

Tech Manual for Aurora 5.42

Rev. A1

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Includes 1 known fix from v5.5 with Biology / Genetics Temperature Range

Tech Keys

Basic Technology Listing

RP	Standard Tech Title
	Notes, as necessary

Tiered Technology Listing

Researched in order from top to bottom

Tech Title	
RP	Bonus
RP	Bonus
RP	Bonus

Entry Point, Conventional Start

	Bright Green background on Title
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Entry Point, Trans-Newtonian Technology pre-requisite

	Lavender background on Title
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Entry Point, Pre-req from another Tech Tree

Yellow background on Title	
Source Tech Tree	

Tech not available in normal tech tree.

	Red background on Title
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Dashed Lines denote tree paths

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Red Dashed Lines denote tree paths passing under other blocks

.....

Biology / Genetics

Every single tech in this tree begins with "Genome Sequence". For ease of reading, this label has been removed from all techs.

Starting Tech

- RP
- Conventional and Trans-Newtonian Start
- 1
- Normal Base Temperature
- 1
- Normal Gravity
- 1
- Normal Oxygen Level
- 1
- Normal Temperature Range

Tech Tree

5000	Research
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Base Gravity		Base Gravity		Base Oxygen Level		Base Oxygen Level		Base Temperature		Base Temperature		Temperature Range	
5000	+5%	5000	-5%	5000	+5%	5000	-5%	5000	+3C	5000	-3C	5000	+1C
10000	+10%	10000	-10%	10000	+10%	10000	-10%	10000	+6C	10000	-6C	10000	+2C
20000	+20%	20000	-20%	20000	+20%	20000	-20%	20000	+10C	20000	-10C	20000	+3C
40000	+30%	40000	-30%	40000	+30%	40000	-30%	40000	+15C	40000	-15C	40000	+4C
80000	+40%	80000	-40%	80000	+40%	80000	-40%	80000	+20C	80000	-20C	80000	+5C
150000	+50%	150000	-50%	150000	+50%	150000	-50%	150000	+25C	150000	-25C	150000	+6C
								300000	+30C	300000	-30C	300000	+7C
										600000	-40C		
										1200000	-50C		

