

## EARTH-INDEPENDENCE ESTABLISHING MISSION (2040 - 2050): TWO VILLAGES WITH 36 CREW

### ARTEMIS PRECURSORS (2026-30)

- ✓ Lunar Gateway as TMI analog
- ✓ Critical tech maturation
- ✓ Close knowledge gaps
- ✓ Orbital refilling

### MARS PRECURSORS (2027-39)

- ✓ Landing site selection
- ✓ Technology demos
- ✓ Cargo delivery
- ✓ Crew Starship return demo

### THRIVING, NOT JUST SURVIVING

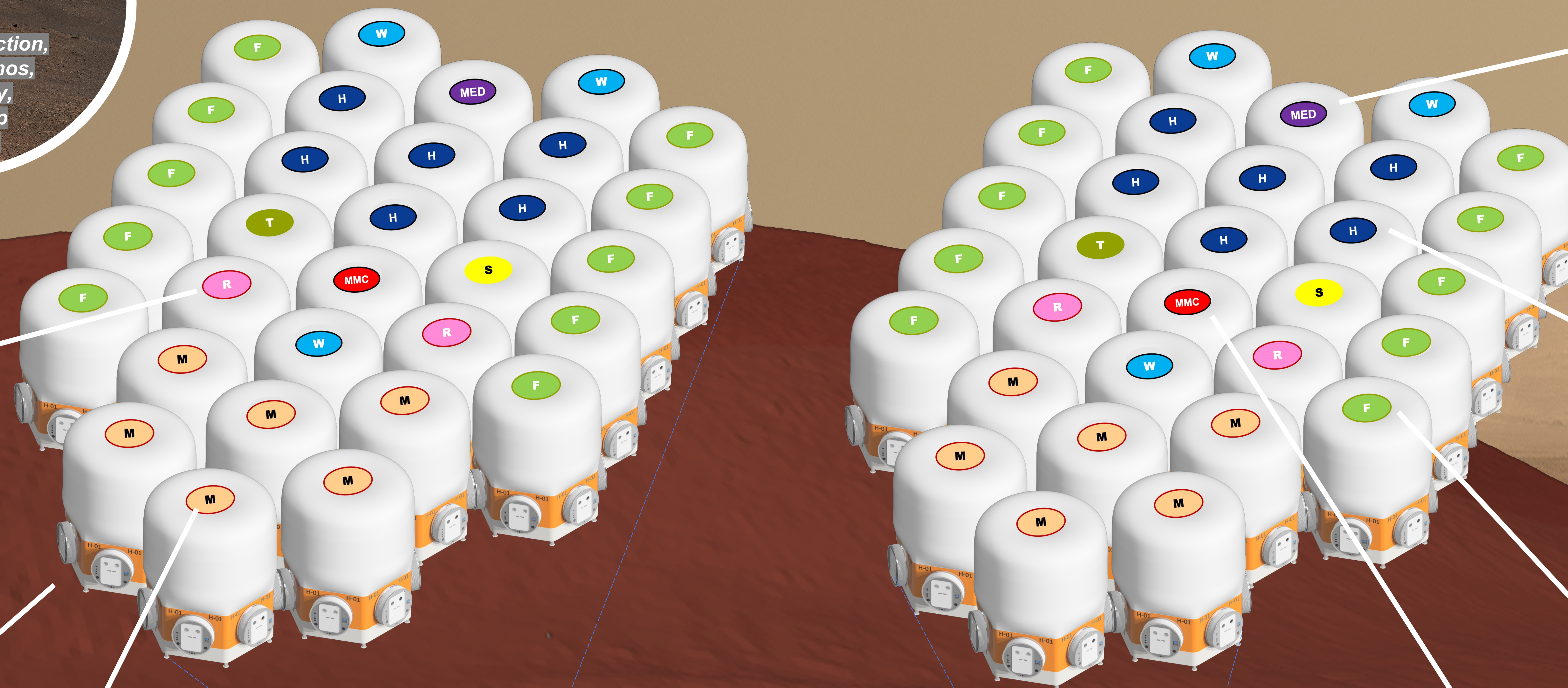
- ✓ 7-10 year mission: must support non-work living
- ✓ 1,100 m<sup>2</sup> for social leisure
- ✓ Lab, terrarium, pool, bar, restaurant, arts, games
- ✓ Large mission, 2 villages infuse essential social diversity and complexity

