

PROPULSION TECHNOLOGIES

Prereq.

Antimass Deflectors

none

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

Dark Energy Tap

none

- 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.

Sling Relay

B

- **Action:**
Exhaust this card to produce 1 ship in any system that contains one of your space docks.

Gravity Drive

B

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

Fleet Logistics

BB

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

Light/Wave Deflector

BBB

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

BIOTIC TECHNOLOGIES

Prereq.

Neural Motivator

none

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

Psychoarchaeology

none

- 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.

Bio-Stims

G

- 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.

Dacxive Animators

G

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

Hyper Metabolism

GG

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

X-89 Bacterial Weapon Q

GGG

- 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

Prereq.

Sarween Tools

none

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

Scanlink Drone Network

none

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

Predictive Intelligence

Y

- 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.

Graviton Laser System

Y

- 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.

Transit Diodes

YY

- 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

YYY

- 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.

WARFARE TECHNOLOGIES

Prereq.

Plasma Scoring

none

- When 1 or more of your units use *Bombardment* or *Space Canon*, 1 of those units may roll 1 additional die.

AI Development Algorithm

none

- 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 tech that you own.

Self Assembly Routines

R

- 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.

Magen Defense Grid Q

R

- 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.

Duranium Armor

RR

- 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

RRR

- 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.

UNIT UPGRADE TECHNOLOGIES

Carrier II

BB

Cost 3 | Combat 9 | Move **2** | Capacity **6**

Infantry II

GG

Cost 1(x2) | Combat **7**

- After this unit is destroyed, roll 1 die. If the result is 6 or greater, place the unit on this card. At the start of your next turn, place each unit that is on this card on a planet you control in your home system.

Space Dock II

YY

- *Production* (Planet resource value + **4**)
- Up to 3 fighters in this system do not count against your ships' capacity.

Destroyer II

RR

Cost 1 | Combat **8** | Move 2

- *Anti-Fighter Barrage* **6 (x3)**

Dreadnought II

BBY

Cost 4 | Combat 5 | Move **2** | Capacity 1

- *Sustain Damage*
- *Bombardment* 5
- "Direct Hit" action cards are no longer effective against this type of ship.

Fighter II

BG

Cost 1(x2) | Combat **8** | Move **2**

- This unit may move without being transported. Fighters in excess of your ships' capacity count against your fleet pool.

Cruiser II

GYR

Cost 2 | Combat **6** | Move **3** | Capacity **1**

PDS II

YR

- *Planetary Shield*
- *Deep Space Cannon* **5**
(may fire *Space Cannon Offense* into adjacent systems)

War Sun

YRRR

Cost 12 | Combat 3(x3) | Move 2 | Capacity 6

- *Sustain Damage*
- *Bombardment* 3 (x3)
- Other players' units in this system lose their *Planetary Shield* ability.