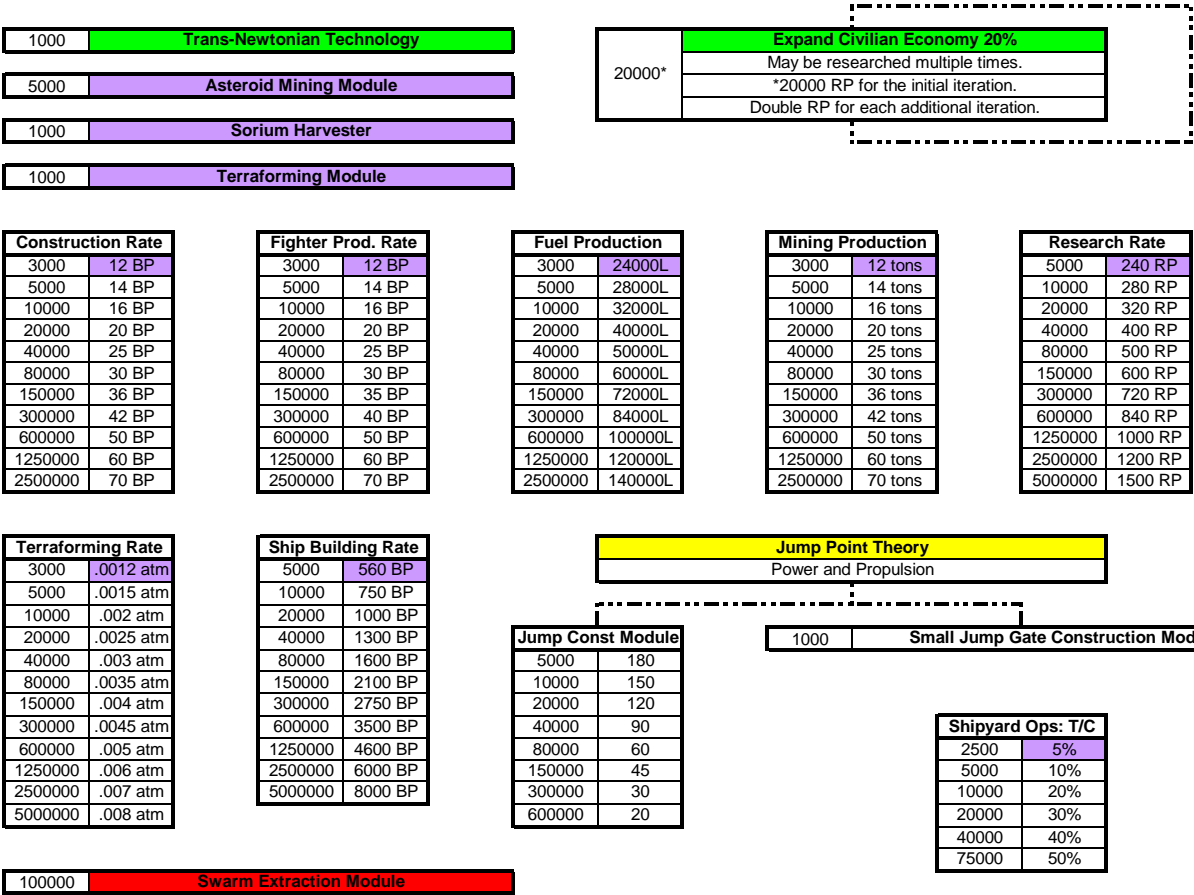
Construction / Production

Starting Tech

RP Conventional and Trans-Newtonian Start
1 Normal Shipyard Operations

RP Trans-Newtonian Start
1000 Trans-Newtonian Technology

Tech Tree



Defensive Systems

Starting Tech

RP **Conventional and Trans-Newtonian Start**
 250 Conventional Armor
 1000 Internal Armor Rating 0
 1 Thermal Reduction: Signature 100% Normal

RP **Trans-Newtonian Start**
 1000 Alpha Shields
 500 Duranium Armor
 1000 Shield Regeneration Rate 1

Tech Tree

Shields	
1000	Alpha
2000	Beta
4000	Gamma
8000	Delta
15000	Epsilon
30000	Theta
60000	Xi
120000	Omicron
250000	Sigma
500000	Tau
1000000	Psi
2000000	Omega

Armor	
500	Duranium
2500	High Density Duranium
5000	Composite
10000	Ceramic Composite
20000	Laminate Composite
40000	Compressed Carbon
80000	Biophase Carbide
150000	Crystalline Composite
300000	Superdense
600000	Bonded Superdense
1250000	Coherent Superdense
2500000	Collapsium

Internal Armor	
1000	0
5000	1
10000	2
20000	3
40000	4
80000	5
150000	6
300000	7
600000	8
1200000	9
2500000	10

Shield Regen. Rate	
1000	1
2000	1.5
4000	2
8000	2.5
15000	3
30000	4
60000	5
125000	6
250000	8
500000	10
1000000	12
2000000	15

1000 Cloaking Theory																							
<table> <tr> <th colspan="2">Sensor Reduction</th></tr> <tr><td>4000</td><td>75%</td></tr> <tr><td>8000</td><td>80%</td></tr> <tr><td>15000</td><td>85%</td></tr> <tr><td>30000</td><td>90%</td></tr> <tr><td>60000</td><td>93%</td></tr> <tr><td>125000</td><td>95%</td></tr> <tr><td>250000</td><td>97%</td></tr> <tr><td>500000</td><td>98%</td></tr> <tr><td>1000000</td><td>99%</td></tr> <tr><td>2000000</td><td>99.5%</td></tr> </table>		Sensor Reduction		4000	75%	8000	80%	15000	85%	30000	90%	60000	93%	125000	95%	250000	97%	500000	98%	1000000	99%	2000000	99.5%
Sensor Reduction																							
4000	75%																						
8000	80%																						
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30000	90%																						
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125000	95%																						
250000	97%																						
500000	98%																						
1000000	99%																						
2000000	99.5%																						
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Efficiency																							
4000	2																						
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15000	10																						
30000	8																						
60000	6																						
125000	4																						
250000	3																						
500000	2																						

Thermal Reduction	
1	100%
1500	75%
3000	50%
6000	35%
12000	25%
25000	16%
50000	12%
100000	8%
200000	6%
400000	4%
750000	3%
1500000	2%
2500000	1%

Bridge	
Logistics / Ground Combat	
:	
5000	Damage Control
:	
15000	Improved Damage Control
:	
45000	Advanced Damage Control

