

## MOO2 -- ICE 15 -- May 20, 2017

RP	CONSTRUCTION	POWER	CHEMISTRY	SOCIOLOGY	RP
0				<b>0. Starting Technology</b>	0
				Capitol	
				Spy Network	
50	<b>29. Engineering</b>	<b>55. Nuclear Fission</b>	<b>22. Chemistry</b>		50
	Star Base <b>upgraded</b>	Colony Base	Extended Fuel Tanks		
	Armor Barracks	Freighters	Nuclear Missile <b>3 (4) hit points</b>		
	Marine Barracks	Nuclear Drive	Standard Fuel Cells		
			Titanium Armor		
80	<b>4. Advanced Engineering</b>	<b>23. Cold Fusion</b>			80
	Anti-Missile Rockets	Colony Ship			
	Fighter Garrison <b>1/1t (1/10t) launch</b>	Outpost Ship			
	Reinforced Hull	Transport			
	80				
150	<b>3. Manufacturing</b>			<b>10. Military Tactics</b>	150
	Automated Factories			Space Academy	
	Heavy Armor				
	Missile Base <b>475x10 (300x5) space</b>				
	230			150	
250	<b>21. Capsule Construction</b>	<b>5. Advanced Fusion</b>	<b>9. Advanced Metallurgy</b>		250
	Scout Lab 25 (20) *	Augmented Engines	Deuterium Fuel Cells		
	Survival Pods	Fusion Drive	Tritanium Armor		
	Troop Pods				
	480	250	250		
400	<b>20. Astro Engineering</b>			<b>35. Xeno Relations</b>	400
	Battle Pods <b>25% (50%)</b>			Alien Control Center	
	Fighter Bays <b>3 hp (2 hp)</b>	* scout lab research increased: 2,6,12,24,48,120 (1,2,4,8,16,32)		Space Port	
	880			550	
650	<b>62. Robotics</b>		<b>2. Advanced Chemistry</b>		650
	Advanced Damage Control		Mercurite Missile		
	Battleoids		Pollution Processor		
	Robotic Factory <b>6-9-12-15-18</b>				
	1530		900		
900	<b>63. Astro Construction</b>	<b>41. Ion Fission</b>		<b>73. Higher Psychology</b>	900
	Assault Shuttle Bays	Ion Drive		Telepathic Training <b>10 (5)</b>	
	Bomber Bays	Ion Pulse Cannon		Xeno Psychology	
	Fast Missile Racks				
	2430	1150		1450	
1150	<b>19. Advanced Robotics</b>		<b>47. Molecular Compression</b>	<b>43. Macro Economics</b>	1150
	Automated Repair Unit		Atmospheric Renewer	Planetary Stock-Exchange	
	Powered Armor		Iridium Fuel Cells		
	Robo Mining Plant		Pulson Missile		
	3580		2050	2600	
1500	<b>8. Advanced Construction</b>				1500
	Battlestation <b>upgraded</b>				
	Ground Batteries <b>500 (300) space</b>				
	Recyclotron				
	5080				
2000	<b>11. Advanced Manufacturing</b>	<b>13. Anti-Matter Fission</b>	<b>53. Nano Technology</b>	<b>12. Teaching Methods</b>	2000
	Heavy Fighter Bays	Anti-Matter Drive	Nano Disassemblers <b>x4 (x2)</b>	Astro University	
	Planet Construction	Anti-Matter Torpedoes <b>30 (25)</b>	Zeon Missile <b>15 (16) hit points</b>		
	Titan Construction		Zortrium Armor		
	7080	3150	4050	4600	
2750					2750
3500	<b>67. Tectonic Engineering</b>				3500
	Core Waste Dumps				
	Deep Core Mine				
	10580				
4500				<b>6. Advanced Governments</b>	4500
				Confederation	
				Federation	
				Galactic Unification	
				Imperium 9100	
6000	<b>42. Superscalar Construction</b>	<b>37. High Energy Distribution</b>	<b>50. Molecular Manipulation</b>		6000
	Artemis System Net <b>2x damage</b>	Energy Absorber	Microlite Construction		
	Megafixers	High Energy Focus	Neutronium Armor		
	Star Fortress <b>upgraded</b>	Transporters	Uridium Fuel Cells		
	16580	9150	10050		
7500	<b>58. Planetoid Construction</b>	<b>38. Hyper Dimensional Fission</b>		<b>32. Galactic Economics</b>	7500
	Doom Star Construction	Hyper Drive		Advanced City Planning	
		Hyper-X Capacitor		Galactic Currency Exchange	
		Proton Torpedo <b>50 (40) 24 speed</b>			
	24080	16650		16600	
10000		<b>40. Interphased Fission</b>	<b>48. Molecular Control</b>		10000
		Interphased Drive	Adamantium Armor		
		Plasma Torpedo <b>150 (120)</b>	Thorium Fuel Cells		
		Quantum Detonator			
		26650	20050		
15000	<b>78. Hyper-Advanced Construction</b>			<b>82. Hyper-Advanced Sociology</b>	15000
	Construction I			Sociology I	
	39080			31600	
25000	<b>78. Hyper-Advanced Construction</b>	<b>76. Hyper-Advanced Power</b>	<b>80. Hyper-Advanced Chemistry</b>	<b>82. Hyper-Advanced Sociology</b>	25000
	Construction I	Power I	Chemistry I	Sociology II	
	25000	51650	45050	56600	
	<b>74. Xenon Technologies</b>		<b>Capture Orion</b>	<b>Not in Tech Tree</b>	
	Black Hole Generator	Reflection Field <b>20 (15)</b>	a) 2 Full Random Techs	<b>Food Replicators</b>	
	Damper Field <b>80% kills (3/4)</b>	Spatial Compressor <b>4-36 (4-32)</b>	b) Death Ray		
	Death Ray	Sub-Space Teleporter	c) 3 Random Xenon Techs		
	Particle Beam <b>15-30 (10-30)</b>	Xenonium Armor			

