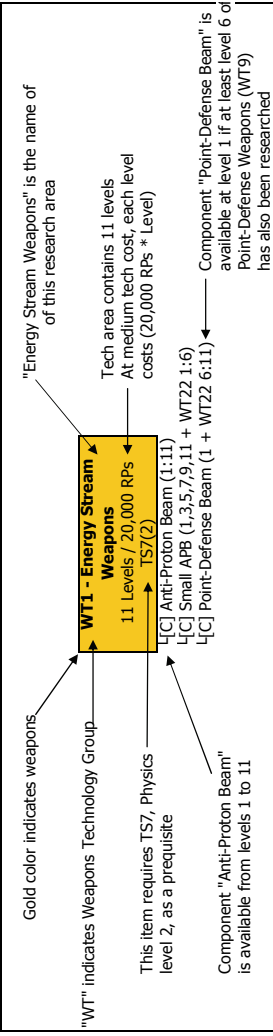
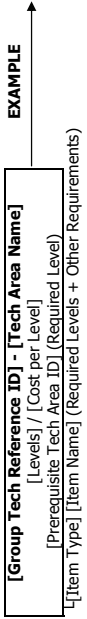


Captain Kwok's Balance Mod v1.06 Tech Chart

Updated on: 8-Jun-07
 Created by: Chris Traber (Tampa Gamer)
 Modified by: Luke Hazlett (Captain Kwok)

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

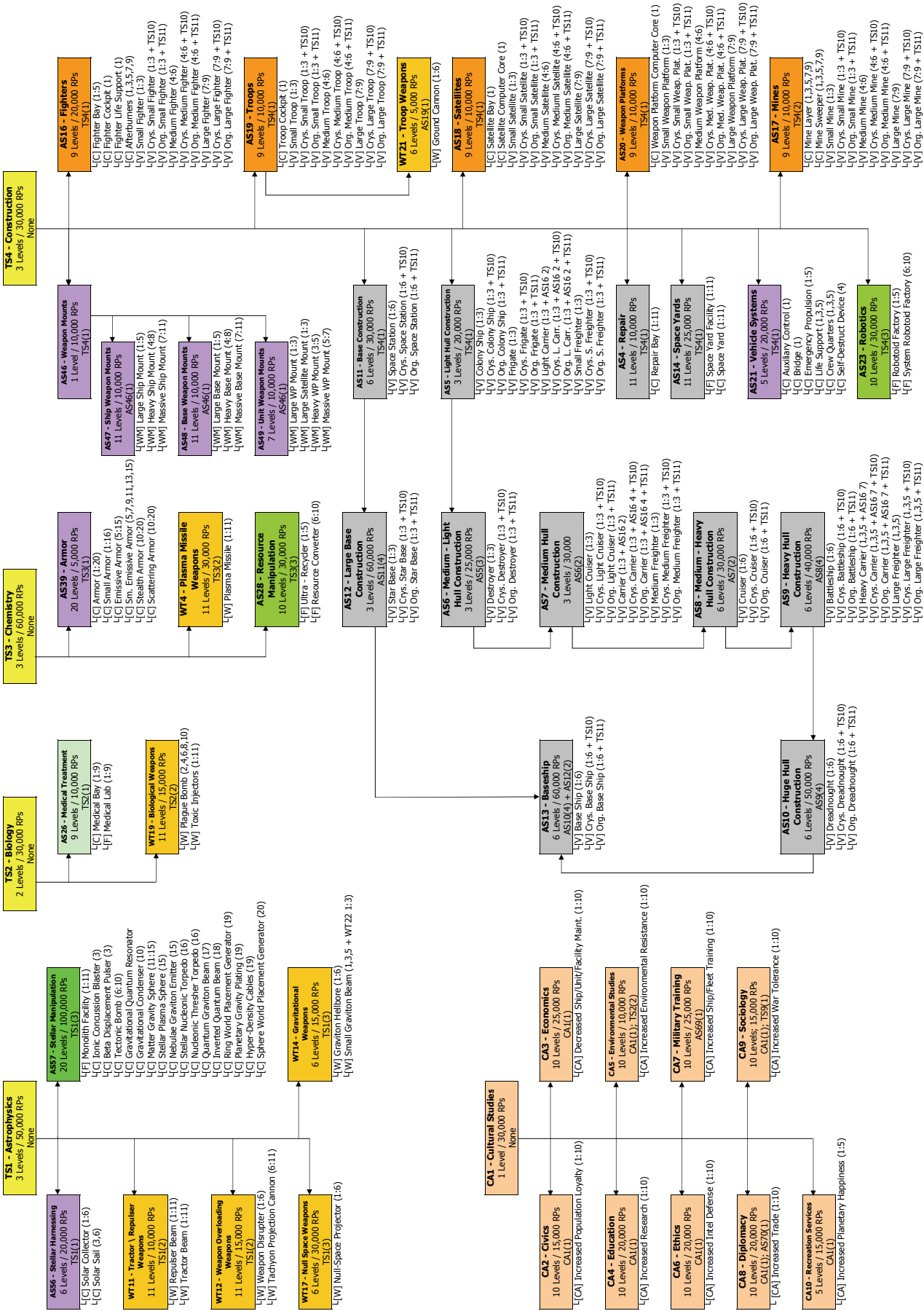
PRINTING NOTES:

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

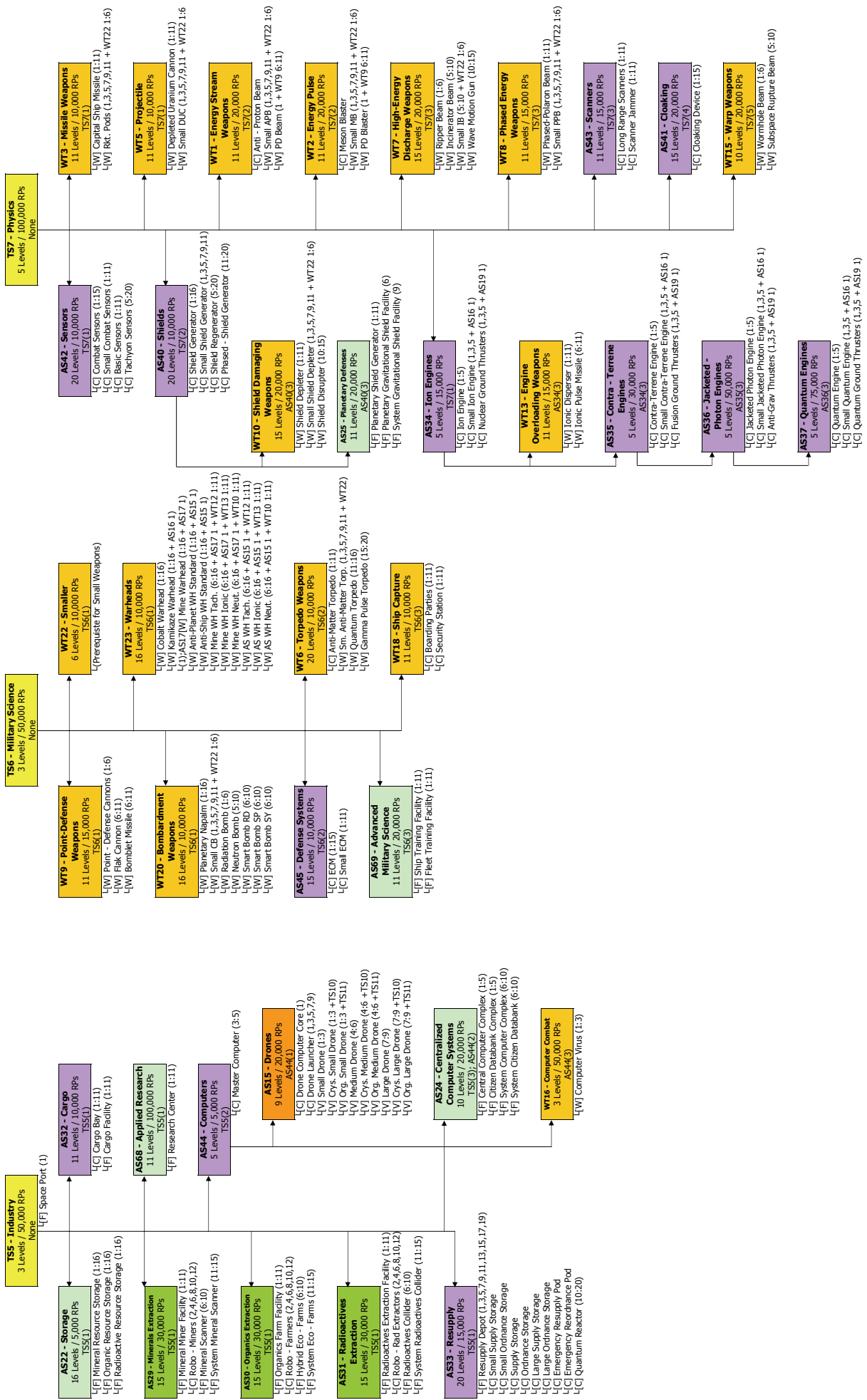
SPECIAL THANKS:

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

Captain Kwok's Balance Mod v1.08 Tech Chart



Captain Kwok's Balance Mod v1.08 Tech Chart



Captain Kwok's Balance Mod v1.08 Tech Chart

