

NOVA SOLIS

EXPAND. EXPLORE. EXPLOIT. EXTERMINATE!

TECHNOLOGY REFERENCE

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WEAPONS TECHNOLOGY

SHIELDS & ARMOUR



Railguns
Gain 1 basic attack face.
After weapons are blocked by shields any UNBLOCKED basic attack faces will do 2 damage instead of 1 damage.



Railguns
Gain 1 heavy attack face.
Spend 1 energy once during combat to roll an additional die which MUST be allocated to attack.



Anti-Proton Beam
Gain 2 heavy attack faces.
Spend 1 energy in combat to allow your stations WITHIN the sector to roll 3 combat dice instead of the usual 2.



Antimatter Missiles
Gain 1 missile attack face.
Gain another missile attack face as long as it would not bring your total over 4.
Missile attack faces can be negated by point defenses allocated BEFORE the missile is allocated.



Ion Cannon
Gain 1 ion attack face.
Your stations can attack at range in adjacent sectors. All ranged combat dice MUST be allocated to attack.

When allocated, opponent must immediately discard 1 UNALLOCATED combat die of their choice.

Against the Entity, players choose to discard the weakest standard attack or shield.



Tachyon Cannon
Gain 1 tachyon attack face.

Tachyon attacks cause 1 damage which cannot be blocked by shields.

When allocated, immediately negate opponent's strongest ALLOCATED standard shield removing it from their total defense allocation.



Energy Shield
Gain 1 basic shield face.
Roll an additional die in every combat which MUST be allocated to defense.



Heavy Shield
Gain 1 heavy shield face.
Spend 1 energy to allow each ALLOCATED heavy shield to stop 1 ion attack from causing you to lose dice in combat.



Superheavy Shield
Gain 2 heavy shield faces.
Spend 1 energy to allow you to discard ALLOCATED heavy shields to immediately negate a new tachyon attack.



Reactive Armour
Gain 1 armour tile.
Armour increases the damage needed to cause a hit against your forces by +1.
Negates the effect of the Railguns technology to stop unblocked basic attacks causing double damage.



Inversion Shield
Gain 1 reflect face.
Add opponent's strongest ALLOCATED standard attack to your attack total.

UNALLOCATED reflect rolls can be discarded to immediately reflect an opponent ion attack that has just been allocated.



Point Defenses
Gain 2 point defense faces.
Point defense faces passively increase the damage of basic attacks in the corresponding attack slot by +1.

Your warp gates now roll 2 combat dice and are destroyed after your ships and stations.



Ablative Armour
Gain 1 armour tile.
Whenever your opponent attempts to reflect one of your standard attack faces it is only negated and NOT added to their attack total.

SCANNERS & DRIVES



Advanced Scanners
 Draw +1 location tile when exploring.
 Discarding a previously stored location tile allows you to keep an additional tile.



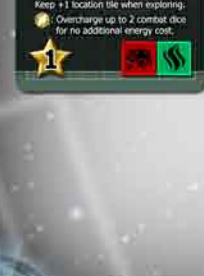
Long Range Scanners
 Draw +1 location tile when exploring.
 Keep +1 location tile when exploring for no additional energy cost.



Deep Space Scanners
 Draw +2 location tiles when exploring.
 Minimum action cost is reduced by 1 for all of your Explore actions.



Active Scanners
 Keep +1 location tile when exploring for no additional energy cost.



Combat Scanners
 Spend 1 energy to overcharge up to 2 of your combat dice once during combat.



Ion Drive
 Move capacity +1 ship.
 When moving to a sector with enemy combat forces, your movement range is increased by +1 sector.



Jump Drive
 Move capacity +2 ships.
 Moving 2 or less ships costs zero energy and does NOT increase the Move action minimum action cost.



Warp Drive
 Move range +1 if less than 2.
 Spend 1 energy once during combat to negate any attack that your opponent has just ALLOCATED.



Hyperdrive
 Move capacity +1 ship.
 Move range +1 if less than 3.
 (Eg. A level 2 & 3 upgrade increases range to 3 but 2x level 2 range is only 2).



Warp Stabilizers
 Move capacity +1 ship.
 Minimum move and support range is equal to the number of warp gates (NOT wormholes) you have built.

EMPIRE & LOGISTICS



Genetics Laboratory
 Population track +1 upgrade.
 Place an additional 1★ token when you use the Settle action to improve your sectors.



Shipyards
 Fleet track +1 upgrade.
 Gain 1★ for EACH station, ship, flagship or warp gate which you produce using the Build action.



Research Laboratory
 Research track +1 upgrade.
 Spend 1 energy once per RESET to convert stockpiled research credits into ★. EACH 2 research credits gains 1★.



Fusion Reactor
 Energy track +1 upgrade.
 You no longer lose ★ when you have unspent energy remaining in your supply when you RESET.



