Command Ship Unit Cost: 4 Health: 8 Damage: 0 Destroyer Unit Cost: 4 Health: 5 Damage: 5	Command Ship Unit Cost: 4 Health: 8 Damage: 0 drop bay 1, striker bay 1 Destroyer Unit Cost: 4 Health: 5 Damage: 5	
Cost: 4 Health: 8 Damage: 0 p bay 1, striker bay 1 Destroyer Unit Cost: 4 Health: 5 Damage: 5	Cost: 4 Health: 8 Damage: 0 drop bay 1, striker bay 1 Destroyer Unit Cost: 4 Health: 5	
Health: 8 Damage: 0 p bay 1, striker bay 1 Destroyer Unit Cost: 4 Health: 5 Damage: 5	Health: 8 Damage: 0 drop bay 1, striker bay 1 Destroyer Unit Cost: 4 Health: 5	
Damage: 0 Destroyer Unit Cost: 4 Health: 5 Damage: 5	Damage: 0 drop bay 1, striker bay 1 Destroyer Unit Cost: 4 Health: 5	
Destroyer Unit Cost: 4 Health: 5 Damage: 5	Destroyer Unit Cost: 4 Health: 5	
Destroyer Unit Cost: 4 Health: 5 Damage: 5	Destroyer Unit Cost: 4 Health: 5	
Unit Cost: 4 Health: 5 Damage: 5	<i>Unit</i> Cost: 4 Health: 5	
Cost: 4 Health: 5 Damage: 5	Cost: 4 Health: 5	
Health: 5 Damage: 5	Health: 5	
Damage: 5		
	Damage: 5	
0	-	
Space	Space	
Destroyer	Destroyer	
Unit	Unit	
Cost: 4	Cost: 4	
Health: 5	Health: 5	
Damage: 5	Damage: 5	
Space	Space	
	Unit Cost: 4 Health: 5 Damage: 5	

Destroyer	Destroyer	Battlecruiser	
Unit	Unit	Unit	
Cost: 4	Cost: 4	Cost: 6	
Health: 5	Health: 5	Health: 6	
Damage: 5	Damage: 5	Damage: 6	
Space	Space	Space	
		multiple techs allowed	
Battlecruiser	Battlecruiser	Battlecruiser	
Unit	Unit	Unit	
Cost: 6	Cost: 6	Cost: 6	
Health: 6	Health: 6	Health: 6	
Damage: 6	Damage: 6	Damage: 6	
Space	Space	Space	
multiple techs allowed	multiple techs allowed	multiple techs allowed	
Battlecruiser	Gunship	Gunship	
Unit	Unit	Unit	
Cost: 6	Cost: 3	Cost: 3	
Health: 6	Health: 2	Health: 2	
Damage: 6	Damage: 2 str	Damage: 2 str	
Space	Space	Space	

Gunship	Gunship	Fighters	
Unit	Unit	Unit	
Cost: 3	Cost: 3	Cost: 2	
Health: 2	Health: 2	Health: 2	
Damage: 2 str	Damage: 2 str	Damage: 2 str	
Space	Space	Space, Striker	
Fightoro	Fighters	Fightors	
Fighters		Fighters	
Unit	Unit	Unit	
Cost: 2	Cost: 2	Cost: 2	
Health: 2	Health: 2	Health: 2	
Damage: 2 str	Damage: 2 str	Damage: 2 str	
Space, Striker	Space, Striker	Space, Striker	
Bombers	Bombers	Bombers	
Unit	Unit	Unit	
• · · · ·	1		
Cost: 2	Cost: 2	Cost: 2	
	Cost: 2 Health: 2	Cost: 2 Health: 2	
Cost: 2			

