

Battlestations

Introduction

New art for standard modules, and new module designs.

Base Files

Modules.zip - Photoshop base file with layers for 300DPI module design

Race Specific Modules

Tentac-Engine.jpg - 600 DPI engine module with a Tentac style

Tentac-Helm.jpg - 600 DPI helm module with a Tentac style

Mission Specific Modules

The Temple of Moss

Module variants without battlestations suitable for temples. 600 DPI.

templelifesupport.jpg, templemissile.jpg, templeengine.jpg, templesickbay.jpg, templesciencebay.jpg, templeteleport.jpg, templecargo.jpg, templehyperdrive.jpg, templehelm.jpg

The Hive

[Hive map](#) - A random hive map generator.

Module variants without battlestations suitable for hives. 600 DPI.

hivecannon.jpg, hivecargo.jpg, hiveengine.jpg, hivehelm.jpg, hivehull.jpg, hivehyperdrive.jpg, hivelifesupport.jpg, hivemissile.jpg, hivescience.jpg, hiveteleport.jpg, hivetractor.jpg

The Event Horizon (H&G)

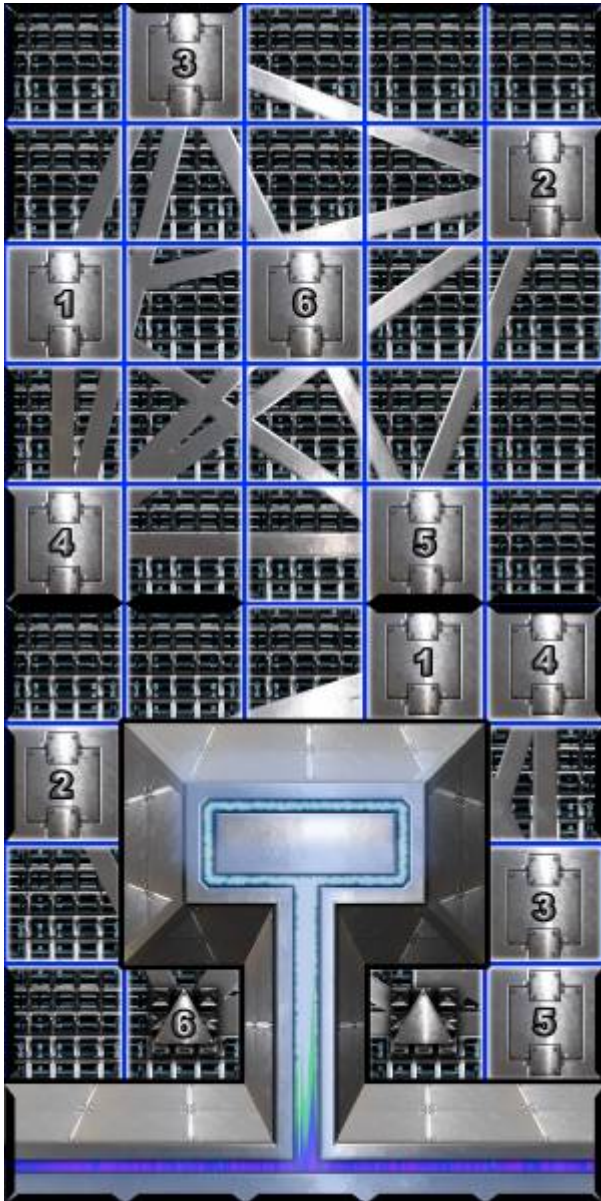
Module variants with battlestation equivalents suitable for gothic H&Gs. 600 DPI.

