

# Cloaking Device



## Actions

### Repair module

Skill: Engineering

Difficulty: 11

Uses Module: No

Can be done Remotely: No

Energy: None

Can be done more than once per Round: Yes

### Cloak

Skill: Science

Difficulty: Ship Size

Uses Module: Yes

Can be done Remotely: Yes

Energy: None

Can be done more than once per Round: Yes

Each additional level of cloaking is +3 difficulty (as is each used marker). Cloak drops if the ship performs an action which requires a target, or anything leaves the ship. The cloaking level normally also drops by 1 each round. Cloaking level may not be raised by a cloak action, but it can be replaced by a new cloak action (so it's not cumulative).

## Notes

Requires external facing.

The level of cloak is an added difficulty for ships to target.

### Running Silent

If the ship's power levels and OOC are at or below the level of cloak, it is running silent and movement on the space map is hidden. An enemy ship running silent may not be targetted, but the hex it is in may be - if the correct hex is guessed at (for which the Science Bay or a Ping action in the Hyperdrive can be used)

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Last update: **2013/03/17 16:08**

