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 – How it uses energy (Generate, Store, or 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 with 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