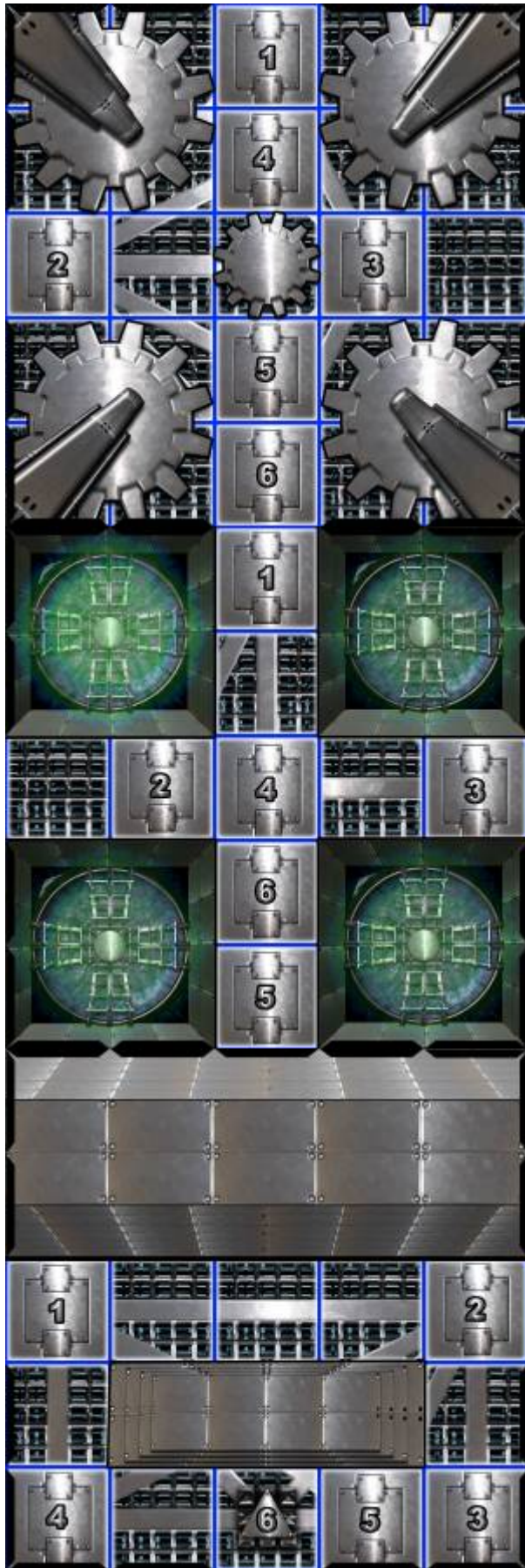
eventhorizoncargo.jpg, eventhorizonengine.jpg, eventhorizonlife.jpg, eventhorizonmissile.jpg, eventhorizonscience.jpg, eventhorizontractor.jpg, eventhorizonhull.jpg

Stone Blocks

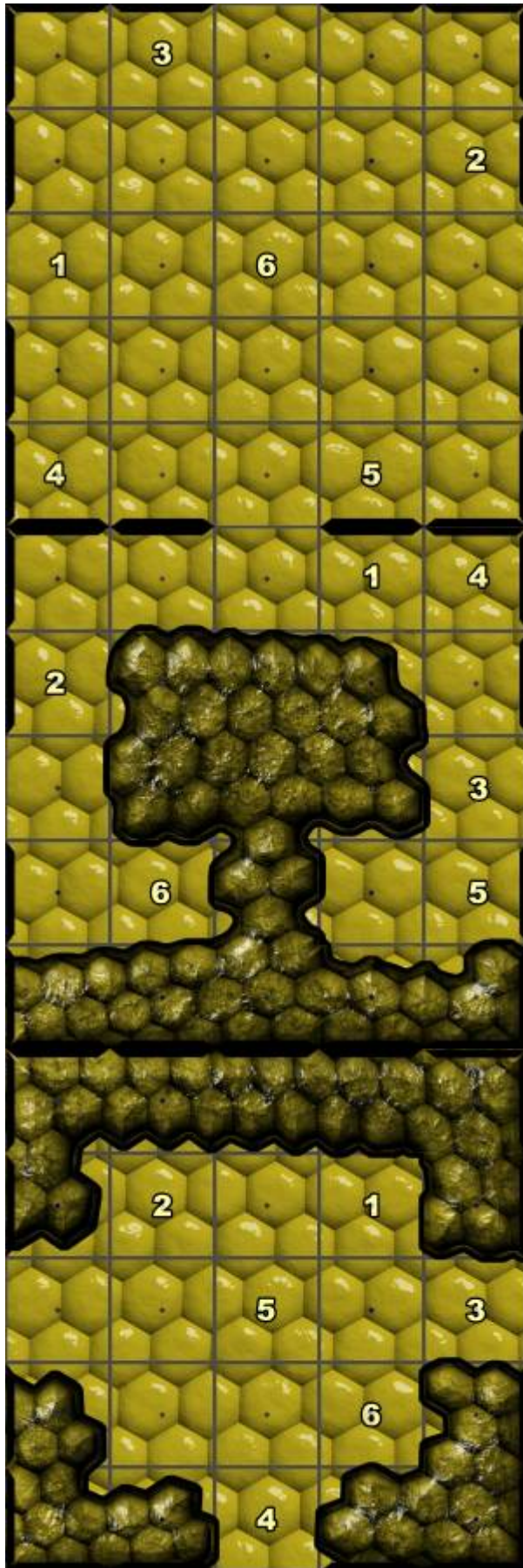
Module variants suitable for asteroids. 600 DPI.
rock1.jpg, rock2.jpg

