



MILITARY TECHNOLOGIES



Neutron Bombs: When Attacking Population, all Population Cubes in a Sector are destroyed automatically (*see Attacking Population on page 21*).



Starbase: You may Build Starbases.



Plasma Cannon: You may Upgrade your Ship Blueprints with **PLASMA CANNON** Ship Parts.



Phase Shield: You may Upgrade your Ship Blueprints with **PHASE SHIELD** Ship Parts.



Advanced Mining: You may place Population Cubes in Advanced Materials Population Squares with your Colony Ships.



Tachyon Source: You may Upgrade your Ship Blueprints with **TACHYON SOURCE** Ship Parts.



Gluon Computer: You may Upgrade your Ship Blueprints with **GLUON COMPUTER** Ship Parts.



Plasma Missile: You may Upgrade your Ship Blueprints with **PLASMA MISSILE** Ship Parts.



GRID TECHNOLOGIES



Gauss Shield: You may Upgrade your Ship Blueprints with **GAUSS SHIELD** Ship Parts.



Fusion Source: You may Upgrade your Ship Blueprints with **FUSION SOURCE** Ship Parts.



Improved Hull: You may Upgrade your Ship Blueprints with **IMPROVED HULL** Ship Parts.



Positron Computer: You may Upgrade your Ship Blueprints with **POSITRON COMPUTER** Ship Parts.



Advanced Economy: You may place Population Cubes in Advanced Money Population Squares with your Colony Ships.



Tachyon Drive: You may Upgrade your Ship Blueprints with **TACHYON DRIVE** Ship Parts.



Antimatter Cannon: You may Upgrade your Ship Blueprints with **ANTIMATTER CANNON** Ship Parts.



Quantum Grid: You receive two additional Influence Discs, placed immediately on your Influence Track.



NANO TECHNOLOGIES



Nanobots: You have one extra Activation when taking the Build Action.



Fusion Drive: You may Upgrade your Ship Blueprints with **FUSION DRIVE** Ship Parts.



Orbital: You may Build Orbitals.



Advanced Robotics: You receive one additional Influence Disc, placed immediately on your Influence Track.



Advanced Labs: You may place Population Cubes in Advanced Science Population Squares with your Colony Ships.



Monolith: You may Build Monoliths.



Wormhole Generator: You may Explore, Move to, and Influence adjacent Sectors if the edges connecting the Sectors contain one Wormhole.



Artifact Key: For each Artifact ♦ on Sectors you Control, immediately gain 5 Resources of a single type.



RARE TECHNOLOGIES



Antimatter Splitter: Allows you to split damage from Antimatter Cannons freely over targets.



Conifold Field: You may Upgrade your Ship Blueprints with **CONIFOLD FIELD** Ship Parts.



Neutron Absorber: Enemy **NEUTRON BOMBS** have no effect on you. *Note: this does not affect Planta's Species weakness.*



Absorption Shield: You may Upgrade your Ship Blueprints with **ABSORPTION SHIELD** Ship Parts.



Cloaking Device: Two Ships are required to Pin each of your Ships (*see page 13 for details on Pinning*).



Improved Logistics: Gain 1 additional Move Activation during each Move Action you take.



Sentient Hull: You may Upgrade your Ship Blueprints with **SENTIENT HULL** Ship Parts.



Soliton Cannon: You may Upgrade your Ship Blueprints with **SOLITON CANNON** Ship Parts.



Transition Drive: You may Upgrade your Ship Blueprints with **TRANSITION DRIVE** Ship Parts.



Warp Portal: Immediately place the Warp Portal Tile on any Sector you Control. The Warp Portal Tile connects this Sector to all other Warp Portal Sectors and is worth 1 VP if Controlled at the end of the game (*see page 7 for Warp Portal details*).



Flux Missile: You may Upgrade your Ship Blueprints with **FLUX MISSILE** Ship Parts.



Pico Modulator: Gain 2 additional Upgrade Activations during each Upgrade Action you take.



Ancient Labs: Immediately draw and resolve one Discovery Tile (*see page 9 for details on Discovery Tiles*).



