








Technology Tracks

	1	2	3	4	5	6
 <b>Military</b>  CV = 1	CV = 2	CV = 3	CV = 4	CV = 6	no losses in combat where all opponents have Military lvl. < 5	CV = 10
<ul style="list-style-type: none"> <li>population x2 when being conquered by player with lower military level (x4 for Orion Republic)</li> </ul>						
 <b>Spirituality</b> 	1 remote view	2 remote views	trade tech. without contact STS: population x2 when being liberated 3 remote views	trade tech. without contact cannot be blocked 4 remote views	'trade tech. without contact cannot be blocked or conquered 5 remote views	
<ul style="list-style-type: none"> <li>may retreat before combat when being attacked by player with lower spirituality level</li> <li>only remote view fleets of players with lower spirituality level</li> <li>at levels 5 &amp; 6 automatically switch to STO and may not switch back to STS again</li> </ul>						
<b>Propulsion</b>  range = 3	range = 4	stargate 1: connects own star with 3+ pop. to own star with 3+ pop. (blockable) range = 4	stargate 1: connects own star with 3+ pop. to own star with 3+ pop. (blockable) range = 5	stargate 2: connects non-hostile star to non-hostile star (blockable) range = 5	move anywhere range = ∞	
<ul style="list-style-type: none"> <li>may retreat before combat when being attacked by player with lower propulsion level</li> </ul>						
<b>Robotics</b> 	+2 ships	+4 ships	build ships at own stars with 3+ pop. +6 ships	gain 2 levels & -1 when "researching" build ships at own stars with 2+ pop. +8 ships	gain 3 levels & -1 when "researching" build ships at own stars with 1+ pop. +12 ships	
<b>Genetics</b> 	1 bonus pop.	2 bonus pop.	3 bonus pop.	addit. growth actions only cost -1 4 bonus pop.	addit. growth actions cost nothing 7 bonus pop.	