TWILIGHT IMPERIUM

Technology Tree

Hylar V Assault Laser
Cruisers and Destroyers receive +1 in combat ★

Enviro Compensator
Space Docks get +1 production capacity ★

Trans Fabrication
Receive 1 Trade Good for each non-fighter/non-ground force unit scuttled ★

Antimass Deflectors
Units may move through Asteroid Fields ★

Automated Defense Turrets
Destroyers receive +2 and roll 1 additional die on Anti-Fighter Barrage rolls ★★

Deep Space Cannon
Adjacent systems are in range of PDS ★★

Sarween Tools
Space Docks get +1 resource when producing units ★★

Stasis Capsules
Cruisers and Dreadnoughts may carry one Ground Force ★★

Gravity Drive
Ship movement +1 when starting from system next to Gravity Rift or Wormhole; No Rift hazard roll ★★

XRD Transporters
Carriers receive +1 to movement ★★

Duranium Armor
Repair 1 damaged unit in battle each combat round ★★★

Graviton Laser System
PDS Units re-roll once for each miss ★★★

Magen Defense Grid
PDS gets +1 in combat, defending Ground Forces with PDS get +1 in combat ★★★

War Sun
May produce War Sun units ★★★★★

Micro Technology
Receive one extra Trade Good for each active Trade Agreement ★★★

Cybernetics
Fighters receive +1 in combat ☆★★

Maneuvering Jets
-1 (-2 if adjacent) to Opponent PDS attacks; -1 on Space Mine roll; Ion Storm don't stop ships ★★★

Assault Cannon
Dreadnoughts fire 1 shot before space battles ☆★★★★★

Nano Technology
Dreadnoughts and War Suns may not be targeted by action cards; Claimed planets are refreshed. ★★★★

Neural Motivator
Draw an extra Action Card during the Status Phase ☆★★★

Integrated Economy
New units may be placed in activated, adjacent systems that are empty or friendly ☆★★★★★

Gen Synthesis
Ground Forces receive +1 in combat, revived in Home System on a roll of 5+ ☆★★★

Light / Wave Deflector
Units may move through enemy systems ★★★★★★

Neural Computing
Cost to purchase Technology is reduced by 2 ☆★★★★

Dacxive Animators
After a successful invasion, each Ground Force lost is revived on a roll of 6+ ☆★★★★

Hyper Metabolism
+1 Command Counter; Before drawing action cards, may discard 1 and draw 1 ☆★★★★

Graviton Negator
Dreadnoughts may bombard planets with PDS, Fighters may participate in invasions ☆☆★★★★★

Transit Diodes
Move 4 Ground Forces from 1 planet you own to another ☆☆★★★★★

Type IV Drive
Cruisers and Dreadnoughts receive +1 to movement ☆★★★★★★

Fleet Logistics
Take two Tactical Actions, one afer the other. ☆☆★★★★★★

X-89 Bacterial Weapon
Dreadnoughts and War Suns may destroy all Ground Forces on planet, discard all Action Cards ☆☆★★★★★★

Advanced Fighters
Fighters move independently, movement rate of 2, and receive +1 in combat ☆★★★★★★★

Propulsion Technology
General Technology
Biotechnology
Warfare Technology

★ ☆ Amount of research needed (depending on path)

⊕ Both technologies needed to advance

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