

Roll	Action
1	If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
2	The player who owns Alpha Centauri can increase the Tech. level of one of his planets.
3	If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
4	The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
5	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
6	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets.
7	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets
8	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
9	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
10	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
11	If Castor is not owned increase its Tech. level.
12	If Zalda is not owned increase its Tech. level.
13	If Rura Pelosis is not owned increase its Tech. level.
14	If Alpha Centari is not owned increase its Tech. level.
15	If Earth is not owned increase its Tech. level.
16	If Zaxborn is not owned increase its Tech. level.
17	If Xenon V is not owned increase its Tech. level.
18	If Talos is not owned increase its Tech. level.
19	If Fesarius is not owned increase its Tech. level.

Roll

Action

20

If Alogorab is not owned increase its Tech. level.

1

If Alogorab is not owned increase its Tech. level.

Roll	Action
2	If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
3	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
4	The player who owns Alpha Centauri can increase the Tech. level of one of his planets
5	If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
6	If Zalda is not owned increase its Tech. level.
7	The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
8	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
9	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
10	If Talos is not owned increase its Tech. level.
11	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
12	If Earth is not owned increase its Tech. level.
13	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
14	If Xenon V is not owned increase its Tech. level.
15	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
16	If Rura Pelosis is not owned increase its Tech. level.
17	If Zalda is not owned increase its Tech. level.
18	If Fesarius is not owned increase its Tech. level.
19	If Alpha Centari is not owned increase its Tech. level.
20	If Castor is not owned increase its Tech. level.

Roll

Action

- 1 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.

Roll	Action
2	If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
3	The player who owns Alpha Centauri can increase the Tech. level of one of his planets
4	If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
5	If Alogorab is not owned increase its Tech. level.
6	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
7	If Alpha Centari is not owned increase its Tech. level.
8	If Zalda is not owned increase its Tech. level.
9	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
10	If Talos is not owned increase its Tech. level.
11	If Earth is not owned increase its Tech. level.
12	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
13	If Xenon V is not owned increase its Tech. level.
14	If Rura Pelosis is not owned increase its Tech. level.
15	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
16	If Zalda is not owned increase its Tech. level.
17	If Fesarius is not owned increase its Tech. level.
18	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
19	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
20	If Castor is not owned increase its Tech. level.

Roll

Action

- 1 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 2 If Rura Pelosis is not owned increase its Tech. level.

Roll	Action
3	If Talos is not owned increase its Tech. level.
4	The player who owns Alpha Centauri can increase the Tech. level of one of his planets
5	If Fesarius is not owned increase its Tech. level.
6	If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
7	If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
8	If Alogorab is not owned increase its Tech. level.
9	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
10	If Castor is not owned increase its Tech. level.
11	If Zalda is not owned increase its Tech. level.
12	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
13	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
14	If Earth is not owned increase its Tech. level.
15	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
16	If Xenon V is not owned increase its Tech. level.
17	If Zalda is not owned increase its Tech. level.
18	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
19	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
20	If Alpha Centari is not owned increase its Tech. level.

Roll

Action

- 1 If Castor is not owned increase its Tech. level.
- 2 If Talos is not owned increase its Tech. level.
- 3 The player who owns Alpha Centauri can increase the Tech. level of one of his planets



Roll	Action
4	If Fesarius is not owned increase its Tech. level.
5	If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
6	If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
7	If Rura Pelosis is not owned increase its Tech. level.
8	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
9	If Zalda is not owned increase its Tech. level.
10	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
11	The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
12	If Alogorab is not owned increase its Tech. level.
13	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
14	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
15	If Earth is not owned increase its Tech. level.
16	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
17	If Zalda is not owned increase its Tech. level.
18	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
19	If Alpha Centari is not owned increase its Tech. level.
20	If Xenon V is not owned increase its Tech. level.

