

# Ship Characteristics and Abilities

## CANOSIAN

*"The Pyramid"*

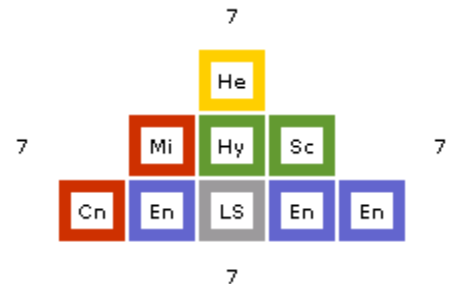
Special Ability: Shields are treated as being one power factor higher than they currently are

### PRO'S

More resilient to Cannon and Teleporter attacks  
 Cannon placement allows for relatively wide firing arc  
 Less vulnerable to hits from port/starboard side aspects  
 Relatively easy for crew to move about ship

### CON'S

More vulnerable to hits from bow/stern side aspects  
 Relatively easy for enemy boarders to move about ship  
 Somewhat more susceptible to "Blow-Through" Damage



## HUMAN

*"The Rocket"*

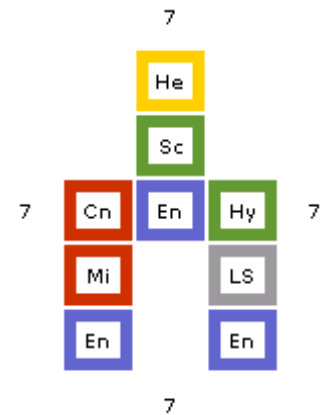
Special Ability: For maneuvering purposes the hull size is treated as being one hull size smaller than it is

### PRO'S

Easier to preform maneuvers and speed changes  
 Less vulnerable to hits from bow/stern side aspects  
 Moderately less vulnerable to "Blow-Through" damage from port/starboard side aspects  
 Moderately difficult for enemy boarder to move about ship

### CON'S

More vulnerable to hits from port/starboard side aspects  
 Moderately difficult for crew to move about ship



## SILICOID

*"The Manta Ray"*

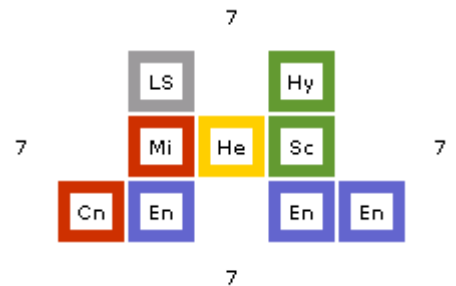
Special Ability: Built-in Hull Stabilizer allows automatic re-rolls of failed Hull Integrity checks

### PRO'S

When damaged, there is a better chance of not blowing-up on Hull Integrity checks  
 Less vulnerable to hits from port/starboard side aspects  
 Moderately difficult for enemy boarder to move about ship

### CON'S

More vulnerable to hits from bow/stern side aspects  
 Moderately difficult for crew to move about ship



## TENTAC

*"The Ring"*

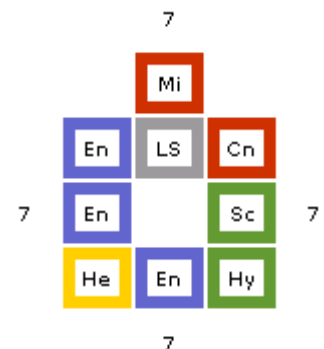
Special Ability: Cannon has 360 degree firing arc

### PRO'S

Cannon can fire in all directions  
 Very difficult for enemy boarder to move about ship

### CON'S

Very difficult for crew to move about ship



## **XELOXIAN**

*"The Plus Sign"*

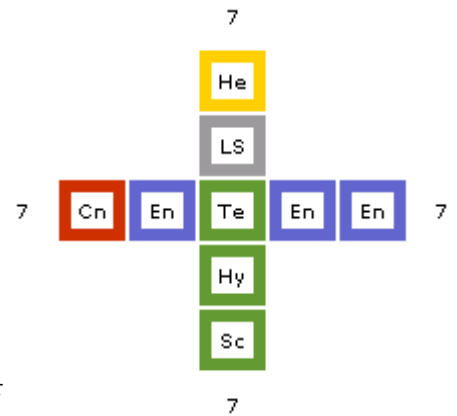
Special Ability: Reduce Out Of Control factor by 2 at the end of each phase instead of the normal 1

### PRO'S

Ship stabilizes more quickly --conserving power and allowing for more difficult maneuvers; also allowing crew to preform actions at reduced penalty  
Teleporter allows for potentially rapid boarding actions  
Cannon placement allows for relatively wide firing arc  
Not susceptible to "Blow-Through" damage from most hits from any direction  
Very difficult for enemy boarder to move about ship

### CON'S

Extremely susceptible to "Blow-Through" damage from direct center-line hits either port/starboard or bow/stern  
Very difficult for crew to move about ship  
Lack of Missile Bay can reduce combat effectiveness and conventional boarding actions in some situations



## **ZOALLAN**

*"The Dune Buggy"*

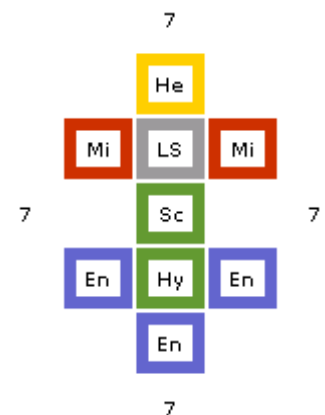
Special Ability: First missile fired each round cost no power, all additional missiles may be fired with power from any system, not just guns

### PRO'S

Effective screening vessel against enemy missile and fighters when using seeker missiles  
Can launch multiple standard and heavy missile attacks in a single round  
Can launch multiple boarding actions in a single round.  
Less vulnerable to hits from bow/stern side aspects

### CON'S

Lack of Cannon can be detrimental in certain situations  
More vulnerable to hits from port/starboard side aspects



## **WHISTLER**

*"The Box"*

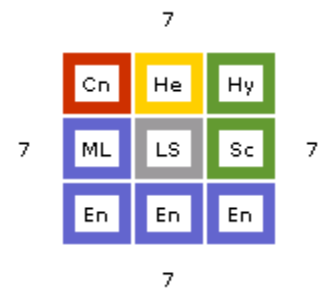
Special Ability: May transfer power from any Battlestation at no remote penalty

### PRO'S

Minelayer can discourage enemy pursuit  
Relatively easy for crew to move about ship  
Small target silhouette make for equally low probability of being hit from any direction

### CON'S

Lack of Missile Bay will make boarding actions nearly impossible and will hamper combat effectiveness in many situations  
Relatively easy for enemy boarders to move about ship  
Any hits likely to result in substantial amount of "Blow-Through" damage



## **FUNGALOID'S**

*"The Right Triangle"*

Special Ability: Built in Atmospherics and Tele-chute

### PRO'S

Relatively easy for crew to move between two points with the Tele-chute  
Damage Control and Sick Bay greatly increase chance of ship and crew survivability

### CON'S

NO WEAPONS in normal configuration  
Sic Bay and/or the Damage Control must be replaced and several modules repositioned to accommodate weapon modules  
Relatively easy for enemy boarders to move between two points with the Tele-chute