Bombers	Carrier	Carrier	
Unit	Unit	Unit	
Cost: 2	Cost: 4	Cost: 4	
Health: 2	Health: 8	Health: 8	
Damage: 4	Damage: 0	Damage: 0	
Space, Striker	Space	Space	
	striker bay 2	striker bay 2	
Carrier	Transport	Transport	
Unit	Unit	Unit	
Cost: 4	Cost: 2	Cost: 2	
Health: 8	Health: 4	Health: 4	
Damage: 0	Damage: 0	Damage: 0	
Space	Space	Space	
striker bay 2	drop bay 1	drop bay 1	
Transport	Transport	Transport	
Unit	Unit	Unit	
Cost: 2	Cost: 2	Cost: 2	
Health: 4	Health: 4	Health: 4	
Damage: 0	Damage: 0	Damage: 0	
Space	Space	Space	
drop bay 1	drop bay 1	drop bay 1	

Transport	Transport	Transport		
Unit	Unit	Unit		
Cost: 2	Cost: 2	Cost: 2		
Health: 4	Health: 4	Health: 4		
Damage: 0	Damage: 0	Damage: 0		
Space	Space	Space		
drop bay 1	drop bay 1	drop bay 1		
Mech	Mech	Mech		
Unit	Unit	Unit		
Cost: 4	Cost: 4	Cost: 4		
Health: 6	Health: 6	Health: 6		
Damage: 7	Damage: 7	Damage: 7		
Ground	Ground	Ground		
		Lafantan		
Infantry	Infantry	Infantry		
Unit	Unit	Unit		
Cost: 2	Cost: 2	Cost: 2		
Health: 4	Health: 4	Health: 4		
Damage: 3	Damage: 3	Damage: 3		
Ground	Ground	Ground		

Infantry

Unit

Cost: 2

Health: 4

Damage: 3

Ground

Infantry

Unit

Cost: 2

Health: 4

Damage: 3

Ground

Infantry

Unit

Cost: 2

Health: 4

Damage: 3

Ground

Destroyer Striker Bay

Technology

Cost: 5 research striker bay + 1

Destroyer Bombardment

Technology

Cost: 9 research
hits ground from space, deals
damage twice separately

Battlecruiser Upgrade

Technology

Cost: 4 research health + 3, damage + 3, Battlecruiser techs may stack

Battlecruiser Lab Space

Technology

Cost: 4 research
produce research after
combat 2, Battlecruiser techs
may stack

Battlecruiser Striker Bays

Technology

Cost: 4 research striker bay + 2, Battlecruiser techs may stack

Battlecruiser Drop Bays

Technology

Cost: 4 research drop bay + 2, Battlecruiser techs may stack

Gunship Heavy

Technology

Cost: 3 research health + 1, damage + 1

Gunship Shield Projector

Technology

Cost: 2 research
any friendly non-striker ship
health + 2

Fighters Lock-On Missiles

Technology

Cost: 4 research damage + 2

Fighters Warp Drive

Technology

Cost: 3 research don't need striker bay

Bombers Armor

Technology

Cost: 3 research health + 2

Bombers Aerospace

Technology

Cost: 5 research move to ground

Carrier Repair Strikers

Technology

Cost: 6 research repair 1 in each striker bay for free

Carrier Drop Bay

Technology

Cost: 2 research drop bay + 1

Transport Guns

Technology

Cost: 6 research damage + 3

Transport Grav Drive

Technology

Cost: 9 research move to ground, damage on ground + 3

Mech Mag Clamps

Technology

Cost: 5 research deal damage in space, deals damage twice separately

Mech Transport Pod

Technology

Cost: 2 research don't need drop bay

Infantry Powered Armor

Technology

Cost: 5 research health + 4, damage + 4

Infantry Engineers

Technology

Cost: 2 research
any friendly non-striker ship
health + 3

Infantry Gunners

Technology

Cost: 3 research
any friendly ship damage + 4,
may not increase damage to
strikers

