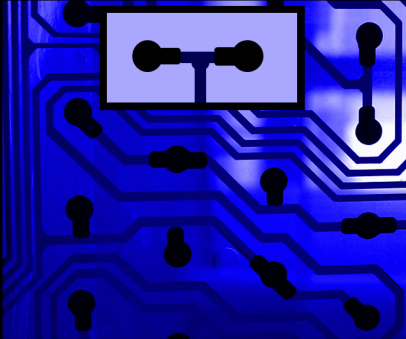
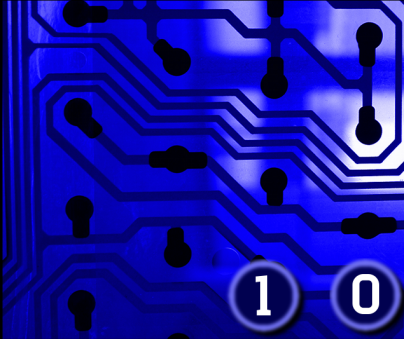


SALVAGE BAY**50** ♦

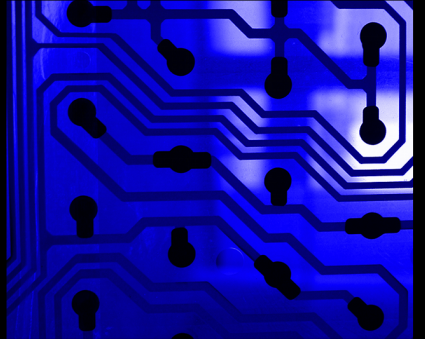
(Gather): Assign robot here to destroy that robot and gain 400♦.

**CRYSTAL MINE****100** ♦

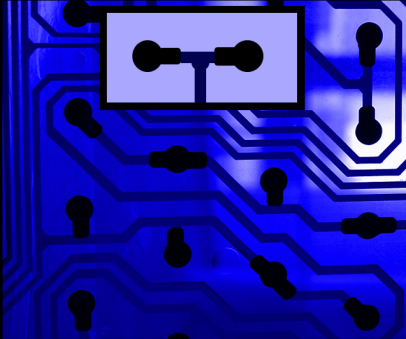
(Start): If at [1], reset to [0] and gain a crystal. Otherwise, increment.

**ENGINEERING DOCK****100** ♦

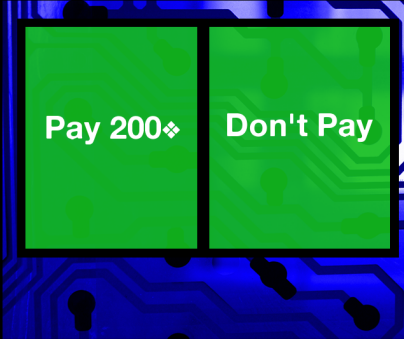
You get two build actions for each robot you assign to build.

**JETPACK HANGAR****100** ♦

(Attack): Assign robot here to have that robot deal damage equal to its ★ to the enemy's factory.

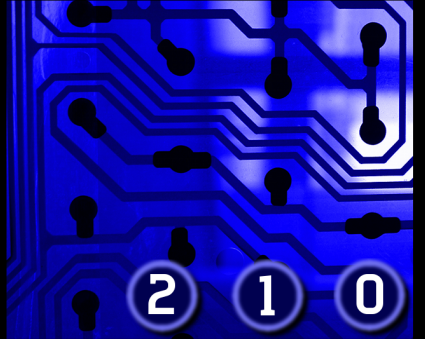
**CRYSTAL SYNTHESIZER****150** ♦

(Start): You may pay 200♦ to gain two crystals.

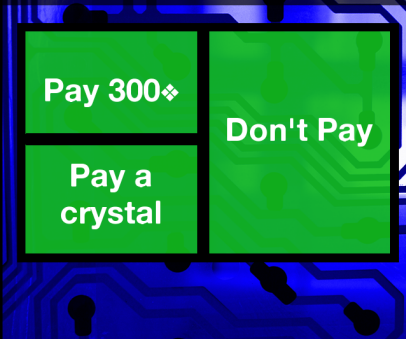
**EXPLOSIVES DEPOT****150** ♦

When a robot of yours deals damage to the enemy's factory, increment.

