

## Stroke of Genius

Pick one Stage I Research Project at random. It counts as researched.

## Epidemic

You lose 1D6-3 Population on this planet until the beginning of your next turn.

## Famine

You lose 1D6-4 Population on this planet until the beginning of your next turn.

## Famine

You lose 1D6-4 Population on this planet until the beginning of your next turn.

## Famine

You lose 1D6-4 Population on this planet until the beginning of your next turn.

## Idleness

This planet has -1 Production this turn and your total Research Rate is decreased by 1.

## Idleness

This planet has -1 Production this turn and your total Research Rate is decreased by 1.

## Diligence

This planet has +1 Production this turn.

## Diligence

This planet has +1 Production this turn.

## Diligence

This planet has +1 Production this turn.

## Spirit of Research

Research Campuses on this Planet have +1 Research this turn.

## Spirit of Research

Research Campuses on this Planet have +1 Research this turn.

## Solar Flare

Roll a die for each of your Ships and Orbital Structures in orbit around this planet. Destroy each Structure or Ship for which you roll a 1 or a 2.

## Solar Flare

Roll a die for each of your Ships and Orbital Structures in orbit around this planet. Destroy each Structure or Ship for which you roll a 1 or a 2.

## Solar Flare

Roll a die for each of your Ships and Orbital Structures in orbit around this planet. Destroy each Structure or Ship for which you roll a 1 or a 2.

## Abundance

Agro-Districts on this planet sustain +1 population each until the beginning of your next turn.

## Abundance

Agro-Districts on this planet sustain +1 population each until the beginning of your next turn.

## Abundance

Agro-Districts on this planet sustain +1 population each until the beginning of your next turn.

## Earthquake

Roll a die for each Planetary Structure on this planet. Destroy each Structure for which you roll a 1 or a 2.

## Earthquake

Roll a die for each Planetary Structure on this planet. Destroy each Structure for which you roll a 1 or a 2.

## Earthquake

Roll a die for each Planetary Structure on this planet. Destroy each Structure for which you roll a 1 or a 2.

## Exploratory Spirit

You may choose a face-down Space card to the left, to the right or in front of a face-up Space-card you control and throw a die. On 3 – 6, turn the Space Card face up.

## Exploratory Spirit

You may choose a face-down Space card to the left, to the right or in front of a face-up Space-card you control and throw a die. On 3 – 6, turn the Space Card face up.

## Silence

Nothing happens.

**Silence**

Nothing happens.

**Silence**

Nothing happens.

**Silence**

Nothing happens.

**Silence**

Nothing happens.

**Silence**

Nothing happens.

**Silence**

Nothing happens.

**Silence**

Nothing happens.

**Change of the Year**

Shuffle the Event-Pile and put  
"Change of the Year" on the bottom  
of it.

