

MOO1 Tech Ref #3 of 3			Only Tech		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)]			Building		Ship weapon		Propulsion (Poor: Silicoid/Klackson, Good: Human/Psilon, Excellent: Alkari)							Weapons (Poor: Silicoid, Good: Bulrathi/Psilon, Excellent: Mrrshan)									
Base RP	Tier	LVL	Engines		Fuel Cells		Specials		Projectors		Beam 1/2 Shield		Heavy = range 2 Regular		+Torpedoes (Endless, 2 turns) Damage/Range/Speed/Attack bonus		Bombs (always 10)		Ground combat +Specials		LVL		
30	1	1	Retro Engines (Warp 1) 1 parsec/turn, +1 defense, +10 power/engine								Lasers/[Heavy] Damage:1-4/1-7		Nuclear Missile Dmg/Rng/Spd/Att : 4/4/2/0		Nuclear Bomb Damage:3-12				Hand Laser +5 ground combat		1		
120		2											Hyper-V Rockets Dmg/Rng/Spd/Att : 6/5/2.5/0								2		
270		3			Hydrogen Fuel C. (Range 4) Can travel 4 parsecs from colonies																3		
480		4					Deuterium Fuel C. (Range 5) Can travel 5 parsecs from colonies						Gatling Laser Damage:1-4, fire 4 times								4		
750		5																			5		
1080	2	6	Nuclear Engines (Warp 2) 2 parsec/turn, +2 defense, +20 power/engine						Neutron Pellet Gun Damage:2-5, halve shield				Hyper-X Missile Dmg/Rng/Spd/Att : 8/4/2.5/1				Fusion Bomb Damage:5-20		Anti-missile Rockets Destroys 35% of incoming Missiles -1%/missile level		6		
1470		7																			7		
1920		8																			8		
2430		9					Iridium Fuel C. (Range 6) Can travel 6 parsecs from colonies				Ion Cannon/[Heavy] Damage:3-8/3-15										9		
3000		10											Scatter Pack V Rockets 5 Hyper-V Rocket warheads								10		
3630	3	11					Inertial Stabilizer +2 maneuver				Mass Driver Damage:5-8, halve shield		Merculite Missiles Dmg/Rng/Spd/Att : 10/6/3/2						Ion Rifle +10 ground combat		11		
4320		12	Sub-Light Drive (Warp 3) 3 parsec/turn, +3 defense, +30 power/engine																		12		
5070		13																			13		
5880		14					Dolomite Crystals (Range 7) Can travel 7 parsecs from colonies				Neutron Blaster/[Heavy] Damage:3-12/3-24										14		
6750		15											Stinger Missiles Dmg/Rng/Spd/Att : 15/7/3.5/3								15		
7680	4	16					Energy Pulsar Damage adj. Ships up to 5 dmg, +1 dmg for every 2 firing ships				Graviton Beam Damage:1-15, passes to other ships		Anti-Matter Bomb Damage:10-40								16		
8670		17																			17		
9720		18	Fusion Drive (Warp 4) 4 parsec/turn, +4 defense, +40 power/engine								Hard Beam Damage:8-12, halve shield		Fusion Beam/[Heavy] Damage:4-16/4-30								18		
10830		19					Iridium Fuel C. (Range 8) Can travel 8 parsecs from colonies																19
12000		20							Warp Dissipator Reduce target speed by <=1/shot Range:3														20
13230	5	21									Ion Stream Projector Reduce target group armor 20% +0.5%/attacking ship, max 50%						Omega-V Bomb Damage:20-50				21		
14520		22																			22		
15870		23					Reajax II Fuel C. (Range 9) Can travel 9 parsecs from colonies						Anti-Matter Torpedoes Dmg/Rng/Spd/Att : 30/8/4/4								23		
17280		24	Impulse Engines (Warp 5) 5 parsec/turn, +5 defense, +50 power/engine								Megabolt Cannon Damage:2-20, +3 attack		Phasor/[Heavy] Damage:5-20/5-40		Scatter Pack VII Rockets 7 Merculite missile warheads				Fusion Rifle +20 ground combat		24		
18750		25											Auto Blaster Damage:4-16, fire 3 times		Pulson Missiles Dmg/Rng/Spd/Att : 20/8/4/4						25		
20280	6	26									Tachyon Beam Damage:1-25, passes to other ships										26		
21870		27							Star Gates Movement between star gates is 1 turn. Cost:3000BC, Maint:100BC												27		
23520		28																			28		
25230		29																			29		
27000		30	Ion Drive (Warp 6) 6 parsec/turn, +6 defense, +60 power/engine				Trilithium Crystals (Range 10) Can travel 10 parsecs from colonies																30
28830	7	31									Gauss Auto Cannon Damage:7-10, halve shield, Fire 4 times		Hercular Missiles Dmg/Rng/Spd/Att : 25/9/4.5/5						Hand Phasor +25 ground combat		31		
30720		32									Particle Beam Damage:10-20, halve shield										32		
32670		33																			33		
34680		34							High Energy Focus +3 range for all beam weapons												34		
36750		35											Plasma Cannon Damage:6-30								35		
38880	8	36	Anti-Matter Engines (Warp 7) 7 parsec/turn, +7 defense, +70 power/engine								Disruptor Damage:10-40, Range:2										36		
41070		37									Pulse Phasor Damage:5-20, fire 3 times										37		
43320		38							Sub Space Teleporter Teleport and attack first, nullified near Sub Space Interdictors								Neutronium Bomb Damage:40-70				38		
45630		39																			39		
48000		40							Ionic Pulsar Damage adj. Ships up to 10 dmg, +1 dmg for every firing ship						Hellfire Torpedoes Dmg/Rng/Spd/Att : 25/10/5/6 Hits all shields		Zeon Missiles Dmg/Rng/Spd/Att : 30/10/5/6				40		
50430	9	41			Thorium C. (Unlimited Range) Can travel any distance														Plasma Rifle +30 ground combat		41		
52920		42	Interphased Drive (Warp 8) 8 parsec/turn, +8 defense, +80 power/engine																		42		
55470		43							Sub Space Interdictor Nullifies enemy Sub Space Teleporter						Proton Torpedoes Dmg/Rng/Spd/Att : 60/10/8/6						43		
58080		44													Scatter Pack X Missiles 10 Stinger missile warheads						44		
60750		45							Combat Transporters 50% for transporters to land without combat				Tri-Focus Plasma Damage:20-50										45
63480	10	46									Inertial Nullifier +4 maneuver										46		
66270		47											Neutron Stream Projector Reduce target group armor 40% +1%/attacking ship, max 75%								47		
69120		48	Hyper Drive (Warp 9) 9 parsec/turn, +9 defense, +90 power/engine										Mauler Device Damage:20-100								48		
72030		49																			49		
75000		50							Displacement Device Enemy weapons (not devices) miss 1/3 of shots								Plasma Torpedoes Dmg/Rng/Spd/Att : 150/10/6/7 Loses 15 dmg/square				50		