

MOO1 Tech Ref #2 of 3			Only Tech Building Ship part		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				
By BoogaFreak [Base RP is 30*(LVL^2)]			Force Fields (Poor: Alkali/Silicoid, Good: Psilon, Excellent: Human)							Planetology (Poor: Meklar/Silicoid, Good: Human/Psilon, Excellent: Sakkra)					
Base RP	Tier	LVL	Deflector Shields	Personal Shields	Planetary Shields	Specials	Controlled Landings	Basic Terraforming	Growth (Cloning +Adv. Terraforming)	Eco Restoration	Biological Bombs +Antidotes				
30	1	1	Class I Deflector Shield -[class] damage/hit							Ecological Restoration Clean 2 pollution = 1BC					
120		2						Terraforming +10 Increase planet size by 10M							
270		3					Ctrl. Barren Landings Land on Barren or better								
480		4	Class II Deflector Shield -[class] damage/hit												
750		5													
1080	2	6					Ctrl. Tundra Landings Land on Tundra or better			Improved Eco Restoration Clean 3 pollution = 1BC					
1470		7													
1920		8		Personal Deflector Shield +10 ground combat				Terraforming +20 Increase planet size by 20M							
2430		9					Dead Planet Landings Land on Dead or better								
3000		10	Class III Deflector Shield -[class] damage/hit									Death Spores Damage:1M pop, 5 bombs			
3630	3	11													
4320		12			Class V Planetary Shield -[class] ground damage/hit		Ctrl. Inferno Landings Land on Inferno or better								
5070		13						Terraforming +30 Increase planet size by 30M		Enhanced Eco Restoration Clean 5 pollution = 1BC					
5880		14	Class IV Deflector Shield -[class] damage/hit												
6750		15					Ctrl. Toxic Landings Land on Toxic or better								
7680	4	16				Repulsor Beam Push adj. Enemy 1 space Range:1			Soil Enrichment Convert Standard to Fertile						
8670		17									Bio Toxin Antidote -1M lost from bio weapons				
9720		18					Ctrl. Radioactive Landings Land on any planet								
10830		19													
12000		20	Class V Deflector Shield -[class] damage/hit					Terraforming +40 Increase planet size by 40M							
13230	5	21		Personal Absorption Shield +20 ground combat					Cloning 1M costs 10BC						
14520		22			Class X Planetary Shield -[class] ground damage/hit				Atmospheric Terraforming Convert Hostile To Standard						
15870		23								Advanced Eco Restoration Clean 10 pollution = 1BC					
17280		24	Class VI Deflector Shield -[class] damage/hit												
18750		25													
20280	6	26						Terraforming +50 Increase planet size by 50M							
21870		27				Cloaking Device Cloak. +5 defense when cloaked Attacks first. 1 turn to recloak					Doom Virus Damage:2M pop, 5 bombs				
23520		28													
25230		29													
27000		30	Class VII Deflector Shield -[class] damage/hit						Advanced Soil Enrichment Convert Standard/Fertile To Gaia						
28830	7	31				Zyro Shield Destroys missiles 75% -1%/missileTech									
30720		32			Class XV Planetary Shield -[class] ground damage/hit			Terraforming +60 Increase planet size by 60M							
32670		33													
34680		34	Class IX Deflector Shield -[class] damage/hit							Complete Eco Restoration Clean 20 pollution = 1BC					
36750		35													
38880	8	36									Universal Antidote -2M lost from bio weapons				
41070		37				Stasis Field Enemy cannot attack or be attacked for 1 turn, Range:1									
43320		38		Personal Barrier Shield +30 ground combat				Terraforming +80 Increase planet size by 80M							
45630		39													
48000		40	Class XI Deflector Shield -[class] damage/hit									Bio Terminator Damage:3M pop, 5 bombs			
50430	9	41													
52920		42			Class XX Planetary Shield -[class] ground damage/hit				Advanced Cloning 1M costs 5BC						
55470		43				Black Hole Generator 25-100% of crews killed -2%/shield class, Range:1									
58080		44	Class XIII Deflector Shield -[class] damage/hit					Terraforming +100 Increase planet size by 100M							
60750		45													
63480	10	46				Lightning Shield Destroys missiles 100% -1%/missileTech									
66270		47													
69120		48													
72030		49													
75000		50	Class XV Deflector Shield -[class] damage/hit					Terraforming +120 Increase planet size by 120M							