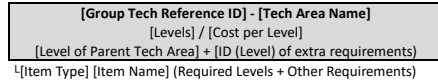


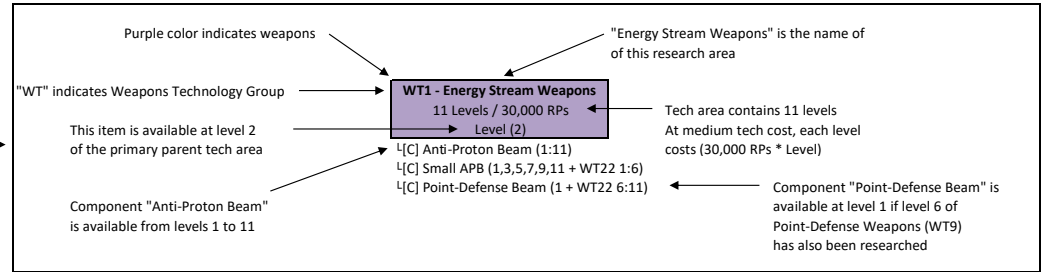


# Captain Kwok's Balance Mod v1.21 Tech Chart

**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                          | RPs Research Points     |
| [C] Component                         | IPs Intelligence Points |
| [V] Vehicle                           |                         |
| [W] Weapon                            |                         |
| [WM] Weapon Mount                     |                         |
| [CA] Cultural Achievement             |                         |
| [IP] Intelligence Project/Achievement |                         |

**Color Coding for Categories:**

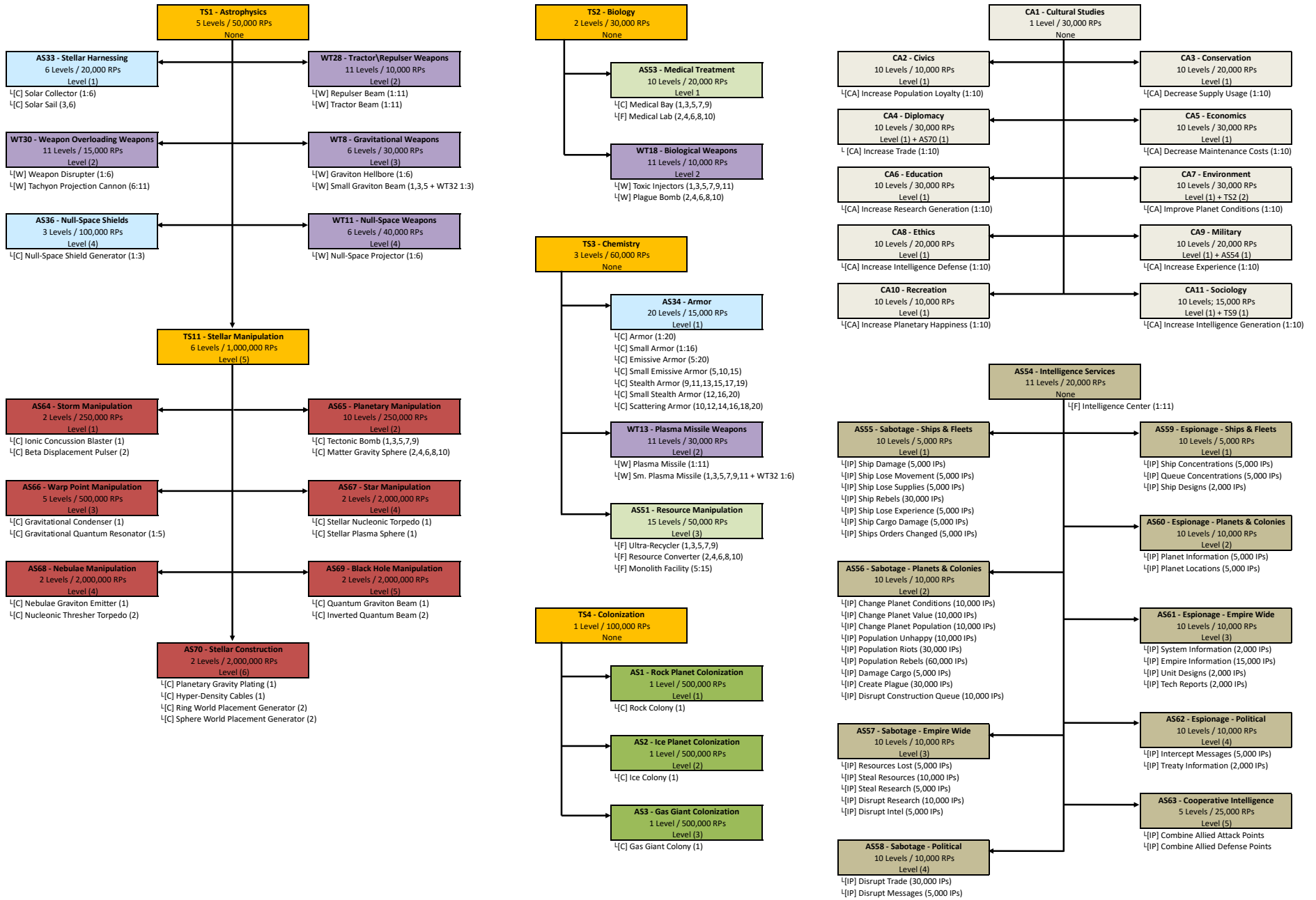
- |   |  |
|---|--|
| <span style="background-color: #90EE90; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Colonization          | <span style="background-color: #FFB6C1; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Ruins                  |
| <span style="background-color: #D3D3D3; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Cultural Achievements | <span style="background-color: #A9A9A9; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Ships & Bases          |
| <span style="background-color: #D2B48C; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Intelligence          | <span style="background-color: #CD5C5C; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Stellar Manipulation   |
| <span style="background-color: #90EE90; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Planetary Development | <span style="background-color: #FFD700; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Theoretical Technology |
| <span style="background-color: #ADD8E6; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Racial Technology     | <span style="background-color: #FFDAB9; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Units                  |
| <span style="background-color: #ADD8E6; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Racial Weapons        | <span style="background-color: #ADD8E6; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> Vehicle Systems        |
|   | <span style="background-color: #9370DB; border: 1px solid black; display: inline-block; width: 15px; height: 10px;"></span> 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

