Station Modules

BLOSSOM MK II

1 ENERGY
Damage

+3 for each additional ⬆

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1 ENERGY
Damage

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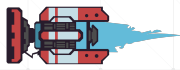### TITAN ARUM RAM

Lose X Hull, then deal that much kinetic damage

X KINETIC
Damage

LARKSPUR

⬆ ⬆

2 ENERGY
Damage to any enemy ships with Hull damage

HELLEBORE ION BOMBS LEVEL 2

5

One must be careful not to destroy one's own shields with this.

ION ✕

UPGRADE COST: 2

HELLEBORE ION BOMBS

2

Originally designed as siege weaponry, the blast radius makes them good for fleets.

ION ✕

Hero Card RigSys Gen 2

Ebb: This unit does not count against the crew member limit.