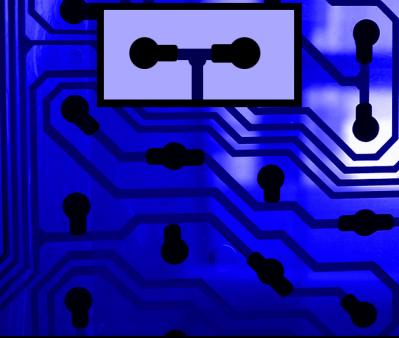


SALVAGE BAY

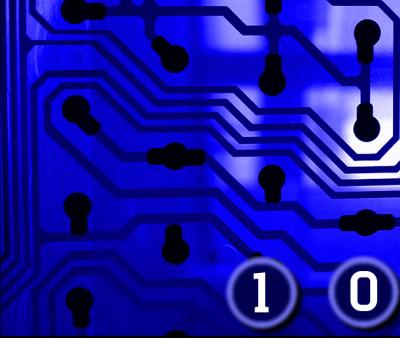
50❖

(Gather): Assign robot here to destroy that robot and gain 400❖.

**CRYSTAL MINE**

100❖

(Start): If at [1], reset to [0] and gain a crystal. Otherwise, increment.

**ENGINEERING DOCK**

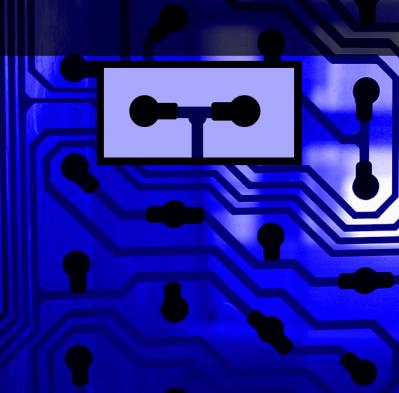
100❖

You get two build actions for each robot you assign to build.

**JETPACK HANGAR**

100❖

(Attack): Assign robot here to have that robot deal damage equal to its ★ to the enemy's factory.

**CRYSTAL SYNTHESIZER**

150❖

(Start): You may pay 200❖ to gain two crystals.

**EXPLOSIVES DEPOT**

150❖

When a robot of yours deals damage to the enemy's factory, increment.

(End): If at [2], reset to [0] and destroy the enemy's module in the first slot.

**LASER CHAMBER**

150❖

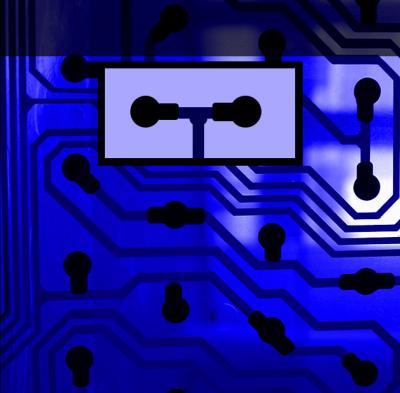
(End): You may pay either 300❖ or a crystal to destroy the enemy's module in the first slot.

**ASSEMBLY ROOM**

200❖

Robots you produce cost 200❖ less.

(Produce): Assign robot here to produce.

**FORGE**

200❖

When you build an upgrade, install another copy of that upgrade.



EXTRACTOR

200❖

When a robot of yours gathers, gain an extra 100❖ times the level of Extractor.

(End): You may pay 100❖ to increment.

Pay 100❖

Don't Pay

2

1

0

REPAIR SHOP

200❖

(End): Remove 2 damage from your factory.

**SECURITY CENTER**

200❖

(End): For each enemy robot that damaged your factory this turn, if that robot's ★ is greater than 1, decrease its ★ by 1.

**NANO FABRICATOR**

250❖

(End): You may pay 300❖ to remove all damage from your factory.

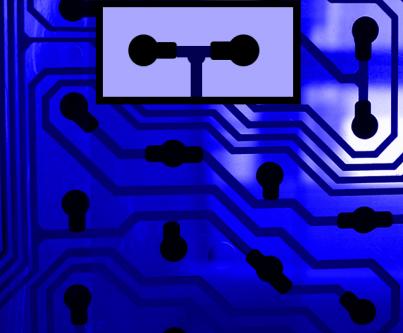
Pay 300❖

Don't Pay

TRAINING ROOM

250❖

(End): Assign robot here to increase both its ★ and ▼ by 1.

