

# Space

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# Space Component Loot Quality

# Space Component Loot Quality

We have completely overhauled how looted Space Components are evaluated for their rarity and quality!

## What Changed?

- Previously, the overall quality of a space component was incorrectly evaluated based on your Pilot Certification level. It is now correctly based on the **Reverse Engineering (RE) level** of the component itself!
- In addition, the game will now evaluate the component's **Hitpoints** when judging the overall grade.
- The overall component grading has been simplified from 8 tiers down to **4 Tiers**, providing a much clearer picture of how good a component is:
  - **Legendary Quality** (Gold) - The very best stats, hitting the upper threshold of the component's potential.
  - **Epic Quality** (Purple) - Highly sought after component stats.
  - **Good Quality** (Blue) - Above average stats, very solid components.
  - **Entry Level Quality** (Green) - Average or baseline stats for a looted component.
  - **Junk Quality [Sell]** (Grey) - Component stats that fall below the 85th percentile. Safe to sell to junk dealers.

This change ensures that players who hunt for high-level space components will finally have their loot qualities and grades accurately reflect the strength of the component!

# Duty Tokens & Credit Chips

- Updated (once again) the Space Duty Token payout & Credit Reward payout.
  - **Median Payouts:**
    - Tier 1: 3 Tokens | 1,500 Credits
    - Tier 2: 9 Tokens | 3,000 Credits
    - Tier 3: 18 Tokens | 6,000 Credits
    - Tier 4 : 36 Tokens | 9,000 Credits
    - Tier 5 : 72 Tokens | 12,000 Credits
    - ... etc.
- Increased the **Credit Chip** reward to 3x. This is now configurable so we can tweak it as needed.

# Space Rare Loot System (SRLS)

## What's New

Welcome to the modernized **Space Rare Loot System (SRLS)** on SWG Secura!

Previously, space loot crates rolled from generic procedural loot tables with high variance, resulting in parts with awkward stats that pilots frequently scrapped. With this update, we have introduced a hand-curated catalog of **fixed-stat, elite-tier starship components** ("99% parts") designed in close collaboration with the pilot community.

When you loot an SRLS component crate from space combat, opening it awards a guaranteed, non-randomized masterpiece component calibrated to sit right underneath an absolute maximum "God-roll" Reverse Engineered (RE) piece.

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## SRLS Loot Tiers & Baselines

Components are organized into three primary quality tiers, plus an exclusive "Unicorn" bracket:

- **Exceptional (99% Profile):** The absolute gold standard of Space RLS drops.
  - **Legendary (98% Profile):** Near-pinnacle performance suitable for the toughest Heroic starfighter content.
  - **Unique (97% Profile):** Solid, high-tier rare drops that easily outclass standard procedural loot.
  - **Unicorn (>99% Profile):** Deliberately breaks standard caps for specific non-game-breaking stats, such as ultra-fast shield recharge rates or convoy top speed.
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# Complete SRLS Component Catalog

## Starship Engines (Focus: Top Speed & Agility)

| Component Name                 | Tier        | Level | Top Speed | Pitch / Yaw / Roll | Mass     | Reactor Drain | Notes & Lore                                                         |
|--------------------------------|-------------|-------|-----------|--------------------|----------|---------------|----------------------------------------------------------------------|
| Kuat Engineering Systems TC-62 | Exceptional | 10    | 121.5     | 83.0 / 82.5 / 82.0 | 37,500.0 | 1,271.0       | Legendary Convoy chase engine; fastest drive in the galaxy.          |
| Sienar 'Annihilator' Engine    | Exceptional | 10    | 118.0     | 81.7 / 81.4 / 81.0 | 38,996.8 | 1,271.0       | Imperial engineering flagship with unmatched straight-line velocity. |
| Kuat 'Vanguard' Engine         | Legendary   | 10    | 116.5     | 80.6 / 80.1 / 79.8 | 40,093.0 | 2,600.0       | Built for heavy fighters requiring superior dogfight turn rates.     |
| Koensayr 'Drifter' Engine      | Unique      | 10    | 115.0     | 79.6 / 79.3 / 79.1 | 40,990.8 | 2,700.0       | Sturdy, high-acceleration drive favored by veteran Y-Wing pilots.    |
| Corellian 'Nova' Engine        | Exceptional | 8     | 105.3     | 75.1 / 74.4 / 74.9 | 21,395.3 | 1,330.2       | Breaks the 100 TS barrier with excellent mid-chassis agility.        |

