Non-Combat Abilities

Ability Name	Eligible?	CP Cost	EP	Maint	Basic Description
Inefficient	Ships, Flights, Bases	0	-1	0	More dependent on supply.
Atmospheric	Ships	0	0	+1	Can be built without shipyards.
Auto-Repair	Ships, Bases	1	+1	+1	Can repair without supply ship or shipyard.
Blockade Runner	Ships	0	+1	0	May avoid scenarios.
Diplomatic	Ships	0	+1	0	Can maintain contacts, negotiate with neutral.
Explorer	Ships	0	0	+1	Can explore jump lanes. Less dependent on supply.
Fast	Ships	0	0	+1	Can move three jumps per turn.
Mobile Shipyard	Ships, Bases	2 per point	+1	+1	Can act as a shipyard, 1 EP construction per point.
Police	Ships	0	0	+1	Counts as double for raider risk.
Siege	Ships	0	+1	0	Doubled effect in blockades.
Slow	Ships	0	-1	0	Can move only one jump.
Stealth	Ships, Flights	1 per point	+1	0	Undetected presence and movement. Grants First Strike.
Strikefighter	Flights	0	+1	0	Can move one jump temporarily.
Supply	Flights, Ships, Bases	2 per point.	+1	0	Can extend supply one jump per point. Can conduct field repairs.
Supply Depot	Bases	10	+1	+1	Acts as a supply depot.
Towing	Ships	1 per point	+1	0	For each point, allows 1 crippled ship to move as if slow.

Ground combat related abilities

Ability Name	Eligible?	CP Cost	EP	Maint	Basic Description
Assault	Ships	1 per point	+1	0	Each point allows carrying 1 EP of ground troops.
Gunship	Ships, Fighters	0	0	+1	Ship doubles its value for orbital bombardment.
Hospital	Ships, fighters	1 per point	+1	0	Heals ground troop ATR.
Mass Driver	Ships	4	+1	+1	Special bombardment attack.
Marines	Ground	0	0	+1	No penalty attacking from orbit.
Peacekeeper	Ground	0	+1	0	Counts double for planetary morale.
Mercenary	Ground	0	0	-1	Chance of defection in combat.
Artillery	Ground	2	+1	+1	If not using ATK, can inflict DX ATR.
Anti-Air	Ground	1	+1	+1	Uses ATK+DX against flights.
Armored	Ground	1	+1	0	Lowers enemy ATK.
Mobile	Ground	1	0	+1	Choose a flexible bonus each round.
Shock	Ground	1	+1	0	Lowers enemy DEF.

Combat Abilities, non-manipulation

Ability Name	Eligible?	CP Cost	EP	Maint	Basic Description
Boarding	Ships, Flights	1 per point	+1	0	Gets extra directed damage.
Carrier	Ships, Bases	0	0	+1	Task force gets fighter mission CR.

Command	Ships, Bases	2	0	+1	Task force gets +1 CR.
First Strike	Ships	2	0	+1	Ship doubles its AS, AF value on the first round of a combat scenario.
Interdictor	Ships	0	1	0	Opponent cannot issue any retreat missions.
Minelayer	Ships	1 per point	+1	0	May deploy 2 minefields per point in combat or per turn in systems for defensive scenarios.
Minesweeper	Ships	1 per point	+1	0	Gains 1 free directed damage per point, may only be used against mines.
Missile	Ships, Bases, Flights	0	0	+1	May gain boosts from a number of ordnance packages equal to CC.
Proximity	Mines	0	+1	+1	Mine damage is free, directed.
Trade	Ships	2	0	+1	When in a system with your trade convoy, doesn't count against maintenance limits. Easier to include in scenarios against raiders.
Tender	Ships, Bases	2 per point	+1	+1	For each point, a CT may be included in Task Force at no CR cost.
Shields	Ships, Flights, Bases, Mines	0	+1	0	Formation bonus of +1.
Suicide / Kamakazi	Ships	0	0	+1	Enhanced effect of ramming, suicide attacks.

Combat abilities, manipulation

Ability	Eligible?	CP Cost	EP	Maint	Basic Description
Scout	Ships, Flights, Bases	2	+1	+1	Can substitute for any mission on this table, and to exclude or include ships. Detects cloaked ships.
Jammer	Ships, Bases, Flights, Mines	1 per point.	+1	0	Can negate scout functions.
Disruptor	Ships, Flights, Bases,	1 per point	+1	0	Lowers formation level of enemy ships. Number of points needed = ships CC.
Defender	Ships, Flights, Bases,	1 per point	+1	0	Increases formation level of friendly ship. Number of points needed = ships CC.
Coordinator	Ships, Flights, Bases	1 per point	+1	0	Increases AS/AF of a friendly ship +50%. Number of points needed = ships CC.
Suppressor	Ships, Flights, Bases	1 per point	+1	0	Reduces AS/AF of an enemy ship -50%. Number of points needed = ships CC.