Nethog's
Galactic
Civilizations II
Tech Tree
v1.1 FINAL (v1.10.027) Apr 25,2006

Legend:

C25 – cost 25
M1 – maintenance 1
Pres – prestige bonus
Cul – culture bonus
Mor – Morale bonus
Dip – Diplomacy bonus
Inf – Influence bonus
Econ – economic bonus
Loy – loyalty bonus
Tour – Tourism bonus
-α – greek letters used to group together selected starbase modules
Sz6+10 – actual size in ship is 6 plus 10% of hull size
* - note for item immediately above
Sp – speed
Log – logistics
Rng – Range
SpAss- Speed Assist – i.e. add to ships in sector with starbase ability
Soc – social production bonus
Mil – military production bonus
Res – research bonus
PQ – planet quality
Ind – industry bonus (Mil + Soc)
F6 – food 6
SRng – sensor range
B1 – beam attack 1
S1 – shield defense 1
MD3 – mass driver attack 3
A2 – armor 2
M10 – missile attack 10
PD5 – point defense 5
DefAssS1 – starbase defense assists ships in sector with shield 1
AttAssMD2 – starbase attack assists ships in sector with mass driver 2
Cap – Capacity
Sol – Soldiering
Inv – troop invasion tactic
E1 – evil alignment tech
G1 – good alignment tech
TG:Diplomatic Translators – Trade good – color-coded orange
Extreme Stadium – standard planetary improvement – color-coded blue
SP:Spin Control Center – Super Project – color-coded blue
GA:Galactic Bazaar – Galactic Achievement – color-coded blue
Trade Module – ship component – color-coded green
SB-M:Stellar Wake – starbase module – color-coded purple
SB-I – influence starbase module
SB-A – "all" starbase module
SB-M – military starbase module
SB-$ - economic starbase module

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Xeno Communications,C30,Dip5

SB-I:Diplomatic Outpost- α,C500,Cul5

Universal Translator,C25,Dip5
*Speak with Aliens
Embassy:C60,M1, Pres15
SB-I:Foreign Relations Center- α,Cul7

Starport,C20,M1
Initial Colony,Mor5,M1,Ind12,F5,Res10
Civilization Capital,Pres25,Ind24,F10,Res24

Entertainment Network C55,M1,Mor25

Cargo Hull,C55,Sz55,S3,HP1,Sp1,Log5
Tiny,C35,Sz16,S2,HP6,Sp1,Log2
Small,C55,Sz26,S2,HP10,Sp1,Log3
Constructor Module,C80,Sz35
Colony Module,C35,Sz25,Cap500

Interstellar Governments,C200,Dip5

Alliances,C300
Dip10

Interstellar Republic,C800
Dip10,Cul5
*25% Econ/Ind/Res bonus

Star Democracy,C1500
Dip10,Cul5
*50% Econ/Ind/Res bonus
SP:Political Capital,C150,Mor50,Pres25

Star Federation,C5000
Dip10,Cul5
GA:Galactic Monument,C400,Econ10,Pres33,Inf10
*75% Econ/Ind/Res bonus

Diplomatic Relations,C100,Dip10
TG:Diplomatic Translators,C500,Dip25
SB-I:Interstellar Embassy- α1,Cul10

Advanced Diplomacy,C400,Dip10
Cultural Exchange Center,C250,M1,Pres25
SB-I:Galactic Forum- α,Cul15

Expert Diplomacy,C500,Dip10
*ships in orbit appear 5X stronger
GA:Galactic Showcase,C1800,Dip25
SB-I:Supreme Forum- α,Cul25

Majesty,C1000,Dip10

Total Majesty,C1500,Dip20
SP:Spin Control Center,C400

Trade,C200,Dip10,Rts3,Trade10
Trade Module,C60,Sz30
SB-$:Trading Post-σ,Trade10
SP:Economic Capital,C200,Econ,50
GA:Restaurant of Eternity,C600,Inf20

Advanced Trade,C400
Rts:3,Trade10
SB-$:Advanced Trading Post-σ,Trade20

Master Trade,C1200
Trs:3,Trade10
GA:Galactic Privateer,C1500
*protects trade routes 5X
GA:Galactic Bazaar,C900
*trades appear +50% better to other races
SB-$:Trade Center-σ, Trade30