(End): If at [2], reset to [0] and destroy the enemy's module in the first slot.

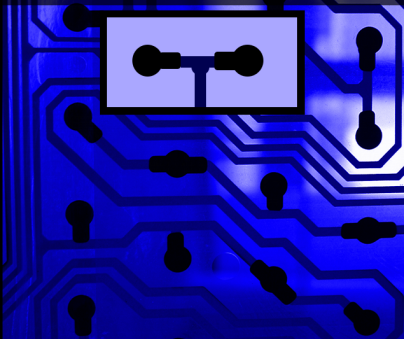
**LASER CHAMBER****150** ♦

(End): You may pay either 300♦ or a crystal to destroy the enemy's module in the first slot.

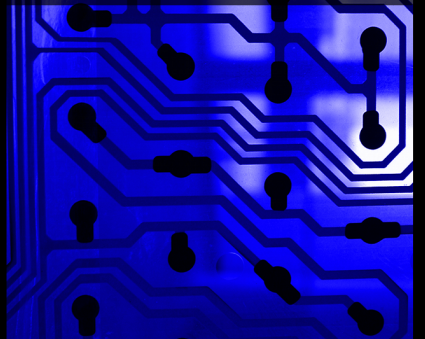
**ASSEMBLY ROOM****200** ♦

Robots you produce cost 200♦ less.

(Produce): Assign robot here to produce.

**FORGE****200** ♦

When you build an upgrade, install another copy of that upgrade.



EXTRACTOR

200

When a robot of yours gathers, gain an extra 100 times the level of Extractor.

(End): You may pay 100 to increment.

Pay 100

Don't Pay

2

1

0

REPAIR SHOP

200

(End): Remove 2 damage from your factory.

SECURITY CENTER

200

(End): For each enemy robot that damaged your factory this turn, if that robot's ★ is greater than 1, decrease its ★ by 1.

NANO FABRICATOR

250

(End): You may pay 300 to remove all damage from your factory.

Pay 300

Don't Pay

TRAINING ROOM

250

(End): Assign robot here to increase both its ★ and ▼ by 1.

WORKSHOP

250

Upgrades and modules you build cost 100 less.

ARMORY

300

(Start): You may pay 300 to set each of your robots' ★ and ▼ to your current level of upgrades.

Pay 300

Don't Pay

AUTO-MINER

300

(Gather): Gain 100.

RADIOLOGICAL FACILITY

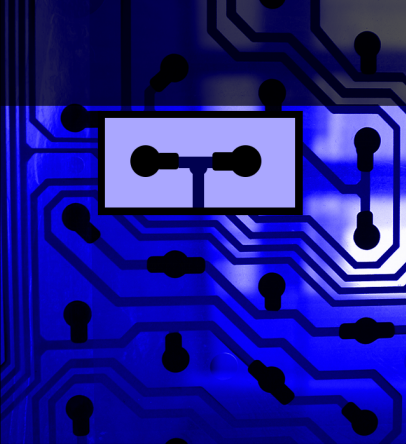
300

(Start): Radiological Facility deals 1 damage to the enemy's factory for each robot they assigned to gather this turn.

REFINERY

300❖

(Gather): Assign robot here to gain 300❖.

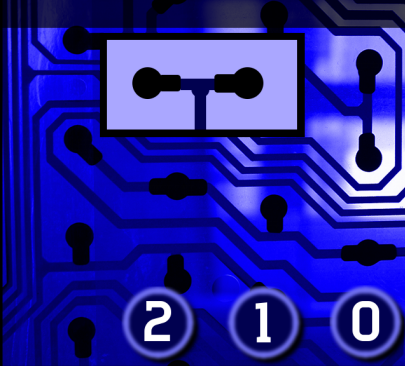


RESEARCH LAB

300❖

(Build): If at [2], install a Beta Cannon and a Lead Plating.

