

























Technology Tracks

	1	2	3	4	5	6
Military  CV = 1	CV = 2	CV = 3	CV = 4	CV = 6	no losses if all combat opponents have Military lvl. < 5	CV = 10
<ul style="list-style-type: none"> double population when being conquered by player with lower military level (x4 for Orion Republic) 						
Spirituality 	1 remote view	2 remote views	trade tech. without contact. STS: double pop. 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"> may retreat before combat when being attacked by player with lower spirituality level maximum of 1 remote view on fleet of other player per spirituality level higher at levels 5 & 6 player automatically switches to STO and may not switch back to STS again 						
Propulsion  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"> may retreat before combat when being attacked by player with lower propulsion level 						
Robotics 	+2 ships	+4 ships	+6 ships	+8 ships	gain 2 levels & -1 🏆 when "researching technology"	gain 3 levels & -1 🏆 when "researching technology"
Genetics 	1 bonus pop.	2 bonus pop.	3 bonus pop.	4 bonus pop.	limit +2 for placing bonus population.	limit +2 for placing bonus population. free "grow population" action per round.

Technology Tracks

	1	2	3	4	5	6
Military  CV = 1	CV = 2	CV = 3	CV = 4	3  CV = 6	8  CV = 10	
Spirituality 	1 remote view	2 remote views	3 remote views	3  	8  	
Propulsion  range = 3	range = 4	range = 5	range = 6	3  range = 7	8  range = 8	
Robotics 	+2 ships	+4 ships	+6 ships	3  +8 ships	8  +16 ships	
Genetics 	1 bonus pop.	2 bonus pop.	3 bonus pop.	3  4 bonus pop.	8  5 bonus pop.	

- may only remote view on fleets of players with lower spirituality level
- at levels 5 & 6 player automatically switches to STO and may not switch back to STS again