Resource Extraction (x5)
 Gain 1 Resource unit which can be allocated in Logistics.
 Worth 1★ for each resource unit of the specified type you own at the end of the game.



Cloning Facility
 Population track +2 upgrades.
 When Revealing location tiles with the Explore action you may Reveal +1 tile of the SAME star type. (Eg. 2 red)



Spacedock
 Fleet track +2 upgrades.
 Reduces the maximum cost of Building ships to 2 energy and stations to 3 energy.



Research Facility
 Research track +2 upgrades.
 Gain 1 Omega Particle research unit which can be allocated during Logistics.



Titan Reactor
 Energy track +2 upgrades.
 During logistics, you may add up to 2 UNSPENT energy from the previous cycle to your supply for THIS cycle.



Resource Processing (x5)
 Specified resource type can substitute any basic resource.
 Spend 1 energy once per RESET to gain 1★ for every 2 specified resources owned.

EXPANSION TECHNOLOGY



FLAGSHIP MODULES



Refineries

Gain 1 strategic or empire resource of your choice from any location within EACH sector which you have built a warp gate.



Commerce Hubs

Whenever you perform the Logistics action you gain 1★ for EACH ★ producing location within a sector which you have built a warp gate.



Trade Stations

Gain 1 trade token for each station that is currently built.

Worth 1★ for EACH trade token that has been used at the end of the game.



Diplomats

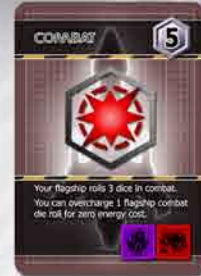
Gain 2 trade tokens.

Worth 1★ for EACH diplomacy token that you have acquired at the end of the game.



Anomaly Research

Gain 1★ whenever one of your anomaly sectors or an anomaly sector that belongs to an ally produces ★.



Combat (Module)

Your flagship now rolls 3 dice in combat.

When your flagship is in combat you can overcharge 1 combat die for zero energy cost.



Siege (Module)

Flagship can perform a ranged attack that targets adjacent sectors.

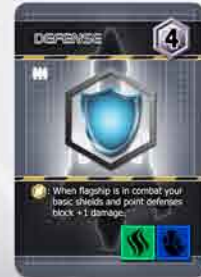
Spend 2 energy once per RESET to allow the ships in flagship sector to also attack adjacent sectors at range.



EM Pulse (Module)

Once per RESET spend 1 energy to activate this.

Disable your flagship and roll 1 die. Disable opponent ships within flagship sector equal to the die result.



Defense (Module)

Spend 1 energy in combat with flagship to activate.

EACH of your basic shields will block 2 damage and point defenses to block 1 damage when they are allocated.



Armour (Module)

3 hits are now required to destroy your flagship.

Hits are now allocated to your flagship FIRST before all of your other forces.



Warp (Module)

Spend 1 energy to move all ships in range directly to your flagship sector.

Movement range of all your ships moving to or from your flagship is increased +1.



Exploration (Module)

Reduces the cost of Revealing location tiles inside the sector containing your flagship by 1 energy (minimum 1) OR allows you to place another tile of the SAME star type within your flagship sector.



Colonization (Module)

Gain 1★ if you improve or colonize a sector that your flagship is inside.

Your flagship can colonize sectors that are not adjacent to your own for 1 energy.



Diplomacy (Module)

You gain 1★ for EACH enemy PLAYER ship that moves into your flagship sector.

Spend 2 energy once per RESET to prevent PLAYER combat inside flagship sector until your next RESET.



Command (Module)

Reduce the cost of ALL actions that you perform within your flagship sector by 1.

The minimum cost that an action can be reduced by this is 1 energy.



Trade (Module)

Your flagship can move into other player sectors without them becoming contested.

You gain up to 2 DIFFERENT resources from in that sector.

The owner gains 1 resource.



Mining (Module)

Gain 1 extra resource from any location in flagship sector.

Whenever you perform the Logistics action you gain 1★ for EACH ★ producing location in flagship sector.

ANCIENT TECHNOLOGY

VOID TECHNOLOGY



Ancient Weapons
Gain 1 ultra attack face.
Spend 2 energy in combat once per RESET to increase the minimum damage of all your attack faces to 2.



Ancient Shields
Gain 1 ultra shield face.
Spend 2 energy to enhance your shields until you RESET.
Negates reflected weapons, tachyon weapons won't negate or pass through shields and ion weapons don't discard dice.



Dark Matter
Gain 1 omega particle resource unit.
You may allocate this to technology only during your Logistics action.



Static Field
Gain 1 static field face.
Each static field you allocate causes 1 damage and negates 1 opponent missile.
RE-ROLL die after allocating.



