

# 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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