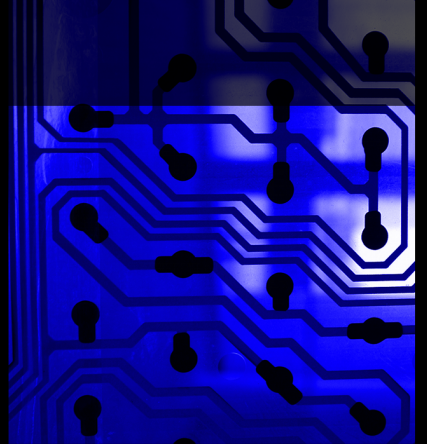
(End): Assign robot here to increment.



CRYSTAL VEIN

350❖

When you build Crystal Vein, gain three crystals.

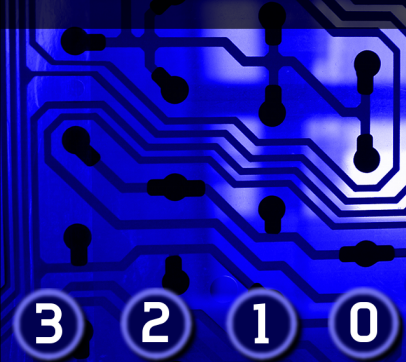


FORCEFIELD

350❖

Robots cannot deal damage to your factory.

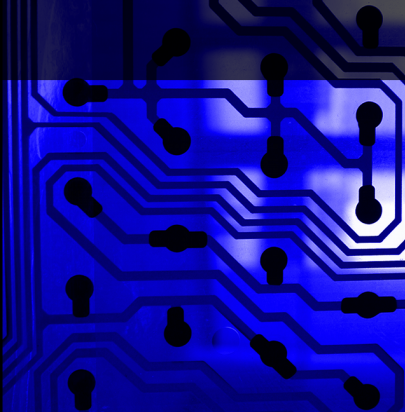
(End): If at [3], destroy Forcefield. Otherwise, increment.



FUSION CORE

400❖

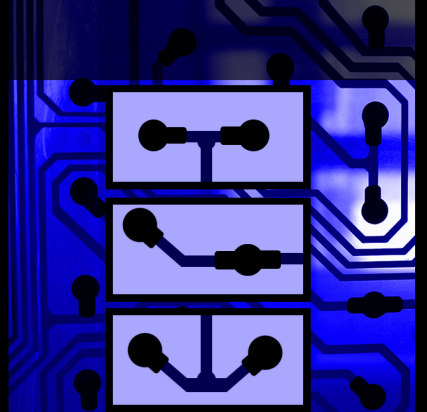
(Attack): Each robot you produced this turn deals damage equal to twice its ★ to the enemy's factory.



