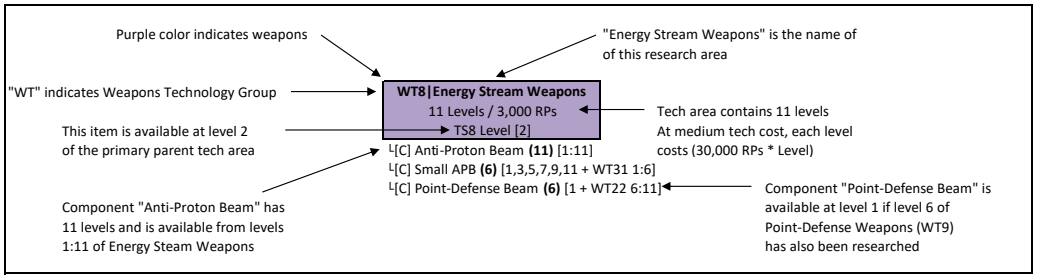
Captain Kwok's Balance Mod v125+ Tech Chart

KEY FOR EACH TECH AREA DATA BOX:

[Tech Reference ID]|[Tech Area Name]
[Levels] / [Cost per Level] RPs
[Level of Parent Tech Area] + [ID (Level) of extra requirements)
└[Item Type] [Item Name] **(Levels)** [Required Levels + Other Requirements]

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
[M]	Weapon Mount
[A]	Cultural Achievement
[I]	Intelligence Project/Achievement

RPs	Research Points
IPs	Intelligence Points

Color Coding for Categories:

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

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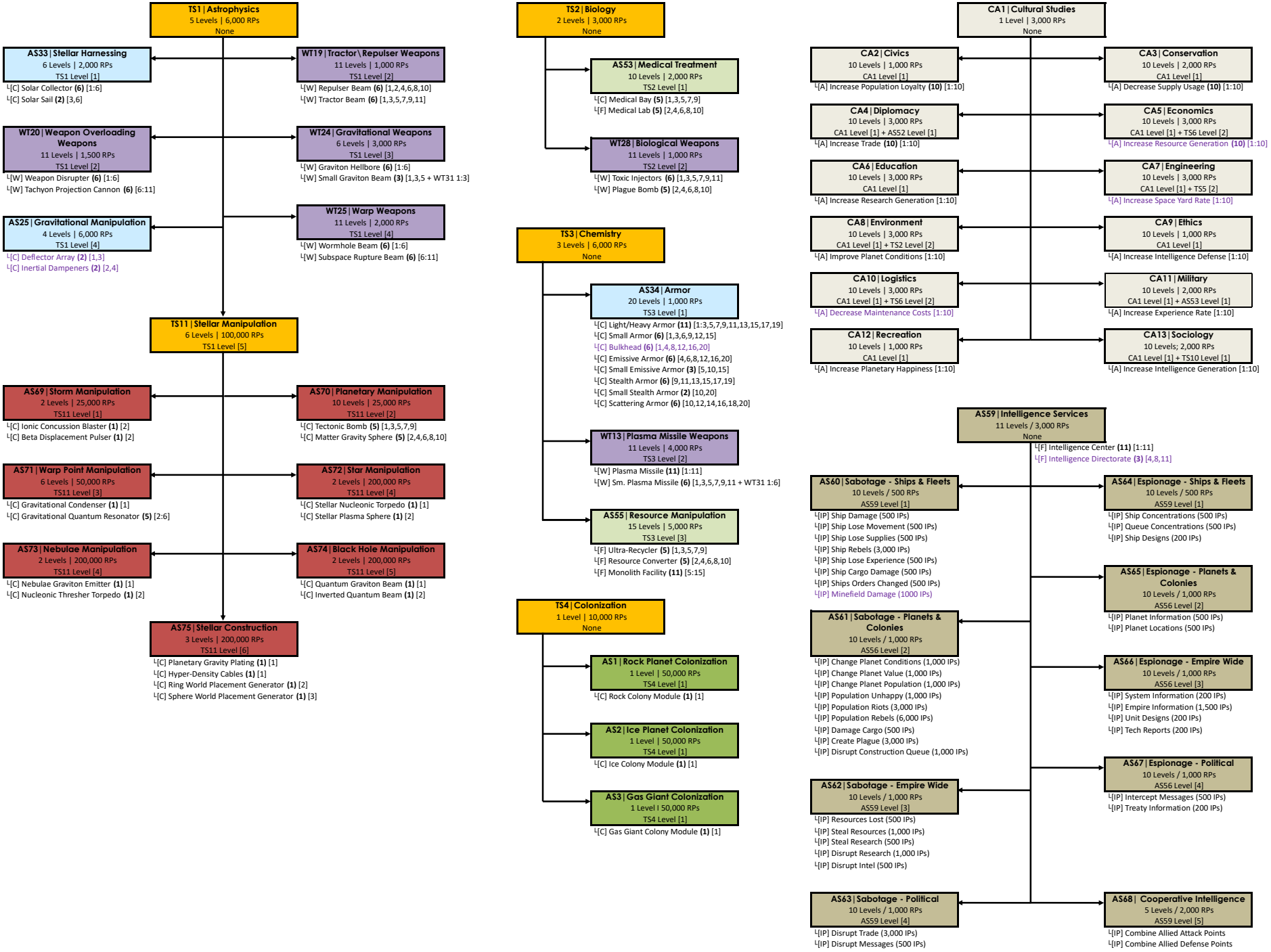

