

1 Awaken 1 of your units.

1 Heal 1 of your units.

2:4 2 routing and 4 capacity for the green power generator.

2 Route 2 additional power cylinders from controlled generators.

1 Move any number of your units from 1 room to an adjacent room. All transport gates are considered adjacent to each other.

1 Move any number of your units from 1 room to any 1 transport gate or into your biodome.

1 Move any number of your units from 1 room to any 1 room.

1 Spend the resources and integrate 1 cube in a room **occupied** by you and **unoccupied** by opponent.

1 Spend the resources and integrate 1 cube in any room **unoccupied** by opponent. You do not need to occupy the room.

1 Integrate 1 cube without spending the required resources.

1 Integrate 1 cube in **your biodome** without spending the required resources.

2 can be used to place 1 power token in rooms **you occupy**.

Spend 4 military arsenal to seal/unseal a doorway between a room you **occupy** and a room **unoccupied by opponent**.

Spend 16 military arsenal to remove an opponent's integration cube in a room you **occupy**.

2 Move 2 as a start-turn mini action.

1 Architect. Swap places of 2 outer rooms (except transport gates). Game components inside the rooms (units, cylinders, cubes, etc) are moved with the rooms. **Sealed doors are not technically in the room, so they are not moved.**

Perform actions on one horizontal line from any 1 biodome section. Your action marker stays on the biodome section that allowed you to play the artifact card.

Passive benefit. Removes all "4 factory" limits.

1 OPEN AIRLOCK into space. Pick 1 outer room and wound all units on it (including yours). Move the wounded units into their corresponding sickbays.

... for each factory you control (limited to 4 factories).

... for each of your **awakened** units. Neutral and wounded units are not included.

/ ... for each 1 / 2 of your units. Neutral units are included, wounded units are not.

2 Increase your military arsenal by 2.

3 Increase your military arsenal by 3 for each 2 of your units.

2 Increase your military arsenal by 2 for each factory you control.

5 +5 defensive strength.

1 / 1 +1 combat / defensive strength for each of your units in the combat room.

2 2 +2 combat strength and +2 defensive strength if you have at least 1 integration cube in the combat room.

1 Produce 1 Metamorphite (Mt).

1 Produce 1 Mt for each factory you control.

1 Produce 1 Mt for each of your units.

2 Exploit +2 resources in each of your controlled factories (limited to 4 factories).

1:3 Draw 3 artifact cards and keep 1 of them.

1:1 Draw 1 and keep 1 artifact card for each of your units.

1 Play 1 artifact card as one-time use **or to construct a biodome section.**