

Teleporter



Actions

Teleport

Skill: Science

Difficulty: Distance to target + target shields + ship shields

Uses Module: No

Can be done Remotely: No

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

Failed teleportations cause the character 1D6 damage and they stay in the teleport module.

Bombs can be teleported to enemy ships cause 1D6 damage to the module just like a cannon or missile hit, ignoring shields. If a bomb fails to teleport, it detonates in the teleport module.

From:

<https://www.curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://www.curufea.com/doku.php?id=games:board:battlestations:battlestationsteleporter>

Last update: **2013/03/17 16:44**

