

## SETUP

- 1) Deal each player 3 races and choose 1. Or simply choose outright. Take planet card(s).
- 2) Remove Supernova and 4 blank space tiles. Shuffle the rest, deal each player 8 tiles.  
**Option:** Remove wormholes and related cards.
- 3) Remove Action and Objectives (see below).
- 3) Players take turns placing tiles until all tiles have been placed.
- 4) Player homeworlds are in the 2<sup>nd</sup> ring across from each other.
- 5) Shuffle objective cards, deal to each player: 1 phase I public, 1 phase II public, 2 secret objective. These will all serve as secret objectives for the player.
- 6) Setup the rest of the public objectives according to the *Age of Empire* variant. This includes putting a token next to the 1<sup>st</sup> Public Objective card as a game timer, which will advance each Status Phase and will end the game when it gets to the *Mecatol Rex* card.
- 7) Remove trade agreements from the game.



## TILE PLACEMENT SUMMARY

*each player adds system tiles to the board*

- Can't add systems to the next ring until the inner ring completes.
- You must place a system tile having at least 1 planet if the prior tile you placed did not.
- Do not place Red border tiles adjacent to each other.
- Place your Home in front of you as soon as you can, along with another tile.

## MODERATE DISTANT SUNS

*put chits on the board after creating the galaxy*

Remove biohazard, industrial society, radiation, and technological society chits and shuffle the rest. Randomly put the remaining tokens face down on each planet.

## VICTORY POINTS

- 1) Players may qualify for 1 public objective per game round; may go for any in any order.
- 2) Players may also qualify for 1 of their secret objectives per game round. Players may not qualify for opponent's secret objectives.

## REMOVE OBJECTIVES

*Stage II cards*

- **Domination!** I control the Home Systems of 2 other players.
- **Supremacy!** I control 18 planets outside my Home System.
- I control planets with a combined total influence greater than the combined total influence of all the planets controlled by my 2 neighbors.

## REMOVE ACTION CARDS

- **Strategic Shift** (excluded in 3-4 players)
- **Influence In The Merchants Guild**
- **Master Of Trade**
- **Political Stability**
- **Ruinous Tariffs**
- **Trade Stop**

When drawn evaluate if a card is a Trade card. If so show and discard it, draw a replacement.

## ACTION CARD CHANGES

- **Council Dissolved:** "Player who chose Political Strategy does not draw any Political Cards."
- **Determine Policy:** "Choose any 3 Political agendas from draw pile, discard pile, or any laws in play. They are voted upon instead of choosing 3 random cards."
- **Disclosure:** "Look at all of your opponents Action Cards and take 1."

## RACE ABILITY CHANGES

*due to no Trade Agreements, Trade card changes*

### Emirates Of Hacan

They lose their special trading ability.

- Begin with 1 trade good at start of game.
- Get 1 free trade good any time the Trade Strategy Primary Ability is activated by either player without spending a Strategy Counter.

### Mentak Coalition

Change Ability: Steal 1 Trade Good from other player if they have at least 3 in their inventory.

LENGTH	1 <sup>st</sup> Player To...	TIME (minutes)
Short	6 VP wins	60-90
Medium	8 VP wins	90-120
Long	10 VP wins	120-180

**STRATEGY CARDS**

- 1) **Initiative:** Not used. Speaker token simply alternates. As the last step of the Status Phase the current speaker hands the speaker token to opponent.  
**Option:** Whichever player has the Speaker Token does not need to spend tokens to perform the Secondary Ability of other Strategy Cards.
- 2) **Diplomacy:** No change.
- 3) **Political:** Change Primary ability:  
“Draw 3 action cards, receive 1 Command Counter from your reinforcements. Then draw the top 3 Political Deck cards and resolve their agendas one at a time in order. After completing the agendas look at the next 4 cards, then place 1 face down on the bottom of the deck and the rest face down on top of the deck in their original order.”  
Secondary ability remains unchanged.
- 4) **Logistics:** No change
- 5) **Trade:** Change Primary ability:  
“Immediately receive 3 trade goods.”  
There is no Secondary ability.
- 6) **Warfare:** No Change.
- 7) **Technology:** No Change.
- 8) **Imperial:** Change Primary ability:  
“Immediately receive 1 VP.”  
Secondary ability remains unchanged.

**Selecting Strategy Cards**

Beginning with the speaker players alternate selecting an available strategy card until both have taken 2 strategy cards. 1<sup>st</sup> player in the action phase is determined by who holds the lowest number strategy card. The 3 unpicked strategy cards each get a bonus chit.

**BATTLES**

- 1) Winner of a space battle gains 1 trade good.
- 2) Winner of a planetary invasion battle gains 1 trade good (even for a neutral planet).

