

LONG RANGE TACTICAL BATTLE CUBE

8
9

SECOND OF TWO

34 CAP. 11

START: -1 TO THE COST OF BEAM / TORP UPGRADE TECH.

TORPS: 8
MINES: 4

TACTICAL CUBE - SECOND OF TWO

LONG RANGE TACTICAL BATTLE CUBE

8
9

SECOND OF TWO

34 CAP. 11

START: -1 TO THE COST OF BEAM / TORP UPGRADE TECH.

TORPS: 8
MINES: 4

LONG RANGE TACTICAL BATTLE CUBE

10
9

FIRST OF TWO

32 CAP. 11

ENGINEERING CRITS DO NOT AFFECT BEAM / TORP UPGRADE TECH.

TORPS: 6
MINES: 6

TACTICAL CUBE - FIRST OF TWO

LONG RANGE TACTICAL BATTLE CUBE

10
9

FIRST OF TWO

32 CAP. 11

ENGINEERING CRITS DO NOT AFFECT BEAM / TORP UPGRADE TECH.

TORPS: 6
MINES: 6

LONG RANGE TACTICAL SPHERE

8
4

FIRST OF TWO

25 CAP. 9

START: -1 TO COST OF STRUCTURAL UPGRADE TECH.

TORPS: 3
MINES: 2

TACTICAL SPHERE - FIRST OF TWO

LONG RANGE TACTICAL SPHERE

8
4

FIRST OF TWO

25 CAP. 9

START: -1 TO COST OF STRUCTURAL UPGRADE TECH.

TORPS: 3
MINES: 2

LONG RANGE TACTICAL SPHERE

7
5

SECOND OF TWO

25 CAP. 9

ENGINEERING CRITS DO NOT AFFECT STRUCTURAL UPGRADE TECH.

TORPS: 2
MINES: 3

TACTICAL SPHERE - SECOND OF TWO

LONG RANGE TACTICAL SPHERE

7
5

SECOND OF TWO

25 CAP. 9

ENGINEERING CRITS DO NOT AFFECT STRUCTURAL UPGRADE TECH.

TORPS: 2
MINES: 3