

# Other

## Sensors

<b>Component Name</b>	Sensors	Sensors ER
<b>Type</b>	Sensor	Sensor
<b>Function</b>	Consume	Consume
<b>Company</b>		
<b>Hard Points</b>	4	4
STATS		
<b>Integrity</b>	100	100
<b>Minimum</b>	70	20
<b>Tolerance</b>	0	0
LEVELS		
<b>Optimal</b>	200	240
<b>Maximum</b>	200	240
<b>Charge</b>	10	100
<b>Bleed</b>	10	100000

## Life Support

Component Name - **Life Support**

Type - Environment

Function - Consume

Hard Points - 1

Integrity - 100

Minimum - 0

Tolerance - 0

Optimal - 100

Maximum - 100

Charge - 20

Bleed - 0.028

## Cloaking

Component Name - **Cloaking Device**

Type - Cloak

Function - Consume

Hard Points - 4

Integrity - 100

Minimum - 1

Tolerance - 0

Optimal - 100  
Maximum - 100  
Charge - 30  
Bleed - 10

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Components : [Power](#) | [Movement](#) | [Weapons](#) | **Other**

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