

PROMETHEUS PROJECT

Power

[m:0] > [B] [B]

P

Eight channels on Mercury, only two reach Earth.

Solar power satellite, Mercury Orbit; one Microwave Relay, one space up-and-right from L4.

More relays would be a big help.

NPC

[m:1] > [B(t):1] on turn 1;
[m:0.5] > [B(t):1] thereafter

DEEPSPACE SOLARSAT

Power

[m:0] > [B] [B] [B] [B]

D

Four channels of power

Solar power satellite, one orbital up-and-left from L4.

Laser sails or arcjets, plus some dropped relays, could get you to Mars or Venus.

NPC

[m:0.75] > [B(t):1]

LASER POWER NET

Power

[m:0] > [B] [B]

N

Two power channels and wide relay coverage.

One solar power satellite (flux-0) and five relays, in locations of your choice.

Pick your targets and lay down rails.

NPC

[m:1] > [B(t):1] within 5 spaces of L5

MARE IMBRIUM FOAMED T1 FOUNDRY

Macro

[m:1] [t:2] [B] > [M:1]

M

Mineral mine on Luna. Needs beamed power.

Extraction mine (microwave receiver) + cargo mass driver (photovoltaics), Mare Imbrium.
Site is [m:1] [t:1] > [M:1].

All included techs are obsolete (double Macro costs).

Speed up with another mass driver, or build in situ with a Factory.

NPC

[m:2] [t:2.5] > [M:1]
& [B] : [m:(TL)x4]

ZERO-GRAVITY SHIPYARD

Macro

[m:0.5] [t:0.5] [E:1] > [M:1]

Z

Orbital robotic factory.

Factory in LEO (special site equation) with basic radiators & photovoltaics.

You could add Nano capacity with Nanostructure Tanks.

NPC

[m:0.75] [t:0.75] [E:1] > [M:1]

ORBITAL SALVAGE OPERATIONS

Macro

[m:1.5] [t:1.5] > [M:1]

O

Reduce, reuse, recycle! See below for limitations.

Base in LEO (not a Factory); mass driver rocket (photovoltaics flux-0) in LEO.

Limited stock. Starts at [M:50] total, each turn in income replenish by [M:(TL)x1d6].

Think heavy but simple, like an Orion or your mass driver.

NPC

[m:2.5] [t:1.5] > [M:1]
Limit 20pts per turn

SHACKLETON WATER MINE

Propellant

[m:1] [t:0.5] [B] > [P:1] (in LLO)

K

Lunar water mine with stockpiles in Lunar LO.

Extraction mine (photovoltaics), Luna S. Pole.
Laser therm rocket (open cycle, shipping lock to Lunar LO).

Site is [m:1] [t:0.5] > [P:1]

Most Distant missions are easily done for you.

NPC

[m:2] [t:0.5] > [P:1] (in LLO)
& [B] > [m:(TL)x5]

STRATOSPHERIC SCOOPING OPS

Propellant

[m:1.5] + [t:1.5] > [P:1]

C

Propellant liquification and supply in LEO

Base in LEO; open cycle fission rocket in LEO.

Prebuilt rocket, fast fuel - race for first!

NPC

[m:3] [t:2] > [P:1]

CAVES OF ICE

Propellant

n/a

Large find just discovered, no facilities yet.

Cyborg robotic ground team, at Luna N. Pole.

Site equation is $[m:0.25] [t:0.25] > [P:1]$.

Start with just the mine, work on mass drivers etc. later.

NPC

NPC's cut is $[m:0.5]$ per $[P:1]$

ORBITAL NANOCIRCUIT FAB

Nano

$[m:1] [t:1] [B] > [N:1]$

Zero-gee crystal substrates; needs beamed power.

Nanofab in LEO (microwave receiver).

Light but nano-intensive rockets include D-T Fusion, sails, etc.

NPC

$[m:1.5] [t:1.5] > [N:1]$
& $[B] > [m:(TL)x4]$

HEO CARBON WHISKER FARM

Nano

$[m:3] [t:5] > [N:3]$

Nanostructures grown in hard vacuum. Minimum shipment size 3.

Special facility in HEO; solar sail [shipping locked to LEO].

You have both the tech and the resource most needed for solar sails.

NPC

$[m:4] [t:6] > [N:3]$

L5 RESEARCH STATION

Research

$[m:1] [t:1] [B] > [R:1]$

Deep space applied research; needs beamed power.

Science Lab (microwave receiver, hab, closed cycle infrastructure), L5.

Beamed power in LEO would help reduce costs.

NPC

$[m:1.5] [t:1.5] > [R:1]$
& $[B] > [m:(TL)x5]$

ORBITAL UNIVERSITY

Research

[m:2] [t:0.5] > [R:1]

U

World-renowned theoretical work.

Facility (not a science lab) in LEO. Arcjet electric rocket (photovoltaics flux-0).

Existing rocket could do early explorations very fast.

NPC

[m:2] [t:1] > [R:1]

BOADICEA RESEARCH SATELLITE

Research

[m:0.25] [t:3T] > [R:1]

B

Science lab in high Venus orbit.

Science Lab in Venus HEO (photovoltaics, robotic).

Manning the station with a hab/cyborg/AI would cut time costs in half.

NPC

[m:1] [t:3] > [R:1]

HEAVY BOOST MASS DRIVER

Boost

[m:5] [t:2] > [E:2]

H

High-gee mass driver. Minimum batch size 2.

Earthside facility. Mass Driver tech.

Mass driver tech makes for a good multi-hop expedition.

NPC

[m:7] [t:3] > [E:2]

LASER THERMAL HEAVY LIFT

Boost

[m:7] [t:3] > [E:3]

T

Earth-based heavy lasers and thermal propulsion. Minimum batch size 3.

Earthside facility. Laser Thermal Rocket tech.

Beamed power might be both profitable and useful for Laser Therms.

NPC

[m:9] [t:4] > [E:3]

SCRAMJET SPACEPLANES

Boost

[m:3] [t:2] > [E:1]

S

Air-breathing ballistic launch craft. Run in parallel (see below).

Not a facility. Lead times are based only on the commit in question; other players' orders do not count.

Cyborg Guidance tech.

If you offered an insystem 'taxi service' you could be a one-stop-shop.

NPC

[m:3] [t:2] > [E:1]

LOFSTROM LOOP ACCELERATOR

Boost

[m:0.5] [t:1.5] [B] [B] > [E:1]

L

Huge looped linerar accelerator.

Earthside facility. Power must come from two separate channels.

Beamed power of your own would substantially reduce costs.

NPC

[m:2] [t:2] > [E:1]
& [B] > [m:(TL)x4] (twice)