Odyssey Components	Suit Upgrades	Weapon Upgrades	Unit Value	Credit Value
Chemicals				
Aerogel	Artemis Suit Upgrades	Improved Hip Fire Accuracy	9	500
		Headshot Damage		
Chemical Catalyst	Increased Sprint Duration	Improved Hip Fire Accuracy	7	400
Chemical Superbase		Manticore Weapons	9	500
	Added Melee Damage			
Epinephrine Epoxy Adhesive	Combat Movement Speed		5	300
	Damage Resistance			
	Extra Backpack Capacity		5	300
Graphine	All Suit Upgrades		23	1300
	Increased Air Reserves			
Oxygenic Bacteria	Increased Sprint Duration		5	300
	Combat Movement Speed			
PH Neutraliser	Increased Air Reserves		5	300
		Greater Range		
		Headshot Damage		
RDX Viscoelastic Polymer		Improved Hip Fire Accuracy	7	400
		Faster Handling		
		Improved Hip Fire Accuracy		
		Noise Supressor		
	Quieter Footsteps	Stability	11	600
Circuits		-		ı
		Audio Masking		
		Greater Range		
Circuit Board	Enhanced Tracking	Stowed Reloading	9	500
Circuit Switch	Night Vision		4	200
Electrical Fuse	Reduced Tool Battery Consumption	Greater Range	5	300
	Faster Shield Regen	-		
	Improved Battery Capacity			
Electrical Wiring	Reduced Tool Battery Consumption	Improved Hip Fire Accuracy	9	500
· ·		Greater Range		
		Headshot Damage		
		Improved Hip Fire Accuracy		
Electromagnet		Reload Speed	9	500
J	Faster Shield Regen			
Ion Battery	Improved Battery Capacity	Headshot Damage	9	500
		Greater Range		
		Improved Hip Fire Accuracy		
Metal Coil		Magazine Size	9	500
metal con		Improved Hip Fire Accuracy		
		Manticore Weapons		
Microelectrode		TK Weapons	16	900

Micro Supercapacitor	Improved Battery Capacity	Headshot Damage	5	300
	Faster Shield Regen			
Micro Transformer	Reduced Tool Battery Consumption	Greater Range	7	400
Motor	Improved Jump Assist	Greater Range	5	300
		Improved Hip Fire Accuracy		
		Scope		
Optical Fibre		TK Weapons	11	600
Tech				
	Damage Resistance			
Carbon Fibre Plating	Maverick Suit Upgrades		11	600
Encrypted Memory Chip		Stowed Reloading	4	200
		Reload Speed		
Micro Hydraulics	Quieter Footsteps	Stability	7	400
	Added Melee Damage			
Micro Thrusters	Improved Jump Assist		5	300
Memory Chip	Extra Backpack Capacity		4	200
		Greater Range		
		Headshot Damage		
		Improved Hip Fire Accuracy		
Optical Lens		Scope	9	500
		Audio Masking		
Scrambler		Headshot Damage	5	300
	Damage Resistance			
Titanium Plating	Dominator Suit Upgrades		11	600
Transmitter	Enhanced Tracking	Audio Masking	5	300
		Magazine Size		
Tungsten Carbide		Karma Weapons	11	600
		Greater Range		
		Headshot Damage		
		Improved Hip Fire Accuracy		
		Magazine Size		
		Noise Suppressor		
Weapon Component	Extra Ammo Capacity	Karma Weapons	18	1000