

Installation: Firebase



Argenbergl

At the beginning of each cycle, put a counter on this card. Remove a counter to deal one light ranged damage to a field target.

Installation: Laser Missile Defense Installation



Argenbergl

Artillery attacks targeted here or against adjacent positions automatically fail.

Installation: Advanced Neuroscience Lab



Argenbergl

Once per cycle, put a training counter on Advanced Neuroscience Lab. Remove 2 training counters: one of your deployed pilots becomes a psi-pilot.

Installation: Germ Lab



Argenbergl

Tech level 1.

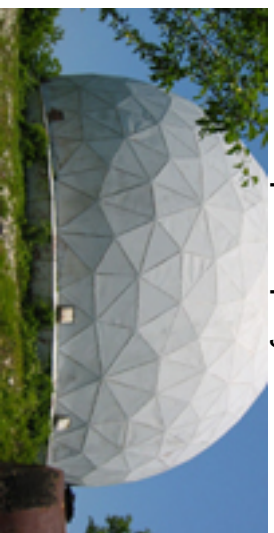
Installation: Rocket Artillery Emplacement



Argenbergl

Requires tech level 1. During the deploy phase, put a counter on this card. Remove a counter to deal a heavy ranged damage to a field target of less than 3 stealth.

Installation: Rapid Deployment Shuttle Bay



Argenbergl

Once per combat, you may put into a combat one of your APFs currently at your base. On a random 50% chance (flip a coin), the shuttle crashes enroute and you must discard the APF.