

CSCR UNIT SPECIAL ABILITIES

Author's Note: These are a compilation of all of the special abilities (plus some!) that have found their way into our playtest games. This list of traits will hopefully assist CMs in designing their players' forces.

Terms Note: A maintenance division is the number of ships the maintenance cost of unit covers. A Light Cruiser with a maintenance cost of 2/4 has a maintenance division of 4.

Assault

Assault ships are of large importance in planetary invasions. As detailed in x.x Ground Combat, Assault ships are required to assist in the deployment of non-Marine ground units from Transport Fleets. Additionally, Assault ships can carry one ground unit per maintenance division (or, in the case of Marines, two ground units).

Flight units noted as having Assault capabilities are capable of transporting ground units and assisting in ground battles. These flights can carry one Marine unit (but no other ground unit type) per maintenance division.

Economic Cost: +1

Maintenance Cost: n/a

Ballistic

Ballistic units are equipped with a preponderance of ammunition-intensive weaponry. Although quite effective in combat, ballistic units are also more costly to build and maintain. All ballistic ships get the combat benefits detailed in CG 3.6.3.12 Fire Phase One and may make use of x.x Ballistic Packages.

Economic Cost: +1

Maintenance Cost: +1

Blockade Runner

Blockade runners are units specially designed for breaking through or into planetary blockades. Traditionally relying on speed and maneuverability to ensure their safety, blockade runners have a better chance of running a blockade.

Blockade runners gain a special -4 modifier to scenario length for purposes of their involvement in the scenario only. The modifier does not affect any other units in the scenario. Once the blockade runners' modified scenario length is met, they disengage from the scenario and are considered to have either successfully broke out from a blockade or else ran the blockade and reached the blockaded system or planet.

Economic Cost: n/a

Maintenance Cost: n/a

Carrier

Any ship with a basing capacity greater than half their defense value is considered a carrier. Carriers are almost completely dedicated to carrier operations, utilizing large numbers of support crew and equipment in order to ensure smooth carrier operations. This equates to a higher than normal maintenance expense.

Economic Cost: +1

Maintenance Cost: +1 per 4 flights based

Cloak

Special cloaking devices, referred to simply as cloaks, are used to mask the presence of a vessel. Cloaks are highly refined versions of traditional Stealth technology, and as a result ships with the Cloak attribute are considered to be Stealthy for purposes of secret fleet movements.

Any ship or flight equipped with a cloak may decide during the combat turn whether or not they wish to engage their cloak. While cloaked, a ship receives has its formation bonus and defense value (DV) increased by 1, but all combat factors are halved (rounding down). Flights receive the same defense advantages of ships while cloaked, but flight may NOT fire while cloaked. When not fully engaged, cloak capable units receive a +1 to their combat factors, representing the crafts' ability to get the drop on their adversaries.

Once a ship has been crippled it can no longer operate its cloaking device for the rest of the scenario.

Certain ships may possess more advanced cloaking technology. This is represented by the addition of a parenthetical value after the unit's "Cloak" designation. For each level above "1" (the basic cloak), the following benefits apply: +1 DV bonus when cloaked; and an additional +1 to combat factors when not cloaked. Advanced cloaks are extremely rare, and a CM should think twice before implementing them.

Economic Cost: +1

Maintenance Cost: +1

Command

Command units are designed specifically to lead fleets into battle. Command units have expanded fleet command and control abilities, including dedicated flag bridges from which an admiral can direct the battle. Command units increase their base Command Rating (CR) by 10% (minimum 1).

Economic Cost: +1

Maintenance Cost: n/a

Command Post (Bases Only)

Some bases are so large and grandiose that their presence in a star system is enough to keep the population's Morale from dropping to zero. These command posts usually serve as military logistics linchpins of great importance, usually erected at sector capitals throughout an empire. As long as a command post exists in a star system, the system's Morale (as well as the Morale of all colonies in the system) cannot drop below 1.

Economic Cost: +2

Maintenance Cost: +1

Diplomatic

Diplomatic couriers are special ships that can assist in bridging the political and cultural gap between alien species. Such couriers ferry important dignitaries into foreign space so that they can meet face-to-face and discuss important matters of the day.

If a diplomatic courier ship is operating in an enemy empire, the player will receive a bonus to treaty rolls equal to the foreign system's Census. Only one diplomatic vessel operating in a foreign empire can provide any benefit.

