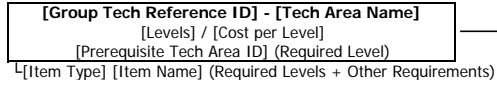




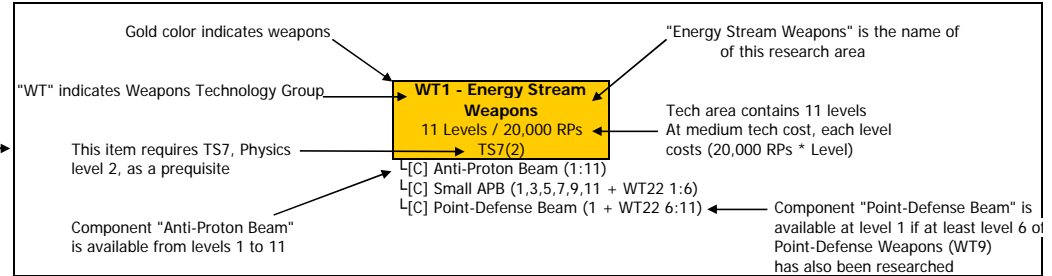
Captain Kwok's Balance Mod v1.12 Tech Chart

Chart design by Chris Traber (Tampa_Gamer)
Updated by Luke Hazlett (Captain Kwok)

KEY FOR EACH TECH AREA DATA BOX:



EXAMPLE →



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:

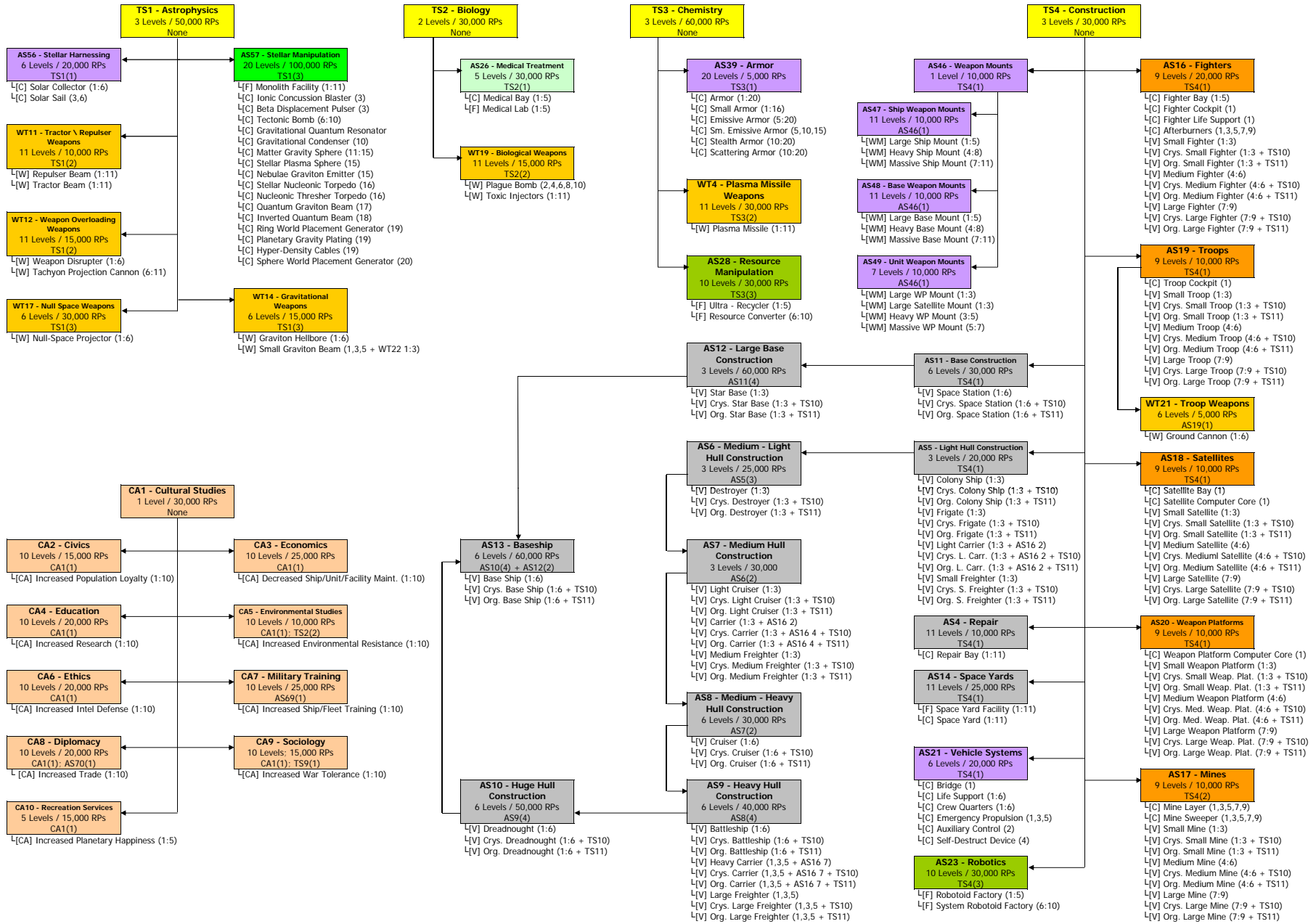
Colonization	Ruins
Cultural Achievements	Ships & Bases
Intelligence	Stellar Manipulation
Planetary Development	Theoretical Technology
Planetary Resources	Units
Racial Technology	Vehicle Systems
Racial Weapons	Weapons

