

# Repair Ship

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### 1. Ship Info-card

With the hazards of business, commerce, expansion, and exploration, ships sustain damage. These units are part of the damage control team.

### 2. Stats:

- Guns/Turrets: 0/0
- Armor: 25.000
- Cargo Hold: 600
- Max Batteries/NanoBots: 7.500/7.500
- Optimal Weapon Class: 0
- Max. Weapon Class: 0
- Additional Equipment: [Repair Laser](#) Forward firing short range laser - have shield damage and hull repair abilities.

### 3. Where to buy:

Display Spoiler