

Damage Control Team	Cost: 1	
Crew - Damage Control		

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During the Status Phase, this warship can remove a single point of damage from any one of its armor banks

of Uses: 5

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Damage Response Team	Cost: 2	
Crew - Damage Control		

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During the Status Phase, this warship may remove a single point of damage from any one of its armor banks. In addition, once per turn, after rolling a critical hit result, this warship may choose to apply the critical hit to the warship's structure instead of the result shown on the die.