Cultural Conquest,C1500,Cul10
SB-I:Cultural Conquest Center-β,Cul100

Cultural Insurrection,C1200,Cul5
SB-I:Insurrection Coordinator-β,Cul60

Xeno Cultural Trends,C1000,Cul5
TG:Frictionless Clothing,C510.Mor10
SB-I:Cultural Maximization Center-β,Cul40

Historical Assimilation,C1000,Cul5
SB-I:Franchise Headquarters-β,Cul30

Cultural Domination,C800,Cul5
SP:Re-education Center,C600
*planet cannot be assimilated
SB-I:Franchise Center-β,C500,Cul25

Xeno Business,C400,Cul5
SB-I:Interstellar Consortium-α1,Cul20

Xeno Entertainment C300,Mor:10
Multimedia Center,C100,M2,Mor30

Extreme Entertainment,C800,Mor5
Extreme Stadium,C250,M2,Mor45
TG:Ultra Spices,C500,Mor15

Zero G Sports Arenas,C1500,Mor5
Zero G Sports Arena,C300,M2,Mor50
TG:Gravity Accelerators,C500,Sp1
*ship movement +1

Virtual Reality Centers,C2500,Mor5
Virtual Reality Center,C400,M2,Mor60
TG:Virtual Reality Modules,C500,Mor12

Xeno Ethics C1000, Dip5
TG:Harmony Crystals:C570,Mor20

Good and Evil:C1500,Dip10
*choose ethical path
SP:Secret Police Center:C600,Mor20

Concepts of Malice:C1500,Dip10
Propaganda Center:C150,M4,Loyalty10
SP:Artificial Slave Center,C800,M3,Mil:50
GA:No Mercy Invasion Center,C1600,M5
*free invasion tactics
GA:Temple Of Evil,C1600, ,+0.25trade,-0.40trade
GA:Mind Control Center:C1000
*easier cultural assimilation

Balanced Vision C1500,Dip10
GA:Temple of Neutrality:C1600,+0.25Tour,-0.40Tour

Concepts of Righteousness: C1500, Dip10
GA:Temple Of Righteousness:C1600,+0.25trade,-0.40trade
GA:Empathic Tactical Center,C3000,Mil Def:20
GA:Hall of Empathy:C900
*2X Surrender Chance

Hyperdrive,C50
Hyperdrive,C5,Sz6+10,Sp1

New Propulsion Techniques,C25
HyperDrive Plus,C6,Sz5+10,Sp1

Ion Drive,C50
Ion Drive,C7,Sz4+9,Sp1

Impulse Drive,C150,Spd10
Impulse Drive,C8,Sz7+8,Sp2

Impulse Drive Mk2,C200
Impulse Drive Mk2,C9,Sz5+7,Sp2

Impulse Drive Mk3,C300
Impulse Drive Mk3,C12,Sz4+6,Sp2

Warp Drive,C1000,Spd10
Warp Drive,C15,Sz6+6,Sp3
SB-M:Stellar Wake,SpAss+1

Warp Drive II,C800
Warp Drive MkII,C17,Sz5+6,Sp3

Warp Drive III,C900
Warp Drive MkIII,C18,Sz4+6,Sp3

Warp Driive IV,C1000
Warp Drive MkIV,C18,Sz3+6,Sp3
SB-M:Inverse Tractor Beam,SpAss +1

Warp Drive V,C1200
Warp Drive MkV,C10,Sz4+6,Sp4

Hyperwarp,C4000,Spd10
Hyper Warp Drive,C10,Sz3+5,Sp4
SB-M:Interdiction Beam
*-1 enemy Speed

Hyperwarp II,C3000
Hyper Warp Drive MkII,C10,Sz4+5,Sp5

Hyperwarp III,C3200
Hyper Warp Drive MkIII,C10,Sz5+5,Sp6

SB-R:Mining Barracks,Min2

Xeno Engineering:C50
Soc: 10
SB-R:Mining Center:Min3

Basic Logistics
C150,Log4

Enhanced Logistics
C500,Log5

Advanced Logistics
C1500,Log6

Expert Logistics
C2500,Log7
SP:Hyperion Logistics System,C800,Log6
SP:Hyperion Re-Supply Center,C500,Rng25

