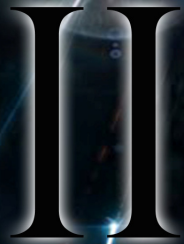


## Upgrade II Plasma Cannons

Lowest  
upgrade  
number



Replace the tile with the lowest upgrade number on each of the four ship layouts with a plasma cannon.



## Upgrade II Positron Computers

Lowest  
upgrade  
number



Replace the tile with the lowest upgrade number on each of the four ship layouts with a positron computer.

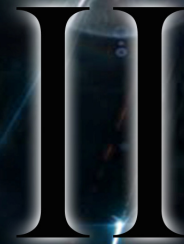


## 1 - 3 Upgrade II Engine + Tech

Replace all nuclear drives with fusion drives. Roll a die to see which technology the enemy player receives. Place this card under the enemy player board with only the researched technology visible.



4 - 6



## Upgrade II Improved Hulls

Lowest  
upgrade  
number

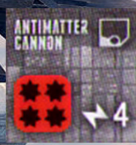


Replace the tile with the lowest upgrade number on each of the four ship layouts with an improved hull.

# III

## Upgrade III Atimatter Cannons

Lowest  
upgrade  
number



Replace the tile with the lowest upgrade number on each of the four ship layouts with an antimatter cannon.

# III

## Upgrade III Confold Fields

Lowest  
upgrade  
number



Replace the tile with the lowest upgrade number on each of the four ship layouts with a confold field.

# III

## 1 - 3 Upgrade III Engine + Tech

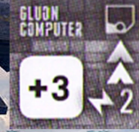
Replace all nuclear and fusion drives with tachyon drives. Roll a die to see which technology the enemy player receives. Place this card under the enemy player board with only the researched technology visible.



4 - 6

## Upgrade III Gluon Computers

Lowest upgrade number



Replace the tile with the lowest upgrade number on each of the four ship layouts with a gluon computer.

## Upgrade III Missiles

Lowest upgrade number



Roll a die. Replace the tile with the lowest upgrade number on each of the four ship layouts with a flux missile on 1 and 2 or with a plasma missile on a 3, 4, 5 and 6. Only fighters may have missiles as their only weapon.

# III

# III

# III