

Damage Control



Actions

Repair Hull

Skill: Engineering

Difficulty: 0

Uses Module: Yes

Can be done Remotely: No

Energy: None

Can be done more than once per Round: Yes

Note: Used markers are only removed at the end of the Campaign Turn in campaigns where you are a member of the UREF. Otherwise it costs \$100 to remove one used marker (repairing 1 hull damage normally costs \$10) when docked at a space station or planet able to make these repairs.

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

Notes

From 2nd Expansion: Pax Galacticum

This module cannot be emulated with an EAME.

This module improves the ability of the ship to fight fires by +3. This is not cumulative.

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