**POLITICAL ACTION***in detail*

- 1) A player activating the political phase as his action takes the top 3 cards of the political deck and puts them in any desired order. Then read them aloud in order and vote on the 1<sup>st</sup> one.
- 2) Each player counts up their total available influence and then takes that number of spare tokens or cubes (don't use trade good tokens) to use as votes.
- 3) Players secretly place zero or more tokens in their fist then simultaneously reveal their vote. Ties count as defeat in the case of laws, “discard to no effect” in the case of elections.  
**Option:** Ties are broken by the current Speaker.
- 4) Player who picked Political strategy then selects the next agenda which is voted on using votes players have left. Then the 3<sup>rd</sup> agenda is voted on using the same method.
- 5) At any point up to the moment votes are revealed players may exchange trade goods for vote tokens with each other. Thus bribes are binding because once planetary influence has been converted to tokens they may be bought and sold.
- 6) **Option:** Active player then reviews the top 4 Political cards and puts any 1 on the bottom and 3 on top without changing their order.

**STATUS PHASE**

- 1) Each player checks if they can qualify for **one** of their Secret Objectives.
- 2) Each player checks if they qualify for any **one** of the Public Objectives.
- 3) Advance Status Phase token ahead 1; put it by the next Public Objective. If token advances to the *Mecatol Rex* objective the game ends; player with high score immediately wins.
- 4) Speaker Token is given to the other player.

## Design Notes

Props to Aarontu since I built on his design. After playing his variant and also learning how the political phase in 2 player Warrior Knights works I feel this is another rich experience for 2. I have played this twice using 8VP. Both played differently and were lots of fun.

A goal was to keep much of the original game in place. I was stumped as to how for the political phase until I read the Warrior Knights rules and realized this was the perfect fix. The next time we play a full game of 5 - 6 I may try the political phase the way it is handled in Warrior Knights.

Another goal was to get more money in the game to facilitate bribing and to speed up technology advances and buildup of forces. The prospector-ish Trade card helps with this as does the reward for battles, as does the more positively skewed distant suns planetary tokens.

My last main goal was to try and avoid the mechanical #1-#8 cycle that could threaten to really dominate a 2 Player game. This is why I threw out Initiative Strategy and just cycled the speaker token. It would cycle anyway but at least a player would not have to use one of their choices to make it happen. In the game we played we also found we had plenty of command counters so that having to pay for all of the secondary abilities wasn't bad at all. In a 6VP game players will probably try to choose the ISC as often as they can. In 8VP and 10VP games you can probably afford to skip it once or twice in lieu of gaining the benefits of a different strategy card.

One thing we discovered about the Diplomatic card was that its value was huge in 2 Player. You picked it if you definitely did not want to go to war, or if you definitely wanted to guarantee a war.

It took 2 ½ hours but we were discussing what we liked and didn't like as we went. We began the game with the Initiative Strategy and without the Diplomacy Strategy. Midway through we chucked the Initiative Strategy and brought the Diplomacy Strategy back in. I think our next 8VP game will definitely come in under 2 hours.

Today my friend Steven and I sat down to play my 2 Player version. Steven was evil Mentak civilization and I was altruistic intellectually-minded Jol-nar. After setup we compared influence and resources and discovered that Mentak had 4 resources to fund their imperialistic war machine and a measly 1 influence to spend on politics. The enlightened Jol-nar had 3 resources to spend on textbooks for their universities and 5 influence to make things right in the galaxy.

### Turn 1

The diabolical Mentak choose Technology and Trade strategies. The friendly Jol-nar take Imperial and Political. After some basic expansion and building the turn ended. The 3 laws that came before the Senate were so obviously evil attempts at limiting the freedoms of the people of the galaxy that Jol-nar had no choice but to block them and vote them down. By the end of turn one the benign Jol-nar had 4 resources and 8 influence. Belligerent Mentak had 6 resources and 12 influence thanks to their newly acquired technology of Stasis Capsules, suspicious starting fleet of cruisers, and greedy capture of Mecatol Rex.

