

Military Buildup Limitations

In the interest of fairness in **faction** versus **faction roleplay** and to keep military forces proportional to their **factions** and **corporations**, the Star Army setting has limits on military **buildups**. For **factions**, these limits are based upon the number of industrialized **star systems** controlled by a **faction**; for **corporations**, these limits are based upon the number of **star systems** a **corporation** has a major presence in.

The following limitations were created to:

- Strictly manage the number of vessels and amount of military might **factions** and **corporations** have to a realistic degree.
- Make sure **factions** and **corporations** don't become carried away.
- Replace and update older warship limitations.

The buildup limitations are intended for **factions and **corporations**. Civilian ships not involved in national defense are not limited.**

Reasoning

Many individuals hate being the little person or the weak guy in a setting. This comes from the subconscious desire to keep one's creation safe from those who would cause it harm. But we must also remember that in roleplay, weakness is also necessary for both realism and, in most cases, having fun overcoming obstacles. Logistically, each solar system has its own limitations when it comes to resources. These resources are considered by the number of planets (both habitable and desolate), the number of asteroid fields, etc. The limitation system takes these into consideration, but simplifies them by setting a standard value per system.

Limitations

The number of assets an entity can support depends on whether or not it is a **faction** or a **corporation**.

Factions

For each **star system** controlled, which also has an established industrial base, a **faction** can support up to the following:

Item	Maximum Number
Huge Space Stations	1
Shipyards	10
System Defense Platforms	25
Capital Ships	100

Item	Maximum Number
Other Warships	150 (or 250 minus the number of capital ships)
Military Support Ships	250
Additional Small Craft	25,000

Faction Example A: Uso's Star Organization

Let's say that for the purposes of this example [Uso's Star Organization](#) is a [faction](#) that controls one industrialized [star system](#). This means that [Uso's Star Organization](#) can support up to the following:

- 1x Huge Space Station¹⁾
- 10x Shipyards²⁾
- 25x System Defense Platforms³⁾
- 100x Capital Ships⁴⁾
- 150x Other Warships⁵⁾
- 250x Military Support Ships⁶⁾
- 25,000x Additional Small Craft⁷⁾

Faction Example B: Democratic Imperium of Nepleslia

Let's say that for the purposes of this example the [Democratic Imperium of Nepleslia](#) is a [faction](#) that controls twenty industrialized [star systems](#). This means that the [Democratic Imperium of Nepleslia](#) can support up to the following:

- 20x Huge Space Stations⁸⁾
- 200x Shipyards⁹⁾
- 500x System Defense Platforms¹⁰⁾
- 2,000x Capital Ships¹¹⁾
- 3,000x Other Warships¹²⁾
- 5,000x Military Support Ships¹³⁾
- 500,000x Additional Small Craft¹⁴⁾

Corporations

- For each [star system](#) a [corporation](#) has a major presence in (i.e. a factory/refinery/etc. on one of the [star system's planets](#)), it can construct a shipyard and five system defense platforms.
- For every shipyard a [corporation](#) has, that [corporation](#) can maintain 1 capital ship, 100 starships, and 500 additional small craft for itself, which may be used for transportation and/or security.
- [Corporations](#) can have up to two additional shipyards for each [star system](#) they have a major presence in (for a total of three shipyards per [star system](#) they have a major presence in), however these additional shipyards do not allow for a [corporation](#) to maintain any additional capital ships, starships, or small craft.
- [Corporations](#) may not construct warships larger then a [cruiser](#) for their own use. This size limitation, however, does not apply to starships that are not warships or capital ships.

- Generally, the only [corporations](#) constructing starships should be those that specialize in starship construction - there is, for instance, no reason a clothing company should be constructing starships.

Corporation Example A: Frontier Service Corporation

Let's say that for the purposes of this example the [Frontier Service Corporation](#) is a company that has a major presence in a single [star system](#). This means that the [Frontier Service Corporation](#) can support up to:

- 3x Shipyards¹⁵⁾
- 5x System Defense Platforms¹⁶⁾
- 1x Capital Ship¹⁷⁾
- 100x Starships¹⁸⁾
- 500x Additional Small Craft¹⁹⁾

Corporation Example B: Tamahagane Corporation

Let's say that for the purposes of this example the [Tamahagane Corporation](#) is a company that has a major presence in five [star systems](#). This means the [Tamahagane Corporation](#) can support up to:

