

# Star Control Ship Quick-Reference Sheet Pt. I

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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	Crew @@@@@@@@@@	CHENJESU BROODHOME	Crew @@@@@@@@@@.
Cost: 30	Fuel @@@@@@@@@@	Cost: 26	Fuel @@@@@@...
	Refuel @@@@@@@@@@.		Refuel @@@@@@...
A: Forward thrust	Thrust @@@@.....	A: Forward thrust	Thrust @@@.....
B: Fire fusion bolt (forward, linear)	Turn @@@@..... Speed @@@@@@.....	B: Fire/explode bomb (forward/radial)	Turn @@@..... Speed @@@@@@.....
C: Launch 2 crew in fighters (homing)	Range @@@@@@@@@@ Damage @@@@@@@@@@	C: Launch DOGI (aft, homing)	Range @@@@@@@@@@ Damage @@@@@@@@@@..
MYCON PODSHIP	Crew @@@@.....	YEHAT TERMINATOR	Crew @@@@.....
Cost: 23	Fuel @@@@@@@@@@.	Cost: 23	Fuel @@@@.....
	Refuel @@@@@@@@@@..		Refuel @@@@@@@@@@..
A: Forward thrust	Thrust @@@@.....	A: Forward thrust	Thrust @@@@@@.....
B: Launch plasmoid (forward, homing)	Turn @@..... Speed @@@@@@.....	B: Fire twin shots (forward, linear)	Turn @@@@@@@@@@.. Speed @@@@@@.....
C: Regenerate 4 crew (uses all fuel)	Range @@@@@@@@@@. Damage @oooooooo	C: Activate shield (surrounding)	Range @@@@@@..... Damage @@@@@@@@@@..
SPATHI DISCRIMINATOR	Crew @@@@@@...	MMRNMHRM X-FORM	Crew @@@@.....
Cost: 18	Fuel @@.....	Cost: 19	Fuel @@.....
	Refuel @.....		Refuel @@@@@@ooo.
A: Forward thrust	Thrust @@@@@@@@@@.	A: Forward thrust	Thrust @@@@.....
B: Rapid-fire shots (forward, linear)	Turn @@@@@@@@@@.   Speed @@@@@@@@@@	B: Lasers (forward)/ Missiles (homing)	Turn @oooooooo. Speed @oooooooo
C: Launch torpedo (aft, homing)	Range @@@@@@...   Damage @@.....	C: Change ship form (uses all fuel)	Range @oooooooo Damage @@oooo...
ANDROSYNTH GUARDIAN	Crew @@@@.....	ARILLOULALEELAY SKIFF	Crew @.....
Cost: 15	Fuel @@@@@@.....	Cost: 16	Fuel @@@@.....
	Refuel @@@@.....		Refuel @@@@@@.....
A: Forward thrust	Thrust @@@@@@oooo	A: Forward thrust	Thrust @@@@@@@@@@
B: Release acid bubbles (homing)	Turn @@@@oooooo   Speed @@@ooooooo	B: Fire auto-aiming laser (homing)	Turn @@@@@@@@@@ Speed @@@@@@@@@@.
C: Engage comet mode (uses all fuel)	Range @@@@@@...   Damage @@@@.....	C: Hyperjump to random location	Range @@..... Damage @.....
VUX INTRUDER	Crew @@@@@@...	SYREEN PENETRATOR	Crew @@@oooooo
Cost: 12	Fuel @@@@@@@@@@	Cost: 12	Fuel @@@.....
	Refuel @@@@@@...		Refuel @@@@.....
A: Forward thrust	Thrust @@.....	A: Forward thrust	Thrust @@@@@@@@@@.
B: Fire laser (forward, linear)	Turn @.....   Speed @.....	B: Particle weapon (forward, linear)	Turn @@@@@@... Speed @@@@@@...
C: Launch limpet parasite (homing)	Range @@@@...   Damage @@@@@@@@@@.	C: Summon enemy crew (short range)	Range @@@@@@... Damage @@.....
ILWRATH AVENGER	Crew @@@@.....	EARTHLING CRUSIER	Crew @@@@@@.....

Cost: 10	Fuel @@@.....	Cost: 9	Fuel @@@@@.....
	Refuel @@@@@.....		Refuel @@@.....
A: Forward thrust	Thrust @@@@@@.	A: Forward thrust	Thrust @@.....
B: Fire flame blast	Turn @@@@@@..	B: Launch missile	Turn @@@@@@.
(forward, linear)	Speed @@@@.....	(forward, homing)	Speed @@@@.....
C: Toggle cloaking	Range @@@.....	C: Point-defense	Range @@@@@@.
device on/off	Damage @@@@@.....	laser(s) (homing)	Damage @@@@.....

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UMGAH DRONE	Crew @@.....	SHOFIXTI SCOUT	Crew @.....
Cost: 7	Fuel @@@@@@..	Cost: 5	Fuel @@.....
	Refuel @@@@@@..		Refuel @@@@.....
A: Forward thrust	Thrust @@@@@@..	A: Forward thrust	Thrust @@@@@@.
B: Engage antimatter	Turn @@@@@@..	B: Fire energy dart	Turn @@@@@@.
cone (forward)	Speed @.....	(forward, linear)	Speed @@@@@@.
C: Inertialess	Range @@.....	C: (3 times) Trigger	Range @@@@@@..
reverse jump	Damage @@@@.....	self-destruct	Damage @.....

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

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