Twilight Imperium 3

With *Shattered Empire* and *Shards of the Throne*

Micro Technology
When you receive Trade Goods from your trade agreements, you receive one additional Trade Good for each of your active trade agreements.

Integrated Economy
When producing units at your Space Docks, you may place new units in any activated, adjacent system that is empty or friendly.

Advanced Fighters
Your unsupported Fighters count as capital ships and move with a speed of 2, and receive +1 on combat rolls.

Stasis Capsules
Your Cruisers and Dreadnaughts may carry one Ground Force unit.

Nano Technology
Your Dreadnaughts and War Suns may not be targeted by opponents' Action Cards. When you claim a planet, you gain its planet card refreshed.

Antimass Deflectors
Your ships may move through Asteroid Fields but may never end their movement in an Asteroid Field.

Cybernetics
Your Fighters receive +1 on combat rolls.

Enviro Compensator
The production capacity of your Space Docks is increased by 1.

Type IV Drive
Your Cruisers and Dreadnaughts receive +1 movement.

Gravity Drive
You do not need to roll for your ships when moving out of a Gravity Rift. Receive +1 movement on ships that start their movement adjacent to a Gravity Rift or Wormhole.

Sarween Tools
Whenever you produce units at any Space Dock, you receive 1 additional resource with which to build units.

Neural Motivator
You draw one extra Action Card during each Status Phase.

XRD Transporters
Your Carriers receive +1 movement.

Gen Synthesis
Your Ground Forces receive +1 on combat rolls during Invasion Combat. When one of your Ground Forces is destroyed, roll a die: On a 5+, the unit returns to your Home System.

Maneuvering Jets
Your opponents receive -1 to PDS rolls targeting your ships. You receive -1 to your Space Mine rolls, and your ships do not have to stop when entering an Ion Storm.

War Sun
You are now allowed to produce War Suns.

Neural Computing
Your cost to purchase new Technologies is reduced by 2.

Light / Wave Deflector
Your ships may move through systems containing enemy ships and continue their movement to the activated system.

Hyper Metabolism
During each Status Phase, you gain 1 additional Command Counter. Before drawing Action Cards, you may discard 1 Action Card to draw 1 additional card.

Duranium Armor
At the end of each round of combat, you may repair one of your damaged units involved in the battle.

Transfabrication
You may scuttle units at the start of Production. For each scuttled non-Ground Force unit, you gain 1 Trade Good. Scuttled units may not be immediately replaced.

Deep Space Cannon
Enemy fleets in adjacent systems are now in range of your PDS units.

Magen Defense Grid
Your PDS units receive +1 on combat rolls. Defending Ground Forces on a planet with a PDS receive +1 on combat rolls during Invasion Combat.

Dacxive Animators
If you win an Invasion Combat, roll once for every Ground Force killed. For each roll of 6+, place one Ground Force on the planet from your reinforcements.

Transit Diodes
As an action, spend one Command Counter from your Strategic Allocation to move four of your Ground Forces from any one planet to any other planet you control.

X-89 Bacterial Weapon
Your Dreadnaughts or War Suns may use this option prior to bombarding to destroy all enemy Ground Forces on the planet. Then discard your Action Cards.

Graviton Laser System
When you make a combat roll with a PDS and miss, you may make a single re-roll for each roll that missed.

Hylar V Assault Laser
Your Cruisers and Destroyers receive +1 on combat rolls.

Automated Defense Turrets
Your Destroyers receive +2 and roll 1 additional die on all Anti-Fighter Barrage rolls.

Fleet Logistics
When taking a Tactical Action, you may take two Tactical Actions, one after the other, before your turn ends.

Graviton Negator
Your Dreadnaughts may bombard planets that contain PDS units. Fighters may participate in Invasion Combat but may not establish control.

Assault Cannon
Before any Space Battle, your Dreadnaughts may each fire one shot. Casualties do not receive return fire.

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