












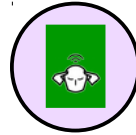

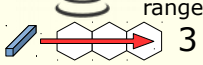
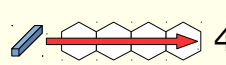

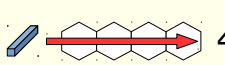

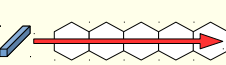

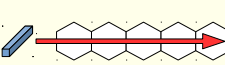
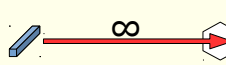















GALACTIC ERA

Technology Tracks

	1	2	3	4	5	6
Military   1 combat value	+1 advanced fleet tactic  1	 2	+1 advanced fleet tactic  3	 6	+3 advanced fleet tactics  10	
<ul style="list-style-type: none"> population x2 when being conquered by player with lower military level (x4 for Orion Republic) 						
Spirituality 	1  remote view	2 	trade tech. without contact STS: population x2 when being liberated 3 	trade tech. without contact cannot be blocked 4 	trade tech. without contact cannot be blocked or conquered 5 	
<ul style="list-style-type: none"> may retreat before combat when being attacked by player with lower spirituality level only remote view fleets of players with lower spirituality level at levels 5 & 6 automatically switch to STO and may not switch back to STS again 						
 -2 remote views next turn for seeing next domination card						
Propulsion   range 3	 4	stargate 1: own stars with 3+ pop. connected (blockable)   4	stargate 1: own stars with 3+ pop. connected (blockable)   5	stargate 2: any non-hostile stars connected (blockable)   5	move anywhere  ∞	
<ul style="list-style-type: none"> may retreat before combat when being attacked by player with lower propulsion level 						
Robotics 	+2 	+4 	build ships at own stars with 3+ pop. +6 	select 2 tech./turn order counters? -1  build ships at own stars with 2+ pop. +8 	select 3 tech./turn order counters build ships at own stars with 1+ pop. +12 	
Genetics 	1  bonus pop.	2 	3 	addit. growth actions only cost -1  4 	addit. growth actions cost nothing 7 