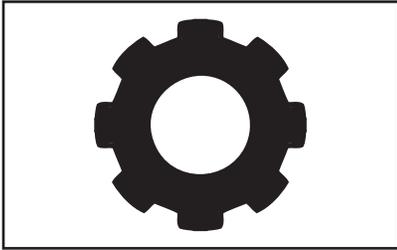


### Recombinator

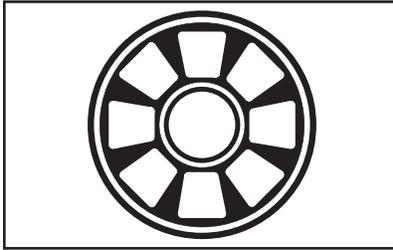


**Component Lvl. 1 Reconfigure**

Reveal the top card of the module deck. You may swap this card with a module you have in play.

You may only use this ability once per turn.

### Hydrostatic Bearings

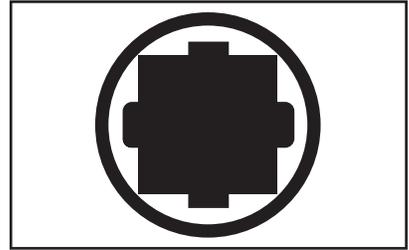


**Component Lvl. 2 Reconfigure**

Choose 1 module you have in play. Until the end of your turn, it costs no actions to rotate this module.

You may only use this ability once per turn.

### Universal Ports

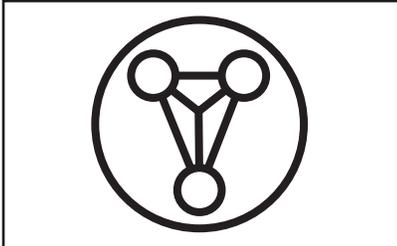


**Component Lvl. 3 Reconfigure**

Choose 1 module you have in play. Pick up and play this card as if you had just drawn it from the module deck.

You may only use this ability once per turn.

### Flux Engine



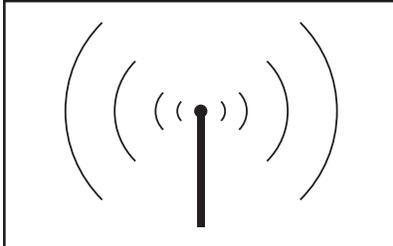
**Component Lvl. 4 Reconfigure**

You may only use this ability at the start of your turn.

Discard any number of modules you have in play. Upgraded modules count as 1 module. Draw and play modules equal to the number of modules you have discarded this way.

You may only use this ability once per turn.

### Comms System

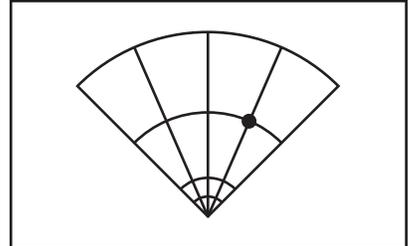


**Component Lvl. 1 Control**

Look at the top card of the module deck. You may choose to place it at the bottom of the deck.

You may only use this ability once per turn.

### Long Range Scanner

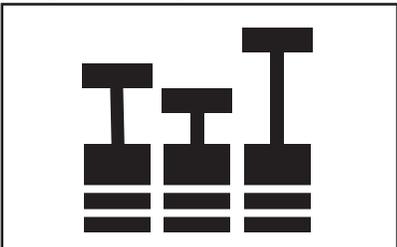


**Component Lvl. 2 Control**

Look at the top 5 cards of the module deck. You may rearrange them in any order and place them back on top of the deck.

You may only use this ability once per turn.

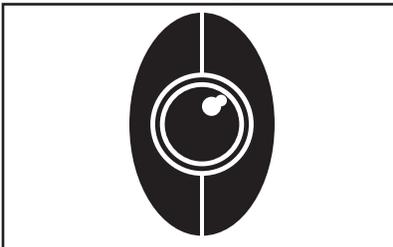
### Engineering Bay



**Component Lvl. 3 Control**

Whenever you would use an action to draw and play a module, instead draw 3 modules and play 1. Discard the remaining cards.

