

STAR CONTROL™



ALIEN & STARSHIP SPECIFICATIONS

STAR CONTROL



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THE HIERARCHY

RACE: UR-QUAN

The Ur-Quan race appears to be the oldest in known space. Ur-Quans are a slaving race with a rigid social order. Physically, the Ur-Quan resembles a huge predatory caterpillar. A fully-grown Ur-Quan is formed of a segmented body-tube ten meters long and two meters in diameter.

The Ur-Quan Dreadnought

Description: The Ur-Quan Dreadnought is the single most devastating ship in known space. Alternately termed "Planetary Siege Unit", a single specimen of this feared ship has succeeded in subduing and enslaving entire worlds. A sole Ur-Quan commands each Dreadnought, manipulating heterogeneous crews assembled from the Hierarchy's slave races.

Ship features: The Dreadnought can launch a small squadron of self-motivated fighters, which systematically seek out enemy vessels and autonomously fire short-range lasers. These special fighters are of limited range, however, and must return to the mother ship after each sortie. Left in space, they expire.

Weaponry: The central Dreadnought weapon is a long-range fusion bolt of immense destructive capability. Smaller ships may fall to a single well-aimed bolt.

Primary flaw: The Dreadnought's chief liability is its mediocre turning speed....a chink, not a fatal flaw, in its awesome armor.

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RACE: MYCON

The Mycons are intelligent fungus beings possessing an obscure set of behavioral aesthetics and motivated by unknown factors. Mycons reproduce by belching clouds of minute spore particles into the atmosphere.

The Mycon Podship

Ship features: Deadly at close range. Mycons have the ability to regenerate their own crew.

Weaponry: Podships rely upon a tracking Plasmoid, a ball of coalesced energy which uses a highly-developed tracking system to lock on to, and home in on, a target.

Primary flaws: The Mycon plasmoid is diffused as it travels longer distances; podship must have full power to begin regenerating a crew. The faster Alliance ships should have little trouble avoiding the Mycons plasmoid except at close range.

RACE: SPATHI

The Spathi is an odd creature, resembling a panicked mollusk. These naked space clams have leathery skin, and a slimy interior which is known to ooze through their pores when a Spathi is alarmed (a frequent occurrence).

The Spathi Discriminator

Ship features: The Discriminator is designed with fear in mind — Spathi fear, that is. The vessel is heavily-armored, and built to decoy enemy fire away from the crew sections.



"Removing VUX Limpets After a Battle"

Nonetheless, the Discriminator is fast and agile, a characteristic which led one Earthling crew to nickname the craft the "space jitterbug." Discriminators dodge most enemy weapons.

Weaponry: The Spathi crew fires a small missile when flying towards an opponent. The Discriminator preference is the worthy B.U.T.T. (Backwards Utilizing Tracking Torpedo), a powerful missile that fires directly backwards.

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RACE: ANDROSYNTH

Androsynths are a renegade group of humanoid clones which have been a thorn in the side of Star Control since their creche birth and subsequent "emigration".

The Androsynth Guardian

Ship features: Ship can collapse into a solid ball, simultaneously engaging a set of powerful thrusters. Vessel then hurls itself at an enemy at terrifying speeds, causing enormous damage if impact occurs. An Androsynth vessel in this T "comet" form carrying full fuel can hold out its curled shape for a substantial period of time. A Guardian low on fuel returns to its normal shape more quickly.

Weaponry: Molecular acid-based blob which follows an erratic homing pattern to an enemy vessel. Released in multiples, the chaotic tracking path baffles opponents' defensive measures.

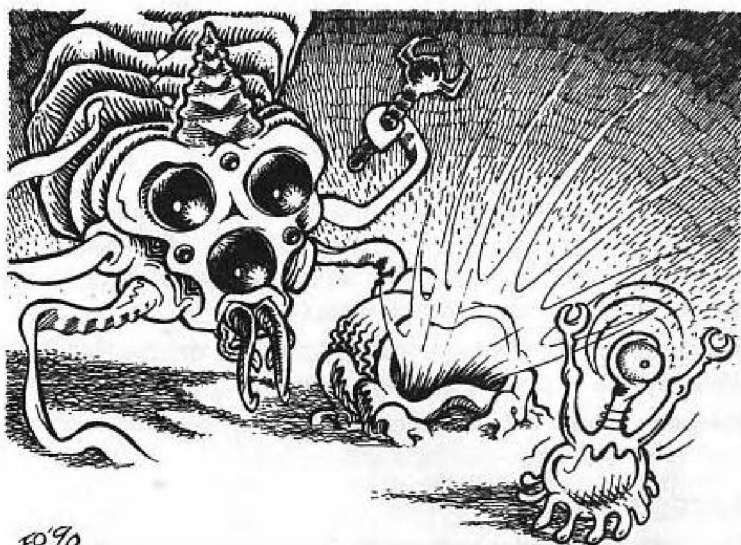
Primary flaw: Slothful speed in normal configuration. The ship cannot easily escape a fleet pursuer.

RACE: VUX (Very Ugly Xeniform)

The VUX is a bipedal assemblage of an octopus and a slug, and has inherited the least appealing features of both. With its single, unblinking eye, the VUX is sensitive to wide-spectrum EMR, and well-adapted to the low-light environment of its home world.

The VUX Intruder

Ship features: The craft's stasis-pulse battery, with its enormous capacity, powers the ships primary weapon, the optical laser. The Intruders are capable of appearing



EO 90

"Ur-Quan Giving Orders to Spathi"

in Truespace adjacent to any enemy vessel. That, along with the VUX's exceptional navigational ability, make a sneak attack a favorite tactic.