Score: Jol-nar 1VP Mentak 0VP

### Turn 2

At start of turn 2 Mentak predictably picked Warfare and Imperial strategies while Jol-nar picked Logistics and Technology. This turn proved to be a major turning point in the game. Mentak entered a Jol-nar controlled system and contemptuously destroyed all their science vessels. Jol-nar meanwhile conducted classes on possible peaceful uses of Stasis Capsules. After picking up a distress call in the beleaguered system Jol-nar sent their entire fleet consisting of a transport, a fighter, and a

dreadnaught (only as protection from space pirates) to the system. They found Mentak visiting atrocities upon the populace of one of the planets and sent a few warning shots across the bows of 2 Mentak cruisers. Using some kind of alien power the cruisers were able to destroy the fighter and damage the dreadnaught even before the battle began. Jol-nar attempted to send a transmission but were mercilessly gunned down. In a mighty explosion the dreadnaught disappeared and the carrier with all hands (and science equipment) was lost. Mentak then using some military hocus-pocus (Warfare strategy) were able to move their cruisers again and take one Jol-nar homeworld, destroying the PDS and space station docked there. At end of turn 2 Mentak had 13 resources and 19 influence and Jol-nar had 4 resources and 5 influence.

Score: Jol-nar 1VP Mentak 4VP (ISC, 1 public objective, 1 secret objective)

### Turn 3

To begin this turn the persecuted Jol-nar picked Trade Strategy and Imperial Strategy. The rapacious Mentak snatched Political Strategy and Logistics. Immediately Jol-nar valiantly rallied the community spirit of a distant planet from their homeworld and built a new spaceport. No sooner was the spaceport completed but Mentak marauders entered the system and destroyed everything. Jol-nar leadership knew that if there was to be a future for their people they must appease their new overlords and agree to eternal servitude. The Supreme Mentak readily accepted this new arrangement.

### Observations

The political phase “Warrior Knight” style is extremely fun and will be a must for every TI3 game we play in the future regardless of the number of players.

Balance and advantage can turn on a dime in 2 player TI3. Players are well advised to be cautious and not risk everything on one battle because that will give the game away if things go wrong. (And wrong they went!) No other players exist to ally with or to make your opponent feel threatened by.

Total play time was 90 minutes when the Jol-nar conceded. It was fast and enjoyable. An excellent way to get an expensive game to the table more often!

### Comments

Works really well. The best is we used the triangle alien chits as 5s and flags as 1s – No pennies!

We took out wormholes and related cards. Politics strategy worked well. Played 10 VPs, game lasted 3 hours, over 5 rounds, though the other player was learning the rules. We had a blast!

I would prefer less unpredictability and randomness - your 3 Political card rule for the Political Strategy action adds even more capriciousness than original TI3. Cards like *Public Execution* / *Alien Artifact* can devastate in a 2 player game (they were for me).

*Question:* With the Political Strategy action, can you choose in which order the 3 Political cards are resolved, or do you draw and resolve them one at a time?

### Roland Wood

Player who picked the political phase gets to choose the order but both players know what the 3 laws are before any are voted on so someone can save their votes for one that matters most.

You are correct about devastating results that can happen in 2-player TI3. It has happened to us and we usually just call the game after because it is impossible in most cases to recover. TI3 truly is optimal with multiple players, but this is a fun enough variant to play when there are just 2 of you and you are feeling like you need to actually play your \$70 purchase.

**1 DIPLOMACY**

**Primary Ability**  
**DIPLOMATIC ENVOY**  
Name an opponent. For the rest of this phase neither you nor they may activate a system containing units of the other player (including Ground Forces and PDS).

**Secondary Ability**  
**ECONOMIC STIMULUS**  
Spend 1 Command Counter from your Strategy Allocation area to refresh up to 2 of your exhausted (non-Home System) Planet Cards. **1**

**ACTIVE**

**1**

**INACTIVE**

**1 DIPLOMACY**

**2 POLITICAL**

**Primary Ability**  
**GALACTIC COUNCIL**  
Draw 3 action cards and take 1 Command Counter from your reinforcements. Then draw the top 3 Political cards and resolve their agendas one at a time in order. After completing them look at the next 4 cards: place 1 face down on the deck bottom, the rest face down on top in their original order.

**Secondary Ability**  
**SEEK DESTINY**  
Spend 1 Command Counter from your Strategy Allocation area to draw 1 Action Card. **2**

