

Ability	Available To?	Ability Family	CP	EP	Maint	Effects
Assault	Ship	Ground Attack	0	0	1	This ship may embark ground units using its CV.
Gunship	Ship, Flight	Ground Attack	1	1	0	Ship doubles its AS value for engaging in orbital bombardment.
Hospital	Ship	Ground Attack	0	0	1	Ship allows player to pay to repair ground units with CC equal to the ship's CC at the end of the turn.
Support	Ground	Ground Combat	0	1	1	May act in Support missions without taking penalties to AS, AF.
Recon	Ground	Ground Combat	CC	1	0	Adds to Ground Readiness rolls.
Shock	Ground	Ground Combat	0	1	1	May participate in Shock missions without taking penalties to AS, AF.
Medical	Ground	Ground Combat	0	0	1	Allows player to pay to repair other ground units with CC equal to its CC each turn.
Marines	Ground	Ground Combat	0	1	1	May ignore the penalties for orbital landings.
Peacekeepers	Ground	Ground Combat	0	0	1	Counts as two units for the purposes of planetary morale checks.
Supply	Ship, Flight, Base	Strategic	CC	1	1	Extends supply lines equal to its CC. May field repair friendly ships for EP equal to its CC.
Towing	Ship	Strategic	0	1	1	This ship can restore strategic movement to its own CC worth of crippled ship's CC.
Strike	Fighters	Strategic	0	1	0	May move independent of a carrier like a Slow ship during movement phase. Automatically returns to a system with enough basing capacity during Construction phase, destroyed if no such system exists.
Siege	Ship	Strategic	0	0	1	Ship doubles its value for blockading enemy systems.
Blockade Runner	Ship	Strategic	0	0	1	Ship may freely move out of blockaded systems.
Slow	Ship	Strategic	0	-1	0	Ship may only move one jump per turn, and may not move across Restricted lanes
Fast	Ship	Strategic	0	1	0	Ship may move one additional time per turn.
Police	Ship	Strategic	0	0	1	Ship counts for 10% in reducing raid chances in a system rather than 5%.
Non-Atmospheric	Fighter	Strategic	0	-1	0	This flight cannot be constructed with planetary construction capacity.
Atmospheric	Ship	Strategic	0	1	0	Ship can be built or repaired with planetary, not orbital construction capacity. Escorts only.
Auto-Repair	Ship	Strategic	0	1	1	Ship may be repaired without Supply or available construction capacity. EP still needed.
Supply Dependent	Ship	Strategic	0	-1	0	Out of supply penalties are doubled for this ship.
Stealth	Ship	Tactical	CC	0	1	This ship benefits from the Stealth special rules.
Scout	Ship, Flight, Base	Tactical	CC	1	1	Benefits from Scout special rules, providing points equal to its CC.
Jammer	Ship, Base	Tactical	1/2CC	1	0	Eliminates enemy Scout points equal to its CC.
Fire Control	Ship, Base, Flight	Tactical	1/2CC	1	0	Can double its CC of ships AS/AF values.
Suppression	Ship, Base, Flight	Tactical	1/2CC	1	0	Can halve its CC of ships AS/AF values.
Guardian	Ship, Base, Flight	Tactical	1/2CC	1	0	Can add Defense Levels to a CC value of ships equal to its CC.
Disruptor	Ship, Base, Flight	Tactical	1/2CC	1	0	Can remove Defense Levels from a CC value of ships equal to its CC.

Modular	Ship, Base, Flight	Tactical	CC	1	1	Ship may add one of the following at the beginning of each combat per 1 CC: AS, AF, DV, CR. For 2 CC, it may instead add Disruptor, Guardian, Suppression, or Fire Support. Thus a 4 CC ship could add +2 Guardian, a 3 CC ship could add +1 Guardian, +1 AS.
Command	Ship	Tactical	1/2CC	0	1	When this ship is present in a task force, it adds its CC/2 to the maximum CC of the task force
Tender (X)	Ship	Tactical	1/2CC	0	1	Task force may always include X additional Corvette class ships, regardless of CR limit.
Swarm	Ship	Tactical	0	0	1	This ship costs 1/2 of its normal command cost to include in a fleet.
Carrier	Ship, Base	Tactical	1/2CC	0	1	Adds to Fighter Readiness rolls based on its CC.
Shields	Ship	Tactical	1	1	0	Ship always counts its defense level as one higher than it actually is.
Armored	Ship, Base, Mine, Fighter	Tactical	1	0	1	Ship always counts its defense level as one higher than it actually is.
Q-Ship	Ship	Tactical	0	1	0	May be included in Raider scenarios without counting against CR cost of task force.
Minelayer (X)	Ship	Tactical	0	1	1	May carry and deploy mines using its CV value.
Minesweeper (X)	Ship	Tactical	1/2CC	0	1	Ship gains its CC in directed damage to use against mines once in each battle at no additional cost.