



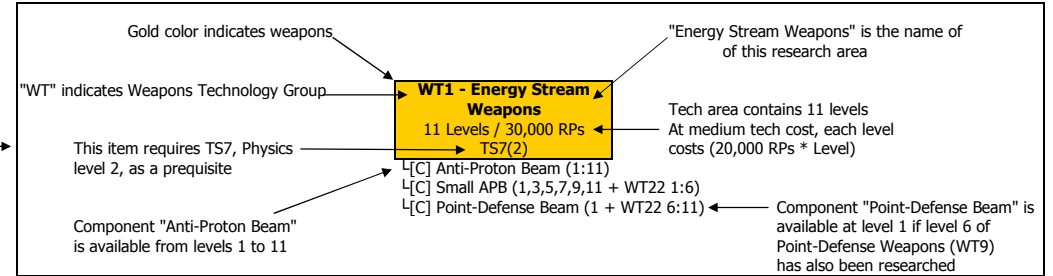
# Captain Kwok's Balance Mod v1.19 Tech Chart

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Updated by Luke Hazlett (Captain Kwok)

## KEY FOR EACH TECH AREA DATA BOX:

**[Group Tech Reference ID] - [Tech Area Name]**  
[Levels] / [Cost per Level]  
[Prerequisite Tech Area ID] (Required Level)  
↳ [Item Type] [Item Name] (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  
**[WM]** Weapon Mount  
**[CA]** Cultural Achievement  
**[IP]** Intelligence Project/Achievement

**RPs** Research Points  
**IPs** Intelligence Points

### Color Coding for Categories:

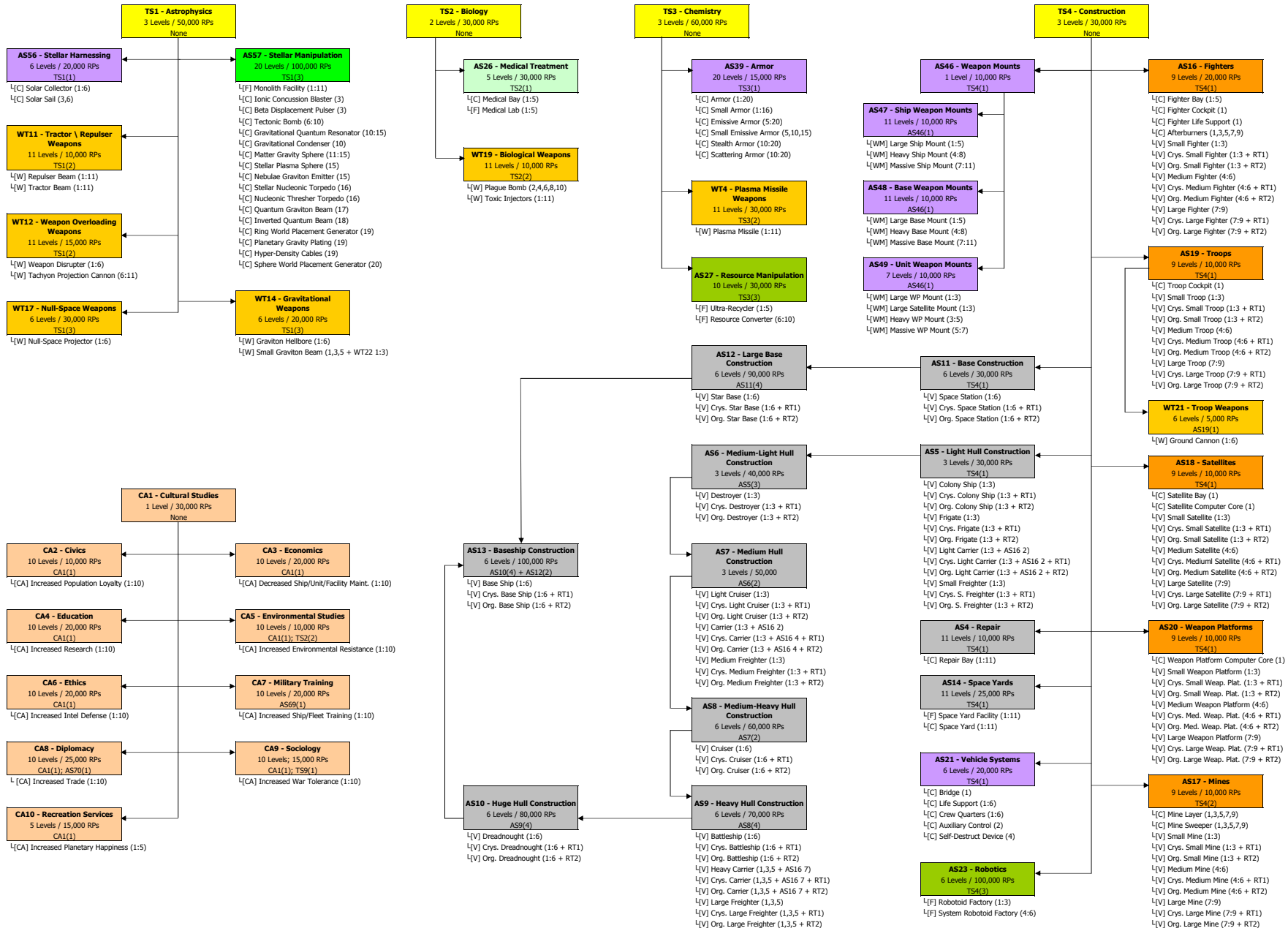
Colonization	Ruins
Cultural Achievements	Ships & Bases
Intelligence	Stellar Manipulation
Planetary Development	Theoretical Technology
Planetary Resources	Units
Racial Technology	Vehicle Systems
Racial Weapons	Weapons

