Ships are made in shipyards, which orbit terrestrial and dead planets using metal plates and computer components.

Ships have randomly determined names from a pre-loaded list of suffixes / prefixes.

**Types**

* Corvette [fast speed, low cargo capacity, short fuel range, light maintenance]
* Frigate [medium speed, average cargo capacity, medium fuel range, moderate maintenance]
* Bulk liner [slow speed, high cargo capacity, long fuel range, high maintenance]

**Spawning / despawning**

* If the average wealth of traders is rising, new traders will spawn. Traders can run out of money and go bankrupt, which makes the market easier for all other traders.
* New traders spawn with a small amount of money and a corvette at a random shipyard with enough resources.
* If a trader runs too low on money, they will downsize (sell cargo prematurely / trade in ship for a cheaper one / sell a ship).
* Once a trader runs out of money and can’t downsize any more, they will go bankrupt [despawn – their last ship will disappear].

**Maintenance**

* Maintenance decays over time.
* A lower maintenance level decreases speed and cargo capacity and increases fuel usage (both by a percentage modifier).
* Maintenance consumes food, plates and components at shipyards depending on the amount of maintenance performed [trader pays, shipyard provides resources].

**Ship-related AI decisions**

* Each individual ship belongs to a trader captain, who acts independently of all other ships.
* Fuel purchase will always take priority over financial transactions.
* When deciding where to purchase fuel, traders will find the most cost-effective planet within range. They will always purchase either a full tank, or as much fuel as they can afford.

**Travel Mechanics**

* Ships can travel directly to any planet within range.
* Travel range limited by the amount of fuel available.
* Ships have predefined speed (reduced by low maintenance) and max fuel.