

	Hull/Repair	Shield/Regen	Energy/Restore	Speed/Rotation	Cooldown/ Projectiles per shots	Damage/Speed of Projectile / Energy per shot	Turreted/Spread angle
Cannon	20 \ 0	0 \ 0	0 \ 0	- 0.1 \ -0.1	240 \ 1	24 \ 6 \ 1	0 \ 0
Cannon +	40 \ 0	0 \ 0	0 \ 0	- 0.15 \ -0.15	240 \ 2	24 \ 5.5-6 \ 1.7	0 \ 0
Cannon ++	80 \ 0	0 \ 0	0 \ 0	- 0.25 \ -0.20	240 \ 4	24 \ 5-6.5 \ 2.9	0 \ 0
Blaster	170 \ 0	0 \ 0	0 \ 0	- 0.45 \ -0.35	245 \ 8	24 \ 5-6.5 \ 5.4	360 \ 0
Missile	25 \ 0	0 \ 0	0 \ 0	-0.15 \ -0.20	270 \ 1	25 \ 6 \ 1.5	0 \ 0
Missile +	55 \ 0	0 \ 0	0 \ 0	- 0.30 \ -0.40	270 \ 2	25 \ 6 \ 2.7	0 \ 40 (-20\+20)
Missile ++	120 \ 0	0 \ 0	0 \ 0	- 0.65 \ -0.75	270 \ 4	25 \ 6 \ 3.7	0 \ 90 (-45\+45)
Phoenix	250 \ 0	0 \ 0	0 \ 0	- 1.2 \ -1.4	270 \ 8	25 \ 6 \ 5.5	360 \ 160(-80\+80)
Ruin	30 \ 0	0 \ 0	0 \ 0	- 0.20 \ -0.20	260 \ 1	14 \ 8 \ 1	0 \ 0
Ruin +	50 \ 0	0 \ 0	0 \ 0	- 0.30 \ -0.30	260 \ 2	14 \ (8\9) \ 2	0 \ 0
Ruin ++	100 \ 0	0 \ 0	0 \ 0	- 0.80 \ -0.80	260 \ 5	14 \ 8 \ 3	0 \ 20 (-10\+10)
Ravage	250 \ 0	0 \ 0	0 \ 0	-1.5 \ -1.5	260 \ 10	14 \ 8 \ 4	360 \ 20 (-10\+10)
Warp	0 \ 0	30 \ 0	0 \ 0	-0.30 \ -0.20	180 \ 1	20 \ 7 \ 2	0 \ 0
Warp +	0 \ 0	70 \ 0	0 \ 0	- 0.60 \ -0.40	180 \ 2	20 \ 7 \ 4	0 \ 0
Warp ++	0 \ 0	150 \ 0	0 \ 0	- 1.3 \ -1	180 \ 4	20 \ 7 \ 6	0 \ 0
Anomaly	0 \ 0	300 \ 0	0 \ 0	- 2.5 \ -2	900-990 \ 0	0 \ 0 \ 10	0 \ 0
Ember	10 \ 0	15 \ 0	- 0.03 \ 0	0 \ -0.2	140 \ 5	2 \ 4.5 \ 1.5	0 \ 80 (-40\+40)
Ember +	20 \ 0	35 \ 0	-0.1 \ 0	0 \ -0.5	140 \ 10	2 \ 4.5 \ 2.5	0 \ 80 (-40\+40)
Ember ++	40 \ 0	70 \ 0	-0.2 \ 0	0 \ -1	140 \ 20	2 \ 4.5 \ 4.5	0 \ 80 (-40\+40)
Meteor	80 \ 0	150 \ 0	-0.4 \ 0	0 \ -2	120 \ 36	2 \ 3.5 \ 5	0 \ 0
Frost	5 \ 0	20 \ 0	-0.02 \ 0	-0.1 \ -0.1	140 \ 1	10 \ 5 \ 1.3	0 \ 0
Frost +	10 \ 0	35 \ 0	-0.07 \ 0	-0.2 \ -0.15	140 \ 2	10 \ 5 \ 2.5	0 \ 10 (0\+10)
Frost ++	25 \ 0	80 \ 0	-0.15 \ 0	-0.45 \ -0.30	140 \ 4	10 \ 5 \ 4.5	0 \ 30 (-10\+20)
Ice	55 \ 0	170 \ 0	- 0.4 \ 0	-0.9 \ -0.7	140 \ 4	10 \ 5 \ 7	0 \ 30 (-10\+20)
Wither	20 \ 0	5 \ 0	-0.02 \ 0	-0.1 \ -0.1	140 \ 1	10 \ 5 \ 1.3	0 \ 0

