

Command Ship

Unit

Cost: 4

Health: 8

Damage: 0

drop bay 1, striker bay 1

Command Ship

Unit

Cost: 4

Health: 8

Damage: 0

drop bay 1, striker bay 1

Command Ship

Unit

Cost: 4

Health: 8

Damage: 0

drop bay 1, striker bay 1

Command Ship

Unit

Cost: 4

Health: 8

Damage: 0

drop bay 1, striker bay 1

Destroyer

Unit

Cost: 4

Health: 5

Damage: 5

Space

Destroyer

Unit

Cost: 4

Health: 5

Damage: 5

Space

Destroyer

Unit

Cost: 4

Health: 5

Damage: 5

Space

Destroyer

Unit

Cost: 4

Health: 5

Damage: 5

Space

Destroyer

Unit

Cost: 4

Health: 5

Damage: 5

Space

Destroyer*Unit*

Cost: 4

Health: 5

Damage: 5

Space

Destroyer*Unit*

Cost: 4

Health: 5

Damage: 5

Space

Battlecruiser*Unit*

Cost: 6

Health: 6

Damage: 6

Space

multiple techs allowed

Battlecruiser*Unit*

Cost: 6

Health: 6

Damage: 6

Space

multiple techs allowed

Battlecruiser*Unit*

Cost: 6

Health: 6

Damage: 6

Space

multiple techs allowed

Battlecruiser*Unit*

Cost: 6

Health: 6

Damage: 6

Space

multiple techs allowed

Battlecruiser*Unit*

Cost: 6

Health: 6

Damage: 6

Space

multiple techs allowed

Gunship*Unit*

Cost: 3

Health: 2

Damage: 2 str

Space

Gunship*Unit*

Cost: 3

Health: 2

Damage: 2 str

Space

Gunship

Unit

Cost: 3
Health: 2
Damage: 2 str
Space

Gunship

Unit

Cost: 3
Health: 2
Damage: 2 str
Space

Fighters

Unit

Cost: 2
Health: 2
Damage: 2 str
Space, Striker

Fighters

Unit

Cost: 2
Health: 2
Damage: 2 str
Space, Striker

Fighters

Unit

Cost: 2
Health: 2
Damage: 2 str
Space, Striker

Fighters

Unit

Cost: 2
Health: 2
Damage: 2 str
Space, Striker

Bombers

Unit

Cost: 2
Health: 2
Damage: 4
Space, Striker

Bombers

Unit

Cost: 2
Health: 2
Damage: 4
Space, Striker

Bombers

Unit

Cost: 2
Health: 2
Damage: 4
Space, Striker

Bombers*Unit*

Cost: 2

Health: 2

Damage: 4

Space, Striker

Carrier*Unit*

Cost: 4

Health: 8

Damage: 0

Space
striker bay 2**Carrier***Unit*

Cost: 4

Health: 8

Damage: 0

Space
striker bay 2**Carrier***Unit*

Cost: 4

Health: 8

Damage: 0

Space
striker bay 2**Transport***Unit*

Cost: 2

Health: 4

Damage: 0

Space
drop bay 1**Transport***Unit*

Cost: 2

Health: 4

Damage: 0

Space
drop bay 1**Transport***Unit*

Cost: 2

Health: 4

Damage: 0

Space
drop bay 1**Transport***Unit*

Cost: 2

Health: 4

Damage: 0

Space
drop bay 1**Transport***Unit*

Cost: 2

Health: 4

Damage: 0

Space
drop bay 1

Transport*Unit*

Cost: 2

Health: 4

Damage: 0

Space
drop bay 1**Transport***Unit*

Cost: 2

Health: 4

Damage: 0

Space
drop bay 1**Transport***Unit*

Cost: 2

Health: 4

Damage: 0

Space
drop bay 1**Mech***Unit*

Cost: 4

Health: 6

Damage: 7

Ground

Mech*Unit*

Cost: 4

Health: 6

Damage: 7

Ground

Mech*Unit*

Cost: 4

Health: 6

Damage: 7

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

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

<p>Transport Grav Drive</p>	<p>Mech Mag Clamps</p>	<p>Mech Transport Pod</p>
<p><i>Technology</i></p> <p>Cost: 9 research move to ground, damage on ground + 3</p>	<p><i>Technology</i></p> <p>Cost: 5 research deal damage in space, deals damage twice separately</p>	<p><i>Technology</i></p> <p>Cost: 2 research don't need drop bay</p>
<p>Infantry Powered Armor</p>	<p>Infantry Engineers</p>	<p>Infantry Gunners</p>
<p><i>Technology</i></p> <p>Cost: 5 research health + 4, damage + 4</p>	<p><i>Technology</i></p> <p>Cost: 2 research any friendly non-striker ship health + 3</p>	<p><i>Technology</i></p> <p>Cost: 3 research any friendly ship damage + 4, may not increase damage to strikers</p>
<p>Destroyer</p>	<p>Destroyer</p>	<p>Destroyer</p>
<p><i>Enemy</i></p> <p>Balance: Normal Health: 3 Space Damage: 2 Space</p>	<p><i>Enemy</i></p> <p>Balance: Normal Health: 3 Space Damage: 2 Space</p>	<p><i>Enemy</i></p> <p>Balance: Normal Health: 3 Space Damage: 2 Space</p>