Roll

Action

- 1 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 2 The player who owns Alpha Centauri can increase the Tech. level of one of his planets.
- 3 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.

Roll	Action
4	The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
5	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
6	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets.
7	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets
8	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
9	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
10	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
11	If Castor is not owned increase its Tech. level.
12	If Zalda is not owned increase its Tech. level.
13	If Rura Pelosis is not owned increase its Tech. level.
14	If Alpha Centari is not owned increase its Tech. level.
15	If Earth is not owned increase its Tech. level.
16	If Zaxborn is not owned increase its Tech. level.
17	If Xenon V is not owned increase its Tech. level.
18	If Talos is not owned increase its Tech. level.
19	If Fesarius is not owned increase its Tech. level.
20	If Alogorab is not owned increase its Tech. level.

Roll

Action

- 1 If Alogorab is not owned increase its Tech. level.
- 2 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 3 The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
- 4 The player who owns Alpha Centauri can increase the Tech. level of one of his planets

Roll	Action
5	If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
6	If Zalda is not owned increase its Tech. level.
7	The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
8	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
9	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
10	If Talos is not owned increase its Tech. level.
11	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
12	If Earth is not owned increase its Tech. level.
13	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
14	If Xenon V is not owned increase its Tech. level.
15	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
16	If Rura Pelosis is not owned increase its Tech. level.
17	If Zalda is not owned increase its Tech. level.
18	If Fesarius is not owned increase its Tech. level.
19	If Alpha Centari is not owned increase its Tech. level.
20	If Castor is not owned increase its Tech. level.

## Roll

## Action

- 1 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 2 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 3 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 4 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.

Roll	Action
5	If Alogorab is not owned increase its Tech. level.
6	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
7	If Alpha Centari is not owned increase its Tech. level.
8	If Zalda is not owned increase its Tech. level.
9	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
10	If Talos is not owned increase its Tech. level.
11	If Earth is not owned increase its Tech. level.
12	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
13	If Xenon V is not owned increase its Tech. level.
14	If Rura Pelosis is not owned increase its Tech. level.
15	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
16	If Zalda is not owned increase its Tech. level.
17	If Fesarius is not owned increase its Tech. level.
18	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
19	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
20	If Castor is not owned increase its Tech. level.

Roll

Action

- 1 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 2 If Rura Pelosis is not owned increase its Tech. level.
- 3 If Talos is not owned increase its Tech. level.
- 4 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 5 If Fesarius is not owned increase its Tech. level.
- 6 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.



Roll	Action
7	If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
8	If Alogorab is not owned increase its Tech. level.
9	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
10	If Castor is not owned increase its Tech. level.
11	If Zalda is not owned increase its Tech. level.
12	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
13	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
14	If Earth is not owned increase its Tech. level.
15	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
16	If Xenon V is not owned increase its Tech. level.
17	If Zalda is not owned increase its Tech. level.
18	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
19	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
20	If Alpha Centari is not owned increase its Tech. level.

## Roll

## Action

- 1 If Castor is not owned increase its Tech. level.
- 2 If Talos is not owned increase its Tech. level.
- 3 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 4 If Fesarius is not owned increase its Tech. level.
- 5 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 6 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 7 If Rura Pelosis is not owned increase its Tech. level.

Roll	Action
8	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
9	If Zalda is not owned increase its Tech. level.
10	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
11	The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
12	If Alogorab is not owned increase its Tech. level.
13	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
14	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
15	If Earth is not owned increase its Tech. level.
16	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
17	If Zalda is not owned increase its Tech. level.
18	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
19	If Alpha Centari is not owned increase its Tech. level.
20	If Xenon V is not owned increase its Tech. level.

## Roll

## Action

- 1 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 2 The player who owns Alpha Centauri can increase the Tech. level of one of his planets.
- 3 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 4 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 5 The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.

