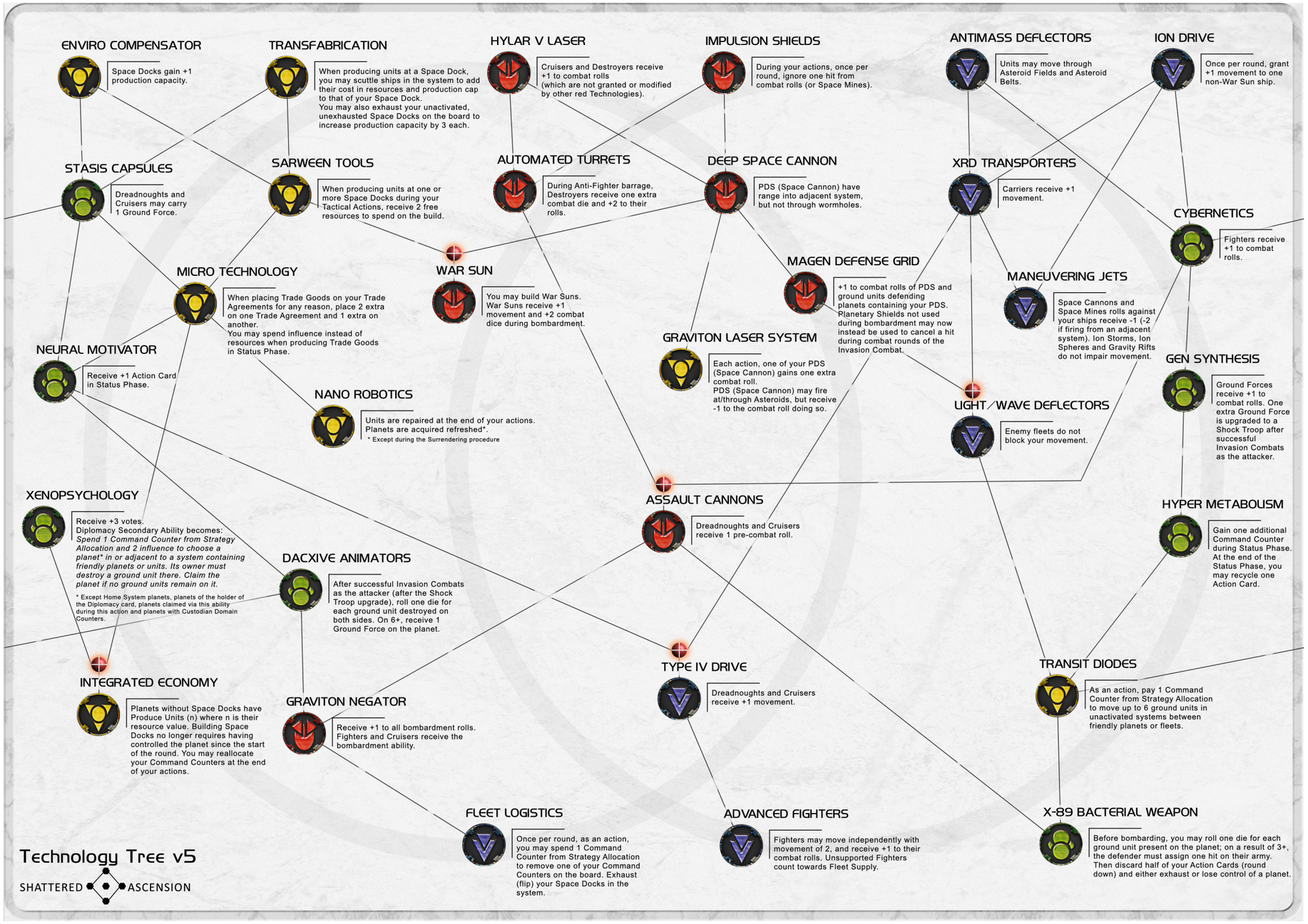
A3

A4


ENVIRO COMPENSATOR
Space Docks gain +1 production capacity.
TRANSFABRICATION
When producing units at a Space Dock, you may scuttle ships in the system to add their cost in resources and production cap to that of your Space Dock.
You may also exhaust your unactivated, unexhausted Space Docks on the board to increase production capacity by 3 each.
HYLAR V LASER
Cruisers and Destroyers receive +1 to combat rolls (which are not granted or modified by other red Technologies).
