

RP	CONSTRUCTION	POWER	CHEMISTRY	SOCIOLOGY	RP
0				<b>0. Starting Technology</b>	0
				Capital	
				Spy Network	
50	<b>29. Engineering</b>	<b>55. Nuclear Fission</b>	<b>22. Chemistry</b>		50
	Marine Barracks	Colony Base	Extended Fuel Tanks		
	Star Base <b>upgraded</b>	Freighters	Nuclear Missile		
		Nuclear Drive	Standard Fuel Cells		
80			<i>Titanium Armor</i>		80
	<b>4. Advanced Engineering</b>	<b>23. Cold Fusion</b>			
	Anti-Missile Rockets	Colony Ship			
	Armor Barracks	Outpost Ship			
	Reinforced Hull	Transport			
150	80				150
	<b>3. Manufacturing (L4)</b>			<b>10. Military Tactics</b>	
	Automated Factories			Space Academy	
	Heavy Armor				
	Missile Base <b>upgraded</b>			150	
250	230				250
	<b>21. Capsule Construction</b>	<b>5. Advanced Fusion</b>	<b>9. Advanced Metallurgy</b>		
	Scout Lab 25 (20) *	Augmented Engines	Deuterium Fuel Cells		
	Survival Pods	Fusion Drive	Tritanium Armor		
	Troop Pods				
400	480	250	250		400
	<b>20. Astro Engineering</b>			<b>35. Xeno Relations</b>	
	Battle Pods <b>25%</b> (50%)			Alien Control Center	
	Fighter Bays	* scout lab research increased:		Space Port	
	Fighter Garrison <b>upgraded</b>	2,6,12,25,50,125 (1,2,4,8,16,32)		550	
650	880				650
	<b>62. Robotics</b>		<b>2. Advanced Chemistry</b>	<b>73. Higher Psychology</b>	
	Advanced Damage Control		Mercurite Missile	Telepathic Training <b>10</b> (5)	
	Battleoids		Pollution Processor	Xeno Psychology	
	Robotic Factory <b>10-12-15-20-25</b>				
900	1530		900	1200	900
	<b>63. Astro Construction</b>	<b>41. Ion Fission</b>			
	Assault Shuttle Bays	Ion Drive			
	Battlestation <b>upgraded</b>	Ion Pulse Cannon			
	Fast Missile Racks				
1150	2430	1150			1150
	<b>19. Advanced Robotics</b>		<b>47. Molecular Compression</b>	<b>43. Macro Economics</b>	
	Automated Repair Unit		Atmospheric Renewer	Planetary Stock-Exchange	
	Powered Armor		Iridium Fuel Cells		
	Robo Miners		Pulson Missile		
1500	3580		2050	2350	1500
	<b>8. Advanced Construction</b>				
	Bomber Bays <b>2</b> (1) shots				
	Ground Batteries <b>500</b> (450) space				
	Titan Construction				
2000	5080				2000
	<b>11. Advanced Manufacturing</b>	<b>13. Anti-Matter Fission</b>	<b>53. Nano Technology</b>	<b>12. Teaching Methods</b>	
	Heavy Fighter Bays	Anti-Matter Drive	Nano Disassemblers <b>x4</b> (x2)	Astro University	
	Planet Construction	Anti-Matter Torpedoes <b>30</b> (25)	Zeon Missile		
	Recyclotron		Zortrium Armor		
2750	7080	3150	4050	4350	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
	Advanced City Planning	Energy Absorber	Microlite Construction		
	Star Fortress <b>upgraded</b>	High Energy Focus	Neutronium Armor		
		Megafluxers	Uridium Fuel Cells		
	16580	9150	10050		
7500	<b>58. Planetoid Construction</b>	<b>38. Hyper Dimensional Fission</b>		<b>32. Galactic Economics</b>	7500
	Artemis System Net <b>2x damage</b>	Hyper Drive		Galactic Currency Exchange	
	Doom Star Construction	Hyper-X Capacitor			
		Proton Torpedo <b>50</b> (40) 22 speed			
	24080	16650		16600	
10000		<b>40. Interphased Fission</b>	<b>48. Molecular Control</b>		10000
		Interphased Drive	Adamantium Armor		
		Plasma Torpedo <b>150</b> (120)	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</b> (15)	a) 2 Full Random Techs	<b>Food Replicators</b>	
	Damper Field <b>80% kills</b> (3/4)	Spatial Compressor <b>4-36</b> (4-32)	b) Death Ray		
	Death Ray	Sub-Space Teleporter	c) 3 Random Xenon Techs		
	Particle Beam <b>15-30</b> (10-30)	Xentrium Armor			

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RP	COMPUTERS	BIOLOGY	PHYSICS	FORCE FIELDS	RP
0			<b>0. Starting Technology</b>		0
			Pulse Rifle		
50	<b>28. Electronics</b>		<b>57. Physics</b>	<b>Shield Multipliers</b>	50
	Battle Scanner <b>30</b> (50)		Laser Cannon	Shield Class Multiplier: 1, 3, 5, 7, 10	
	Electronic Computer <b>30</b> (25)		Laser Rifle	Hull Multiplier: 5, 10, 15, 20, 30, 50	
	Security Stations		Nuclear Bomb		
			Space Scanner		
80		<b>18. Astro Biology</b>			80
		Biospheres			
		Hydroponic Farm			
		80			
150	<b>56. Optronics (L4)</b>		<b>31. Fusion Physics</b>		150
