

Components are used to construct ships and bases. Each type of component provides specialized abilities that enhance the capabilities of your ship and base designs.

As your research progresses new components with greater ability are invented and can be used in your ships and bases. Some research also improves existing components, providing enhanced abilities to your existing ships and bases, without the need to upgrade to new components.

**Research Areas**

Each type of component is directly related to one of the three research areas of Weapon, Energy and High Tech.


**Components Types**

For a better understanding of their functionalities, components are also labelled under several effect-oriented sub-categories, such as:



- **Offensive:** components mainly directed at dealing damages. Offensive components have red icons and consist of:










	Area Weapon		Gravitic Area Weapon
	Assault Pods		Missile
   	Beams	 	Phaser Beams
	Bombardment	  	Rail Guns
	Fighters	  	Torpedoes
 	Gravitic Beam		

- **Defense:** components mainly directed at preventing or repairing damages. Defensive components have blue icons and consist of:

	Armor	 	Point Defense Cannons
	Repair Drone	  	Shields
































- **Structural:** components usually required in the construction of ships and stations. Structural component have orange icons and consist of:

	Cargo Storage		Habitation Module
	Command Center		Life Support


	Docking Bay	  	Reactors
  	Engines		Vectorian Engine
	Fuel Storage		

- **Utilities:** components which add new functionalities to ships and stations but that are not usually mandatory (with the exception of few specific designs.)

Utility components have green icons and consist of:

  	Colonization Module		Proximity Array
	Commerce Center		Recreation Center
	Construction Yard	  	Research Laboratories
	Energy Collector	  	Resource Extractors
    	HyperDrives		Resource Profile Sensor
 	Long Range Scanners		Trace Scanner
  	Manufacturers	 	Tractor Beam
	Medical Center		Troop Storage
	Passenger Storage		

- **Buffers:** components which enhance or reduce the effectiveness of other components or. Buffer components have violet icons and consist of:

	Area Shield Recharger	 	HyperDeny Gravity Well
 	Countermeasures	 	Ion Cannons
 	Combat Targetting		Ion Defense
	Damage Control Unit		Scanner Jammer



Energy to Fuel  
Converter



Stealth