**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

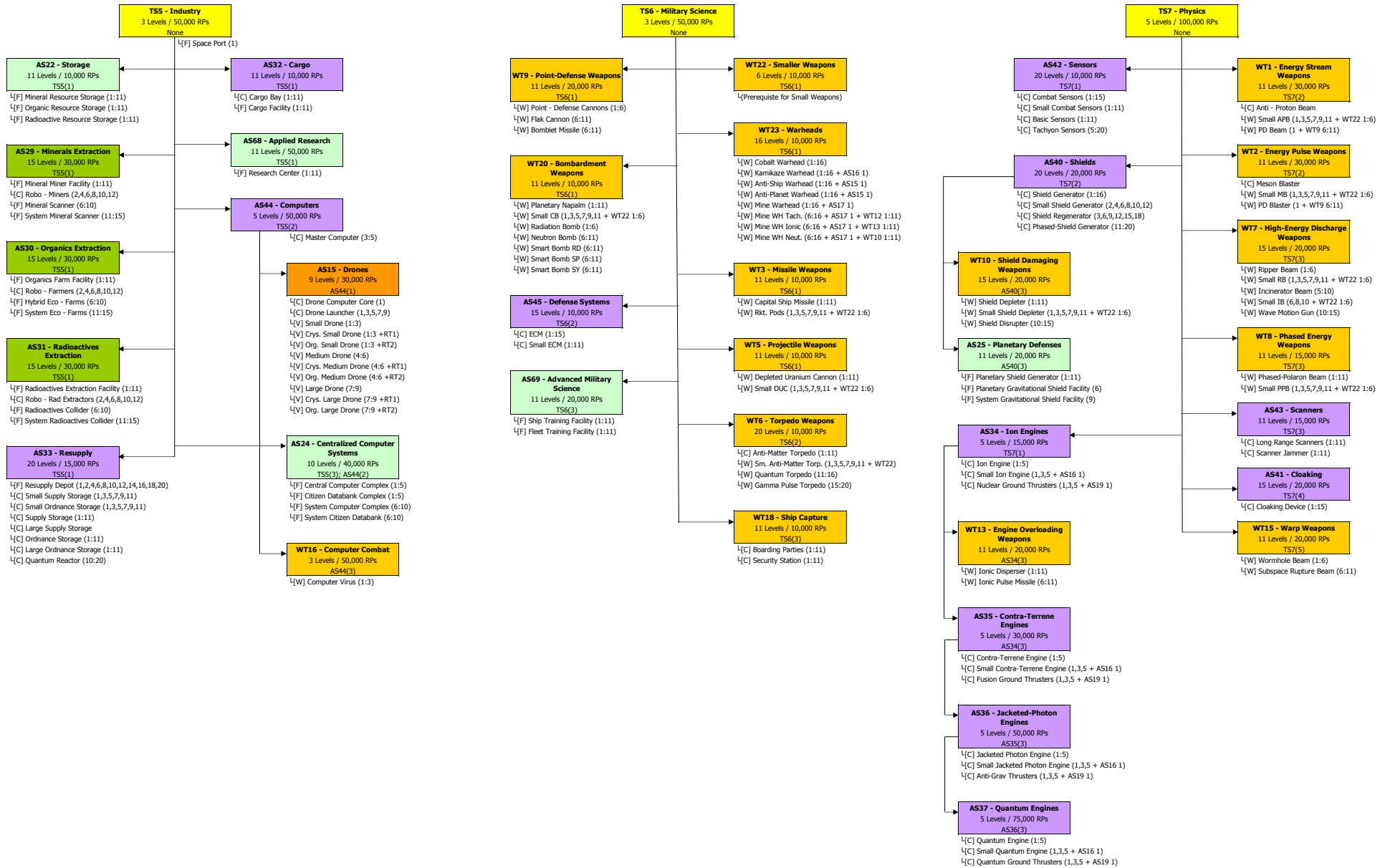
**PRINTING NOTES:** Prints 4 pages on standard legal size paper (8.5"x11") including this page.

