

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