### MACHINES PROTECT HUMANS: DUAL-MODE LIFE SUPPORT SYSTEMS (31x2)

- ✓ Similar redundancy (31)
- ✓ Dissimilar redundancy: open + closed loop ECLS, 2 physico-chem sources for O<sub>2</sub>, N<sub>2</sub>, CO<sub>2</sub>
- ✓ Water tanks for radiation protection, H<sub>2</sub>O, thermal
- ✓ All waste pyrolyzed, sterilized in offsite module

### HUMANS PROTECT MACHINES: LARGE, FLEXIBLE MARS MAKERSPACE (6x2)

- ✓ ~1,000m<sup>2</sup> makerspaces
- ✓ 5-axis CNC, metal and plastic AM, full machine shop & electronics shop
- ✓ Feedstock production
- ✓ Parts fabrication
- ✓ Integration, assembly
- ✓ Low-level repairs of all types + growth



|                                 |   |
|---------------------------------|---|
| <b>Total Mass</b>               | 5,828 MT  |
| <b>Power demand / available</b> | 15.9 MWe / 30 MWe                                     |
| <b>Pressurized Volume</b>       | 15,963 m <sup>3</sup> + 21,408 m <sup>3</sup> tunnels |
| <b>Lifecycle Cost</b>           | \$81.2 billion (incl. 30% margin)                     |
| <b># launches</b>               | 81 + refueling  |
| <b>Crew and duration</b>        | 36 crew for 10 years                                  |

### LEVEL V MEDICAL CARE FACILITY (1x2)

- ✓ 6 medical specializations
- ✓ Incl. psychosocial care
- ✓ Doctor on call, pharmacy
- ✓ Emergency Department
- ✓ Surgery and ICU
- ✓ Exam room & imaging
- ✓ Quarantine facilities
- ✓ Second hospital in other village for concurrent ops

### LARGE, PRIVATE, QUIET BEDROOMS WITH SPACE FOR GUESTS (18x2)

- ✓ Radiation shield from 3m water tanks directly above
- ✓ 10 m<sup>2</sup> of private space
- ✓ Full queen bed and sofa
- ✓ Desk and chair, TV screen
- ✓ No traffic by the door
- ✓ Spaces below offer leisure facilities: games, music, private video messaging

### FARM MODULES SIZED FOR 200% OF DAILY FOOD REQUIREMENT (10x2)

- ✓ ISS heritage hydroponics
- ✓ 1,600 m<sup>2</sup> of growing area
- ✓ Using highly manufacturable farm systems
- ✓ Provides plant, aquatic and poultry products
- ✓ Seeds budget included
- ✓ Nutrient recycling using aquaponics and pyrolysis

### HUMANS ON THE LOOP: MARS MISSION CONTROL (1x2)

- ✓ **Mars Mission Control (MMC)** in each village
- ✓ The two villages alternate between prime and backup
- ✓ High-bandwidth comms
- ✓ Can teleoperate any asset on Mars surface or in orbit
- ✓ Training and simulations

### SAFE, VALUABLE AND SUSTAINABLE APPROACH

Selected two villages of 18 crew each as best combination of safety, value

- ✓ Four Mission-value full-time equivalent (MVFTE) for surface exploration
- ✓ Radiation dose 528 mSv, 48 hour workweek, cost \$290m per MVFTE per yr
- ✓ Capacity to expand habitat: construct tunnels, make new habitat systems

