



In-Game Commodities



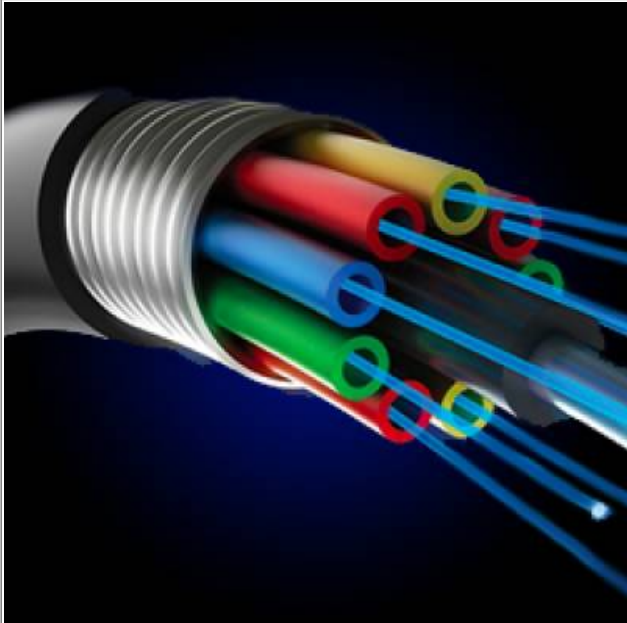
The Horizons module comes with a sizable list of basic commodities and cargo. All can be used for trading but as the game develops, these commodities will impact ship capabilities and operations. Ordinance and Components are other types of Cargo.




For [Commodities \(Designer Menu\)](#), see the modding section of the Wiki.




Feeling bored? Upload the photos for each commodity and put them in the first column of this chart.


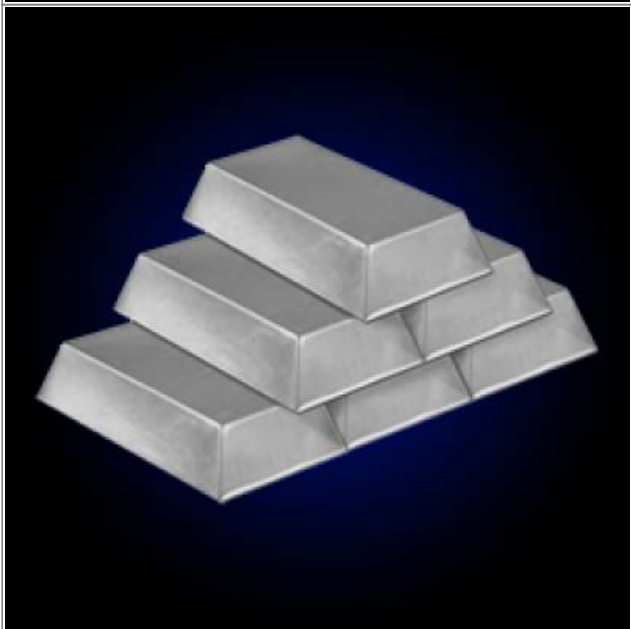

	Name	Description	State	Container	Rarity	Volatility
	Aluminum	Forged bars of Aluminum	Solid	Case	0.5	0
	Basalt	Large uncut rocks of Basalt.	Solid	Case	0.1	0
	Cheese	Cheese. Everybody loves cheese.	Solid	Case	0.1	0

	Name	Description	State	Container	Rarity	Volatility
	Clothing	Various manufactured consumer grade clothing	Solid	Case	0.6	0
	Consumer Goods	Various consumer products	Solid	Case	0.9	0
	Copper	Forged bars of Copper	Solid	Case	0.7	0

	Name	Description	State	Container	Rarity	Volatility
	Diamonds	Various uncut Diamonds	Solid	Case	0.3	0
	Fertilizer	Agriculture grade Fertilizer. Used for cultivating and growing crops in various environments.	Grain	Case	0.4	0
	Fiberoptics	Cables, splitters and other fiberoptic components.	Solid	Case	0.8	0

	Name	Description	State	Container	Rarity	Volatility
	Gold	Forged bars of Gold	Solid	Case	0.2	0
	Lithien	While being extremely rare, Lithien is also very volatile. Caution should be taken when transporting this material.	Solid	Case	0	0
	Oil	Canister of Crude Oil	Liquid	Canister	1	0

	Name	Description	State	Container	Rarity	Volatility
	Oxygen	Canister of Pure Oxygen	Vapor	Canister	1	0
	Pharmaceuticals	Medical grade Pharmaceuticals for distribution to colonies	Solid	Case	0.4	0
	Rations	Packaged Field Rations that can be stored for up to 50 years before they expire.	Solid	Case	1	0

	Name	Description	State	Container	Rarity	Volatility
	Raw Materials	Used for performing ship-wide repairs	Solid	Case	0.95	0
	Silver	Forged bars of Silver	Solid	Case	0.3	0
	Sodium	Raw Sodium grain. Commonly used for flavouring food.	Grain	Case	0.1	0

	Name	Description	State	Container	Rarity	Volatility
	Spice	Various Spices	Grain	Case	0.15	0
	Sugar	Cane Sugar distilled to a fine grain. Commonly used for sweetening food.	Grain	Case	0.2	0
	Water	Purified Water suitable for consumption	Liquid	Canister	1	0

From:
<http://wiki.starshiphorizons.com/> - **Starship Horizons Wiki**

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Last update: **2022/01/26 18:44**