- 15x Shipyards²⁰⁾
- 25x System Defense Platforms²¹⁾
- 5x Capital Ships²²⁾
- 500x Starships²³⁾
- 2,500x Additional Small Craft²⁴⁾

Notes

- Mothballed ships still count against these limits. [Factions](#) and [corporations](#) over the limit need to scrap the excess.
- The combined total number of "extra" small craft a [faction](#) can operate is equal to 100 times its maximum number of warships. This should be plenty since very few ships carry more than 100 small craft.
- Military ground installations on [planets](#) are not restricted.
- Small craft that are part of a ship's complement do not count towards these limits.
- Mecha over 5 meters (16.4 feet) in height are counted as "small craft" for the purposes of this limit UNLESS they are ground-only.
- A subsidiary [corporation's](#) item counts are included in the item counts of its "parent" [corporation](#) for the purposes of these limits.
- Unique personal starships owned and operated by one or more [player characters](#) are not included in these limits.

Definitions

Star Systems

To count towards a [faction's](#) total:

- The [faction](#) must be the controlling [faction](#) in a mostly non-contested [system](#) for a full OOC month or more.
- The [system](#) should have a decent amount of inhabitants and some industrial facilities listed on its wiki page.
- [Systems](#) without wiki pages can **not** count toward a [faction's](#) resources.
- Ships and space stations may not count as [star systems](#) (at least for now).

If the number of active factional players is less than the number of [star systems](#) controlled by that [faction](#), the [faction](#) is unable to expand. For example, a [faction](#) with four active members would only be able to colonize new worlds if they had three or less. This is to prevent small players from having a disproportionate influence on the SARP universe and to keep factions from sending a ship to every [planet](#) on the [map](#) at once.

Note: The above paragraph is a general guideline, and does not need to be tracked or adhered to in an “exact” fashion. It should only be invoked in the face of an unjustified factional mass-expansion, particularly one that is not done through [plot-based roleplaying](#).

Military Object Types

- **Huge Space Stations:** A star fortress and/or shipbuilding station like the [Iori-class Star Fortress](#) or the [Zodiac-class Star Fortress](#).
- **Shipyards:** Installations or starships that are capable of building capital ships and/or warships.
- **System Defense Platforms:** Mostly immobile stations typically armed to the teeth which defend a [system](#).
- **Capital Ships:** Large and powerful military [starships](#) such as [battleships](#), [carriers](#), and heavy [cruisers](#).
- **Other Warships:** Military [starships](#) such as [cruisers](#), [escorts](#), [gunships](#), and scouts.
- **Military Support Ships:** Logistical [starships](#) such as freighters, repair ships, troop transports, etc.
- **Additional Small Craft:** Small craft that are not based on a [carrier](#) or other starship or station.

Civilian orbital stations (such as agricultural facilities, solar power collectors, trade hubs, and so forth) are not counted as system defense platforms.

What Is Considered a Warship?

A [starship](#) is considered a warship if it meets two or more of the following criteria:

- The [starship](#) is owned and/or operated by a military or paramilitary [organization](#).

- The [starship](#) is primarily designed for combat.
- The [starship](#) has:
 - More than 4 weapons or offensive systems rated [Tier 11](#) or above.
 - More than 2 weapons or offensive systems rated [Tier 12](#) or above.
 - A [Tier 13+](#) weapon or offensive system.
 - A “main gun” that takes up a significant portion of the [starship](#).

What is Considered a Capital Warship?

Capital ships also meet two or more of the following conditions:

- The [starship](#) has more than one [Tier 13+](#) weapon or offensive system.
- The [starship](#) has a complement of more than 500 small craft.
- The [starship](#) has a crew larger than 500 active individuals.
- The [starship](#) has a [Tier](#) of 13 or greater.

Building Times

Ships and stations take the following amount of time to build in the Star Army setting.

Class	Military Description	Commercial Description	Base Tier	Build Time
Very Light	Patrol Craft and Small Escorts	Light Freighters	10	4 days
Light	Destroyers, Escorts , and Gunships	Medium Freighters	11	8 days
Medium	Cruisers	Heavy Freighters	12	12 days
Heavy	Carriers and Heavy Cruisers	Superheavy Freighters	13	16 days
Very Heavy	Battleships	Mobile Refineries	14	20 days
Massive	Dreadnoughts	Colony Ships	15	24 days
Shipyards			14/15	30 days
Huge Space Stations			15	60 days

These build times override any previously listed build times on starship stat pages; similarly, the rules listed in the section below override any conflicting information found elsewhere on the wiki.

