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Current In Game Components List

For making or editing your own components see Components (Modding)

Component Types

Power

- Power Generator Reactors. Makes the energy that gets used by other systems.
- Power Storage Batteries. Can run some components if the Ion Reactor is off.

Movement

- FTL Faster Than Light drive.
- Propulsion Main Engines. Moves the vessel forward
- Maneuvering Maneuvering Thrusters. Turn!

Weapons

- Weapon Systems Needed for Tactical Interface. Powers the weapons.
- Cannons Variety of Ion, Pulse, APG, GPG. Guns Guns Guns
- Missile Systems Missile Tubes, Missile Bays. Do you want to fire all of your missiles at once? Or one at a time?
- Shields Rechargeable damage reduction. Don't forget to turn them on.

Other

- Sensors Scanning and Communications. Different distances for different power.
- Life Support Keeping people alive.
- Cloaking shhhh It's a secret

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