

**Nethog's
Galactic
Civilizations II
Tech Tree
v1.4 Nov 18, 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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