	Hull/Repair	Shield/Regen	Energy/Restore	Speed/Rotation	Cooldown/ Projectiles per shots	Damage/Speed of Projectile / Energy per shot	Turreted/Spread angle
Wither +	35 \ 0	10 \ 0	-0.07 \ 0	-0.15 \ -0.20	140 \ 2	10 \ 5 \ 2.5	0 \ 10 (0\+10)
Wither ++	80 \ 0	25 \ 0	-0.15 \ 0	-0.30 \ -0.45	140 \ 4	10 \ 5 \ 4.5	0 \ 30 (-10\+20)
Corrupt	170 \ 0	55 \ 0	- 0.4 \ 0	-0.7 \ -0.9	140 \ 4	10 \ 5 \ 7	0 \ 30 (-10\+20)
Bio	45 \ 0	0 \ 0	0 \ 0	-0.3 \ -0.3	120 \ 1	0.2 \ 6.5 \ 1	0 \ 0
Bio +	90 \ 0	0 \ 0	0 \ 0	-0.6 \ -0.6	120 \ 2	0.2 \ 6.5 \ 2	0 \ 0
Bio ++	200 \ 0	0 \ 0	0 \ 0	-1 \ -1	120 \ 4	0.2 \ 6.5 \ 3	0 \ 0
Gaia	350 \ 0	0 \ 0	0 \ 0	-1.5 \ -1.5	120 \ 1	30 \ 6.5 \ 4	0 \ 0
Gravity	0 \ 0	10 \ 0	-0.2 \ 0	0 \ 0	600 \ 1	0 \ 1.5 \ 3	0 \ 0
Gravity +	0 \ 0	25 \ 0	-0.4 \ 0	-0.1 \ -0.1	600 \ 2	0 \ 1.5 \ 5	0 \ 0
Gravity ++	0 \ 0	55 \ 0	-0.9 \ 0	-0.2 \ -0.2	600 \ 4	0 \ 1.5 \ 7	120 \ 0
Black Hole	0 \ 0	80 \ 0	-0.9 \ 0	-0.3 \ -0.3	600 \ 4	1.5 \ 1.5 \ 13	180 \ 0
Drain	0 \ 0	15 \ 0	0 \ 0	-0.075 \ -0.125	20 \ 0	1.5 \ inf \ 0.25	60 \ 0
Drain +	0 \ 0	25 \ 0	-0.1 \ 0	- 0.1 \ - 0.225	20 \ 0	3.5 \ inf \ 0.5	80 \ 0
Drain ++	0 \ 0	60 \ 0	-0.25 \ 0	- 0.2 \ -0.5	20 \ 0	7.5 \ inf \ 1	100 \ 0
Absorb	0 \ 0	120 \ 0	- 0.45 \ 0	- 0.4 \ -0.9	20 \ 0	14 \ inf \ 1.5	140 \ 0
Leech	0 \ 0	10 \ 0	0 \ 0	- 0.075 \ - 0.1	20 \ 0	0 \ inf \ 0	60 \ 0
Leech +	0 \ 0	20 \ 0	0 \ 0	- 0.15 \ -0.175	20 \ 0	0 \ inf \ 0	80 \ 0
Leech ++	0 \ 0	45 \ 0	0 \ 0	- 0.325 \ -0.3	20 \ 0	0 \ inf \ 0	120 \ 0
Chain	0 \ 0	90 \ 0	0 \ 0	- 0.6 \ -0.7	20 \ 0	0 \ inf \ 0	140 \ 0
Railgun	20 \ 0	5 \ 0	-0.2 \ 0	-0.1 \ -0.15	600 \ 1	0.5 \ Static \ 4	0 \ 0
Railgun +	40 \ 0	15 \ 0	-0.5 \ 0	-0.2 \ -0.25	600 \ 2	0.5 \ Static \ 4	0 \ 0
Railgun ++	80 \ 0	35 \ 0	-1.2 \ 0	-0.4 \ -0.45	600 \ 2	0.5 \ Static \ 6	100 \ 0
Beamer	160 \ 0	80 \ 0	-2.5 \ 0	-0.9 \ -1	600 \ 1	0.5 \ Static \ 10	140 \ 0
Reactor	10 \ 0	0 \ 0	-0.1 \ 0	0.25 \ 0			

	Hull/Repair	Shield/Regen	Energy/Restore	Speed/Rotation	Cooldown/ Projectiles per shots	Damage/Speed of Projectile / Energy per shot	Turreted/Spread angle
