

ECONOMY

FREE TRADE AGREEMENT (PLAYERS CAN TRADE ONE RESOURCE UNIT WITH A WILLING PLAYER (OR 'BANK' IF SOLO))

INDUSTRIALIZATION (EACH BASE PROVIDES A +2 BONUS DURING THE PRODUCTION PHASE)

STOCKPILE (WHEN TAKING AN ACTION THAT COSTS RESOURCES THAT YOU HAVE, ON A 5+ YOU SAVE 1 UNIT OF RESOURCE OF YOUR CHOICE)

FTA +1	+2	INDUSTRY +3	+4	STOCK +5
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INSIDIOUS +1	+2	SELF-REPLICAT +3	+4	RESILIENT +5
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NANITE RESEARCH

INSIDIOUS (ABLE TO ATTACK OTHER NANITES OR MILITARY UNITS)

SELF-REPLICATING (ON A 5+ YOU SAVE 1 UNIT OF RESOURCE OF YOUR CHOICE WHEN CREATING OR MOVING NANITES (BENEFIT STACKS WITH 'STOCKPILE'))

RESILIENT (THEY GAIN A +1 BONUS ON DEFENSE. ALSO, ON DEFEAT, ON A 5+ THEY REMAIN PRESENT ON THE TILE)

MILITARY RESEARCH

NANO-SHIELD (+2 TO DEFENCE ROLLS AGAINST NANITE ATTACKS)

HEAVY WEAPONS (ABLE TO ATTACK FROM ADJACENT TILE AT -1 TO ATTACK)

JUMP JETS (MILITARY UNITS ABLE TO MOVE TWO CONSECUTIVE TILES IN ONE TURN AT THE COST OF A SINGLE MOVEMENT.)

NANO-SHIELD +1	+2	HEAVY WEAPON +3	+4	JUMP JETS +5
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OPTIMIZE +1	+2	RELENT +3	+4	RESISTANCE IS FUTILE +5
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INHUMANITY

OPTIMIZATION (AI IS ABLE TO MOVE A SINGLE NANITE OR UNIT ONE SPACE EACH TURN WITHOUT CHARGE)

RELENTLESS (AI ATTACKS AT +1 POWER)

RESISTANCE IS FUTILE (BASES THAT ARE IN DIRECT CONTACT WITH THE AI'S BASES THROUGH ENEMY NANITES SUFFER 1D6 HUMANITY POWER EACH ROUND OF CONTACT)

