

Requisitioning

[parent_page_gamesbattlestations](#) All Upgrades (and Requisitions) are permanent until destroyed [YG 663]. You can buy items as well as make a requisition [YG 727]. If you gained a rank, you can use your new rank when requisitioning, and have an additional point of luck to reroll it [YG 727]. If you die and have luck left over, your clone can use it during requisition rolls [YG 922] You may requisition more than you can carry. (You make multiple trips when you load items into the ship). You may place your equipment wherever you like around the ship before warping in. You may sell back items you requisition (for 25% of list). This lets you save up. [FAQ] When you upgrade to the next ship size you take all of your old modules with you. (You may keep upgraded modules). [FAQ] To move up to the next larger ship size you must have requisitioned at least three more modules. You must be able to place these modules legally in the new hull, following all rules. You will automatically receive the next larger-sized hull for that species registry. [FAQ/YG 663]. You may substitute extra modules before a mission, swapping out an existing module. So, if you start with a scout and requisition a Cannon, you may swap any module for that cannon (as long as it leaves a legal ship design. [YG 663/FAQ]

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Last update: **2013/03/13 00:50**

