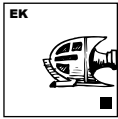
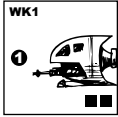


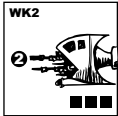
Standard-Modules



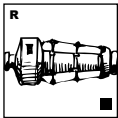
EK Explorer-Head-Module
This cheap and unarmed head module is assigned for ships with peaceful missions.



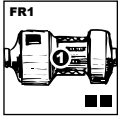
WK1 Weapon-Head-1-Module
This head module has a 1 blaster with a range of 1, meaning it may attack an enemy ship on an adjacent position. In combat you may roll 1 die for it.



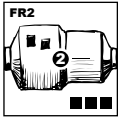
WK2 Weapon-Head-2-Module
This head module has 2 blasters with a range of 1. In combat you may roll 2 dies for it.



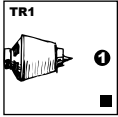
R Body-Module
This is a cheap and easy body module. It has no freight capacity.



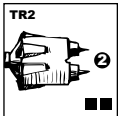
FR1 Freight-Body-1-Module
This body module has a freight capacity of 1. It may carry one goods unit.



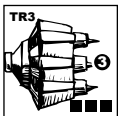
FR2 Freight-Body-2-Module
This body module has a freight capacity of 2. It may carry two goods units.



TR1 Engine-1-Module
This engine may move a ship one further position at each turn.

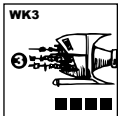


TR2 Engine-2-Module
This engine may move a ship two further positions at each turn.

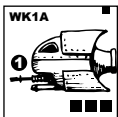


TR3 Engine-3-Module
This engine may move a ship three further positions at each turn.

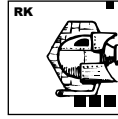
Extension-Modules



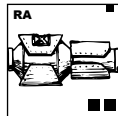
WK3 Weapon-Head-3-Module
This head module has three blasters with a range of 1. In combat you may roll 3 dies for it.



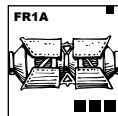
WK1-A Armored Weapon-Head-1-Module
This head module has three blasters with a range of 1. In combat you may roll 3 dies for it. It has armor, so it resists when hit by a blaster shot.



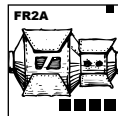
RAMK Crash-Head-Module
This module is able to crash into an enemy ship what ends with the destruction of the enemy ship. To do so your ship must be moved on the same position like the other ship.
Moreover the Crash-Head-Module has armor, so it resists when hit by a blaster shot.
In case of defense the Crash-Head-Module has no value.



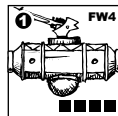
RA Armored Body-Module
This is an armored body module. It has no freight capacity. It has armor, so it resists when hit by a blaster shot.



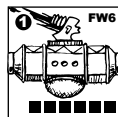
FR1A Armored Freight-Body-1-Module
This is an armored body module. It has a freight capacity of 1. It has armor, so it resists when hit by a blaster shot.



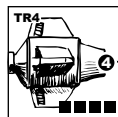
FR2A Armored Freight-Body-2-Module
This is an armored body module. It has a freight capacity of 2. It has armor, so it resists when hit by a blaster shot.



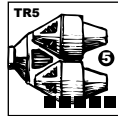
FW4 Long-Range-Weapon-4-Module
This module carries a blaster with a range of 4, meaning it may attack an enemy ship what is 4 positions away. In combat you may roll 1 die for it.
Long range blasters may not pass through occupied positions. They need a free way to the target, even if it is curved.



FW6 Long-Range-Weapon-6-Module
This module carries a blaster with a range of 6, meaning it may attack an enemy ship what is 6 positions away. In combat you may roll 1 die for it.

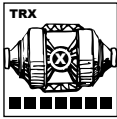


TR4 Engine-4-Module
This engine may move a ship 4 further positions at each turn.

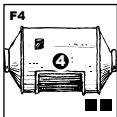


TR5 Engine-5-Module
This engine may move a ship 5 further positions at each turn.

Extension-Modules

**TRX****Jump-Module**

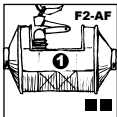
This module allows your ship to jump from one position to another free position. If using the jump technology your ship may not do an other move with a regular engine.

**F4****Freight-4-Module**

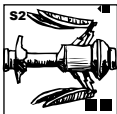
This freight module can carry a total of 4 goods.

**F4A****Armored Freight-4-Module**

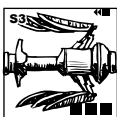
This freight module can carry a total of 4 goods. It has armor, so it resists when hit by a blaster shot.

**F2-AF****Freight-2-Module with Robot Arm**

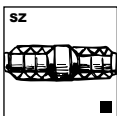
This freight module can carry a total of 2 goods. It has a robot arm to load or unload goods from other transports. The robot arm is also usable to do mining at asteroids. When collection your income take an additional resource marker for each ship equipped with this module, when it is on a adjacent position to an asteroid. You can load the resource as a good to your ship or directly take it in your cash box.

**S2****Shield-2-Module**

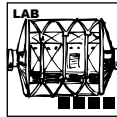
The shield generates armor for itself and another module in front of it. These modules can not be destroyed by a blaster hit.

**S3****Shield-3-Module**

The shield generates armor for itself and two more modules in front of it. These modules can not be destroyed by a blaster hit.

**SZ****Self-Destruction-Modul (SZ)**

A ship equipped with this module can be destroyed on your command during your turn. It also destroys all enemy or friendly ship on adjacent positions.

**LAB****Laboratory-Modul**

Each ship equipped with this module provides a free trial when developing a new module. So research can be very cheap for you.