

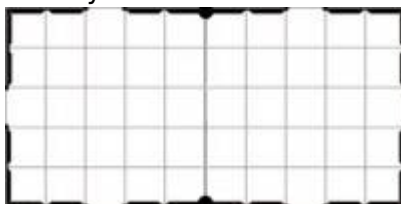
Stardock Omega 31: Module Expansions

Created by Nytecode

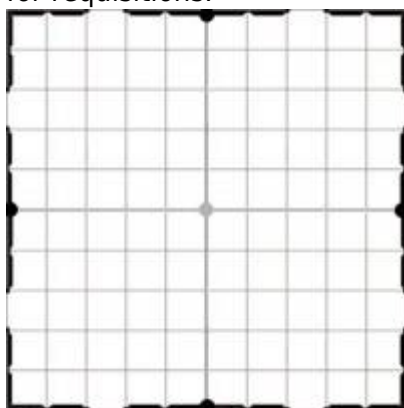
Not all modules are 5×5 with all equipment blocking line of site. Plus some modules usefulness is known only to the Pan-Galactic builder guild. Some modules can be down-right dangerous to include.

Extended Sized Modules

Some equipment just won't fit into the galactic standard 5×5 module. There are double and quad sized modules that take two or (you guessed it) four spots in a ship silhouette. These modules suffer a little from lack of structural integrity since they do not have the full compartmentalization and bracing of the standard modules. Damage to any section of an extended size module will render the



equipment broken and unusable. Double sized module: Takes up 2 spots on a ship silhouette. Each part can take damage separately but when there are a total of 3 damage markers, both sections are considered slagged. Most double sized modules are a 15 target for requisitions.



Quad sized module: Takes up 4 spots on a ship silhouette. Each part can take damage separately but when there are a total of 6 damage markers, all sections are considered slagged. Most quad sized modules are a 17 target for requisitions.

Low Cover

Not all items in a module will block LOS. Tables, chairs, plants are items that will hamper movement but not LOS. Items in a module that are designated as Low Cover cannot be moved or moved across but they can be jumped over. If LOS can be traced through the square containing low cover and the target is in an adjacent square to the low cover item, the target gets a +1 modifier to be hit.

Extraneous modules

Some modules just don't seem to be that useful for most situations. Whether it is random equipment that most engineers even have problems describing, or a joke played by the ship-builder guild, it still present in all large ships. Some modules are even down-right dangerous to occupants.

Mega Weapons

Has a dedicated power supplies are possible and capable of much more destruction. They all have built-in power amplifier (follows all the rules for Conduits.) Each mega weapon on a ship requires an additional Extraneous Module beyond the required extraneous modules for the size.

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