











Races

Name	Target #	Base Hit Points	# of Hands	Move	Alien Ability
 Canosian	7	6	infinite	3+2	Tumble. Canosians get a bonus 'move' action every phase.
 Fungaloid	9	9	2	2+2	Regenerate. Heal 1D6 hit points at the end of the Round.
 Human	8	4	2	3+2	Willpower. Humans may reroll both professional skill check dice (as opposed to only one).
 Meeks	8	5	2	4+2	Claws. Meeks get a free melee attack each phase in addition to any other action. This attack deals 1d6 of damage. It may also be used for free attacks when an enemy enters the space of a meek.
 Silicoid	7	8	1	3+2	Rocky. Reduce all damage sustained by the roll of a d6. Bonus Alien Ability: Strong. Add +1 to melee weapon damage, and +10 to Carry capacity.
 Tentac	9	5	infinite	4+2	Resilient. Tentacs may elect to reroll incoming damage inflicted upon them.

Name	Target #	Base Hit Points	# of Hands	Move	Alien Ability
 Trundlian	8	0-8	0-8	0-8 +2	Versatile. Trundlians may elect to reroll professional rerolls if they were a "1". Bonus Alien Ability: Base hit points, Hands, Move? . Base hit points, hands and move may be reallocated as an action. The sum of the three variables must equal 8. No variable may be lower than 0.
 Whistler	6	7	4	3+2	Puff. One free Jet-Move during their move action.
 Xeloxian	8	4	6-0	0-6 +2	Fistwalk. Xeloxians may use their empty hands to increase their Move. Bonus Alien Ability: Aggressive. +1 damage inflicted with all personal weapons.
 Zoallan	9	3	3	5+2	Carapace. -2 to all incoming damage.

Note: Whistlers are from the Galactic Civil War expansion. Fungaloids are from the Pax Galacticum expansion. Trundlians are from the Pirates of Trundlia expansion. Meeks are from the Battlestations website. [U.R.E.F. Starbase Minnesota](http://U.R.E.F.StarbaseMinnesota.com) has more on the Meeks and their ship layouts.

+2 move is from version 1.1 of the rules. Also note - no diagonal moves in version 1.1

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