Destroyer

Enemy

Balance: Normal

Health: 3 Space

Damage: 2 Space

Destroyer

Enemy

Balance: Normal

Health: 3 Space

Damage: 2 Space

Destroyer

Enemy

Balance: Normal

Health: 3 Space

Damage: 2 Space

Destroyer Enemy Balance: Normal Health: 3 Space Damage: 2 Space	Destroyer Enemy Balance: Normal Health: 3 Space Damage: 2 Space	Destroyer Enemy Balance: Normal Health: 3 Space Damage: 2 Space
Destroyer <i>Enemy</i>	Destroyer <i>Enemy</i>	Destroyer <i>Enemy</i>
Balance: Normal Health: 3 Space Damage: 2 Space	Balance: Normal Health: 3 Space Damage: 2 Space	Balance: Normal Health: 3 Space Damage: 2 Space
Destroyer Enemy	Destroyer Enemy	Destroyer Enemy
Balance: Normal Health: 3 Space Damage: 2 Space	Balance: Normal Health: 3 Space Damage: 2 Space	Balance: Normal Health: 3 Space Damage: 2 Space

Gunship	Gunship	Gunship
Enemy	Enemy	Enemy
Balance: Normal	Balance: Normal	Balance: Normal
Health: 3 Space	Health: 3 Space	Health: 3 Space
Damage: 1 Strikers	Damage: 1 Strikers	Damage: 1 Strikers
Gunship	Gunship	Gunship
Enemy	Enemy	Enemy
Balance: Normal	Balance: Normal	Balance: Normal
Health: 3 Space	Health: 3 Space	Health: 3 Space
Damage: 1 Strikers	Damage: 1 Strikers	Damage: 1 Strikers
Fighters	Fighters	Fighters
Enemy	Enemy	Enemy
Balance: Normal	Balance: Normal	Balance: Normal
Health: 2 Strikers	Health: 2 Strikers	Health: 2 Strikers
Damage: 1 Strikers	Damage: 1 Strikers	Damage: 1 Strikers

Fighters	Fighters
Enemy	Enemy
Balance: Normal	Balance: Normal
Health: 2 Strikers	Health: 2 Strikers
Damage: 1 Strikers	Damage: 1 Strikers
Bombers	Bombers
Enemy	Enemy
Balance: Normal	Balance: Normal
Health: 2 Strikers	Health: 2 Strikers
Damage: 2 Space	Damage: 2 Space
Bombers	Bombers
Enemy	Enemy
Balance: Normal	Balance: Normal
Health: 2 Strikers	Health: 2 Strikers
Damage: 2 Space	Damage: 2 Space
	Enemy Balance: Normal Health: 2 Strikers Damage: 1 Strikers Bombers Enemy Balance: Normal Health: 2 Strikers Damage: 2 Space Bombers Enemy Balance: Normal Health: 2 Strikers

Mech	Mech	Mech		
Enemy	Enemy	Enemy		
Balance: Normal	Balance: Normal	Balance: Normal		
Health: 3 Ground	Health: 3 Ground	Health: 3 Ground		
Damage: 2 Ground	Damage: 2 Ground	Damage: 2 Ground		
Mech	Mech	Mech		
MECH	IMECII	IVICUI		
Enemy	Enemy	Enemy		
Balance: Normal	Balance: Normal	Balance: Normal		
Health: 3 Ground	Health: 3 Ground	Health: 3 Ground		
Damage: 2 Ground	Damage: 2 Ground	Damage: 2 Ground		
Orbital Bombardier	Orbital Bombardier	Orbital Bombardier		
5	F 100 mm.	F		
Enemy	Enemy	Enemy		
Balance: Normal	Balance: Normal	Balance: Normal		
Health: 3 Space	Health: 3 Space	Health: 3 Space		
Damage: 2 Ground	Damage: 2 Ground	Damage: 2 Ground		