Maat'altekel

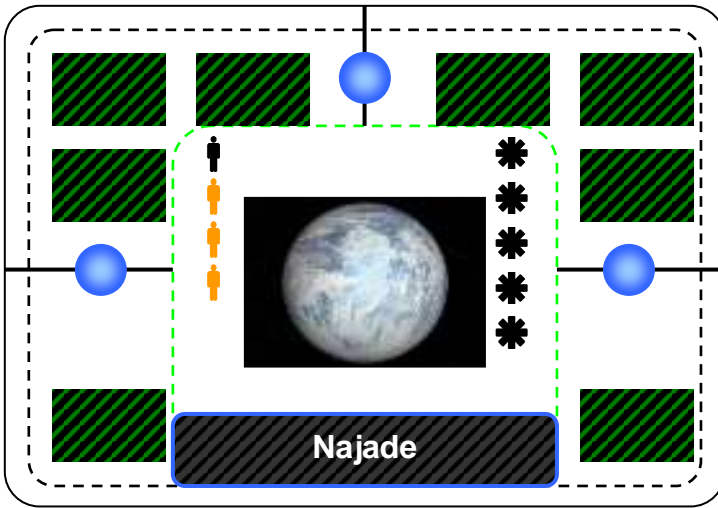
Human Homeworld: Earth

Atrayid Homeworld: Atrayier

Ishtar

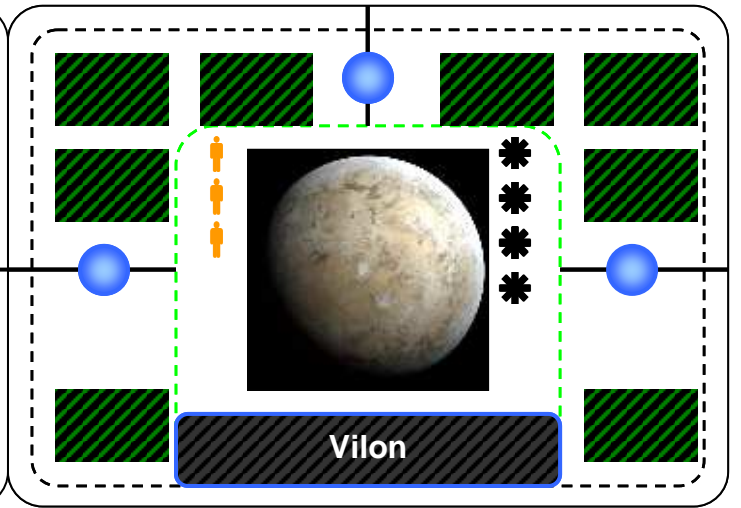
Temal'tek

Sin Tjien



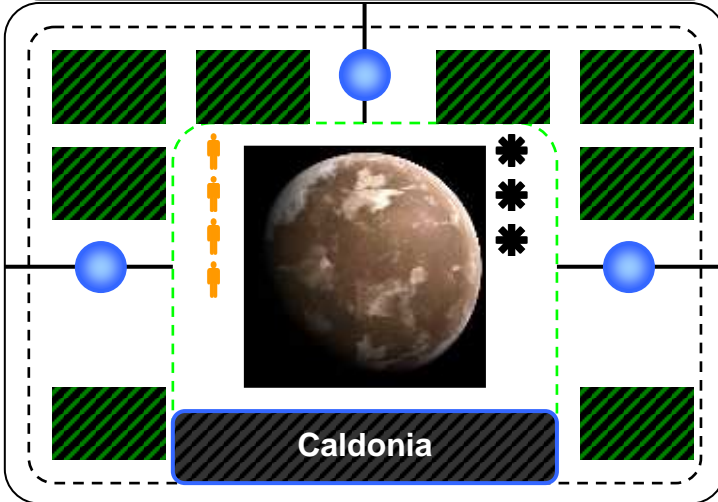
A planet card for 'Najade' featuring a blue and white Earth-like planet. The card has a dashed green border, a blue circle at the top, and a vertical line with a blue circle. On the left, there are two orange human figures and a black star icon. On the right, there are five black star icons. The card is surrounded by green hatched rectangular blocks.

Najade



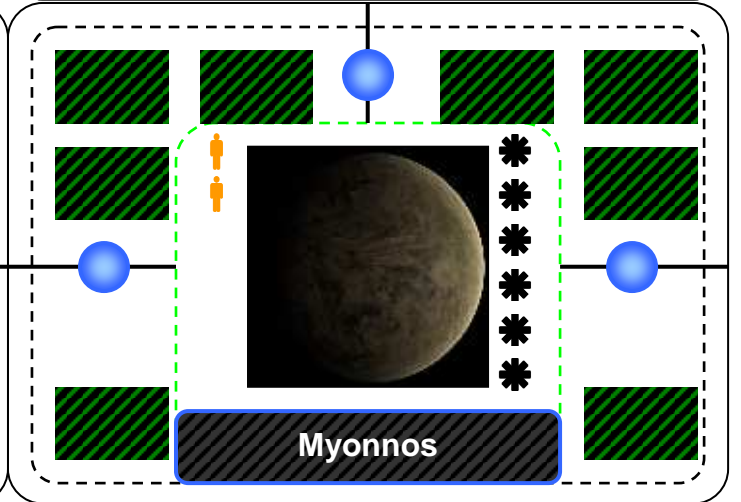
A planet card for 'Vilon' featuring a grey, cratered moon. The card has a dashed green border, a blue circle at the top, and a vertical line with a blue circle. On the left, there are two orange human figures and a black star icon. On the right, there are five black star icons. The card is surrounded by green hatched rectangular blocks.

