







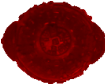


Picture	Description	Stats	Unit-Specific Tech					
			The numbers refer to coordinates in Nephilim's Tech Tree (available at BoardGameGeek), and the minimum number of tech advances needed beforehand (starting from nothing, shortest path only). Tech that applies to multiple units is in multiple places.					
	Tech for all ships: There is some tech that applies to every single ship.	-	Antimass Deflectors Pass asteroid fields - 1/3, 0	Light/Wave Deflector Pass through enemy systems Magen Defense Grid AND XRD Transporters 4/4, 5	Maneuvering Jets Dodge PDS (PDS receive -1, -2 from adjacent systems), -1 Space Mine, don't stop in Ion Storm XRD Transporters 4/5, 2			
	Not ship-related tech: This tech applies to and improves (from a player POV) gameplay mechanics.	-	Micro Technology +1 Trade Good per active Trade Agreements Sarween Tools OR Stasis Capsules 3/1, 2	Neural Motivator +1 AC in Status Phase Micro Technology OR Stasis Capsules 4/1, 2	Nano Technology Dreadnoughts and War Suns can't be targeted by AC, gain claimed planets refreshed Micro Technology 5/1, 3	Hyper Metabolism +1 CC during Status Phase, may discard AC during Status Phase to draw an additional one Gen Synthesis 6/2, 3	Fleet Logistics Tactical Action = 2 Tactical Actions Graviton Negator 7/1, 5	
	Space Dock: Unit production. Also has tech to make it produce more units faster. Resource rich planets = maximized utility - having a Space Dock near a hot spot (but well-defended) can be key to victory. Keep multiple Space Docks to avoid being completely blockaded. Not mobile.	Cost: 4 Fighter Capacity: 3 Limit: 3	Enviro Compensator +1 production capacity - 1/1, 0	Sarween Tools +1 Resource per Space Dock when producing Enviro Compensator 2/1, 1	Integrated Economy Place units in adjacent, activated systems (GF and PDS on any friendly planet in range) Micro Technology AND Cybernetics 4/2, 5			
	Carrier: Essential unit for everything that involves movement of planetary forces (PDS, GF) and fighters. Partially replaced by Dreadnoughts and Cruisers with Stasis Capsules for single GF, and later War Suns with 6 capacity as well. Rather weak in combat. XRD Transporters make it faster.	Cost: 3 Move: 1 Battle: 9 Capacity: 6 Limit: 4	XRD Transporters Carriers: +1 movement Antimass Deflectors 2/5, 1					
	Cruiser: Average ship, at just 2 cost not too expensive too. Scales reasonably well with tech, the only ship that can potentially have a base movement of 3 (with Type IV Drive, up to 5 with modifiers). Even the starting movement of 2 is great for flanks.	Cost: 2 Move: 2 Battle: 7 Limit: 8	Hylar V Assault Laser Cruisers, Destroyers: +1 on combat rolls - 1/2, 0	Stasis Capsules Cruisers, Dreadnoughts: Can carry 1 GF Enviro Compensator 2/2, 1	Type IV Drive Cruisers, Dreadnoughts: +1 movement Neural Motivator AND XRD Transporters 5/4, 5			
	Destroyer: Pretty cheap. Starts out rather weak, but is among the most cost-efficient units in the game, particularly with Hylar V. Ultimate specialized anti-fighter machine with proper tech. With 2 movement, great for flanks, or helping out where needed (fighter invasions).	Cost: 1 Move: 2 Battle: 9 Anti-Fighter Barrage Limit: 8	Hylar V Assault Laser Cruisers, Destroyers: +1 on combat rolls - 1/2, 0	Automated Defence Turrets Destroyers: +2 on AFB rolls, and +1 die for AFB Hylar V 2/3, 1				