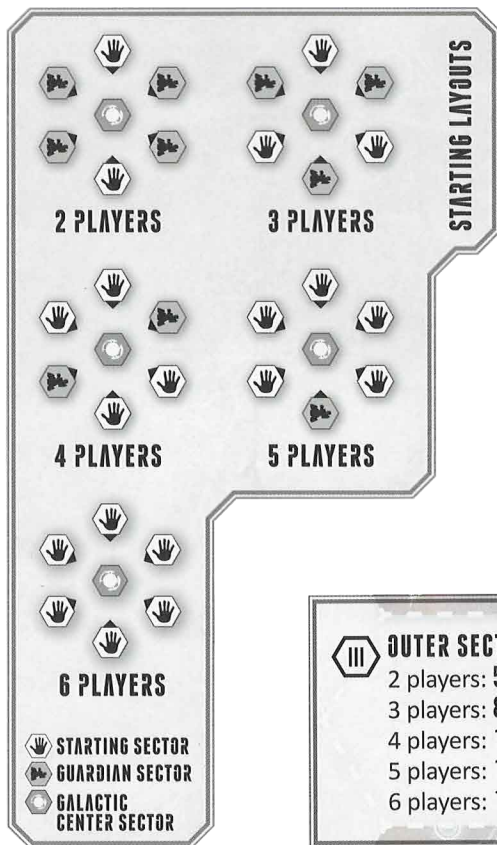
Zero-Point Source: You may Upgrade your Ship Blueprints with **ZERO-POINT SOURCE** Ship Parts.



Metasynthesis: You may place Population Cubes in *any* Advanced Population Squares with your Colony Ships.

NEW TECH TILES

- + 2 players: 5
- 3 players: 6
- 4 players: 7
- 5 players: 8
- 6 players: 9



OUTER SECTORS

2 players: 5
3 players: 8
4 players: 14
5 players: 16
6 players: 18

TECH TILES

2 players: 12
3 players: 14
4 players: 16
5 players: 18
6 players: 20

DISCOVERY TILES



3x +6 Materials, 3x +5 Science, 3x +8 Money, 2x +2 Materials +2 Science +3 Money: Gain the indicated Resources.



3x Ancient Tech: Take the regular Tech Tile with the lowest printed cost (see page 10 for details on regular and Rare Techs) you don't already have from the Tech Tray and place it on your Species Board for free (in case of ties, you choose).



3x Ancient Cruiser: Place one of your Unbuilt Cruisers in the Sector where found.



2x Ancient Orbital: Place an Orbital in the Sector where found and gain 2 Materials.



1x Ancient Monolith: Place a Monolith in the Sector where found.



14x Ancient Ship Part: Place this Ship Part on any of your Ship Blueprints (returning an existing Ship Part if needed). Alternately, keep this Ship Part next to your Species Board and place it as you would any other Ship Part with an Upgrade Action. Ancient Ship Parts removed from Ship Blueprints are removed from the game.



Muon Source: This Ship Part is placed outside your Ship Blueprint grid.



Ancient Warp Portal: Place in the Sector where found. The Sector with the Warp Portal Discovery Tile connects to all other Warp Portal Sectors and is worth 2 VP if Controlled at the end of the game (see page 7 for Warp Portal details).

DISCOVERIES



JUMP DRIVE: Once per Move Activation, Ships with the Jump Drive may Move to any adjacent Sector, regardless of Wormholes. The Jump Drive may be combined with other Drives or it may be the only Drive on a Ship. Jumping may be combined with normal Drive movement at any time (before, between, or after) if Ships have Drives in addition to the Jump Drive.



MORPH SHIELD: Remove one Damage Cube from each Ship with this Ship Part after each Engagement Round.



ARTIFACT CODEX: At the end of the game, gain 1 VP for each Artifact you Control.



ANCIENT MIGHT: At the end of the game, gain 1 VP for each 3 VP you have in Reputation Tile value.



+3 MONEY +3 GRAY: Gain 3 Money plus 3 additional Resources of the same type of your choosing (3 Materials, 3 Science, or 3 Money).