Ultimate Logistics
C4000,Log9

General Life Support,C50,Rng20
General Life Support,C3,Sz2+4,Rng8

Extended Life Support,C500,Rng40
Extended Support,C4,Sz2+3,Rng10

Advanced Life Support,C2000,Rng50
Advanced Support,C5,Sz2+2,Rng12

Ultra Life Support,C4000,Rng50
Ultra Support,C6,Sz2+2,Rng14

Basic Support,C2,Sz2+5,Rng6

Advanced Hulls,C210
TR:Xinathium Hull Plating,C600,HP15

Medium Scale Building,C800
Medium,C80,Sz38,S3,HP16,Sp1,Log4
SB-A:Battle Stations Mark II-Ω,C100,B2,M2,MD2

Superior Hulls,C500

Large Scale Building,C2500
Large,C110,Sz55,S3,HP30,Sp1,Log6
SB-A:Battle Stations Mark III-Ω,C100,B4,M4,MD4

Master Hull Building,C2000,HP15
SP:Hyperion Shipyard,C1000,Sp1
* Incr speed of ships created here

Massive Scale Building,C5000
Huge,C160,Sz80,S4,HP50,Sp1,Log8
SB-A:Battle Stations Mark IV-Ω,C200,B6,M6,MD6

Reinforced Hull Design,C1000,HP10

Hardened Hull Design,C2000,HP10

Basic Factory,C50,M1,Ind8

SB-$:Starbase Factory-Δ,PrdAss3

Xeno Industrial Theory,C200,Soc10
Factory,C75,M2,Ind10
SP:Mfg. Capital,C250,Mfg50,Econ10
SB-$:Adv. Starbase Factory-Δ,PrdAss4
SB-R:Mining Headquarters,Min4

Xeno Factory Construction,C1000
Enhanced Factory,C100,M2,Ind14
SB-$:Massive Scaling Center-Δ1,PrdAss5
SB-R:Resource Excavation,Min5

Manufacturing Centers,C2000
Manufacturing Center,C200,M2,Ind16
SB-$:Interstellar Collectors-Δ,PrdAss7
SB-R:Extraction Center,Min8
SB-R:Extraction Complex,Min10

Industrial Sector,C4000,Min12
Industrial Sector,C400,M2,Ind20
SB-$:Orbital Replicators-Δ,PrdAss8
SB-R:Resource Sector,Min12

Planetary Improvements,C100
Soc10,Mil10,Res10

Market Center,C35,Econ10

Xeno Economics,C100,Econ10
Adv. Market Center,C60,Econ15

Xeno Trade Centers,C400
Trade Center,C90,Econ20

Xeno Bank Construction,C500,Econ5
Banking Center,C250,Econ24

Galactic Stock Exchanges,C800
Stock Market,C150,M1,Mor10,Econ30,Pres5

Basic Farming,C50,F4

Xeno Farm Construction,C200
Xeno Farming,C100,F6

Xeno Farm Construction II,C2000
Intensive Farming,C120,F8

Xeno Farm Construction III,C4000
Advanced Farming,C150,F10

Soil Enhancement,C400
Soil Enhancement,C50,PQ10
*Turns yellow tiles to useable

Habitat Improvement,C1500
Habitat Improvement,C30,PQ10
*upgrades orange tiles
TG:Aphrodisiac,C500,PopGrow50

Terraforming,C3000
Terraforming,C50,PQ20
GA:Orbital Terraformer,C1200
*makes all usable tiles avail

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Basic Lab,C40,M1,Res6

Xeno Research,C20
Xeno Lab,C60,M2,Res8

Advanced Computing,C100
SP:Technological Capital,C400,Res100
SB-$:Smart Drones-Δ1,PrdAss6

