Cabin It can hold two astronauts, or (if connected to a life support module) one alien. Only astronauts are allowed in the starting cabin.

Luxury Cabin It can hold one astronaut (no alien). He cannot be replaced if lost. At the end of the flight, gain credits equal to the number of the round for each luxury cabin with an astronaut.

Crubot Station When you spend 1 battery token, the crubot station counts as 4 crew members for the duration of the current adventure card. Crubots cannot be given up.

Armory If joined to a component with any crew, those crew members are armed: when comparing crew sizes among players, they count twice, and they defeat an intruder that enters their component.

(Combined) Life Support If joined to a regular cabin, it allows you to put an alien of the corresponding color into the cabin. In the case of combined life support, you choose the color. Only one alien of each color per ship is allowed.

Stasis Chamber It holds four sleeping astronauts. These do not count as crew. If crew members are lost, and if there is at least one awake astronaut on the ship, astronauts in the stasis chambers can be used to replace them.

Cannon No component can sit in front of the barrel. Cannons add +1 to cannon strength if pointing forward, +½ in other cases. A forward or backward pointing cannon can shoot a large meteor in its column; a sideways pointing cannon can hit a large meteor in its row or an adjacent row.

Bidirectional and Double Cannon It has the same limitations as a cannon. Each barrel adds +1 or +½ to the cannon strength and can shoot large meteors under the same conditions, but only if you pay one battery token to activate the component.

Cannon Booster You may pay 1 battery token to boost a joined activated cannon of any type. That cannon gets strength bonus +3 (+1½ if not pointing forward) and is destroyed then.

Auto-defense System Each pair of joined auto-defense systems gives +1 to cannon strength. Intruders entering an auto-defense system are defeated.

(Special) Cargo Hold Each container can hold one block of goods. Red blocks can be held only in special (red) containers.

Engine The exhaust pipe has to point to the rear, and no component can sit behind the engine. It adds +1 to engine strength.

Double Engine It has the same limitations as an engine. It adds +2 to engine strength, but only if you pay one battery token.

Engine Booster When an adventure card is revealed or when you determine a parameter of your ship, you can pay one battery token and destroy a joined engine (you must pay another battery token if it is a double engine) to enter hyperspace for the current adventure card and the next one.

Batteries Before the flight, put the indicated number of battery tokens on this component. They may be spent during the flight.

Reactor Furnace When loading goods, you may destroy one block of goods to refill one battery component joined to the furnace to its full capacity.

Solar Panels Once per adventure card, you can use it to power one component joined to it.

Shield You can pay one battery token to protect your ship against one small meteor or light cannon fire coming from one of the two marked directions.

Shield Booster You may activate a shield joined to a booster to protect against a large meteor or heavy cannon fire, if you pay one battery token for the shield and one for the booster.

Indestructible Plating From the sides that are plated, this component cannot be destroyed by meteors or cannon fire of any size.

Thrusters No component can sit on either of the two squares that thrusters point to. Whenever dice are rolled for a hit, you can pay 1 battery token to activate thrusters to push the ship one row or column. This effect is not cumulative. Against intruders, only thrusters joined to a component with crew can be used.

Structural Module It does nothing.
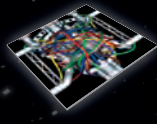
Router Module It does nothing, but all components joined to the same router module or to a continuous cluster of modules are considered joined each to other.