Economic Cost: n/a

Maintenance Cost: n/a

Direct Assault

Unlike assault units, *direct assault* units (breaching pods, boarding craft, etc.) deposit their marines directly to the enemy ship in an attempt to capture the ship. Treat direct assault ships as breaching pods (see x.x. Boarding) for purposes of performing boarding operations.

Direct assault ships are rated as to their boarding capabilities. Unless otherwise noted, a normal "Direct Assault" unit provides one (1) free point of attrition damage per turn towards boarding operations. However, more capable direct assault craft exist. If the "Direct Assault"

notation is followed by a parenthetical value (ex: "Direct Assault (3)"), then the amount of free directed attrition damage generated by the ship is equal to this value.

Economic Cost: n/a

Maintenance Cost: +1

Basic Breaching Pod: Cost 1/6, Maint: 1/6, 1 DV, 0 AS, 0 AF, Direct Assault

Basic Boarding Ship: Cost 2/6, Maint: 2/6, 2 DV, 1 AS, 2 AF, 2 CR, 1 CC, 0 BS, Direct

Explorer

Some dedicated exploration vessels may be labeled as *Explorer* units. Explorers gain the listed bonus to their available scout functions for purposes of exploration only. These scout functions have no effect in combat situations.

Economic Cost: +1

Maintenance Cost: +1 per scout function

Guardian

Guardian units provide intrinsic support to any squadrons of which they are a part. These ships are equipped with above average defenses and use them to defend themselves or other friendly units. A Guardian unit can increase the formation bonus of one unit in their squadron by 1 simply by being a part of the squadron.

Economic Cost: +1

Maintenance Cost: +2

Gunship

The overpowered behemoths of their respective space navies, *gunships* are designed principally for providing orbital bombardment support in military campaigns. Gunships gain a bonus to bombardment, as detailed in X.X. Orbital Bombardment.

Economic Cost: n/a

Maintenance Cost: +1

Hospital Ship

Hospital ships provide emergency medical assistance to planets and systems that have been struck by disaster. Whether it be a plague or orbital bombardment, hospital ships can provide immediate relief for the survivors. Along with medical equipment and personnel, hospital ships almost always contain forward observers that monitor humanitarian conditions at endangered colonies.

If a hospital ship moves into a system that has a Morale of 0, it can use its supplies to temporarily increase the Morale to 1 for a single turn. After that turn the hospital ship is considered 'used,' much in the same way a supply ship is considered used after resupplying friendly units. If the hospital ship remains in supply, it can keep the system Morale at 1 indefinitely, staving off complete chaos.

In addition to its normal Morale benefits, hospital ships are also effective at countering local disease outbreaks. If such an outbreak occurs in your campaign, each hospital ship kept in supply at the location will generate an amount of tech investment per turn equal to the system Census towards developing a cure for the disease.

Economic Cost: n/a

Maintenance Cost: n/a

Hybrid

Hybrid units are those that are a synthesis of two or more disparate alien technological capabilities. Such alien fusions are often extremely powerful warships, literally the best of both worlds wrapped into a single package.

Economic Cost: Varies (usually +2)

Maintenance Cost: Varies (usually +1)

Identify Friend-or-Foe Enhancement (Mines Only)

Mines equipped with the Identify Friend-or-Foe (IFF) enhancement are capable of differentiating between known friendly and hostile targets. This makes mine warfare more conducive to the defender, and all combat penalties normally associated with having IFF-equipped mines in the squadron are ignored.

Economic Cost: 2x Mine Cost

Maintenance Cost: 2x Mine Maintenance

Listening Post (Bases Only)

Those bases considered listening posts are adept at alerting local authorities to incoming threat forces. Listening posts generate one (1) point of free Intel per turn that can be used for purposes of in-system scenarios only. By providing bonuses to surprise rolls and other combat operations, listening posts can be very beneficial fleet assets.

Economic Cost: n/a

Maintenance Cost: n/a

Minesweeper

Some units are particularly effective at sweeping enemy minefields. These ships use specialty weaponry or electronics packages to detect, target, and destroy enemy mines. Each minesweeper provides a number of free directed damage points equal to its minesweeper rating (displayed in parenthetical form after the minesweeper designation) each combat turn that can be used to target and destroy enemy mines.

Economic Cost: n/a

Maintenance Cost: n/a

Mine Controller

Certain ships and bases are equipped with *mine controllers*, special units that allow the vessel to directly control mines in fixed defense scenarios. Each mine controller purchased allows the ship to command a number of additional mines equal to half its command rating above and beyond the normal one-third fixed defense limit imposed by X.X. Bases/Mines/Whatever.

