

# Ship Yard

The Ship Yard is where players can build ships for their fleets.

A Ship Yard is required to produce ships. You don't need a Ship Yard to create fleets if there are already ships on your planet. At game start, your home planet already contains an Outpost Ship that you can use to colonize another planet.

Only one **type** of ship can be produced at any one time. Any **number** of ships can be produced at any one time. Here is the List of Ships you can produce.

Building multiple ships does not add additional time to the default production time for the type of vessel being produced.

## Create a fleet

Once some ships are built, or if you already have ships on your planet, you need to create a fleet to use these ships.

0.0.0.0 Mercury 30,000 / 50,000 +300 (30,000 available) 0 / 100,000 80 60

	Metal	Mineral	Food	Energy
Stored	30,000	20,000	10,000	1,000
Output	+630	+420	+190	+80
Abundance	70%	70%	70%	70%

BUILDING SHIP YARD BARRACKS CONVERTER COMMUNICATIONS

### SHIPS AVAILABLE TO BUILD

Name	Icon	Time
You are currently unable to build any ships as you do not have a Ship Yard at this planet. This page is provided to you so you can create fleets to handle ships which are currently present at this location.		

### QUEUED SHIPS

Name	Time
There are no items in the queue	

### SHIPS IN THE SHIPYARD

Name
1x Outpost Ship

Create Fleet

Type a fleet name and click on "Create Fleet". Then you see the fleet transfer page.

Revision #10

Created 13 January 2023 00:53:52 by Muffinman

Updated 1 October 2023 10:41:48 by Riddick