Vilon



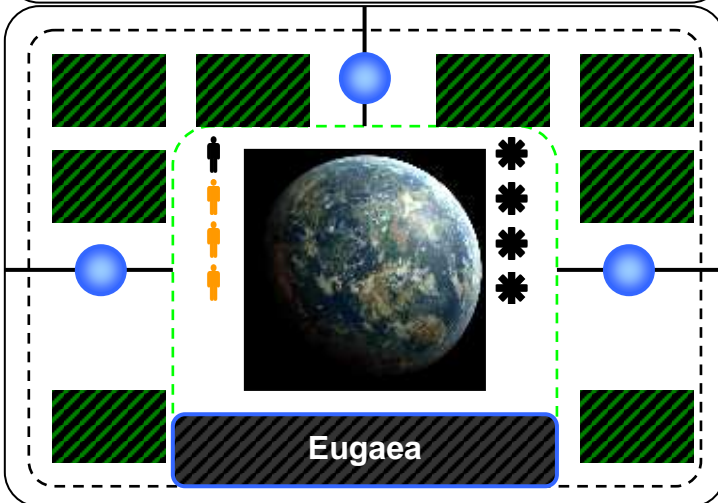
A planet card for 'Caldonia' featuring a reddish-brown planet. The card has a dashed green border, a blue circle at the top, and a vertical line with a blue circle. On the left, there are two orange human figures and a black star icon. On the right, there are five black star icons. The card is surrounded by green hatched rectangular blocks.

Caldonia



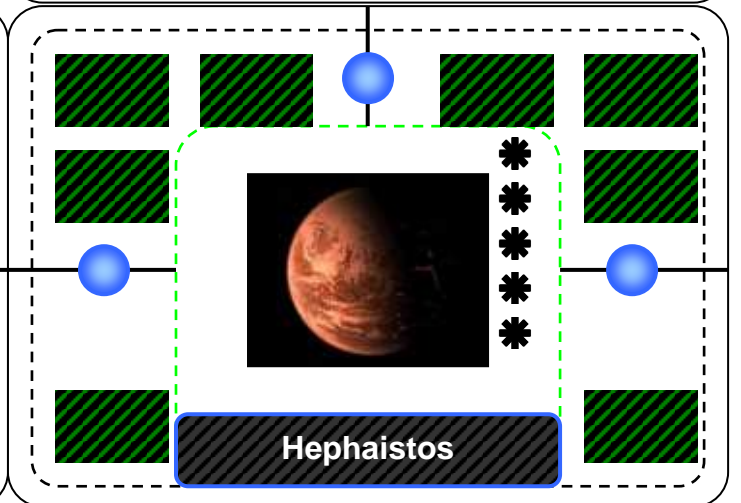
A planet card for 'Myonnos' featuring a dark, cratered moon. The card has a dashed green border, a blue circle at the top, and a vertical line with a blue circle. On the left, there are two orange human figures and a black star icon. On the right, there are five black star icons. The card is surrounded by green hatched rectangular blocks.

Myonnos



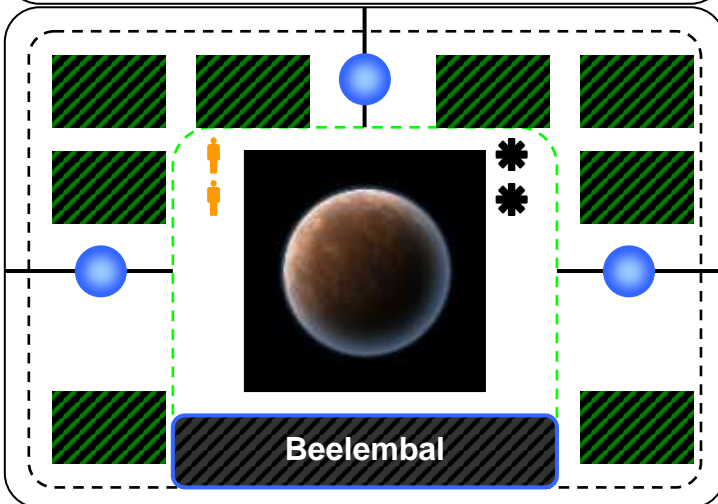
A planet card for 'Eugaea' featuring a blue and white Earth-like planet. The card has a dashed green border, a blue circle at the top, and a vertical line with a blue circle. On the left, there are two orange human figures and a black star icon. On the right, there are five black star icons. The card is surrounded by green hatched rectangular blocks.

