

Captain Kwok's Balance Mod v1.20 Tech Chart

Purple color indicates weapons "Energy Stream Weapons" is the name of of this research area WT1 - Energy Stream Weapons "WT" indicates Weapons Technology Group 11 Levels / 30,000 RPs Tech area contains 11 levels This item is available at level 2 → Level (2) At medium tech cost, each level costs (30,000 RPs * Level) of the primary parent tech area L[C] Anti-Proton Beam (1:11) ^L[C] Small APB (1,3,5,7,9,11 + WT22 1:6) L[C] Point-Defense Beam (1 + WT22 6:11) Component "Point-Defense Beam" is Component "Anti-Proton Beam" available at level 1 if level 6 of is available from levels 1 to 11 Point-Defense Weapons (WT9) has also been researched

ABBREVIATIONS USED:

GENERAL NOTES:

Color Coding for Categories:

Tech Area Groups: TS Theoretical Science
AS Applied Science
WT Weapon Technology

WT Weapon Technology
CA Cultural Advancement

 Item Types:
 [F]
 Facility
 RPs
 Research Points

 [C]
 Component
 IPs
 Intelligence Points

[V] Vehicle
[W] Weapon
[WM] Weapon Mount
[CA] Cultural Achievement

[IP] Intelligence Project/Achievement

Colonization

Cultural Achievements

Intelligence

Intelligence Stellar Manipulation
Planetary Development Theoretical Technology
Racial Technology Units

Ships & Bases

Racial Technology
Racial Weapons
Vehicle Systems
Weapons

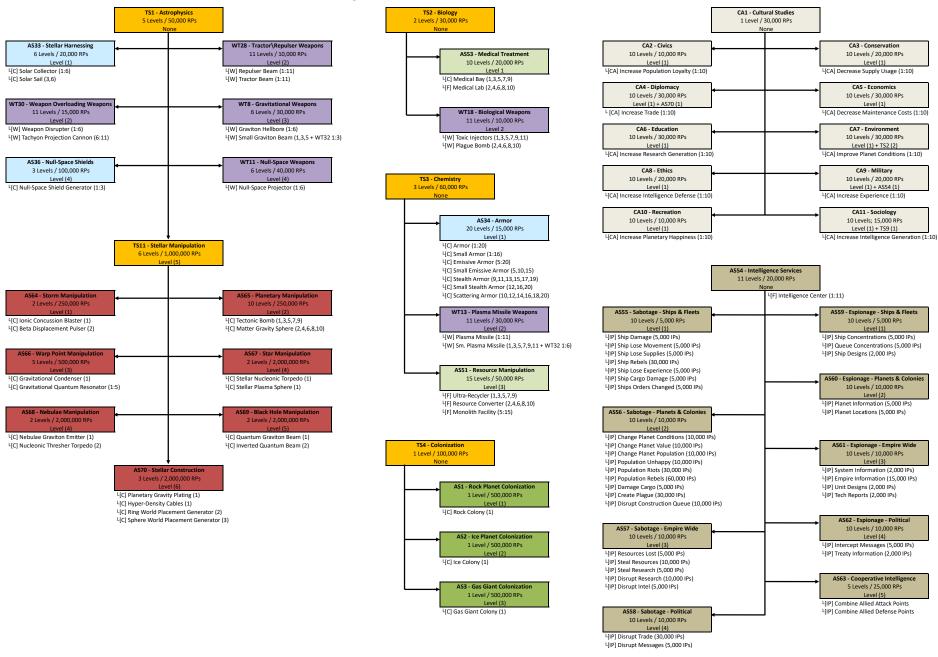
(1) Cultural Achievements result in empire-wide effects/bonuses (which are listed)

(2) Intelligence Achievements simply give the empire bonus in the designated focus area - all projects are available from the start