Fuel Storage	
Logistics / Ground Combat	
:	
Arm. Fuel Bunker	
2000	1
4000	2
8000	3
15000	4
30000	5
60000	6

Absorption Shield Strength per HS	
1000	3
2000	4.5
4000	6
8000	7.5
15000	9
30000	12
60000	15
120000	18
250000	24
500000	30
1000000	36
2000000	45

AS Radiation Rate per HS per Minute	
1000	0.5
2000	0.75
4000	1.0
8000	1.25
15000	1.5
30000	2.0
60000	2.5
125000	3.0
250000	4.0
500000	4.8
1000000	6.0
2000000	7.5

Energy Weapons

Starting Tech

RP	Conventional and Trans-Newtonian Start
1	Standard Laser Size and Recharge Rate
500	Turret Track Speed (10% Gear) 1250 km/s

RP	Trans-Newtonian Start
1000	10cm Laser Focal Size
1000	10cm Meson Focal Size
1000	10cm Microwave Focal Size
1000	15cm Carronade
500	Infrared Laser
1000	Meson Focusing Technology 1
1000	Microwave Focusing Technology 1
1000	Particle Beam Range 60,000 km
2000	Particle Beam Strength 2

Tech Tree

Laser Focal Size	
1000	10cm
2000	12cm
4000	15cm
8000	20cm
15000	25cm
30000	30cm
60000	35cm
125000	40cm
250000	50cm
500000	60cm
1000000	70cm
2000000	80cm

Meson Focal Size	
1000	10cm
2000	12cm
4000	15cm
8000	20cm
15000	25cm
30000	30cm
60000	35cm
125000	40cm
250000	50cm
500000	60cm
1000000	70cm
2000000	80cm

Micro. Focal Size	
1000	10cm
2000	12cm
4000	15cm
8000	20cm
15000	25cm
30000	30cm
60000	35cm
125000	40cm
250000	50cm
500000	60cm
1000000	70cm
2000000	80cm

Carronade	
1000	15cm
2000	20cm
4000	25cm
8000	30cm
15000	35cm
30000	40cm
60000	50cm
125000	60cm
250000	70cm
500000	80cm

Part. Beam. Str.	
2000	2
4000	3
8000	4
15000	6
30000	9
60000	12
125000	16
250000	20
500000	25
1000000	36
2000000	50

Meson Focusing	
1000	1
2000	2
4000	3
8000	4
15000	5
30000	6
60000	7
120000	8
250000	9
500000	10
1000000	11
2000000	12

Micro. Focusing	
1000	1
2000	2
4000	3
8000	4
15000	5
30000	6
60000	7
120000	8
250000	9
500000	10
1000000	11
2000000	12

Part. Beam. Rng.	
1000	60k km
2000	100k km
4000	150k km
8000	200k km
15000	240k km
30000	320k km
60000	400k km
120000	500k km
240000	640k km
500000	800k km
1000000	1000k km
2000000	1200k km

Lasers	
500	Infrared
2000	Visible Light
4000	Near Ultraviolet
8000	Ultraviolet
16000	Far Ultraviolet
30000	Soft X-Ray
60000	X-Ray
125000	Far X-Ray
250000	Extreme X-Ray
500000	Near Gamma Ray
1000000	Gamma Ray
2000000	Far Gamma Ray

Laser Warheads	
15000	Soft X-Ray
30000	X-Ray
60000	Far X-Ray
125000	Extreme X-Ray

1	Stanard Laser Size and Recharge Rate
⋮	
5000	Reduced-size Laser 0.75 Size / 4x Recharge
⋮	
15000	Reduced-size Laser 0.5 Size / 20x Recharge

Turret Tracking Speed	
500	1250 km/s
1000	2000 km/s
2000	3000 km/s
4000	4000 km/s
8000	5000 km/s
16000	6250 km/s
30000	8000 km/s
60000	10000 km/s
120000	12500 km/s
250000	16000 km/s
500000	20000 km/s
1000000	25000 km/s

Adv. Laser Foc. Sz	
1500	10cm
2500	12cm
5000	15cm
10000	20cm
18000	25cm
36000	30cm
72000	35cm
150000	40cm
300000	50cm
600000	60cm
1200000	70cm
2400000	80cm

Adv. Carronade	
1000	15cm
2000	20cm
4000	25cm
8000	30cm
15000	35cm
30000	40cm
60000	50cm
125000	60cm
250000	70cm
500000	80cm