Reactor +	20 \ 0	0 \ 0	-0.15 \ 0	0.5 \ 0			
Reactor ++	45 \ 0	0 \ 0	- 0.3 \ 0	1 \ 0			
Booster	90 \ 0	0 \ 0	- 0.5 \ 0	2 \ 0.5			
Wing	5 \ 0	0 \ 0	0 \ 0	0 \ 0.25			
Wing +	10 \ 0	0 \ 0	0 \ 0	0 \ 0.5			
Wing ++	25 \ 0	0 \ 0	0 \ 0	0 \ 1			
Aero	50 \ 0	0 \ 0	0 \ 0	0.5 \ 2			
Accumulator	15 \ 0	0 \ 0	4 \ 0	0 \ 0			
Accumulator +	30 \ 0	5 \ 0	10 \ 0	-0.1 \ -0.1			
Accumulator ++	60 \ 0	15 \ 0	20 \ 0	-0.2 \ -0.2			
Stockage	110 \ 0	40 \ 0	60 \ 0	-0.5 \ -0.5			
Regenerator	0 \ 0	15 \ 0	0 \ 2	0 \ 0			
Regenerator +	0 \ 0	20 \ 0	0 \ 4	- 0.05 \ -0.05			
Regenerator ++	20 \ 0	45 \ 0	0 \ 9.5	-0.125 \ -0.15			
Solar	20 \ 0	45 \ 0	4 \ 18.75	-0.2 \ -0.2			
Drone Pad	25 \ 0	10 \ 0	0 \ 0	-0.3 \ -0.4	1200 \ 1	Na \ Na \ 5	0 \ 0
Drone Pad +	55 \ 0	20 \ 0	0 \ 0	-0.6 \ -0.7	1200 \ 1	Na \ Na \ 5	0 \ 0
Drone Pad ++	115 \ 0	40 \ 0	0 \ 0	-1.3 \ -1.5	1200 \ 1	Na \ Na \ 5	0 \ 0
Summon	250 \ 0	80 \ 0	0 \ 0	-2.5 \ -3	1200 \ 1	Na \ Na \ 5	0 \ 0
Radar	25 \ 0	10 \ 0	-0.1 \ 0	-0.05 \ -0.1			
Radar +	55 \ 0	25 \ 0	-0.3 \ 0	-0.1 \ -0.2			
Radar ++	100 \ 0	40 \ 0	-0.5 \ 0	-0.2 \ -0.3			
Scan	200 \ 0	85 \ 0	-1 \ 0	-0.4 \ -0.7			
Cloak	10 \ 0	25 \ 0	-0.1 \ 0	-0.1 \ -0.05			
Cloak +	25 \ 0	40 \ 0	-0.2 \ 0	-0.2 \ -0.1			

	Hull/Repair	Shield/Regen	Energy/Restore	Speed/Rotation	Cooldown/ Projectiles per shots	Damage/Speed of Projectile / Energy per shot	Turreted/Spread angle
Cloak ++	55 \ 0	85 \ 0	-0.4 \ 0	-0.4 \ -0.2			
Veil	100 \ 0	150 \ 0	-1 \ 0	-1 \ -0.5			
Ether	0 \ 0	30 \ 0	0 \ 0	-0.2 \ -0.3	300 \ 1	0 \ 3 \ 2	0 \ 0
Ether +	0 \ 0	70 \ 0	0 \ 0	-0.3 \ -0.5	300 \ 1	0 \ 3 \ 2	0 \ 0
Ether ++	0 \ 0	150 \ 0	0 \ 0	-0.5 \ -0.9	300 \ 1	0 \ 3 \ 2	0 \ 0
Eon	0 \ 0	310 \ 0	0 \ 0	-0.9 \ -1.7	300 \ 1	0 \ 3 \ 2	0 \ 0
Block	50 \ 0	0 \ 0	0 \ 0	-0.01 \ 0			
Block +	120 \ 0	0 \ 0	0 \ 0	-0.02 \ 0			
Block ++	250 \ 0	0 \ 0	0 \ 0	-0.04 \ 0			
Structure	500 \ 0	0 \ 0	0 \ 0	-0.1 \ 0			
Dissipate	0 \ 0	50 \ 0	-0.05 \ 0				