Mobile units equipped with mine controllers are commonly referred to as minelayers.

Economic Cost: +1

Maintenance Cost: n/a

Mobile Construction

Vessels of this type are, as their name would indicate, mobile construction facilities that can be used to build or repair craft at locations without existing shipyard infrastructure. By themselves mobile shipyards are not very useful, but with a constant stream of supply they can be an incredibly powerful force.

Each mobile shipyard has a maximum construction capacity rating equal to its defense value (DV). This represents the maximum amount of points that can be spent through the shipyard per turn, and the maximum size of unit the mobile shipyard can build. Mobile shipyards can use the construction capacity of any player or ally owned planet it is currently occupying, but more often than not mobile shipyards operate in the field away from such construction sources. In these cases, each unused freighter accompanying the mobile shipyard will allow the shipyard to perform 3 economic points of construction. These points must be paid out of the point pool, and freighters are considered 'used' after they have aided a mobile shipyard in its construction duties.

Mobile shipyards are rarely armed and typically cost nearly the same amount as a normal shipyard. Mobile shipyards may only traverse one jump lane per turn regardless of its quality and cannot travel across restricted lanes at all.

Economic Cost: +4

Maintenance Cost: +2

Scout

Scouts are capable of performing advanced electronic warfare and intelligence missions, as well as performing exploratory missions. The number in parenthesis after the Scout declaration is the number of scout functions available to the scout.

In combat, a Scout can increase its available scout functions by opting not to participate in battle. If the Scout does not participate in combat it will gain +1 to its available Scout Functions. Scouts with limited abilities, denoted with an asterisk following the Scout declaration ("Scout*"), cannot increase their available scout functions in this manner.

Economic Cost: +1 per scout function

Maintenance Cost: +1 per scout function

Shields

Some units are equipped with special defensive shields to protect them from damage. Non-crippled units add the parenthetical Shield value to their Defensive Value (DV). Once crippled, Shields provide no effective defense against further incoming fire. While Shields are active (e.g., the unit is not cripple), all combat factors are at a -1 penalty. This penalty cannot reduce combat factors below 1.

Example: A cruiser with a DV of 5 is equipped with Shields (3). It will take 8 damage to cripple the cruiser, and then a further 5 to destroy it.

Economic Cost: +1

Maintenance Cost: +1

Stealth

Stealth technologies include a full range of profile, heat, and signature masking technologies designed to keep a ship hidden. Stealth technology is not as advanced as full-blown Cloaks, but it still confers a significant strategic advantage even if its tactical applications are not as great.

Stealth units gain a +1 DV bonus as a result of their stealth capabilities. They are also considered Stealthy Units.

Stealth units are rated as to their stealth capabilities. The Stealth level of the ship is indicated in parenthesis. Each level of stealth does not add additional DV benefits, but it does make the ship harder to detect, which have an impact on stealth movement and operations.

Economic Cost: +1 per level

Maintenance Cost: +1.5 per level (round up)

Suicide Unit

Some empires utilize *suicide units*, specially designed kamikaze craft designed specifically for ramming and destroying the enemy. These ships do not use the ramming rules outlined in X.X. Ramming, but instead fight like normal combat units. Once the suicide unit has participated in even a single combat round, it is destroyed. Because of the "one use" nature of suicide units, these ships and flights are typically equipped with special explosive charges that score far more damage than a normal ship of its size would in a single attack.

In the case of suicide fighter or shuttle flights, the number of suicide flights that can be deployed from a single squadron is equal to the command rating of the squadron flagship.

Economic Cost: n/a

Maintenance Cost: n/a

Supply

Units that are capable of carrying substantial amounts of cargo are categorized as *Supply* units. One maintenance division of units with the Supply ability acts as a Transport Fleet for purposes of moving equipment, personnel, etc. between locations. If acting as Transport Fleet, Supply units are unable to participate directly in combat and will have their combat factors reduced to 0.

Supply units can also be used to perform CG 3.7.14 Field Repair. By default, all Supply units have a field repair rating (FRR) of 1 per 2 DV (rounding down). As long as these Supply

units have not been “used,” they may be used to provide this construction capacity bonus to allow for the repair (but not construction) of units in the field.

Economic Cost: n/a

Maintenance Cost: +1

Supply Depot (Bases Only)

In addition to normal planetary supply depots, some orbital bases are considered to be *supply depots*. Any base noted as a Supply Depot in its special notes column provides all the benefits of a CG 3.6.1.2 Supply Depot.

Economic Cost: +3

Maintenance Cost: +3