**ACTIVE**

**2**

**INACTIVE**

**2 POLITICAL**

**3 LOGISTICS**

**Primary Ability**  
**COMPREHENSIVE OPERATIONS**  
Receive 4 Command Counters from your reinforcements.

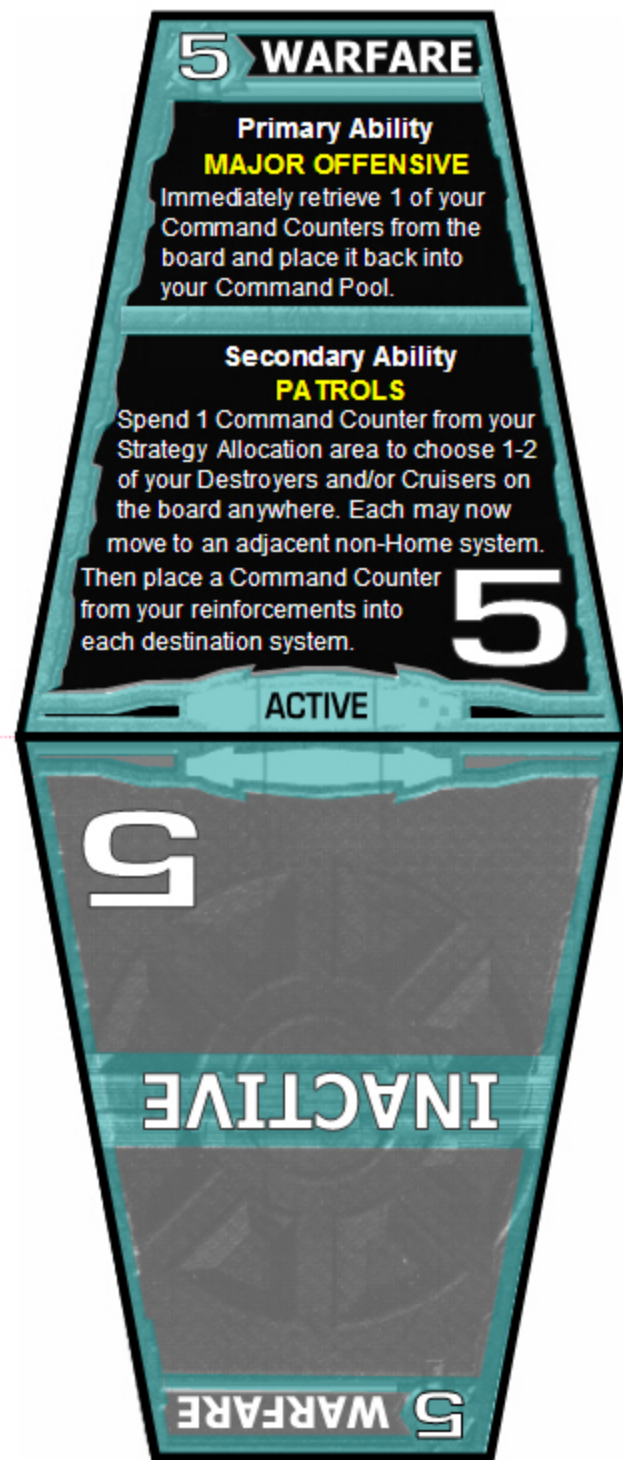
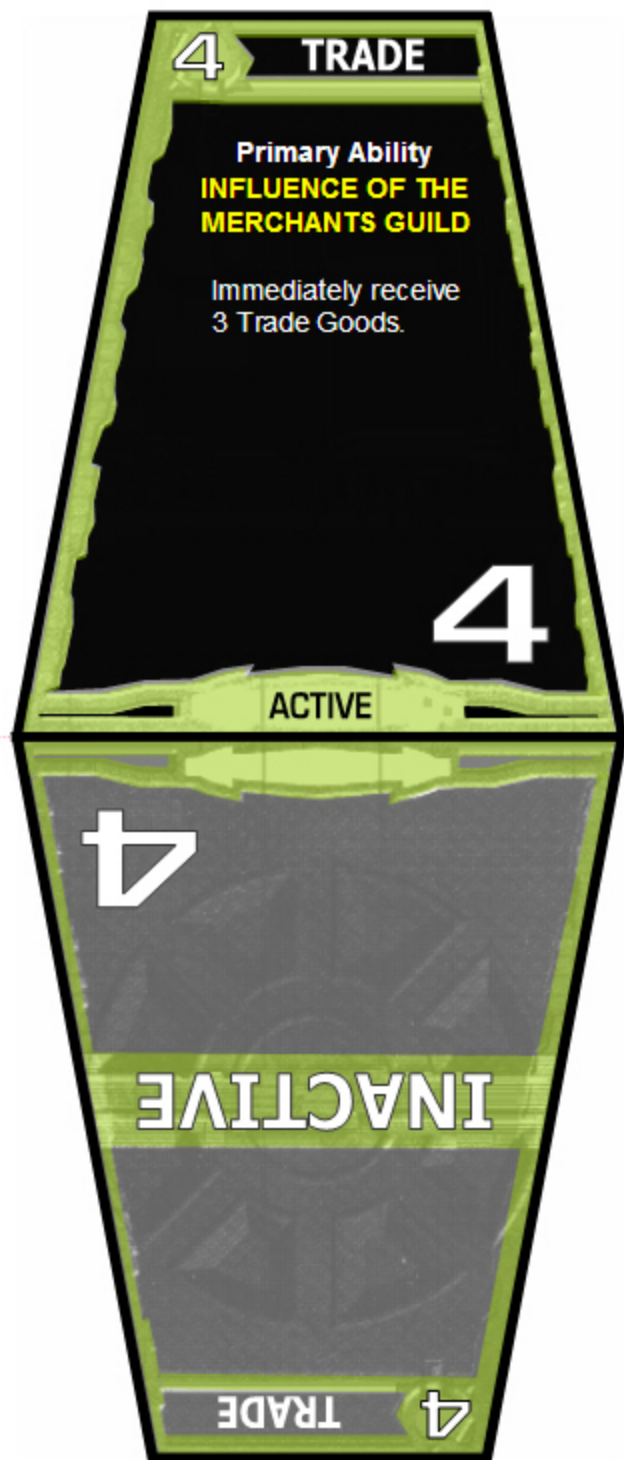
**Secondary Ability**  
**DOMESTIC MANDATE**  
You may spend influence to receive Command Counters from your reinforcements. Receive 1 Command Counter for each 3 influence you spend. **3**