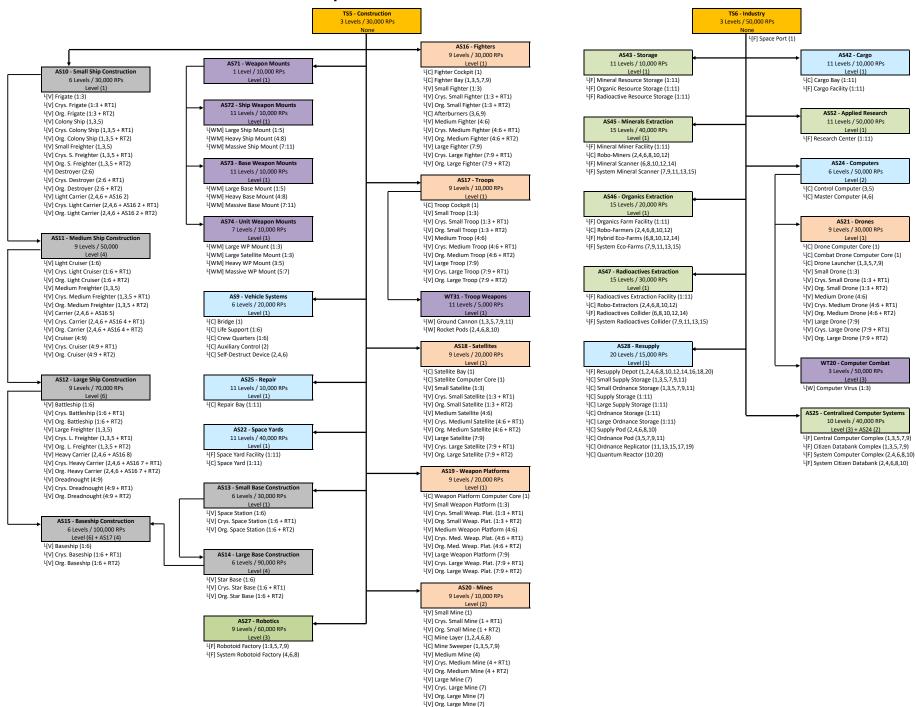
PRINTING NOTES: Prints 6 pages on standard-sized paper (8.5"x11"/A4) including this page.

SPECIAL THANKS TO: Chris Traber (Tampa_Gamer) for creating the original Balance Mod tech chart and design

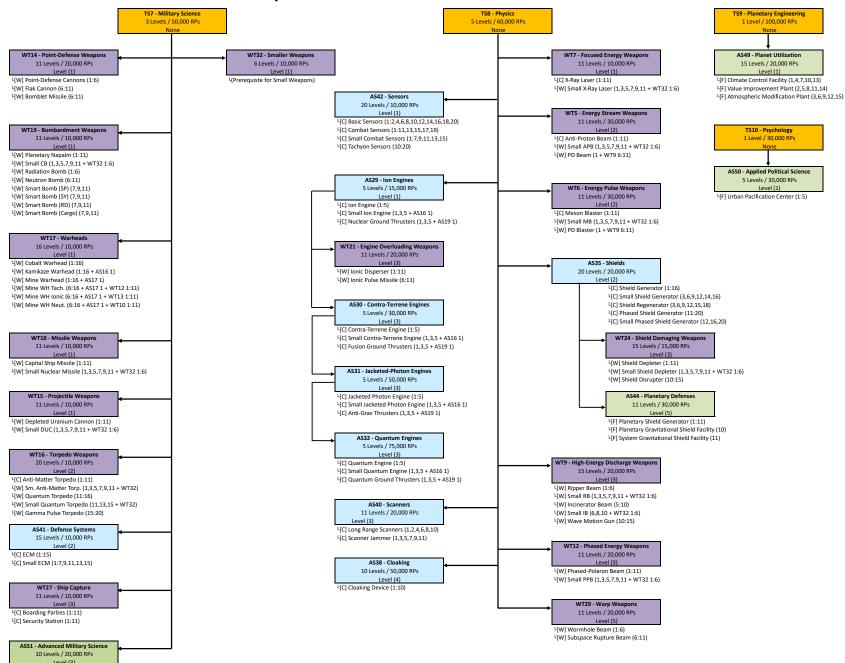
Captain Kwok's Balance Mod v1.20 - Tech Chart



