

# Workshop

[Workshop game image](#)

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**Battlestations Module to use:** [Damage Control](#)

**Module Special Rules:** Allows items to be constructed by Engineers. Once per campaign day the Engineer at the battlestation rolls as though they were Scientist Gathering Data. Each point counts towards the hours needed to construct an item.

**Maintenance Cost:** \$35,000/month

**Module Cost:** \$800,000

**Construction Time:** 32 days

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