Advanced Tech Slot | Advanced Tech Slot | Advanced Tech Slot

HOUSE VANIR

EMPIRE

INDUSTRIAL

	TIER I (Gate Range = 2)			TIER II (Gate Range = 3)			TIER III (Gate Range = 4)		
CAP gain	2	3	4	5	6	7	8	9	10
Retention Limit	∞	10	8 / 8	8 / 8	6 / 6	4 / 4	4 / 4	2 / 2	0
Complex Cost	2	2	2	3	3	3	4	4	4

Quantum Gates

A B C

A B C

POLITICAL

	TIER I (Agent cost = 2 CAPS)			TIER II (Agent cost = 1 CAPS)			TIER III (Agent cost = 0 CAPS)		
CAP gain	3	4	4	5	6	7	8	9	10
Retention Limit	∞	10	8	8	6	4	4	2	0
Embassy Cost	4	4	4	4	5	5	5	6	6

Agents

MARTIAL

	TIER I (Fleet Power = 1)				TIER II (Fleet Power = 2)				TIER III (Fleet Power = 3)			
CAP gain	4	4	5	5	6	6	7	7	8	8	9	10
Retention Limit	∞	10	10	8	8	6	6	4	4	2	2	0
Outpost Cost	3	3	3	3	4	4	4	4	5	5	5	5

Fleets

House Ability

Advanced Tech Slot | Advanced Tech Slot | Advanced Tech Slot

HOUSE OSIRIS

EMPIRE

INDUSTRIAL

	TIER I (Gate Range = 2)			TIER II (Gate Range = 3)			TIER III (Gate Range = 4)		
CAP gain	2	3	4	5	6	7	8	9	10
Retention Limit	∞	10	8 / 8	8 / 8	6 / 6	4 / 4	4 / 4	2 / 2	0 / 0
Complex Cost	2	2	2	3	3	3	4	4	4

Quantum Gates



POLITICAL

	TIER I (Agent cost = 2 CAPS)			TIER II (Agent cost = 1 CAPS)			TIER III (Agent cost = 0 CAPS)		
CAP gain	3	4	4	5	6	7	8	9	10
Retention Limit	∞	10	8	8	6	4	4	2	0
Embassy Cost	4	4	4	4	5	5	5	6	6

Agents



MARTIAL

	TIER I (Fleet Power = 1)				TIER II (Fleet Power = 2)				TIER III (Fleet Power = 3)			
CAP gain	4	4	5	5	6	6	7	7	8	8	9	10
Retention Limit	∞	10	10	8	8	6	6	4	4	2	2	0
Outpost Cost	3	3	3	3	4	4	4	4	5	5	5	5

Fleets



House Ability

Advanced Tech Slot | Advanced Tech Slot | Advanced Tech Slot

HOUSE DAEDALUS

EMPIRE

INDUSTRIAL

	TIER I (Gate Range = 2)			TIER II (Gate Range = 3)			TIER III (Gate Range = 4)		
CAP gain	2	3	4	5	6	7	8	9	10
Retention Limit	∞	10	8 / 8	8 / 8	6 / 6	4 / 4	4 / 4	2 / 2	0
Complex Cost	2	2	2	3	3	3	4	4	4

Quantum Gates

A B C

A B C

POLITICAL

	TIER I (Agent cost = 2 CAPS)			TIER II (Agent cost = 1 CAPS)			TIER III (Agent cost = 0 CAPS)		
CAP gain	3	4	4	5	6	7	8	9	10
Retention Limit	∞	10	8	8	6	4	4	2	0
Embassy Cost	4	4	4	4	5	5	5	6	6

Agents

MARTIAL

	TIER I (Fleet Power = 1)				TIER II (Fleet Power = 2)				TIER III (Fleet Power = 3)			
CAP gain	4	4	5	5	6	6	7	7	8	8	9	10
Retention Limit	∞	10	10	8	8	6	6	4	4	2	2	0
Outpost Cost	3	3	3	3	4	4	4	4	5	5	5	5

