

Secondary Modules

Industry and infrastructure, aboard your castle in the sky.

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Drop Pod Mech Bays

Standby for titanfall.

Drop Pod Mech Bays

Low-Orbit

Cost ☐9 ☐3 ☒1

A mech bay to facilitate the operation and upkeep of multiple mechs. Mechs can be quickly deployed to the surface using the drop pods while the ship is in orbit. However, a connected hallway leading to an airlock must be constructed to get the mechs outside of the ship.

Drop Pod Mech Bays

Delivery Launcher

Cost □11 ◇5 ⚡2

Adds a delivery cannon that can deliver items from orbit, including vehicles. It can also deliver a package that holds 4 mech repairs that restock missing ones on allied mechs. The repair package can be restocked with □1.

Drop Pod Mech Bays

Transport Shuttle

Cost □14 ◇7 ⚡2

A shuttle that can transport people and mechs to and from the ship. It can even fly in space! (woah) The delivery launcher's repair package holds 6 repairs for the same □1 restock cost

Moonpool Mech Bays

Close air support for your spaceship. And a fleet of service drones.

Moonpool Mech Bays

Ship Defence Bay

Cost $\square 12$ $\diamond 2$ ≤ 2

A mech bay to facilitate the operation and upkeep of multiple mechs. It has a moonpool for fast deployment under the ship.

Service Drones

Cost □15 ◇4 ⚡2

Service drones propel deploying mechs by up to 10 tiles. While allied mechs are within short range, they can use a quick action to hail the service drones. The drones will allow you to stabilize, optionally using their 2 repair capacity as your own. (you will still be able to use your own repairs) The drone repairs must be restocked using □1 for both charges.

Drone Swarm

Cost □19 ◇6 ⚡3

The drone swarm will repair partially damaged walls, doors, and airlocks by □ NUMBER every turn. As a protocol, you can command the swarm to instantly repair a module one per day. Drones now have a capacity of 3 repairs for the same □1 restock cost, and can operate within long range.

Mining & Production

Make your own stuff. For Derroy's sake.

Atmospheric Condenser

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

An atmospheric condenser and portable shipyard workshop. Produces $\square\square 2$ per week, and allows modification of the ship while it is not in a shipyard.

Mining Rig

Cost ☐12 ☐3 ☒3 ↗3

A sizable laser drill and tractor beam setup that allows the collection and refining of identified mineral nodes, processing them into ☐ or ☐ depending on the material.

Mining & Production

Automatic Miner

Cost $\square 16$ $\diamond 4$ ≤ 5

Automatically collects $\square 1$ every week, straight up. 1d20 chance to get $\diamond 1$ instead.

Cargo

Yes, this *is* where the car go.

Cargo

Warehouse

Cost ☐ 6

A warehouse with plenty of shelves to store lots of stuff.

Cargo

Cargo Bay

Cost $\square 9$ $\diamond 1$ $\nearrow 1$

A cargo bay that can hold up to 2 small vehicles such as cars. Any adjacent airlocks can deploy a ramp for easy loading.

Cargo

Pneumatic Delivery

Cost $\square 12$ $\diamond 2$ ≤ 1

Pneumatic tubes deliver smaller resources around the ship at the request of its crew. They can be outfitted with normal & refillable grenade canisters to, once a round, fire a live grenade anywhere within the ship as a lair action. Can hold up to 4 small vehicles.

Scanner

Information is power. So get some.

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.

Scanner

Mid-Range/Terrain

Cost $\square 6 \div 1$

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.

Scanner

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.

Scanner

Mineral Scanner

Cost □10 ◇4 ✂3

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

Gravity Generators

Aam gwood to tha theewing! Hewwp mee dowwwn!

Gravity Generators

Pressurized

Cost $\square 3 \prec 1$

Provides adjustable gravity to all pressurized modules on the ship. Can be toggled/configured at any steering module or gravity generator module.

Gravity Generators

Aural

Cost $\square 4$ $\diamond 1$ $\nearrow 1$

Can "gravitize" depressurized parts on the inside of the ship. Gravity can be set to up to 2Gs, halving the speed of people and mechs on board.

Gravity Generators

Projector

Cost $\square 5$ $\diamond 2$ $\text{⚡} 2$

Can project a gravity bubble extending up to 20 tiles away from the ship, allowing normal or halved movement depending on the gravity setting without the need for magnetic plating. It also circumvents the gravitational pull of planets, negating any extreme factors and reducing the ship's effective size class by 1. Not stackable.