Notes

- Newly-approved [factions](#) and [corporations](#) may start out with one shipyard.
- The construction process of huge space stations, shipyards, starships, and system defense platforms cannot be “sped up” for any reason.

1)

1 [USO](#)-controlled industrialized [star system](#) times 1 Huge Space Station per industrialized [star system](#) controlled equals 1 [USO](#) Huge Space Station.

2)

1 [USO](#)-controlled industrialized [star system](#) times 10 Shipyards per industrialized [star system](#) controlled

equals 10 **USO** Shipyards.

3)

1 **USO**-controlled industrialized **star system** times 25 System Defense Platforms per industrialized **star system** controlled equals 25 **USO** System Defense Platforms.

4)

1 **USO**-controlled industrialized **star system** times 100 Capital Ships per industrialized **star system** controlled equals 100 **USO** Capital Ships.

5)

1 **USO**-controlled industrialized **star system** times 150 Other Warships per industrialized **star system** controlled equals 150 **USO** Other Warships.

6)

1 **USO**-controlled industrialized **star system** times 250 Military Support Ships per industrialized **star system** controlled equals 250 **USO** Military Support Ships.

7)

1 **USO**-controlled industrialized **star system** times 25,000 Additional Small Craft per industrialized **star system** controlled equals 25,000 **USO** Additional Small Craft.

8)

20 **DIoN**-controlled industrialized **star systems** times 1 Huge Space Station per industrialized **star system** controlled equals 20 **DIoN** Huge Space Stations.

9)

20 **DIoN**-controlled industrialized **star systems** times 10 Shipyards per industrialized **star system** controlled equals 200 **DIoN** Shipyards.

10)

20 **DIoN**-controlled industrialized **star systems** times 25 System Defense Platforms per industrialized **star system** controlled equals 500 **DIoN** System Defense Platforms.

11)

20 **DIoN**-controlled industrialized **star systems** times 100 Capital Ships per industrialized **star system** controlled equals 2,000 **DIoN** Capital Ships.

12)

20 **DIoN**-controlled industrialized **star systems** times 150 Other Warships per industrialized **star system** controlled equals 3,000 **DIoN** Other Warships.

13)

20 **DIoN**-controlled industrialized **star systems** times 250 Military Support Ships per industrialized **star system** controlled equals 5,000 **DIoN** Military Support Ships.

14)

20 **DIoN**-controlled industrialized **star systems** times 25,000 Additional Small Craft per industrialized **star system** controlled equals 500,000 **DIoN** Additional Small Craft.

15)

1 **star system** with a major **FSC** presence times 3 Shipyards per **star system** with a major **FSC** presence equals 3 **FSC** Shipyards.

16)

1 **star system** with a major **FSC** presence times 5 System Defense Platforms per **star system** with a major **FSC** presence equals 5 **FSC** System Defense Platforms.

17)

1 **star system** with a **FSC**-controlled Shipyard times 1 Capital Ship per **star system** with a **FSC**-controlled Shipyard equals 1 **FSC** Capital Ship.

18)

1 **star system** with a **FSC**-controlled Shipyard times 100 Starships per **star system** with a **FSC**-controlled Shipyard equals 100 **FSC** Starships.

19)

1 **star system** with a **FSC**-controlled Shipyard times 500 Additional Small Craft per **star system** with a **FSC**-

controlled Shipyard equals 500 **FSC** Additional Small Craft.

20)

5 **star systems** with a major **TC** presence times 3 Shipyards per **star system** with a major **TC** presence equals 15 **TC** Shipyards.

21)

5 **star systems** with a major **TC** presence times 5 System Defense Platforms per **star system** with a major **TC** presence equals 25 **TC** System Defense Platforms.

22)

5 **star systems** with a **TC**-controlled Shipyard times 1 Capital Ship per **star system** with a **TC**-controlled Shipyard equals 5 **TC** Capital Ships.

23)

5 **star systems** with a **TC**-controlled Shipyard times 100 Starships per **star system** with a **TC**-controlled Shipyard equals 500 **TC** Starships.

24)

5 **star systems** with a **TC**-controlled Shipyard times 500 Additional Small Craft per **star system** with a **TC**-controlled Shipyard equals 2,500 **TC** Additional Small Craft.

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