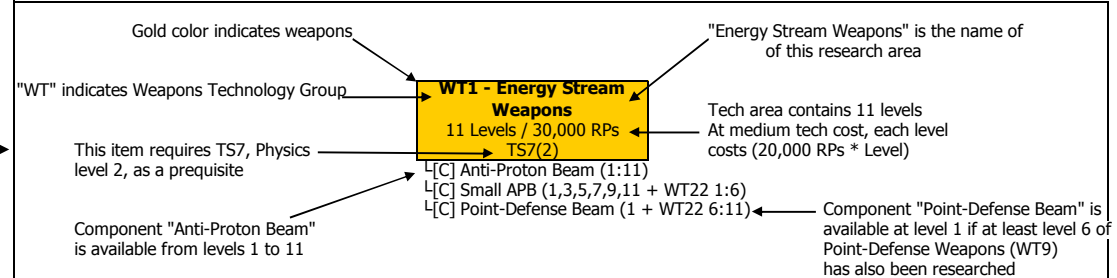
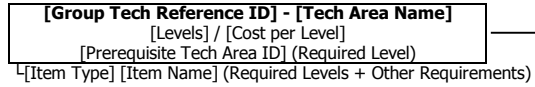




# Captain Kwok's Balance Mod v1.15 Tech Chart

Chart design by Chris Traber (Tampa\_Gamer)  
Updated 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:

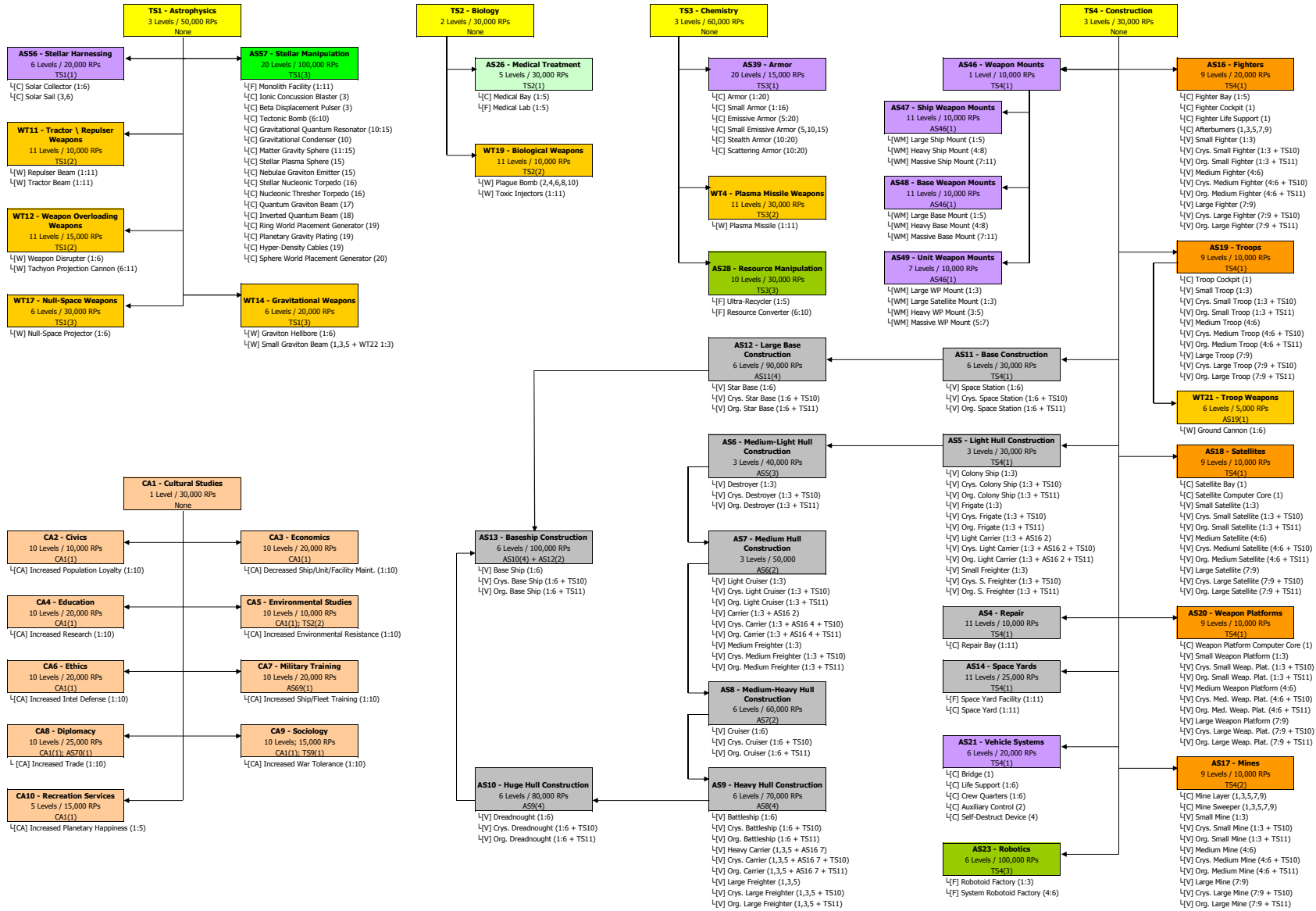
	Colonization		Ruins
	Cultural Achievements		Ships & Bases
	Intelligence		Stellar Manipulation
	Planetary Development		Theoretical Technology
	Planetary Resources		Units
	Racial Technology		Vehicle Systems
	Racial Weapons		Weapons

