

System upgrades

Engines

Name	Price	Speed				Acceleration			
		Forward	Reverse	Strafe	Pitch	Forward	Reverse	Strafe	Pitch
Equalized Engine Mk1	12000	180	-60	90	55	60	90	120	175
Equalized Engine Mk3	600000	240	-80	120	75	80	120	160	225
Equalized Engine Mk4	2400000	270	-90	135	85	90	135	180	250
Equalized Engine Mk5*	6900000	300	-100	150	95	100	150	200	275
Sidewinder Engine Mk2	190000	180	-60	120	75	60	90	160	225
Sidewinder Engine Mk3	680000	200	-65	140	95	65	100	190	275
Sidewinder Engine Mk4	2900000	220	-75	160	115	75	110	220	325
Sidewinder Engine Mk5*	7500000	240	-80	180	135	80	120	250	375
Supercharged Engine Mk2	170000	240	-80	90	60	80	120	120	150
Supercharged Engine Mk3	620000	280	-95	100	65	95	140	135	175
Supercharged Engine Mk4	2600000	320	-105	110	70	105	160	145	200
Supercharged Engine Mk5*	7100000	360	-120	120	75	120	180	160	225

* Available as "[Rare Engine](#)" mission reward; recraftable for extra cash!

Shields

Name	Price	Capacity	Recharge rate	Recharge delay	Boost
Steady Shield Mk1	14000	30000	900	4.6	7
Steady Shield Mk3	730000	50000	1500	3.0	11
Steady Shield Mk4	3200000	60000	1800	2.7	13
Steady Shield Mk5*	7300000	70000	2100	2.4	15
Behemoth Shield Mk2	220000	45000	1050	3.9	9
Behemoth Shield Mk3	760000	60000	1200	3.6	11
Behemoth Shield Mk4	3400000	75000	1350	3.3	13
Behemoth Shield Mk5*	7700000	90000	1500	3.0	15
Dashing Shield Mk2	240000	35000	1350	3.3	9
Dashing Shield Mk3	810000	40000	1800	2.7	11
Dashing Shield Mk4	3700000	45000	2250	2.1	13
Dashing Shield Mk5*	8200000	50000	2700	1.5	15

* Available as "[<Ancient/Kha'ak> Relic Collection](#)" mission reward; **UNIQUE!**

After you craft one unique Relic Collection item, you can buy and fit two shields. If you change your mind and sell them later you can then use the other item and buy new Mk5 shields; either way YOU WILL NOT get another chance at these shields if the parts needed for crafting are destroyed or sold! Whilst unlikely, it is possible for a component of a Relic Collection to be destroyed before collection (see [details here](#)).

Scanners

Name	Price	Secrecy	Description
Basic Scanner	19'000	1	Basic long-range scanner. 'Pings' are highlighted visually as well as audibly.
Advanced Scanner	140'000	2	Better definition; longer max range.
Police Scanner	480'000	3	This long-range scanner highlights items with different colours & audible 'pings', depending on rarity*.

*Currently the only items highlighted with a specific colour are blue box items; this includes a variety of special drops for the above rares, as well as more common sell/crafting components.

All other scan returns are white, even with Police scanner.

Software

Name	Price	Description
Slot 1		
Economy Analytics Software Mk1	1'656'840	Provides access to the graph-based economic info that can be obtained via the map for areas, or for individual stations.
Slot 2		
Targeting System Extention Mk1	38'660	Activates aim assist, allows targetting ware containers (within range) with Shift+F or PgUp/PgDn <may be buggy still; check range - Snafu>
Targeting System Extention Mk2	214'680	Allows selecting surface element with Shift+F or Home/End.
Slot 3		
Trading Computer Mk1*	480'000	Provides the various benefits described here .
Trading Computer Mk2	21'474'830	Increases to 5 the number of trades that can be scheduled per trade-capable ship .
Trading Computer Mk3	82'842'000	Increases to 7 the number of trades that can be scheduled per trade-capable ship .

*Without a Trading Computer the Skunk can schedule up to 3 trades per trade-capable ship owned.