Adv. Part. Torp. Warhead	
2000	3
4000	4
8000	5
15000	8
30000	11
60000	15
125000	20
250000	25
500000	32
1000000	45
2000000	64

Plasm Torp. Int.	
1000	1
2000	2
4000	3
8000	4
16000	5
32000	6
64000	7
125000	8
250000	9
500000	10
1000000	11
2000000	12

Plasma Torp Warhead Str.	
2000	2
4000	3
8000	4
15000	6
30000	9
60000	12
125000	16
250000	20
500000	25
1000000	36
2000000	50

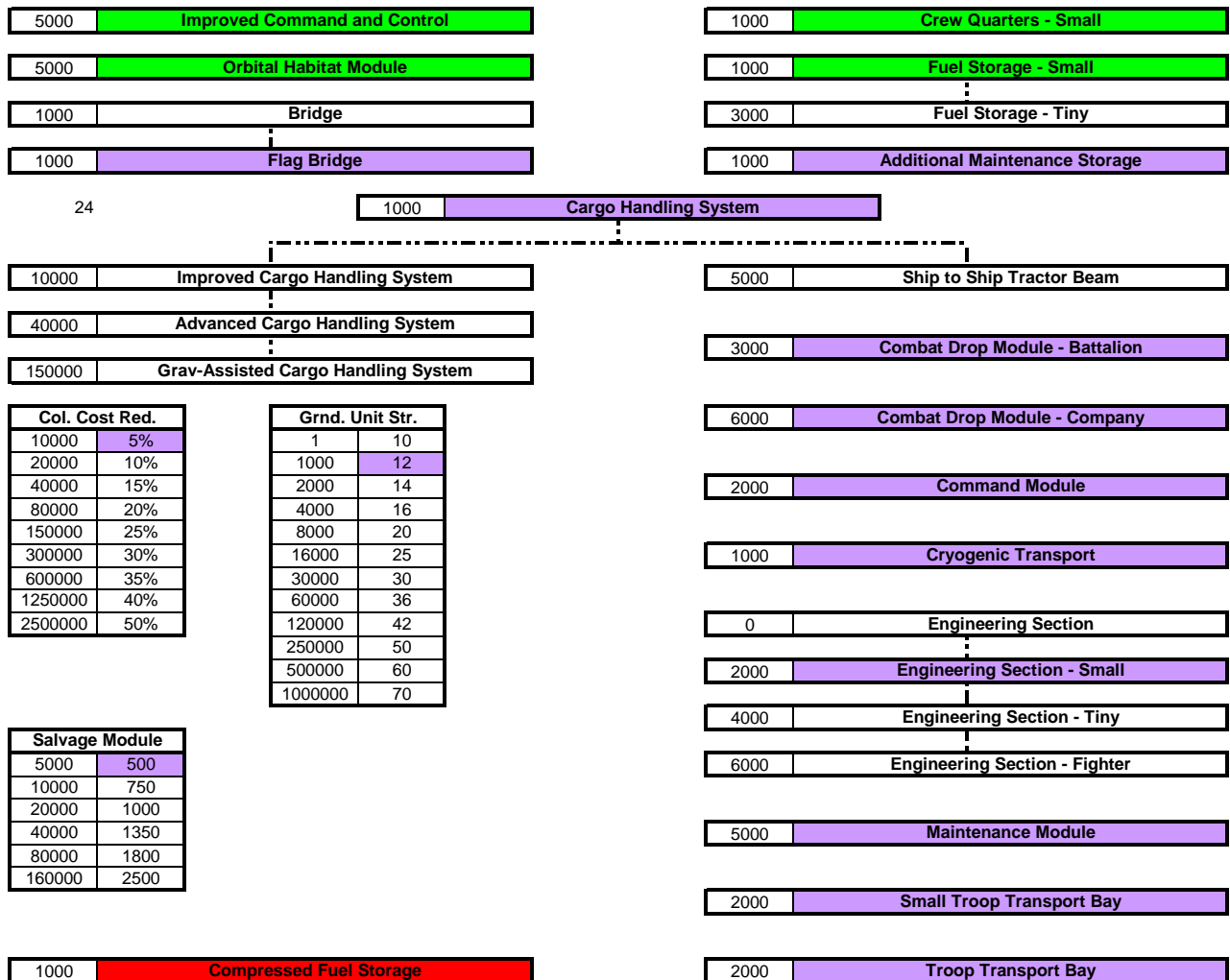
Logistics / Ground Combat

Starting Tech

RP	Conventional and Trans-Newtonian Start
100	Bridge
200	Cargo Hold
1000	Crew Quarters
0	Engineering Section
1000	Fuel Storage
1	Ground Unit Strength 10
1	Luxury Passenger Accomodation
1	PDC Barracks
2	Small PDC Barracks

