***~~Snow leopard item listing~~***

***~~Available weapons will be generated randomly using prefixes, suffixes, modifiers~~***

***~~Want to use a databased system based on conditionally applying prefixes and suffixes.~~***

***~~Every device has a 'revision level' that goes from one up to 5. Its a quick way of comparing items. It represents small tweaks and improvements on the item that increase its stats.~~***

***~~Some weapons will be specially defined.~~***

***~~Players can also custom order weapons, which simply carries this process out manually. There will be a significant surcharge associated with this.~~***

***~~Prefixes:~~***

***~~(standard - )~~***

***~~High quality (15% improvement to all stats, 30% higher price)~~***

***~~Reliable (40% improvement to reliability, 10% higher price)~~***

***~~Overvolted(20% improvement to power, -30% to reliability)~~***

***~~Parallel (recharges 20% faster) (only applicable to beam weapons)~~***

***~~Cheap (-15% to all stats, -20% to price)~~***

***~~Unreliable (-40% to reliability, -20% to price)(can be induced on the weapon as it takes wear and tear, even if the damage is fixed)~~***

***~~Weak (-20% to power, -10% to price)~~***

***~~(standard - 100% mass)~~***

***~~Compact (80% mass)~~***

***~~Miniturized (60% mass)~~***

***~~Micro (40% mass)~~***

***~~Nano (20% mass)~~***

***~~Names:~~***

***~~Beam weapons -~~***

***~~(x megajoule) laser~~***

***~~(x megajoule) pulse laser~~***

***~~(x megajoule) spread laser~~***

***~~(x megajoule) pulse spread laser~~***

***~~Ultracapacitor banks (x Joules / kilogram)~~***

***~~Hypercapacitor banks (5x Joules / kilogram)~~***

***~~Nanocapacitor banks (20x Joules / kilogram)~~***

***~~Picocapacitor banks (100x Joules / kilogram)~~***

***~~(The capacitors are similar to ammo racks and should be implemented in the same fashion)~~***

***~~Gun weapons -~~***

***~~(5cm)(10cm)(20cm)(50cm) Machine Gun~~***

***~~(caliber) Gauss Gun~~***

***~~(caliber) Wide-angle gun~~***

***~~(caliber) Machine wide-angle gun~~***

***~~(---) Ammunition Banks (actual name depends on the particular ammo)~~***

***~~Lead rounds~~***

***~~Depleted uranium rounds~~***

***~~Diamond rounds~~***

***~~Techtronium alloy rounds~~***

***~~Bio-warfare rounds~~***

***~~Missile Weapons -~~***

***~~(50kg) (100kg) (200kg) (500kg) Missile Lancher~~***

***~~(Mass) Multi Missile Launcher (5x) (10x) (20x) (40x)~~***

***~~(---) Ammunition Racks (actual name depends on the particular ammo)~~***

***~~(everything can be prefixed with homing)~~***

***~~Incendiary Missile~~***

***~~Bio-Missile~~***

***~~Nanobot Missile~~***

***~~Microbot Missile~~***

***~~Piercing Missile~~***

***~~Towing Missile (anchors on to an enemy ship, so it can be reeled back or held in place)~~***

***~~Special Weapons -~~***

***~~Devices -~~***

***~~ECM~~***

***~~ECCM~~***

***~~Gravity Manipulator (needs to have hidden suffixes that decide which of the 4 modes is available)~~***

***~~Gravitational Field Stabilizer~~***

***~~Salvage Beam (automatically retreives items from the wreckage of ships)~~***

***~~Repair Bots (heals health of parts)~~***

***~~Power suppliers -~~***

***~~Nuclear fission plant~~***

***~~Nuclear fusion plant~~***

***~~Partial Antimatter Annihilation Plant~~***

***~~Complete Antimatter Annihilation Plant~~***

***~~Zero Point Energy Extractor~~***

***~~Engines -~~***

***~~(need seperate ones for front, back, turning, etc.)~~***

***~~Ion Thruster~~***

***~~Photon Thruster~~***

***~~Field Effect Drive~~***

***~~Quantum Effect Drive~~***

***~~Reactionless Drive (movement not based on mass) (extremely expensive and large)~~***

***~~Sockets:~~***

***~~Each socket has a minimum mass and energy rating and a maximum mass and energy rating.~~***

***~~Possible mass ratings: 5Mg, 10Mg, 20Mg, 50Mg, 100Mg, 200Mg, 500Mg, 1Gg~~***

***~~Possible energy ratings: 5kW, 20kW, 100kW, 500kW, 2 Mw, 5Mw, 20Mw, 1Gw~~***

***~~Socket limitations:~~***

***~~Triangle -~~***

***~~Min: 5Mg and 5kW~~***

***~~Max: 20Mg and 500kW~~***

***~~Square -~~***

***~~Min: 10Mg and 100kW~~***

***~~Max: 50Mg and 2 MW~~***

***~~Pentagon -~~***

***~~Min: 50Mg 500kW~~***

***~~Max: 200 Mg 20MW~~***

***~~Octagon -~~***

***~~Min: 1 GW and 500Mg~~***

***~~Max: 1 GW and 1Gg~~***

***~~Company names and properties:~~***

***~~Uni-Tech -~~***

***~~-30% from energy requirements for beam weapons~~***

***~~Galactic Enterprises -~~***

***~~LBM (Lockheed Boeing Martin) -~~***

***~~+50% to reliability~~***

***~~+30% to cost~~***

***~~Adze -~~***

***~~-40% to beam weapon recharge time~~***

***~~-40% to beam weapon reliability~~***

***~~+20% to beam weapon cost~~***

***~~Spooner -~~***