

Heavy Weapons
+1 to attack

Shielding
-1 to attacks against you

Von Neumann Engines
occasional free developments

Nanotechnology
1/6th free fleet per development per turn

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

Nanofactories
construct 1 1/2 times faster

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

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

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

Solar Sails
land a few fleets faster with luck

Defensive Grid
developments return fire as three fleets each

Infrastructure
+1 to pacification

Intrigue
+1 to overthrow and espionage

Security
-1 to overthrow and espionage on you

Fusion Engines
launch even faster at further cost

Refraction Fields
land more fleets faster with less luck

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

Advanced Infrastructure
+2 to pacification

Machinations
+2 to overthrow and espionage

Advanced Security
-2 to overthrow and espionage on you