| Component Name              | Tier        | Level | Top Speed | Pitch / Yaw / Roll | Mass     | Reactor Drain | Notes & Lore                                                          |
|-----------------------------|-------------|-------|-----------|--------------------|----------|---------------|-----------------------------------------------------------------------|
| SoroSuub 'Breeze' Engine    | Legendary   | 8     | 104.5     | 74.8 / 74.1 / 74.5 | 21,395.3 | 1,330.2       | Outstanding thrust-to-weight ratio for nimble escort fighters.        |
| Novaldex 'Comet' Engine     | Unique      | 8     | 104.0     | 74.5 / 74.0 / 74.2 | 21,395.3 | 1,330.2       | Smooth handling and consistent burn rate for patrol craft.            |
| Quantum Ion Drive           | Unique      | 8     | 103.5     | 74.0 / 73.8 / 74.0 | 21,395.3 | 1,330.2       | Nym's Starmap classic; breaks 100 TS with modest energy drain.        |
| T86 Shooting Star Engine    | Legendary   | 6     | 101.5     | 70.0 / 70.8 / 70.5 | 8,229.3  | 1,287.5       | Rare Convoy drop; elite interceptor drive breaking 100 TS at Level 6. |
| MandalMotors 'Storm' Engine | Exceptional | 6     | 101.0     | 69.6 / 70.4 / 70.2 | 8,229.3  | 1,287.5       | Interceptor speed demon with a lean reactor footprint.                |

# Starship Armor (Focus: Ultra-Low Mass & Durability)

Standard high-tier armors frequently exceed 40,000-60,000 in mass, choking ship loadouts. SRLS armors feature drastically reduced mass so pilots can mount heavy weapons and shields without overloading.

| Component Name                 | Tier        | Level | Armor Hitpoints | Mass     | Comparison / Benefit                                                   |
|--------------------------------|-------------|-------|-----------------|----------|------------------------------------------------------------------------|
| KSE 'Impervious' Armor         | Exceptional | 10    | 3,650.0         | 6,000.0  | Ultra-lightweight Level 10 plating; frees up massive hull capacity.    |
| Slayn & Korpil 'Bastion' Armor | Legendary   | 10    | 3,492.0         | 9,000.0  | Heavy bomber plating tailored for B-Wings and heavy assault hulls.     |
| Corellian 'Aegis' Armor        | Unique      | 10    | 3,334.0         | 12,000.0 | Solid defensive soak at a fraction of standard Level 10 armor mass.    |
| MandalMotors 'Phalanx' Armor   | Exceptional | 8     | 2,218.7         | 4,613.0  | Premier Level 8 armor for advanced dogfighters (A8_99).                |
| Fibertech Steel Plating        | Unique      | 8     | 2,218.7         | 4,613.0  | Nym's Starmap classic composite armor plating.                         |
| Sienar 'Bulwark' Armor         | Legendary   | 8     | 2,150.0         | 4,613.0  | Imperial squadron armor built for sustained damage absorption.         |
| SoroSuub 'Carapace' Armor      | Unique      | 8     | 2,100.0         | 4,613.0  | Dense protective plating looted from Outer Rim pirate fleets.          |
| Koensayr 'Deflector' Armor     | Exceptional | 5     | 1,134.9         | 1,814.7  | Elite Level 5 armor for budget and interceptor chassis (A5_99).        |
| Republic 'Vanguard' Armor      | Legendary   | 5     | 1,100.0         | 1,814.7  | Lightweight mid-tier defensive plate with excellent weight efficiency. |
| Corellian 'Plate' Armor        | Unique      | 5     | 1,080.0         | 1,814.7  | Balanced light plating with minimal mass penalty.                      |

# Weapons (Focus: Low Energy Per Shot & Staggered Efficiency)

Energy Per Shot (EPS) is the lifeblood of starfighter dogfighting. SRLS weapons feature staggered mass and drain across tiers, locked 0.800 shield and armor effectiveness, and Borstel-tier 14.1 EPS.

