

MOO1 Tech Ref #1 of 3 By Boogafreak			Only Tech	Ship part	Ship special	[Base RP is 30*(LVL^2)]		Actual cost in RP is: Base RP*Difficulty mod*Racial mod					Difficulty mod: Simple=2/3, Easy=5/6, Average=1, Hard=7/6, Impossible=4/3					Racial mod (per sci. area): Poor=1.25, Average=1, Good=0.8, Excellent=0.6					Every tech has 50% to be available in game (75% for Psilons) However, at least one tech in each tier will be available																																		
			Building	Ship weapon	Free Tech	30	120	270	480	750	1080	1470	1920	2430	3000	3630	4320	5070	5880	6750	7680	8670	9720	10830	12000	13230	14520	15870	17280	18750	20280	21870	23520	25230	27000	28830	30720	32670	34680	36750	38880	41070	43320	45630	48000	50430	52920	55470	58080	60750	63480	66270	69120	72030	75000		
			Tier	1					2					3					4					5					6					7					8					9					10								
Tech level is above/below Tech square start			LVL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50				
Computers (Poor: Bulrathi, Good: Darlok /Silicoid/Psilon, Excellent: Meklar)	Battle Computers		Battle Computer Mark I +1 attack and initiative					Battle Computer Mark II +2 attack and initiative					Battle Computer Mark III +3 attack and initiative					Battle Computer Mark IV +4 attack and initiative					Battle Computer Mark V +5 attack and initiative					Battle Computer Mark VI +6 attack and initiative					Battle Computer Mark VII +7 attack and initiative					Battle Computer Mark VIII +8 attack and initiative					Battle Computer Mark IX +9 attack and initiative					Battle Computer Mark X +10 attack and initiative					Battle Computer Mark XI +11 attack and initiative				
	ECM Jammers		ECM Jammer Mark I +1 missile defense					ECM Jammer Mark II +2 missile defense					ECM Jammer Mark III +3 missile defense					ECM Jammer Mark IV +4 missile defense					ECM Jammer Mark V +5 missile defense					ECM Jammer Mark VI +6 missile defense					ECM Jammer Mark VII +7 missile defense					ECM Jammer Mark VIII +8 missile defense					ECM Jammer Mark IX +9 missile defense					ECM Jammer Mark X +10 missile defense									
	Improved Robotic Controls		Improved Robotic Controls II 2 factories/worker					Improved Robotic Controls III 3 factories/worker Factories cost +50% after refit					Improved Robotic Controls IV 4 factories/worker Factories cost +100% after refit					Improved Robotic Controls V 5 factories/worker Factories cost +150% after refit					Improved Robotic Controls VI 6 factories/worker Factories cost +200% after refit					Improved Robotic Controls VII 7 factories/worker Factories cost +250% after refit																													
	Scanners +Specials		Battle Scanner Display enemy ship Stats. +1 attack, +3 initiative					Deep Space Scanner Colonies scan 5 parsecs, ships 1					Improved Space Scanner Colonies scan 7 parsecs, ships 2 See destinations					Advanced Space Scanner Colonies scan 9 parsecs, ships 3 See destinations&ships en route					Hyperspace Communications Can give orders en route					Oracle Interface 1/2 target shields for beam attacks					Technology Nullifier Reduce target ECM and battle computers by 1-3 lvls, Range:4																								
Construction (Poor: Mrrshan/ Silicoid, Good: Bulrathi/ Psilon, Excellent: Klackon) MB= Missile Base Best armor tech used as ground armor	Improved Industrial Techs		Improved Industrial Tech 9 Factory costs 9BC					Improved Industrial Tech 8 Factory costs 8BC					Improved Industrial Tech 7 Factory costs 7BC					Improved Industrial Tech 6 Factory costs 6BC					Improved Industrial Tech 5 Factory costs 5BC					Improved Industrial Tech 4 Factory costs 4BC					Improved Industrial Tech 3 Factory costs 3BC					Improved Industrial Tech 2 Factory costs 2BC																			
	Reduced Industrial Waste		Reduced Industrial Waste 80% -20% Ind. waste					Reduced Industrial Waste 60% -40% Ind. waste					Reduced Industrial Waste 40% -60% Ind. waste					Reduced Industrial Waste 20% -80% Ind. waste					Industrial Waste Elimination No Industrial waste																																		
	Armors		Titanium Armor Starting ship/MB HP					Duralloy Armor +50% ship/MB HP 5 ground armor					Zortium Armor +100% ship/MB HP 10 ground armor					Andrium Armor +150% ship/MB HP 15 ground armor					Tritanium Armor +200% ship/MB HP 20 ground armor					Adamantium Armor +250% ship/MB HP 25 ground armor					Nutronium Armor +300% ship/MB HP 30 ground armor																								
	Ground Armors		Battle Suit 10 ground armor					Automated Repair Units 15% dmg repair/turn					Armored Exoskeleton 20 ground armor					Powered Armor 30 ground armor					Advanced Damage Control 30% dmg repair/turn																																		
	Specials (Repairs)																																																								
			LVL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50				