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

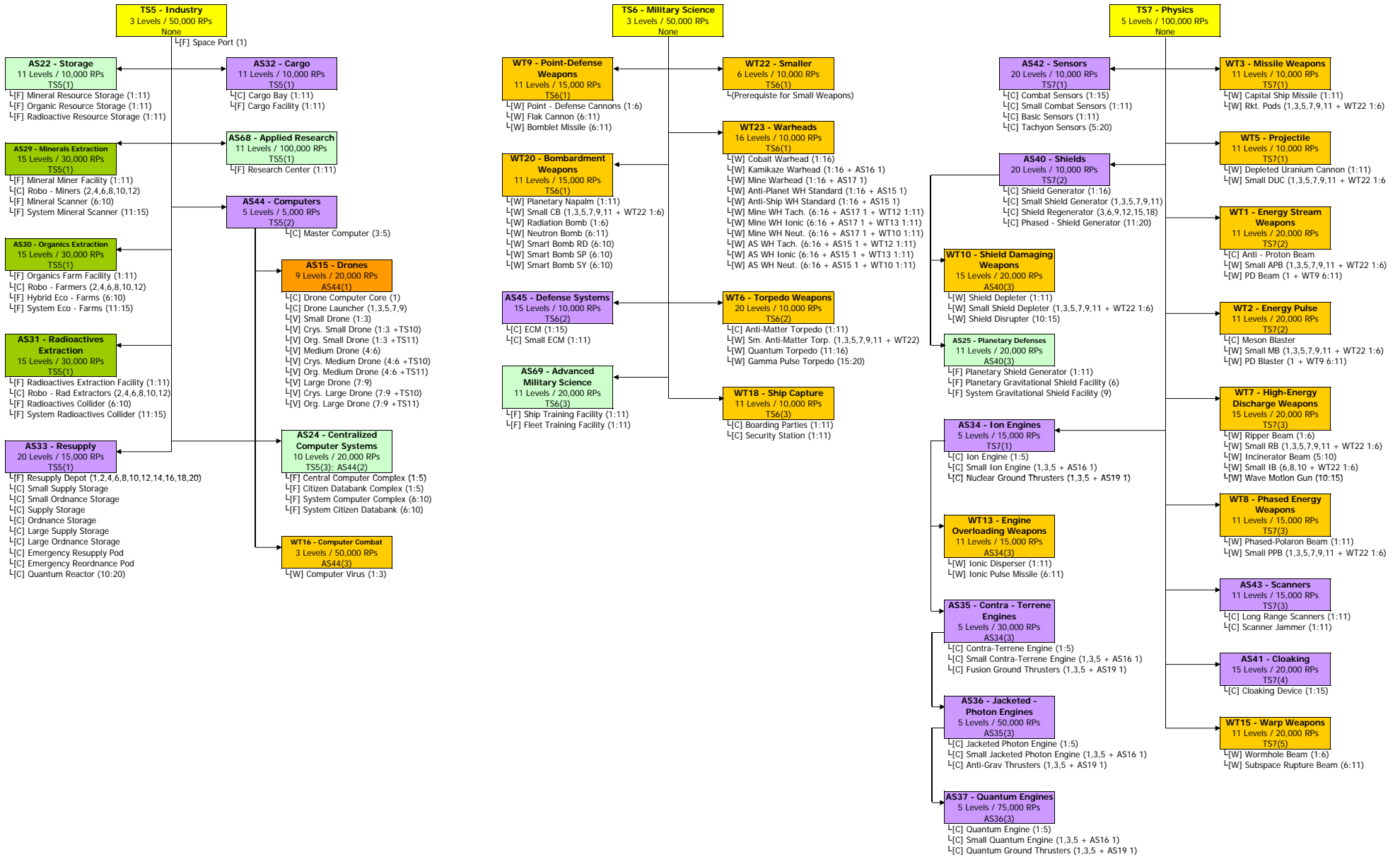
PRINTING NOTES: Prints 4 pages on standard legal size paper (8.5"x11") including this page.

SPECIAL THANKS TO Chris Traber for creating the original Balance Mod tech chart

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