IMPULSION SHIELDS
During your actions, once per round, ignore one hit from combat rolls (or Space Mines).
ANTIMASS DEFLECTORS
Units may move through Asteroid Fields and Asteroid Belts.
ION DRIVE
Once per round, grant +1 movement to one non-War Sun ship.
STASIS CAPSULES
Dreadnoughts and Cruisers may carry 1 Ground Force.
SARWEEN TOOLS
When producing units at one or more Space Docks during your Tactical Actions, receive 2 free resources to spend on the build.
AUTOMATED TURRETS
During Anti-Fighter barrage, Destroyers receive one extra combat die and +2 to their rolls.
DEEP SPACE CANNON
PDS (Space Cannon) have range into adjacent system, but not through wormholes.
XRD TRANSPORTERS
Carriers receive +1 movement.
CYBERNETICS
Fighters receive +1 to combat rolls.
MICRO TECHNOLOGY
When placing Trade Goods on your Trade Agreements for any reason, place 2 extra on one Trade Agreement and 1 extra on another.
You may spend influence instead of resources when producing Trade Goods in Status Phase.
WAR SUN
You may build War Suns. War Suns receive +1 movement and +2 combat dice during bombardment.
MAGEN DEFENSE GRID
+1 to combat rolls of PDS and ground units defending planets containing your PDS. Planetary Shields not used during bombardment may now instead be used to cancel a hit during combat rounds of the Invasion Combat.
MANEUVERING JETS
Space Cannons and Space Mines rolls against your ships receive -1 (-2 if firing from an adjacent system). Ion Storms, Ion Spheres and Gravity Rifts do not impair movement.
NEURAL MOTIVATOR
Receive +1 Action Card in Status Phase.
GRAVITON LASER SYSTEM
Each action, one of your PDS (Space Cannon) gains one extra combat roll.
PDS (Space Cannon) may fire at/through Asteroids, but receive -1 to the combat roll doing so.
GEN SYNTHESIS
Ground Forces receive +1 to combat rolls. One extra Ground Force is upgraded to a Shock Troop after successful Invasion Combats as the attacker.
NANO ROBOTICS
Units are repaired at the end of your actions.
Planets are acquired refreshed*.
* Except during the Surrendering procedure
LIGHT/WAVE DEFLECTORS
Enemy fleets do not block your movement.
XENOPSYCHOLOGY
Receive +3 votes.
Diplomacy Secondary Ability becomes:
Spend 1 Command Counter from Strategy Allocation and 2 influence to choose a planet* in or adjacent to a system containing friendly planets or units. Its owner must destroy a ground unit there. Claim the planet if no ground units remain on it.
* Except Home System planets, planets of the holder of the Diplomacy card, planets claimed via this ability during this action and planets with Custodian Domain Counters.
ASSAULT CANNONS
Dreadnoughts and Cruisers receive 1 pre-combat roll.
HYPER METABOLISM
Gain one additional Command Counter during Status Phase. At the end of the Status Phase, you may recycle one Action Card.
DACXIVE ANIMATORS
After successful Invasion Combats as the attacker (after the Shock Troop upgrade), roll one die for each ground unit destroyed on both sides. On 6+, receive 1 Ground Force on the planet.
INTEGRATED ECONOMY
Planets without Space Docks have Produce Units (n) where n is their resource value. Building Space Docks no longer requires having controlled the planet since the start of the round. You may reallocate your Command Counters at the end of your actions.
GRAVITON NEGATOR
Receive +1 to all bombardment rolls. Fighters and Cruisers receive the bombardment ability.
TYPE IV DRIVE
Dreadnoughts and Cruisers receive +1 movement.
TRANSIT DIODES
As an action, pay 1 Command Counter from Strategy Allocation to move up to 6 ground units in unactivated systems between friendly planets or fleets.
FLEET LOGISTICS
Once per round, as an action, you may spend 1 Command Counter from Strategy Allocation to remove one of your Command Counters on the board. Exhaust (flip) your Space Docks in the system.
ADVANCED FIGHTERS
Fighters may move independently with movement of 2, and receive +1 to their combat rolls. Unsupported Fighters count towards Fleet Supply.
X-89 BACTERIAL WEAPON
Before bombarding, you may roll one die for each ground unit present on the planet; on a result of 3+, the defender must assign one hit on their army. Then discard half of your Action Cards (round down) and either exhaust or lose control of a planet.
Technology Tree v5
SHATTERED
ASCENSION