ROCKET LAUNCHER

500❖

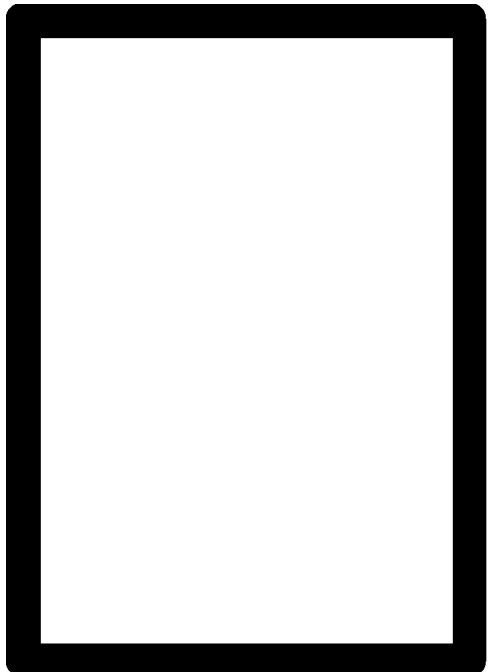
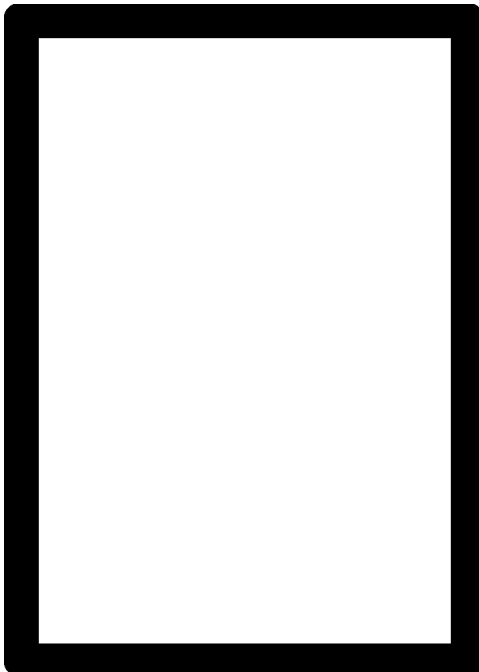
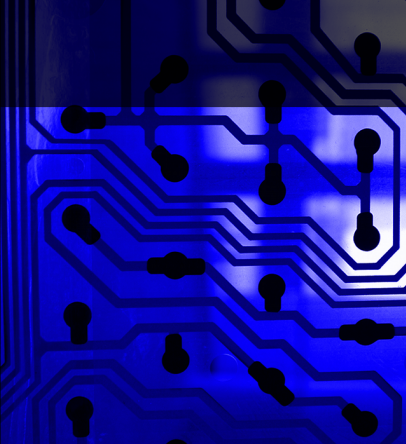
(Start): Assign robot here to have Rocket Launcher deal 2 damage to the enemy's factory.



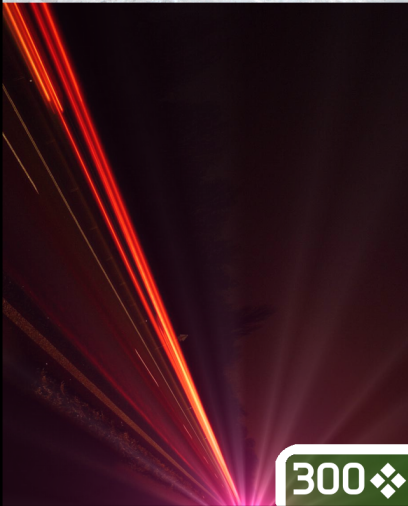
MISSILE SILO

900❖

(Start): Missile Silo deals 4 damage to the enemy's factory.

