

<b>COST</b>	<b>UPGRADES</b>
<b>1</b>	<b>Add one to Health</b>
<b>1</b>	<b>Repair one Hull</b>
<b>2</b>	<b>Build one Organic Detonator</b>
<b>4</b>	<b>Add one to Movement</b>
<b>5</b>	<b>Build one Particle Desperser</b>
<b>5</b>	<b>Gain one Sealed Room Token</b>
<b>6</b>	<b>Gain one extra Attack Die</b>
<b>6</b>	<b>Add 1 to the result of an Attack Dice</b>