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

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

Gunship

Enemy

Balance: Normal

Health: 3 Space

Damage: 1 Strikers

Gunship

Enemy

Balance: Normal

Health: 3 Space

Damage: 1 Strikers

Gunship

Enemy

Balance: Normal

Health: 3 Space

Damage: 1 Strikers

Gunship

Enemy

Balance: Normal

Health: 3 Space

Damage: 1 Strikers

Gunship

Enemy

Balance: Normal

Health: 3 Space

Damage: 1 Strikers

Gunship

Enemy

Balance: Normal

Health: 3 Space

Damage: 1 Strikers

Fighters

Enemy

Balance: Normal

Health: 2 Strikers

Damage: 1 Strikers

Fighters

Enemy

Balance: Normal

Health: 2 Strikers

Damage: 1 Strikers

Fighters

Enemy

Balance: Normal

Health: 2 Strikers

Damage: 1 Strikers

Fighters

Enemy

Balance: Normal

Health: 2 Strikers

Damage: 1 Strikers

Fighters

Enemy

Balance: Normal

Health: 2 Strikers

Damage: 1 Strikers

Fighters

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

Damage: 2 Space

Bombers

Enemy

Balance: Normal

Health: 2 Strikers

Damage: 2 Space

Bombers

Enemy

Balance: Normal

Health: 2 Strikers

Damage: 2 Space

Bombers

Enemy

Balance: Normal

Health: 2 Strikers

Damage: 2 Space

Bombers

Enemy

Balance: Normal

Health: 2 Strikers

Damage: 2 Space

Mech

Enemy

Balance: Normal

Health: 3 Ground

Damage: 2 Ground

Mech

Enemy

Balance: Normal

Health: 3 Ground

Damage: 2 Ground

Mech

Enemy

Balance: Normal

Health: 3 Ground

Damage: 2 Ground

Mech

Enemy

Balance: Normal

Health: 3 Ground

Damage: 2 Ground

Mech

Enemy

Balance: Normal

Health: 3 Ground

Damage: 2 Ground

Mech

Enemy

Balance: Normal

Health: 3 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

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

Balance: Normal

Health: 2 Space

Damage: 3 Space

Ion Frigate

Enemy

Balance: Normal

Health: 2 Space

Damage: 3 Space

Ion Frigate

Enemy

Balance: Normal

Health: 2 Space

Damage: 3 Space

Ion Frigate

Enemy

Balance: Normal

Health: 2 Space

Damage: 3 Space

Ion Frigate

Enemy

Balance: Normal

Health: 2 Space

Damage: 3 Space

Ion Frigate

Enemy

Balance: Normal

Health: 2 Space

Damage: 3 Space

Laser Frigate

Enemy

Balance: Normal

Health: 2 Space

Damage: 2 Strikers

Laser Frigate

Enemy

Balance: Normal

Health: 2 Space

Damage: 2 Strikers

Laser Frigate

Enemy

Balance: Normal

Health: 2 Space

Damage: 2 Strikers

Blitz Fighters

Enemy

Balance: Normal

Health: 1 Strikers

Damage: 2 Strikers

Blitz Fighters

Enemy

Balance: Normal

Health: 1 Strikers

Damage: 2 Strikers

Blitz Fighters

Enemy

Balance: Normal

Health: 1 Strikers

Damage: 2 Strikers

Blitz Bombers

Enemy

Balance: Normal

Health: 1 Strikers

Damage: 3 Space

Blitz Bombers

Enemy

Balance: Normal

Health: 1 Strikers

Damage: 3 Space

Blitz Bombers

Enemy

Balance: Normal

Health: 1 Strikers

Damage: 3 Space

Shock Troops

Enemy

Balance: Normal

Health: 2 Ground

Damage: 3 Ground

Shock Troops

Enemy

Balance: Normal

Health: 2 Ground

Damage: 3 Ground

Shock Troops

Enemy

Balance: Normal

Health: 2 Ground

Damage: 3 Ground

Battleship

