

SHIPS CUSTOMIZATION DETAILED:

In this document there is the complete explanation of the following 5 elements:
Specialization, Power-ups, Weapons Loadout, Crew Members & Implants.

Specialization:

Specialization represents the main role of a ship. Each ship can only have 1 specialization and can be upgraded through reputation.

Specialization	Type:	Base stats (Tier 1):
	Offensive	All damage +1%
	Defensive	Hull Strength +1%
	Utility	Ship Speed & Healing +1%

Power-ups:

Power-ups are best used during combat depending on the situation.
There are 4 types of power-ups:

Shield – Speed – Repair – Damage

Players must be at a ship bay to load a power-up into their ship and each ship can only have two power-ups loaded at a time.

Weapons Loadout:

Weapon loadout upgrades work as crew members cards which can be crafted and then collected/traded. Some cards have higher base stats and can be increased further if players upgrade their tier level. Players can use up to 5 weapon loadouts in their ship at a time.

Weapons Loadout are divided into 9 different categories:

Fire Cannon, Fire Torpedoes, Fire Missiles, Ultimate Skill, Shield Barrier, Utility Skill, Drone Aid, Transference Skill, Speed Skill.

Fire Cannons:

There are 4 different categories of fire cannons:

- **Rapid Cannon:** Triple sequential shots but weaker projectiles.
- **Gauss Cannon:** Powerful single shot. After impact, it takes additional damage over time.
- **Energy Cannon:** Powerful energy weapon in form of a projected beam. Deal damage over time as long as it is held on a target.
- **Charge Cannon:** Powerful weapon that must be charged-up before firing.

Below there is a table with all the information.

FIRE CANNON	Type:	Options	Range	Speed	DPS	Cooldown	Duration
	Rapid Cannon	Option N.1	8KM	Slow	25 per Projectile	3 Sec.	-
		Option N.2	8KM	Medium	20 per Projectile	3 Sec.	-
		Option N.3	8KM	Fast	15 per Projectile	3 Sec.	-
		Option N.4	14KM	Slow	20 per Projectile	3 Sec.	-
		Option N.5	14KM	Medium	15 per Projectile	3 Sec.	-
		Option N.6	14KM	Fast	10 per Projectile	3 Sec.	-
	Gauss Cannon	Option N.1	8KM	Slow	20 per Projectile	3 Sec.	3 Sec.
		Option N.2	8KM	Medium	15 per Projectile	3 Sec.	3 Sec.
		Option N.3	8KM	Fast	10 per Projectile	3 Sec.	3 Sec.
		Option N.4	14KM	Slow	15 per Projectile	3 Sec.	3 Sec.
		Option N.5	14KM	Medium	10 per Projectile	3 Sec.	3 Sec.
		Option N.6	14KM	Fast	5 per Projectile	3 Sec.	3 Sec.
	Energy Cannon	Option N.1	8KM	Slow	20 per Projectile	8 Sec.	5 Sec.
		Option N.2	8KM	Medium	15 per Projectile	8 Sec.	5 Sec.
		Option N.3	8KM	Fast	10 per Projectile	8 Sec.	5 Sec.
		Option N.4	14KM	Slow	15 per Projectile	8 Sec.	5 Sec.
		Option N.5	14KM	Medium	10 per Projectile	8 Sec.	5 Sec.
		Option N.6	14KM	Fast	5 per Projectile	8 Sec.	5 Sec.

	Charge Cannon	Option N.1	8KM	Slow	55 per Projectile	8 Sec.	-
		Option N.2	8KM	Medium	50 per Projectile	8 Sec.	-
		Option N.3	8KM	Fast	45 per Projectile	8 Sec.	-
		Option N.4	14KM	Slow	50 per Projectile	8 Sec.	-
		Option N.5	14KM	Medium	45 per Projectile	8 Sec.	-
		Option N.6	14KM	Fast	40 per Projectile	8 Sec.	-

Fire Torpedo:

Fires a torpedo.

Below there is a table with all the information.

