

Comms Range Level

Comms Range represents the range at which the ship can still establish stable and fast connection to communicate with its crew or hack into technology. Some modules like the 3rd tier medbay use this. It is determined by the combined level of the ship's highest level computer and scanner (1-6). Some circumstances like interference or being close to a city can decrease or increase this level.

Short (Level 1)

About 20 tiles away from your ship's exterior. Mech combat range.

Long (Level 2)

About 50 tiles away from your ship's exterior. Ship to ship combat range.

Sub-Orbital (Level 3)

The ship can communicate to the ground while within a planet's atmosphere/gravitational pull.

Orbital (Level 4)

The ship can communicate to the ground from a planet's orbit.

Shallow Underground (Level 5)

From orbit, the ship can communicate under the ground to shallow, surface level cave systems or facilities or higher.

Deep Underground (Level 6)

From orbit, the ship can communicate deep underground to any part of a planet's crust or higher.

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