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 — GGG
- *Action: Exhaust* this card and choose 1 planet in a system that contains 1 or more of your ships that have *Bombardment*; destroy all 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 — R
- You may *exhaust* this card at the start of a round of ground combat on a planet that contains 1 or more of your units that have *Planetary Shield*; your opponent cannot make combat rolls this combat round.

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.

BASE UNITS + UPGRADE TECHNOLOGIES

Carrier   max. 4
Cost 3 | Combat 9 | Move 1 | Capacity 4

Carrier II   BB
Cost 3 | Combat 9 | Move **2** | Capacity **6**

Dreadnought   max. 5
Cost 4 | Combat 5 | Move 1 | Capacity 1
- *Sustain Damage*
- *Bombardment 5*

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.

Infantry
Cost 1(x2) | Combat 8

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.

Fighter
- Cost 1(x2) | Combat 9 | Move -

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.

Space Dock   max. 3
- *Production (Planet resource value + 2)*
- Up to 3 fighters in this system do not count against your ships' capacity.

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

Cruiser   max. 8
Cost 2 | Combat 7 | Move 2 | Capacity -

Cruiser II   GYR
Cost 2 | Combat **6** | Move **3** | Capacity **1**

Destroyer   max. 8
Cost 1 | Combat 9 | Move 2
- *Anti-Fighter Barrage 9 (x2)*

Destroyer II   RR
Cost 1 | Combat **8** | Move 2
- *Anti-Fighter Barrage **6 (x3)***

PDS   max. 6
- *Planetary Shield*
- *Space Cannon 6*

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.