

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