[Divided into classes of components, a brief description of the class, including which archetypes it works with and what members of the class do]

[Resource Generators]:

- used in any kind of mech, structure

- generates a certain kind of resource

- mainly differ in how quickly they produce the resource, or how efficiently they do it (measured in terms of fuel to output ration)

- faster producers -> less efficient;

[Adamantium Generator KII]:

[Stats]: Weight: 1000

Size: 500

Power: 17000

Support: 1 Crew/automata

[..]: Consumes 32 units Kaslon, 50 units Areum, 24 units Kobol per unit Adamantium

- produces 15 units Adamantium per second