
ADDITIONAL VBAM UNIT ABILITIES

Non-Mobile

Ships that possess the *Non-Mobile* ability are extremely large and cannot traverse jump lanes alone. Such vessels require the construction of a Transportation Ring that will allow a single turn of movement. Transportation rings are built like star bases and once used are depleted.

Resurrection

Resurrection ships are large transport like vessels with both high powered long range receivers and cloning facilities. Unique to races that possess a Collective government, these ships allow the power to recover any lost elite officer whose death occurred within range of the Resurrection ship. A Resurrection's ship range is limited to a length of three jump lanes. Lane quality doesn't matter. Elite officers require 1 full turn to be recovered.

Factory

Units with the *Factory* ability are able to produce small units such as fighters, shuttles and munitions. Each point of Factory rating is treated as Construction Capacity for purposes of building units. This represents the maximum number of economic points that can be spent at the unit each campaign turn. Over time such units could replenish a fleet's supply of fighters.

Foundry

Foundry ships are large mobile mineral processing plants and are essential to any remote mining operation. Once Harvester units have delivered the partially processed RAW, a foundry completes the refinement of the material and turns it into normal output. Each point of Foundry rating is treated as 1 utilized productivity for purposes of supply and output.

Harvester

Harvester ships are large transport like vessels with the capability to extra and partially process valuable mineral ores. Such ships are highly prized from their ability to allow remote mining operations. Harvester units can collect one productivity worth of RAW per division, where the Harvester division size is equal to the denominator in the Harvester ship class' maintenance fraction. For example, an ore collector light cruiser with a maintenance cost of 2/4 would require four Harvester ships of that class to ferry a single productivity worth of RAW to a Foundry. RAW already being utilized by productivity may not be collected by Harvester units.

Slow Ship

Slow Ships movement is atrociously slow and ponderous. Units that are unlucky enough to possess the Slow Ship ability take longer to cross jump lanes during their campaign turn. Slow Ships require 3 turns to traverse an unimportant jump lane and 2 turns for a minor jump lane. A Slow Ship still traverses a major jump lane in a single turn, but does not gain any movement bonus. Restricted jump lanes cannot be crossed at all. In addition Slow Ships only have 1 intra-system movement, and cannot perform both interstellar and intra-stellar movement in the same turn, for purposes of the advanced system rules.