

Structural Modules

The stuff that makes up the ship! Doors and floors, my friend, doors and floors.

- Flooring
 - Hallway
 - Magnetic Plating
 - Mag Plate With Automatic Clamps
 - Transit Rail
 - Teleporter
- Walls, Doors, and Airlocks
 - How Walls Work
 - Light Walls & Doors
 - Sturdy Walls & Doors
 - Heavy Walls & Doors
 - Light Airlock
 - Sturdy Airlock
 - Heavy Airlock
 - Docking Port

Flooring

Space to roam aboard (or offboard) your ship!

Flooring

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.

Flooring

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.

Flooring

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.

Flooring

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.

Flooring

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...

Walls, Doors, and Airlocks

Stuff to keep the inside inside. Also to make sure there *is* an inside.

How Walls Work

Placement

You will need to enclose any space you don't want to be outside in walls. Walls can only be placed on the edge of each hexagon that has a floor (such as hallways and modules). Walls can not be placed in the middle of modules that are more than one hexagon large.

Cost

The cost for walls is only applied per hexagon. That is to say, you can construct a wall on any number of the six sides of the hexagon while only paying the cost once.

Health

Each segment of a wall has its own health. Person sized doors typically are the least sturdy, with walls having an average amount of health. Airlocks are the most sturdy out of the three.

Walls, Doors, and Airlocks

Light Walls & Doors

LightWallsDoors.png

No Cost!

Weak and lightweight walls and doors that cost basically nothing to build. Can be used on the outside of the ship, but are not likely to survive a breach attempt.

Walls, Doors, and Airlocks

Sturdy Walls & Doors

SturdyWallsDoors.png

Cost □1 per hexagon

Stronger walls and doors meant to armor the outside of your ship while not breaking the bank materials-wise.

Walls, Doors, and Airlocks

Heavy Walls & Doors

HeavyWallsDoors.png

Cost 13 per hexagon

Very strong walls and doors that are also radiation proofed.

Walls, Doors, and Airlocks

Light Airlock

LightAirlock.png

Cost □1

A weak and lightweight airlock that can be used by mechs and people. Can be placed adjacent to each other to let larger mechs through.

Walls, Doors, and Airlocks

Sturdy Airlock

SturdyAirlock.png

Cost □3

Stronger airlock for mechs and people. Can be placed adjacent to each other to let larger mechs through.

Walls, Doors, and Airlocks

Heavy Airlock

HeavyAirlock.png

Cost □5

Very strong airlock for mechs and people that is also radiation proofed. Can be placed adjacent to each other to let larger mechs through.

Docking Port

The docking port is effectively a hallway module that can be disabled or enabled in order to detach two parts of a ship from each other, or to dock with a station or other ship. Remember, to be controlled a ship needs all necessary essential modules. It can be constructed by itself or adjacent to any airlock module. When adjacent to an airlock module, it will adopt the durability of it, but if the docking port is destroyed, the airlock is as well.