Dissipate +	0 \ 0	100 \ 0	-0.1 \ 0	-0.1 \ 0			
Dissipate ++	0 \ 0	225 \ 0	-0.2 \ 0	-0.2 \ 0.1			
Barrier	0 \ 0	450 \ 0	-0.5 \ 0	-0.3 \ -0.2			
Repair	0 \ 1	0 \ 0	0 \ 0	-0.01 \ -0.01			
Repair +	0 \ 2	0 \ 0	0 \ 0	-0.02 \ -0.02			
Repair ++	0 \ 4	0 \ 0	0 \ 0	-0.05 \ -0.05			
Hope	0 \ 10	0 \ 0	0 \ 0	-0.2 \ -0.2			
Regen	0 \ 0	0 \ 1	-0.05 \ 0				
Regen +	0 \ 0	0 \ 2	-0.1 \ 0				
Regen ++	0 \ 0	0 \ 4	-0.2 \ 0				
Faith	0 \ 0	0 \ 10	-0.5 \ 0				
Shield	0 \ 0	30 \ 0	-0.5 \ 0	0 \ 0			
Shield +	0 \ 0	60 \ 0	-1 \ 0	-0.05 \ -0.1			

	Hull/Repair	Shield/Regen	Energy/Restore	Speed/Rotation	Cooldown/ Projectiles per shots	Damage/Speed of Projectile / Energy per shot	Turreted/Spread angle
Shield ++	0 \ 0	120 \ 0	-2.25 \ 0	-0.1 \ -2.25			
Ward	0 \ 0	200 \ 0	-5 \ 0	-0.4 \ -0.6			
Armor	30 \ 0	0 \ 0	0 \ 0	-0.02 \ 0			
Armor +	60 \ 0	0 \ 0	0 \ 0	-0.04 \ 0			
Armor ++	100 \ 0	0 \ 0	0 \ 0	-0.1 \ 0			
Aegis	120 \ 0	0 \ 0	0 \ 0	-0.25 \ 0			
Interceptor	25 \ 0	0 \ 0	-0.1 \ 0	-0.1 \ -0.1	80 \ 1	0 \ 10 \ 0.5	360 \ 0
Interceptor +	40 \ 0	0 \ 0	-0.2 \ 0	-0.18 \ -0.17	80 \ 2	0 \ 10 \ 0.9	360 \ varies
Interceptor ++	85 \ 0	0 \ 0	-0.35 \ 0	-0.35 \ -0.40	80 \ 4	0 \ 10 \ 1.5	360 \ varies
Intervention	160 \ 0	0 \ 0	-0.6 \ 0	-0.7 \ -0.9	6 \ 0	Na \ Na \ 0.5	360 \ 0
Piercer	20 \ 0	0 \ 0	0 \ 0	-0.1 \ -0.1	120 \ 1	10 \ 6 \ 1	0 \ 0
Artillery	25 \ 0	0 \ 0	0 \ 0	-0.15 \ -0.20	600 \ 1	6 \ inf \ 1.5	360 \ 0
Core Amplifier	50 \ 5	50 \ 5	5 \ 1.5	2 \ 2			
Deflector	0 \ 0	30 \ 0	-0.5 \ 0				
Hacker	0 \ 0	300 \ 0	0 \ 0	-2.5 \ -2	1800 \ 0	Na \ Na \ 10	
Void	20 \ 0	20 \ 0	-1 \ 0	-0.1 \ -0.1			
Core Amplifier V2	100 \ 10	100 \ 10	10 \ 3	4 \ 4			
Cutter	0 \ 0	15 \ 0	0 \ 0	-0.075 \ -0.125	20 \ 0	5 \ inf \ 0.25	60 \ 0
Integrity Field	0 \ 10	0 \ 0	0 \ 0	-0.2 \ -0.2			
Replicator	250 \ 0	80 \ 0	0 \ 0	-2.5 \ -3			

	DPS / DPE / EPS	Notes	
Cannon	3 \ 24 \ 0.125	Basic	
Cannon +	6 \ 28 \ 0.213	Basic	
Cannon ++	12 \ 33 \ 0.363	Basic	
Blaster	24 \ 36 \ 0.675	2*4 shots in quick succession	
Missile	2.8 \ 16.6 \ 0.166	Missile shots will home at a rate of	