RP	Trans-Newtonian Start
	Additional Maintenance Storage
	Cargo Handling System
	Cryogenic Transport
	Flag Bridge

Tech Tree



Missiles / Kinetic Weapons

Starting Tech

RP Conventional and Trans-Newtonian Start

500	Conventional ICBM
1	Gauss Cannon Size vs Accuracy 0.5HS and 8%
2	Gauss Cannon Size vs Accuracy 0.6HS and 10%
3	Gauss Cannon Size vs Accuracy 0.75HS and 12.5%
5	Gauss Cannon Size vs Accuracy 1.5HS and 25%
4	Gauss Cannon Size vs Accuracy 1HS and 17%
6	Gauss Cannon Size vs Accuracy 2HS and 33%
7	Gauss Cannon Size vs Accuracy 3HS and 50%
8	Gauss Cannon Size vs Accuracy 4HS and 67%
9	Gauss Cannon Size vs Accuracy 5HS and 85%
10	Gauss Cannon Size vs Accuracy 6HS and 100%
1000	Gun-Type Fission Warhead: Strength: 2 x MSP
500	ICBM Silo
1000	Missile Agility 20 per MSP
1	Missile Launcher Reload Rate 1
1	Missile Launcher Size 1
10	Missile Launcher Size 10
11	Missile Launcher Size 11
12	Missile Launcher Size 12
14	Missile Launcher Size 14
16	Missile Launcher Size 16
18	Missile Launcher Size 18
2	Missile Launcher Size 2
20	Missile Launcher Size 20
24	Missile Launcher Size 24
3	Missile Launcher Size 3
4	Missile Launcher Size 4
5	Missile Launcher Size 5
6	Missile Launcher Size 6
7	Missile Launcher Size 7
8	Missile Launcher Size 8
9	Missile Launcher Size 9
2	PDC-based System
1	Ship-based System
1	Standard Size and Reload Rate

RP Trans-Newtonian Start

1000	10cm Railgun
1000	Gauss Cannon Launch Velocity 1
1000	Gauss Cannon Rate of Fire 1
500	Magazine Ejection System - 70%
500	Magazine Feed System Efficiency - 75%
1000	Railgun Launch Velocity 1

Tech Tree

Railgun	
1000	10cm
2500	12cm
5000	15cm
7500	20cm
10000	25cm
20000	30cm
40000	35cm
60000	40cm
120000	45cm
240000	50cm

Rail. Lnch. Vel.	
1000	1
2000	2
4000	3
8000	4
15000	5
30000	6
60000	7
120000	8
250000	9

Gauss Cannon Lnch. Vel.	
1000	1
3000	2
8000	3
25000	4
75000	5
250000	6

Gauss Cannon Rate of Fire	
1000	1
3000	2
8000	3
25000	4
75000	5
250000	6
750000	8

Mag. Ejection Sys.	
500	70%
1000	80%
2000	85%
4000	90%
8000	93%
15000	95%
30000	97%
60000	98%
120000	99%

Mag. Fd. Sys. Eff.	
1000	75%
2000	80%
4000	85%
8000	90%
15000	92%
30000	94%
60000	96%
125000	98%
250000	99%

1000	Boat Bay
4000	Hangar Deck
1000	Enhanced Radiation Warhead (50% Yield, 2xRad)
2500	Enhanced Radiation Warhead (33% Yield, 3xRad)
5000	Enhanced Radiation Warhead (25% Yield, 4xRad)
10000	Enhanced Radiation Warhead (20% Yield, 5xRad)
1	Standard Size and Reload Rate
1000	Reduced-size Launcher 0.75 Size / 2x Reload
2000	Reduced-size Launcher 0.5 Size / 5x Reload
3000	Reduced-size Launcher 0.33 Size / 20x Reload
6000	Reduced-size Launcher 0.25 Size / 100x Reload
10000	Box Launcher 0.15 Size / 15x (No internal reload)