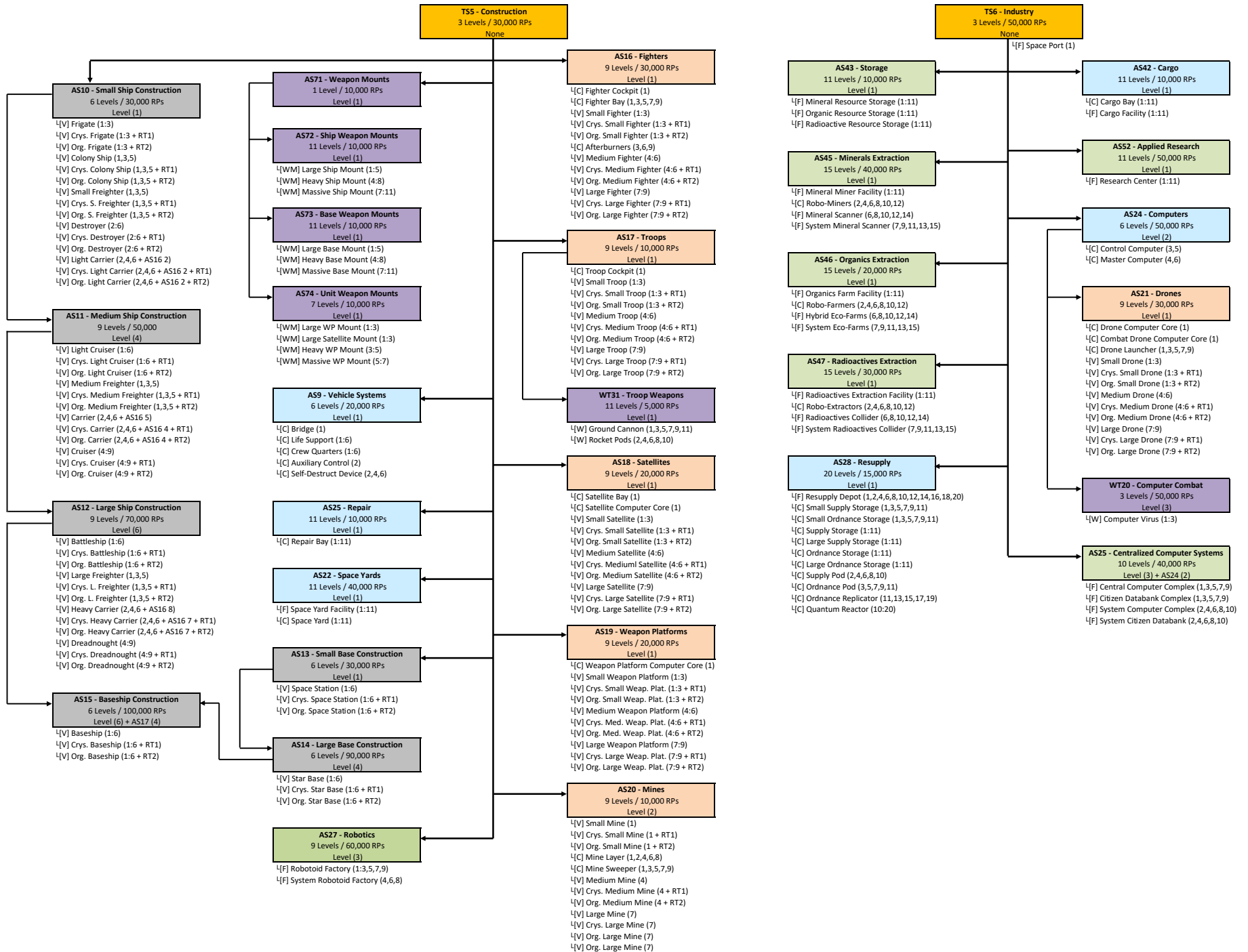
**PRINTING NOTES:** Prints 6 pages on standard-sized paper (8.5"x11"/A4) including this page.