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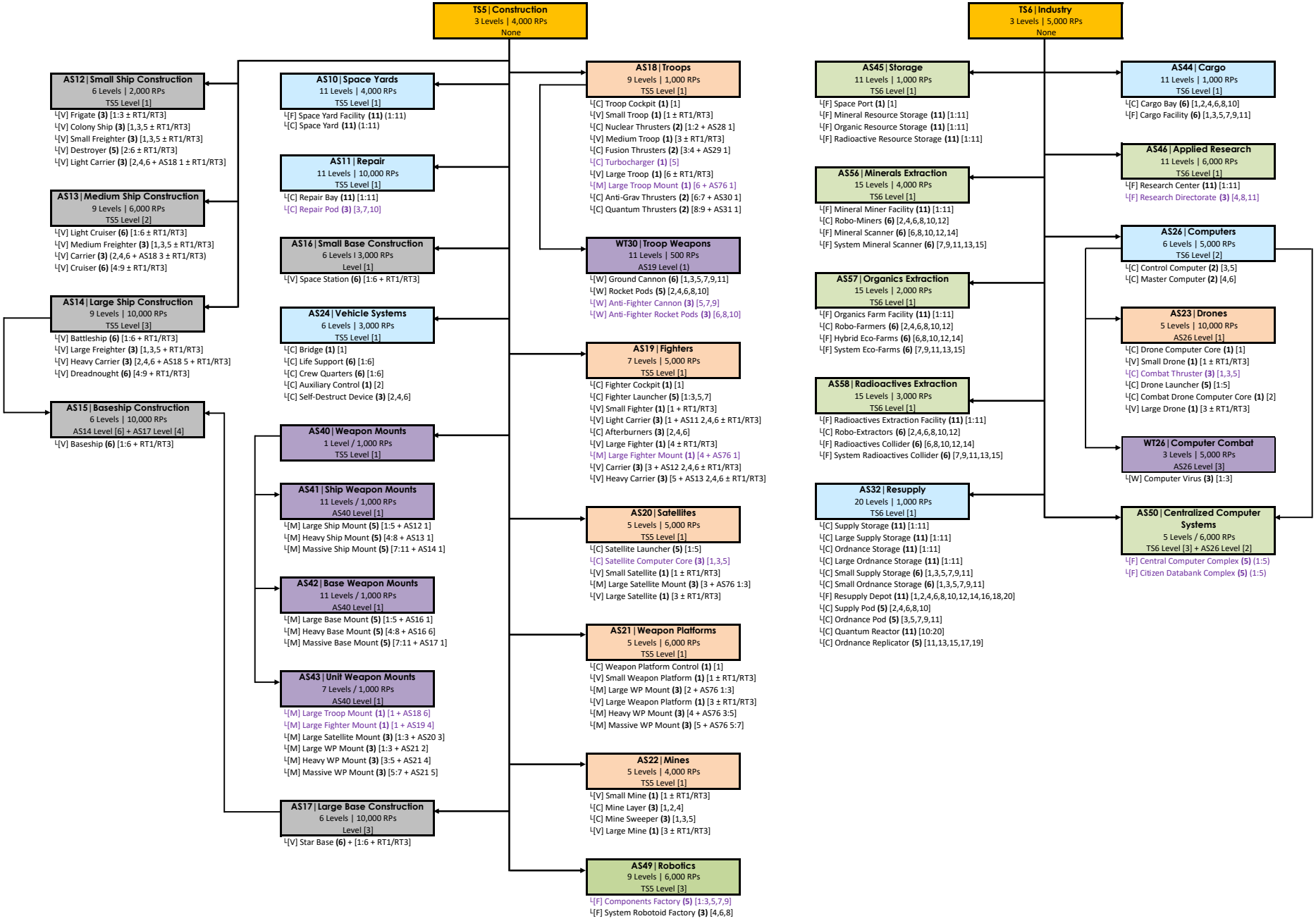

