

Flooring

Space to roam aboard (or offboard) your ship!

- [Hallway](#)
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Hallway

Hallway.png

Costs □1

A simple hallway. Allows mechs to travel on the inside of the ship. Can be placed adjacent to each other to make wider hallways that can support larger sizes of mechs. Cannot be placed outside.

Magnetic Plating

MagneticPlating.png

Costs ☐1

Allows mechs and people to treat outer space as normal terrain movement-wise. Can only be placed on the exterior of the ship, and no walls can be placed on its edges.

Mag Plate With Automatic Clamps

MagPlateWithAutomaticClamps.png

Costs □2

Allows mechs and people to treat outer space as normal terrain movement-wise. Also prevents allies on these tiles from being pushed or pulled. Can be placed indoors and outdoors, unlike mag plates.

Transit Rail

Transit Rail.png

Costs □3

A rail tile that allows allied people or mechs to travel twice as fast while on them. Omnidirectional, and works inside or outside.

Teleporter

Costs □1 ◇1 ✂1 (per link)

A floor panel with a short-range teleporter installed. Use 2 actions while on the teleporter to be instantly transported to any other linked teleporter at long range. Teleporters can be linked an unlimited number of times, but their power consumption increases by ✂1 per link. Teleporter networks that use one teleporter as the "hub" teleporter are much less energy costly compared to those that link all teleporters to each other directly. Fragile, and could be hacked into by crafty boarders...