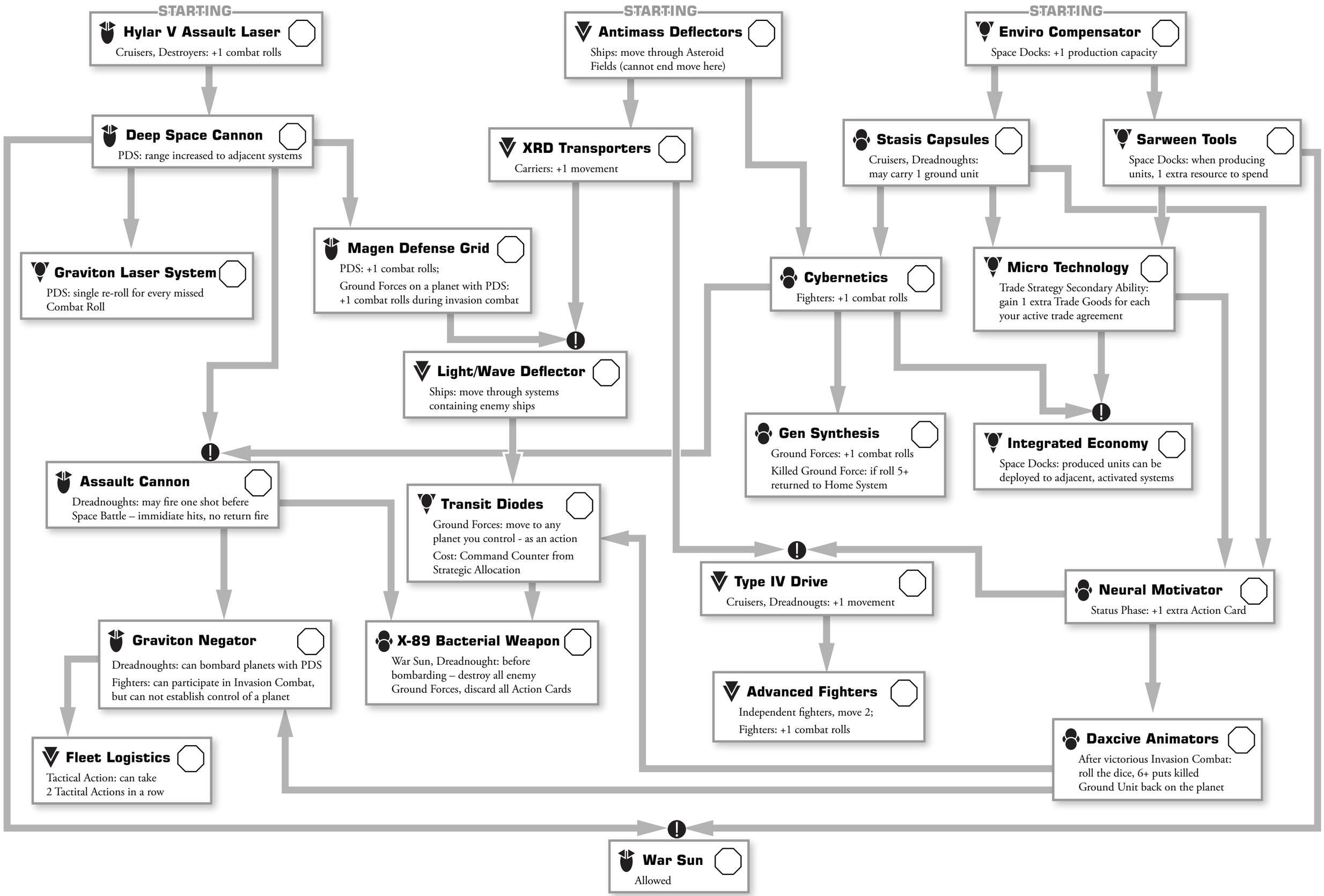
STARTING
Hylar V Assault Laser
Cruisers, Destroyers: +1 combat rolls
STARTING
Antimass Deflectors
Ships: move through Asteroid Fields (cannot end move here)
STARTING
Enviro Compensator
Space Docks: +1 production capacity
Deep Space Cannon
PDS: range increased to adjacent systems
XRD Transporters
Carriers: +1 movement
Stasis Capsules
Cruisers, Dreadnoughts: may carry 1 ground unit
Sarween Tools
Space Docks: when producing units, 1 extra resource to spend
Graviton Laser System
PDS: single re-roll for every missed Combat Roll
Magen Defense Grid
PDS: +1 combat rolls;
Ground Forces on a planet with PDS: +1 combat rolls during invasion combat
Cybernetics
Fighters: +1 combat rolls
Micro Technology
Trade Strategy Secondary Ability: gain 1 extra Trade Goods for each your active trade agreement
Light/Wave Deflector
Ships: move through systems containing enemy ships
Gen Synthesis
Ground Forces: +1 combat rolls
Killed Ground Force: if roll 5+ returned to Home System
Integrated Economy
Space Docks: produced units can be deployed to adjacent, activated systems
Assault Cannon
Dreadnoughts: may fire one shot befere Space Battle – immidiate hits, no return fire
Transit Diodes
Ground Forces: move to any planet you control - as an action
Cost: Command Counter from Strategic Allocation
Type IV Drive
Cruisers, Dreadnougts: +1 movement
Neural Motivator
Status Phase: +1 extra Action Card
Graviton Negator
Dreadnoughts: can bombard planets with PDS
Fighters: can participate in Invasion Combat, but can not establish control of a planet
X-89 Bacterial Weapon
War Sun, Dreadnought: before bombarding – destroy all enemy Ground Forces, discard all Action Cards
Advanced Fighters
Independent fighters, move 2;
Fighters: +1 combat rolls
Fleet Logistics
Tactical Action: can take 2 Tactital Actions in a row
Daxcive Animators
After victorious Invasion Combat: roll the dice, 6+ puts killed Ground Unit back on the planet
War Sun
Allowed