	Research Laboratory		Fusion Beam <b>2-8</b> (2-6)		
			Fusion Bomb <b>6-24</b> (4-24)		
	150		Fusion Rifle		
			150		
250			<b>66. Tachyon Physics</b>	<b>7. Advanced Magnetism</b>	250
			Tachyon Communications <b>4</b> (3)	Class I Shield	
			Tachyon Scanner	ECM Jammer	
			400	Mass Driver <b>-PD</b>	
				250	
400	<b>15. Artificial Intelligence</b>	<b>1. Advanced Biology</b>			400
	Holo Simulator	Bio-Terminator			
	Neural Scanner <b>5</b> (10)	Cloning Center			
	Optronic Computer <b>60</b> (50)	Subterranean Farms			
	550	480			
650				<b>36. Gravitic Fields</b>	650
				Anti-Grav Harness	
				Gyro Destabilizer <b>1-6</b> (1-4)	
				Pulsar	
				900	
900	<b>60. Advanced Optronics</b>	<b>34. Bio-Engineering</b>	<b>54. Neutrino Physics</b>	<b>45. Magneto Gravitics (L9)</b>	900
	Dauntless Guidance System	Microbotics	Neutron Blaster <b>+PD</b>	Class III Shield	
	Planetary Supercomputer	Soil Enrichment	Neutron Scanner	Multi-Wave ECM Jammer	
	Rangemaster Target Unit			Planetary Radiation Shield	
	1450	1380	1300	1800	
1150			<b>16. Artificial Gravity</b>	<b>46. Spatial Gravitics (L9)</b>	1150
			Graviton Beam <b>4-16</b> (3-15)	Inertial Stabilizer	
			Graviton Bomb <b>10-40</b> (5-40)	Shield Capacitor <b>100% recharge</b>	
			Planetary Gravity Generator	Tractor Beam <b>1,2,3,5,7,10</b>	
			2450	2950	
1500	<b>14. Positronics</b>	<b>44. Macro Genetics</b>	<b>65. Subspace Physics</b>	<b>27. Electro Magnetic Refraction (L10)</b>	1500
	Cyber Security Link	Psionics	Jump Gate <b>4</b> (3)	Lightning Field	
	Pleasure Dome	Weather Controller	Subspace Communications <b>8</b> (6)	Personal Shield	
	Positronic Computer <b>90</b> (75)		Transporters	Stealth Suit	
	2950	2880	3950	4450	
2000			<b>52. Multi-Phased Physics</b>	<b>72. Warp Fields &gt; strategic mode!</b>	2000
			Phasor	Class I Cloak	
			Phasor Rifle	Multi-Phased Shields <b>+100%</b> (+50%)	
			5950	Warp Dissipator	
				6450	
2750	<b>25. Advanced Positronics</b>	<b>30. Evolutionary Genetics</b>			2750
	Autolab <b>25</b> (30)	Heightened Intelligence			
	Emissions Guidance System	Terraforming			
	Structural Analyzer				
	5700	5630			
3500			<b>59. Plasma Physics</b>	<b>64. Subspace Fields (L13)</b>	3500
			Plasma Cannon <b>6-24</b> (6-30)	Class V Shield	
			Plasma Rifle	Gauss Cannon	
			Plasma Web <b>-50%</b> (-5) dissipation	Wide Area Jammer <b>130/30</b> (130/70)	
			9450	9950	
4500	<b>24. Artificial Consciousness</b>	<b>17. Advanced Bio-Engineering</b>		<b>26. Distortion Fields</b>	4500
	Android Farmer	Biomorphic Fungli		Class II Cloak	
	Cybertronic Computer <b>120</b> (100)	Death Spores <b>30%</b> (20%)		Hard Shields	
	Virtual Reality Network	Universal Antidote		Warp Interdictor	
	10200	10130		14450	
6000	<b>33. Cybertronics</b>			<b>61. Quantum Fields</b>	6000
	Achilles Targeting Unit			Class VII Shield	
	Android Worker			Planetary Flux Shield	
	Galactic Cybernet			Displacement Device	
	16200			20450	
7500	<b>49. Moleculartronics</b>	<b>70. Molecular Biology</b>	<b>51. Multi-Dimensional Physics</b>	<b>71. Transwarp Fields</b>	7500
	Android Scientist	Evolutionary Mutation	Dimensional Portal	Inertial Nullifier	
	Moleculartronic Computer <b>150</b> (125)	Food Replicators	Disruptor Cannon	Phasing Cloak <b>1t</b> (10t)	
		Gaia Transformation	Sensors	Stasis Field	
	23700	17630	16950	27950	
10000					10000
15000		<b>75. Hyper-Advanced Biology</b>	<b>39. Hyper Dimensional Physics</b>	<b>68. Temporal Fields</b>	15000
		Biology I	Hyperspace Communications	Class X Shield	
			Mauler Device <b>+NR mod</b>	Phase Shifter	
		32630	Neutronium Bomb <b>20-80</b> (10-60)	Planetary Barrier Shield	
		31950	42950		
25000	<b>81. Hyper-Advanced Computers</b>	<b>75. Hyper-Advanced Biology</b>	<b>69. Temporal Physics</b>	<b>79. Hyper-Advanced Fields</b>	25000
	Computers I	Biology II	Star Gate	Fields I	
			Stellar Converter		
			Time Warp Facilitator		
	48700	57630	56950		
35000	<b>81. Hyper-Advanced Computers</b>	<b>75. Hyper-Advanced Biology</b>	<b>77. Hyper-Advanced Physics</b>	<b>79. Hyper-Advanced Fields</b>	35000
	Computers II	Biology III	Physics I	Fields II	
	83700	92630	91950	77950	