Fleets

House Ability

Advanced Tech Slot | Advanced Tech Slot | Advanced Tech Slot

HOUSE YAKSHA

EMPIRE

INDUSTRIAL

	TIER I (Gate Range = 2)			TIER II (Gate Range = 3)			TIER III (Gate Range = 4)		
CAP gain	2	3	4	5	6	7	8	9	10
Retention Limit	∞	10	8 / 8	8 / 8	6 / 6	4 / 4	4 / 4	2 / 2	0 / 0
Complex Cost	2	2	2	3	3	3	4	4	4

Quantum Gates

A B C

A B C

POLITICAL

	TIER I (Agent cost = 2 CAPS)			TIER II (Agent cost = 1 CAPS)			TIER III (Agent cost = 0 CAPS)		
CAP gain	3	4	4	5	6	7	8	9	10
Retention Limit	∞	10	8	8	6	4	4	2	0
Embassy Cost	4	4	4	4	5	5	5	6	6

Agents



MARTIAL

	TIER I (Fleet Power = 1)				TIER II (Fleet Power = 2)				TIER III (Fleet Power = 3)			
CAP gain	4	4	5	5	6	6	7	7	8	8	9	10
Retention Limit	∞	10	10	8	8	6	6	4	4	2	2	0
Outpost Cost	3	3	3	3	4	4	4	4	5	5	5	5

Fleets



House Ability

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HOUSE MARDUK

EMPIRE

INDUSTRIAL

	TIER I (Gate Range = 2)			TIER II (Gate Range = 3)			TIER III (Gate Range = 4)		
CAP gain	2	3	4	5	6	7	8	9	10
Retention Limit	∞	10	8	8	6	4	4	2	0
			8						
				8	6	4	4	2	
Complex Cost	2	2	2	3	3	3	4	4	4

Quantum Gates

A B C

A B C

POLITICAL

	TIER I (Agent cost = 2 CAPS)			TIER II (Agent cost = 1 CAPS)			TIER III (Agent cost = 0 CAPS)		
CAP gain	3	4	4	5	6	7	8	9	10
Retention Limit	∞	10	8	8	6	4	4	2	0
Embassy Cost	4	4	4	4	5	5	5	6	6

Agents



MARTIAL

	TIER I (Fleet Power = 1)				TIER II (Fleet Power = 2)				TIER III (Fleet Power = 3)			
CAP gain	4	4	5	5	6	6	7	7	8	8	9	10
Retention Limit	∞	10	10	8	8	6	6	4	4	2	2	0
Outpost Cost	3	3	3	3	4	4	4	4	5	5	5	5

Fleets



House Ability

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HOUSE BUSHIDO

EMPIRE

INDUSTRIAL

	TIER I (Gate Range = 2)			TIER II (Gate Range = 3)			TIER III (Gate Range = 4)		
CAP gain	2	3	4	5	6	7	8	9	10
Retention Limit	∞	10	8 / 8	8 / 8	6 / 6	4 / 4	4 / 4	2 / 2	0
Complex Cost	2	2	2	3	3	3	4	4	4

Quantum Gates

A B C

A B C

POLITICAL

	TIER I (Agent cost = 2 CAPS)			TIER II (Agent cost = 1 CAPS)			TIER III (Agent cost = 0 CAPS)		
CAP gain	3	4	4	5	6	7	8	9	10
Retention Limit	∞	10	8	8	6	4	4	2	0
Embassy Cost	4	4	4	4	5	5	5	6	6

Agents

MARTIAL

	TIER I (Fleet Power = 1)				TIER II (Fleet Power = 2)				TIER III (Fleet Power = 3)			
CAP gain	4	4	5	5	6	6	7	7	8	8	9	10
Retention Limit	∞	10	10	8	8	6	6	4	4	2	2	0
Outpost Cost	3	3	3	3	4	4	4	4	5	5	5	5

Fleets

House Ability