

## Kerbal Space Program - Feedback #19271

### The Wolfhound and the Skiff's stats/models have been switched. (Making History)

06/21/2018 06:09 PM - GregroxMun

<b>Status:</b>	New		
<b>Severity:</b>	Low		
<b>Assignee:</b>			
<b>Category:</b>	Parts		
<b>Target version:</b>			
<b>Version:</b>	Not Applicable	<b>Language:</b>	English (US)
<b>Platform:</b>	Windows	<b>Mod Related:</b>	No
<b>Expansion:</b>	Making History		

#### Description

This is a bug that I really should have gotten around to reporting properly, I've known about it and have mentioned it on the forums many times since March 15th. I should have remembered the bug tracker!

Here are the facts:

- The actual Service Propulsion System (SPS) of the Apollo C/SM was a small low-efficiency hypergolic engine with 91 kN thrust and a specific impulse of 319 seconds.
- The J-2 rocket engine on the Saturn V was a high efficiency rocket engine with 421 seconds Isp, and 486 kN of thrust.
- The Wolfhound is the in-game SPS analogue. It has an Isp of 412 (which seems to be a typo--421 vs 412?) seconds and a thrust of 375 kN.
- The Skiff is the in-game J-2 analogue. It has an Isp of 330 seconds and a thrust of 300 kN--barely better than the LV-T30 Reliant. The in-game description describes it as having "high vacuum efficiency" and as being "powerful."

It seems obvious that a simple mistake has resulted in these engines having the wrong stats. This simple mistake means that building a physically correct Apollo/Saturn V rocket using the correct engine models is harder than it should be, and all ships built with these engines are unauthentic.

#### History

#1 - 06/09/2020 06:36 AM - RafaHdz

- Tracker changed from Bug to Feedback

- Start date deleted (06/21/2018)

If anything this is feedback and not a bug. It would need to be reviewed by the team to decide if the changes are necessary/worth it.