

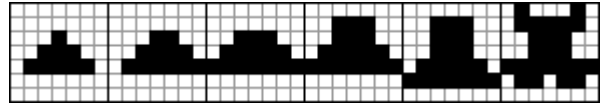
Ship Recognition

With summaries from [Nytecode](#)

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 Transporter attacks Less vulnerable to hits from port/starboard side aspects Relatively easy for crew to move about ship

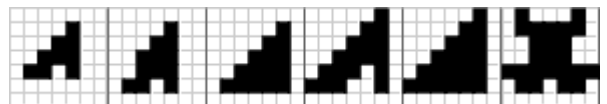
CON'S

More vulnerable to hits from bow/stern side aspects Relatively easy for enemy boarders to move about ship

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

CON'S

Relatively easy for enemy boarders to move between two points with the Tele-chute

HUMAN

The Rocket

Special Ability: The first Helm action in a phase does not require helm energy.



PRO'S

Easier to perform 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

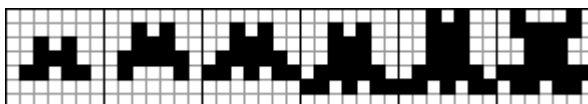
CON'S

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.



PRO'S

As ship takes damage and Hull Integrity checks are required there is a better chance of not blowing-up 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: All modules have 360 degree firing arc

PRO'S

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

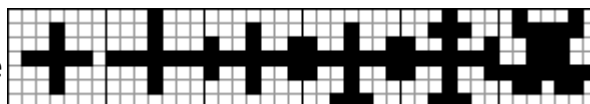
CON'S

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 Not susceptible to "Blow-Through" damage from most hit from any direction Very difficult for enemy boarder to move about ship

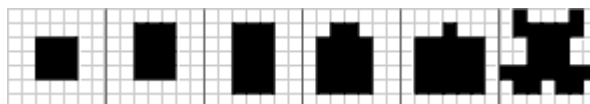
CON'S

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

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

CON'S

Lack of Missile Bay will make boarding actions nearly impossible Relatively easy for enemy boarders to move about ship

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

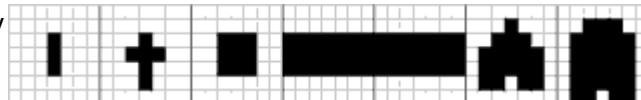
Effective screening vessel against enemy missile and fighters when using seeker missiles Can launch multiple standard and heavy missile attacks in a single round Can launch multiple boarding actions in a single round. Less vulnerable to hits from bow/stern side aspects

CON'S

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

GENERIC

Generic and miscelaneous ships not belonging to any particular race.



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