Miss. Agi. Per MSP	
1000	20
2000	32
4000	48
8000	64
15000	80
30000	100
60000	128
125000	160
250000	200
500000	240
1000000	320
2000000	400

Miss. Lnch. Rld. Rt.	
1	1
2000	2
4000	3
8000	4
15000	5
30000	6
60000	7
125000	8
250000	9
500000	10
1000000	11
2000000	12

Ordnance Prod.	
3000	12 BP
5000	14 BP
10000	16 BP
20000	20 BP
40000	25 BP
80000	30 BP
150000	35 BP
300000	40 BP
600000	50 BP
1250000	60 BP
2500000	70 BP

Warhead	
1000	Gun-Type Fission
2000	Implosion Fission
4000	Levitated-Pit Implosion
8000	Fusion-boosted Fission
15000	Two-stage Thermonuclear
30000	Three-stage Thermonuclear
60000	Cobalt
125000	Tri-Cobalt
250000	Antimatter Catalysed Cobalt
500000	Antimatter
1000000	Advanced Antimatter
2000000	Gravatonic

Adv. Railgun	
1000	10cm
2500	12cm
5000	15cm
7500	20cm
10000	25cm
20000	30cm
40000	35cm
60000	40cm
120000	45cm
240000	50cm

Power and Propulsion

Starting Tech

RP	Conventional and Trans-Newtonian Start	
1000	Capacitor Recharge Rate	1
2	Commercial Engine	
1	Commercial Jump Drive	
500	Conventional Engine Technology	
1	Fuel Efficiency 0. Fuel Usage x1	
1	Military Engine	
2	Military Jump Drive	
2500	Minimum Jump Engine Size - 15	
1000	No change to engine Efficiency or power 0% Exp 5%	
1	no Hyper Drive Capability	
1000	Nuclear Thermal Drone Engine: 1 per MSP	

RP	Trans-Newtonian Start	
2500	Nuclear Thermal Engine Technology	
1000	Nuclear Thermal Missile Drive: 1.25 per MSP	
1500	Pressurized Water Reactor	

Tech Tree

Cap. Recharge Rt.	
1000	1
2000	2
4000	3
8000	4
15000	5
30000	6
60000	8
125000	10
250000	12
500000	16
1000000	20
2000000	25

Fuel Efficiency	
1000	x0.9
2000	x0.8
4000	x0.7
8000	x0.6
15000	x0.5
30000	x0.4
60000	x0.3
120000	x0.25
250000	x0.2
500000	x0.15
1000000	x0.125
2000000	x0.1

1000		No change to engine Efficiency or power 0% Exp 5%			
		Power:	Eff.	Red.	Exp.
2000		5%	2.5%	5%	
4000		10%	5%	4%	
6000		15%	7.5%	4%	
10000		20%	10%	3%	
15000		25%	12.5%	3%	
25000		30%	15%	2%	
50000		40%	20%	2%	
1000000		50%	25%	1%	

		Power:	Eff.	Inc.	Exp.
2000		-10%	5%	7%	
4000		-20%	10%	10%	
6000		-30%	15%	12%	
10000		-40%	20%	16%	
15000		-50%	25%	20%	
25000		-60%	30%	25%	
50000		-80%	40%	30%	
1000000		-100%	50%	35%	

1000	Jump Point Theory
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Max Jmp. Squ. Sz.	
2000	3
4000	4
8000	5
15000	6
30000	7
60000	8
120000	9
250000	10
500000	11
1000000	12

Max Squ. Jmp. Rad.	
1000	50k
2000	100k
4000	250k
8000	500k
15000	750k
30000	1000k
60000	1500k

125000	2000k
2000000	2500k

Jmp. Drv. Eff.	
2000	3
4000	4
8000	5
15000	6
30000	8
60000	10
120000	12
250000	16
500000	20
1000000	25

Min. Jmp. Eng. Sz.	
2500	15
5000	12
10000	10
20000	8
40000	6
80000	5
160000	4
300000	3
600000	2

Nuclear Thermal Engine Technology	
Power and Propulsion	

4000	Fast Attack Craft Engine (max one per ship)
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12000	Fighter Engine (max one per ship)
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Jump Point Dist.	
250000	2000k
500000	3000k
1000000	4000k

1	No Hyper Drive Capability
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Hyper Drive Sz.	
2000	x2.0
4000	x1.8
8000	x1.6
15000	x1.5
30000	x1.4
60000	x1.3
120000	x1.2
250000	x1.15
500000	x1.1
1000000	x1.05
2000000	x1.0