Basic Miniaturization,C100,Mini10

Enhanced Miniaturization,C500,Mini15
TG:Micro Repair Bots,C400,Repair20

Advanced Miniaturization,C1000,Mini15

Expert Miniaturization,C2500,Mini15
SP:Hyperion Shrinker,C800,Mini15

Ultimate Miniaturization,C5000,Mini20

Supreme Miniaturization,C8000,Mini25

Research Centers,C200
Research Center,C100,M2,Res10

Research Academies,C500
Research Academy,C150,M3,Res12

N1

Invention Matrix,C2000
Invention Matrix,C200,M4,Res16

Discovery Sphere,C6000
Discovery Sphere,C250,M4,Res18
GA:Omega Research Center,C500,Res50

Deeper Knowledge,C3000

Galactic Understanding,C6000

Near Omniscience,C12000

Beyond Mortality,C20000

Technology Victory,C40000

Sensors,C2,Sz3+8,Rng1

Stellar Cartography,C25
*see planets on minimap

Sensors,C100
Survey Module,C45,Sz8+5,Rng2
SB-A:Perimeter Scanners,SRng1

Sensors Mark II,C200
Sensors Mk. II,C3,Sz2+8,Rng1
SB-A:Sector Scanners,C100,SRng2

Sensors Mark III,C300
Sensors Mk. III,C4,Sz2+5,Rng1
GA:Galactic Guide Book,C400
*survey module=0, all ships survey
SB-A:Sector Surveillance Scanners,C150,SRng3

Sensors Mark IV,C500
Sensors Mk. IV,C6,Sz3+5,Rng2
GA:Eyes of the Universe,C500
*incr sensor rng, see all ships on minimap
SB-A:Ultimate Surveillance Scanners,C200,Sz1,SRng4

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Galactic Warfare,C25
Mil10

Space Militarization,C50
Mil10

Beam Weapon Theory,C100
Particle Beam II,C25,Sz12+10,B1

Laser,C75
Laser,C25,Sz10+5,B1
SB-M:Laser Equalizer,C300,AttAssB1

Laser II,C200
Laser Mark II,C25,Sz8+5,B1

Laser III,C350
Laser Mark III,C25,Sz6+5,B1

Laser IV,C400
Laser Mark IV,C25,Sz5+5,B1

Laser V,C500
Laser Mark V,C25,Sz4+5,B1

Plasma Weapons,C1000
Plasma,C35,Sz8+5,B2

Plasma Weapons II,C700
Plasma II,C35,Sz6+5,B2

Plasma Weapons III,C800
Plasma III,C35,Sz5+5,B2

Phasors,C2000
Phasors,C40,Sz7+4,B3
SB-M:Hyper-Phasors,C400,AttAssB2

Phasors II,C1600
Phasors II,C40,Sz6+4,B3

Phasors III,C1800
Phasors III,C40,Sz5+4,B3

E1

Phasors IV,C2000
Phasors IV,C45,Sz7+4,B4

Phasors V,C2100
Phasors V,C45,Sz6+4,B4

Phasors VI,C2200
Phasors VI,C50,Sz7+4,B5

Phasors VII,C2400
Phasors VII,C50,Sz6+4,B5

Disruptors,C4000
Disruptors,C65,Sz6+4,B7
SB-M:Focused Disruptors,C500,AttAssB4

Disruptors II,C3200
Disruptors II,C65,Sz5+4,B7

Disruptors III,C3500
Disruptors III,C70,Sz5+4,B8

Subspace Blaster,C6000
Subspace Blaster,C60,Sz6+4,B6

Subspace Annihilator C5200

Doom Ray,C9000
Doom Ray,C150,Sz10+4,B22

Space Weapons,C150
Particle Beam,C25,Sz14+10,B1
SB-A:**Battle Stations**-Ω,C200,B1,M1,MD1
SB-A:Devastation Beam-Ω,B7
SB-M:Fighter Drones-Ω,C300,AttAssB1