Ancient Stardrive
Move range +1 if less than 4. (Eg. A level 2, 3 & 4 upgrade increases range to 4 but level 2, 2 & 4 range is only 3).
Spend 2 energy once per RESET to move ALL ships in range to any chosen sector.



Ancient Power Core
Energy track +3 upgrades.
Spend 2 energy once per RESET to gain 1★ for every energy token that you have placed onto your action board.



Void Cannon
Gain 1 void cannon face.
Each void cannon you allocate causes 2 damage.
RE-ROLL die after allocating.



Void Shield
Gain 1 void shield face.
The minimum block power of ALL OTHER shields you have allocated is equal to the TOTAL void shields that you have allocated.



Ancient Terraformer
Population track +3 upgrades.
Spend 2 energy once per RESET to place a location tile into any owned sector location.
You may also replace ANY tile in any owner sector.



Ancient Time Device
Entity draws 1 less action card in *Survival Mode* games.
Spend 2 energy once per RESET to perform any action twice in a row. The action cannot cost more than 2 energy and only 1 energy token is placed on your action board afterwards.



Entropy Shield
Gain 1 entropy shield face.
Each entropy shield allocated negates 1 opponent ALLOCATED standard attack face.
RE-ROLL die after allocating.



Entropy Armour
Gain 1 entropy shield face.
MUST be installed into a defense slot in combat panel.
Increases hull +1 the FIRST time this is allocated during combat.

Expansion Only



Ancient Force Field
Gain 1 ancient force field face.
Each ancient force field blocks 1 damage +1 block for EACH ancient force field face that you have allocated in combat including itself.



Tesseract Device
Gain 1 tesseract device face which can be installed into either attack or defense slots.
When allocated it copies ANY face previously ALLOCATED by you or your opponent.



Singularity Weapon
Gain 1 singularity weapon face.
Causes 2 damage unblockable by opponent shields.
Reduces opponent hull -1 the FIRST time this is allocated.



Dark Matter Missile
Gain 1 missile attack face.
The damage of ALL of your missile attacks is increased by +1.

TERRAN DOMINION

VELARI FEDERATION



Plasma Conduits
Energy track +1 upgrade.



Flak Turrets
Gain 1 basic attack face.
Roll an additional die in every combat which MUST be allocated to attack.



Tachyon Shields
Move capacity +1 ship.
Gain 1 basic shield face.
Tachyon weapons no longer negate or pass through your shields.



Warp Fields
Move +1 ship for EACH warp gate (NOT wormholes) that you have built with each Move action.



Missile Battery
Gain 1 missile attack face
Spend 1 energy once per RESET as soon as enemy forces move into your sector.
Roll combat dice for your forces. Opponent defends against all MISSILES you roll.



Reinforced Hulls
Gain 1 armour tile.
Gain 1 point defense face.



Slipstream Drive
Move & support range +1 if final total range is less than 3.
(Eg. A level 2 & 3 upgrade increases range to 3 but 2x level 2 range is only 2).



Transwarp Gates
Minimum move and support range is equal to the number of warp gates (NOT wormholes) you have built.



Plasma Reactor
Energy track +2 upgrades.



Mining Base
Worth 1★ for EACH strategic resource that you own at the end of the game.



Quantum Torpedo
Gain 1 tachyon attack face.
Tachyon attacks cause 1 damage which cannot be blocked by shields.
When allocated, immediately negate opponent's strongest ALLOCATED standard shield.



Wormhole Research
Energy track +1 upgrade for EACH wormhole that you control during Logistics.
During logistics you gain 1★ for EACH wormhole owned.

Expansion Only



Trade Routes
Gain 1 trade token AND worth 2★ at the end of the game for EACH active trade contract you have placed at least 1 trade token on.



Mining (Module)
See the mining module description on page 7.

Expansion Only



Ambassadors
Gain 1 trade token AND worth 2★ at the end of the game for EACH technology that you have shared or alliance that you are a member of.



Warp (Module)
See the warp module description on page 7.

ARCALIAN EMPIRE

SOLARI IMPERIUM



Extended Lifespans
Population track +1 upgrade.
Gain 1★ for EACH colony that you place or sector which you improve.



Plasma Shields
Gain 1 heavy shield face.



Plasma Torpedos
Gain 1 heavy attack face.



Supply Lines
Fleet track +1 upgrade.
Population track +1 upgrade.



Robotic Workers
Population track +2 upgrades.



AI Combat Systems
You can overcharge 1 combat die for zero energy cost.
Your stations can now attack opponents in adjacent sectors.



Heavy Armour
Gain 1 armour tile.
Gain 1 basic shield face.



Transwarp Gates
Fleet track +2 upgrades.
Worth 1★ for EACH ship that you have in play at the end of the game.



Star Empire
Worth 2★ for EACH planet within your sectors at the end of the game.
Planets which increase your population are worth +1★.



