Definitive List of Ship Registries

Race (Rulebook)	Species Bonus	Ship Sizes					
		5	6	7	8	9	10
Beastman (HMFYP)	Beastmen ships get +3 on any attempt to use the Teleporter						
	Scout(HMFYP)		Frigate(HMFYP) Frigate(PODM)	Cruiser(HMFYP)	Destroyer(HMFYP)	Dreadnought(HMFYP)	Leviathan(BCR)
Bot (BW)	Each Life Support on a bot ship supports one additional bot						
	Scout(BW)		Frigate(BW)	Destroyer(BW) Destroyer(GCW) Destroyer(POT) Destroyer(PG)	Cruiser(BW) Cruiser(GCW) Cruiser(POT) Cruiser(PG)	Dreadnought(BW) Dreadnought(GCW) Dreadnought(POT) Dreadnought(PG)	Leviathan(BCR)
Bubbloid (HMFYP)	Bubbloid ships count remote penalties as -2 instead of -3						
	Scout(HMFYP)		Frigate(HMFYP)	Destroyer(HMFYP)	Cruiser(HMFYP)	Dreadnought(HMFYP)	Leviathan(BCR)
Canosian (BCR)	+1 effective Shields power if there is a functioning Engine. This is not power, and cannot be transferred to other systems, but it does add +1 to the dificulty of teleporting to and from the ship.						
	Scout(BCR)		Frigate(BCR)	Destroyer(BCR)	Cruiser(BCR)	Dreadnought(BCR)	Leviathan(BCR)
Eugene (DOD)	**Upgraded** - All modules are +1 **Energy Absorbtion** - Eugene ships have a greenish-yellow energy field glowing in the center of their ship that allows crew to absorb hull damage						
	Scout(DOD)		Frigate(DOD)	Destroyer(DOD)	Cruiser(DOD)	Dreadnought(DOD)	Leviathan(BCR)
Fungaloid (PG)	**Built-in Atmospherics** & **Built-in TeleChute**. All Fungaloid ships are designed to travel to and from planetary surfaces. Also, place two telechute markers anywhere aboard the ship.						
	Scout(BCR)		Frigate(BCR)	Explorer(BCR)	Cruiser(BCR)	Dreadnought(BCR)	Leviathan(BCR)
Human (BCR)	Human ships are considered one Size smaller for all maneuvering checks (thus a Size 5 ship is considered Size 4 for acceleration, deceleration, etc.)						
	Scout(BCR)		Frigate(BCR)	Destroyer(BCR)	Cruiser(BCR)	Dreadnought(BCR)	Leviathan(BCR)
Kerbite (HMFYP)	Kerbite ships can have a maximum of 3 Engines. When pumping for power, the difficulty is +2 per additional power instead of +3						
	Scout(HMFYP)		Frigate(HMFYP)	Destroyer(HMFYP)	Cruiser(HMFYP)	Dreadnought(HMFYP)	Leviathan(BCR)
Otyssian (HMFYP)	Otyssian ships are more adept at advanced maneuvers. When performing advanced Helm maneuvers add +1 per maneuver to the piloting skill check difficulty instead of +3						
	Scout(HMFYP)		Frigate(HMFYP)	Destroyer(HMFYP)	Cruiser(HMFYP)	Dreadnought(HMFYP)	Leviathan(BCR)
Silicoid (BCR)	Silicoid ships have a built-in indestructible Hull Stabilizer						
	Scout(BCR)		Frigate(BCR) The Spatcktwula(BCR)	Destroyer(BCR)	Cruiser(BCR)	Dreadnought(BCR)	Leviathan(BCR)
Tentac (BCR)	Tentac ships ignore facing restrictions. Any module that requires a facing only needs to face outward (pointing away from the ship)						
	Scout(BCR)		Frigate(BCR)	Destroyer(BCR)	Cruiser(BCR)	Dreadnought(BCR)	Leviathan(BCR)
Vomeg (HMFYP)	Vomeg ships can fire multi-cannons and operate Teleporters twice per phase (still a maximum of 6 times in a round)						
	Scout(HMFYP)		Frigate(HMFYP)	Destroyer(HMFYP)	Cruiser(HMFYP)	Dreadnought(HMFYP)	Leviathan(BCR)
Xeloxian (BCR)	Xeloxian ships reduce OOC by 2 instead of 1 at the end of each phase						
	Scout(BCR)		Frigate(BCR)	Destroyer(BCR)	Cruiser(BCR)	Dreadnought(BCR)	Leviathan(BCR)
Zoallan (BCR)	Zoallan ships launch one missile per round at no power cost and may spend power from Helm, Guns or Shields to launch						
	Scout(BCR)		Frigate(BHMSES)	Destroyer(BHMSES) Destroyer(GCW) Destroyer(POT) Destroyer(PG)	Cruiser(BHMSES) Cruiser(GCW) Cruiser(POT) Cruiser(PG)	Dreadnought(BHMSES) Dreadnought(GCW) Dreadnought(POT) Dreadnought(PG)	Leviathan(BCR)
Zoallan (BHMSES)	**Missile Enhancement**. All Zoallan missiles add +1 attack die, add +1 speed, get a survival check (or free reroll) against destruction. Only expend Guns power if they are the first missile fired in a phase.						
	Scout(BCR)		Frigate(BHMSES)	Destroyer(BHMSES) Destroyer(GCW) Destroyer(POT) Destroyer(PG)	Cruiser(BHMSES) Cruiser(GCW) Cruiser(POT) Cruiser(PG)	Dreadnought(BHMSES) Dreadnought(GCW) Dreadnought(POT) Dreadnought(PG)	Leviathan(BCR)
Generic (BCR)	No special rules except for the size 10 Leviathan which has the same species bonus as the owning species						
	Skiff(BCR), Shuttle(BCR), Outpost(BCR), Base(BCR), Starlab(BCR), Freighter(BCR), Leviathan(BCR)						

Rulebook	Mission	Object
BHMSES	The Digs	The Digs(BCR)
BCR	Starship X	Starship X(BCR)
PG	The Temple of Moss	Temple(BCR) Temple(BCR) - Custom Tiles

Legend
BCR - Battlestations Core Rulebook
BHMSES - By Her Majesty's Sacred Egg Sac
BW - Bot Wars
DOD - Deep Ones in Deep Space
GCW - Galactic Civil War
HMFYP - How Much For Your Planet?
PDM - The Planet of Doctor Moreau
PG - Pax Galacticum
POT - Pirates of Trundlia

From:
https://curufea.com/ - **Curufea's Homepage**

Permanent link:
https://curufea.com/doku.php?id=games:board:battlestations:battlestationsregistry

Last update: **2014/03/26 21:09**