**WORKSHOP**

250❖

Upgrades and modules you build cost 100❖ less.

**ARMORY**

300❖

(Start): You may pay 300❖ to set each of your robots' ★ and ▼ to your current level of upgrades.

Pay 300❖

Don't Pay

AUTO-MINER

300❖

(Gather): Gain 100❖.

**RADIOLOGICAL FACILITY**

300❖

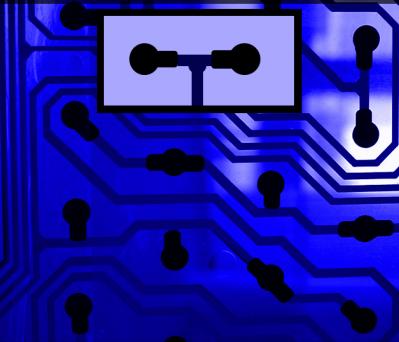
(Start): Radiological Facility deals 1 damage to the enemy's factory for each robot he assigned to gather this turn.



REFINERY

300❖

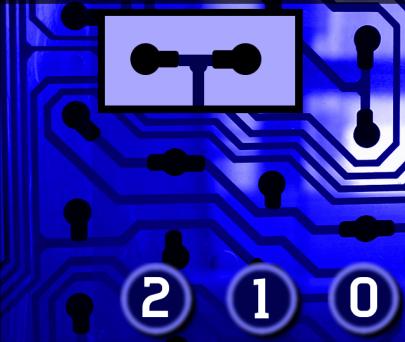
(Gather): Assign robot here to gain 300❖.

**RESEARCH LAB**

300❖

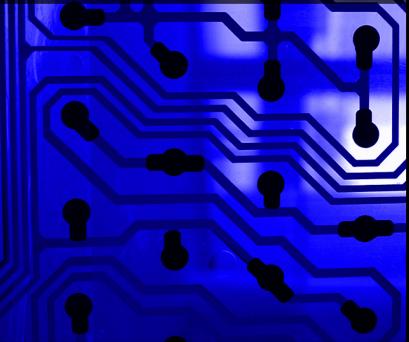
(Build): If at [2], install a Beta Cannon and a Lead Plating.

(End): Assign robot here to increment.

**CRYSTAL VEIN**

350❖

When you build Crystal Vein, gain three crystals.

**FORCEFIELD**

350❖

Robots cannot deal damage to your factory.

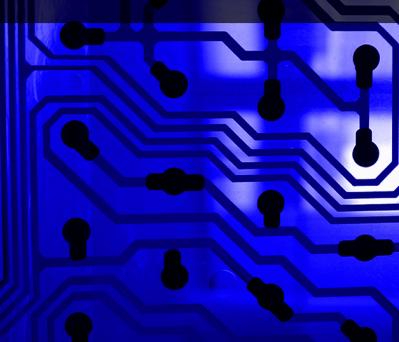
(End): If at [3], destroy Forcefield. Otherwise, increment.

3 2 1 0

MISSILE SILO

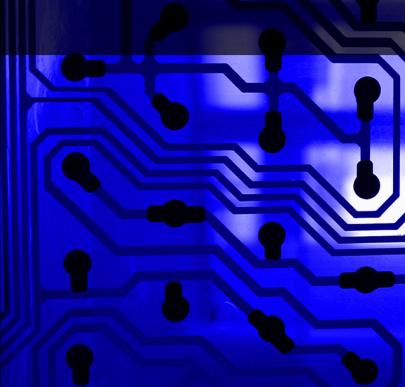
900❖

(Start): Missile Silo deals 4 damage to the enemy's factory.

**FUSION CORE**

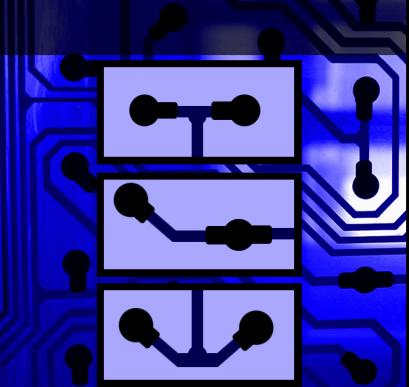
400❖

(Attack): Each robot you produced this turn deals damage equal to twice its ★ to the enemy's factory.

