Hylar V Assault Laser
Your **Cruisers** and **Destroyers** now receive **+1** on all **CR**.

Automated Defence Turret
All of your **Destroyers** receive **+2** and roll **1 additional** die on all **Anti-Fighter Barrage** rolls.

Deep Space Cannon
Enemy fleets in **adjacent** systems are now **in range** of your **PDS** units.

War Sun
You are now **allowed** to produce **WS** units.

Duranium Armor
At the end of **each round of combat,** you may repair **1** of your damaged units in the battle.

Assault Cannon
Before any **Space Battle** begins, your participating **Dreadnoughts** may each fire **one shot**. Any hits are applied immediately, and casualities do **not** receive return fire.

Magen Grid
All of your **PDS** units receive **+1 on all CR**.
All of your **defending GF** on a planet with a **PDS** receive **+1 on all CR** during **Invasion Combat**.

Graviton Negator
Your **Dreadnoughts** may now bombard planets that contain **PDS** Units. Your **Fighters** may participate in **Invasion Combat**. Surviving **Fighters** are returned to space after the combat and can **never** establish control of a planet.

Fleet Logistics
When taking a **Tactical Action**, you may now take **two Tactical Actions**, one after the other, before your turn ends.

Graviton Laser
When you make a **CR** with a **PDS** unit and miss, you may now make a **single** re-roll for **each** roll that missed.

X-89 Weapon
Your **Dreadnoughts** or **WS** units may now use this option before bombarding. Immediately destroy **all** enemy **GF** on the planet. Then discard all of your **Action Cards**.

Antimass Deflectors
All of your ships may now move **through Asteroid Fields** but may never end their Movement in an Asteroid Field.

XRD Transporters
Your **Carriers** now receive **+1 Movement**.

Maneuvering Jets
Your opponents receive **-1** to all **PDS** rolls targeting your ships (or **-2** if the **PDS** is firing from an **adjacent System**).
In addition you receive **-1** to all your **SM** rolls, and your ships do not have to stop when entering an **Ion Storm**.

Light/Wave Deflector
Your ships may move **through** systems containing enemy ships.

Type IV Drive
All of your **Cruisers** and **Dreadnoughts** now receive **+1 Mv.**

Transit Diodes
As an **Action**, you may spend **1 CC** from your **Strategic Allocation** to immediately move up to **four** of your **GF** from any one of your planets to any other planet you control.

Cybernetics
All of your **Fighters** now receive **+1** on all **CR**.

Gen Synthesis
All of your **GF** now receive **+1** on all **CR** during **Invas. combat.**
When one of your **GF** units is destroyed, roll a die: on a result of **5+**, the unit is instead returned to a plan. in your **Home System**.

Hyper Metabolism
During each **Status Phase**, you gain **1 additional CC**.
In addition, before drawing **AC**, you may discard **one AC** from your hand to draw **one additional AC.**

Stasis Capsules
Your **Cruisers** and **Dreadnoughts** may now carry **1 GF** unit.

Neural Motivator
You now draw **1 extra AC** during each **Status Phase**.

Neural Comp.
Your cost to purchase new technologies is **reduced by 2.**

Dacxive Animators
If you win an **Invasion Combat**, roll once for every **GF** unit killed (**yours and your opponent's**). For every roll of **6+**, place one **GF** unit on the planet from your reinforcements.

Enviro Compensator
The production capacity of your **SD** is now increased by **1**.

Sarween Tools
Whenewer you produce units at any **SD**, you now receive **1** additional **resource** with which to build units.

Micro Technology
You now receive **1** additional **TG** for each of your **active** trade agreements.

Integrated Economy
When producing units at your **SD**, you may now place the new units in any **activated, adjacent** System that is **empty** or **friendly**. You may place **PDS** and **GF** units on any friendly planet within this range.

Nano Technology
Your **Dreadnoughts** and **WS** may not be targeted by your opponents' **AC**.
In addition, when you claim a planet, you gain its planet card **refreshed**.

Adv. Fighters
Your **Fighters** do not require the **support** of **Carriers** or **SD**, may move **independently** with a movement rate of **2**, and receive **+1 on all CR.**
Enemy ships **may not** move through a system your **Fighters** occupy. **Fighters** in **excess** of a system's Fighter capacity count **towards** your **Fleet Supply** limit.

Gravity Drive
You do not need to roll for your ships when moving out of a **GR**.
If your ships begin their activation in a system adjacent to a **GR** or **Wormhole**, you receive **+1 Mv.**

Transfabrication
You may scuttle units at the start of the Build Units step of **your activaion**.
For each **non-Fighter** and **non-GF** unit You scuttle in this way, gain **1 TG**.

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