Eugaea



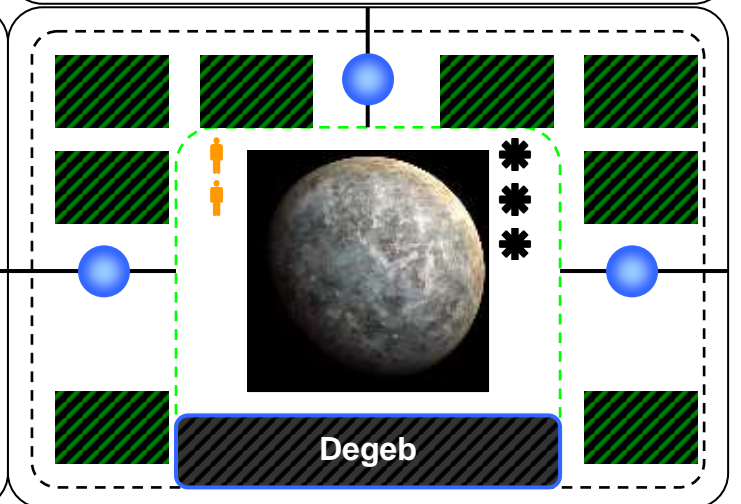
A planet card for 'Hephaistos' featuring a reddish planet. The card has a dashed green border, a blue circle at the top, and a vertical line with a blue circle. On the left, there are two orange human figures and a black star icon. On the right, there are five black star icons. The card is surrounded by green hatched rectangular blocks.

Hephaistos



A planet card for 'Belembal' featuring a reddish planet. The card has a dashed green border, a blue circle at the top, and a vertical line with a blue circle. On the left, there are two orange human figures and a black star icon. On the right, there are two black star icons. The card is surrounded by green hatched rectangular blocks.

Belembal



A planet card for 'Degeb' featuring a grey, cratered moon. The card has a dashed green border, a blue circle at the top, and a vertical line with a blue circle. On the left, there are two orange human figures and a black star icon. On the right, there are three black star icons. The card is surrounded by green hatched rectangular blocks.

Degeb

Thessalia

The diagram shows a central planet with a grey, cratered surface. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet and moon. On the left side of this dashed line, there are two black human figures and two orange human figures. On the right side, there are three black starburst symbols. The entire diagram is set within a grid of green hatched rectangles and blue spheres.

Aureolus

The diagram shows a central planet with a blue and green surface, representing Earth. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet and moon. On the left side of this dashed line, there are two black human figures and one orange human figure. On the right side, there are four black starburst symbols. The entire diagram is set within a grid of green hatched rectangles and blue spheres.

Magsmeg

The diagram shows a central planet with a reddish-brown surface. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet and moon. On the left side of this dashed line, there are two orange human figures. On the right side, there are three black starburst symbols. The entire diagram is set within a grid of green hatched rectangles and blue spheres.

