

Station

Part	Cost	Abilities	Other	Health	Shields
Base		<ul style="list-style-type: none"> • 2 Small ships can dock • Point-Defense Turret (Range 2, 2 Dice) • Coordinate Action • Recurring Charges: 2 Energy 	Max. Energy-Value: 6	8	0
Shield generator		<ul style="list-style-type: none"> • Adds a shield value for the entire Station • Inactive while Energy is at 0. 	Max. Energy-Value: -1	3	7 (for entire Station)
Turbolaser Battery		<ul style="list-style-type: none"> • See Upgrade Card 	Energy-cost per use: 3 (see card)	2	0
Docking Port		<ul style="list-style-type: none"> • 1 Medium/Large Ship can dock 		3	0
Anti-Ordinance Turrets		<ul style="list-style-type: none"> • When an enemy ship at range 3 fires a Torpedo or a Missile, roll 1 attack dice before rolling defense die. On a [Crit], the Special Attack misses. • When a bomb or mine is placed at range 3, roll 1 attack dice at the end of the activation phase (before device detonates). On a crit, the device is destroyed. The damage/effect of that device is halved (rounded up) 	Energy-cost per use: 2	2	0

Jamming Substation		<ul style="list-style-type: none"> When deploying a ship, that ship may deploy cloaked if it has no active shields. Shields may be deactivated in order to use this, as if the ship was taking damage equal to its active shield value. 	Energy-cost per use: 2	1	0
Ray-shield generator		<ul style="list-style-type: none"> Generates a shield at range 1 of this generator. Attacks obstructed by this shield attack the shield instead. Regenerate 1 shield per round. Inactive while Energy is at 0. 	Max. Energy-Value: -2	1	[2 Ray-shields]
Backup Generator		<ul style="list-style-type: none"> When destroyed, the station loses all of it's energy for that round. A station may have up to 3 Backup Generators. If one is destroyed, the station keeps the combined Energy-Value provided by the other Generator(s). 	Max. Energy-Value: +3	3	0
Shipyards		<ul style="list-style-type: none"> Action: 1 docked ship may repair 1 faceup damage or repair 1 shield. Action: All docked ships lose 1 stress-token 	Max. Energy-Value: -1, Energy-cost per use: 2	3	0
Reinforced Docking Port	"Docking Port"	<ul style="list-style-type: none"> 1 Medium, Large or Huge Ship can dock 	Max. Energy-Value: -1	3	0
Long-Range Scanners		<ul style="list-style-type: none"> During the Planning Phase, you may look at the dial of a ship in range 2-3 	Energy-cost per use: 1	2	0

Upgrade	Cost	Abilities
Novice Technician		All docked ships may use "Novice Technician" as if they had that upgrade.
Veteran Technician	Repaired 3 damage with on-board "Novice Technician"	On-board "Novice Technician" can now repair face-down damage cards on a Focus-result.
Energy-Transfer	Needs at least 1 "Backup Generator" on-board.	Friendly small/medium ships in range 0-1 may use the stations energy instead of their own.