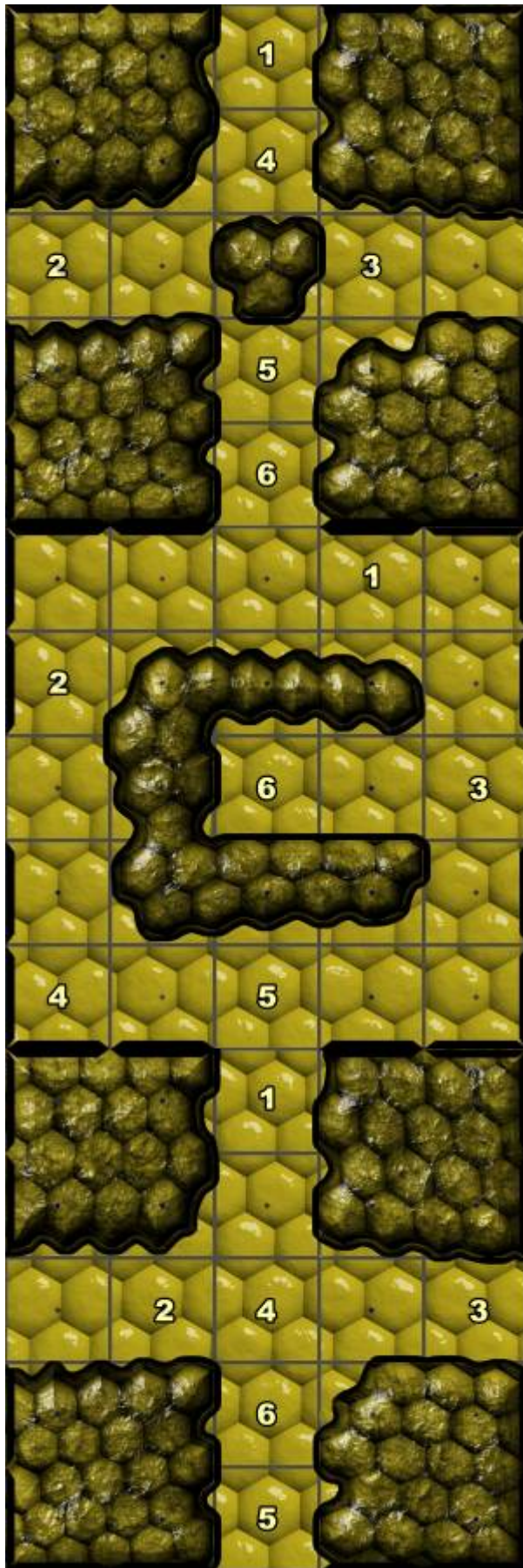
Images of the files

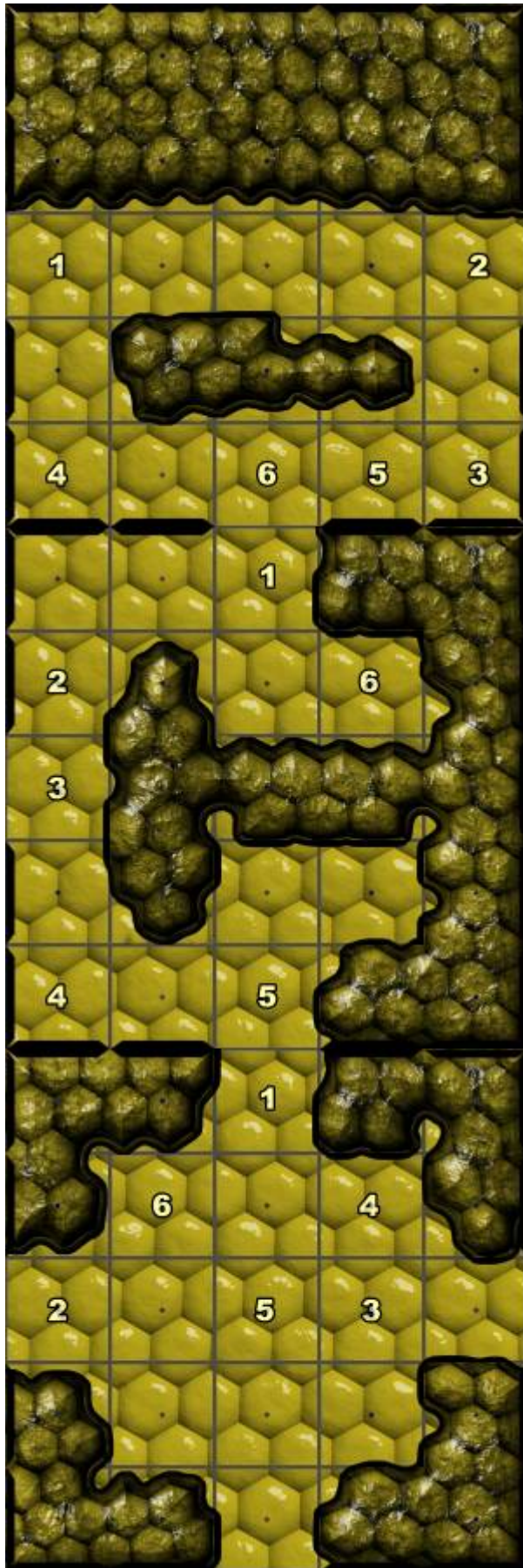