Aridia

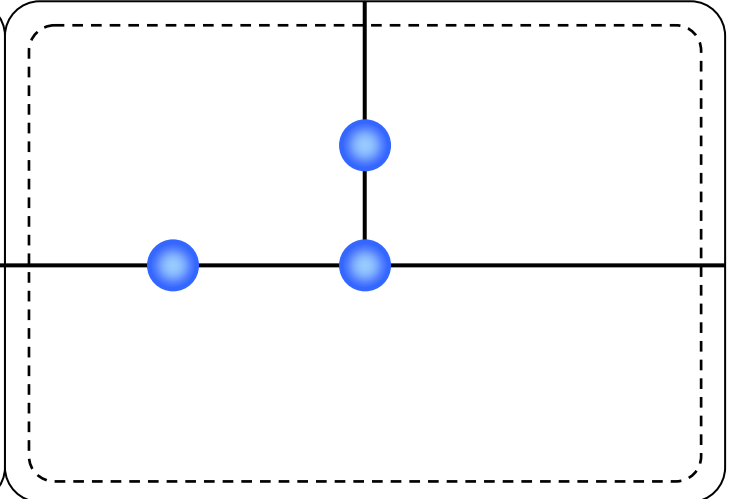
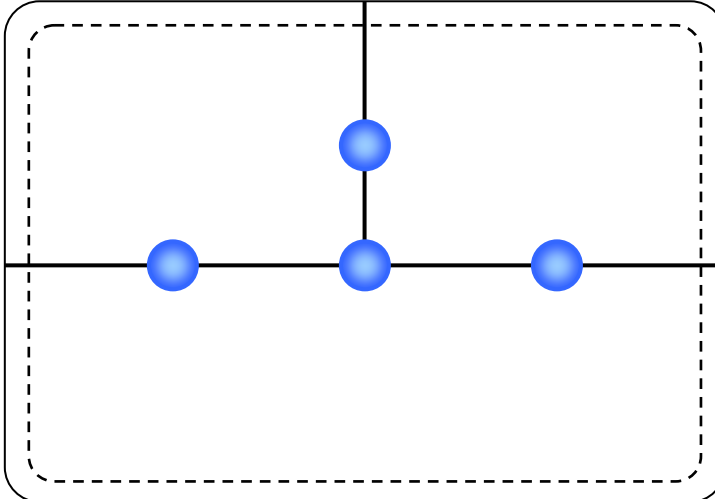
The diagram shows a central planet with a blue and white surface, representing Earth. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet and moon. On the left side of this dashed line, there are two black human figures and two orange human figures. On the right side, there are four black starburst symbols. The entire diagram is set within a grid of green hatched rectangles and blue spheres.

X'mucan


The diagram shows a central planet with a yellowish, cratered surface. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet and moon. On the left side of this dashed line, there is one orange human figure. On the right side, there are two black starburst symbols. The entire diagram is set within a grid of green hatched rectangles and blue spheres.

Borun

The diagram shows a central planet with a grey, cratered surface. To its left is a blue sphere representing a star. To its right is a smaller blue sphere representing a moon. A dashed green line encloses the planet and moon. On the right side of this dashed line, there is one black starburst symbol. The entire diagram is set within a grid of green hatched rectangles and blue spheres.




**Industrial Complex**

 + 1 Production

---

**Planetary Structure** **2**


**Industrial Complex**

 + 1 Production

---

**Planetary Structure** **2**


**Industrial Complex**

 + 1 Production

---

**Planetary Structure** **2**


**Industrial Complex**

 + 1 Production

---

**Planetary Structure** **2**


**Industrial Complex**

 + 1 Production

---

**Planetary Structure** **2**


**Industrial Complex**

 + 1 Production

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**Planetary Structure** **2**


**Industrial Complex**

 + 1 Production

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**Planetary Structure** **2**


**Industrial Complex**

 + 1 Production

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**Planetary Structure** **2**


**Industrial Complex**

 + 1 Production

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**Planetary Structure** **2**


**Industrial Complex**

 + 1 Production

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**Industrial Complex**

 + 1 Production

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**Industrial Complex**

 + 1 Production

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**Planetary Structure** **2**


**Industrial Complex**

 + 1 Production

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**Industrial Complex**

 + 1 Production

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**Planetary Structure** **2**