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

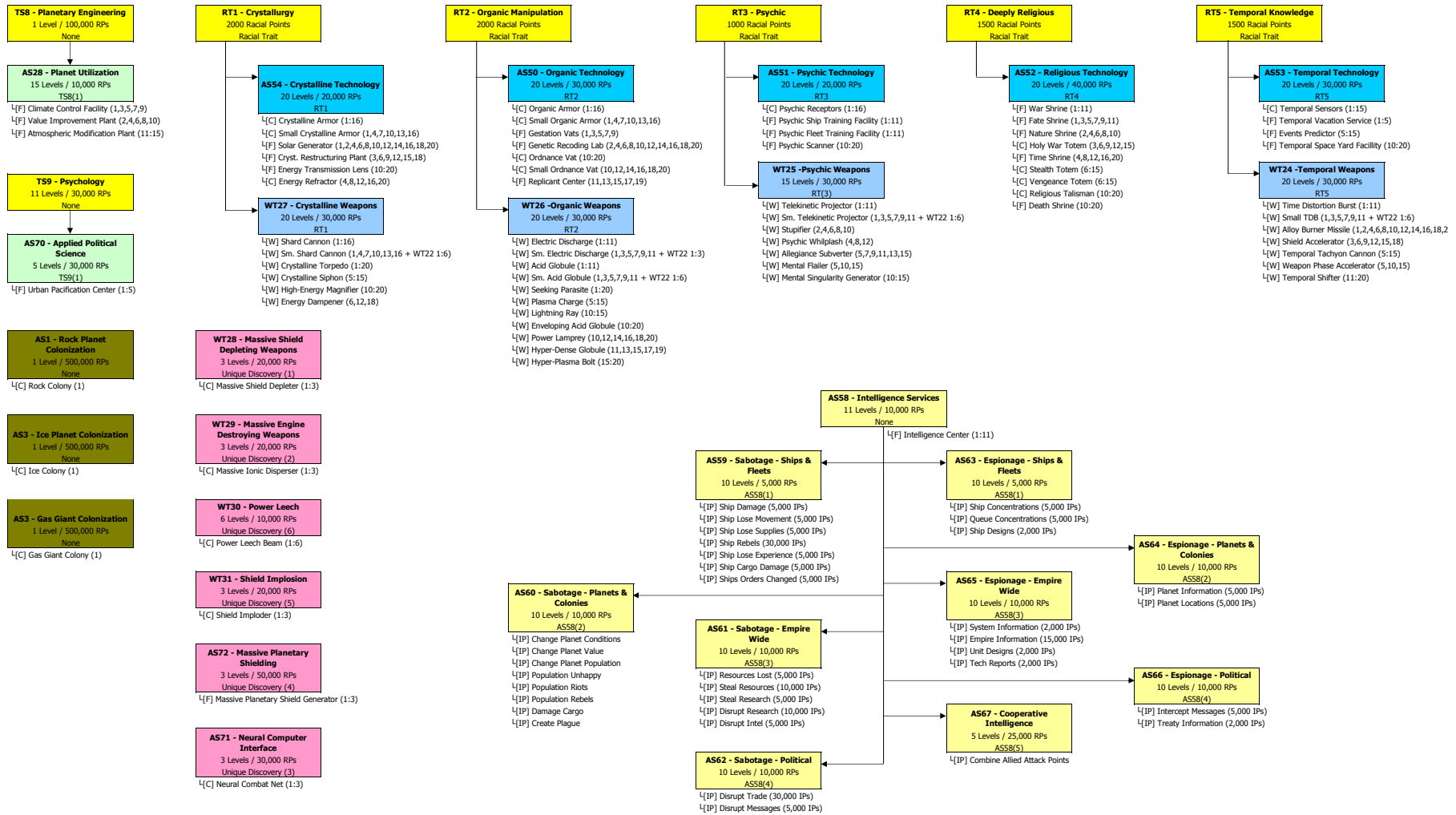
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**Theoretical Tech Areas**