Mass Driver Theory,C100
Space Cannon,C16,Sz16+5,MD1

MiniBalls,C75
Railgun,C18,Sz12+5,MD1
SB-M:Sniper Turrets,C300,AttAssMD1

MiniBalls II,C100
Railgun MK II,C19,Sz10+5,MD1

Mass Drivers,C500
Railgun MK III,C22,Sz8+5,MD1

Mass Drivers II,C800
Railgun MK IV,C22,Sz7+5,MD1

Mass Drivers III,C1000
Railgun MK V,C22,Sz6+5,MD1
Railgun MK VI,C22,Sz5+5,MD1

Singularity Driver,C1200
Singularity Driver,C28,Sz8+4,MD2
SB-A:Atlas Sling-Ω,MD7

Singularity Driver II,C900
Singularity Driver II,C28,Sz7+4,MD2

Singularity Driver III,C800
Singularity Driver III,C28,Sz6+4,MD2

Singularity Driver IV,C1000
Singularity Driver IV,C28,Sz5+4,MD2
Nano Ripper,C150,Sz9+4,MD5

Graviton Driver,C2000
Graviton Driver,C33,Sz8+4,MD3

Graviton Driver II,C2400
Graviton Driver II,C33,Sz7+4,MD3

Graviton Driver III,C2500

E2

Graviton Driver IV,C2600
Graviton Driver IV,C33,Sz4+4,MD3
SB-M:Graviton Snipers,C400,AttAssMD2

Quantum Driver,C4000
Quantum Driver,C37,Sz8+4,MD4

Quantum Driver II,C4200
Quantum Driver II,C37,Sz7+4,MD4

Quantum Driver III,C4400
Quantum Driver III,C37,Sz6+4,MD4

HD Spike Driver,C5000
HD Spike Driver,C37,Sz5+5,MD4

HD Spike Driver II,C5200
HD Spike Driver II,C37,Sz4+4,MD4

HD Spike Driver III,C5300
HD Spike Driver III,C37,Sz3+4,MD4

HD Spike Driver IV,C5800
HD Spike Driver IV,C42,Sz4+4,MD5

Neutrino Bullets,C8000
Neutrino Bullets,C67,Sz6+4,MD9
SB-M:Neutrino Snipers,C500,AttAssMD4

Black Hole Gun,C8000
Black Hole Generator,C100,Sz6+4,MD16

Missile Weapon Theory,C100
Sparrow,C16,Sz15+3,M1
SB-M:Missile Launchpads,C300,AttAssM1

Stinger,C150
Stinger,C50,Sz18+3,M2

Stinger II,C300
Stinger II,C50,Sz16+3,M2

Stinger III,C400
Stinger III,C51,Sz14+3,M2

Stinger IV,C800
Stinger IV,C51,Sz12+3,M2

Harpoon,C1200
Harpoon,C55,Sz11+3,M3

Harpoon II,C800
Harpoon II,C55,Sz10+3,M3

Harpoon III,C900
Harpoon III,C55,Sz9+3,M3

E3

Photonic Torpedo,C1600
Photonic Torpedo,C55,Sz10+2,M4

Photonic Torpedo II,C1200
Photonic Torpedo II,C55,Sz9+2,M4
SB-M:Sub-Space Warheads,C400,AttAssM2

Photon Torpedo,C2400
Photon Torpedo,C55,Sz9+2,M5

Photon Torpedo II,C2800
Photon Torpedo II,C55,Sz8+2,M5

Photon Torpedo III,C3000
Photon Torpedo III,C55,Sz9+2,M6

Anti-Matter Torpedo,C5000
Anti-Matter Torpedo,C55,Sz9+2,M7

Anti-Matter Torpedo II,C5200
Anti-Matter Torpedo II,C66,Sz9+2,M8

Anti-Matter Torpedo III,C5400
Anti-Matter Torpedo III,C66,Sz8+2,M8

Quantum Torpedo,C6000
Quantum Torpedo,C80,Sz9+2,M9

Quantum Torpedo II,C6200
Quantum Torpedo II,C70,Sz9+2,M10

Quantum Torpedo III,C6800
Quantum Torpedo III,C70,Sz8+2,M10

Positronic Torpedo,C7000
Positronic Torpedo,C70,Sz9+2,M11

Positronic Torpedo II,C8000
Positronic Torpedo II,C70,Sz11+2,M15

Blackhole Eruptor,C9000
BlackholeEruptor,C160,Sz11+2,M25
SB-M:Blackhole Torpedo,C500,AttAssM4
SB-A:Matter Detinators-Ω,M7

