**Salvage Bay** 50

(Gather): Assign robot here to destroy that robot and gain 400+.

**Crystal Mine** 100

(Start): If at [1], reset to [0] and gain a crystal. Otherwise, increment.

**Engineering Dock** 100

You get two build actions for each robot you assign to build.

**Jetpack Hangar** 100

(Attack): Assign robot here to have that robot deal damage equal to its★ to the enemy's factory.

**Crystal Synthesizer** 150

(Start): You may pay 200+ to gain two crystals.

**Explosives Depot** 150

When a robot of yours deals damage to the enemy's factory, increment.
(End): If at [2], reset to [0] and destroy the enemy's module in the first slot.

**Lasercrash** 150

(End): You may pay either 300+ or a crystal to destroy the enemy's module in the first slot.

**Assembly Room** 200

Robots you produce cost 200+ less.
(Produce): Assign robot here to produce.

**Forge** 200

When you build an upgrade, install another copy of that upgrade.
**Extractor**

When a robot of yours gathers, gain an extra 100 resources times the level of Extractor.

(End): You may pay 100 resources to increment.

- Pay 100 resources
- Don't Pay

**Repair Shop**

(End): Remove 2 damage from your factory.

**Security Center**

(End): For each enemy robot that damaged your factory this turn, if that robot’s ★ is greater than 1, decrease its ★ by 1.

**Nano Fabricator**

(End): You may pay 300 resources to remove all damage from your factory.

- Pay 300 resources
- Don't Pay

**Training Room**

(End): Assign robot here to increase both its ★ and ▼ by 1.

**Workshop**

Upgrades and modules you build cost 100 resources less.

**Armory**

(Start): You may pay 300 resources to set each of your robots’ ★ and ▼ to your current level of upgrades.

- Pay 300 resources
- Don't Pay

**Auto-Miner**

(Gather): Gain 100 resources.

**Radiological Facility**

(Start): Radiological Facility deals 1 damage to the enemy’s factory for each robot he assigned to gather this turn.
**Refinery**

Gather: Assign robot here to gain 300+.

**Research Lab**

Build: If at [2], install a Beta Cannon and a Lead Plate.
End: Assign robot here to increment.

**Crystal Vein**

When you build Crystal Vein, gain three crystals.

**Forcefield**

Robots cannot deal damage to your factory.
End: If at [3], destroy Forcefield. Otherwise, increment.

**Fusion Core**

Attack: Each robot you produced this turn deals damage equal to twice its ★ to the enemy’s factory.

**Rocket Launcher**

Start: Assign robot here to have Rocket Launcher deal 2 damage to the enemy’s factory.

**Missile Silo**

Start: Missile Silo deals 4 damage to the enemy’s factory.
**AS_PRODUCTIVITY**

>: (Build): If you assigned no robots to build or attack this turn, you get a build action. Use this build action only to build modules.

**AS_ENERGY**

>: When you produce a robot, gain a crystal.

**: If a robot of yours would deal damage to the enemy’s factory, it deals that much damage plus 1 to the enemy’s factory instead.

**AS_STRENGTH**

>: (End): Assign robot here to increase its ★ by 1.

**AS_FORTITUDE**

>: Your factory has 5 extra shields.
>: (End): Assign robot here to remove 4 damage from your factory.

**AS_BARBARITY**

>: (Gather): Gain 100♂ for each robot you assigned to attack this turn.

**AS_WEALTH**

>: You begin the game with an extra 250♂.

**AS_INGENUITY**

>: (Build): You may pay 250♂ to install a Gamma Cannon and a Titanium Plating.

<table>
<thead>
<tr>
<th>Pay 250♂</th>
<th>Don't Pay</th>
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**AS_EFFICIENCY**

>: Upgrades you build cost 100♂ less.