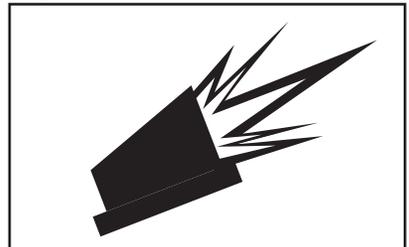
### Artificial Intelligence



**Component Lvl. 4 Control**

Whenever you would use an action to draw and play a module, instead search the deck for any module card and play it. Shuffle the module deck afterwards.

### Light Thrusters

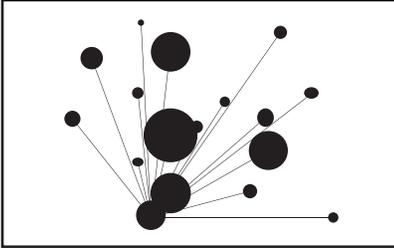


**Component Lvl. 1 Defense**

Add 2 dice to your next defense roll.

Use this ability on your opponents turn. You may only use this ability once per turn.

## Defensive Flares

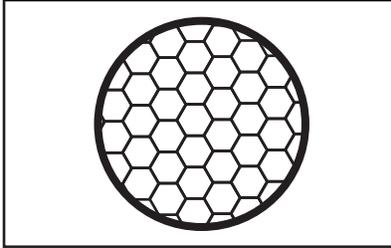


**Component Lvl. 2**      **Defense**

When your opponent declares an attack, you may choose the target. It must be a legal target in the attacking module's Line of Sight.

Use this ability on your opponents turn. You may only use this ability once per turn.

## Emergency Shields

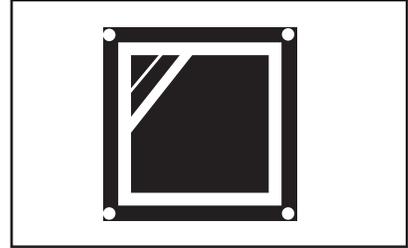


**Component Lvl. 3**      **Defense**

Add  dice to your next defense roll.

Use this ability on your opponents turn. You may only use this ability once per turn.

## Heavy Armor Plating

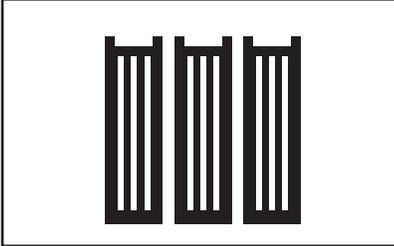


**Component Lvl. 4**      **Defense**

Roll  dice instead of the listed defense value of a module or Open Port.

Use this ability on your opponents turn. You may only use this ability once per turn.

## Extended Magazines

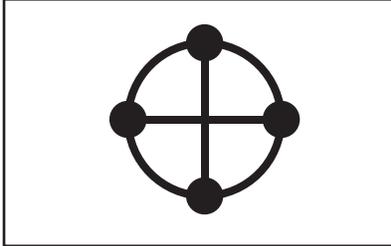


**Component Lvl. 1**      **Attack**

Add  dice to your next attack roll.

You may only use this ability once per turn.

## Manual Override

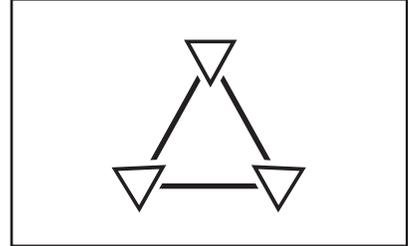


**Component Lvl. 2**      **Attack**

You may bypass any number of modules blocking your Line of Sight. For each module bypassed this way, use one less die for each attack roll.

You may only use this ability once per turn.

## Advanced Targeting

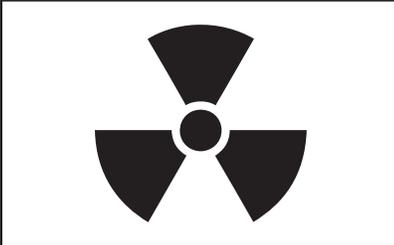


**Component Lvl. 3**      **Attack**

Add  dice to your next attack roll.

You may only use this ability once per turn.

## Experimental Weaponry



**Component Lvl. 4**      **Attack**

Roll  dice instead of the listed attack value of a module.

You may only use this ability once per turn.