**SPECIAL THANKS TO:** Chris Traber (Tampa\_Gamer) for creating the original Balance Mod tech chart and design

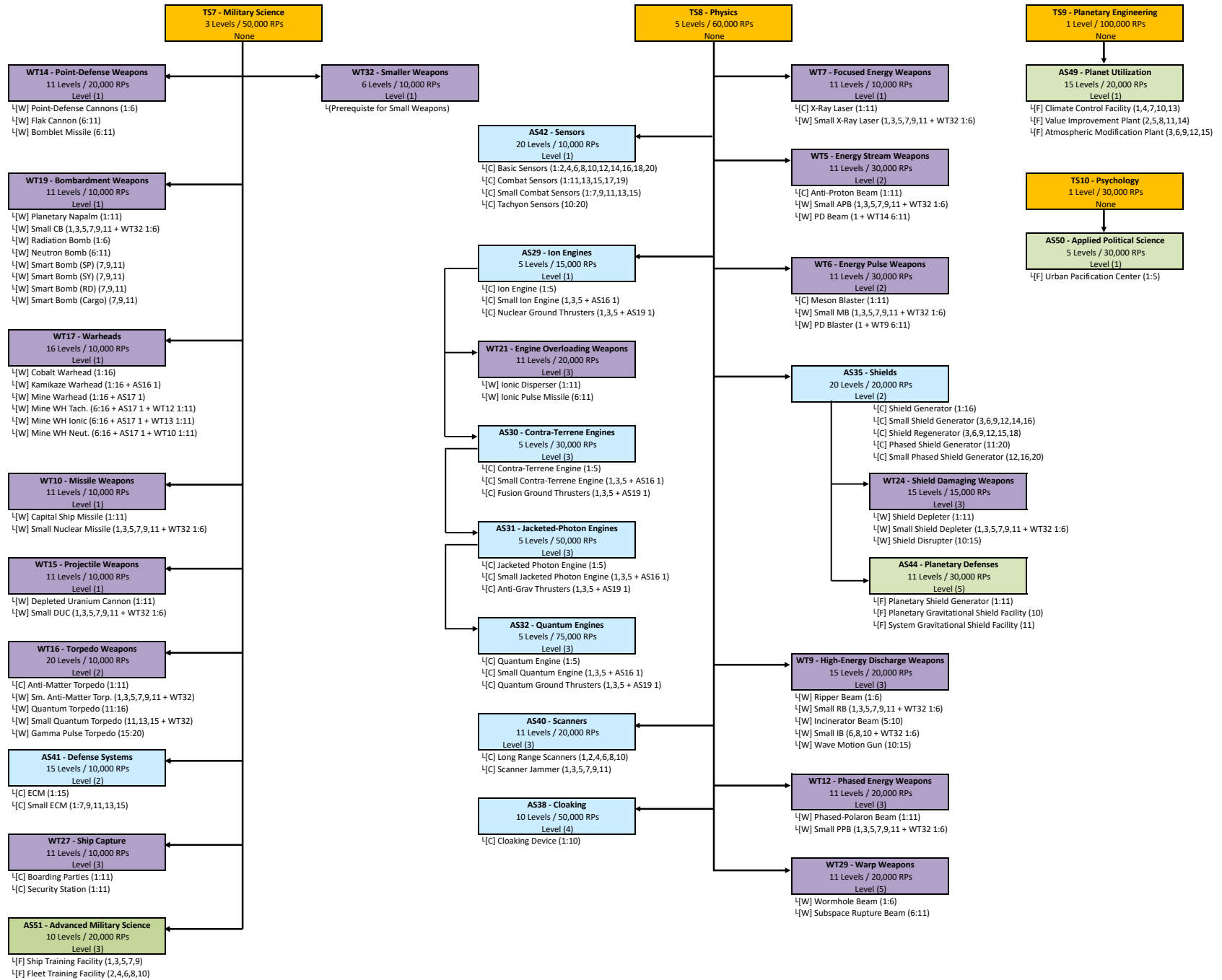
# Captain Kwok's Balance Mod v1.21 - Tech Chart