**ACTIVE**

**3**

**INACTIVE**

**3 LOGISTICS**



**7 IMPERIAL**

**Primary Ability**  
**IMPERIAL CLAIM**  
Immediately receive  
1 Victory Point.

**Secondary Ability**  
**RAPID MOBILIZATION**

Spend 1 Command Counter from  
your Strategy Allocation area to  
immediately build units in one of  
your systems containing one or  
more friendly Space Docks, even  
if you have activated the  
system already. Building  
units here does not  
activate the system.

**7**

ACTIVE

**7**

INACTIVE

**7 IMPERIAL**

**8 IMPERIAL II**

**Primary Ability**  
**IMPERIAL CLAIM**  
Choose either A) or B).  
A) In upcoming Status Phase  
you may qualify for any number  
of Public Objectives. Also, gain  
1 VP if you control Mecatol Rex.  
B) You may execute the secondary  
ability of this card for free. No other  
player may execute this secondary.

**Secondary Ability**  
**RAPID MOBILIZATION**

Spend 1 Command Counter from your  
Strategy Allocation area to build at  
one of your Space Docks (even if  
the system is already activated).  
This does not activate the system.

**8**

ACTIVE

**8**

INACTIVE

**8 IMPERIAL II**

**0 INITIATIVE**

**Special**  
Claim the Speaker Token  
after selecting this. During  
the Action Phase you do  
not have to pay Command  
Counters from your Strategy  
Allocation area in order to  
execute the secondary ability  
of Strategy Cards.

You may not select the Initiative  
Strategy during the next Strategy  
Phase.

You do not take a Strategic  
Action during the Action  
Phase this round.

**0**

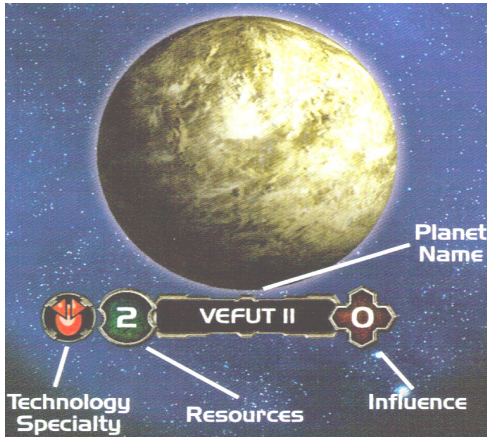
ACTIVE

**0**

INACTIVE

**0 INITIATIVE**

# TWILIGHT IMPERIUM III



Planets	1	2	3	4	5	6	7	8	9	0
Resources	1	2	3	4	5	6	7	8	9	0
Influence	1	2	3	4	5	6	7	8	9	0

#	UNIT	COST	MOVE	BATTLE	RACE BONUS	TECH BONUS	OTHER BONUS	TOTAL BONUS	SPECIAL
3	<b>Space Dock</b> <i>1 per planet</i>	4	-	-					3 Capacity <i>for Fighters</i> Build up to resource value +2 units
∞	<b>GROUND FORCE</b>	1x2	-	8					Required to take over a planet (but not after to hold a planet).
6	<b>PDS</b> <i>2 per planet</i>	2	-	6					Planetary Shield Space Cannon Invasion Defense
∞	<b>FIGHTER</b>	1 3x2	-	9					Pay 1 to build 1 <i>or</i> Pay 3 to build 2
8	<b>DESTROYER</b>	1	2	9					Anti-Fighter Barrage x2 <i>before Space Battle</i>
8	<b>CRUISER</b>	2	2	7					
4	<b>CARRIER</b>	3	1	9					6 Capacity <i>for Fighters, PDS, and GF, same as War Suns</i>
5	<b>DREADNOUGHT</b>	5	1	5x2					1 Bombard <i>if no PDS and if GF invaded</i> Sustain 1 Damage
2	<b>War Sun</b>	12	2	3x3					6 Capacity <i>Ftr/PDS/GF</i> 1 Bombard <i>ignore PDS</i> Sustain 1 Damage

