

Battlestations

Official website - <https://battlestations.curufea.com>

Yahoo Group Files

- Session Reports
 - [Adventures of the Space Babes](#) - mission reports
- New Modules, Ship Designs and Races
 - [Battle Lords](#) - ship conversions
 - [Ejak Nicholson's](#) - Modules and ship designs
 - [The Confederacy of Sentients](#) by Sean Buelow
- Play Aids
 - [Character Sheets](#) - collected
 - [Ship Manifests](#) - collected
 - [Player Aids](#) - collected cheat sheets and forms


Recovered Data

- New Modules, Ship Designs and Races
 - [The Meeks](#) race as designed by Cliff Ogre_mark5"
 - [Stardock Omega 31](#) as created by Eric Fialkowski (text recovered, images courtesy of Pauli)
 - [Gareth Lazelle's Steampunk](#) modules and rules (by Gareth_Lazelle on the now defunct Gorilla Games forums, images courtesy of Pauli)
 - [Delta's Modules](#) as collated by Andy Strauss
 - [Anthony's Modules](#)

Original Material

Honourifics



- [Campaign Ribbon Creator](#)
- [The Purple Heart](#) - Awarded for dying in the course of duty.
-  [The Phoenix](#) - Awarded for going below 0 HP more than three times in a single mission.

PBeM Turn Display

- XML files that generate a webpage to show progress in a PBeM turn.
- Shows locations of characters on a ship map.
 - [Example turn 0](#)
 - [How to use this XML](#)

- [Download the files](#)
- [Starmap](#) (from How Much For Your Planet)
 - [Star Map](#) sorted by name
 - [Star Map](#) sorted by sector
 - [Star Map](#) hex map

Module Cheatsheets

- [General Module FAQ](#)
- [Cannon](#)
- [Cargo Bay](#)
- [Cloaking Device](#) How Much For Your Planet
- [Damage Control](#) Pax Galacticum
- [Engine](#)
- [Fighter Bay](#) Galactic Civil War
- [Fusion Cannon](#) Pirates of Trundlia
- [Gravity Lance](#) Pirates of Trundlia
- [Helm](#)
- [Hull Stabiliser](#) Deprecated in v1.1
- [Hyperdrive](#)
- [Lifesupport](#)
- [Mine Layer](#) Galactic Civil War
- [Missile Bay](#)
- [Science Bay](#)
- [Sick Bay](#) Pax Galacticum
- [Teleporter](#)
- [Tractor](#) Deprecated in Bot Wars

Other Cheatsheets

- [Action List](#) - summary of all actions available to a character.
- [Cards](#) - Equipment and other cards, and how to use them to keep track of your character.
- [Equipment](#)
- [Mission List](#)
- [Psionics](#)
- [Races](#) summary.
- [Requisitions](#)
- [Definitive Ship Registry](#) - all registries of all published races
- [Ship Recognition Guide](#)
- [Ship Control Consoles](#) - a profession based variant of Ship Control Sheets
- [Special Abilities](#)
- [Turn Summary](#) - now including the morale round from Pirates of Trundlia

New Campaigns

- [Invasion of the Mysterons](#) - the key to this campaign is mystery.
- [X-Com](#) - defenders of the Earth.

New Rules

1. [Expanded Damage Control](#) - Making module repair more difficult and accurate for the sake of playability.
2. [Pax Galacticum changes](#) - Some rules are changed in Pax Galacticum. This is a summary of the changed rules (not the new rules present in Pax Galacticum)
3. [Pirates of Trundlia changes](#) - Some rules are changed in Pirates of Trundlia. This is a summary of the changed rules.
4. [Turrets](#) - Rotating turrets in Battlestations
5. [House Rules](#) - Just to clear up some things
6. [Miniature Rules](#) - Translating Battlestations so you can play it "off the grid"

New Missions

1. [Alien Bushwack](#) - inspired by Alien and Firefly (Bushwack). Uses some modules from [Stardock Omega 31](#)
2. [Stardrive](#) - inspired by Blake's 7 (Stardrive) and Star Trek: The Next Generation.
3. [Supernova Rescue](#) - Doctor Who inspired (Impossible Planet)
4. [Ubershield](#) - Farscape inspired (Out of their minds)
5. [The Trench](#) - A solo mini game based on a well known movie.

New Races

- [Tyranids](#) - because I like them.
- [Alpha Complex Citizens](#) - Paranoia in Battlestations.

Files

movechart.xls - Spreadsheet for ship designs and tracking NPC movement. All ships in the main rulebook are now done - has good customisation options (just don't accidentally delete formulas). I recommend using the flowchart or other icons and symbols in excel to move around the diagram to keep track of NPCs.

Legofste.xls - Spreadsheet to randomly generate maps using the various Legions of Steel map tiles that I have (108 of them). Usually forms a continuous joined map if the dimension are 10×10 or smaller. Occasional orphan tiles appear and the algorithm doesn't try too hard to find tiles that match - if it can't find something that connects on two sides after 500 iterations of random tile and direction, it fills in a blank. NewsletterContent - Only available in the Battlestations Newsletter.

New and Alternate Modules

[Alternate Modules and new modules](#) have been moved to a new page (taking up too much space here).

Includes **The Temple of Moss** and **Event Horizon**, Pax Galacticum missions and **The Hive**, a mission from the main rule book.

New - Stone Block module and **Zoo Freighter** modules for Pirates of Trundlia missions.

My Campaigns

- [New Campaign](#) for the [new table](#) :)
- [Old Campaign](#)

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

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