| Component Name                   | Tier        | Level | Min - Max Damage  | EPS  | Refire Rate | Mass     | Reactor Drain | Vs. Shield / Armor | Combat Highlights                                                  |
|----------------------------------|-------------|-------|-------------------|------|-------------|----------|---------------|--------------------|--------------------------------------------------------------------|
| Coreellian Beamrail Gauss Cannon | Exceptional | 10    | 3,250.0 - 5,200.0 | 26.0 | 0.400       | 39,762.4 | 1,661.8       | 0.80 / 0.80        | Nym's Starmap prize; catastrophic kinetic alpha strike.            |
| Borstel 'Devastator' Cannon      | Exceptional | 10    | 3,040.3 - 4,984.0 | 25.7 | 0.376       | 39,250.0 | 1,620.0       | 0.80 / 0.80        | Hardest-hitting continuous blaster with reduced EPS.               |
| Taim & Bak 'Scorchers' Cannon    | Legendary   | 10    | 2,977.3 - 4,874.9 | 27.0 | 0.386       | 38,750.0 | 1,580.0       | 0.80 / 0.80        | <b>Top Efficiency L10:</b> Lowest mass and drain in Level 10.      |
| Rendili 'Vaporizer' Cannon       | Exceptional | 8     | 2,387.7 - 3,748.3 | 14.1 | 0.385       | 21,697.6 | 1,585.1       | 0.80 / 0.80        | Borstel-tier 14.1 EPS with heavy continuous punch.                 |
| Mandal Motors 'Ripper' Cannon    | Legendary   | 8     | 2,290.3 - 3,632.6 | 14.1 | 0.391       | 20,800.0 | 1,495.0       | 0.80 / 0.80        | <b>Top Efficiency L8:</b> 14.1 EPS favored by Mandalorian gunners. |

| Compon<br>ent<br>Name                  | Tier            | Level | Min -<br>Max<br>Damage  | EPS  | Refire<br>Rate | Mass     | Reactor<br>Drain | Vs.<br>Shield /<br>Armor | Combat<br>Highligh<br>ts                                                                |
|----------------------------------------|-----------------|-------|-------------------------|------|----------------|----------|------------------|--------------------------|-----------------------------------------------------------------------------------------|
| SubPro<br>'Pounde<br>r'<br>Cannon      | Unique          | 8     | 2,252.9<br>-<br>3,495.3 | 14.1 | 0.395          | 21,250.0 | 1,540.0          | 0.80 /<br>0.80           | Dependa<br>ble 14.1<br>EPS<br>cannon<br>for deep-<br>space<br>patrols.                  |
| Imperial<br>'Bolt<br>driver'<br>Mk II  | Exceptio<br>nal | 7     | 1,998.1<br>-<br>3,222.5 | 14.1 | 0.316          | 12,485.4 | 1,608.1          | 0.80 /<br>0.80           | Major<br>Imperial<br>Overha<br>ul: 14.1<br>EPS<br>rapid-fire<br>heavy<br>disruptor<br>. |
| Coreellia<br>n<br>'Striker'<br>Blaster | Legendar<br>y   | 7     | 1,931.5<br>-<br>3,115.9 | 14.1 | 0.320          | 11,800.0 | 1,515.0          | 0.80 /<br>0.80           | Top<br>Efficien<br>cy L7:<br>Rapid-<br>fire anti-<br>intercept<br>or<br>armame<br>nt.   |
| Incom<br>'Precisi<br>on'<br>Blaster    | Unique          | 7     | 1,880.0<br>-<br>3,020.0 | 14.1 | 0.325          | 12,150.0 | 1,560.0          | 0.80 /<br>0.80           | Low-<br>drain,<br>high-<br>efficienc<br>y blaster<br>with<br>smooth<br>throughp<br>ut.  |

# Starship Shields (Focus: Massive F/B Pools & Unicorn Recharge)

Level 10 shields feature calibrated tiered masses (39k Exceptional, 40k Legendary, 41k Unique), staggered energy drain, and preserved unicorn recharge rates.

