

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 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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