

# 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

## Component Information

Name – Name of the Component Type – The type of component (what it's supposed to do) Function – Generate, Store, Consume, Company – The company that makes the component. Hard Points – How many hard points the component takes up.

### Component Stats

- Integrity – Hit points.
- Minimum – Minimum integrity required to use the component. Below this, the component turns

off.

- Tolerance - Unsure.

## Power Consumption

- Level - Amount of power that gets stored in a component
  - Optimal - The standard amount of power stored in a component.
  - Maximum - Unsure of difference from Optimal.
- Charge - Speed at which the Level gets charged.
- Bleed - Speed at which the Level discharges.

## Weapons

- Class - Projectile or Missile
- Recycle - How long it takes to fire
- Energy - How much energy it consumes when it fires/charges
- Speed - Speed of the projectile, in Meters/second
- Range - Range of the projectile, in Meters
- Damage Type - Type of Damage (Piercing, Electrical, Explosive, Radiation, etc)
- Damage - Hull or Shield Damage

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