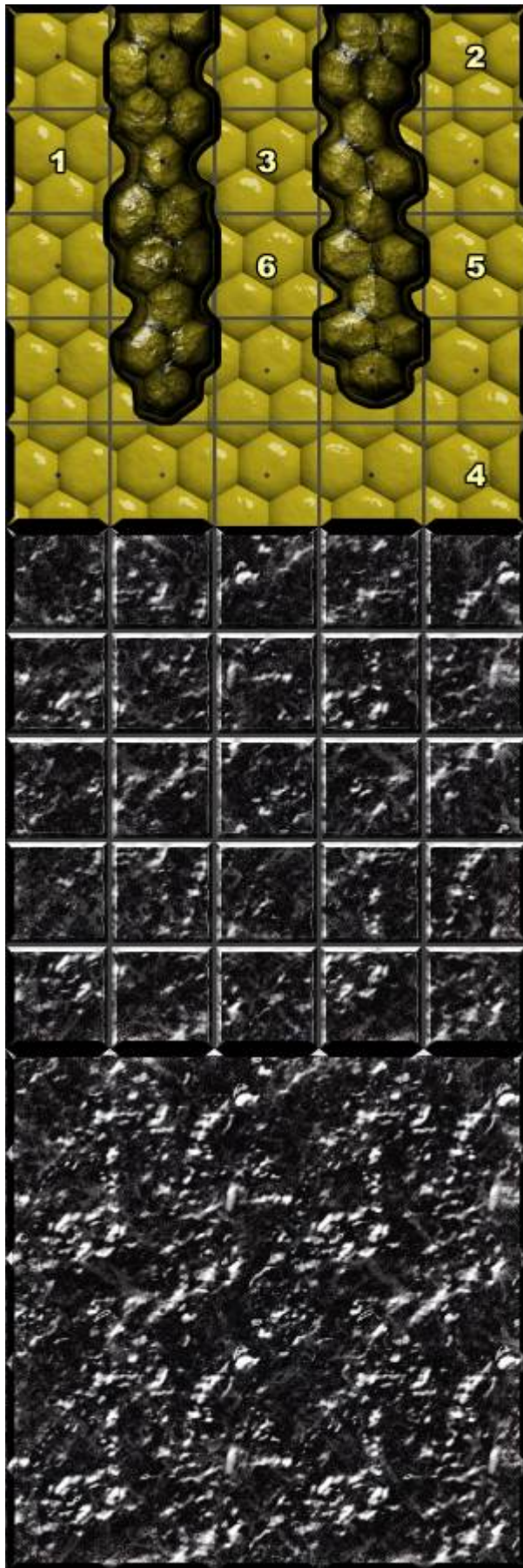


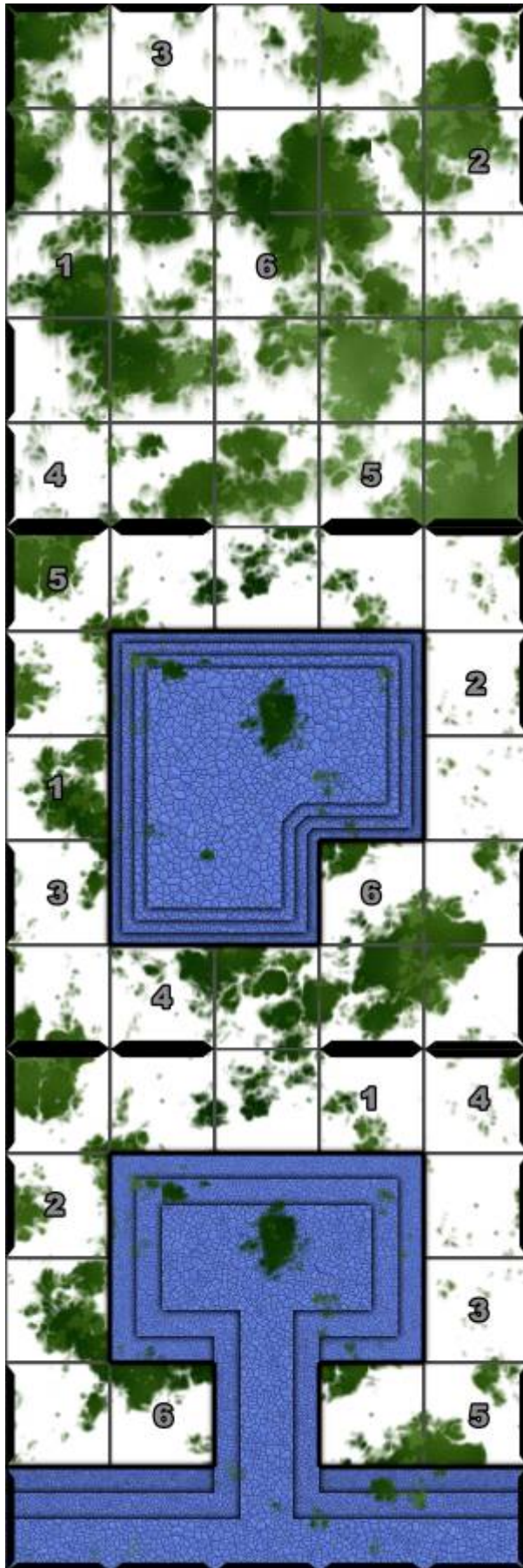


