Blue Tech-

(0) Antimass-

(0) Dark Energy Tap-

(1) Transite Diodes - At the start of your turn, you may exhaust this card to remove up to 4 of your ground forces from the game board and place them on 1 or more planets you control

(1) Sling Relay-

(2) Gravity Drive- When you move 1 or more of your ships, apply +1 to the move value of 1 of those ships during this tactical action.

(3) LightWave Deflector- (During your tactical actions, a number of ships equal to half of the command tokens in your fleet pool, rounded up, may move through systems that contain other players’ ships.)

Red Tech-

(0) Plasma Scoring- When 1 or more of your units use a unit ability, 1 of those units may roll 1 additional die.

(0) AI development Algorithm-

(1) Magen Defense- Each planet that contains 1 or more of your structures gains SPACE CANNON 3 ability as if it were 1 of your units. This unit cannot roll additional die.

(1) Duranium Armor-

(2) Self Assembly Routines- Your mechs may be transported out of activated systems that contain no other players command tokens. | After 1 of your mechs is destroyed, gain 1 trade good.

(3) Assault Cannon- (At the start of a space combat in a system that contains 3 or more of your non-fighter ships, your opponent must destroy 1 of their non-fighter ships. | At the start of a ground combat with 4 or more of your ground forces, your opponent must destroy 1 of their ground forces with SUSTAIN DAMAGE.)

Yellow Tech-

(0) Sarween- When you produce 1 or more units, reduce the combined cost of the produced units by 1.| When paying for the combined cost of producing 1 or more units, if all the sources of resources are necessary to pay for the combined cost, excess resources spent are converted to trade goods.

(0) Scanlink-

(1) Graviton- You may exhaust this card before 1 or more of your units use SPACE CANNON or BOMBARDMENT; rolling a 9 or 10 generates an additional hit; hits produced by those units must be assigned to non-fighter ships or infantry, if able.

(1) Predictive Intelligence- At the end of your turn, you may exhaust this card to redistribute your command tokens. | When casting votes, you may exhaust this card; each planet with 3 or more influence you exhaust to cast votes provides additional votes equal to its influence value. Ready this card if you used its additional votes and the outcome you voted for was resolved.

(2) Fleet Logistics-

(3) Integrated Economy-

Green Tech-

(0) Neural Motivator- You may exhaust this card when you explore to draw 2 additional cards; choose 1 to resolve and discard the rest. | Apply +1 to the move value of your flagship if it starts its movement in a system that contain 1 of your space docks.

(0) Psychoarcheology- You can use technology specialties on planets you control without exhausting them, even if those planets are exhausted. | Apply +3 to the PRODUCTION value of your space docks on or above planets that have technology specialties.

(1) Daxcive Animators- After you win a ground combat, you may place 1 infantry from your reinforcements on that planet. | After 1 or more of your units use [BOMBARDMENT](https://twilight-imperium.fandom.com/wiki/Bombardment) against a planet, if you produced 1 or more hits, you may commit 1 infantry from your reinforcements if you invade that planet.

(1) Bio-Stims- You may exhaust this card at any time to ready 1 of your planets that has a technology specialty or 1 of your other technologies.

(2) Hyper Metabolism- During the status phase, gain 3 command tokens instead of 2 and draw 2 action cards instead of 1.

(3) x-89 Bacterial Weapon- At the start of an invasion, if you have 3 or more ships with BOMBARDMENT in the active system, choose 1 planet in the system; all ground forces on that planet are destroyed.

Unit upgrades-

Infantry II- After this unit is destroyed during ground combat, place the unit on this card. Units on this card still roll during the “roll die” sub-step of ground combat. At the end of the ground combat, if you won, place all the ground forces on this card onto the planet; otherwise, remove all units on this card.

Space Dock II- When this unit uses its PRODUCTION, you may place one ship produced by this unit in an adjacent system that contains no other players’ ships. Then place a command token from your reinforcements in that system. | This unit’s PRODUCTION value is equal to 5 more than the resource value of this planet. | Up to 3 fighters in this system do not count against your ships’ capacity.

Faction Tech-

Arborec:

(Green)(1) Bioplasmosis- At the end of the status phase, you may remove any number of mechs from planets you control and place them on 1 or more planets you control in the same or adjacent systems. | Your mechs are treated as structures.

Hacan:

(Green)(2) Production Biomes- ACTION: If you have 10 trade goods or less, you may [exhaust](https://twilight-imperium.fandom.com/wiki/Readied_and_Exhausted) this card and spend 1 [token](https://twilight-imperium.fandom.com/wiki/Command_Tokens) from your [strategy pool](https://twilight-imperium.fandom.com/wiki/Command_Sheet) to gain 6 [trade goods](https://twilight-imperium.fandom.com/wiki/Trade_Goods_%26_Commodities) and choose 1 neighbor; that player gains 2 trade goods.

