

Science Bay



Actions

Scan

Skill: Science

Difficulty: Distance to target

Uses Module: Yes

Can be done Remotely: Yes

Energy: None

Can be done more than once per Round: Yes

Electronic Counter Measures

Skill: Science

Difficulty: 12 + Distance to target

Uses Module: Yes

Can be done Remotely: Yes

Energy: None

Can be done more than once per Round: Yes

Collect Data

Skill: Science

Difficulty: Distance to target

Uses Module: Yes

Can be done Remotely: Yes

Energy: None

Can be done more than once per Round: Yes

Each point over the target difficulty is a point of data

Penetrate Cloaking

Skill: Science

Difficulty: Distance to target

Uses Module: Yes

Can be done Remotely: Yes

Energy: None

Can be done more than once per Round: Yes

Reduces cloak level by one

Targetting Lock

Skill: Science

Difficulty: Distance to target

Uses Module: Yes

Can be done Remotely: Yes

Energy: None

Can be done more than once per Round: Yes

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

Reminder - A ship must have at least one undamaged Science Bay to generate shields.

When collecting data, you get one “unit” of data per success. (So exactly rolling the target number “succeeds” with no data). Being closer will generate more data. [YG 359]. Note that Science Probes can only ask yes/no questions.

Shields do not get used up. One potential house rule is to say that any “6” in the damage roll lowers the shield level by one. [YG 275]

Target locks do not count as units of data. [YG 553]

You may only have as many Targeting Locks as your size [YG 663]

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