| Componen<br>t Name | Tier | Level | Front /<br>Back HP | Recharge<br>Rate | Mass | Reactor<br>Drain | Key<br>Characteri<br>stics |
|--------------------|------|-------|--------------------|------------------|------|------------------|----------------------------|
|--------------------|------|-------|--------------------|------------------|------|------------------|----------------------------|

|                                        |             |    |                          |              |                 |                |                                                                            |
|----------------------------------------|-------------|----|--------------------------|--------------|-----------------|----------------|----------------------------------------------------------------------------|
| <b>Taim Torton 'Invincible' Shield</b> | Exceptional | 10 | <b>4,050.0 / 4,050.0</b> | <b>24.30</b> | <b>39,000.0</b> | <b>1,350.0</b> | <b>Unicorn Tier:</b> 4,050 F/B HP + 24.30 recharge at 39k mass.            |
| <b>KSE 'Barrier' Shield</b>            | Legendary   | 10 | <b>3,800.0 / 3,800.0</b> | <b>24.00</b> | <b>40,000.0</b> | <b>1,397.0</b> | Immense resilience for Gunboats and heavy assault craft.                   |
| <b>Sienar 'Repulsor' Shield</b>        | Unique      | 10 | <b>3,640.0 / 3,640.0</b> | <b>23.70</b> | <b>41,000.0</b> | <b>1,440.0</b> | Heavy generator with fast continuous regeneration.                         |
| <b>Cygnus 'Deflector' Shield</b>       | Unique      | 10 | <b>3,600.0 / 3,600.0</b> | <b>23.50</b> | <b>41,000.0</b> | <b>1,397.2</b> | Level 10 certified system with reinforced deflection.                      |
| <b>Mon Calamari 'Ion-Web' Shield</b>   | Exceptional | 8  | <b>2,926.1 / 2,883.0</b> | <b>18.07</b> | 23,150.1        | 1,420.5        | +400 HP over standard L8 shields; elite deflection ( <span>S8_99</span> ). |
| <b>SoroSuub 'Protector' Shield</b>     | Legendary   | 8  | <b>2,707.0 / 2,669.1</b> | <b>17.80</b> | 24,207.1        | 1,420.5        | Efficient generator balancing mass with defensive bulk.                    |
| <b>Protecto-Net 'Guardian' Shield</b>  | Exceptional | 7  | <b>2,306.2 / 2,306.2</b> | <b>16.29</b> | 13,399.2        | 1,406.3        | Nym's Starmap classic; Front HP boosted to match Back HP.                  |
| <b>Incom 'Ward' Shield</b>             | Legendary   | 7  | <b>2,197.1 / 2,197.1</b> | <b>16.00</b> | 14,560.1        | 1,406.3        | Standard escort shield; Front HP boosted to match Back HP.                 |

|                                    |             |   |                      |       |         |         |                                                                        |
|------------------------------------|-------------|---|----------------------|-------|---------|---------|------------------------------------------------------------------------|
| Moncal<br>Ionweb<br>Prototype<br>B | Legendary   | 6 | 1,850.0 /<br>1,820.0 | 12.00 | 8,500.0 | 1,395.8 | Convoy<br>classic;<br>highest raw<br>hitpoints in<br>Level 6.          |
| MandalMot<br>ors 'Aegis'<br>Shield | Exceptional | 6 | 1,767.3 /<br>1,720.4 | 11.57 | 8,863.2 | 1,395.8 | Premier<br>Level 6<br>interceptor<br>shield with<br>rapid<br>recovery. |

# Weapon Capacitors (Focus: Levels 6, 4, and 2)

Capacitors above Level 6 are rarely viable on fighter chassis due to extreme mass bloat. We focused SRLS capacitors on the tiers pilots actually fly: 6, 4, and 2.

| Component Name              | Tier        | Level | Energy Capacity | Recharge Rate | Mass    | Reactor Drain | Recommended Loadout                                                 |
|-----------------------------|-------------|-------|-----------------|---------------|---------|---------------|---------------------------------------------------------------------|
| Mon Calamari 'Deepwell' Cap | Exceptional | 6     | 1,456.0         | 50.60         | 7,103.7 | 583.0         | Premier 3-gun fighter battery ( <span>C6_99</span> ).               |
| SubPro 'Reservoir' Cap      | Legendary   | 6     | 1,425.0         | 49.50         | 7,103.7 | 583.0         | Exceptional sustained fire throughput.                              |
| Koensayr 'Stream' Cap       | Unique      | 6     | 1,400.0         | 48.50         | 7,103.7 | 583.0         | Solid high-capacity energy cell for heavy patrols.                  |
| Corellian 'Flux' Cap        | Exceptional | 4     | 1,236.9         | 45.90         | 2,757.0 | 534.9         | Elite Level 4 cap for mid-tier escort hulls ( <span>C4_99</span> ). |
| Incom 'Surge' Cap           | Legendary   | 4     | 1,200.0         | 44.50         | 2,757.0 | 534.9         | Agile energy flow for escort craft.                                 |

