

Star Control Ship Quick-Reference Sheet Pt. II

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Updated on Jan 21, 2004

This walkthrough was originally written for Star Control on the GENESIS, but the walkthrough is still applicable to the PC version of the game.

UR-QUAN HIERARCHY (UQH)		ALLIANCE OF FREE STARS (AFS)	
UR-QUAN DREADNOUGHT	Cost: 30	CHENJESU BROODHOME	Cost: 26
Tactical: Powerful weapon. Decent Refuel time. Fighters will not maneuver around planets or asteroids.		Tactical: Slow-turning. Crystal bomb travels until B button is released. Can have 4 DOGIs deployed at one time.	
Strategic: Can destroy fortifications on its own, without Besieging.		Strategic: No special advantages or disadvantages.	
MYCON PODSHIP	Cost: 23	YEHAAT TERMINATOR	Cost: 23
Tactical: Slow-turning. Plasmoids use half maximum fuel to fire, and weaken over distance or if hit by enemy fire.		Tactical: Good speed, weapon. Shield resists all but VUX, Chenjesu, Syreen, Shofixti C weapons, and planet impact.	
Strategic: Will regenerate all crew after emerging from combat.		Strategic: No special advantages or disadvantages.	
SPATHI DISCRIMINATOR	Cost: 18	MMRNMHRM X-FORM	Cost: 19
Tactical: Large crew. Very fast and maneuverable. Medium-range fore and aft weapons. Very low Refuel rate.		Tactical: First Form: Low thrust, fast turn, fast refuel, short-range weapon. Second Form inverts traits of First.	
Strategic: No special advantages or disadvantages.		Strategic: No special advantages or disadvantages.	
ANDROSYNTH GUARDIAN	Cost: 15	ARILLOULALEELAY SKIFF	Cost: 16
Tactical: Bubbles home erratically. In comet mode, it is very fast and can damage enemy ships by ramming them.		Tactical: Quick, inertialess motion. Unaffected by planet's gravity. Laser is rapid-fire but low range and power.	
Strategic: No special advantages or disadvantages.		Strategic: Is not slowed or stopped by enemy fortifications.	
VUX INTRUDER	Cost: 12	SYREEN PENETRATOR	Cost: 12
Tactical: Always enters a combat zone close to enemy ship. Limpet parasites lower enemy's thrust and turn ability.		Tactical: Good speed. Maneuverable. Can pull all but last crew from enemy. Crew in space lasts several seconds.	
Strategic: No special advantages or disadvantages.		Strategic: Can Recruit crew only by attacking enemy colonies.	
ILWRATH AVENGER	Cost: 10	EARTHLING CRUSIER	Cost: 9

Tactical: Unusually fast refuel rate. | Tactical: Low thrust but fast turning.
Cloak hides bearing more than location | Laser has a short range, but will fire
or speed. Firing deactivates cloak. | on every object within that range.

Strategic: No special advantages or | Strategic: No special advantages or
disadvantages. | disadvantages.

UMGAH DRONE Cost: 7 | SHOFIXTI SCOUT Cost: 5

Tactical: Extreme speed in reverse. | Tactical: Quick, agile. Weak weapon.
Instant total refuel every 10 seconds, | Self-destructing can damage or destroy
but timer resets if B or C is pressed. | an enemy ship at close range.

Strategic: No special advantages or | Strategic: No special advantages or
disadvantages. | disadvantages.

Cluster: Blue star=?, Green=Life, Red=Mineral, White=Dead. Amber=UQH, Blue=AFS

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