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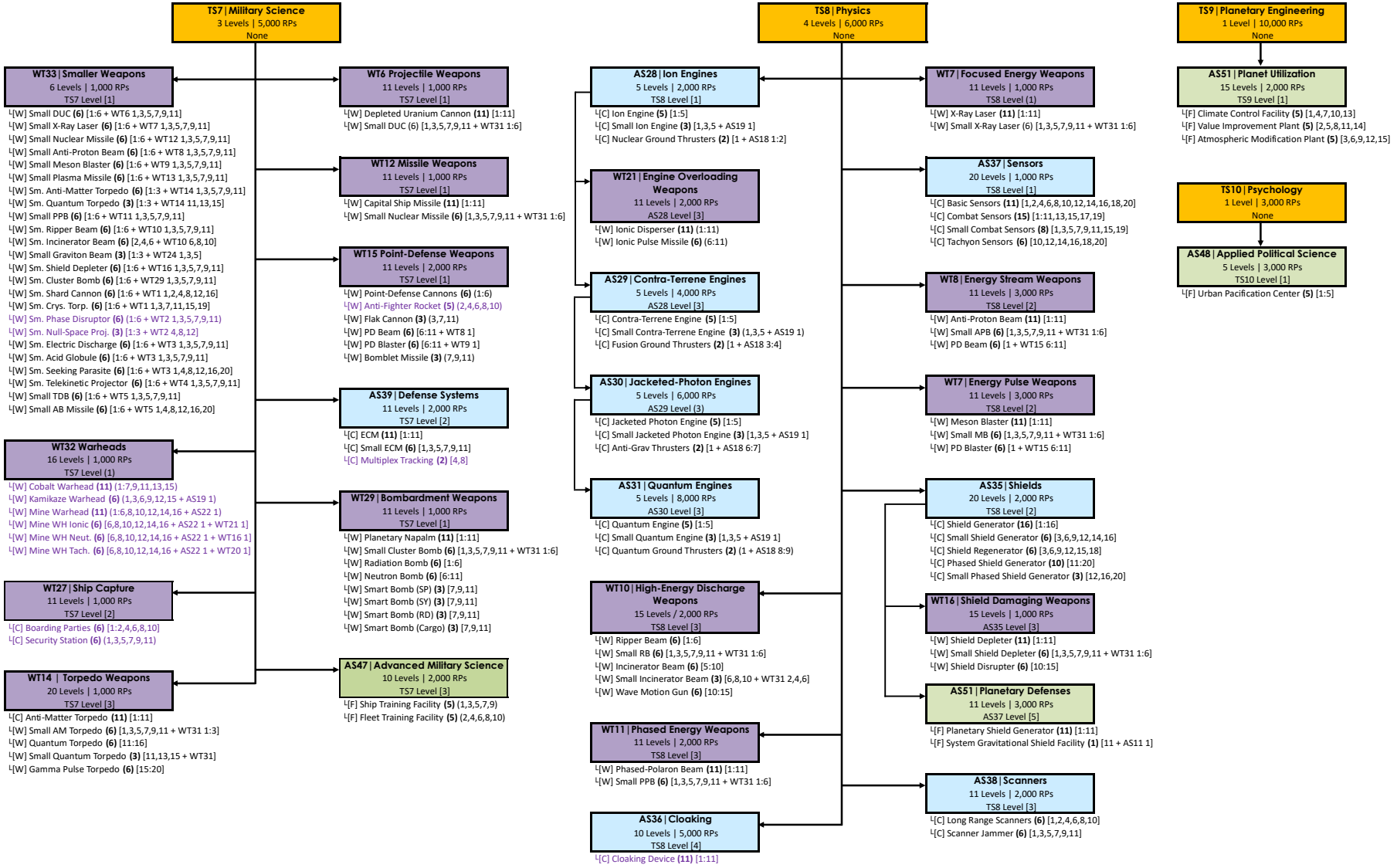