Roll	Action
6	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets.
7	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets
8	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
9	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
10	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
11	If Castor is not owned increase its Tech. level.
12	If Zalda is not owned increase its Tech. level.
13	If Rura Pelosis is not owned increase its Tech. level.
14	If Alpha Centari is not owned increase its Tech. level.
15	If Earth is not owned increase its Tech. level.
16	If Zaxborn is not owned increase its Tech. level.
17	If Xenon V is not owned increase its Tech. level.
18	If Talos is not owned increase its Tech. level.
19	If Fesarius is not owned increase its Tech. level.
20	If Alogorab is not owned increase its Tech. level.

## Roll

## Action

- 1 If Alogorab is not owned increase its Tech. level.
- 2 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 3 The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
- 4 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 5 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 6 If Zalda is not owned increase its Tech. level.

Roll	Action
7	The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
8	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
9	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
10	If Talos is not owned increase its Tech. level.
11	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
12	If Earth is not owned increase its Tech. level.
13	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
14	If Xenon V is not owned increase its Tech. level.
15	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
16	If Rura Pelosis is not owned increase its Tech. level.
17	If Zalda is not owned increase its Tech. level.
18	If Fesarius is not owned increase its Tech. level.
19	If Alpha Centari is not owned increase its Tech. level.
20	If Castor is not owned increase its Tech. level.

## Roll

## Action

- 1 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 2 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 3 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 4 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 5 If Alogorab is not owned increase its Tech. level.
- 6 The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
- 7 If Alpha Centari is not owned increase its Tech. level.



Roll	Action
8	If Zalda is not owned increase its Tech. level.
9	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
10	If Talos is not owned increase its Tech. level.
11	If Earth is not owned increase its Tech. level.
12	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
13	If Xenon V is not owned increase its Tech. level.
14	If Rura Pelosis is not owned increase its Tech. level.
15	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
16	If Zalda is not owned increase its Tech. level.
17	If Fesarius is not owned increase its Tech. level.
18	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
19	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
20	If Castor is not owned increase its Tech. level.

## Roll

## Action

- 1 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 2 If Rura Pelosis is not owned increase its Tech. level.
- 3 If Talos is not owned increase its Tech. level.
- 4 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 5 If Fesarius is not owned increase its Tech. level.
- 6 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 7 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 8 If Alogorab is not owned increase its Tech. level.

Roll	Action
9	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
10	If Castor is not owned increase its Tech. level.
11	If Zalda is not owned increase its Tech. level.
12	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
13	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
14	If Earth is not owned increase its Tech. level.
15	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
16	If Xenon V is not owned increase its Tech. level.
17	If Zalda is not owned increase its Tech. level.
18	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
19	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
20	If Alpha Centari is not owned increase its Tech. level.

## Roll

## Action

- 1 If Castor is not owned increase its Tech. level.
- 2 If Talos is not owned increase its Tech. level.
- 3 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 4 If Fesarius is not owned increase its Tech. level.
- 5 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 6 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 7 If Rura Pelosis is not owned increase its Tech. level.
- 8 The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.

Roll	Action
9	If Zalda is not owned increase its Tech. level.
10	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
11	The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
12	If Alogorab is not owned increase its Tech. level.
13	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
14	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
15	If Earth is not owned increase its Tech. level.
16	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
17	If Zalda is not owned increase its Tech. level.
18	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
19	If Alpha Centari is not owned increase its Tech. level.
20	If Xenon V is not owned increase its Tech. level.

## Roll

## Action

- 1 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 2 The player who owns Alpha Centauri can increase the Tech. level of one of his planets.
- 3 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 4 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 5 The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
- 6 The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets.
- 7 The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets

Roll	Action
8	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
9	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
10	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
11	If Castor is not owned increase its Tech. level.
12	If Zalda is not owned increase its Tech. level.
13	If Rura Pelosis is not owned increase its Tech. level.
14	If Alpha Centari is not owned increase its Tech. level.
15	If Earth is not owned increase its Tech. level.
16	If Zaxborn is not owned increase its Tech. level.
17	If Xenon V is not owned increase its Tech. level.
18	If Talos is not owned increase its Tech. level.
19	If Fesarius is not owned increase its Tech. level.
20	If Alogorab is not owned increase its Tech. level.

