

# Hyperdrive



## Actions

### Warp in

Skill: Science

Difficulty: 30

Uses Module: Yes

Can be done Remotely: Yes

Energy: None

Can be done more than once per Round: No

**Note**: At the start of the mission you warp in with 0 energy and usually a speed of 4, but then immediately do Power Generation. The ship appears a number of hexes away from the target hex according to the failure level of the roll and facing a random direction. Ships cannot warp in within 12 hexes of a celestial body (Planet, Star) or into the same hex as an asteroid.

### Warp out

Skill: Science

Difficulty: 8

Uses Module: Yes

Can be done Remotely: Yes

Energy: None

Can be done more than once per Round: No

**Note**: If the Hyperdrive has the same amount of program markers as the size of the ship and is not within 12 hexes of a celestial body, it warps out.

### Ping

Skill: Science

Difficulty: 0

Uses Module: Yes

Can be done Remotely: Yes

Energy: None

Can be done more than once per Round: Yes

**Note**: Determine either the distance to, or the hex side direction of the nearest cloaked ship by detecting its mass.

## Program Hyperdrive

Skill: Science

Difficulty: 8

Uses Module: Yes

Can be done Remotely: Yes

Energy: None

Can be done more than once per Round: Yes

**Note**: Add a program marker to the hyperdrive if not within 12 hexes of a celestial body. All program markers are lost if ship approaches a celestial body closer than 12 hexes. Every used marker increases the difficulty by 3.

## 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

Damaged Hyperdrives lose one programming marker (p47)

Flying within 12 hexes of a celestial body removes all program markers.

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