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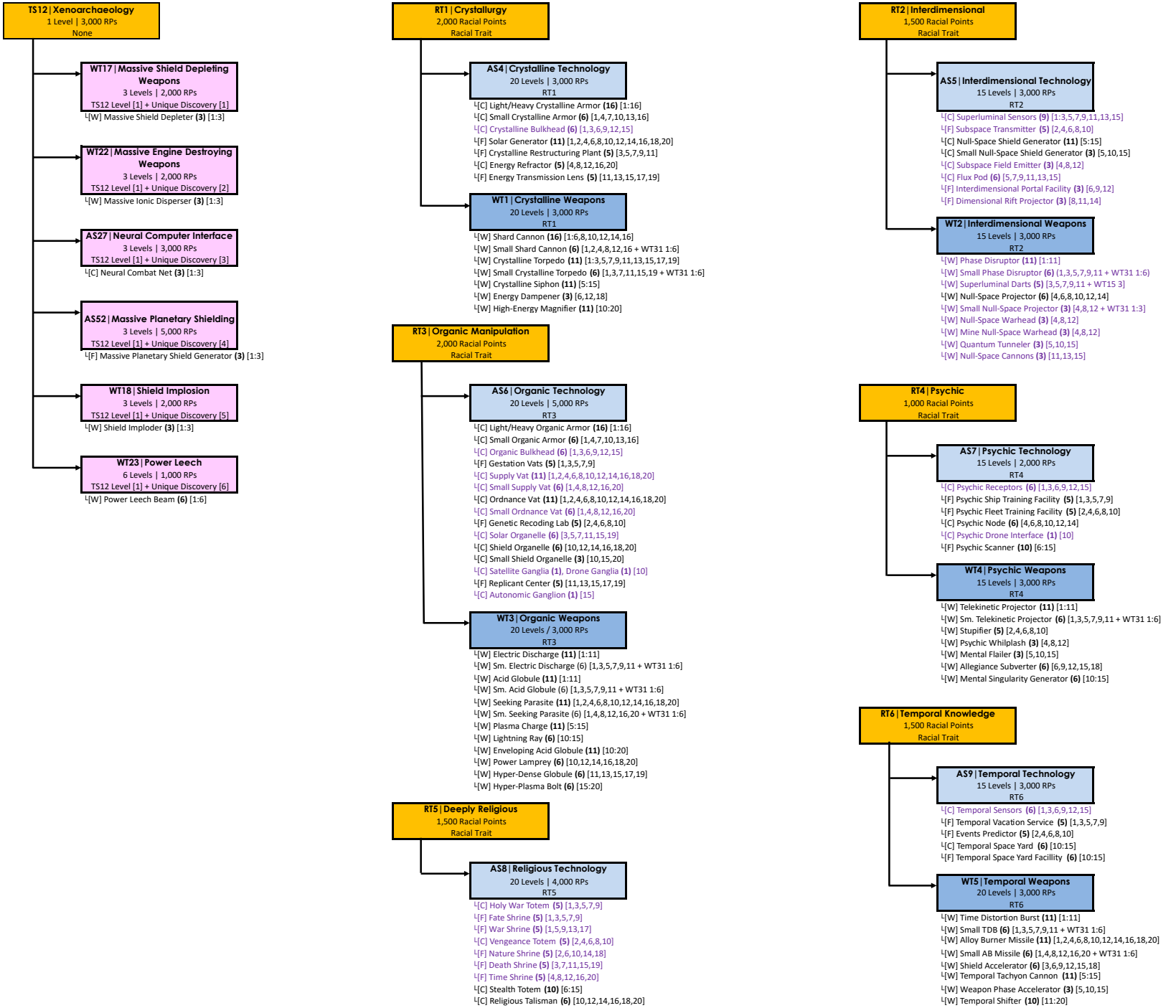

Captain Kwok's Balance Mod v125+ Tech Area Index

Racial Traits

ID	Trait
RT1	Crystallurgy
RT2	Interdimensional
RT3	Organic Manipulation
RT4	Psychic
RT5	Deeply Religious
RT6	Temporal Knowledge

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	Engineering (10)
CA8	Environment (10)
CA9	Ethics (10)
CA10	Logistics (10)
CA11	Military Training (10)
CA12	Recreation (10)
CA13	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 (4)
TS9	Planetary Engineering (1)
TS10	Psychology (1)
TS11	Stellar Manipulation (6)
TS12	Xenoarchaeology (1)