Jol-Nar:

(Blue)(2) Spatial Conduit Cylinder- You may [exhaust](https://twilight-imperium.fandom.com/wiki/Readied_and_Exhausted) this card after you [activate](https://twilight-imperium.fandom.com/wiki/Activation) a system that contains 1 or more of your [units](https://twilight-imperium.fandom.com/wiki/Units); that system is [adjacent](https://twilight-imperium.fandom.com/wiki/Planets_and_Systems#Adjacency) to all other systems that contain 1 or more of your units during this tactical action. You may ready this card at the end of your tactical action if the active system contains no other players units.

L1Z1X:

(Yellow)(1) Inheritance Systems- You may [exhaust](https://twilight-imperium.fandom.com/wiki/Readied_and_Exhausted) this card when you research a technology; spend 2 additional [resources](https://twilight-imperium.fandom.com/wiki/Spending_Resources_and_Influence) or discard an action card to ignore all of that technology's prerequisites.

Mahact:

(Green)(1) Genetic Recombination- You may exhaust this card when a player casts votes; that player must cast at least 1 vote for an outcome of your choice or place 1 command token from their fleet pool in a system that contains your ships; resolve game effects as if you had won a space combat against that player in that system.

Nomad:

(Yellow)(0) Temporal Command Suite- After any player's [agent](https://twilight-imperium.fandom.com/wiki/Leaders) becomes [exhausted](https://twilight-imperium.fandom.com/wiki/Readied_and_Exhausted), you may exhaust this card to ready that agent; if you ready another player's agent, you may perform a [transaction](https://twilight-imperium.fandom.com/wiki/Transactions_%26_Deals) with that player.

Saar:

(Blue)(1) Chaos Mapping- Other players cannot activate asteroid fields that contain 1 or more of your ships. | During your tactical actions, apply +1 to the move value of each of your structures that starts its movement in an anomaly.

Winnu:

(Blue)(2) Lazax Gate Folding- During your tactical actions, treat the Mecatol Rex System as adjacent to systems that contain 4 or more of your non-fighter ships. | You do not have to exhaust planets in your home system to cast their votes during the agenda phase.

(Red)(1) Hegemonic Trade Policy- Exhaust this card when 1 or more of your units use PRODUCTION; swap the resource and influence values of 1 planet you control during that use of Production.

Yin:

(Yellow)(2) Impulse Core- Abilities that are triggered at the end of combat rounds may also be used at the start of combat rounds. | After you activate a system, you may destroy any number of your ground forces in any systems. For each ground force destroyed, apply +0.5 to the move value of a ship in that system.

Artificial Corporeality

Leaders

Naalu:

(Agent) Z'eu- ACTION: Exhaust this card to look at the top 2 cards of the agenda, action card, or exploration decks. Then, you may show those cards to 1 other player.

(Mech) Iconoclast- Your fighters may transport this unit. Groups of 3 fighters in this system are treated as having capacity 1 for the purpose of carrying this unit.

Mentak:

(Commander) S'Ula Mentarion- After you win a space combat during your tactical action: You may force your opponent to give you 1 [promissory note](https://twilight-imperium.fandom.com/wiki/Promissory_Notes) from their hand. Then, you may perform an additional action during your turn.

Barony:

(Hero) Dark Matter Affinity- ACTION: Place this card near the game board; the number of non- fighter ships you can have in systems is not limited by laws or by the number of command tokens in your fleet pool.

Vuil’Raith Cabal:

(Hero) Dimensional Anchor- ACTION: Roll a number of die equal to the number of opponents’ non-fighter ships that are in or adjacent to a system that contains a dimensional tear; for each 1-3, choose and capture one of these units. If this causes a player’s ground forces or fighter to be removed, also capture those units. Then, purge this card.

Yin:

(Mech) Moyin's Ashes- DEPLOY: When you use your INDOCTRINATION faction ability, you may spend 2 additional [influence](https://twilight-imperium.fandom.com/wiki/Spending_Resources_and_Influence) to instead replace your opponent's mech with this unit.

Exploration

Frontier:

Enigmatic Device- Place this card face up in your play area. | ACTION: You may spend 4 resources and purge this card to research 1 technology.

Gamma Relay- If this system already contains a wormhole, discard this card and draw another from the top of the frontier deck. | Place a gamma wormhole token in this system. Then, purge this card and draw another from the top of the frontier deck.

Ion Storm- Place the ion storm token in this system with either side face up. Then, place this card in your play area. | At the end of a "Move Ships" or "Retreat" sub-step of a tactical action during which 1 or more of your ships use the ion storm wormhole, flip the ion storm token to its opposing side. Only you or other players you allow may use the ion storm.

Cultural:

Gamma Wormhole- If this system already contains a wormhole, discard this card and draw another from the top of the frontier deck. | Place a gamma wormhole token in this system. Then, purge this card.

Demilitarized Zone- Move all units on this planet to the space area or to a planet you control in a system that is adjacent to this planet. | ATTACH: Units cannot be committed to, produced on or placed on this planet. During the agenda phase, this planet's planet card can be traded as part of a transaction.

Sovereign Plenipotentiaries