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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

# **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

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