

Plan

Bases are made up of modules. Each module may provide the facilities to perform downtime activities, or may provide access to new downtime activities. They are built using Pallets, Power, and Personnel.

- Pallets are a resource which may be created from a bulk of UPBs, but can't be turned back into UPBs.
- Power allows modules to operate. You can also use unused PCU from a ship's power core to power your base.
- Personnel are people to run and maintain a base. Each module provides a number of seats which provide an effect such as a downtime activity, but must be operated by a player or NPC to provide such benefit.

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