LANCER Space Station Rules

Inspired by Celestial Bodies

▸ Resources

Your primary collective resource is your wealth, evaluated as **scrip (₴)**. Rare materials like **FLUX** might also be required for construction.

Additionally, your station has a passive amount of **Power** that can be generated by certain structures.

At the end of a mission, for every Structure or Stress lost on your mech, lose ₴5000 for repairs. If your mech was destroyed, it costs ₴80,000 for a new one.

▸ The Grid

Your station is built on a large space platform grid, which needs to be expanded out with **scaffolding**. You need scaffolding to build structures.

Adding a scaffolding tile costs ₴10,000 + ₴2,000 for every tile added, not including the starting tiles.

Due to the modular nature of your station, renovating/adjusting the layout is free.

▸ Structures

Structures are the things that are built on the scaffolding. There are three types of structures; **Basic Structures**, **Advanced Structures**, and **FLUX Structures**. Starting out, you can only build Basic Structures.

Your station starts with a **Command Center**, **Mech Hangar**, **Living Quarters**, **Common Area**, and **Dropship Hangar**. Each structure requires their edge to be touching another structure's edge.

Structures can be rotated or flipped. Building a structure more than once doesn't grant its effect again, unless noted otherwise. If a structure requires adjacency with another structure, it means their edges must be touching.
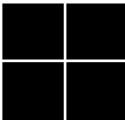
Many structures will also have a **Powered** effect. Before a mission begins, you can allocate your station's available Power into these structures to gain their effect for that mission.

▸ XP
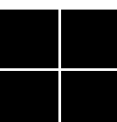
Most structures give **xp** when built for the first time. For every 2 xp gained, all pilots increase their License Level. This represents their mech's capabilities and pilot skills improving through expanding the station's facilities.

Once you reach level 6, Basic Structures stop giving xp. At level 9, Advanced Structures also stop giving xp.

Starter Structures
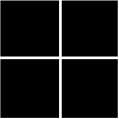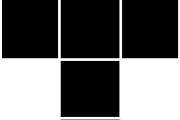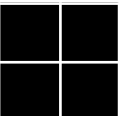
Shape	Name	Description
■	Command Center	Central hub for mission coordination and communications access.
■■■■	Mech Hangar	Primary storage and maintenance facility for your mechs.
■■	Living Quarters	Personal living spaces where pilots rest between deployments.
■■	Common Area	Social space where pilots maintain their psychological wellbeing.
■	Dropship Dock	Must be placed adjacent to the Mech Hangar. The bumpy ride to and from the planet's surface.

Basic Structures

Shape	Name	Cost	XP	Description
	Hallway	Free	—	Extends structure adjacency requirements.
	Basic Reactor	₴100,000	—	+1 Power (You can gain this effect up to three times)
	Research Center	₴200,000	—	Unlocks Advanced Structures for building. Requires LL6.
	Engineering Suite	₴110,000	+1	**Powered:** Before the mission begins, each pilot can choose one Rank I weapon or system from any mech license.
	VR Chamber	₴100,000	+1	**Powered:** Experience a speculative VR simulation of the mission beforehand, allowing one d20 reroll during the mission.
	Processing Factory	₴100,000	+1	Must be placed adjacent to the Mech Hangar. **Powered:** Reduces repair costs by 50% for this mission.
	Trading Hub	₴110,000	+1	**Powered:** +5% scrip at the end of the mission, gained before the mission rewards.
	Cloning Lab	₴80,000	+1	**Powered:** If a pilot would die during the mission, a backup of their consciousness is stored here. They will have no memory of what transpired during the mission.
	Space Junk Trawler	₴120,000	+1	**Powered:** Gain a random piece of junk fished from the planet's orbit, worth a random amount of scrip at the end of the mission.
	Medical Bay	₴100,000	+1	Allows for swift pilot recovery if they are brought here in a critical or near dead state.
	Cargo Bay	₴120,000	+1	High-density storage. If you need to store anything bulky onto the station (like a scavenged mech frame), you will need to build this first.

	Name	Cost	XP	Description
▮▮	Communications Array	₴120,000	+1	Must be placed adjacent to the Command Center. **Powered:** Allows contact with the station while underground or inside otherwise insulated structures.
▮▮	Sensor Array	₴110,000	+1	Sends an alert when a hostile force is detected nearby the station.
▮	Shield Generator	₴90,000	+1	Protects the station against rogue intruders, but not large scale assault.
▮	Omninet Link Station	₴80,000	+1	Must be placed adjacent to the Command Center. Virtual dive pods for connecting to the Omninet information stream.
▮	Data Vault	₴80,000	+1	Expansive library of downloaded data and personal files. Disconnected from the network, requiring physical access.
▮▮▮▮	Holochamber	₴100,000	+1	Large virtual space for physical activity, such as sports and.games.
▮	Culinary Station	₴80,000	+1	Advanced food synthesis, as a step up over the old fabricated slop.
▮	Hydroponics Dome	₴80,000	+1	Fresher air on the station and a change of scenery.
▮	Guest Quarters	₴100,000	—	Space for non-Pilots to live on the station. Houses up to 3 guests.
▮	Prison Cell	₴80,000	—	Secure containment for a single captive.
▮	Custom Structure	₴150,000	+1	A room with unique contents entirely to your specification. Can grant its xp each time you build it, but it cannot grant any other special bonuses, even if it resembles another structure.

