

**Heavy Weapons**  
+1 to attack

**Shielding**  
-1 to attacks against you

**Von Neumann Engines**  
occasional free developments

**Infrastructure**  
+1 to pacification

**Artificial Intelligence**  
with Cogn. Circuits:  
2 re-rolls per round

**Cognition Circuits**  
with Artificial Intelligence:  
2 re-rolls per round

**Advanced Weapons**  
+2 to attack

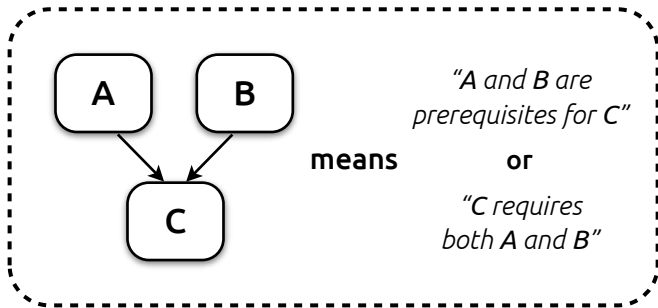
**Advanced Shielding**  
-2 to attacks against you

**Drone Networking**  
+1 to exploration

**Advanced Infrastructure**  
+2 to pacification

**Advanced AI**  
with Abstraction Circuits:  
5 re-rolls per round

**Abstraction Circuits**  
with Advanced AI:  
5 re-rolls per round



**Advanced V. N. Engines**  
fleets can construct more fleets

**The Earthman's Burden**  
Technologies

**The Eschaton**  
progress along the eschaton track ...

**Paradox Circuits**  
... to win by bringing about the singularity

**Fusion Engines**  
launch even faster at further cost

**Refraction Fields**  
land more fleets faster with less luck

**Nanofactories**  
construct 1½ times faster

**Tracking Systems**  
+1 when returning fire (if developments are present)

**Machinations**  
+2 to overthrow and espionage

**Advanced Security**  
-2 to overthrow and espionage on you

**Orion Engines**  
launch faster at a cost of 1 fleet per 5

**Solar Sails**  
land a few fleets faster with luck

**Nanotechnology**  
1/6th free fleet per development per turn

**Defensive Grid**  
developments return fire as three fleets each

**Intrigue**  
+1 to overthrow and espionage

**Security**  
-1 to overthrow and espionage on you