Phase Shields
Gain 1 ultra shield face.



Nova Bombs
Gain 1 ultra attack face.



Imperialism
Gain +1★ whenever you win a sector.
You now gain 1★ for EACH ship or station you destroy in combat.

Expansion Only



Habitation Domes
Worth 1★ for EACH colony that you have in play at the end of the game.
Population track +1 upgrade for EACH asteroid you control that produces ★.



Defense (Module)
See the defense module description on page 6.

Expansion Only



Plasma Beam
Gain 1 plasma beam face.
Each plasma beam causes 1 damage +1 for EACH plasma beam face you have allocated in combat including itself.



Combat (Module)
See the combat module description on page 6.

IOCRYM PROTECTORATE

QINTARI ALLIANCE



Quantum Computer
Research track +1 upgrade.
You may archive 1 additional technology to be Discovered on subsequent turns.



Astrometrics Laboratory
Draw +1 location tile when exploring.
When Revealing location tiles with the Explore action you may Reveal +1 tile of the SAME star type. (Eg. 2 red)



Spy Network
Draw +1 location tile when exploring.
Increase the number of location tiles that you can STORE by +2.



Hidden Agenda
Draw another 15★ set of secret objective cards and ATTACH them to this card.
You can ONLY score these secret objectives while this card is ACTIVE.



Astrophysics
Research track +1 upgrade.
You may place yellow star tiles into any sector location when you Reveal tiles.



Particle Physics
Gain 1 ion attack face.
Gain 1 basic shield face.
Ion attacks no longer cause you to discard any of your UNALLOCATED combat dice.



Precision Scanners
Draw +1 location tile when exploring.
Keep +1 location tile when exploring for no additional energy cost.



Stealth Armour
Gain 1 armour tile.
Your forces CANNOT be attacked by ranged attacks from opponent forces in adjacent sectors.



Ancient Research
Reduce the costs of resource synthesis by 1. (Minimum 1)
Research tack +1 upgrade for EACH ancient artifact that you currently control.



Stellar Cartography
Gain 1★ for EACH red giant location that you DRAW or PLACE into a sector.
Reduce the cost to Reveal red giant locations to 1 energy.



Espionage
When you activate this card copy ANY other player's active basic technology as long as the upgrade faces are available.
If the copied technology is deactivated or another player needs the upgrade faces, then this card will be deactivated.



Cloak Shield
Gain 1 basic shield face.
When you allocate a die to ATTACK any corresponding basic shield is ALSO allocated.
Spend 2 energy once per RESET to move ships into a sector and immediately attack.

Expansion Only



Neural Networks
Worth 2★ for EACH basic technology you have ACTIVE at the end of the game.
Increase the number of basic technologies that you can have active by +1.



EM Pulse (Module)
See the EM Pulse module description on page 6.

Expansion Only



Stealth Missiles
Gain 1 missile attack face.
Your missiles IGNORE shields but damage reduced -1.
Your missiles require +1 point defense face be negated.



Holo Emitter (Module)
Spend 2 energy in combat with flagship once per RESET.
Create decoy ships until your ships match the enemy with the most ships in sector.
Decoys each absorb 1 HIT but do NOT roll combat dice.

COMBAT TILES



Basic Attack
Cause 1 damage



Heavy Attack
Cause 2 damage



Ultra Attack
Cause 3 damage



Ion Attack
Cause 1 damage.
Opponent discards
1 combat die.

*vs Entity negate weakest attack
or shield allocated.*



Tachyon Attack
1 damage ignores
shields. Negate
strongest shield.



Singularity
2 damage ignores
shields. Opponent
hull strength -1
once per combat.



Void Cannon
Cause 2 damage.
Reroll combat die.



Basic Shield
Block 1 damage



Heavy Shield
Block 2 damage



Ultra Shield
Block 3 damage



Reflect
Reflect 1 opponent
standard attack.

*Discard to immediately reflect an
ion attack allocated by opponent.*



Static Field
Cause 1 damage &
negate 1 missile.
Reroll combat die.



Void Shield
Minimum block of
all other shields is
1 per void shield.



Entropy Shield
Negate 1 opponent
standard attack.
Reroll combat die.



Missile Attack
Cause 2 damage

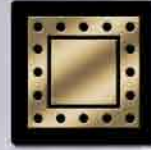


Point Defense
Allocate to negate
1 opponent missile
attack.

*Passively increase damage of
attached basic attacks +1.*



Armour
Increase damage
resistance +1.



Entropy Armour
Increase damage
resistance +1 once
per combat.

*Must be installed into defense
slot within combat panel.*



Plasma Beam
Cause 1 damage
+1 for each plasma
beam you allocate.



Force Field
Block 1 damage +1
for each force field
you allocate.



Tesseract
Copy any combat
face allocated by
you or opponent.