

„Equestria Moon" (working title) MLP Mod for Starsector

Category.

1. Lore,
2. Weapons items etc.
3. Quests, new ideas,

(difficulty)

Priority

1. -Creating plan to discuss, create lore and concepts (1-4)
2. -Create Equestria planet/s, sector with faction. (5-10)
3. -Adding pony portraits, illustrations, music at least 4-6 (hostile, neutral and friendly for pony fleet encounter and hostile, neutral and friendly soundtrack for Equestria station/planet), flag of Equestria (maybe reworked, in sci-fi style). (5-8)
4. -New weapons, ships, buildings, fighters, hullmods, with all new sounds, ship systems etc (6-8)
5. -Improvement's, balancing, quests, compatibility with other mods like Nexerelin, Commissioned Crews etc. (5-7)

1. Lore

After which season mod take place

Season:

2-9 and it is a future* or present?

(*in long period of time of short after season ending)

Climate:

Serious/Dark

FIM - Ponies don't die, they explore space, (for example, fun dialogues in ship blueprints inscription)

Planets

How many planets are in „Equestria" system

Names for sun and moon

Moon names: Lua, Selene,

Sun Names: Helios,

(moon another „planet"??)

Names for the System

Harmonia, Equineus Prime,

How do ponies start flying into space?

1. Humans discover Equestria (who? hegemony, dominance of man) and share, leave their technology on the planet.
2. Ponies discover magic engines and then human worlds.

Orbiting in the Equestria Sector.

1. Equestria orbits around the sun. (heliocentrism)
2. Equestria is in the CENTER of the sector and the sun orbits around it. (probably very hard, geocentric, probably needs help, is this even possible? [ONE modder said very clearly, yes])
Edit, In starsector EVERYTHING CAN ORBIT ANYTHING, so yea, it is possible.

What does equestria look like?

It means how the equestria continent should look. Like for example „Equestria at War” or

Are ponies like AI cores? Ponies are friends with AI?
(????AI core MARES????)

Are drugs and/or organ harvesting legal in Equestria?
wait.....

...

organs...

These are pony organs not a human!!!

Add pony organs or disable them by condition?

What conditions Equestria has?

Rich/Bountiful Farmland? Abundant Ore Deposits? Organics?

How many ponies and creatures live on the Equestria? Millions, billions? (billion mares...)

Are ponies having wars with humans, (who? Hegemony, Tri Tachyon? Luddic Church?)

Who rules Equestria?

Twilight, Giraffe Twilight? Celestia? New character?

2. Weapons, ships

New Resources

Crystals?

Buildings

Pegazi (?...?)

Building which removes hazard rating from „Extreme Weather” condition

Crystal Production Farm

Produces Crystals that can be used for buildings that use Crystal (will produce 7 crystals

Excluding improvements and A.I or M.I core installed)

Harmonic Fabrication Facility

Can Produce Any Resource with Crystal (which is selected by installing a item blueprint containing said item I.E an item blueprint with Heavy Machinery installed into it will allow it to produce that resource at the cost of 5 crystal)

M.I Golem Core Crystallizer

Will Produce M.I Cores depending on the M.I Core blueprint installed (The higher tier the M.I is the more Crystals and Upkeep it will have and use up) I.E, M.I Core Tier 3 (Harmony Core) will have an upkeep of 50,000 Credits and will use up 7 crystals

Weapons

Hullmods

Rainbow Safety Overrides

Hullmod on Equestria ships where you can't lose anypony. (0 deaths among mares)

Shield Harmonization

Hullmod on Equestrian ships which allows shields to use mana instead of Flux

Harmonic Crystalline Infusion

Hullmod on Equestrian Ships Which allows for Hull and Armour Regeneration by 0.1% per second

Harmony Shield Enforcement

Hullmod that gives ships an indestructible shield in a 75° arc that does not create flux but takes away 20/25/30/35% flux capacity and dissipation depending on the size of the hull

Magic Generator

Gives ships the Ability to use Magic based tech, Depending on the size of the hull Will determine the amount of Mana(1000/2500/4000/10000) and Mana regeneration (115 Ships

Idea for 2 Equestria techs

1. Airship looking ships which don't consume fuel thanks to magic. (magic eating
2. Ships inspired from human ships.

2. Weapons, Ships etc.

Petrification grenade launcher - doesn't deal dmg but HUGE amount of EMP dmg.

. (200% effectiveness against armour, 50% effectiveness against shield and hull)

Loyalty Bolt - Fires a continual lightning bolt that has a 75% to chain onto other ships 150% effectiveness against shields 50% effectiveness against armour and hull

1. Fighters

Wonderbolt fighters

Changeling Swarm Interceptor Drone

Unicorn Bombers

Harmony Interceptors

Lunar Heavy Interceptors

Solar Heavy Fighters

Discorded Bombers

Golem Drone

Pegasus Interceptors

Earth Pony Fighters

2. Frigates

Pony

Breezie

3. Destroyers

Everfree

Reckless

4. Cruisers

Bearded

Canterlot

Discord

5. Capitals

Alicornia

Harmonious

mannus (pony in latin)

Faust

Ship system

Sonic Rainboom - get high speed and create rainbow waves that deal dmg (?heal friendly ships?)

Pony A.I Cores - (Magical Intelligence - Golem Cores)

Desc: Golem Cores can be brought by the Equestria Faction, unlike there AI counterparts the M.I wants to help and Aid humanity and ponykind in their goals, due to this they are not outlawed like there AI counter parts

Three Tribes Core (

3. Another

Extra locations?

Missions?

Boss fleets fights?

One of the ships, Capital/Cruiser, would have a huge amount of flux capacity. It goes to fight and kill enemy with his weapons, than he goes back to remove flux (thx to system which enables instant flux remove or can escape very fast)

Ordnance

[INSERT SHIPNAME HERE]

[EXAMPLE OF FLUX CAPACITY AND DISSIPATION]

[TOTAL AMOUNT OF ORDANACE POINTS]

[ANY BUILT IN HULLMODS]

[SHIP DESCRIPTION]

Note: this is a very rough part of a ship statistics organisation and you can organise your version anyway you like, just make sure its consistent with the first one excluding this poorly done example of course.

Ship Design (Concept Art and Placeholder sprites)

Pony Names

Names to be used. G(f) , leave