Missile +	5.6 \ 18.5 \ 0.300	45 degrees per second. By rotating	
Missile ++	11.2 \ 27 \ 0.411	the part, you can hit your opponent	
Phoenix	22.2 \ 36.4 \ 0.61	by the side or by behind.	
Ruin	1.6 \ 7 \ 0.230	140 Break damage to parts.	
Ruin +	3.2 \ 7 \ 0.460	Above + 2 shots at different speeds	
Ruin ++	8 \ 11.6 \ 0.690	140 Break damage to parts	
Ravage	16 \ 17.3 \ 0.920	140 Break damage to parts	
Warp	3.3 \ 10 \ 0.3	Will attempt to teleport behind target	
Warp +	6.6 \ 10 \ 0.6	Above + 2 shots side by side	
Warp ++	13.2 \ 13.3 \ 0.9	First + 4 shots side by side	
Anomaly	0 \ 0 \ 0.3	Teleport ship behind target	
Ember	2.1 \ 6.6 \ 0.32	Many shots to counter interceptors	
Ember +	4.2 \ 8 \ 0.54	Above	
Ember ++	8.4 \ 8.9 \ 0 . 96	Above + Half of shots more precise	
Meteor	18 \ 14.4 \ 1.25	Condensed shot of multiple pieces	
Frost	2.1 \ 7.7 \ 0.28	Shots arc, deal half damage if	
Frost +	4.2 \ 8 \ 0.54	damaging the shield and not the hull	
Frost ++	8.4 \ 8.9 \ 0 . 96	and reduce target's speed and	
Ice	8.4 \ 5.7 \ 1.5	rotation by 0.05. Ice bounces twice.	
Wither	2.1 \ 7.7 \ 0.28	Same as Ice, but the reduction is of	

	DPS / DPE / EPS	Notes	
Wither +	4.2 \ 8 \ 0.54	0.1 for Repair and Regen, and 0.04	
Wither ++	8.4 \ 8.9 \ 0 . 96	for Energy Restore instead of speed	
Corrupt	8.4 \ 5.7 \ 15	and rotation. Corrupt bounces twice.	
Bio	6 \ 120 \ 0.25	Bio shots travel in a sinusoidal way.	
Bio +	12 \ 120 \ 0.5	If they hit an opponent with 0 shield	
Bio ++	24 \ 180 \ 0.75	they will stick to it and deal 6 DPS.	
Gaia	7.5 \ 7.5 \ 1	Contains 10 Bio shots and heals 50%	
Gravity	0 \ 0 \ 0.15	Pulls in enemy projectiles and parts.	
Gravity +	0 \ 0 \ 0.25	Above + 2 shots side by side	
Gravity ++	0 \ 0 \ 0.35	4 shots orbiting around each other	
Black Hole	45 \ 3.14 \ 0.65	+ pull range and damage to close targets	
Drain	2.25 \ 6 \ 0.375	Laser, hits only shields. Returns 100 %	
Drain +	5.25 \ 7 \ 0.75	of damage done to shields. Cannot miss.	