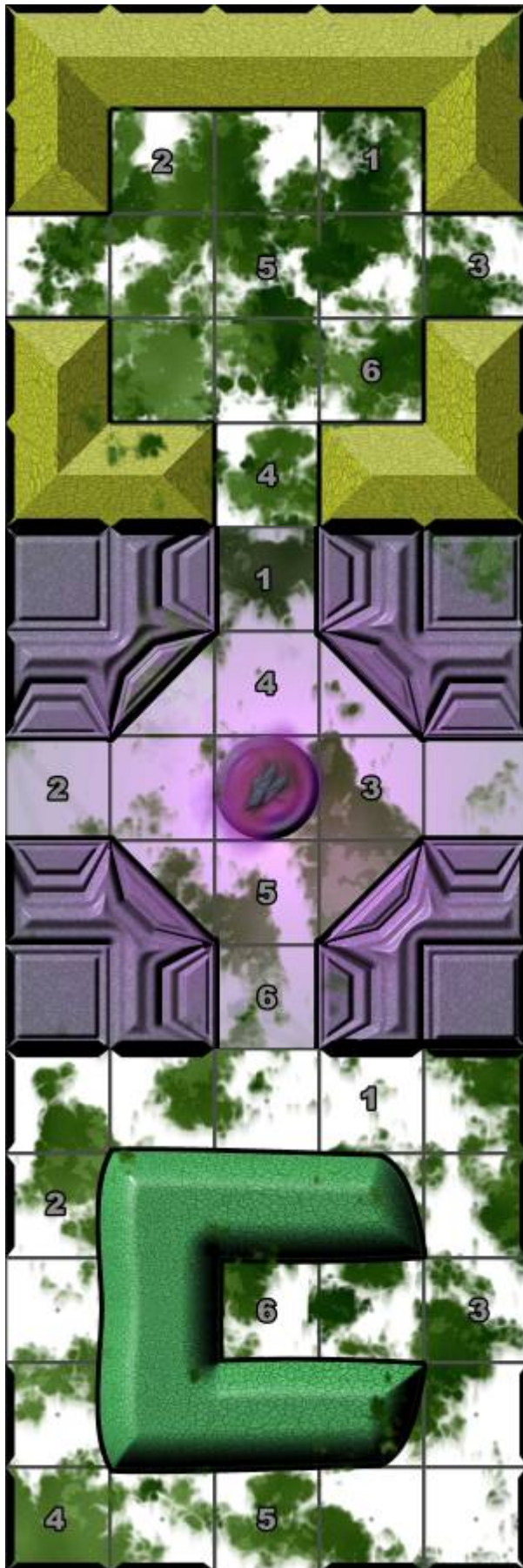


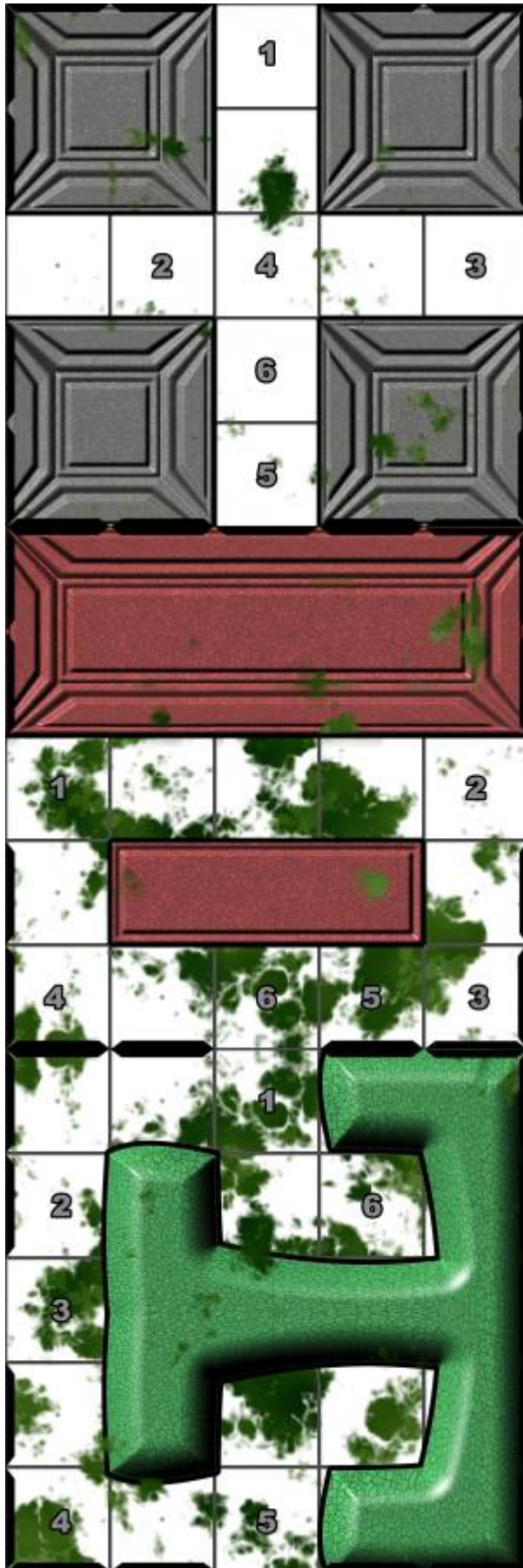