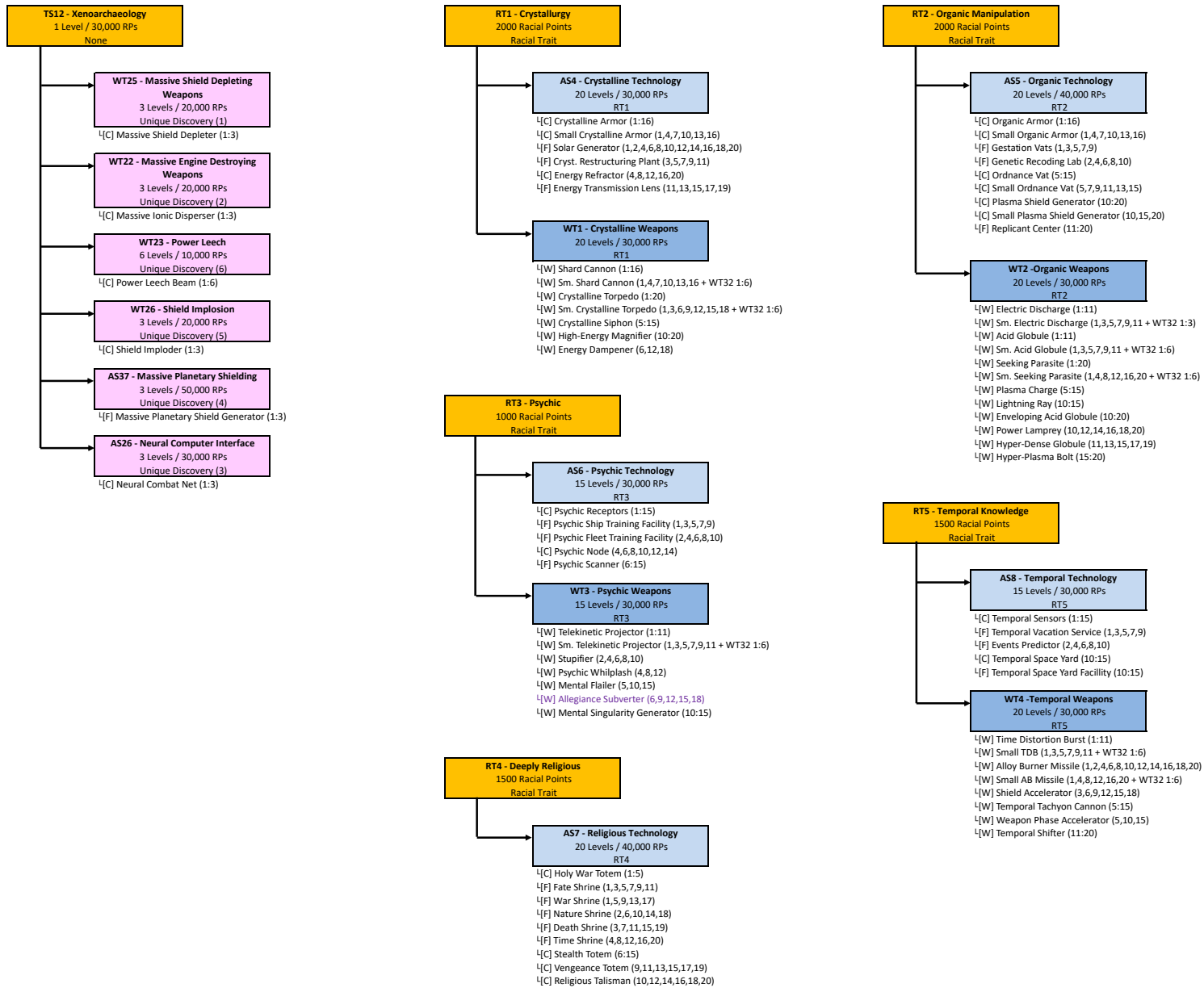
# Captain Kwok's Balance Mod v1.21 - Tech Chart