Orbital Bombardier

Enemy

Balance: Normal

Health: 3 Space

Damage: 2 Ground

Orbital Bombardier

Enemy

Balance: Normal

Health: 3 Space

Damage: 2 Ground

Orbital Bombardier

Enemy

Balance: Normal

Health: 3 Space

Damage: 2 Ground

Missile Launcher

Enemy

Balance: Normal

Health: 3 Ground

Damage: 2 Space

Missile Launcher

Enemy

Balance: Normal

Health: 3 Ground

Damage: 2 Space

Missile Launcher

Enemy

Balance: Normal

Health: 3 Ground

Damage: 2 Space

Missile Launcher

Enemy

Balance: Normal

Health: 3 Ground

Damage: 2 Space

Missile Launcher

Enemy

Balance: Normal

Health: 3 Ground

Damage: 2 Space

Missile Launcher

Enemy

Balance: Normal

Health: 3 Ground

Damage: 2 Space

Ion Frigate Enemy	Ion Frigate Enemy	Ion Frigate Enemy
Balance: Normal Health: 2 Space Damage: 3 Space	Balance: Normal Health: 2 Space Damage: 3 Space	Balance: Normal Health: 2 Space Damage: 3 Space
Ion Frigate Enemy	Ion Frigate Enemy	Ion Frigate Enemy
Balance: Normal Health: 2 Space Damage: 3 Space	Balance: Normal Health: 2 Space Damage: 3 Space	Balance: Normal Health: 2 Space Damage: 3 Space
Laser Frigate Enemy	Laser Frigate Enemy	Laser Frigate Enemy
Balance: Normal Health: 2 Space Damage: 2 Strikers	Balance: Normal Health: 2 Space Damage: 2 Strikers	Balance: Normal Health: 2 Space Damage: 2 Strikers

Blitz Fighters Enemy Enemy Balance: Normal Health: 1 Strikers Damage: 2 Strikers Blitz Bombers Enemy Balance: Normal Health: 1 Strikers Damage: 2 Strikers Blitz Bombers Blitz Bombers Enemy Balance: Normal Health: 1 Strikers Damage: 2 Strikers Blitz Bombers Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Shock Troops Enemy				- I -		
Balance: Normal Health: 1 Strikers Damage: 2 Strikers Blitz Bombers Blitz Bombers Enemy Balance: Normal Balance: Normal Balance: Normal Balance: Normal Balance: Normal Health: 1 Strikers Damage: 2 Striker Blitz Bombers Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Shock Troops Balance: Normal	l l	Blitz Fighters			Blitz F	ighters
Health: 1 Strikers Damage: 2 Strikers Blitz Bombers Blitz Bombers Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Blitz Bombers Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Health: 1 Strikers Blitz Bombers Enemy Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Shock Troops Shock Troops		Enemy			Ene	emy
Blitz Bombers Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Blitz Bombers Enemy Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Blitz Bombers Enemy Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Shock Troops Blitz Bombers Enemy Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops	E	Balance: Normal Balance: Norma				: Normal
Blitz Bombers Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Blitz Bombers Enemy Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Blitz Bombers Enemy Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Shock Troops Shock Troops		Striker	8		Health:	1 Strikers
Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Enemy Enemy Balance: Normal Health: 1 Strikers Damage: 3 Space Damage: 3 Space Shock Troops		Damage: 2 Strikers Damage:		2 Strikers		
Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Balance: Normal Health: 1 Strikers Damage: 3 Space Balance: Normal Health: 1 Strikers Damage: 3 Space Shock Troops Shock Troops	E		rs		Blitz Bo	ombers
Health: 1 Strikers Damage: 3 Space Damage: 3 Space Damage: 3 Space Shock Troops Shock Troops Health: 1 Strikers Damage: 3 Space Damage: 3 Space Shock Troops		Enemy			Enemy	
Damage: 3 Space Damage: 3 Space Damage: 3 Space Shock Troops Shock Troops Shock Troops	E	Norm	al		Balance	: Normal
Shock Troops Shock Troops Shock Troops		Strikeı	8	Health: 1 Strikers		1 Strikers
	1	Damage: 3 Space			Damage:	3 Space
Enemy Enemy Enemy		roop	s		Shock	Troops
		Enemy			Ene	emy
Balance: Normal Balance: Normal Balance: Norma	E	Norm	al		Balance	: Normal
Health: 2 Ground Health: 2 Ground Health: 2 Ground		Groun	d		Health: 2	2 Ground
Damage: 3 Ground Damage: 3 Ground Damage: 3 Ground	[3 Grou	nd		Damage:	3 Ground

