

Neshaten General Components

This page lists all generic components used by the [kingdom_of_neshaten](#). This also includes escape pods.

Name	Purpose	Status
Repair and Replacement Systems		
Modular Gravitic Network	Repair and Turret Placement	Active
Turret Mounting Systems		
Universal Turret Mounts	Makes turrets compatible with certain mounts	Active
Holographic Systems		
Interactive Display Terminals	Provides easy to access data via holographic systems	Obsolete, replaced by EHS
Erme'negilde Holographic System	Improved over the original IDT	Active
Command Systems		
Digital Counter Sign System	Command and Control systems, IFF system.	Development
Maneuvering Systems		
Small Gravitational Maneuvering Thrusters	Pinpoint Maneuvering	Development Stage
DNA or Biometric Systems		
DNA Lock Tech	Provides a method to lock out technology from people who shouldn't be handling it	Active
Tow Systems		
Retriever	Used to tow starships, stations, or even cargo	Active
Escape Systems		
K1-25 Escape Pod	Provides a means to escape a stricken ship or station	Obsolete, no longer in production
Vail'ant Escape Pod	Provides single occupant escape from ship, makes the K1-25 Obsolete.	Active
heron_multi_escape_pod	Provides escape for up to ten personal.	Active
Power Systems		
ninakaiaus_subspace_power_transmitter	Used to transmute power from one location to another	Development

From:
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=faction:neshaten:technology:general_components&rev=1572701163

Last update: **2023/12/21 02:14**

