

Home

Contents [\[show\]](#)

Welcome to the Hooligan Labs Wiki of Mods [✎](#) [Edit](#)

The how and why of all Hooliganisms in [Kerbal Space Program!](#) [🔗](#)



[🖼️](#) | 4 of 20

Got something to say? Share questions and inventions on [the official Hooligan Labs KSP Mod Release Page!](#) [🔗](#)

Airships! Why fall when you can float? New and improved parts for ballooning!!! [✎](#) [Edit](#)

This adds lighter-than-air parts (envelopes) for designing airships, blimps, dirigibles, zeppelins, etc etc.



Download from Kerbal Space Port

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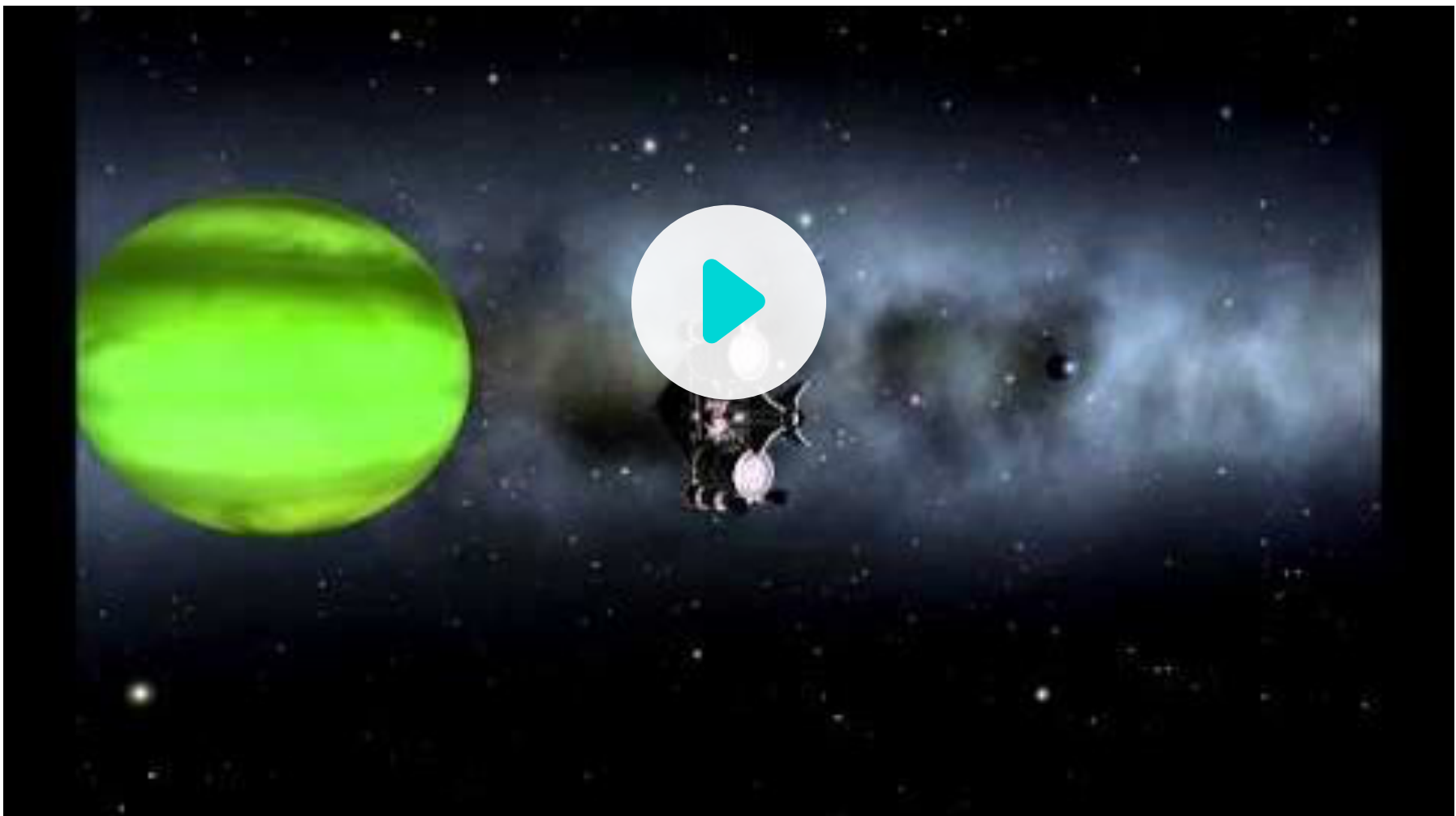
Latest version available on [Curseforge](#) [🔗](#) and the [Forums](#) [🔗](#).0.90 versions of my mod will be added soon! Currently the airships mod doesn't work in 0.90.

Where to start? [✎](#) [Edit](#)

How about the [F.A.Q.?](#)

Watch some videos, like this exploration of every atmosphere in KSP!

Add your own designs, tutorials, missions and more to this wiki!



Airships to Eve, Laythe and Duna

Submarines! Why float when you could sink? [✎](#) [Edit](#)

These parts overwrite KSP's stock water buoyancy code (which is extremely unrealistic) on vessels and allows for sinking underwater! Ballast tanks can be controlled to fill with air or water to control depth. EVA kerbonauts sink and can walk on the ocean floor.

Be warned, at a depth of 600 meters the extreme pressure will cause your parts to implode!

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How about the [F.A.Q.](#)?




The Procrastinaut Space Program 125 - Sublime submarines

Watch some videos, like this undersea mission by the Procrastonaut!

Improve the HLBallast source code and post the results to the Hooligan Labs Forum Page, as linked above!

Add your own designs, tutorials, missions and more to this wiki!

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Exploring Underwater

SQUID landing gear! Stick that landing!  [Edit](#)

With new SQUID landing gear you can stick those landings like the best gymnasts on earth! Got some monster of a ship that you need to land but it wants to lay over on it's side? Just add SQUID landing gear, some extra power, and voilà! You can land it without fear!

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F.A.Q.  [Edit](#)

Working on this one.

Latest activity  [Edit](#)

-  **Talk:Submarine F.A.Q.**

new comment by [A FANDOM user](#)

Comment: how do you open the GUI?

-  **Hooligan Labs Kerbal Space Program Mods**

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-  **Talk:Hooligan Labs Kerbal Space Program Mods**

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New page: 0.90 additions.

-  **Hooligan Labs Kerbal Space Program Mods**

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Summary: Airships! Why fall when you can float? New and improved parts!:

-  **Hooligan Labs Kerbal Space Program Mods**

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Summary: New SQUID section

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