Note: The Reactor / Power Plant is a pre-requisite for all Engine / Drive Tech of any given tier

Reactor / Power Plant		Engine / Drive Tech		Drone Engine		Missile Drive	
1500	Pressurized Water	2500	Nuclear Thermal	1000	Nuclear Thermal	1000	Nuclear Thermal
3000	Pebble Bed	5000	Nuclear Pulse	2000	Nuclear Pulse	2000	Nuclear Pulse
6000	Gas-Cooled Fast	10000	Ion	4000	Ion	4000	Ion
12000	Stellarator Fusion	20000	Magneto-plasma	8000	Magneto-plasma	8000	Magneto-plasma
24000	Tokamak Fusion	40000	Internal Confinement	15000	Internal Confinement	15000	Internal Confinement
45000	Mag. Confinement	80000	Mag. Confinement	30000	Mag. Confinement	30000	Mag. Confinement
90000	Inertial Confinement	150000	Inertial Confinement	60000	Inertial Confinement	60000	Inertial Confinement
180000	Solid-core AM	300000	Solid Core AM	125000	Solid Core	125000	Solid Core
375000	Gas-core AM	600000	Gas-core AM	250000	Gas Core	250000	Gas Core
750000	Plasma-core AM	1250000	Plasma-core AM	500000	Plasma-core	500000	Plasma-core
1500000	Beam Core AM	2500000	Beam Core AM	1000000	Beam Core	1000000	Beam Core
3000000	Vacuum Energy	5000000	Photonic	2000000	Photonic	2000000	Photonic

Plas. Torp. Rec.	
2000	30s/SP
4000	20s/SP
8000	15s/SP
16000	12s/SP
32000	9s/SP
64000	7.5s/SP
125000	6s/SP
250000	5s/SP
500000	4s/SP
1000000	3.5s/SP
2000000	3s/SP
4000000	2.5s/SP

Plas. Torp. Spd.	
1000	12.5k km/s
2000	20k km/s
4000	30k km/s
8000	40k km/s
16000	50k km/s
32000	60k km/s
64000	80k km/s
125000	100k km/s
250000	125k km/s
500000	150k km/s
1000000	200k km/s
2000000	250k km/s

Sensors and Fire Control

Starting Tech

RP	Conventional and Trans-Newtonian Start
10	Broadband Sensor
1000	Electronics Hardening Level 0
1000	EM Sensor Sensitivity 5
2	Fighter Only
2	Fire Control 1.25x Size 1.25x Tracking Speed
2	Fire Control 1.5x Size 1.5x Range
3	Fire Control 1.5x Size 1.5x Tracking Speed
8	Fire Control 25% Size 25% Range
4	Fire Control 2x Size 2x Range
3	Fire Control 2x Size 2x Tracking Speed
7	Fire Control 34% Size 34% Range
5	Fire Control 3x Size 3x Range
4	Fire Control 3x Size 3x Tracking Speed
6	Fire Control 4x Size 4x Range
5	Fire Control 4x Size 4x Tracking Speed
6	Fire Control 50% Size 50% Range
1000	Fire Control Speed Rating 1250 km/s
50	ICBM Launch Control
1000	Max Tracking Bonus vs Missiles 0%
2	Missile Fire Control
1000	No Missile ECM
1	No Restrictions
1	Normal Size Normal Range
1	Normal Size Normal Speed
1000	Planetary Sensor Strength 250
1	Search Sensor
1000	Thermal Sensor Sensitivity 5

RP	Trans-Newtonian Start
	Active Grav Sensor Strength 10
	Beam Fire Control Range 10,000 km
	Geological Survey Sensors

Tech Tree

EM Sen. Sens.	
1000	5
2000	6
4000	8
8000	11
15000	14
30000	18
60000	24
120000	32
250000	40
500000	50
1000000	60
2000000	75

Thermal Sen. Sens.	
1000	5
2000	6
4000	8
8000	11
15000	14
30000	18
60000	24
120000	32
250000	40
500000	50
1000000	60
2000000	75

1000	Max Tracking Time Bonus vs Missiles 0%
4000	Max Tracking Time Bonus vs Missiles 20%
12000	Max Tracking Time Bonus vs Missiles 40%
40000	Max Tracking Time Bonus vs Missiles 60%
120000	Max Tracking Time Bonus vs Missiles 80%
400000	Max Tracking Time Bonus vs Missiles 100%