## Roll

## Action

- 1 If Alogorab is not owned increase its Tech. level.
- 2 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 3 The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
- 4 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 5 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 6 If Zalda is not owned increase its Tech. level.
- 7 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 8 The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets



Roll	Action
9	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
10	If Talos is not owned increase its Tech. level.
11	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
12	If Earth is not owned increase its Tech. level.
13	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
14	If Xenon V is not owned increase its Tech. level.
15	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
16	If Rura Pelosis is not owned increase its Tech. level.
17	If Zalda is not owned increase its Tech. level.
18	If Fesarius is not owned increase its Tech. level.
19	If Alpha Centari is not owned increase its Tech. level.
20	If Castor is not owned increase its Tech. level.

## Roll

## Action

- 1 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 2 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 3 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 4 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 5 If Alogorab is not owned increase its Tech. level.
- 6 The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
- 7 If Alpha Centari is not owned increase its Tech. level.
- 8 If Zalda is not owned increase its Tech. level.

Roll	Action
9	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
10	If Talos is not owned increase its Tech. level.
11	If Earth is not owned increase its Tech. level.
12	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
13	If Xenon V is not owned increase its Tech. level.
14	If Rura Pelosis is not owned increase its Tech. level.
15	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
16	If Zalda is not owned increase its Tech. level.
17	If Fesarius is not owned increase its Tech. level.
18	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
19	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
20	If Castor is not owned increase its Tech. level.

## Roll

## Action

- 1 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 2 If Rura Pelosis is not owned increase its Tech. level.
- 3 If Talos is not owned increase its Tech. level.
- 4 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 5 If Fesarius is not owned increase its Tech. level.
- 6 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 7 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 8 If Alogorab is not owned increase its Tech. level.
- 9 The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.

Roll	Action
10	If Castor is not owned increase its Tech. level.
11	If Zalda is not owned increase its Tech. level.
12	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
13	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
14	If Earth is not owned increase its Tech. level.
15	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
16	If Xenon V is not owned increase its Tech. level.
17	If Zalda is not owned increase its Tech. level.
18	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
19	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
20	If Alpha Centari is not owned increase its Tech. level.

## Roll

## Action

- 1 If Castor is not owned increase its Tech. level.
- 2 If Talos is not owned increase its Tech. level.
- 3 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 4 If Fesarius is not owned increase its Tech. level.
- 5 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 6 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 7 If Rura Pelosis is not owned increase its Tech. level.
- 8 The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
- 9 If Zalda is not owned increase its Tech. level.

Roll	Action
10	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
11	The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
12	If Alogorab is not owned increase its Tech. level.
13	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
14	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
15	If Earth is not owned increase its Tech. level.
16	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
17	If Zalda is not owned increase its Tech. level.
18	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
19	If Alpha Centari is not owned increase its Tech. level.
20	If Xenon V is not owned increase its Tech. level.

## Roll

## Action

- 1 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 2 The player who owns Alpha Centauri can increase the Tech. level of one of his planets.
- 3 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 4 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 5 The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
- 6 The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets.
- 7 The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets



Roll	Action
8	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
9	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
10	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
11	If Castor is not owned increase its Tech. level.
12	If Zalda is not owned increase its Tech. level.
13	If Rura Pelosis is not owned increase its Tech. level.
14	If Alpha Centari is not owned increase its Tech. level.
15	If Earth is not owned increase its Tech. level.
16	If Zaxborn is not owned increase its Tech. level.
17	If Xenon V is not owned increase its Tech. level.
18	If Talos is not owned increase its Tech. level.
19	If Fesarius is not owned increase its Tech. level.
20	If Alogorab is not owned increase its Tech. level.