# Captain Kwok's Balance Mod v1.21 - Tech Chart



# Captain Kwok's Balance Mod v1.21 - Tech Chart



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

Racial Traits		Applied Science Tech Areas		Applied Science Tech Areas Con't		Weapon Tech Areas	
ID	Trait	ID	Tech Area (Levels)	ID	Tech Area (Levels)	ID	Tech Area (Levels)
RT1	Crystallurgy	AS1	Rock Planet Colonization (1)	AS46	Organics Extraction (15)	WT1	Crystalline Weapons (20)
RT2	Organic Manipulation	AS2	Ice Planet Colonization (1)	AS47	Radioactives Extraction (15)	WT2	Organic Weapons (20)
RT3	Psychic	AS3	Gas Giant Colonization (1)	AS48	Resource Manipulation (10)	WT3	Psychic Weapons (15)
RT4	Deeply Religious	AS4	Crystalline Technology (20)	AS49	Planet Utilization (15)	WT4	Temporal Weapons (20)
RT5	Temporal Knowledge	AS5	Organic Technology (20)	AS50	Applied Political Science (11)	WT5	Energy Stream Weapons (11)
		AS6	Psychic Technology (15)	AS51	Advanced Military Science (11)	WT6	Energy Pulse Weapons (11)
		AS7	Religious Technology (20)	AS52	Applied Research (11)	WT7	Focused Energy Weapons (11)
		AS8	Temporal Technology (15)	AS53	Medical Treatment (5)	WT8	Gravitational Weapons (6)
		AS9	Vehicle Systems (6)	AS54	Intelligence Services (11)	WT9	High-Energy Discharge Weapons (15)
		AS10	Small Ship Construction (6)	AS55	Sabotage - Ships & Fleets (10)	WT10	Missile Weapons (11)
		AS11	Medium Ship Construction (9)	AS56	Sabotage - Planets & Colonies (10)	WT11	Null-Space Weapons (6)
		AS12	Large Ship Construction (9)	AS57	Sabotage - Empire Wide (10)	WT12	Phased-Energy Weapons (11)
		AS13	Small Base Construction (6)	AS58	Sabotage - Political (10)	WT13	Plasma Missile Weapons (11)
		AS14	Large Base Construction (6)	AS59	Espionage - Ships & Fleets (10)	WT14	Point-Defense Weapons (11)
		AS15	Baseship Construction (6)	AS60	Espionage - Planets & Colonies (10)	WT15	Projectile Weapons (11)
		AS16	Fighters (9)	AS61	Espionage - Empire Wide (10)	WT16	Torpedo Weapons (11)
		AS17	Troops (9)	AS62	Espionage - Political (10)	WT17	Warheads (16)
		AS18	Satellites (9)	AS63	Cooperative Intelligence (10)	WT18	Biological Weapons (11)
		AS19	Weapon Platforms (9)	AS64	Storm Manipulation (2)	WT19	Bombardment Weapons (11)
		AS20	Mines (9)	AS65	Planet Manipulation (10)	WT20	Computer Combat (3)
		AS21	Drones (9)	AS66	Warp Point Manipulation (5)	WT21	Engine Overloading Weapons (11)
		AS22	Space Yards (11)	AS67	Star Manipulation (2)	WT22	Massive Engine Destroying Weapons (3)
		AS23	Repair (11)	AS68	Nebulae Manipulation (2)	WT23	Power Leech (6)
		AS24	Computers (6)	AS69	Black Hole Manipulation (2)	WT24	Shield Damaging Weapons (15)
		AS25	Centralized Computer Systems (10)	AS70	Stellar Construction (2)	WT25	Massive Shield Depleting Weapons (3)
		AS26	Neural Computer Interface (3)	AS71	Weapon Mounts (1)	WT26	Shield Implosion (3)
		AS27	Robotics (9)	AS72	Ship Weapon Mounts (11)	WT27	Ship Capture (11)
		AS28	Resupply (20)	AS73	Base Weapon Mounts (11)	WT28	Tractor\Repulser Weapons (11)
		AS29	Ion Engines (5)	AS74	Unit Weapon Mounts (7)	WT29	Warp Weapons (11)
		AS30	Contra-Terrene Engines (5)			WT30	Weapon Overloading Weapons (11)
		AS31	Jacketed-Photon Engines (5)			WT31	Troop Weapons (6)
		AS32	Quantum Engines (5)			WT32	Smaller Weapons (6)
		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)				

### 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

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)