Enemy

Balance: Normal

Health: 4 Space

Damage: 1 Space

Battleship

Enemy

Balance: Normal

Health: 4 Space

Damage: 1 Space

Battleship

Enemy

Balance: Normal

Health: 4 Space

Damage: 1 Space

Battleship

Enemy

Balance: Normal

Health: 4 Space

Damage: 1 Space

Battleship

Enemy

Balance: Normal

Health: 4 Space

Damage: 1 Space

Battleship

Enemy

Balance: Normal

Health: 4 Space

Damage: 1 Space

Defender

Enemy

Balance: Normal

Health: 4 Space

Damage: 1 Strikers

Defender

Enemy

Balance: Normal

Health: 4 Space

Damage: 1 Strikers

Defender

Enemy

Balance: Normal

Health: 4 Space

Damage: 1 Strikers

Armored Fighters

Enemy

Balance: Normal

Health: 3 Strikers

Damage: 1 Strikers

Armored Fighters

Enemy

Balance: Normal

Health: 3 Strikers

Damage: 1 Strikers

Armored Fighters

Enemy

Balance: Normal

Health: 3 Strikers

Damage: 1 Strikers

Armored Bombers

Enemy

Balance: Normal

Health: 3 Strikers

Damage: 1 Space

Armored Bombers

Enemy

Balance: Normal

Health: 3 Strikers

Damage: 1 Space

Armored Bombers

Enemy

Balance: Normal

Health: 3 Strikers

Damage: 1 Space

Tank

Enemy

Balance: Normal

Health: 4 Ground

Damage: 1 Ground

Tank

Enemy

Balance: Normal

Health: 4 Ground

Damage: 1 Ground

Tank

Enemy

Balance: Normal

Health: 4 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

Gain

VP: 1

Research Production 1

Research Lab

Gain

VP: 1

Research Production 1

Research Lab

Gain

VP: 1

Research Production 1

Research Lab

Gain

VP: 1

Research Production 1

Asteroid

Gain

VP: 1

Metal 2

Artifact

Gain

VP: 1

Research 2

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

<p align="center">Destroyer Shipyard</p>	<p align="center">Battlecruiser Shipyard</p>	<p align="center">Freight Shipyard</p>
<p align="center"><i>Gain</i></p> <p align="center">VP: 1</p> <p>buy 1 Destroyer for normal cost minus 1</p>	<p align="center"><i>Gain</i></p> <p align="center">VP: 1</p> <p>buy 1 Battlecruiser for normal cost minus 2</p>	<p align="center"><i>Gain</i></p> <p align="center">VP: 1</p> <p>buy 1 Carrier or Transport for normal cost minus 1</p>
<p align="center">Light Shipyard</p>	<p align="center">Barracks</p>	<p align="center">Manufacturing Lab</p>
<p align="center"><i>Gain</i></p> <p align="center">VP: 1</p> <p>buy 1 Gunship or Fighter or Bomber for normal cost minus 1</p>	<p align="center"><i>Gain</i></p> <p align="center">VP: 1</p> <p>buy 1 Infantry or Mech for normal cost minus 1</p>	<p align="center"><i>Gain</i></p> <p align="center">VP: 1</p> <p>convert up to 4 research to metal which is lost at end of round</p>
<p align="center">Outsourcing Company</p>	<p align="center">Auction House</p>	<p align="center">Chaos Lab</p>
<p align="center"><i>Gain</i></p> <p align="center">VP: 1</p> <p>convert up to 4 metal to research which is lost at end of round</p>	<p align="center"><i>Gain</i></p> <p align="center">VP: 1</p> <p>take a unit from top of deck for 2 metal or research</p>	<p align="center"><i>Gain</i></p> <p align="center">VP: 1</p> <p>take a tech from top of deck for 2 metal or research</p>