FIRE TORPEDO	Options	Range	Speed	Pattern	Delay	Hitscan	Dps	Cooldown
	Option N.1	8KM	Slow	1	-	Manual (+40DPS) / Auto	230 / 190	30 Sec.
	Option N.2	8KM	Medium	1	-	Manual (+40DPS) / Auto	210 / 170	30 Sec.
	Option N.3	8KM	Fast	1	-	Manual (+40DPS) / Auto	190 / 150	30 Sec.
	Option N.4	8KM	Slow	2	3 Sec.	Manual (+40DPS) / Auto	200 / 160	30 Sec.
	Option N.5	8KM	Medium	2	3 Sec.	Manual (+40DPS) / Auto	180 / 140	30 Sec.
	Option N.6	8KM	Fast	2	3 Sec.	Manual (+40DPS) / Auto	160 / 120	30 Sec.
	Option N.7	8KM	Slow	3	4 Sec.	Manual (+40DPS) / Auto	170 / 130	30 Sec.
	Option N.8	8KM	Medium	3	4 Sec.	Manual (+40DPS) / Auto	150 / 110	30 Sec.
	Option N.9	8KM	Fast	3	4 Sec.	Manual (+40DPS) / Auto	130 / 90	30 Sec.
	Option N.10	14KM	Slow	1	-	Manual (+40DPS) / Auto	210 / 170	30 Sec.
	Option N.11	14KM	Medium	1	-	Manual (+40DPS) / Auto	190 / 150	30 Sec.
	Option N.12	14KM	Fast	1	-	Manual (+40DPS) / Auto	170 / 130	30 Sec.

	Option N.13	14KM	Slow	2	3 Sec.	Manual (+40DPS) / Auto	180 / 140	30 Sec.
	Option N.14	14KM	Medium	2	3 Sec.	Manual (+40DPS) / Auto	160 / 120	30 Sec.
	Option N.15	14KM	Fast	2	3 Sec.	Manual (+40DPS) / Auto	140 / 100	30 Sec.
	Option N.16	14KM	Slow	3	4 Sec.	Manual (+40DPS) / Auto	150 / 110	30 Sec.
	Option N.17	14KM	Medium	3	4 Sec.	Manual (+40DPS) / Auto	130 / 90	30 Sec.
	Option N.18	14KM	Fast	3	4 Sec.	Manual (+40DPS) / Auto	110 / 70	30 Sec.

Fire Missile:

Fires a missile.

Below there is a table with all the information.

FIRE MISSILE	Options	Range	Speed	Pattern	Delay	Hitscan	Dps	Cooldown
	Option N.1	5KM	Slow	1	-	Manual (+40DPS) / Auto	210 / 170	30 Sec.
	Option N.2	5KM	Medium	1	-	Manual (+40DPS) / Auto	190 / 150	30 Sec.
	Option N.3	5KM	Fast	1	-	Manual (+40DPS) / Auto	170 / 130	30 Sec.
	Option N.4	5KM	Slow	2	3	Manual (+40DPS) / Auto	180 / 140	30 Sec.
	Option N.5	5KM	Medium	2	3	Manual (+40DPS) / Auto	160 / 120	30 Sec.
	Option N.6	5KM	Fast	2	3	Manual (+40DPS) / Auto	140 / 100	30 Sec.
	Option N.7	5KM	Slow	3	4	Manual (+40DPS) / Auto	150 / 110	30 Sec.
	Option N.8	5KM	Medium	3	4	Manual (+40DPS) / Auto	130 / 90	30 Sec.
	Option N.9	5KM	Fast	3	4	Manual (+40DPS) / Auto	110 / 70	30 Sec.
	Option N.10	8KM	Slow	1	-	Manual (+40DPS) / Auto	190 / 150	30 Sec.
	Option N.11	8KM	Medium	1	-	Manual (+40DPS) / Auto	170 / 130	30 Sec.