Advanced Structures

Shape	Name	Cost	XP	Description
▪	Advanced Reactor	₴500,000	–	+1 Power (You can gain this effect up to two times)
▪▪	FLUX Computation Brain	₴1,000,000 1 FLUX	–	Unlocks FLUX Structures for building. Requires LL9. Must be placed adjacent to the Command Center. A horrific mass of neural matter injected with FLUX, with a computational power beyond any other technology.
▪▪▪	Advanced Engineering Suite	₴580,000	+1	Replaces Engineering Suite. **Powered:** Before the mission begins, each pilot can choose one Rank II (or lower) weapon or system from any mech license.
▪	Cloaking Field Projector	₴520,000	+1	Warps light around the station, rendering it invisible to most sensors.
▪▪	Rapid Deployment Expansion	₴600,000	+1	Must be placed adjacent to the Mech Hangar. **Powered:** Once per mission, call down a replacement of a destroyed mech. You must pay the replacement mech cost at the end of the mission.
▪▪	NHP Casket Matrix	₴500,000	+1	Chamber for storing and regularly cycling NHPs.
▪	Xenolinguistic Interface Hub	₴460,000	+1	Must be placed adjacent to the Communications Array. Allows for the translation of alien languages, provided you have contact with the station.
▪	Galactic Arena Teleporter	₴480,000	+1	Must be placed adjacent to the Mech Hangar. Allows for teleportation to the Galactic Arena to engage in mech bloodsports. The fights are deadly, but pilots can earn some scrip if they put on a good show.
▪▪	Emergency Blink Drive	₴550,000	+1	Allows the station to quickly relocate elsewhere around the planet, once every 10 hours.

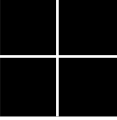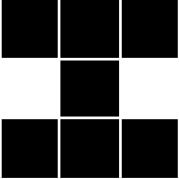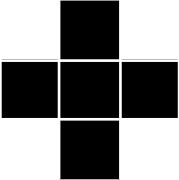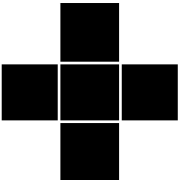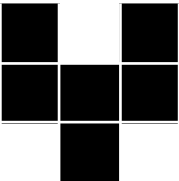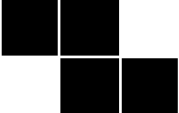|			
Harmonic Shield Generator	₴520,000	+1	Replaces Shield Generator. Protects the station from short large scale assaults, though will falter against sustained sieges.
Relaxation Sanctuary	₴500,000	+1	Must be placed adjacent to the Common Area. Premium recreational facility with a therapist NHP who is very good at her job.
Metropolitan Lounge	₴520,000	+1	Must be placed adjacent to the Common Area. The finest alcoholic comforts this side of the rubicon.
Exotic Eco-Dome	₴520,000	+1	Replaces Hydroponics Dome. Now with cute roaming docile animals for petting.

FLUX Structures

Shape	Name	Cost	XP	Description
	Singularity Core	₴3,500,000 2 FLUX	—	+1 Power. Creates a small black hole when damaged.
	Paracausal Market Manipulator	₴2,200,000 1 FLUX	+1	Replaces the Trading Hub. Must be placed adjacent to the FLUX Computation Brain. **Powered:** +20% scrip at the end of the mission, gained before the mission rewards.
	Low Orbit Ion Cannon	₴3,500,000 2 FLUX	+1	Must be placed adjacent to the FLUX Computation Brain. **Powered:** Once per mission while you have available communications to your station, you can fire an orbital strike to a designated spot you can see. It has the strength of a fully charged Apocalypse Rail.
	FLUX Engineering Suite	₴2,800,000 1 FLUX	+1	Replaces Advanced Engineering Suite. Must be placed adjacent to the FLUX Computation Brain. **Powered:** Before the mission begins, each pilot can choose one Rank III (or lower) weapon or system from any mech license.
	Planetary Surface Warp Gate	₴3,200,000 2 FLUX	+1	Replaces Dropship. Must be placed adjacent to the FLUX Computation Brain and Mech Hangar. **Powered:** Allows you to warp to your mission destination without the fireworks, and warp back out after completing it.
	FLUX Drive	₴2,100,000 1 FLUX	+1	Replaces Emergency Jump Drive. Must be placed adjacent to the FLUX Computation Brain. Allows the station to quickly relocate elsewhere around the planet, once every hour.
	Gravitic Defense Projector	₴2,500,000 1 FLUX	+1	Replaces Harmonic Shield Projector. Must be placed adjacent to the FLUX Computation Brain. Protects the station from large scale attacks that last for extended periods of time.
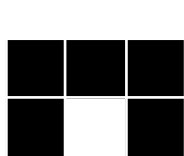
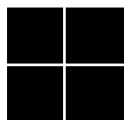|				
FLUX Harvester	₴1,800,000 1 FLUX	+1	Replaces Space Junk Trawler. **Powered:** Has a chance to provide FLUX at the end of the mission.
Mind-Link Array	₴2,100,000 1 FLUX	+1	Must be placed adjacent to the FLUX Computation Brain, Communications Array, and Cloning Lab. When the Cloning Lab is used, the pilot retains the memory of the mission. Also allows the Communications Array to function across dimensions.
Dimensional Storage Depot	₴1,800,000 1 FLUX	+1	Replaces Cargo Bay. Must be placed adjacent to the FLUX Computation Brain. Massively expands the storage space into a non-Euclidean void.
Psychic Precognition Nexus	₴2,500,000 2 FLUX	+1	Replaces VR Chamber. Must be placed adjacent to the FLUX Computation Brain. **Powered:** Experience a traumatic precognitive vision of the mission beforehand, allowing three d20 rerolls during the mission.