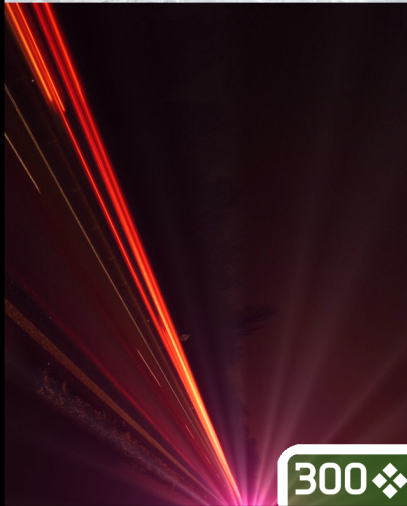


+2★
BETA CANNON



300 ❖

+2★
BETA CANNON



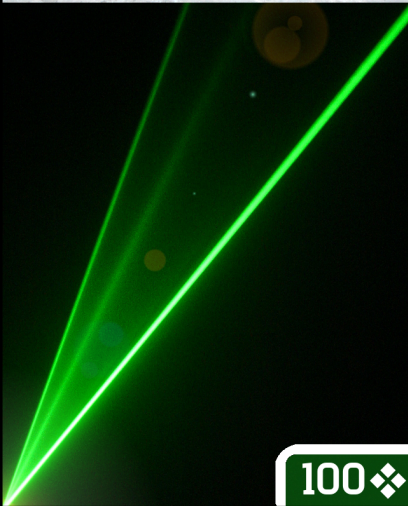
300 ❖

+1★
GAMMA CANNON



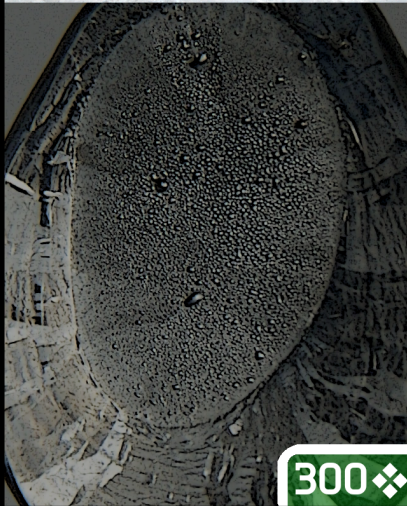
100 ❖

+1★
GAMMA CANNON



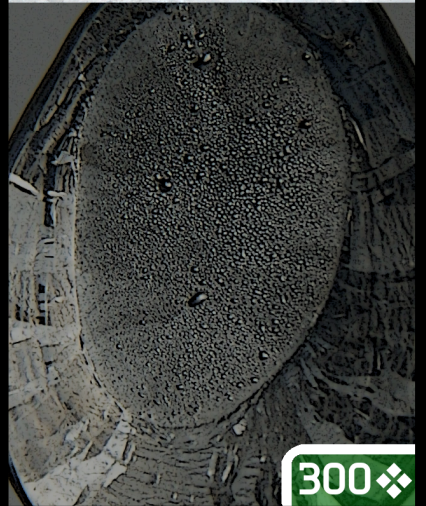
100 ❖

+1★ +2▼
LEAD PLATING



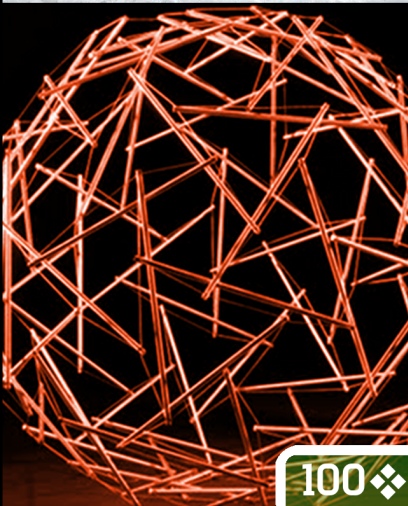
300 ❖

+1★ +2▼
LEAD PLATING



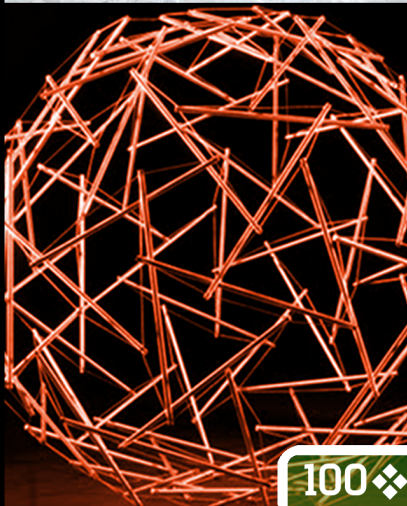
300 ❖

+1▼ -100❖
TITANIUM PLATING



100 ❖

+1▼ -100❖
TITANIUM PLATING



100 ❖

BASIC_SOFTWARE

(Gather): Gain 50❖.

>:

AS_PRODUCTIVITY

>: (Build): If you assigned no robots to build or attack this turn, you get a build action. Use this build action only to build modules.

AS_ENERGY

>: When you produce a robot, gain a crystal.

AS_AGGRESSION

>: If a robot of yours would deal damage to the enemy's factory, it deals that much damage plus 1 to the enemy's factory instead.

AS_STRENGTH

>: (End): Assign robot here to increase its ★ by 1.



AS_FORTITUDE

>: Your factory has 5 extra shields.
(End): Assign robot here to remove 4 damage from your factory.



20 | 19 | 18 | 17 | 16

AS_BARBARITY

>: (Gather): Gain 100♦ for each robot you assigned to attack this turn.

AS_WEALTH

>: You begin the game with an extra 250♦.

AS_INGENUITY

>: (Build): You may pay 250♦ to install a Gamma Cannon and a Titanium Plating.

Pay 250♦

Don't Pay

AS_EFFICIENCY

>: Upgrades you build cost 100♦ less.