## ACTION PHASE ACTIONS

### STRATEGIC *must do once!*

- 1) Perform your Primary Ability
- 2) Others clockwise may use the Secondary for 1 Strategy CC

### TACTICAL *costs 1 Command CC*

- 1) Activate 1 non-activated system
- 2) Move ships into system
- 3) PDS Fire
- 4) Space Battles
- 5) Land on planets in system
- 6) Invasion Combat
- 7) Produce units

### TRANSFER *costs 1 Command CC*







- 1) Activate 2 friendly non-activated systems
- 2) Move ships between the systems
- 3) PDS Fire
- 4) Land on your planets in systems
- 5) Invasion Combat (if necessary)
- 6) Produce units in 1 of the systems

### ACTION CARD *if "play as an action"*





### PASS *no more actions this round*



## DOMAIN EFFECTS *for the Distant Suns game option*

	<b>HOSTILE LOCALS</b> <i>discard after successful invasion here</i> Listed number of neutral GF attack (opponent rolls).
	<b>LAZAX SURVIVORS</b> <i>keep this token</i> You get +3 influence in any future votes.
	<b>NATURAL WEALTH</b> <i>discard immediately</i> Receive the indicated number of Trade Goods, if able.
	<b>PEACEFUL ANNEXATION</b> <i>discard immediately</i> The landing proceeds without incident.
	<b>SETTLERS</b> <i>discard immediately</i> Return all your GF to their ship. 2 reinforcement GF are put here by (1d10): 1-5 random opponent; 6-10 you.
	<b>Wormhole Discovery</b> <i>put token in current system</i> It connects to any other matching alpha or beta wormhole.






### Remove the following in 2 player games

	<b>BIOHAZARD</b> <i>discard after a successful invasion here</i> First GF unit is always eliminated while this remains.
	<b>INDUSTRIAL SOCIETY</b> <i>discard immediately</i> Build a free Space Dock here. Does not exhaust planet.
	<b>RADIATION</b> <i>discard after 1st landing here</i> Kill all GF in the 1 <sup>st</sup> landing here.
	<b>TECHNOLOGICAL SOCIETY</b> <i>discard immediately</i> Left player gives you a tech from your deck for which you have the PQs.