Act. Grav. Sens.	
1000	10
2000	12
4000	16
8000	21
15000	28
30000	36
60000	48
125000	60
250000	80
500000	100
1000000	135
2000000	180

Bm. Fr. Con. Rng.	
1000	10k km
2000	16k km
4000	24k km
8000	32k km
16000	40k km
30000	48k km
60000	60k km
125000	75k km
250000	100k km
500000	125k km
1000000	150k km
2000000	175k km

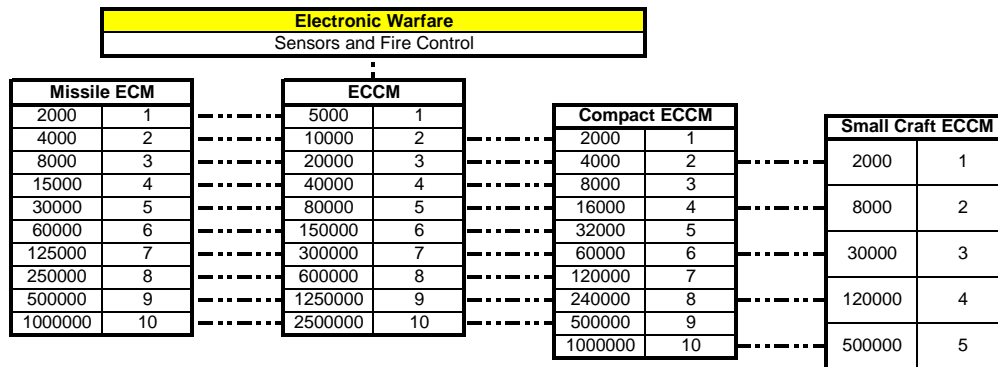
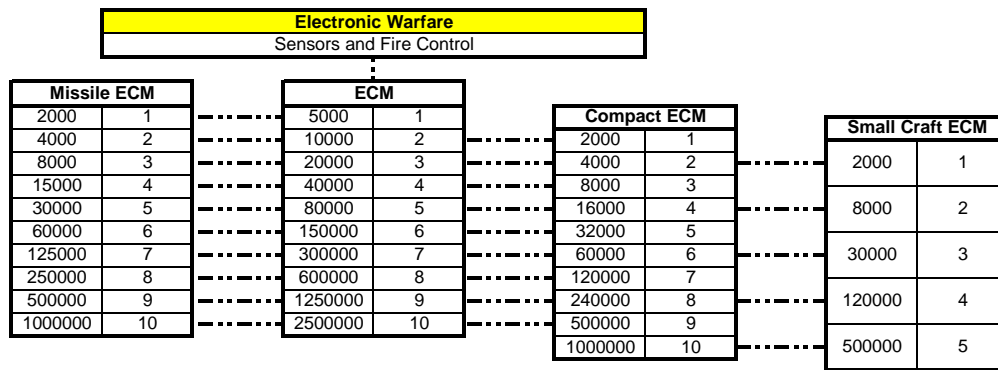
Fire Con. Spd. Rat.	
1000	1250 km/s
2000	2000 km/s
4000	3000 km/s
8000	4000 km/s
16000	5000 km/s
30000	6250 km/s
60000	8000 km/s
125000	10k km/s
250000	12.5k km/s
500000	15k km/s
1000000	20k km/s
2000000	25k km/s

Planetary Sensor	
1000	250
3000	300
5000	400
10000	550
20000	700
40000	900
80000	1200
150000	1600
300000	2000
600000	2500
1250000	3000
2500000	3750

Elec. Hard. Level	
2500	1
5000	2
10000	3
20000	4
40000	5
75000	6
150000	7
300000	8

5000	Electronic Warfare
1000	Geological Survey Sensors
10000	Improved Geological Survey Sensors
35000	Advanced Geological Survey Sensors
100000	Phased Geological Survey Sensors

Jump Point Theory	
Power and Propulsion	
2000	Gravitational Survey Sensors
10000	Improved Gravitational Survey Sensors
35000	Advanced Gravitational Survey Sensors
100000	Phased Gravitational Survey Sensors



Revision History

A	First Release
A1	Front Page: Fixed Typo in title Biology / Genetics: Cleaned up the initial Research Tech Logistics / Ground Combat: Added dashed tree path lines to Cargo Handling Path