Enemy Balance: Normal Health: 4 Space Damage: 1 Space	Enemy Balance: Normal Health: 4 Space Damage: 1 Space	Enemy Balance: Normal Health: 4 Space Damage: 1 Space
Battleship	Battleship	Battleship
Enemy	Enemy	Enemy
Balance: Normal Health: 4 Space Damage: 1 Space	Balance: Normal Health: 4 Space Damage: 1 Space	Balance: Normal Health: 4 Space Damage: 1 Space
Defender Enemy	Defender Enemy	Defender Enemy
Balance: Normal Health: 4 Space Damage: 1 Strikers	Balance: Normal Health: 4 Space Damage: 1 Strikers	Balance: Normal Health: 4 Space Damage: 1 Strikers

Armored Fighters Armored Fighters Armored Fighters Enemy Enemy Enemy Balance: Normal Balance: Normal Balance: Normal Health: 3 Strikers Health: 3 Strikers Health: 3 Strikers Damage: 1 Strikers Damage: 1 Strikers Damage: 1 Strikers **Armored Bombers Armored Bombers Armored Bombers Enemy Enemy Enemy** Balance: Normal Balance: Normal Balance: Normal Health: 3 Strikers Health: 3 Strikers Health: 3 Strikers Damage: 1 Space Damage: 1 Space Damage: 1 Space Tank **Tank Tank** Enemy Enemy Enemy Balance: Normal Balance: Normal Balance: Normal Health: 4 Ground Health: 4 Ground Health: 4 Ground Damage: 1 Ground Damage: 1 Ground Damage: 1 Ground

Factory Gain VP: 1 Metal Production 1	Factory Gain VP: 1 Metal Production 1	Factory Gain VP: 1 Metal Production 1
Research Lab	Research Lab	Research Lab
Gain	Gain	Gain
VP: 1	VP: 1	VP: 1
Research Production 1	Research Production 1	Research Production 1
Research Lab	Asteroid	Artifact
Gain	Gain	Gain
VP: 1	VP: 1	VP: 1
Research Production 1	Metal 2	Research 2

Artifact Gain VP: 1 Research 2	Mine Gain VP: 0 Metal Production 2	Science Station Gain VP: 0 Research Production 2
Science Station Gain VP: 0 Research Production 2	Colony Gain VP: 2	Colony Gain VP: 2
Colony	Repair Yard Gain	3D Printer Gain
VP: 2	VP: 1 repair 1 unit after battle for its cost minus 1 may borrow metal	VP: 1 buy 1 unit any type from deck for normal cost
	from bank to pay	

Destroyer Shipyard

Gain

VP: 1

buy 1 Destroyer for normal cost buy 1 Battlecruiser for normal minus 1

Battlecruiser Shipyard

Gain

cost minus 2

VP: 1

Freight Shipyard

Gain

VP: 1

buy 1 Carrier or Transport for normal cost minus 1

Light Shipyard

Gain

VP: 1

buy 1 Gunship or Fighter or Bomber for normal cost minus 1

Barracks

Gain

normal cost minus 1

VP: 1 buy 1 Infantry or Mech for

Manufacturing Lab

Gain

VP: 1 convert up to 4 research to metal which is lost at end of round

Outsourcing Company

Gain

VP: 1

convert up to 4 metal to research which is lost at end of round

Auction House

Gain

VP: 1

2 metal or research

Chaos Lab

Gain

VP: 1

take a unit from top of deck for take a tech from top of deck for 2 metal or research