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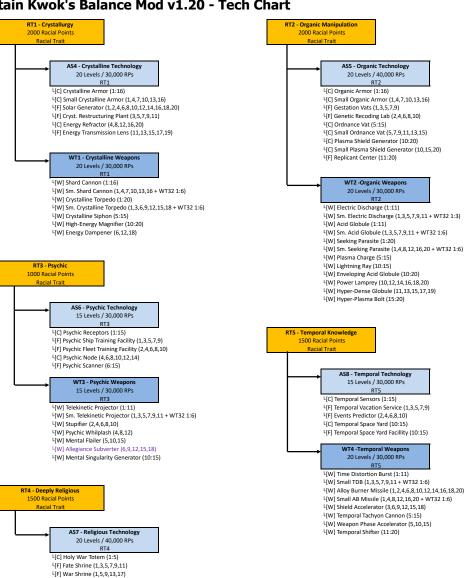


L[F] Ship Training Facility (1,3,5,7,9) L[F] Fleet Training Facility (2,4,6,8,10)

TS12 - Xenoarchaeology 1 Level / 30,000 RPs WT25 - Massive Shield Depleting 3 Levels / 20,000 RPs L[C] Massive Shield Depleter (1:3) WT22 - Massive Engine Destroying 3 Levels / 20,000 RPs Unique Discovery (2) ^L[C] Massive Ionic Disperser (1:3) WT23 - Power Leech 6 Levels / 10,000 RPs Unique Discovery (6) L[C] Power Leech Beam (1:6) WT26 - Shield Implosion 3 Levels / 20,000 RPs Unique Discovery (5) ^L[C] Shield Imploder (1:3) AS37 - Massive Planetary Shielding 3 Levels / 50,000 RPs Unique Discovery (4) L[F] Massive Planetary Shield Generator (1:3) AS26 - Neural Computer Interface 3 Levels / 30 000 RPs Unique Discovery (3) L[C] Neural Combat Net (1:3)

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^L[F] Nature Shrine (2,6,10,14,18) ^L[F] Death Shrine (3,7,11,15,19) ^L[F] Time Shrine (4,8,12,16,20) L[C] Stealth Totem (6:15) ^L[C] Vengeance Totem (9,11,13,15,17,19) ^L[C] Religious Talisman (10,12,14,16,18,20)



Captain Kwok's Balance Mod v1.20 - Tech Area Index

Racial Traits

ID	Trait	
RT1	Crystallurgy	
RT2	Organic Manipulation	
RT3	Psychic	
RT4	Deeply Religious	
RT5	Temporal Knowledge	

Cultural Tech Area

ID	Tech Area (Levels)	
CA1	Cultural Studies (1)	
CA2	Civics (10)	
CA3	Conservation (10)	
CA4	Diplomacy (10)	
CA5	Economics (10)	
CA6	Education (10)	
CA7	Environment (10)	
CA8	Ethics (10)	
CA9	Military Training (10)	
CA10	Recreation (10)	
CA11	Sociology (10)	

Theoretical Tech Areas

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ID	Tech Area (Levels)
TS1	Astrophysics (5)
TS2	Biology (2)
TS3	Chemistry (3)
TS4	Colonization (1)
TS5	Construction (3)
TS6	Industry (3)
TS7	Military Science (3)
TS8	Physics (5)
TS9	Planetary Engineering (1)
TS10	Psychology (1)
TS11	Stellar Manipulation (5)
TS12	Xenoarchaeology (1)

Applied Science Tech Areas

AS1

Tech Area (Levels)

Rock Planet Colonization (1)

