

<div>Force Fields</div> <div>(Poor: Alkari/ Silicoid, Good: Psilon, Excellent: Human)</div>	Base RP	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	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																																	
	Ship Shields	Class I Deflector Shield -1 dmg/hit				Class II Deflector Shield -2 dmg/hit								Class III Deflector Shield -3 dmg/hit			Class IV Deflector Shield -4 dmg/hit								Class V Deflector Shield -5 dmg/hit			Class VI Deflector Shield -6 dmg/hit							Class VII Deflector Shield -7 dmg/hit			Class IX Deflector Shield -9 dmg/hit							Class XI Deflector Shield -11 dmg/hit			Class XIII Deflector Shield -13 dmg/hit								Class XV Deflector Shield -15 dmg/hit																												
	Personal Shields						Personal Deflector Shield 10 ground shield															Personal Absorption Shield 20 ground shield																				Personal Barrier Shield 30 ground shield																																										
<div>Planetology</div> <div>(Poor: Meklar/ Silicoid, Good: Human/ Psilon, Excellent: Sakkra)</div>	Planetary Shields											Class V Planetary Shield -5 ground dmg/hit															Class X Planetary Shield -10 ground dmg/hit															Class XV Planetary Shield -15 ground dmg/hit															Class XX Planetary Shield -20 ground dmg/hit																											
	Specials																Repulsor Beam Push adj. Enemy 1 space, Range:1															Cloaking Device Cloak. +5 defense when cloaked. Attacks first. 1 turn to recloak					Zyro Shield 75% to destroy missiles -1%/missile Tech					Stasis Field Enemy cannot attack or be attacked for 1 turn, Range:1					Black Hole Generator 25-100% crews killed -2%/shield class, Range:1					Lightning Shield 100% to destroy missiles -1%/missile Tech																																
	Controlled Landings	Controlled Barren Landings Land on Barren or better				Controlled Tundra Landings Land on Tundra or better			Dead Planet Landings Land on Dead or better		Controlled Inferno Landings Land on Inferno or better			Controlled Toxic Landings Land on Toxic or better		Controlled Radioactive Landings Land on any planet																																																																				
	Basic Terraforming	Terraforming +10 Increase planet size by 10M									Terraforming +20 Increase planet size by 20M								Terraforming +30 Increase planet size by 30M								Terraforming +40 Increase planet size by 40M								Terraforming +50 Increase planet size by 50M								Terraforming +60 Increase planet size by 60M								Terraforming +80 Increase planet size by 80M								Terraforming +100 Increase planet size by 100M								Terraforming +120 Increase planet size by 120M																	
	Advanced Terraforming																Soil Enrichment Convert Standard to Fertile													Atmospheric Terraforming Convert Hostile To Standard															Advanced Soil Enrichment Convert Standard or Fertile to Gaia																																							
<div>Biological Bombs +Antidotes</div>	Cloning																													Cloning 1M costs 10BC																														Advanced Cloning 1M costs 5BC																								
	Eco Restoration	Ecological Restoration 1BC cleans 2 pollution				Improved Eco Restoration 1BC cleans 3 pollution								Enhanced Eco Restoration 1BC cleans 5 pollution								Bio Toxin Antidote -1M dmg from bio weapons													Doom Virus Dmg:2M pop, 5 bombs															Complete Eco Restoration 1BC cleans 20 pollution					Universal Antidote -2M dmg from bio weapons					Bio Terminator Dmg:3M pop, 5 bombs																								
	Death Spores																																																																																			
	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																																	