

Tractor



Actions

Tractor Missile

Skill: Engineering

Difficulty: Distance + 12

Uses Module: No

Can be done Remotely: Yes

Energy: 1 from Gun

Can be done more than once per Round: Yes

Note: Missiles can be held indefinitely or brought into the tractor bay to be disarmed (Science vs 11) - if not disarmed, they explode. A piloting roll vs 8+Gun power is needed for a boarding missile to break a tractor lock.

Tractor Object/Spacewalker

Skill: Engineering

Difficulty: Distance + 11

Uses Module: No

Can be done Remotely: Yes

Energy: 1 from Gun

Can be done more than once per Round: Yes

Note: Object/Spacewalkers can be held indefinitely or brought into the tractor bay.

Tractor Ship

Skill: Engineering

Difficulty: Distance + target size + target shields

Uses Module: No

Can be done Remotely: Yes

Energy: 1 from Gun

Can be done more than once per Round: Yes

Note: Target ship moves one hex closer. Cannot be moved into the same hex as an asteroid. Ships cannot be held.

Tractor Dock

Skill: Engineering

Difficulty: Target size + target OOC

Uses Module: No

Can be done Remotely: Yes

Energy: 1 from Gun

Can be done more than once per Round: Yes

Note: Ships must be in the same hex with the same facing and speed.

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

Tractor uses the Gun energy to fire and can hold multiple objects. The difficulty is increased by 1 for each held object. If the power to Gun ever falls to 0, even briefly, all held objects become released. Tractoring ships cannot move within 2 hexes of a celestial object larger than an asteroid.

A ship is only held for the turn it is pulled one hex. It can only be held indefinitely in a tractor dock. A ship can move normally the next phase and requires a second tractor attempt to move it. Only missiles, fighters and spacewalkers can be held indefinitely. [FAQ]

Tractors do not have a firing arc. They face 360 degrees. [YHG]

This module has been deprecated in the mini campaign Bot Wars. It is now a regular sized cargo module that cannot be used cummulatively with other Tractor modules. It has a requisition number of 10 and costs 350 credits. Space walkers and fighters may be tractored into the cargo bay in which the item resides. (BW)

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