



Unit	Cost	Battle	Move	Abilities	Technologies
Dreadnought	5	5	1	Bombardement, Sustain Damage	Assault Cannon: one precombat shot Duranium Armor: repair one unit per round of combat Nano Technology: cannot be target of Action Cards Graviton Negator: bombards through PDS Stasis Capsules: transports one Ground Force Type IV Drive: +1 movement X-89 Bacterial Weapon: wipes out enemy Ground Forces
Carrier	3	9	1	Capacity: 6	XRD Transporters: +1 movement
Cruiser	2	7	2	-	Type IV Drive: +1 movement Stasis Capsules: transports one Ground Force Hylar V Assault Laser: +1 to all combat rolls
Destroyer	1	9	2	Anti-Fighter Barrage	Hylar V Assault Laser: +1 to all combat rolls Automated Defense Turrets: improved Anti-Fighter barrage
Fighter (x2)	1	9	-	-	Cybernetics: +1 to all combat rolls Advanced Fighters: +1 to all combat rolls, move independetly Graviton Negator: participate in Invasion Combat
War Sun	12	3(x3)	2	Bombardement, Sustain Damage, Capacity: 6	Nano Technology: cannot be target of Action Cards Duranium Armor: repair one unit per round of combat X-89 Bacterial Weapon: wipes out enemy Ground Forces
Ground Force (x2)	1	8	-	-	Gen Synthesis: +1 to all combat rolls, revive casualties Dacxive Animators: zombies in space! Transit Diodes: teleport Magen Defense Grid: +1 to combat rolls if friendly PDS is present
Mech. Unit	2	6(x2)	-	Sustain Damage	Duranium Armor: repair one unit per round of combat
PDS	2	6	-	Planetary Shield, Space Cannon	Deep Space Cannon: fires into adjacent systems Magen Defense Grid: +1 to all combat rolls, also for friendly GF Graviton Laser System: re-roll misses
Space Dock	4	-	-	Produce Units, Fighter Capacity: 3	Enviro Compensator: +1 production capacity Sarween Tools: +1 ressource when building units Integrated Economy: place units in adjacent, activated systems