

Species

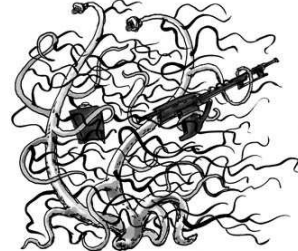
v1.3
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BCR - Battlestations Core Rules
BCR2 - Core Rules v1.1
GCW - Galactic Civil War
PG - Pax Galacticum
POT - Pirates of Trundlia
DOD - Deep Ones in Deep Space

Basic Game

Canosian TARGET#: 7
 BASE HP: 6
 # HANDS: inf
 MOVE: 5

- Tumble: one bonus move action each phase



Fungaloid TARGET#: 9
 BASE HP: 9
 # HANDS: 2
 MOVE: 4

- Regenerate: recover 1d6 hitpoints at the end of each round



Human TARGET#: 8
 BASE HP: 4
 # HANDS: 2
 MOVE: 5

- Willpower: may reroll both professional skill check dice
- can wear armor



Silicoid TARGET#: 7
 BASE HP: 8
 # HANDS: 1
 MOVE: 5

- Rocky: reduce sustained damage by 1d6
- Strong: melee damage +1 and +10 carry capacity



Tentac

TARGET#: 9
BASE HP: 5
HANDS: inf
MOVE: 6

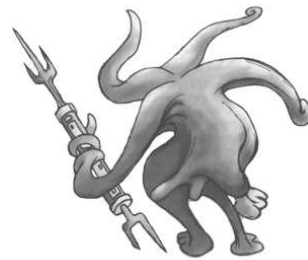
- Resilient: may reroll each incoming damage die



Trundlian

TARGET#: 8
BASE HP: special
HANDS: special
MOVE: 2 + special

- Morph: the total of BaseHP, #Hands and Move must be 8, as an action these attributes can be reallocated
- Versatile: reroll all ones that appear in the initial skill check during professional reroll



Whistler

TARGET#: 6
BASE HP: 7
HANDS: 4
MOVE: 5

- Puff: one free jetmove during their move once per phase



Xeloxian

TARGET#: 8
BASE HP: 4
HANDS: 6 - 0
MOVE: 2 - 8

- Fistwalk: # of empty hands +2 equals move
- Aggressive: inflict +1 damage with personal weapons
- can wear armor



Zoallan

TARGET#: 9
BASE HP: 3
HANDS: 3
MOVE: 7

- Carapace: reduce incoming damage by 2



Planet of Dr. Moreau

Avianoids

TARGET#: 9
BASE HP: 3
HANDS: 2
MOVE: 5

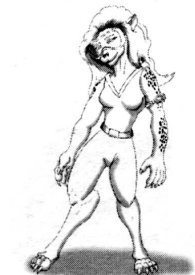
- Wings: may make all moves as automatically successful jetmoves, ignore OOC for movement purposes



Cheetahoids

TARGET#: 8
BASE HP: 3
HANDS: 2
MOVE: 8

- Sprint: once per phase may take additional action, if so roll 1d6 where die result is penalty to action and damage to character
- Bite: 1d6 damage



Crocodilian

TARGET#: 8
BASE HP: 4
HANDS: 2
MOVE: 5

- Patient: get the patient ability for free
- Thick hide: reduce incoming damage by 1
- Bite: 1d6 damage



Elephantoids

TARGET#: 5
BASE HP: 8
HANDS: 3
MOVE: 5

- Huge: all adjacent spaces to an elephantoid are considered slugged, they have +3 on grappling
- Thick hide: reduce all incoming damage by 1
- Tusks: 1d6 damage



Felinoids

TARGET#: 8
BASE HP: 5
HANDS: 2
MOVE: 6

- Claws: you get 1 free melee attack on each phase with 1d6 damage in addition to other actions
- Bite: 1d6 damage



Gorilloids

TARGET#: 7
BASE HP: 5
HANDS: 4
MOVE: 4

- Strong: count athletics as double for skill checks, hitpoints, ability pools, add number of free hands to all grapple checks
- Fistwalk: add +1 to move for each natural hand that is empty



Lupinoids

TARGET#: 8
BASE HP: 4
HANDS: 2
MOVE: 6

- Pack-Hunting: add 1d6 to damage in personal combat if target is adjacent to a friendly unit
- Bite: 1d6 damage



Rabbitoids

TARGET#: 9
BASE HP: 3
HANDS: 2
MOVE: 9

- Quick: once per phase may make athletic vs 11 to dodge a personal weapon attack
- Rabbits foot: each time you spend luck guess the number before rolling, if correct gain 1 luck instead of spending it



Rhinoceroids

TARGET#: 6
BASE HP: 7
HANDS: 2
MOVE: 5

- Charger: you get the charger ability for free
- Horn: 1d6 damage
- Thick hide: reduce all incoming damage by 1



Sheeplings

TARGET#: 7
BASE HP: 4
HANDS: 4
MOVE: 4

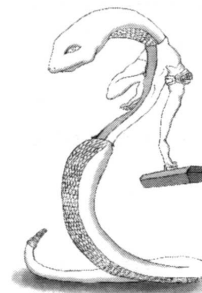
- Fistwalk: add +1 to move for each natural hand that is empty



Snakoids

TARGET#: 8
BASE HP: 3
HANDS: 2
MOVE: 5

- Poisonous Bite: you may bite as an action causing 1d6 and Ouch in the target if you deal damage
- Biting: if you have any successes you may choose to bite even if the opponent has more successes



Turtloids

TARGET#: 8
BASE HP: 5
HANDS: 2
MOVE: 4

- Shell: reduce all incoming damage by 1, you are always braced
- Thick hide: reduce all incoming damage by 1 (additional to shell)



Ursinoids

TARGET#: 7
BASE HP: 7
HANDS: 2
MOVE: 5

- Ferocious: add athletics to melee and grapple damage
- Death marcher: you get the death marcher ability for free
- Thick hide: reduce all incoming damage by 1

