

Walls, Doors, and Airlocks

Stuff to keep the inside inside. Also to make sure there *is* an inside.

- [How Walls Work](#)
- [Light Walls & Doors](#)
- [Sturdy Walls & Doors](#)
- [Heavy Walls & Doors](#)
- [Light Airlock](#)
- [Sturdy Airlock](#)
- [Heavy Airlock](#)
- [Docking Port](#)

How Walls Work

Placement

You will need to enclose any space you don't want to be outside in walls. Walls can only be placed on the edge of each hexagon that has a floor (such as hallways and modules). Walls can not be placed in the middle of modules that are more than one hexagon large.

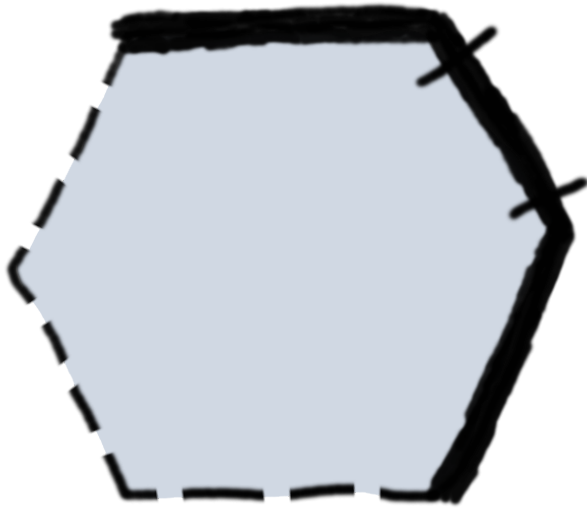
Cost

The cost for walls is only applied per hexagon. That is to say, you can construct a wall on any number of the six sides of the hexagon while only paying the cost once.

Health

Each segment of a wall has its own health. Person sized doors typically are the least sturdy, with walls having an average amount of health. Airlocks are the most sturdy out of the three.

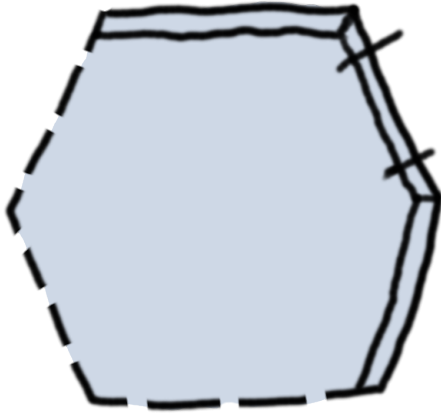
Light Walls & Doors



No Cost!

Weak and lightweight walls and doors that cost basically nothing to build. Can be used on the outside of the ship, but are not likely to survive a breach attempt.

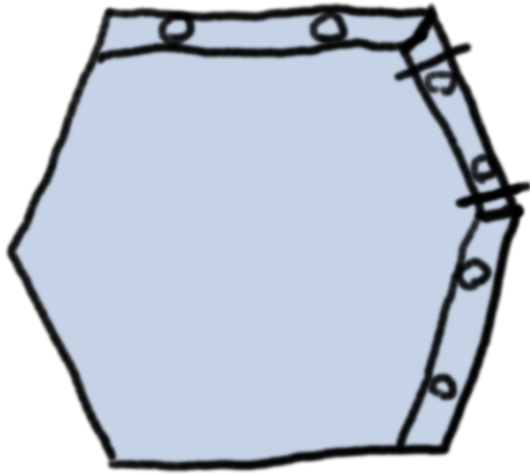
Sturdy Walls & Doors



Cost $\square 1$ per hexagon

Stronger walls and doors meant to armor the outside of your ship while not breaking the bank materials-wise.

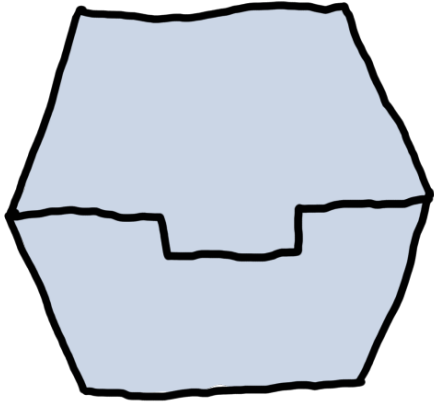
Heavy Walls & Doors



Cost \square 3 per hexagon

Very strong walls and doors that are also radiation proofed.

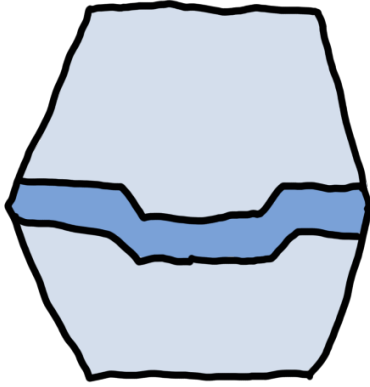
Light Airlock



Cost □1

A weak and lightweight airlock that can be used by mechs and people. Can be placed adjacent to each other to let larger mechs through.

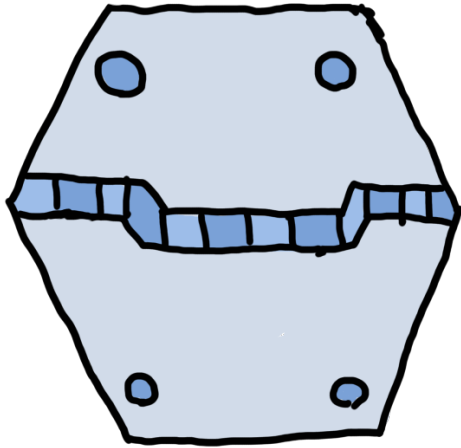
Sturdy Airlock



Cost 3

Stronger airlock for mechs and people. Can be placed adjacent to each other to let larger mechs through.

Heavy Airlock



Cost □5

Very strong airlock for mechs and people that is also radiation proofed. Can be placed adjacent to each other to let larger mechs through.

Docking Port

The docking port is effectively a hallway module that can be disabled or enabled in order to detach two parts of a ship from each other, or to dock with a station or other ship. Remember, to be controlled a ship needs all necessary essential modules. It can be constructed by itself or adjacent to any airlock module. When adjacent to an airlock module, it will adopt the durability of it, but if the docking port is destroyed, the airlock is as well.