

A set of rules to “improve” stock KSP, things you can implement without having any mods to make your game more realistic. This was partially inspired by EJ_SA’s mission mode rules

All values might need rebalancing

Use the built in alarm tool to keep track of craft being built

Module: Build and Refurb times

Construction Time in days, Round to the nearest day:

Divide your craft cost by a number specific to your VAB upgrade:

Level 1 VAB: Divide cost by 100 2 craft building at once

Level 2 VAB: Divide cost by 400 2 craft building at once - rush build, $400 * \sqrt{2}$

Level 3: VAB: Divide cost by 1000 3 craft building at once

Horizontally launched craft/Spaceplanes use SPH level instead of VAB level.

Module: Launch Sites

You must wait 7 days before launching from the same pad. Extra pads can be built at the same site using Kerbal Konstructs. Opening a standard launch site(Level 2 capabilities) costs 400k, opening an XL launch site(Level 3) costs 700k. All non-KSC sites are automatically level 2 sites, unless you choose to expand upon them and build a level 3 pad next to the existing level 2 pad. All nuclear materials must be launched from the KSC(RTGs, NERVAs)

(Ideas how to work with this for console players?)

Module: RR&D Research times:

Time to research and develop new tech

Level 1 R&D: Divide science cost by 0.2

Level 2 R&D Divide science cost by 0.5

Level 3 R&D Divide science cost by 2.5

One node at a time in specific tech branch, 1 researched at a time, level 1, 2 researched at a time, level 2, 5 researched at a time, level 3

Module: Simulation allowance:

models the creation of more complex and sophisticated development facilities(Large structural test stands, large supersonic wind tunnels, vacuum chambers, etc.) as well as development of better modeling tech(better trajectory sims, structural analysis programs, CAD, etc.)

Level 1 R&D: 1 simulation per controllable section(parts that will free fly on their own, launch vehicles are considered controllable sections even if they don't have their own probe core)

Level 2 R&D: 5 simulations per controllable section

Level 3 R&D: 15 Simulations per controllable section

The goal is to get you to think more analytically and plan more carefully when designing your spacecraft. If you go over your simulation budget, you have to resort to other means. (I was thinking a lot about LLRV and LLTV while writing this section).

You can only perform a simulation on an extraterrestrial destination once you "visit", either without having a probe or crew visit. Ie cant sim Mun or Duna orbit without sending a probe to orbit it first, can't sim on the surface without landing a probe on the surface

Yeah this is a bit overzealous but I wanted to give myself a little more "realism" without having to install a ton of mods like KCT, back when I still had my old garbage PC, in order to keep load times down. Also meant for people who play on console

Module: Propellant Densities

All "hydrolox" engines(vector, mammoth, poodle, rhino, cheetah? wolfhound?) must have the fuel in their propellant tanks reduced to half. Same with NERVA tanks.