	Dreadnought: Starts out relatively slow and thus hard to handle, Type IV Drive to make it faster is deep down in the tree. Packs a punch and, with Sustain Damage, also stays alive, but is pretty expensive (and some say, terribly cost-inefficient). Bombardment helps with invasions. Expensive tech. With leaders: Perfect ship for an Admiral.	Cost: 5 Move: 1 Battle: 5 Bombardment, Sustain Damage Limit: 5	Stasis Capsules Cruisers, Dreadnoughts: Can carry 1 GF Enviro Compensator 2/2, 1	Assault Cannon Dreadnoughts: One free shot before battle Cybernetics AND Automated Defence Turrets 4/3, 4	Nano Technology Dreadnoughts and War Suns can't be targeted by AC, gain claimed planets refreshed Micro Technology 5/1, 3	Type IV Drive Cruisers, Dreadnoughts: +1 movement Neural Motivator AND XRD Transporters 5/4, 5	Graviton Negator Dreadnoughts may bombard despite PDS, fighters can help during Invasion Combat (and return after combat) Dacxive Animators OR Assault Cannon 6/1, 4	X-89 Bacterial Weapon Dreadnoughts, War Suns: Destroy all enemy GF on a planet before bombarding, then discard all AC Assault Cannon OR Transit Diodes 7/2, 5
	Fighter: Cheap, and easy to underestimate, great value. Advanced Fighters make them even more of a nuisance, and good at battle. Also very good as cheap throwaway shield against enemy fire from PDS and / or ships. No unit limit (but must be supported until Advanced Fighters).	Cost: 1 (for 2) Battle: 9 Limit: 10 Stacks	Cybernetics Fighters: +1 on combat rolls Stasis Capsules OR Antimass Deflectors 3/3, 1	Graviton Negator Dreadnoughts may bombard despite PDS, fighters can help during Invasion Combat (and return after combat) Dacxive Animators OR Assault Cannon 6/1, 4	Advanced Fighters Fighters: May move independently (Move: 2), +1 on combat rolls, unsupported fighters count towards Fleet Supply Type IV Drive 6/4, 6			
	Ground Force (GF): The bread and butter of invasion combat and planetary defense. Tech mainly lets it live longer or die later. No unit limit, but can only move between planets when carried.	Cost: 1 (for 2) Battle: 8 Limit: 12 Stacks	Magen Defense Grid PDS: +1 on combat rolls, +1 on combat rolls for defending GF during Invasion Combat on planets with PDS Deep Space Cannon 3/4, 2	Dacxive Animators After won Invasion Combat, roll 6+ for each GF lost (both sides), place so many GF from reinforcements Neural Motivator 5/2, 3	Gen Synthesis GF: +1 on Invasion Combat rolls, when destroyed roll 5+ to return to home system Cybernetics 5/3, 2	Transit Diodes As an action, may spend 1 CC from Strategic Allocation to move up to 4 GF from one to another controlled planet Dacxive Animators OR Light/Wave Deflector 6/3, 4		
	Planetary Defense System (PDS): Stronger than it looks, particularly when teched up. Some adjacent hexes with PDS are intimidating, fighter screens necessary. Also helps against invasion combat and Dreadnought bombardment. Halfway mobile via Carriers.	Cost: 2 Battle: 6 Planetary Shield Limit: 6	Deep Space Cannon PDS: Can shoot to adjacent systems Hylar V 2/4, 1	Magen Defense Grid PDS: +1 on combat rolls, +1 on combat rolls for defending GF during Invasion Combat on planets with PDS Deep Space Cannon 3/4, 2	Graviton Laser System PDS: One re-roll for each missed combat roll Deep Space Cannon 3/5, 2			
	War Sun: Devastating damage potential, Bombardment, Sustain Damage and carrier capacity all in one. Without enough countermeasures (Direct Hit ACs and / or PDS might help), decides battles and games. Nevertheless it's costly.	Cost: 12 Move: 2 Battle: 3 (x3) Capacity: 6 Bombardment, Sustain Damage, Tech Required Limit: 2	War Sun Makes War Suns buildable in the first place Sarween Tools AND Deep Space Cannon 3/2, 4	Nano Technology Dreadnoughts and War Suns can't be targeted by AC, gain claimed planets refreshed Micro Technology 5/1, 3	X-89 Bacterial Weapon Dreadnoughts, War Suns: Destroy all enemy GF on a planet before bombarding, then discard all AC Assault Cannon OR Transit Diodes 7/2, 5			