| Component Name           | Tier        | Level | Energy Capacity | Recharge Rate | Mass    | Reactor Drain | Recommended Loadout                                |
|--------------------------|-------------|-------|-----------------|---------------|---------|---------------|----------------------------------------------------|
| Sienar 'Micro-Pulse' Cap | Exceptional | 2     | 1,185.1         | 41.30         | 1,037.7 | 495.0         | Ultralight interceptor battery with sub-500 drain. |

# Starship Reactors (Focus: Generation Surplus & Low Mass)

| Component Name                | Tier        | Level | Generation Rate | Mass    | Reactor Drain | Recommended Loadout                                              |
|-------------------------------|-------------|-------|-----------------|---------|---------------|------------------------------------------------------------------|
| Sienar 'Supernova' Reactor    | Exceptional | 6     | 27,029.8        | 6,914.8 | 0.0           | Heavy Fighter Standard: Huge power output for medium hulls.      |
| Incom 'Pulsar' Reactor        | Exceptional | 6     | 27,029.8        | 6,914.8 | 0.0           | The King of Fighters: Giant power surplus for triple-gun builds. |
| Koensayr 'Magna' Reactor      | Legendary   | 6     | 26,500.0        | 6,914.8 | 0.0           | Heavy generation output with rock-solid stability.               |
| KSE 'Dynamo' Reactor          | Exceptional | 5     | 20,682.0        | 3,801.1 | 0.0           | Premier Level 5 power plant for mid-weight hulls ( R5_99 ).      |
| Corellian 'Overdrive' Reactor | Exceptional | 4     | 18,275.1        | 2,495.0 | 0.0           | High generation with very low mass footprint ( R4_99 ).          |

| Component Name               | Tier        | Level | Generation Rate | Mass  | Reactor Drain | Recommended Loadout                                             |
|------------------------------|-------------|-------|-----------------|-------|---------------|-----------------------------------------------------------------|
| MandalMotors 'Spark' Reactor | Exceptional | 1     | 13,583.4        | 811.9 | 0.0           | Ultralight interceptor power plant with exceptional efficiency. |

# Ordnance & Bomber Enhancements

## PvE Missile Damage Scaling

To make bombers and missile boats viable against massive capital ships and heroic NPC starfighters (which have hitpools in the tens of thousands), missiles now feature an automatic **PvE Damage Multiplier**:

- When targeting NPC starships, missiles deal significantly amplified damage.
- PvP dogfighting damage remains unchanged to ensure fair, skill-based pilot encounters.

## 24-Round Reusable Packs

- Reusable missile tubes and chaff countermeasure packs now hold **24 uses per pack** (up from standard low capacity).
- Allows heavy bombers like the TIE Oppressor, B-Wing, and K-Wing to execute sustained bombing runs across multiple attack waves without needing to land and re-arm.

# Frequently Asked Questions (FAQ)

- **Q: How do I get Space RLS crates?**  
A: SRLS crates drop dynamically upon destroying enemy NPC starships in space. Higher-tier enemies in deep space (e.g. Kessel, Deep Space, Heroic space zones) offer improved odds of rolling Exceptional and Legendary quality crates. Tier 1 through Tier 5 crates drop according to zone difficulty.

- **Q: How do these compare to crafted Reverse Engineered (RE) parts?**

A: SRLS components represent "99% parts"—they are superior to almost all standard loot and mid-tier RE, sitting just a fraction below theoretical "God-roll" RE parts produced by Master Shipwrights.

- **Q: Do I need to be a Master Shipwright to use these?**

A: No! Any pilot with the required Piloting Certification level for the component's tier (e.g. Starships IV / Ordnance IV for Level 10 parts) can equip and fly with them immediately.

- **Q: Are reverse engineering levels and certifications properly aligned?**

A: Yes. Every SRLS component template has been verified and mapped to its exact Certification and Reverse Engineering Level in the engine and client data.