

Imperium Docs - Items

In Imperium there are many things which are generically called "items". These are usually broken down into two classes; "big" items such as engines or weapons, and "small" items such as people or gold bars.

Most items are considered "small", and do not have the level of detail of larger items such as engines or weapons. These items are not identified by a unique number per item, but by how many of them are present, such as "10 civilians". These items do not have separate technology levels, but are all the same level.

SMALL ITEMS

Civilians

Civilians are the basic workers and population. They are assumed to have basic skills, but can not pilot ships, make technical discoveries, or do much of anything else besides work and reproduce. Based on the amount of production put into a planets educational system, they may however become scientists.

Civilians reproduce fastest when the planet population is between 1/3rd and 2/3rds of the maximum. Their growth can also be increased by devoting some planet production to "civilians".

Scientists

Scientists are civilians that have completed more advanced schooling, can work to develop new technology, and can pilot ships if needed. They will not fire weapons however. In all other respects they are the same as civilians, and will reproduce more civilians. To increase the create scientists you must devote some of the planets production to "scientists".

Military

Military represent the common soldier. They may fire guns and use weapons, but they can not pilot a ship. They are used to defend planets and ships from attack by other players. Military do not reproduce. They must be enlisted by devoting some of the planets production. This will cause your planet to spend more money promoting the benefits of the military way of life, hopefully enticing civilians to sign up (scientists will never sign up). You must have at least 1 officer present to oversee the training.

Officers

Officers are military that have completed more advanced training, and have a higher intelligence than the basic military. They can pilot ships, fire weapons, and will improve the defensive capabilities of whatever they are on (planet or ship) when compared to basic "military". Officers do not reproduce, they must come from promoted military. You must have at least 1 officer present to oversee the training of the rank and file military. Note that the pay for officers is TWICE that of normal military. Be careful of having too many!

Missiles

These are used for planet->ship combat, as well as photon torpedoes for ships.

Ore

Ore is used to create "production" on planets. Ore is mined from the planets "mineral" content, and a planet having a higher mineral content will produce more ore in the same amount of time as a planet with a lower mineral content.

Gold bars

Gold bars are produced by mining the planets "gold" content. Unlike ore, mining gold DOES deplete the resource from the planet, so a planet with a higher gold content will produce more gold bars before going dry rather than producing them quicker. Gold bars are VERY important. They are a continual source of income, for the duration of the game. One of your first priorities should be mining some gold bars to give

you a positive cash flow.

Air tanks

Air tanks are carried by ships to temporarily offset the loss of their life support systems. Planets must have an atmosphere above 40% to produce air tanks.

Fuel tanks

Fuel tanks are used to store fuel for ships, and represent a pre-packaged amount of fuel in a combustible, non-reusable container. Each tank holds 75 units of fuel, and once put into the ships' active fuel array can not be unloaded. Fuel tanks MAY be carried by the ship as cargo, and unloaded if they are not used for fuel by the ship. Fuel tanks require a planet to have an atmosphere above 50%, as well as water above 25%, along with "ore" for use in the production of the fuel tank containers.

BIG ITEMS

Big items are not usually referenced by quantity, but rather a separate unit number for each. Big items also hold more information than small items, such as their tech level, location, etc.

All big items of a certain type are considered to be the same size, but their weight will vary depending on the tech level of the planet they are built on.

Engines

Engines provide the power for ships, as well as the ability to move between the stars.

Computers

Computers control almost every aspect of a ship. It is impossible for a ship to operate without them. The more computers installed in a ship, the better range you will get out of the sensors, the more accurate your weapons will be, and teleports will be more reliable.

Weapons

There are several types of weapons available, including hybrid of a blaster and a laser, called a "blaser", and photon torpedoes.

Blasers: Blasers do less damage than photon torpedoes, but as they are guided by the ships computer to their target and they travel at the speed of light, they are much more accurate. Blasers take their energy from the ship itself, and so they drain the ships energy banks, and if used too much they may make it impossible to leave the sector until the energy banks recharge.

Photon torpedoes: Photon torpedoes do more damage than blasers, but because they travel slower than light, and occupy physical space, they are less accurate. They require an explosive charge, which must be carried by the starship, and which may explode if the starship takes enough damage. But they can usually destroy an enemy ship with one or two shots (if the ship has no armor), so they have some value. Photon torpedoes are also the only weapon that may be used planet->ship and ship->planet combat.

Sensors

Sensors allow ships and planets to map out subsectors, and if their technology level is high enough, to map out sectors as well. Sensors are also used to scan for ships in the area, and the higher the tech level, the more likely they are to pick up smaller ships farther away.

Teleports

Teleports allow a ship transport goods from ship to ship or ship to surface with other ships or planets in the same subsector. The higher the tech factor the larger the item that can be transported, and the more reliably the transfer will occur. For teleports, "larger" means the individual item size, not necessarily the gross item size. For instance, 1 person is considered "larger" than 1 ton of ore, since 1 ton of ore consists of a homogeneous mix of smaller ore pieces. It won't hurt anything if the teleports fuse a few pieces of the ore together, but you wouldn't want that for living things, thus teleporting people is only

possible on higher-tech teleport systems. Teleports also depend on computers being operational.

Shields

Shields provide a non-ablative (well, you are trading energy use for armor use) defense for the ship. The number and tech level of the shield units you have installed will determine how much energy you may put into the shields at any one time.