Starbase Defenses,C500
SB-M:Beam Intercepter-Ω,DefAssS2
SB-M:Energy Grid,DefAssA2
SB-M:Missile Defender,DefAssPD2

Starbase Mobilization,C1500
SB-M:Beam Multiplier Field,C300,AttAssB1
SB-M:Omega Cannon,C300,AttAssMD1
SB-M:Missile Bloom,C300,AttAssM1

Starbase Projection,C2500
SB-M:Beam Multiplier Field III,C400,AttAssB2
SB-M:Omega Cannon III,C400,AttAssMD2
SB-M:Missile Bloom III,C400,AttAssM2

Superior Starbase Defense Systems,C3500
SB-M:Beam Multiplier Field IV,C500,AttAssB3
SB-M:Omega Cannon IV,C500,AttAssMD4
SB-M:Missile Bloom IV,C400,AttAssM3

Starbase Conquest Strategy,C4500
SB-M:Beam Multiplier Field V,C500,AttAssB4
SB-M:Omega Cannon V,C500,AttAssMD5
SB-M:Missile Bloom V,C500,AttAssM4

Starship Defenses,C50,Def10
Armor Plating,C3,Sz10+20,A1
SB-M:Protection Fields-Ω,C100
DefAssS1,DefAssA1,DefAssPD1

Armor Theory,C80

Titanium Armor,C80
Titanium,C30,Sz6+4,A1

Titanium Armor II,C190
Titanium Armor II,C30,Sz5+4,A1

Titanium Armor III,C300
Titanium Armor III,C30,Sz4+4,A1

Duranthium Armor,C400
Duranthium,C50,Sz7+3,A2

Duranthium Armor II,C400
Duranthium II,C50,Sz6+3,A2

Duranthium Armor III,C500
Duranthium III,C50,Sz5+3,A2

G1

Tri-Strontium Armor,C600
Tri-Strontium Armor,C70,Sz6+3,A3

Enhanced Tri-Strontium,C600
Tri-Strontium Armor II,C70,Sz6+3,A3

Superior Tri-Strontium,C600
Tri-Strontium Armor III,C70,Sz5+3,A3

Kanvium,C900
Kanvium,C80,Sz6+3,A4

Kanvium II,C1000
Kanvium II,C90,Sz5+3,A5

Kanvium III,1000
Kanvium III,C100,Sz4+3,A5

Duralthene Armor,C1500
Duralthene Armor,C110,Sz6+2,A6

Adamantium Armor,C1500
Adamantium Armor,C110,Sz6+2,A7

Adamantium Armor II,C2000
Admantium Armor II,C120,Sz5+2,A7

Ultimate Adamantium,C2500
Ultimate Adamantium,C120,Sz4+2,A7

Zero-Point Armor,C2500
Zero-Point Armor,C140,Sz3+2,A10
SB-A:Overlord Armor-Ω,A16

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Missile Defense Theory,C80

Chaff,C60
Chaff,C30,Sz10+5,PD1

Smart Chaff,C80
Smart Chaff,C30,Sz8+5,PD1

ECM,C100
ECM,C40,Sz6+3,PD1

ECM II,C150
ECM II,C40,Sz5+3,PD1

ECM III,C250
ECM III,C40,Sz4+3,PD1

G2

Point Defense,C300
Point Defense,C55,Sz5+3,PD2

Point Defense II,C400
Point Defense II,C55,Sz4+3,PD2

Point Defense III,C500
Point Defense III,C55,Sz3+3,PD2

PD Combo,C800
PD Combo, C70,Sz4+3,PD3

PD Combo II,C1000
PD Combo II,C70,Sz3+3,PD3

PD Combo III,C1000
PD Combo III,C80,Sz3+3,PD4

Droid Sentries,C1500
Droid Sentries,C90,Sz3+2,PD5

Droid Sentries II,C1500
Droid Sentries II,C100,Sz4+2,PD6

Droid Sentries III,C2000
Droid Sentries III,C100,Sz4+2,PD6

Aereon Missile Defense,C2500
Aereon Missile Defense,C140,Sz4+2,PD10
SB-A:Electro-Magnetic Surge-Ω,PD16
TG:Hyper Computers,C540,Res20