731	Nock Flatict Colonization (1)
AS2	Ice Planet Colonization (1)
AS3	Gas Giant Colonization (1)
AS4	Crystalline Technology (20)
AS5	Organic Technology (20)
AS6	Psychic Technology (15)
AS7	Religious Technology (20)
AS8	Temporal Technology (15)
AS9	Vehicle Systems (6)
AS10	Small Ship Construction (6)
AS11	Medium Ship Construction (9)
AS12	Large Ship Construction (9)
AS13	Small Base Construction (6)
AS14	Large Base Construction (6)
AS15	Baseship Construction (6)
AS16	Fighters (9)
AS17	Troops (9)
AS18	Satellites (9)
AS19	Weapon Platforms (9)
AS20	Mines (9)
AS21	Drones (9)
AS22	Space Yards (11)
AS23	Repair (11)
AS24	Computers (6)
AS25	Centralized Computer Systems (10)
AS26	Neural Computer Interface (3)
AS27	Robotics (9)
AS28	Resupply (20)
AS29	Ion Engines (5)
AS30	Contra-Terrene Engines (5)
AS31	Jacketed-Photon Engines (5)
AS32	Quantum Engines (5)
AS33	Stellar Harnessing (6)
AS34	Armor (20)
AS35	Shields (20)
AS36	Null-Space Shields (3)
AS37	Massive Planetary Shielding (3)
AS38	Cloaking (10)
AS39	Sensors (20)
AS40	Scanners (11)
AS41	Defense Systems (15)
AS42	Cargo (11)
AS43	Storage (11)
AS44	Planetary Defenses (11)
AS45	Minerals Extraction (15)

Applied Science Tech Areas Con't

ID	Tech Area (Levels)
AS46	Organics Extraction (15)
AS47	Radioactives Extraction (15)
AS48	Resource Manipulation (10)
AS49	Planet Utilization (15)
AS50	Applied Political Science (11)
AS51	Advanced Military Science (11)
AS52	Applied Research (11)
AS53	Medical Treatment (5)
AS54	Intelligence Services (11)
AS55	Sabotage - Ships & Fleets (10)
AS56	Sabotage - Planets & Colonies (10)
AS57	Sabotage - Empire Wide (10)
AS58	Sabotage - Political (10)
AS59	Espionage - Ships & Fleets (10)
AS60	Espionage - Planets & Colonies (10)
AS61	Espionage - Empire Wide (10)
AS62	Espionage - Political (10)
AS63	Cooperative Intelligence (10)
AS64	Storm Manipulation (2)
AS65	Planet Manipulation (10)
AS66	Warp Point Manipulation (5)
AS67	Star Manipulation (2)
AS68	Nebulae Manipulation (2)
AS69	Black Hole Manipulation (2)
AS70	Stellar Construction (2)
AS71	Weapon Mounts (1)
AS72	Ship Weapon Mounts (11)
AS73	Base Weapon Mounts (11)
AS74	Unit Weapon Mounts (7)

Weapon Tech Areas

ID	Tech Area (Levels)
WT1	Crystalline Weapons (20)
WT2	Organic Weapons (20)
WT3	Psychic Weapons (15)
WT4	Temporal Weapons (20)
WT5	Energy Stream Weapons (11)
WT6	Energy Pulse Weapons (11)
WT7	Focused Energy Weapons (11)
WT8	Gravitational Weapons (6)
WT9	High-Energy Discharge Weapons (15)
WT10	Missile Weapons (11)
WT11	Null-Space Weapons (6)
WT12	Phased-Energy Weapons (11)
WT13	Plasma Missile Weapons (11)
WT14	Point-Defense Weapons (11)
WT15	Projectile Weapons (11)
WT16	Torpedo Weapons (11)
WT17	Warheads (16)
WT18	Biological Weapons (11)
WT19	Bombardment Weapons (11)
WT20	Computer Combat (3)
WT21	Engine Overloading Weapons (11)
WT22	Massive Engine Destroying Weapons (3)
WT23	Power Leech (6)
WT24	Shield Damaging Weapons (15)
WT25	Massive Shield Depleting Weapons (3)
WT26	Shield Implosion (3)
WT27	Ship Capture (11)
WT28	Tractor\Repulser Weapons (11)
WT29	Warp Weapons (11)
WT30	Weapon Overloading Weapons (11)
WT31	Troop Weapons (6)
WT32	Smaller Weapons (6)