

# Consumables

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Consumables will be something the player will always require more of to maintain efficient operations. Drones are automatically deployed as independent vessels by ships and stations when required and will often come into the line of fire. Missiles are automatically consumed as projectiles by missile and torpedo launching weapons and turrets. Other consumables need to be manually deployed when the situationally required to perform specialised tasks and are vulnerable if undefended.

Name	Minimal Price	Average Price	Maximum Price	Production Ware 1 (No.)	Production Ware 2 (No.)	Production Ware 3 (No.)	Production Time (s)	Hull	Other
Advanced Satellite	8,876	10,443	12,009	Advanced Electronics (10)	Energy Cells (20)	Scanning Arrays (10)	60	150	Radar (75km)
Building Drone	9,654	11,358	13,061	Drone Components (1)	Energy Cells (50)	Smart Chips (10)	60	207	
Cargo Drone	10,028	11,798	13,567	Drone Components (1)	Energy Cells (50)	Smart Chips (10)	60	523	
Defence Drone	11,902	14,003	16,103	Drone Components (1)	Energy Cells (50)	Smart Chips (30)	90	1,900	Uses S Pulse Laser Mk1
EMP Missile Mk1	808	950	1093	Energy Cells (10)	Missile Components (11)	-	1	23	
Flares	2,179	2,421	2,663	Advanced Composites (1)	Energy Cells (9)	-	1	???	Automatically used to decoy missiles
Friend/Foe Mine	17,478	20,563	23,647	Energy Cells (11)	Smart Chips (30)	Weapon Components (3)	60	100	10k explosion damage
Heavy Cluster Missile Mk1	1,530	1,800	2,070	Energy Cells (20)	Missile Components (12)	-	3	913	
Heavy Dumbfire Missile Mk1	451	530	610	Energy Cells (7)	Missile Components (5)	-	1	59	
Heavy Dumbfire Missile Mk2	1,539	1,810	2,082	Energy Cells (14)	Missile Components (25)	-	1.5	65	
Heavy Guided Missile Mk1	1,915	2,253	2,590	Energy Cells (16)	Missile Components (3)	Smart Chips (3)	2	72	
Heavy Heatseeker Missile Mk1	2,178	2,563	2,947	Energy Cells (20)	Missile Components (6)	Smart Chips (3)	4	63	
Heavy Smart Missile Mk1	2,465	2,900	3,335	Energy Cells (20)	Missile Components (3)	Smart Chips (4)	2	81	
Heavy Swarm Missile Mk1	1,934	2,275	2,616	Energy Cells (20)	Missile Components (10)	Smart Chips (2)	2	77 (8x)	
Heavy Torpedo Missile Mk1	17,563	20,663	23,762	Energy Cells (40)	Missile Components (40)	Smart Chips (35)	6	194	

Laser Tower Mk1	15,326	18,030	20,735	Drone Components (1)	Energy Cells (50)	Smart Chips (20)	1,800 (0.5h)	1,001	Uses S Beam Emitter Mk1
Laser Tower Mk2	20,664	24,310	27,957	Drone Components (2)	Energy Cells (50)	Smart Chips (20)	1,800 (0.5h)	5,000	Uses S Beam Emitter Mk2
Light Cluster Missile Mk1	680	800	920	Energy Cells (15)	Missile Components (4)	-	1.5	326	
Light Dumbfire Missile Mk1	213	250	288	Energy Cells (5)	Missile Components (1)	-	1	21	
Light Dumbfire Missile Mk2	553	650	748	Energy Cells (10)	Missile Components (5)	-	1.5	23	
Light Guided Missile Mk1	729	858	986	Energy Cells (8)	Missile Components (1)	Smart Chips (1)	1	26	
Light Heatseeker Missile Mk1	839	988	1136	Energy Cells (10)	Missile Components (2)	Smart Chips (1)	2	23	
Light Smart Missile Mk1	1,211	1,425	1,639	Energy Cells (10)	Missile Components (1)	Smart Chips (2)	1	29	
Light Swarm Missile Mk1	967	1,138	1,308	Energy Cells (10)	Missile Components (5)	Smart Chips (1)	1	27 (8x)	
Light Torpedo Missile Mk1	3,921	4,613	5,304	Energy Cells (28)	Missile Components (8)	Smart Chips (7)	3	69	
Marines (???)	18,472 79,244 316,367	21,732 93,228 372,196	24,992 107,212 428,025	-	-	-	-	???	
Mine	4,843	5,698	6,552	Energy Cells (5)	Weapon Components (3)	-	10	100	10k explosion damage
Mining Drone	15,326	18,030	20,735	Drone Components (1)	Energy Cells (50)	Smart Chips (20)	30	1,700	Miner Ships only
Nav Beacon	1,131	1,330	1,530	Energy Cells (1)	Hull Parts (1)	-	60	???	Used to mark places of interest
Repair Drone	9,654	11,358	13,061	Drone Components (1)	Energy Cells (50)	Smart Chips (10)	60	207	???
Resource Probe	5,249	6,175	7,101	Energy Cells (1)	Hull Parts (1)	Scanning Arrays (1)	10	100	Detects Resources (500m)
Satellite	4,152	4,885	5,618	Energy Cells (1)	Scanning Arrays (1)	-	60	100	Radar (30km)
Tracker Mine	9,055	10,653	12,250	Energy Cells (7)	Smart Chips (10)	Weapon Components (3)	60	100	10k explosion damage