



2

Neuro Hackers

When a player plays an Opportunity card as an event.

The event is canceled. The player can still use the card to obtain 3 AP.

SOLITARY: Subtract 3 from a minor activation roll (after rolling it).

[c19] Civilian deck



2

Research Center

When a player loses a civilian or military Development in the interphase.

You become the owner of the Development. The counter marking its end remains where it is.

[c20] Civilian deck



2

Teleportation

When an attack on an own control marker is announced.

Activates a unit in the system, or an adjacent one.

[c21] Civilian deck



2

Transport union

When a player's merchants are checked (including the interphase).

One more is counted.

[c22] Civilian deck



2

Civil robots

Before deciding tactics in a planetary combat where you are fighting.

During the rest of the impulse, the control marker you choose has an additional intrinsic escort fleet.

[c23] Civilian deck



2

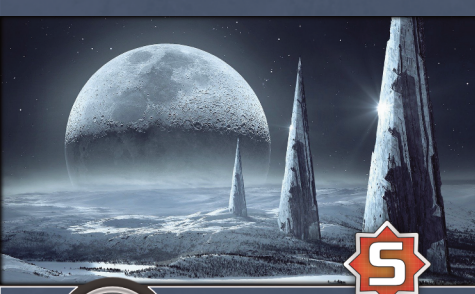
Mega corporation

Before the start of any player's impulse.

Allows you to perform a full impulse but without the economic base and without drawing a card.

SOLITARY: Cancels the activation of an independent (before making the roll).

[c24] Civilian deck



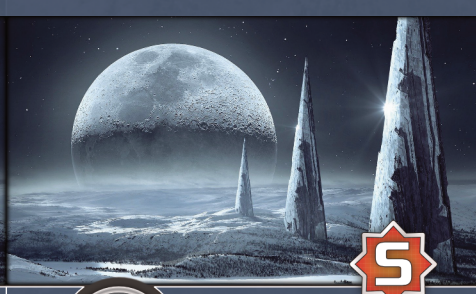
2

Cyborgs

When assuming impacts in a combat.

Allows to flip one reduced counter to its full side.

[c25] Civilian deck



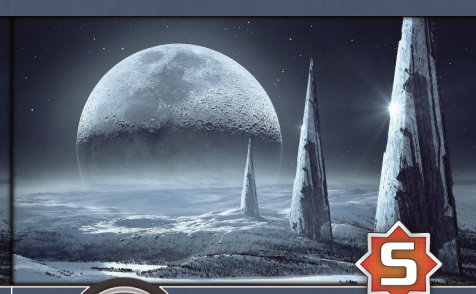
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Artificial intelligence

During your impulse.

Allows you to play as many cards as you want at once (only for APs).

[c26] Civilian deck



2

Mass media

In the interphase.

1 VP if you are the player with the most commercial treaties.

SOLITARY: 1 VP if you manage to exploit (by commercial treaties) 2 minors.

[c27] Civilian deck