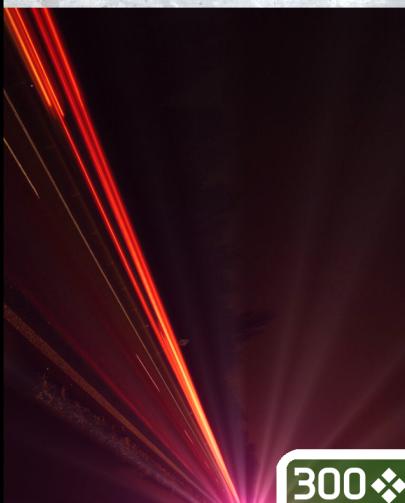
**ROCKET LAUNCHER**

500❖

(Start): Assign robot here to have Rocket Launcher deal 2 damage to the enemy's factory.

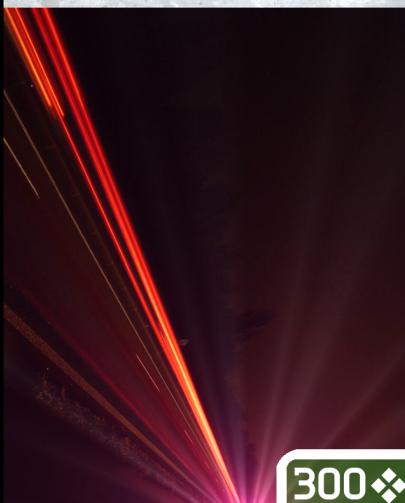


+2★
BETA CANNON



300❖

+2★
BETA CANNON



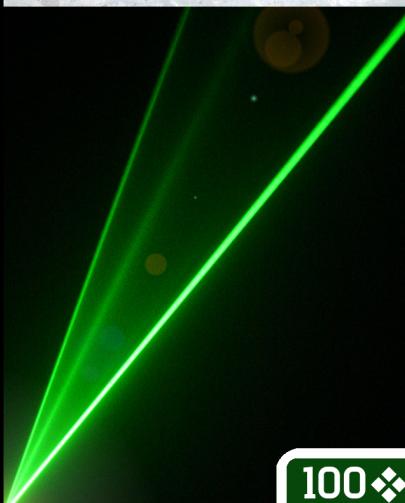
300❖

+1★
GAMMA CANNON



100❖

+1★
GAMMA CANNON



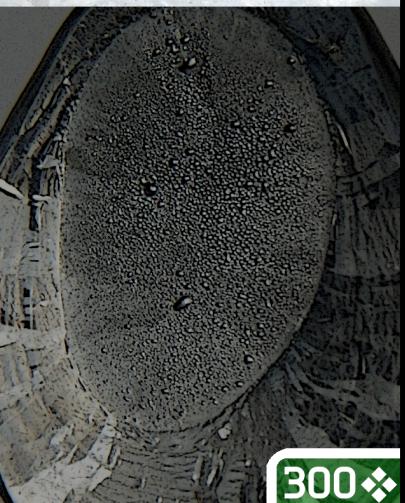
100❖

+1★ +2▼
LEAD PLATING



300❖

+1★ +2▼
LEAD PLATING



300❖

+1▼ -100❖
TITANIUM PLATING



100❖

+1▼ -100❖
TITANIUM PLATING



100❖

BASIC SOFTWARE

(Gather): Gain 50❖.

R5_PRODUCTIVITY

>: (Build): If you assigned no robots to build or attack this turn, you get a build action. Use this build action only to build modules.

R5_ENERGY

>: When you produce a robot, gain a crystal.

R5_AGGRESSION

>: If a robot of yours would deal damage to the enemy's factory, it deals that much damage plus 1 to the enemy's factory instead.

R5_STRENGTH

>: (End): Assign robot here to increase its ★ by 1.



R5_FORTITUDE

>: Your factory has 5 extra shields.
(End): Assign robot here to remove 4 damage from your factory.



20	19	18	17	16
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R5_BARRIERITY

>: (Gather): Gain 100♦ for each robot you assigned to attack this turn.



R5_WEALTH

>: You begin the game with an extra 250♦.

R5_INGENUITY

>: Upgrades you build cost 100♦ less.

R5_EFFICIENCY

>: (Build): You may pay 250♦ to install a Gamma Cannon and a Titanium Plating.

Pay 250♦	Don't Pay
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