**Industrial Complex**

 + 1 Production

---

**Planetary Structure** **2**

**Industrial Complex**

 + 1 Production

---

**Planetary Structure** **2**

**Industrial Complex**



+ 1 Production

**Planetary Structure**

**2**

**Industrial Complex**



+ 1 Production

**Planetary Structure**

**2**

**Industrial Complex**



+ 1 Production

**Planetary Structure**

**2**

**Industrial Complex**



+ 1 Production

**Planetary Structure**

**2**

**Agro-District**



+ 1 Population

**Planetary Structure**

**2**

**Agro-District**



+ 1 Population

**Planetary Structure**

**2**

**Agro-District**



+ 1 Population

**Planetary Structure**

**2**

**Agro-District**



+ 1 Population

**Planetary Structure**

**2**

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Agro-District



+ 1 Population

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

Research Campus



+ 1 Research

Planetary Structure

2

**Research Campus**



+ 1 Research

**Planetary Structure**

**2**

**Research Campus**



+ 1 Research

**Planetary Structure**

**2**

**Research Campus**



+ 1 Research

**Planetary Structure**

**2**

**Research Campus**



+ 1 Research

**Planetary Structure**

**2**

**Barracks**



+ 2 on DEF-throw when Planet is invaded.

**Planetary Structure**

**4**

**Barracks**



+ 2 on DEF-throw when Planet is invaded.

**Planetary Structure**

**4**

**Barracks**



+ 2 on DEF-throw when Planet is invaded.

**Planetary Structure**

**4**

**Barracks**



+ 2 on DEF-throw when Planet is invaded.

**Planetary Structure**

**4**

**Barracks**



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

**Barracks**



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

**Barracks**



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

**Barracks**



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

**Barracks**



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

**Barracks**



+ 2 on DEF-throw when Planet is invaded.

Planetary Structure

4

**Rocket Silo**



Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

**Rocket Silo**



Attack 1 target per turn in orbit around this planet with 1D6.

Planetary Structure

3

**Rocket Silo**

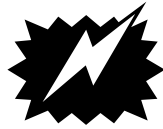


Attack 1 target per turn in orbit around this planet with 1D6.

**Planetary Structure**

**3**

**Rocket Silo**



Attack 1 target per turn in orbit around this planet with 1D6.

**Planetary Structure**

**3**

**Rocket Silo**

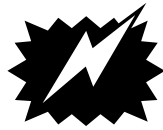


Attack 1 target per turn in orbit around this planet with 1D6.

**Planetary Structure**

**3**

**Rocket Silo**



Attack 1 target per turn in orbit around this planet with 1D6.

**Planetary Structure**

**3**

**Rocket Silo**



Attack 1 target per turn in orbit around this planet with 1D6.

**Planetary Structure**

**3**

**Rocket Silo**



Attack 1 target per turn in orbit around this planet with 1D6.

**Planetary Structure**

**3**

**Rocket Silo**



Attack 1 target per turn in orbit around this planet with 1D6.

**Planetary Structure**

**3**

**Rocket Silo**



Attack 1 target per turn in orbit around this planet with 1D6.

**Planetary Structure**

**3**

**Ion Cannon**



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

**Planetary Structure**

**5**

**Ion Cannon**



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

**Planetary Structure**

**5**

**Ion Cannon**



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

**Planetary Structure**

**5**

**Ion Cannon**



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

**Planetary Structure**

**5**

**Ion Cannon**



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

**Planetary Structure**

**5**

**Ion Cannon**



Once per turn chose a ship in orbit around this planet. Throw a die. On 4 – 6 the ship may neither move, attack nor defend until the beginning of your next turn.

**Planetary Structure**

**5**

**Orbital Structure**

**4**



You may build Ships here.

DEF: 6

**Orbital Shipyard**

**Orbital Structure**

**4**




You may build Ships here.

DEF: 6

**Orbital Shipyard**

**Orbital Structure** 4


---

 You may build Ships here.

DEF: 6 **Orbital Shipyard**

**Orbital Structure** 4


---

 You may build Ships here.

DEF: 6 **Orbital Shipyard**

**Orbital Structure** 4


---

 You may build Ships here.

DEF: 6 **Orbital Shipyard**

**Orbital Structure** 4


---

 You may build Ships here.