ID	Tech Area (Levels)
TS1	Astrophysics (3)
TS2	Biology (2)
TS3	Chemistry (3)
TS4	Construction (3)
TS5	Industry (3)
TS6	Military Science (3)
TS7	Physics (5)
TS8	Planetary Engineering (1)
TS9	Psychology (11)

**Racial Trait Tech Areas**

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

**Weapon Tech Areas**

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

**Applied Science Tech Areas**

ID	Tech Area (Levels)
AS1	Rock Planet Colonization (1)
AS2	Ice Planet Colonization (1)
AS3	Gas Giant Colonization (1)
AS4	Repair (11)
AS5	Light Hull Construction (3)
AS6	Medium-Light Hull Construction (3)
AS7	Medium Hull Construction (3)
AS8	Medium-Heavy Hull Construction (6)
AS9	Heavy Hull Construction (6)
AS10	Huge Hull Construction (10)
AS11	Base Construction (6)
AS12	Large Base Construction (6)
AS13	Baseship Construction (6)
AS14	Space Yards (11)
AS15	Drones (9)
AS16	Fighters (9)
AS17	Mines (9)
AS18	Satellites (9)
AS19	Troops (9)
AS20	Weapon Platforms (9)
AS21	Vehicle Systems (6)
AS22	Storage (11)
AS23	Robotics (6)
AS24	Centralized Computer Systems (10)
AS25	Planetary Defenses (11)
AS26	Medical Treatment (5)
AS27	Resource Manipulation (10)
AS28	Planet Utilization (15)
AS29	Minerals Extraction (15)
AS30	Organics Extraction (15)
AS31	Radioactives Extraction (15)
AS32	Cargo (11)
AS33	Resupply (20)
AS34	Ion Engines (5)
AS35	Contra-Terrene Engines (5)
AS36	Jacketed-Photon Engines (5)
AS37	Quantum Engines (5)
AS38	Not Used
AS39	Armor (20)
AS40	Shields (20)
AS41	Cloaking (15)
AS42	Sensors (20)
AS43	Scanners (11)
AS44	Computers (5)
AS45	Defense Systems (15)
AS46	Weapon Mounts (1)
AS47	Ship Weapon Mounts (11)
AS48	Base Weapon Mounts (11)
AS49	Unit Weapon Mounts (7)
AS50	Organic Technology (20)

ID	Tech Area (Levels)
AS51	Psychic Technology (20)
AS52	Religious Technology (20)
AS53	Temporal Technology (20)
AS54	Crystalline Technology (20)
AS55	Not Used
AS56	Stellar Harnessing (6)
AS57	Stellar Manipulation (20)
AS58	Intelligence Services (11)
AS59	Sabotage - Ships & Fleets (10)
AS60	Sabotage - Planets & Colonies (10)
AS61	Sabotage - Empire Wide (10)
AS62	Sabotage - Political (10)
AS63	Espionage - Ships & Fleets (10)
AS64	Espionage - Planets & Colonies (10)
AS65	Espionage - Empire Wide (10)
AS66	Espionage - Political (10)
AS67	Cooperative Intelligence (10)
AS68	Applied Research (11)
AS69	Advanced Military Science (11)
AS70	Applied Political Science (11)
AS71	Neural Computer Interface (3)
AS72	Massive Planetary Shielding (3)

**Cultural Tech Area**

ID	Tech Area (Levels)
CA1	Cultural Studies (1)
CA2	Civics (10)
CA3	Economics (10)
CA4	Education (10)
CA5	Environmental Studies (10)
CA6	Ethics (10)
CA7	Military Training (10)
CA8	Diplomacy (10)
CA9	Sociology (10)
CA10	Recreation Services (5)