	Option N.12	8KM	Fast	1	-	Manual (+40DPS) / Auto	150 / 110	30 Sec.
	Option N.13	8KM	Slow	2	3	Manual (+40DPS) / Auto	160 / 120	30 Sec.
	Option N.14	8KM	Medium	2	3	Manual (+40DPS) / Auto	140 / 100	30 Sec.
	Option N.15	8KM	Fast	2	3	Manual (+40DPS) / Auto	120 / 80	30 Sec.
	Option N.16	8KM	Slow	3	4	Manual (+40DPS) / Auto	130 / 90	30 Sec.
	Option N.17	8KM	Medium	3	4	Manual (+40DPS) / Auto	110 / 70	30 Sec.
	Option N.18	8KM	Fast	3	4	Manual (+40DPS) / Auto	90 / 50	30 Sec.

Ultimate Skills:

The are 4 types of Ultimate Skill:

- **Energy Overload:** has a long charge time, once the charge time ends send a single beam to the target enemy for very high damage.
- **Energy Fusion:** fires an explosive bomb that will deal AoE damage when detonated.
- **Overcharge Energy:** unleashes a single rocket that deals heavy damage to enemy ships.
- **Energy Plasma:** unleashes an instant shot that deals damage over time to the enemy ship.

Below there is a table with all the information.

ENERGY OVERLOAD	Options	Range	Speed	Dps	Energy Cost	Warm-up	Cooldown
	Option N.1	8KM	Slow	520	4000	15 Sec.	80 Sec.
	Option N.2	8KM	Medium	485	4000	15 Sec.	80 Sec.
	Option N.3	8KM	Fast	450	4000	15 Sec.	80 Sec.
	Option N.4	12KM	Slow	470	4000	15 Sec.	80 Sec.
	Option N.5	12KM	Medium	435	4000	15 Sec.	80 Sec.
	Option N.6	12KM	Fast	400	4000	15 Sec.	80 Sec.

ENERGY FUSION	Options	Range	Speed	Radius	Dps	Energy Cost	Warm-up	Cooldown
	Option N.1	8KM	Slow	400 KM	260	4000	5 Sec.	80 Sec.
	Option N.2	8KM	Medium	400 KM	235	4000	5 Sec.	80 Sec.
	Option N.3	8KM	Fast	400 KM	210	4000	5 Sec.	80 Sec.
	Option N.4	8KM	Slow	800 KM	210	4000	5 Sec.	80 Sec.
	Option N.5	8KM	Medium	800 KM	185	4000	5 Sec.	80 Sec.
	Option N.6	8KM	Fast	800 KM	160	4000	5 Sec.	80 Sec.

	Option N.7	12KM	Slow	400 KM	220	4000	5 Sec.	80 Sec.
	Option N.8	12KM	Medium	400 KM	195	4000	5 Sec.	80 Sec.
	Option N.9	12KM	Fast	400 KM	170	4000	5 Sec.	80 Sec.
	Option N.10	12KM	Slow	800 KM	170	4000	5 Sec.	80 Sec.
	Option N.11	12KM	Medium	800 KM	145	4000	5 Sec.	80 Sec.
	Option N.12	12KM	Fast	800 KM	120	4000	5 Sec.	80 Sec.

OVERCHARGE ENERGY	Options	Range	Speed	Dps	Energy Cost	Warm-up	Cooldown
	Option N.1	8KM	Slow	400	4000	5 Sec.	80 Sec.
	Option N.2	8KM	Medium	370	4000	5 Sec.	80 Sec.
	Option N.3	8KM	Fast	340	4000	5 Sec.	80 Sec.
	Option N.4	12KM	Slow	360	4000	5 Sec.	80 Sec.
	Option N.5	12KM	Medium	330	4000	5 Sec.	80 Sec.
	Option N.6	12KM	Fast	300	4000	5 Sec.	80 Sec.

ENERGY PLASMA	Options	Range	Dps per SEC. for 10 SEC.	Energy Cost	Warm-up	Cooldown
	Option N.1	8KM	80	4000	1 Sec.	80 Sec.
	Option N.2	12KM	40	4000	1 Sec.	80 Sec.