DEF: 6 **Orbital Shipyard**

**Orbital Structure** 3


---

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

**Orbital Structure** 3


---

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

**Orbital Structure** 3


---

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

**Orbital Structure** 3


---

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

**Orbital Structure** 3


---

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

**Orbital Structure** 3


---

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

**Orbital Structure** 3


---

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

**Orbital Structure** 3


---

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

**Orbital Structure** 6


---

 Planet may not be invaded.

DEF: 9 **Orbital Megashield**

**Orbital Structure** 6


---

 Planet may not be invaded.

DEF: 9 **Orbital Megashield**

**Orbital Structure** 3


---

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

**Orbital Structure** 3

---

 Planet may not be invaded.

DEF: 6 **Orbital Shield**

Orbital Structure

6



Planet may not be invaded.

DEF: 9

Orbital Megashield

Orbital Structure

6



Planet may not be invaded.

DEF: 9

Orbital Megashield

Orbital Structure

6



Planet may not be invaded.

DEF: 9

Orbital Megashield

Orbital Structure

6



Planet may not be invaded.

DEF: 9

Orbital Megashield

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

Orbital Structure

4



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

DEF: 5

Orbital Rocket Silo

**Orbital Structure**

**4**



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

**DEF: 5**

**Orbital Rocket Silo**

**Orbital Structure**

**4**



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

**DEF: 5**

**Orbital Rocket Silo**

**Orbital Structure**

**4**



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

**DEF: 5**

**Orbital Rocket Silo**

**Orbital Structure**

**4**



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

**DEF: 5**

**Orbital Rocket Silo**

**Orbital Structure**

**4**



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

**DEF: 5**

**Orbital Rocket Silo**

**Orbital Structure**

**4**



Once per turn you may launch a 1D6 +1 attack on a ship in orbit around this planet.

**DEF: 5**

**Orbital Rocket Silo**

**Orbital Structure**

**7**



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

**DEF: 6**

**Orbital Long Range Laser**

**Orbital Structure**

**7**



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

**DEF: 6**

**Orbital Long Range Laser**

**Orbital Structure**

7



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

DEF: 6

**Orbital Long Range Laser**

**Orbital Structure**

7



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

DEF: 6

**Orbital Long Range Laser**

**Orbital Structure**

7



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

DEF: 6

**Orbital Long Range Laser**

**Orbital Structure**

7



Once per turn you may launch a 1D6 +2 attack on a ship in orbit around this planet or in a distance of 2.

DEF: 6

**Orbital Long Range Laser**

**Orbital Structure**

8



Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7

**Spacegate**

**Orbital Structure**

8



Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7

**Spacegate**

**Orbital Structure**

8



Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7

**Spacegate**

**Orbital Structure**

8




Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7

**Spacegate**

**Orbital Structure** 8


---

 Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7 **Spacegate**

**Orbital Structure** 8

---


 Ships may jump between Planets with Spacegates you control. Jumping costs 1 Movement.

DEF: 7 **Spacegate**

**Offensive Technology** 3

↓

**Pulse Weapons**



Your Ships get +1 ATK.


**Offensive Technology** 5

↓

**Pulse Weapons**

↓

**Adv. Laser Technology**




You may now build Orbital Long Range Laser.

**Offensive Technology** 3

↓

**Pulse Weapons**



Your Ships get +1 ATK.


**Offensive Technology** 5

↓

**Pulse Weapons**

↓

**Adv. Laser Technology**



You may now build Orbital Long Range Laser.

**Offensive Technology** 7

↓


**Pulse Weapons**

↓

**Adv. Laser Technology**

↓

**Plasma Weapons**



Your Ships get +2 ATK.

1 Victory Point

**Offensive Technology** 7

↓


**Pulse Weapons**

↓

**Adv. Laser Technology**

↓

**Plasma Weapons**




Your Ships get +2 ATK.

1 Victory Point

**Defensive Technology**

↓

**Titanium Hull**




**3**

Your Ships and Orbital Structures get +1 DEF.

**Defensive Technology**

↓

**Titanium Hull**



**3**

Your Ships and Orbital Structures get +1 DEF.