Shield Defense Theory,C80

Deflectors,C90
Deflectors,C30,Sz9+4,S1

Enhanced Deflectors,C130
Enhanced Deflectors,C39,Sz8+4,S1

Advanced Deflectors,C300
Advanced Deflectors,C30,Sz6+4,S1

Superior Deflectors,C400
Superior Deflectors,C30,Sz4+4,S1

Shields,C500
Shields,C50,Sz6+3,S2

Shields II,C600
Shields II,C50,Sz5+3,S2

Shields III,C650
Shields III,C50,Sz4+3,S2

G3

Barriers,C1000
Barriers,C55,Sz3+3,S2

Barriers II,C900
Barriers II,C60,Sz4+3,S3

Barriers III,C1000
Barriers III,C60,Sz3+3,S3

G4

Force Fields,C1500
Force Field,C80,Sz4+2,S4

Advanced Force Fields,C1500
Advanced Force Fields,C90,Sz5+2,S5
SB-A:Invulnerability Bloom-Ω,S16

Superior Force Fields,C1500
Superior Force Fields,C90,Sz4+2,S5

Invulnerability Field,C2000
Invulnerability Field,C100,Sz4+2,S6

Invulnerability Field II,C2000
Invulnerability Field II,C100,Sz3+2,S6

Ultimate Invulnerability,C2500
Ultimate Invulnerability,C140,Sz3+2,S9

Starbase Fortification,C400
SB-A:Ray-Shielding-Ω,S5
SB-A:Combat Armor-Ω,A5
SB-A:Missile Defender-Ω,PD5
SB-A:Subspace Blaster-Ω,B5
SB-A:Ship Pounder Ω-MD5
SB-A:Star Javelin Ω-M5

Starbase Fortification Mk II,C1000
SB-A:Ray-Shielding II-Ω,S10
SB-A:Combat Armor II-Ω,A10
SB-A:Missile Defender II-Ω,PD10
SB-A:Subspace Blaster II-Ω,B10
SB-A:Ship Pounder II-Ω,MD10
SB-A:Star Javelin II-Ω,M10

Starbase Fortification Mk III,C4000
SB-A:Ray-Shielding III-Ω,S20
SB-A:Combat Armor III-Ω,A20
SB-A:Missile Defender III-Ω,PD20
SB-A:Subspace Blaster III-Ω,B30
SB-A:Ship Pounder III-Ω,MD30
SB-A:Star Javelin III-Ω,M30

Space Marines,C400,Sol15
Inv:Core Detonation
GA:Tir-Quan Training,C600,Sol25

Advanced Troop Mod,C500
Adv Troops Module,C70,Sz12,Cap1000

Shock Troops,C500,Sol15
Inv:Mini-Soldiers

Planetary Defense,C300,Sol10
Orbital Fleet Manager,C50
*planetary ships defend as fleets
Planetary Defense,C200
*25% planetary defense bonus
SP:Omega Defense System,C800
*2X HP of planetary defense ships

Advanced Planetary Defense,C2000,Sol10
SP:Hyperion Fleet Defense,C1000
*all planet ships defend as 1 fleet

Supreme Planetary Defense,C6000,Sol10

Planetary Invasion,C900
Troops Module,C40,Sz20,Cap500
Inv:Gas Warfare

Planetary Bombardment,C600,Sol5
Inv:Mass Drivers

Tidal Disruption,C600,Sol15

E1 — Psionic Beam,C900
Psyonic Beam,C150,Sz8+4,B12

E2 — Psyonic Shredder,C1000
Psyonic Shredder,C150,Sz9+4,MD10

E3 — Psionic Missile,C600
Psionic Missile,C100,Sz10+3,M6

N1 — Neutrality Learning Centers,C2000
Neutrality Learning Center,C300,M4,Res22

G1 — Amorian Battle Armor,C500,HP5
Amorian Battle Armor,C140,Sz4+4,A6

G2 — Telepathic Defense,C300
Telepathic Defense,C70,Sz4+3,PD3

G3 — Subspace Rebounder,C200,Def5
Subspace Rebounder,C60,Sz6+,S5

G4 — Dynamic Shielding,C300,Def5
Dynamic Shields,C120,Sz4+6,S6