

**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*

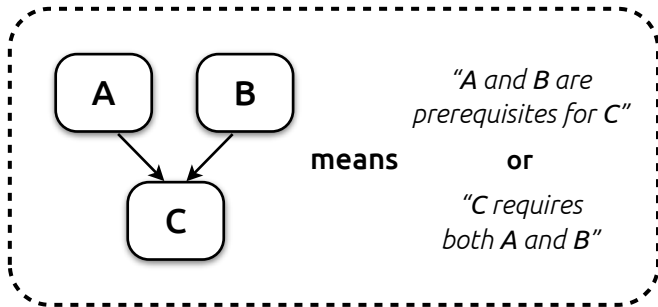
**Advanced Shielding**  
*-2 to attacks against you*

**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*

**Advanced 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*

**Machinations**  
*+1 to overthrow and espionage*

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