

Scanner

Information is power. So get some.

- [Comms Range Level](#)
- [Mid-Range/Terrain](#)
- [Long-Range/Threat](#)
- [Mineral Scanner](#)

Comms Range Level

Comms Range represents the range at which the ship can still establish stable and fast connection to communicate with its crew or hack into technology. Some modules like the 3rd tier medbay use this. It is determined by the combined level of the ship's highest level computer and scanner (1-6). Some circumstances like interference or being close to a city can decrease or increase this level.

Short (Level 1)

About 20 tiles away from your ship's exterior. Mech combat range.

Long (Level 2)

About 50 tiles away from your ship's exterior. Ship to ship combat range.

Sub-Orbital (Level 3)

The ship can communicate to the ground while within a planet's atmosphere/gravitational pull.

Orbital (Level 4)

The ship can communicate to the ground from a planet's orbit.

Shallow Underground (Level 5)

From orbit, the ship can communicate under the ground to shallow, surface level cave systems or facilities or higher.

Deep Underground (Level 6)

From orbit, the ship can communicate deep underground to any part of a planet's crust or higher.

Mid-Range/Terrain

Cost □6 <1

Gets general info about terrain and weather. Can be used like this at up to a low orbit distance. Can also be used to locate larger bodies such as ships and asteroids in space.

Long-Range/Threat

Cost $\square$ 8 $\diamond$ 1 $\nearrow$ 2

Gets general information such as expected encounter difficulty and faction from threats at the scan location. Specialized targeting software gives all weapon modules a +1 to hit.

Mineral Scanner

Cost $\square 10$ $\diamond 4$ $\lessdot 3$

Allows scanning for mineral deposits and scrap within a long range. Boosts automatic miner modules to produce $\square 2$ per week. (does not double $\diamond$)