## Roll

## Action

- 1 If Alogorab is not owned increase its Tech. level.
- 2 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 3 The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
- 4 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 5 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 6 If Zalda is not owned increase its Tech. level.
- 7 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 8 The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets

Roll	Action
9	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
10	If Talos is not owned increase its Tech. level.
11	The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
12	If Earth is not owned increase its Tech. level.
13	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
14	If Xenon V is not owned increase its Tech. level.
15	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
16	If Rura Pelosis is not owned increase its Tech. level.
17	If Zalda is not owned increase its Tech. level.
18	If Fesarius is not owned increase its Tech. level.
19	If Alpha Centari is not owned increase its Tech. level.
20	If Castor is not owned increase its Tech. level.

## Roll

## Action

- 1 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 2 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 3 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 4 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 5 If Alogorab is not owned increase its Tech. level.
- 6 The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
- 7 If Alpha Centari is not owned increase its Tech. level.
- 8 If Zalda is not owned increase its Tech. level.
- 9 The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.

Roll	Action
10	If Talos is not owned increase its Tech. level.
11	If Earth is not owned increase its Tech. level.
12	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
13	If Xenon V is not owned increase its Tech. level.
14	If Rura Pelosis is not owned increase its Tech. level.
15	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
16	If Zalda is not owned increase its Tech. level.
17	If Fesarius is not owned increase its Tech. level.
18	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
19	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
20	If Castor is not owned increase its Tech. level.

## Roll

## Action

- 1 The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
- 2 If Rura Pelosis is not owned increase its Tech. level.
- 3 If Talos is not owned increase its Tech. level.
- 4 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 5 If Fesarius is not owned increase its Tech. level.
- 6 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 7 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 8 If Alogorab is not owned increase its Tech. level.
- 9 The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
- 10 If Castor is not owned increase its Tech. level.

Roll	Action
11	If Zalda is not owned increase its Tech. level.
12	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
13	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
14	If Earth is not owned increase its Tech. level.
15	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
16	If Xenon V is not owned increase its Tech. level.
17	If Zalda is not owned increase its Tech. level.
18	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
19	The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.
20	If Alpha Centari is not owned increase its Tech. level.

## Roll

## Action

- 1 If Castor is not owned increase its Tech. level.
- 2 If Talos is not owned increase its Tech. level.
- 3 The player who owns Alpha Centauri can increase the Tech. level of one of his planets
- 4 If Fesarius is not owned increase its Tech. level.
- 5 If not owned Andoria gains a Tech. level. If owned its controller get three extra troops this turn.
- 6 If a Player controls Valenax, Earth, or Krios Prime gets two extra troops this turn.
- 7 If Rura Pelosis is not owned increase its Tech. level.
- 8 The Player who controls Talos, Epsilon IV, or Valenax can increase the Tech. level of one of their planets.
- 9 If Zalda is not owned increase its Tech. level.
- 10 The Player who controls Pollux, Alpha Leonis, or Praxis can increase the Tech. level of one of their planets.



Roll	Action
11	The Player who controls Xenon V, Zalda, or Fesarius can increase the Tech level of one of his planets.
12	If Alogorab is not owned increase its Tech. level.
13	The Player who controls Andoria, Krios Prime, or Rura Pelosis can increase the Tech. level of one of their planets.
14	The Player who controls Zaxborn or Pollux can increase the Tech. level of one of their planets.
15	If Earth is not owned increase its Tech. level.
16	The Player who controls Ba'ku, Earth, or Echo 2 can increase the Tech. level of one of their planets
17	If Zalda is not owned increase its Tech. level.
18	The Player who controls Tango Hydrel, Alogorab, or Castor can increase the Tech level of one of their planets.
19	If Alpha Centari is not owned increase its Tech. level.
20	If Xenon V is not owned increase its Tech. level.