**Defensive Technology**

↓

**Titanium Hull**

↓

**Adv. Shield Technology**



**5**

Orbital Mega-Shield becomes available.


**Defensive Technology**

↓

**Titanium Hull**

↓

**Adv. Shield Technology**



**5**

Orbital Mega-Shield becomes available.

**Defensive Technology**

↓


**Titanium Hull**

↓

**Adv. Shield Technology**

↓

**Ion Technology**



**7**

Ion Cannon becomes available.

1 Victory Point

**Defensive Technology**

↓


**Titanium Hull**

↓

**Adv. Shield Technology**

↓

**Ion Technology**



**7**


Ion Cannon becomes available.

1 Victory Point

**Environmental Technology**

↓

**Environmental Engineering**




**3**

Each of your Planets may have 1 additional Planetary Structure.

**Environmental Technology**

↓

**Environmental Engineering**



**3**

Each of your Planets may have 1 additional Planetary Structure.


**Environmental Technology**

↓

**Environmental Engineering**

↓

**Hydroponic Farming**



**5**

Each of your Agro-Districts sustains 1 additional Population.

There are no more famines.


**Environmental Technology**

↓

**Environmental Engineering**

↓

**Hydroponic Farming**



**5**

Each of your Agro-Districts sustains 1 additional Population.

There are no more famines.

**Environmental Technology**

↓


**Environmental Engineering**

↓

**Hydroponic Farming**

↓

**Terraforming**



**7**

Each Planet may have 2 additional Population.

**1 Victory Point**

**Environmental Technology**

↓


**Environmental Engineering**

↓

**Hydroponic Farming**

↓

**Terraforming**



**7**


Each Planet may have 2 additional Population.

**1 Victory Point**

**Propulsion Technology**

↓

**Ion Drive**




**3**

Your ships get +1 Movement.

**Propulsion Technology**

↓

**Ion Drive**



**3**

Your ships get +1 Movement.


**Propulsion Technology**

↓

**Ion Drive**

↓

**Hyper Drive**



**5**

Your ships get +2 Movement.


**Propulsion Technology**

↓

**Ion Drive**

↓

**Hyper Drive**



**5**

Your ships get +2 Movement.

**7**

Propulsion Technology

↓


Ion Drive

↓

Hyper Drive

↓

Wormhole Technology



Spacegate becomes available.

1 Victory Point

**7**

Propulsion Technology

↓


Ion Drive

↓

Hyper Drive

↓

Wormhole Technology



Spacegate becomes available.


1 Victory Point

**3**

Industrial Technology

↓

Rationalisation




Your Industrial Complexes have +1 Production.

**3**

Industrial Technology

↓

Rationalisation



Your Industrial Complexes have +1 Production.

**5**


Industrial Technology

↓

Rationalisation

↓

Automatisation



Your Industrial Complexes do not need Population to operate.

**5**


Industrial Technology

↓

Rationalisation

↓

Automatisation



Your Industrial Complexes do not need Population to operate.

**7**

Industrial Technology

↓


Rationalisation

↓

Automatisation

↓

Nano Technology



Your Industrial Complexes get +2 Production.

1 Victory Point

**7**

Industrial Technology

↓


Rationalisation

↓

Automatisation

↓

Nano Technology




Your Industrial Complexes get +2 Production.

1 Victory Point

Prestige Projects

Holo Technology




3

1 Victory Point

There are no more Global Strikes.

Prestige Projects

Holo Technology



3


1 Victory Point

There are no more Global Strikes.

Prestige Projects

Holo Technology

Cold Fusion




5

1 Victory Point

Prestige Projects

Holo Technology

Cold Fusion



5


1 Victory Point

Prestige Projects

Holo Technology

Cold Fusion

Dyson Sphere



7


1 Victory Point

Prestige Projects

Holo Technology


Cold Fusion

Dyson Sphere



7

1 Victory Point

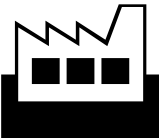


Industrial Complex

+ 1 Production

Planetary Structure

2



Industrial Complex

+ 1 Production

Planetary Structure

2

