Mineral Packet | A planet shall not remove minerals from a packet by the transfer dialog. See packets for details of receiving mineral packets. | The controlling player may transfer minerals from a packet in space to a fleet he controls, up to the limit of free cargo capacity in the fleet. Cargo cannot be transferred to scrap to increase the amount the packet is reduced. | Not allowed. | Not allowed. |
| Scrap | Scrap at the same location as a planet (in orbit) shall fall back to the planet at end of turn. | The controlling player may load cargo from scrap into a fleet he controls. | Not allowed. | Scrap piles shall not be combined. |

Transferring Colonists

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| --- | --- | --- | --- | --- |
|  | **destination** |  |  |  |
| **Source** | **Planet** | **Fleet** | **Packet** | **Scrap** |
| Planet. | N/A - never at same location. | The controlling player may upload colonists from a planet he/she owns (his/her own colonists) to a fleet he/she controls. | No allowed. | Not allowed. |
| Fleet | See note 1. | Allowed between fleets owned by the controlling player | Not allowed. | The controlling player may jettison colonists from a ship they own, however they will be prompted with a warning message first. If they continue then all colonists jettisoned will die. This may not be done at the same location as a mineral packet as a fleet can only reduce a mineral packet by the amount of free cargo capacity in the fleet. |

Note 1: The owner of a fleet may order it to send colonists down to an already colonised planet. If the planet is not colonized see [[colonization]]. If the planet is owned by the same player the colonists are added to the colonists on the planet. If the planet is owned by another player then an invasion takes place and the colonists being sent down are referred to as troops. If the planet is owned by a neutral or friendly race then the transferred will not be allowed until the diplomacy setting is changed - though this can be done in the same turn. If the owner is hostile and the planet has a starbase at the time the transfer would occur the order will be cancelled and the message "You ordered troops to be dropped on planet X however there is a starbase in orbit which would kill them all. The fleet captain has cancelled the order." will be sent. Otherwise an [[invasion]] will take place.

If for any reason a fleet ends up with more cargo than its capacity then the excess will be jettisoned into space as scrap. If it is necessary to dump cargo then minerals will be dumped first in proportion to the amount of each type carried. Colonists will only be dumped once all minerals have been dumped and there is still insufficient space to carry them.

If two fleets are merged their cargo is merged also.

If a fleet is split into multiple fleets and each fleet has some cargo capacity then any cargo carried will be split in proportion to the amount of each type of cargo carried. If the cargo cannot be split in the exact proportion then the remainder may be distributed in any fashion.