Shields Barrier:

There are 4 types of Shield:

- **Shield Barricade:** projects a large shield in the direction of the ship's aim blocking incoming attacks.
- **Instant Shield:** projects a shield around your ship
- **Invisible Barrier:** ships become invisible but your ship can still be damaged
- **Ally Shield:** projects a shield for an ally ship.

Below there is a table with all the information.

SHIELD BARRICADE	Health	Warm-up	Energy cost	Cooldown
	8000	3 Sec.	2000	60 Sec.

INSTANT SHIELD	Health	Warm-up	Energy cost	Cooldown
	5000	-	2000	60 Sec.

INVISIBLE BARRIER	Health	Warm-up	Duration	Energy cost	Cooldown
	-	3 Sec.	10 Sec.	2000	60 Sec.

ALLY SHIELD	Health	Warm-up	Energy cost	Cooldown
	6000	3 Sec.	2000	60 Sec.

Utility Skills:

Special instant skills for quickly changing a situation encounter.

There are 4 types of Utility skills:

- **Engine Disable:** Disable the acceleration or jump of the enemy ship for a short duration.
- **Ability Disable:** Disable utility systems on the target ship, rendering them inoperable.
- **Self Repair:** shuts down Players' ship making it inoperable for 20 seconds while it focuses all energy in repairing the ship hull.
- **Self Immune:** shuts down Players' ship making it inoperable for 5 seconds during this time the players' Ship can't take any damage.

Below there is a table with all the information.

ENGINE DISABLE	Range	Duration	Cooldown
	15KM	8 Sec.	50 Sec.

ABILITY DISABLE	Range	Duration	Cooldown
	15KM	4 Sec.	50 Sec.

SELF REPAIR	Range	Duration	Repair	Cooldown
	Self-cast	20 Sec.	40 for Sec.	60 Sec.

SELF IMMUNE	Range	Duration	Cooldown
	Self-cast	10 Sec.	60 Sec.

Drones:

Drones are summoned for special aid and travel at slow speed.

There are 6 types of drones:

- **Energy Drones:** are ordered to attack enemy targets, absorbing energy and transferring it to the players' ship.

- **Slow Drones:** engage enemy ships, drastically slowing their movement speed.
- **Plasma Drones:** engage enemy ships, dealing damage.
- **Repair Drones:** repair players' ships over time.
- **Mobility Suppress Drones:** suppress mobility abilities on the target not allowing them to use any speed ability.
- **Repair Suppress Drones:** suppress any healing done on the target not allowing to repair the ship.

Below there is a table with all the information.

ENERGY DRONE	Range	Duration	Energy Drain/Gain	Cooldown
	30KM	30 Sec.	200/180	80 Sec.

SLOW DRONE	Range	Duration	Slow	Cooldown
	30KM	30 Sec.	40%	80 Sec.

PLASMA DRONE	Range	Duration	Damage per 5Sec.	Cooldown
	30KM	30 Sec.	225	80 Sec.

REPAIR DRONE	Range	Duration	Repair	Cooldown
	Self-cast	30 Sec.	10 per Sec.	80 Sec.

MOBILITY SUPPRESS DRONE	Range	Duration	Cooldown
	30KM	10 Sec.	80 Sec.

REPAIR SUPPRESS DRONE	Range	Duration	Cooldown
	30KM	10 Sec.	80 Sec.

Transference Skills:

Projectiles that travel slowly but target an enemy ship or ally ship automatically.
There are 4 types or Transference Skill:

- **Transference Energy:** projectiles track your target, dealing damage, depleting energy and transferring it to the ship.
- **Transference Inhibitor:** projectiles track your target, destroying the target drones upon contact and slowing down movement for a short period.
- **Transference Projector:** applies a shield to allied targets, absorbing incoming damage and transferring it to the energy system of the allied ship.

- **Transference Shield:** protects the ship, absorbing incoming damage and transferring it to its energy systems.

Below there is a table with all the information.

TRANSPERANCE ENERGY	Range	DPS	Energy Drain	Duration	Cooldown
	12KM	120	1% of every energy per Sec.	10 Sec.	60 Sec.