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RP	COMPUTERS	BIOLOGY	PHYSICS	FORCE FIELDS	RP
0			<b>0. Starting Technology</b> Pulse Rifle		0
50	<b>28. Electronics</b> Electronic Computer 50 (25) Security Stations		<b>57. Physics</b> Laser Cannon Laser Rifle Nuclear Bomb Space Scanner	<b>Shield Multipliers</b> Shield Class Multiplier: 1, 3, 5, 7, 10 Hull Multiplier: 6, 12, 18, 24, 40, 50	50
80		<b>18. Astro Biology</b> Biospheres Hydroponic Farm 80			80
150	<b>56. Optronics</b> Research Laboratory 150		<b>31. Fusion Physics</b> Fusion Beam Fusion Bomb 6-24 (4-24) Fusion Rifle 150		150
250			<b>66. Tachyon Physics</b> Battle Scanner 25 (50) Tachyon Communications 3 (2) Tachyon Scanner 400	<b>7. Advanced Magnetism</b> Class I Shield ECM Jammer Mass Driver 250	250
400	<b>15. Artificial Intelligence</b> Dauntless Guidance System Holo Simulator Neural Scanner 5 (10) 550	<b>1. Advanced Biology</b> Bio-Terminator 15% (10%) Cloning Center Subterranean Farms 3 (4) 480			400
650				<b>36. Gravitic Fields</b> Anti-Grav Harness Gyro Destabilizer 1-6 (1-4) Inertial Stabilizer 900	650
900	<b>60. Advanced Optronics</b> Optronic Computer 75 Planetary Supercomputer Rangemaster Target Unit 1450	<b>34. Bio-Engineering</b> Microbotics Soil Enrichment 1380	<b>54. Neutrino Physics</b> Neutron Blaster Neutron Scanner 6 (5) 1300	<b>45. Magneto Gravitics (L9)</b> Class III Shield Multi-Wave ECM Jammer Planetary Radiation Shield 1800	900
1150			<b>16. Artificial Gravity</b> Graviton Beam 4-16 (3-15) Graviton Bomb 12-48 (5-40) Planetary Gravity Generator 2450	<b>46. Spatial Gravitics (L9)</b> Pulsar Shield Capacitor 100% recharge Tractor Beam 1,2,3,5,7,10 2950	1150
1500		<b>44. Macro Genetics</b> Terraforming Weather Controller 2880	<b>65. Subspace Physics</b> Jump Gate 4 (3) Subspace Communications 7 (5) 3950	<b>27. Electro Magnetic Refraction (L10)</b> Personal Shield Stealth Field Stealth Suit 4450	1500
2000	<b>14. Positronics</b> Cyber Security Link Emissions Guidance System Pleasure Dome 3450		<b>52. Multi-Phased Physics</b> Phasor Phasor Rifle 5950	<b>72. Warp Fields</b> Lightning Field Multi-Phased Shields +100% (+50%) Warp Dissipator 6450	2000
2750	<b>25. Advanced Positronics</b> Autolab 25 (30) Positronic Computer 100 Structural Analyzer 6200	<b>30. Evolutionary Genetics</b> Heightened Intelligence Psionics 5630			2750
3500			<b>59. Plasma Physics</b> Plasma Cannon 6-24 (6-30) Plasma Rifle Plasma Web -50% (-5) dissipation 9450	<b>64. Subspace Fields (L13)</b> Class V Shield Gauss Cannon Wide Area Jammer 130/30 (130/70) 9950	3500
4500	<b>24. Artificial Consciousness</b> Android Farmer Android Scientist Android Worker 10700	<b>17. Advanced Bio-Engineering</b> Biomorphic Funghi Death Spores 30% (20%) Universal Antidote 10130		<b>26. Distortion Fields</b> Cloaking Device Hard Shields Warp Interdictor 14450	4500
6000	<b>33. Cybertronics</b> Cybertronic Computer 125 Galactic Cybernet 16700			<b>61. Quantum Fields</b> Class VII Shield Planetary Flux Shield Displacement Device 20450	6000
7500	<b>49. Moleculartronics</b> Achilles Targeting Unit Moleculartronic Computer 150 Virtual Reality Network 24200	<b>70. Molecular Biology</b> Evolutionary Mutation Food-Replicators Gaia Transformation 17630	<b>51. Multi-Dimensional Physics</b> Dimensional Portal Disruptor Cannon Sensors 10 (8) 16950	<b>71. Transwarp Fields</b> Inertial Nullifier Phase Shifter new! Stasis Field 27950	7500
10000					10000
15000		<b>75. Hyper-Advanced Biology</b> Biology I 32630	<b>39. Hyper Dimensional Physics</b> Hyperspace Communications Mauler Device +NR mod Neutronium Bomb 20-80 (10-60) 31950	<b>68. Temporal Fields</b> Class X Shield Phasing Cloak 3t (10t) Planetary Barrier Shield 42950	15000
25000	<b>81. Hyper-Advanced Computers</b> Computers I 49200	<b>75. Hyper-Advanced Biology</b> Biology II 57630	<b>69. Temporal Physics</b> Star Gate Stellar Converter Time Warp Facilitator 56950		25000
35000	<b>81. Hyper-Advanced Computers</b> Computers II 84200	<b>75. Hyper-Advanced Biology</b> Biology III 92630	<b>77. Hyper-Advanced Physics</b> Physics I 91950	<b>79. Hyper-Advanced Fields</b> Fields I 77950	35000