

WARFARE TECHNOLOGIES

Plasma Scoring

When 1 or more of your units use Bombardment or Space Cannon, 1 of those units may roll 1 additional die

AI Development Algorithm

When you research a unit upgrade technology, you may exhaust this card to ignore any 1 prerequisite
When 1 or more of your units use Production, you may exhaust this card to reduce the combined cost of the produced units by the number of unit upgrade technologies that you own

Magen Defense Grid

At the start of ground combat on a planet that contains 1 or more of your structures, you may produce 1 hit and assign it to 1 of your opponent's ground forces

Self Assembly Routines

After 1 or more of your units use PRODUCTION, you may exhaust this card to place 1 mech from your reinforcements on a planet you control in that system
After 1 of your mechs is destroyed, gain 1 trade good

Duranium Armor

During each combat round, after you assign hits to your units, repair 1 of your damaged units that did not use Sustain Damage during this combat round

Assault Cannon

At the start of a space combat in a system that contains 3 or more of your non-fighter ships, your opponent must destroy 1 of his non-fighter ships

BIOTIC TECHNOLOGIES

Neural Motivator

During the status phase, draw 2 action cards instead of 1

Psychoarchaeology

You can use technology specialties on planets you control without exhausting them, even if those planets are exhausted
During the Action Phase, you can exhaust planets you control that have technology specialties to gain 1 Trade Good

Dacxive Animators

After you win a ground combat, you may place 1 infantry from your reinforcements on that planet

Bio-Stims

You may exhaust this card at the end of your turn to ready 1 of your planets that has a technology specialty or 1 of your other technologies

Hyper Metabolism

During the status phase, gain 3 command tokens instead of 2

X-89 Bacterial Weapon

After 1 or more of your units use BOMBARDMENT against a planet, if at least 1 of your opponent's infantry was destroyed, destroy all of your opponent's infantry on that planet

CYBERNETIC TECHNOLOGIES

Sarween Tools

When 1 or more of your units use Production, reduce the combined cost of the produced units by 1

Scanlink Drone Network

When you activate a system, you may explore 1 planet in that system which contains 1 or more of your units

Graviton Laser System

You may exhaust this card before 1 or more of your units uses Space Cannon; hits produced by those units must be assigned to non-fighter ships if able

Predictive Intelligence

At the end of your turn, you may exhaust this card to redistribute your command tokens
When you cast votes during the agenda phase, you may cast 3 additional votes; if you do, and the outcome you voted for is not resolved, exhaust this card

Transit Diodes

You may exhaust this card at the start of your turn during the action phase; remove up to 4 of your ground forces from the game board and place them on 1 or more planets you control

Integrated Economy

After you gain control of a planet, you may produce any number of units on that planet that have a combined cost equal to or less than that planet's resource value

PROPULSION TECHNOLOGIES

Antimass Deflectors

Your ships can move into and through asteroid fields
When other players' units use SPACE CANNON against your units, apply -1 to the result of each die roll

Dark Energy Tap

After you perform a tactical action in a system that contains a frontier token, if you have 1 or more ships in that system, explore that token
Your ships can retreat into adjacent systems that do not contain other players' units, even if you do not have units or control planets in that system

Gravity Drive

After you activate a system, apply +1 to the move value of 1 of your ships during this tactical action

Sling Relay

ACTION: Exhaust this card to produce 1 ship in any system that contains one of your space docks

Fleet Logistics

During each of your turns of the action phase, you may perform 2 actions instead of 1

Light/Wave Deflector

Your ships can move through systems that contain other player's ships