

**TECH**

**WEAPON**

## Q-RAY

When you perform an **attack** action, roll one die for each of your attacking spaceships:

- 1:** Target and attacking spaceship are **both destroyed**
- 2:** Target and attacking spaceship **each teleport** to a random space area (roll another die to see which)
- 3-5: No effect\***
- 6-7:** Target spaceship **teleports** to a random space area
- 8+:** Target spaceship is **destroyed**

\* If you have acquired the *Auto Fire Control* or *Energy Amplifier* tech upgrade, then when you roll a 4 or 5, roll again. A roll of 3 still has no effect.



**VENUS**

**SPECIAL**

## **ALLURING**

When you perform a population action, each of your spaceships in a populated area may **collect two population units** from that area instead of one.

However, if you discard one or more Zap cards to extend a population action, you only collect one extra population unit for each Zap card you discard, not two.



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**SPECIAL**

# MIND CONTROL

When you perform an attack action, each of your spaceships may *either* attack using your Weapon Technology *or* use mind control to **take over** one target spaceship in the *same* area. Its original owner no longer controls it — you do! Put the target spaceship on its side to indicate this.

On each of your turns after this one, you can **use** the controlled spaceship just as if it were one of **your own** spaceships — you can use it to move, attack, or collect population for you. However, the controlled spaceship uses its own Movement, Weapon, and Defense Tech cards, not yours. It cannot use its original owner's Special card while it is controlled.

Each of your spaceships may only control *one* other spaceship at a time. If, at the end of any turn, you do not have as many spaceships in an area as there are controlled spaceships in that area, you must release controlled spaceships of your choice back to their original owners until the number of controlled spaceships is equal to the number of your spaceships in that area.



**MARS**

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**SPECIAL**

# AMPHIBIOUS

✦ When you perform a build action, you may **build two** new spaceships instead of one. However, if you discard one or more Zap cards to extend a build action, you only build one extra spaceship for each Zap card you discard, not two.

✦ When you perform a population action, each of your spaceships may **collect** one population unit from the area it is in or **from any neighboring area.**

This allows your spaceships to remain in ocean areas (where their defense is better) and still collect population.



**GANYMEDE**

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**TECH**

## **GATLING LASERS**

**UPGRADE**

*You must roll a 5 or higher to acquire this technology.*

When you perform an **attack** action, roll **two dice** for each attacking spaceship.

If you already have the *Q-Ray* (Venus), each spaceship may choose whether to use the *Q-Ray* or the *Gatling Lasers*, and this card is not obsoleted by *Auto Fire Control* or *Energy Amplifier*.

Obsoleted by *Auto Fire Control*, *Energy Amplifier*, *Disintegration Ray* (Pluto), *Long-Range Missiles* (Ganymede), *Magneto-Blasters* (Mars), *Plasma Cannon* (Titan)

**5+**

**TECH**

## **YTTRIUM ALLOYS**

**UPGRADE**

*You must roll a 5 or higher to acquire this technology.*

Your spaceships' **defense** is:

- ✦ **7** in a land area
- ✦ **8** in a space area
- ✦ **9** in an ocean area

Duplicates *Baryonite Armor* (Venus), *Biometallic Hull* (Ganymede), and *Ultronium Shielding* (Pluto)

Obsoleted by *Adamantium Armor*, *Adaptive Shield*, *Impervite Armor*, *Phased Shield Array*, *Chameleon Screen* (Mars), *Force Barrier* (Titan)

**5+**