

Starship Module Summary



Module	Notes	Module Actions
Cannon	<ul style="list-style-type: none"> • Must have exterior facing • Can only be fired 1/round • Usage reduces Guns power by 1 • <i>Upgrade:</i> +1 Combat firing from module 	<ul style="list-style-type: none"> • Fire cannon • Reconfigure cannon
Cargo Bay	<ul style="list-style-type: none"> • Holds up to 25 resources • Holds up to 3 Auxiliary goods • Damage may ruin stored goods • <i>Upgrade:</i> Up to 4 Auxiliary goods 	<ul style="list-style-type: none"> • None, however Auxiliary items may allow special actions <ul style="list-style-type: none"> • Battery • Module Emulator • Local Life Support
Engine	<ul style="list-style-type: none"> • Required module • Powers Helm, Cannon, Shields • Exterior aft facing • <i>Upgrade:</i> +1 Engineering in this module 	<ul style="list-style-type: none"> • Pump engines • Transfer power
Helm	<ul style="list-style-type: none"> • Required module • Exterior forward facing • <i>Upgrade:</i> +1 Piloting in this module 	<ul style="list-style-type: none"> • Steady the ship • Accelerate/Decelerate • Turn ship • Spin the wheel • Dodge incoming missiles • Ram or Dodge opposing ship • Enter or Exit orbit • Land on planet
Hull Stabilizer	<ul style="list-style-type: none"> • Must be wholly interior • <i>Upgrade:</i> Additional integrity re-roll 	<ul style="list-style-type: none"> • None. Hull Stabilizers allow a re-roll for hull integrity when suffering hull damage
Hyperdrive	<ul style="list-style-type: none"> • Required module • Cannot program or jump within 12 spaces of celestial body • Cannot be upgraded 	<ul style="list-style-type: none"> • Warp in or out • Program the Hyperdrive
Life Support	<ul style="list-style-type: none"> • Required module • Supports 4 crew members • Excess may cause damage to crew • <i>Upgrade:</i> Support 5 crew members 	<ul style="list-style-type: none"> • None
Missile Bay	<ul style="list-style-type: none"> • Must have exterior facing • Can only be used 1/round • Usage reduces Guns power by 1 • <i>Upgrade:</i> +1 to missile launch checks 	<ul style="list-style-type: none"> • Launch Missile <ul style="list-style-type: none"> • Warhead • Scientific drone • Boarding party
Science Bay	<ul style="list-style-type: none"> • Required module • Necessary to generate shields • Each action acquires used marker • <i>Upgrade:</i> +1 Science in this module 	<ul style="list-style-type: none"> • Targeting lock • Launch Electronic Counter Measures • Collect data
Teleporter	<ul style="list-style-type: none"> • Each action acquires used marker • Require a minimum 1 Guns power to operate, but does not cost power • <i>Upgrade:</i> +1 Teleporter checks in mod 	<ul style="list-style-type: none"> • Teleport crew to another ship • Teleport warheads to another ship
Tractor Beam	<ul style="list-style-type: none"> • Requires exterior facing • Does not acquire used markers • Cumulative -1 modifier to skill checks for each "held" item • Cannot be used within 2 spaces of a celestial object • <i>Upgrade:</i> +1 Tractor checks in module 	<ul style="list-style-type: none"> • Tractor beam a missile • Tractor beam an object or spacewalker • Tractor beam a ship • Tractor beam for docking purposes