Economics

- Does the game generally postulate a post-scarcity economy?

Fuels

- Do drives require fuel?
- If so, is that fuel scarce?
    - How scarce (compare to a real fuel on earth)?
- Are these fuels used for other applications?

Ship Building

- Does ship construction require unobtainium?
- Is shipbuilding so complex or resource intensive that it occurs only a few locations (shipyards)?

Communications

- What is the maximum speed of FTL travel (in abstract units)?
- What are the minimum and maximum speeds of Commo bomb transmissions?
- Commo bomb range must be long enough to go to the nearest system… does Earth have enough resources to set up relay stations all over? (these would, of course have to have their own commo-bombs, or courier ships present to be useful, meaning that they can at times themselves be out of commo with the net, depending on how fast resources are resupplied).
    - Are they in the process of setting up such relays in the frontier region?

Ship Operation

- Are starships capable of atmospheric operations?
    - If so, are they streamlined? Or is their method of movement such that air resistance is not an issue (like anti-grav)?

Combat, Tactics, and Strategy

- Do ships have any sort of “shields?”
    - If so, are these part of the armor, hardening or Defenses of the ship?

Ship Classes

- Do fighters exist?
    - Why?
- Maneuver in normal space should theoretically be vector-based, is it? Or is there something odd going on?

- What is are the roles of other small ships?
    - Is it just cost-efficiency that creates small ships?
    - Notes: If it is cost-efficiency, then either small or large ships probably have an advantage in combat effectiveness per unit cost. In which case, you'd probably only build the more efficient ship. IRL ships of varying sizes have varying specialized roles that suit their size. For instance, torpedo boats were invented as a short-range very combat cost effective way to deal with big ships. This would have resulted in the end of big ships being able to attack other countries, except that they invented a small type ship to destroy torpedo boats, which is where we get destroyers from (the were originally “Torpedo Boat Destroyers” and later became important in submarine detection and destruction).

Movement

- If larger ships move faster than smaller ones, are fleet actions performed at all? Rather, if you wanted fleet operations to occur, wouldn't you just save space on the drives for larger ships, and limit their movement to that of the smaller ships, using the space gained to make them more combat effective? Certainly there would be a few “fast response” ships in these circumstances, but if there's a legitimate combat role for smaller ships, there would also be larger ships that would go with fleet speed movement, no?
- How fast can ships accelerate in normal space?
    - Relative to ship speed, how fast do weapons move? Are they energy weapons that move at the speed of light? Or are there projectiles of some sort? Other?

FTL Effect on Combat

- Can any form of combat be performed at FTL speeds?
- How long does it take to go from normal space speeds to FTL?
- Can FTL be entered repeatedly, or is it somehow costly in terms of resources? Basically can one go to FTL just for a short time to safely get closer to an opponent?
- Can one determine the direction of movement of a ship in FTL?
    - Can a ship be detected while in FTL?

From:
https://wiki.wishray.com/ - **Wishray Wiki**

Permanent link:
https://wiki.wishray.com/doku.php?id=lupos:questions

Last update: **2012/02/05 11:41**