**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

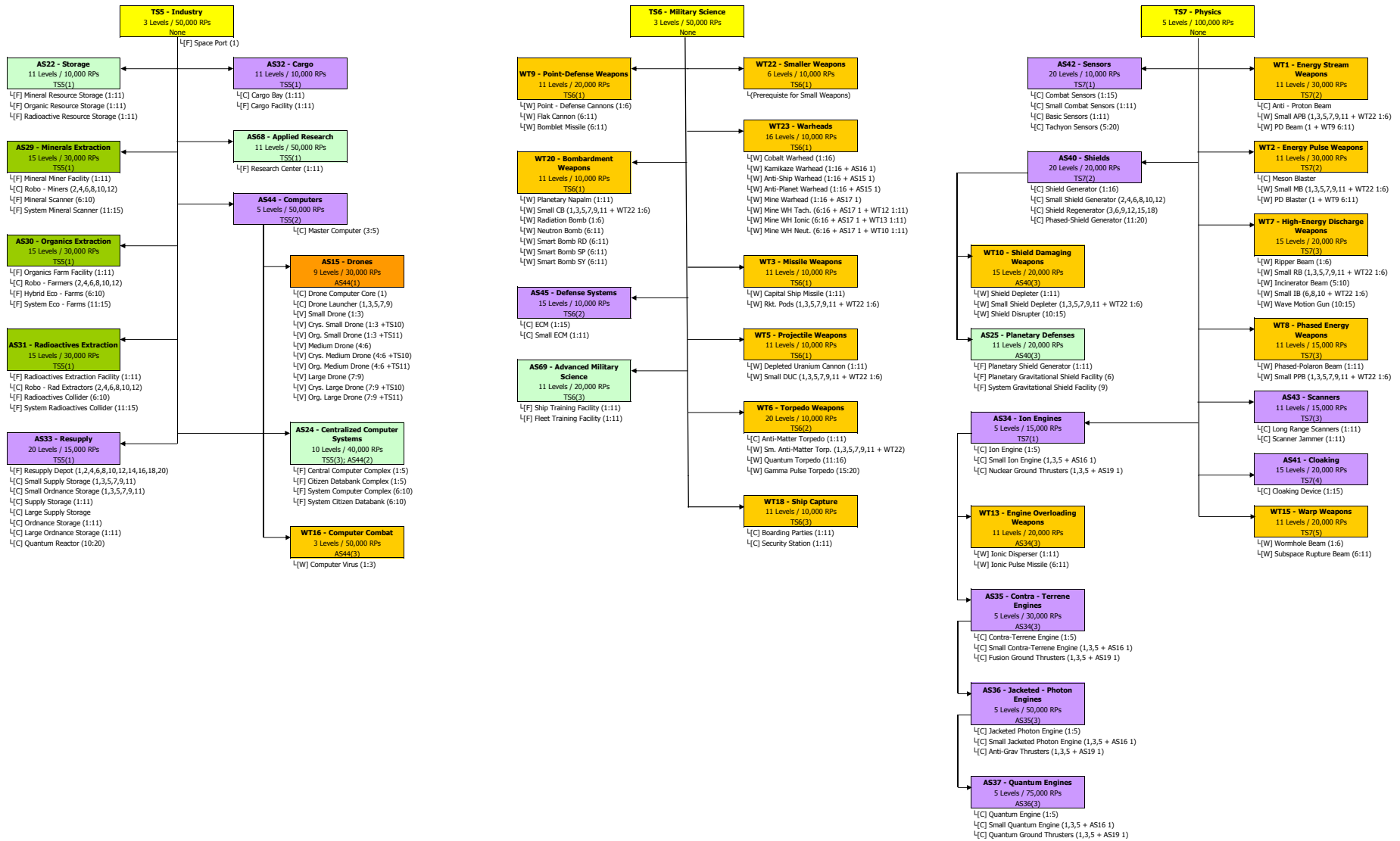
**PRINTING NOTES:** Prints 4 pages on standard legal size paper (8.5"x11") including this page.

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

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