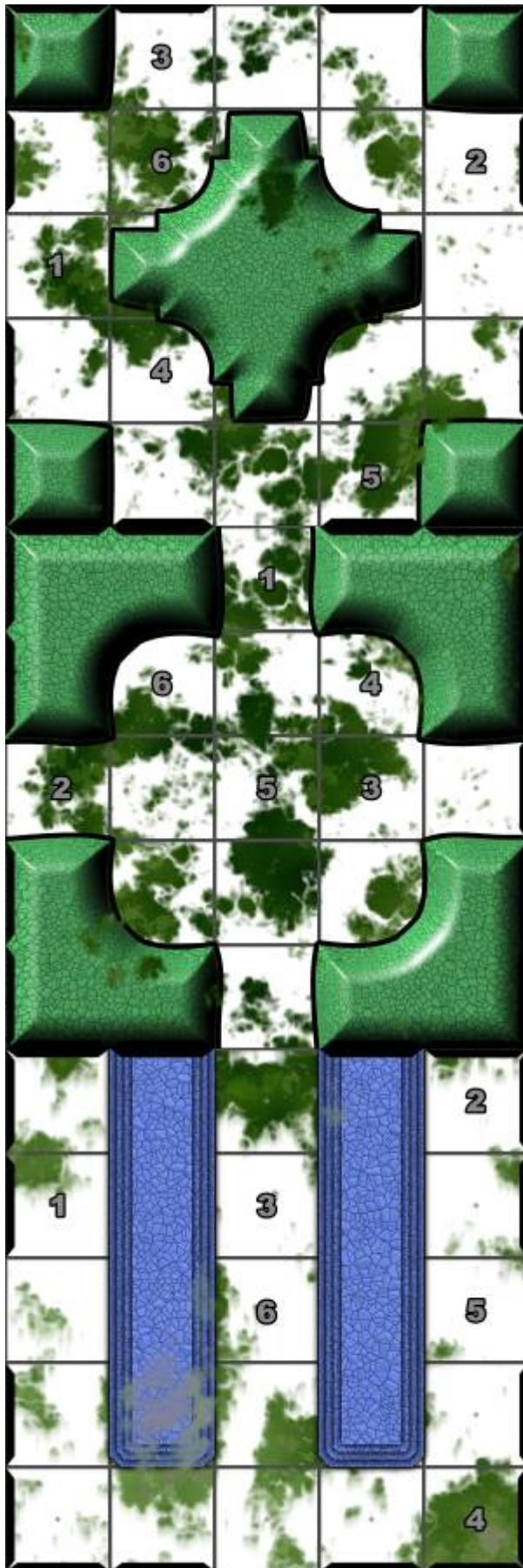


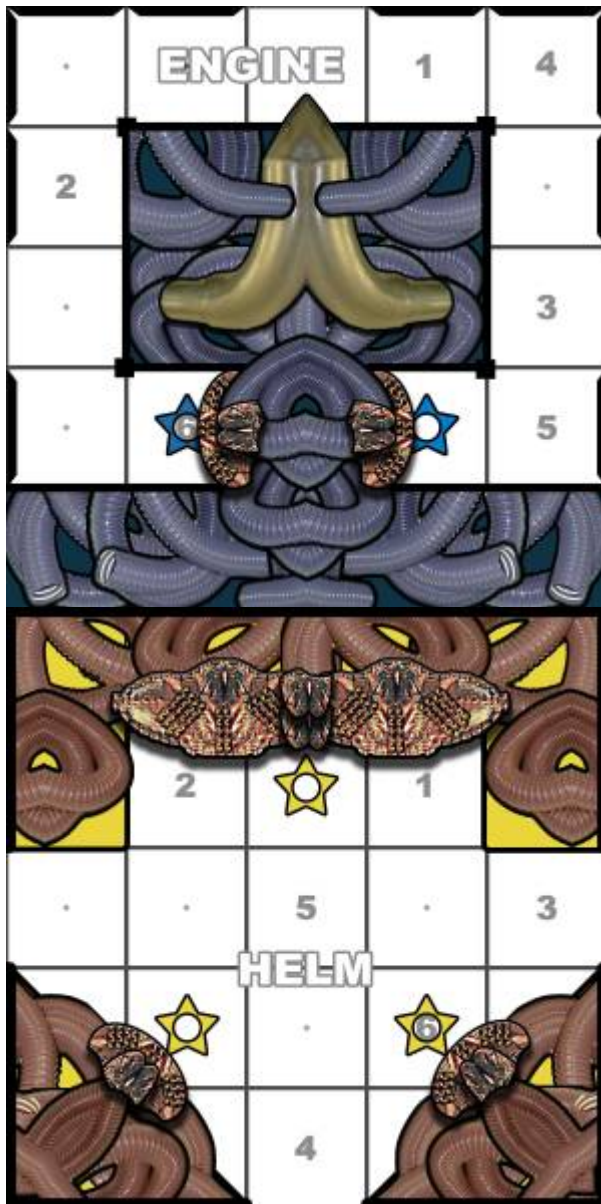












Files

[n/a: Access denied]

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