

MOO1 Tech Ref #3 of 3
By Boogafreak

Only Tech **Ship part** **Ship special** [Base RP is 30*(LVL^2)]

Building **Ship weapon** **Free Tech**

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

Tech level is above/below Tech square start

pc=parsec
Transports move at -1 speed of ships (but at least 1)

Engines
Combat speed=1+RoundDown(maneuver/2)

Fuel Cells +Combat Transporters

Stabilizers +Pulsars

Specials

Propulsion
(Poor: Silicoid/Klackon, Good: Human/Psilon, Excellent: Alkari)

Weapons
(Poor: Silicoid, Good: Bulrathi/Psilon, Excellent: Mrrshan)

D/R/S/A: Damage/Range*/Speed*/Attack bonus

* Missiles range and speed is for 5-rack. 2-rack: +1 speed, +2 range
Planetary missiles have double range

Missiles (limited, 2/5 rack)

Torpedoes (∞, 1 per 2 turns)

Bombs (10, attacks planet)

Ground weapons +1 Special

Hand Laser +5 ground combat

Anti-missile Rockets Destroys 35% of incoming Missiles -1%/missile level

Ion Rifle +10 ground combat

Anti-Matter Bomb Dmg:10-40

Omega-V Bomb Dmg:20-50

Fusion Rifle +20 ground combat

Hand Phasor +25 ground combat

Plasma Rifle +30 ground combat

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

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

Retro Engines
Speed: 1 pc/turn
+1 defense
Max maneuver:1
10 power/engine

Nuclear Engines
Speed: 2 pc/turn
+2 defense
Max maneuver:2
20 power/engine

Sub-Light Drive
Speed: 3 pc/turn
+3 defense
Max maneuver:3
30 power/engine

Fusion Drive
Speed: 4 pc/turn
+4 defense
Max maneuver:4
40 power/engine

Impulse Engines
Speed: 5 pc/turn
+5 defense
Max maneuver:5
50 power/engine

Ion Drive
Speed: 6 pc/turn
+6 defense
Max maneuver:6
60 power/engine

Anti-Matter Engines
Speed: 7 pc/turn
+7 defense
Max maneuver:7
70 power/engine

Interphased Drive
Speed: 8 pc/turn
+8 defense
Max maneuver:8
80 power/engine

Hyper Drive
Speed: 9 pc/turn
+9 defense
Max maneuver:9
90 power/engine

Hydrogen Fuel Cells (Range 4)
Can travel 4 pc from colonies

Deuterium Fuel Cells (Range 5)
Can travel 5 pc from colonies

Irridium Fuel Cells (Range 6)
Can travel 6 pc from colonies

Dolomite Crystals (Range 7)
Can travel 7 pc from colonies

Irridium Fuel Cells (Range 8)
Can travel 8 pc from colonies

Reajax II Fuel Cells (Range 9)
Can travel 9 pc from colonies

Trilithium Crystals (Range 10)
Can travel 10 pc from colonies

Thorium Cells (∞ Range)
Can travel anywhere

Combat Transporters
50% for transporters to land without combat

Energy Pulsar
Dmg<=5 to adj. ships
+1 dmg every 2 firing ships

Warp Dissipator
Reduce target speed by <=1/shot
Range:3

Star Gates
Movement between star gates is 1 turn
Cost:3000BC
Maint:100BC

High Energy Focus
+3 range for all Beam weapons

Sub Space Teleporter
Teleport+attack first
Nullified near Sub Space Interdictors

Sub Space Interdictor
Nullifies enemy Sub Space Teleporter

Displacement Device
Enemy weapons (not devices) miss 1/3 of shots

Lasers/[Heavy]
Dmg:1-4/1-7

Gatling Laser
Dmg:1-4
Fires 4 times

Ion Cannon /[Heavy]
Dmg:3-8/3-15

Neutron Blaster /[Heavy]
Dmg:3-12/3-24

Graviton Beam
Dmg:1-15
Dmg passes to other ships

Fusion Beam /[Heavy]
Dmg:4-16/4-30

Megabolt Cannon
Dmg:2-20
+3 attack

Phasor /[Heavy]
Dmg:5-20
/5-40

Auto Blaster
Dmg:4-16
Fires 3 times

Tachyon Beam
Dmg:1-25
Dmg passes to other ships

Plasma Cannon
Dmg:6-30

Pulse Phasor
Dmg:5-20, fires 3 times

Disruptor
Dmg:10-40, Range:2

Tri-Focus Plasma
Dmg:20-50

Mauler Device
Dmg:20-100

Stellar Converter
Dmg:10-35, Range:3
Hits all shields

Neutron Stream Projector
Reduce target stack armor by 40%
+1%/attacking ship max 75%

Nuclear Missile
D/R/S/A : 4/4/2/0

Hyper-V Rocket
D/R/S/A : 6/5/2.5/0

Hyper-X Missile
D/R/S/A : 8/4/2.5/1

Scatter Pack V Rocket
5 Hyper-V Rockets

Merculite Missile
D/R/S/A : 10/6/3/2

Stinger Missile
D/R/S/A : 15/7/3.5/3

Scatter Pack VII Rocket
7 Mercurite missiles

Pulson Missile
D/R/S/A : 20/8/4/4

Hercular Missile
D/R/S/A : 25/9/4.5/5

Zeon Missile
D/R/S/A : 30/10/5/6

Scatter Pack X Missile
10 Stinger missiles

Proton Torpedo
D/R/S/A : 60/10/8/6

Plasma Torpedo
D/R/S/A : 150/10/6/7
-15 dmg/square

Neutronium Bomb
Dmg:40-70

Hellfire Torpedo
D/R/S/A : 25/10/5/6
Hits all shields

Anti-Matter Torpedo
D/R/S/A : 30/8/4/4

Omega-V Bomb
Dmg:20-50

Hand Phasor
+25 ground combat

Plasma Rifle
+30 ground combat