| Villages x Crew per Village               | 1 x 4    | 1 x 6    | 1 x 9    | 1 x 12   | 2 x 12   | 2 x 15   | 2 x 18   | 2 x 21   | 3 x 18    | 3 x 21    |
|---|----------|----------|----------|----------|----------|----------|----------|----------|-----------|-----------|
| Workweek [hrs]                            | 83.9     | 67.7     | 64.5     | 61.6     | 53.7     | 53.5     | 48.0     | 40.5     | 37.6      | 29.6      |
| Year 10 Hab Volume [m <sup>3</sup> /crew] | 374      | 291      | 277      | 312      | 906      | 927      | 955      | 927      | 983       | 975       |
| Mobile MVFTE                              | 0.0      | 0.0      | 0.0      | 0.0      | 3.3      | 3.9      | 4.0      | 4.3      | 4.5       | 4.4       |
| In-habitat MVFTE                          | 0.9      | 2.2      | 4.2      | 6.3      | 9.6      | 13.4     | 13.1     | 13.3     | 12.9      | 11.4      |
| Unused MVFTE                              | 0.0      | 0.0      | 0.0      | 0.0      | 1.9      | 3.7      | 10.8     | 21.9     | 35.0      | 56.3      |
| Mission duration [years]                  | 7        | 7        | 7        | 7        | 7        | 7        | 7        | 10       | 10        | 10        |
| Radiation dose [mSv]                      | 653      | 682      | 679      | 682      | 565      | 563      | 529      | 498      | 503       | 465       |
| Non-value crew time liens                 | 94.8%    | 91.5%    | 88.9%    | 87.4%    | 85.3%    | 83.4%    | 81.5%    | 77.6%    | 76.9%     | 72.7%     |
| Manufacturability %                       | 15%      | 30%      | 50%      | 75%      | 90%      | 90%      | 90%      | 90%      | 90%       | 90%       |
| In-situ food %                            | 4.5%     | 18.8%    | 18.8%    | 50.0%    | 50.0%    | 100.0%   | 100.0%   | 100.0%   | 100.0%    | 100.0%    |
| ST resupply constraint                    | 84%      | 95%      | 121%     | 102%     | 179%     | 97%      | 99%      | 98%      | 98%       | 101%      |
| Number of Launches                        | 234      | 238      | 256      | 319      | 526      | 589      | 773      | 809      | 1088      | 1200      |
| Lifecycle cost [\$m]                      | \$33,893 | \$34,283 | \$37,358 | \$42,150 | \$59,265 | \$67,283 | \$81,148 | \$84,024 | \$111,135 | \$119,965 |
| Cost per MVFTE p.a. [\$m]                 | \$5,593  | \$2,277  | \$1,277  | \$949    | \$571    | \$459    | \$290    | \$213    | \$213     | \$166     |
| Peak annual cost [\$m]                    | \$2,488  | \$2,522  | \$2,769  | \$3,227  | \$4,826  | \$5,508  | \$6,639  | \$6,907  | \$9,181   | \$10,016  |

### CONCEPT: LARGE MISSION, DIVERSE CAPABILITIES TO MEET NASA NEEDS

All other things equal, a large mission offers:

- ✓ Capability to manufacture systems from ISRU
- ✓ Economies of scale with respect to crew time
- ✓ Productivity gains from crew specialization
- ✓ More international and commercial partners
- ✓ More science, exploration & mission value time
- ✓ Diversity of crew and genuine social life on Mars
- ✓ Capability to build, outfit radiation-proof habitats

Cost benefits of large vs small missions:

- ✓ Amortizes DDT&E of 30 types over 503 units
- ✓ Lower costs per mission-value person on Mars

### MULTI-LAYERED STRATEGY TO MITIGATE SYSTEMS FAILURES

**First line of defense – high redundancy**

- ✓ Similar redundancy in modular systems
- ✓ Dissimilar redundancy in critical functions
- ✓ Energy-rich, water-rich, food-rich, air-rich, time-rich

**Second line of defense – high commonality**

- ✓ Subsystem- and part- level commonality for easier maintenance logistics, tactical cannibalization

**Third line of defense – high manufacturability**

- ✓ High manufacturability of all systems plus free crew time to support any repair & within resupply limit

**Last line of defense – 'blast radius reduction':**

- ✓ Farm airflows set to minimize cross-contamination
- ✓ Villages can rescue each other in case of disaster



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