Weaponry: The VUX intruder carries a sole, monstrous optical laser that burns through several meters of duralloy in a matter of seconds. An offensive weapon called the "Limpet" launches inside a protective cocoon and automatically targets an enemy vessel. Upon nearing a target, the cocoon cracks, releasing the limpet to clamp down upon the enemy vessel's hull, decreasing the starships maneuverability. The limpet can only be removed after battle.

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RACE: ILWRATH

This Hierarchy race epitomizes evil as defined by humans. The Ilwrath are spiderlike creatures committed to an absolute religion of war and deceit.

The Ilwrath Avenger

Ship features: Effortless maneuvering; a unique cloaking power rendering the ship invisible. Combined with aggressive instincts, this stealth capability makes the Avenger the ideal attack weapon.

Weaponry: The Avenger relies upon the deadly HellFire Blast, which is potent at short range.

Primary flaw: The Avenger's maximum speed doesn't match that of the Alliance's best ships.

RACE: UMGAH

The Umgah are blobbish creatures consisting of three main body parts: mouths, eyes, and tentacles.

The Umgah Drone

Description: The Drone is a stubby, small, scant ship originally used for mining, primarily for the destroying of potentially dangerous asteroids.

Weaponry: The Umgah fly an anti-matter cone whose profile, when analyzed, projects forward. The Drone's anti-matter cone can be maintained indefinitely without loss of power.

Miscellaneous: The Drone has a phenomenal retro-propulsion system which hurls the ship backwards with terrific force, endangering any enemy vessel sucked into the anti-matter cone.

Primary flaw: The retro-propulsion drains great amounts of energy.



THE ALLIANCE

RACE: CHENJESU

The Chenjesu are the most potent of the Alliance races. Crystalline in substance, existing on electric energy, they control both electrical and crystalline life forms.

The Chenjesu Broodhome

Ship features: The warship carries a sizable crew which manufactures D.O.G.I.'s (see Ship weapons). The Ship also carries a plentiful supply of fuel.

Weaponry: The Broodhome fires a large crystal missile which inflicts severe damage upon a direct hit. The Chenjesu can also fragment the crystal explosively over a large area. These fragment shards cause less damage. The warship also fires D.O.G.I.'s, which home in on a target and endeavor to steal its energy by sucking it out through the hull.

Primary flaw: Maneuverability is limited.

RACE: YEHAH

The Yehat were originally arboreal creatures, and operate out of energized nebula which Dreadnoughts have rarely entered.

The Yehat Terminator

Description: A strange, darting ship which carries a high-energy force shield to provide immunity against enemy attack. The shield derives from the race's electro-nebular origins.

Weaponry: Pulse cannon which releases twin energy missiles.

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Primary flaw: When the force shield is activated, it reduces the firing rate of the pulse cannon.

RACE: MMRNMHRM

A robotic race whose evolution may have its genesis in ancient Precursor history.

The Mmrnmhrm X-Form

Ship features: The "X-Form" appears in one of two guises: a blocky, slow vessel which fires twin lasers, and a quick, fighter-profile form which tries to counter Hierarchy weapons with a long-range missile launcher.

RACE: ARILOULALEELAY

The Ariloulaleelay are mischievous and mysterious creatures.

The Ariloulaleelay Skiff

Ship features: A small vessel with respectable turning speed, the Skiff achieves instantaneous maximum velocity and can stop just as quickly.

Weaponry: The Arilou ships fire short-range auto-aiming lasers, and can teleport out of danger. The resulting hyper-jump whisks a threatened Skiff to a random location, hopefully out of contact with an enemy. Occasionally, the hyper-jumps result in the spectacle of a Skiff's instant destruction upon collision with an unexpected astral body.

RACE: SYREEN

This race of humanoid females lacks a home world and resorts to the cultivation of garden-like starbases scattered throughout space. Since Syreens are barred from recruiting from Alliance colonies, they resort to seizing "volunteers" from colony worlds which they conquer.



"Syreen with Hypnotized Crew"

The Syreen Penetrator

Weaponry: Although the Penetrator fires a puny missile, it carries a full complement of wily Syreens; as it prefers the Syreen Song as a weapon. A Penetrator's Captain activates the Song at close range, setting up a hypnosis field designed to lure enemy crew from their ships via airlocks. When successful, this nefarious ploy depletes nearly all an enemy's crew.

RACE: EARTHLING

Earthlings are erect hominids who until recently believed themselves to be technologically advanced. In fact, the human race is mired in the mentality and tools of the early post-Atomic age.

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The Earthling Cruiser

Description: A ponderous vessel, the Cruiser operates under the direct control of Star Control, Earth's military defense organization.

Weaponry: Long-range homing tactical nuclear weapons; Point Defense Laser, which auto-targets incoming missiles at short range.

Primary flaw: Powered by primitive strap-on boosters, the Cruisers are very slow and vulnerable.

RACE: SHOFIXTI

This primitive species of marsupial samurais has been raised from the bottom by Yehat tutoring, and practice Yehat Ancestor Worship. The Yehats have transmitted some basic technologies to the Shofixti, enough to make them worthy of Alliance membership.

The Shofixti Scout

Description: A tiny vessel which, when faced with failure, will activate a "Glory" self-destruct weapon which may destroy an enemy vessel when activated at close range.

Weaponry: Besides the "Glory", the Scouts fire an energy dart which is capable of inflicting minor damage at a reasonable range.

