

Prototype no. 447.23c  
Technical specs  
Date 2574.3



**3** Bio-tech

You have 1 AP to increase the level of settlements or higher if you spend at least 2 AP on it during the impulse.

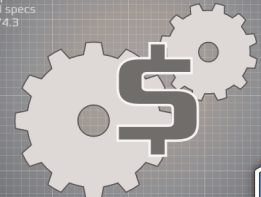
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**3** Galactic Stock Exchange

Each time you play a non-surprise card as an event, you have 1 AP to spend.

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**3** Mercantilism

Your commercial treaties can only be removed by independent activation.

[ c10 ]    Civilian deck

[ c11 ]    Civilian deck

[ c12 ]    Civilian deck

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**3** Planned economy

Each impulse that you do not play a card you have 2 extra AP to spend.

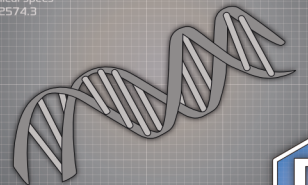
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**3** Trading posts

All your settlements count as if they were on rich planets.

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**3** Genetic engineering

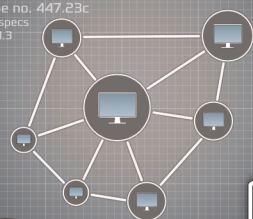
Your card limit is now 8 (instead of 6).

[ c13 ]    Civilian deck

[ c14 ]    Civilian deck

[ c15 ]    Civilian deck

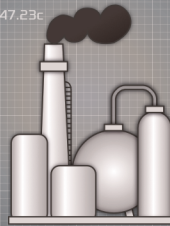
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**3** Communication networks

Allows you to make a move each impulse without spending 1 AP.

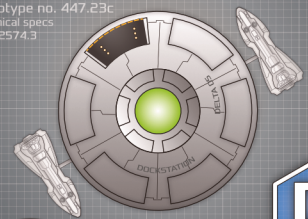
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**3** Mega refineries

Your factories (or higher) keep 2 military units active instead of 1.

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**3** Super shipyards

You have 1 AP to increase your naval power level if you spend at least 2 AP on it during the impulse.

[ c16 ]    Civilian deck

[ c17 ]    Civilian deck

[ c18 ]    Civilian deck