TRANSPERANCE INHIBITOR	Range	DPS	Slow Reduction	Duration	Cooldown
	12KM	-	20%	5 Sec.	60 Sec.

TRANSPERANCE PROJECTOR	Range	Transference Ratio	Damage Reduction	Energy Cost	Duration	Cooldown
	16KM	115% of damage	50%	100	5 Sec.	60 Sec.

TRANSPERANCE SHIELD	Range	Transference Ratio	Damage Reduction	Energy Cost	Duration	Cooldown
	Self-cast	115% of damage	50%	100	5 Sec.	60 Sec.

Speed Skills:

Use to escape when needed in a situation.

There are 3 types of speed skill:

- **Blink Shift:** Teleports to a nearby location after a 5 short warmup time.
- **Boost:** increases the ship speed by 40% of the ship but reduces turn speed.
- **Quick Boost:** increases the speed by 70% of the ship but reduces turn speed.

Below there is a table with all the information.

BLINK SHIFT	Range	Energy Cost	Warm-up	Cooldown
	12KM	1000	5 Sec.	60 Sec.

BOOST	Range	Energy Cost	Energy Upkeep	Cooldown
	-	500	300 per Sec.	60 Sec.

QUICK BOOST	Range	Energy Cost	Energy Upkeep	Cooldown	Passive boost
	-	800	400 per Sec.	60 Sec.	+15% Speed Ship

Crew members:

Players can select a maximum of 5 *crew members* per ship at a time.

Players can craft *crew members* cards to collect or trade them with other players.

Crew Members	Type:	Base stats (Tier 1):	Tier 2:	Tier 3:	Tier 4:	Tier 5:
	Utility	Utility Skill Duration +1Sec. & Cooldown -1Sec.	USD +2Sec. & CD -2Sec.	USD +3Sec. & CD -3Sec.	USD +4Sec. & CD -4Sec.	USD +5Sec. & CD -5Sec.
	Communication	Sensor Scanning Range & Energy Regeneration +1%	SSR & ER +2%	SSR & ER +3%	SSR & ER +4%	SSR & ER +5%
	Engineering	Shield Duration +1Sec. & Ship Speed +1%	SD +2Sec. & SS +2%	SD +3Sec. & SS +3%	SD +4Sec. & SS +4%	SD +5Sec. & SS +5%
	Navigation	Cooldown Jumps -1% & Warm-Ups Cooldown -1Sec.	CJ -2% & WU CD -2Sec.	CJ -3% & WU CD -3Sec.	CJ -4% & WU CD -4Sec.	CJ -5% & WU CD -5Sec.
	Tactical	Drone duration +1Sec. & Drone Cooldown -1Sec.	DD +2Sec. & D. CD -2Sec.	DD +3Sec. & D. CD -3Sec.	DD +4Sec. & D. CD -4Sec.	DD +5Sec. & D. CD -5Sec.
	Armstech	All Damage +1% & Capture Rate +1%	AD +2% & CR +2%	AD +3% & CR +3%	AD +4% & CR +4%	AD +5% & CR +5%

Implants:

Each crew member can have 1 implant:

Implants	Type:	Base stats (Tier 1):	Tier 2:	Tier 3:	Tier 4:	Tier 5:
	Offensive	Attack Damage 3%; Weapons Range 1KM; Drones Effect 3%	AD 4%; WR 2KM; DE 4%	AD 5%; WR 3KM; DE 5%	AD 6%; WR 4KM; DE 6%	AD 7%; WR 5KM; DE 7%
	Defensive	Damage Reduction 3%; Hull Health 3%; Repair Effect 3%	DR 4%; HH 4%; RE 4%	DR 5%; HH 5%; RE 5%	DR 6%; HH 6%; RE 6%	DR 7%; HH 7%; RE 7%
	Utility	Max Speed 3%; Sensor Range 3%; Jump Cooldown reduction 3%	MS 4%; SR 4%; J CD 4%	MS 5%; SR 5%; J CD 5%	MS 6%; SR 6%; J CD 6%	MS 7%; SR 7%; J CD 7%