Drain ++	11.25 \ 7.5 \ 1.5	Unaffected by Shield and Armor parts.	
Absorb	21 \ 9.3 \ 2.25	Creates an AoE that absorbs all inside.	
Leech	0 \ 0 \ 0	Drains 0.5 Energy per hit.	
Leech +	0 \ 0 \ 0	Drains 1 Energy per hit.	
Leech ++	0 \ 0 \ 0	Drains 2.5 Energy per hit.	
Chain	0 \ 0 \ 0	Drains 5 + gives 2.5 to target's target.	
Railgun	5 \ 10 \ 0.2	Beam that stops on contact. Short range	
Railgun +	10 \ 20 \ 0.2	Above	
Railgun ++	15 \ 20 \ 0.3	Beams stay longer	
Beamer	Huge\Varies\ 0.5	Beams cross opponents	
Reactor			

	DPS / DPE / EPS	Notes	
Reactor +			
Reactor ++			
Booster			
Wing			
Wing +			
Wing ++			
Aero			
Accumulator			
Accumulator +			
Accumulator ++			
Stockage			
Regenerator			
Regenerator +			
Regenerator ++			
Solar			
Drone Pad	0 \ 0 \ 0.125	Creates a Drone with 1 Cannon	
Drone Pad +	0 \ 0 \ 0.125	Creates a Drone with 2 Cannon	
Drone Pad ++	0 \ 0 \ 0.125	Above + 1 Regenerator part.	
Summon	0 \ 0 \ 0.125	Above + 1 Regenerator +1 Shield parts.	
Radar		Increases combat range by 20	
Radar +		Increases combat range by 40	
Radar ++		Increases combat range by 80	
Scan		Increases CR by 200 + destealth in AoE.	
Cloak		10 seconds stealth every minute	
Cloak +		20 seconds stealth every minute	

	DPS / DPE / EPS	Notes	
Cloak ++		40 seconds stealth every minute	
Veil		54 seconds stealth every minute	
Ether	0 \ 0 \ 0.2	Hit part disappears for 2 seconds	
Ether +	0 \ 0 \ 0.2	Hit part disappears for 4 seconds	
Ether ++	0 \ 0 \ 0.2	Hit part disappears for 8 seconds	
Eon	0 \ 0 \ 0.2	All parts of same type as hit for 10 sec.	
Block			
Block +			
Block ++			
Structure			
Dissipate			
Dissipate +			
Dissipate ++			
Barrier			
Repair			
Repair +			
Repair ++			
Hope		Every minute,nearby parts are repaired	
Regen			
Regen +			
Regen ++			
Faith		Every minute,nearby ships' shield = max.	
Shield		Small shield, drains 1.5 E to regrow 18%	
Shield +		Med. shield, drains 1.5 E to regrow 20%	

	DPS / DPE / EPS	Notes	
Shield ++		Big shield, drains 1.5 E to regrow 30%	
Ward		Above + larger + less affected by hits	
Armor		Hits on this part deal 20 % less damage	
Armor +		Hits on this part deal 40 % less damage	
Armor ++		Hits on this part deal 70 % less damage	
Aegis		Hits on this part deal 0 damage	
Interceptor	0.3 \ 2 \ 0.15	Projectile destroys enemy projectiles	
Interceptor +	0.6 \ 2.1 \ 0.28	Above + 2 shots at different angles	
Interceptor ++	1.2 \ 2.6 \ 0.5	Above + 2 more shots at different angles	
Intervention	Na \ Na \ 2.5	Laser instantly destroys enemy shots,	
Piercer	2.5 \ 10 \ 0.25	Projectiles cross multiple parts	
Artillery	varies\also\ 0.075	Unprecise AoE. Ignores Shield parts	
Core Amplifier			
Deflector		Shield +, shots received charge attack	
Hacker		Every minute, converts an enemy .	
Void		Enemies target you. Use on a decoy ship	
Core Amplifier V2			
Cutter	7.5 \ 20 \ 0.375	Hits hull directly, low range	
Integrity Field		Parts attached to ship cannot break.	
Replicator		Creates a single duplicate of the ship.	