## STATUS PHASE

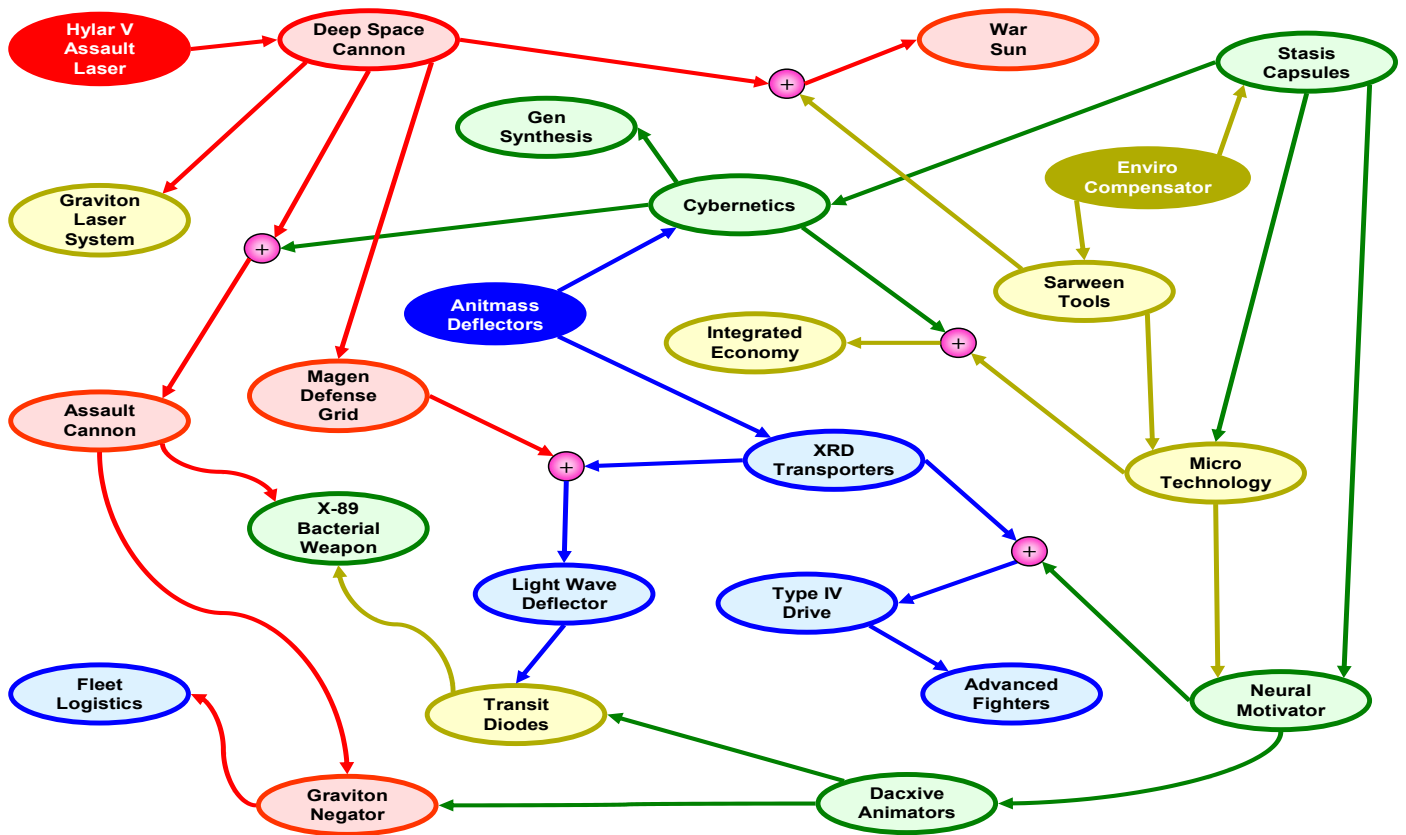
- Each player checks for achieved Public & Secret Objectives.  
**2 Player:** Each player sees if they qualify for 1 Secret Objective.  
Each player sees if they qualify for 1 Public Objective.  
Advance Status Phase Token to next Public Objective.  
Give Speaker Token to next player.
- Repair all damaged ships.
- Remove all Command Counters from the board.
- Refresh Planet Cards (un-activate).
- All players gain 1 Action Card and 2 Command Counters.
- All players redistribute their Command Counters on race sheet.
- Return all Strategy Cards.

## LEADERS *each race has 3 Leaders*

	<b>ADMIRAL</b> <i>when at least one is on a ship...</i> <ul style="list-style-type: none"> <li>Carrying ship rolls +1 dice in <i>any</i> Space Battle.</li> <li>Carrying Dreadnought gets +1 Movement.</li> <li>If in attack fleet, no retreat if defender has no Admiral.</li> </ul>
	<b>AGENT</b> <i>when at least one invades with Ground Forces...</i> <ul style="list-style-type: none"> <li>Invading GF can't be fired on by PDS.</li> <li>Attacker after a successful invasion may replace existing PDS and Space Dock with their own.</li> <li>Discard Agent <b>any time</b> to cancel a played Action Card.</li> </ul>
	<b>DIPLOMAT</b> <i>when at least one is at a planet or in a fleet...</i> <ul style="list-style-type: none"> <li>May delay <b>one</b> invasion of defending planet for 1 round.</li> <li>Fleet may move through systems containing opponent ships when opponent grants permission.</li> </ul>
	<b>GENERAL</b> <i>when at least one is at or attacking a planet...</i> <ul style="list-style-type: none"> <li>Attacking GF may reroll up to 2d10 each combat round.</li> <li>Defending Ground Forces get +1 to combat rolls.</li> <li>-4 Dreadnought/War Sun bombard at General's planet.</li> </ul>
	<b>SCIENTIST</b> <i>when at least one is at a planet...</i> <ul style="list-style-type: none"> <li>Planet's Tech Specialty gives discount of 2 instead of 1.</li> <li>Planet can build a Space Dock at cost of 2 resources.</li> <li>Planet gets +1 to PDS die rolls.</li> <li>Planet with PDS cannot be bombarded by War Suns.</li> </ul>

- All 3 Leaders begin in your home system.
- May be transported by *any* ship, not counting towards Capacity.
- Must be with GF to land on a neutral or hostile planet.
- May not exist alone in space or on hostile and neutral planets.
- Leader in a failed invasion is Captured (Killed on neutral planet).
- Killed when their ship is destroyed, unless in Space Battle roll 1d10: 1-5 Killed; 6-8 Escape; 9-10 Captured
- If their planet is successfully invaded roll 1d10:  
1-5 Captured; 6-9 Escape; 10 Killed
- If their planet changes hands outside of battle then they Escape.
- Escape:** Place leader on any non-blockaded friendly planet.
- Capture:** May kill or give to any player during Status Phase.
- Rescue:** After *any* successful planet invasion roll 1d10: 9-10 attacker takes their choice of 1 captive Leader defender holds.
- Invader taking player's last planet Rescues Leaders they held.