Applied Science Tech Areas

ID	Tech Area (Levels)
AS1	Rock Planet Colonization (1)
AS2	Ice Planet Colonization (1)
AS3	Gas Giant Colonization (1)
AS4	Crystalline Technology (20)
AS5	Interdimensional Technology (15)
AS6	Organic Technology (20)
AS7	Psychic Technology (15)
AS8	Religious Technology (20)
AS9	Temporal Technology (15)
AS10	Space Yards (11)
AS11	Repair (11)
AS12	Small Ship Construction (6)
AS13	Medium Ship Construction (9)
AS14	Large Ship Construction (9)
AS15	Baseship Construction (6)
AS16	Small Base Construction (6)
AS17	Large Base Construction (6)
AS19	Troops (9)
AS18	Fighters (7)
AS20	Satellites (5)
AS21	Weapon Platforms (5)
AS22	Mines (5)
AS23	Drones (5)
AS24	Vehicle Systems (6)
AS25	Gravitional Manipulation (4)
AS26	Computers (6)
AS27	Neural Computer Interface (3)
AS28	Ion Engines (5)
AS29	Contra-Terrene Engines (5)
AS30	Jacketed-Photon Engines (5)
AS31	Quantum Engines (5)
AS32	Resupply (20)
AS33	Stellar Harnessing (6)
AS34	Armor (20)
AS35	Shields (20)
AS36	Cloaking (10)
AS37	Sensors (20)
AS38	Scanners (11)
AS39	Defense Systems (11)
AS40	Weapon Mounts (1)
AS41	Ship Weapon Mounts (11)
AS42	Base Weapon Mounts (11)
AS43	Unit Weapon Mounts (7)
AS44	Cargo (11)
AS45	Storage (11)

Applied Science Tech Areas Con't

ID	Tech Area (Levels)
AS46	Applied Research (11)
AS47	Advanced Military Science (11)
AS48	Applied Political Science (5)
AS49	Robotics (9)
AS50	Centralized Computer Systems (5)
AS51	Planetary Defenses (11)
AS52	Massive Planetary Shielding (3)
AS53	Medical Treatment (5)
AS54	Planet Utilization (15)
AS55	Resource Manipulation (15)
AS56	Minerals Extraction (15)
AS57	Organics Extraction (15)
AS58	Radioactives Extraction (15)
AS59	Intelligence Services (11)
AS60	Sabotage - Ships & Fleets (10)
AS61	Sabotage - Planets & Colonies (10)
AS62	Sabotage - Empire Wide (10)
AS63	Sabotage - Political (10)
AS64	Espionage - Ships & Fleets (10)
AS65	Espionage - Planets & Colonies (10)
AS66	Espionage - Empire Wide (10)
AS67	Espionage - Political (10)
AS68	Cooperative Intelligence (10)
AS69	Storm Manipulation (2)
AS70	Planet Manipulation (10)
AS71	Warp Point Manipulation (5)
AS72	Star Manipulation (2)
AS73	Nebulae Manipulation (2)
AS74	Black Hole Manipulation (2)
AS75	Stellar Construction (2)

Weapon Tech Areas

ID	Tech Area (Levels)
WT1	Crystalline Weapons (20)
WT2	Interdimensional Weapons (15)
WT3	Organic Weapons (20)
WT4	Psychic Weapons (15)
WT5	Temporal Weapons (20)
WT6	Projectile Weapons (11)
WT7	Focused Energy Weapons (11)
WT8	Energy Stream Weapons (11)
WT9	Energy Pulse Weapons (11)
WT10	High-Energy Discharge Weapons (15)
WT11	Phased-Energy Weapons (11)
WT12	Missile Weapons (11)
WT13	Plasma Missile Weapons (11)
WT14	Torpedo Weapons (11)
WT15	Point-Defense Weapons (11)
WT16	Shield Damaging Weapons (15)
WT17	Massive Shield Depleting Weapons (3)
WT18	Shield Implosion (3)
WT19	Tractor\Repulser Weapons (11)
WT20	Weapon Overloading Weapons (11)
WT21	Engine Overloading Weapons (11)
WT22	Massive Engine Destroying Weapons (3)
WT23	Power Leech (6)
WT24	Gravitational Weapons (6)
WT25	Warp Weapons (11)
WT26	Computer Combat (3)
WT27	Ship Capture (11)
WT28	Biological Weapons (11)
WT29	Bombardment Weapons (11)
WT30	Troop Weapons (6)
WT31	Smaller Weapons (6)
WT32	Warheads (16)