

# 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.

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