# TWILIGHT IMPERIUM III



WARFARE
<b>Hylar V Assault Laser</b> <i>PQ: None</i> +1 to Destroyer and Cruiser combat rolls.
<b>Deep Space Cannon</b> <i>PQ: Hylar V Assault Laser</i> Enemy fleet in adjacent system is in range of your PDS units.
<b>Magen Defense Grid</b> <i>PQ: Deep Space Cannon</i> +1 to PDS combat rolls. +1 to defending GF invasion combat rolls on a planet with a PDS.
<b>Assault Cannon</b> <i>PQ: Deep Space Cannon AND Cybernetics</i> Before any space battle begins each of your Dreadnoughts participating may fire 1 shot. Immediately apply hits; casualties don't get return fire.
<b>Graviton Negator</b> <i>PQ: Assault Cannon OR Dacxive Animators</i> Dreadnoughts may bombard planets containing PDS units. Fighters may participate in invasion combat; survivors return to space after and can't establish control of a planet.
<b>War Sun</b> <i>PQ: Deep Space Cannon AND Sarween Tools</i> You may build War Suns.

PROPULSION
<b>Antimass Deflectors</b> <i>PQ: None</i> Your ships may move through asteroid fields. They may not end their movement in an asteroid field.
<b>XRD Transporters</b> <i>PQ: Antimass Deflectors</i> Carriers get +1 Move.
<b>Light Wave Deflector</b> <i>PQ: Xrd Transporters AND Magen Defense Grid</i> Your ships may move through systems containing enemy and continue on to the activated system.
<b>Type IV Drive</b> <i>PQ: Xrd Transporters AND Neural Motivator</i> Dreadnought, Cruiser move +1.
<b>Advanced Fighters</b> <i>PQ: Type IV Drive</i> +1 to Fighters combat rolls. They may move independently (Move = 2) and don't need support of Carriers or Space Docks. Enemy ships may not move through a system occupied by your Fighters.
<b>Fleet Logistics</b> <i>PQ: Gravitation Negator</i> As a tactical action you may take 2 tactical actions one after another before your turn ends.

BIOTECH
<b>Stasis Capsules</b> <i>PQ: Enviro Compensator</i> Dreadnoughts and Cruisers may carry 1 Ground Force unit.
<b>Cybernetics</b> <i>PQ: Antimass Deflectors OR Stasis Capsules</i> +1 to Fighter combat rolls.
<b>Gen Synthesis</b> <i>PQ: Cybernetics</i> +1 to Ground Force invasion combat rolls. Roll 1d10 when your Ground Force dies: on 5+ return it to a planet in your home system.
<b>Neural Motivator</b> <i>PQ: Stasis Capsules OR Micro Technology</i> Draw 1 extra action card during each Status Phase.
<b>Dacxive Animators</b> <i>PQ: Neural Motivators</i> On winning invasion combat: roll 1d10 for each Ground Force unit killed (yours and opponent's): 6+ put 1 GF on the planet from your stock.
<b>X-89 Bacterial Weapon</b> <i>PQ: Assault Cannon OR Transit Diodes</i> Before bombs, your War Suns and Dreadnoughts may kill all enemy GF on the planet; after, discard all your Action cards.

GENERAL
<b>Enviro Compensator</b> <i>PQ: None</i> +1 Space Dock Production capacity.
<b>Sarween Tools</b> <i>PQ: Enviro Compensator</i> +1 resource to build units when a Space Dock produces units.
<b>Micro Technology</b> <i>PQ: Stasis Capsules OR Sarween Tools</i> For the Trade Secondary, take +1 trade good for each of your active trade agreements.
<b>Integrated Economy</b> <i>PQ: Cybernetics AND Micro Technology</i> Place new units built at Space Docks into any adjacent activated system which is friendly or empty; place PDS and Ground Forces on any friendly planet in this range.
<b>Graviton Laser System</b> <i>PQ: Deep Space Cannon</i> You may reroll <b>once</b> for each PDS combat roll miss.
<b>Transit Diodes</b> <i>PQ: Light Wave Deflector OR Dacxive Animators</i> As an action: Spend 1 Strategy Command Counter, move ≤ 4 GF from <b>one</b> of your planets to any other planet you control.