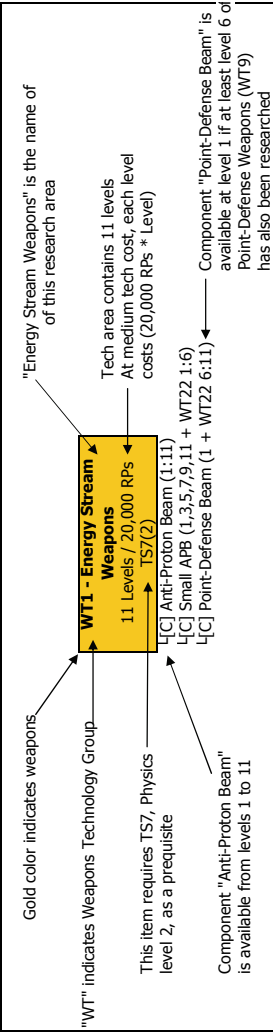
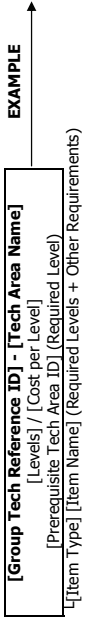


Captain Kwok's Balance Mod v1.06 Tech Chart

26-Apr-07
 Chris Traber (Tampa Gamer)
 Luke Hazlett (Captain Kwok)

Updated on:
 Created by:
 Modified by:

KEY FOR EACH TECH AREA DATA BOX:



ABBREVIATIONS USED:

Tech Area Groups:

- TS** Theoretical Science
- AS** Applied Science
- WT** Weapon Technology
- CA** Cultural Advancement

Item Types:

- [F]** Facility
- [C]** Component
- [V]** Vehicle
- [W]** Weapon
- [WM]** Weapon Mount
- [CA]** Cultural Achievement
- [IP]** Intelligence Project/Achievement

Color Coding for Categories:

- Colonization
- Cultural Achievements
- Intelligence
- Planetary Development
- Planetary Resources
- Racial Technology
- Racial Weapons
- Ruins
- Ships & Bases
- Stellar Manipulation
- Theoretical Technology
- Units
- Vehicle Systems
- Weapons

GENERAL NOTES:

- (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

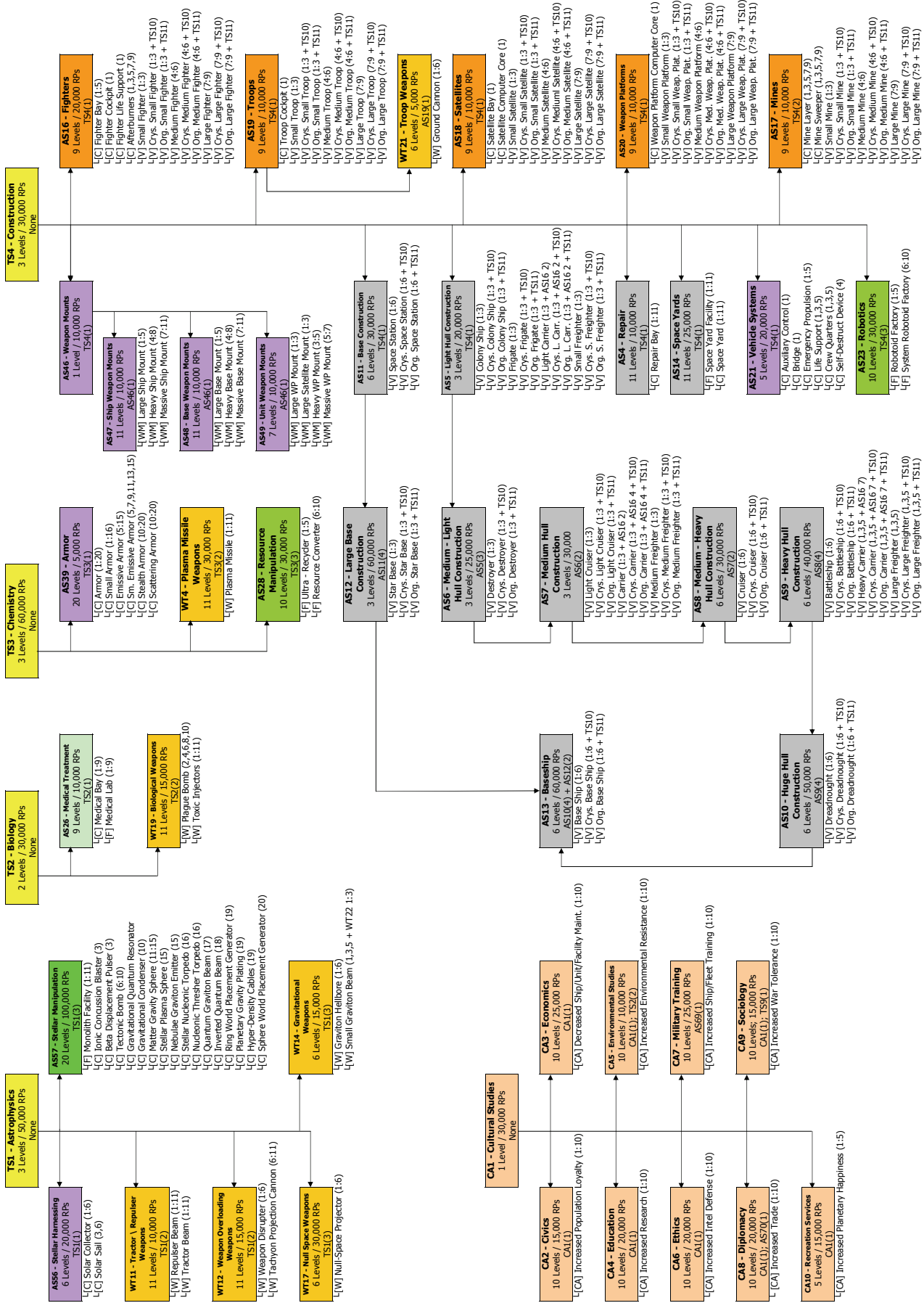
PRINTING NOTES:

Setup to print on letter sized paper (8.5x11) 4 pages wide by 1 page high (including this Notes page)

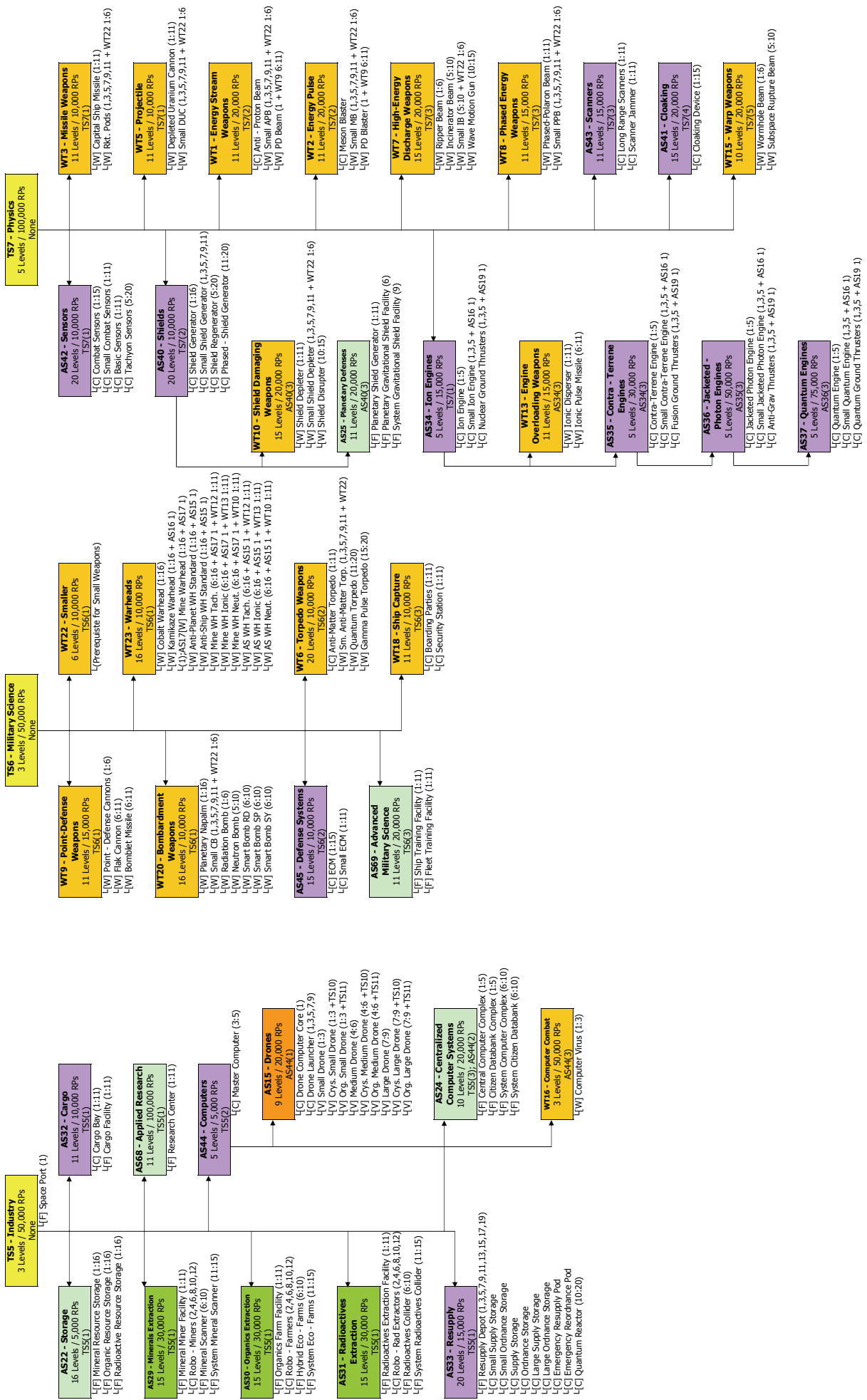
SPECIAL THANKS:

To Chris Traber for originally creating the tech chart for the Balance Mod

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