Ship Construction
Escort (Level 1)
Space Station (Level 1)
Colony Ship (Level 1)
Small Transport (Level 1)
Armor I (Level 1)
Frigate (Level 2)
Armor II (Level 2)
Destroyer (Level 3)
Medium Transport (Level 3)
Armor III (Level 3)
Light Cruiser (Level 4)
Battle Station (Level 4)
Cruiser (Level 5)
Battle Cruiser (Level 6)
Large Transport (Level 6)
Battleship (Level 7)
Starbase (Level 8)
???? (Level 9)
Dreadnought (Level 10)
???? (Level 11)
Baseship (Level 12)

Components Construction
Space Yard I (Level 1)
Space Yard II (Level 2)
Space Yard III (Level 3)

Propulsion
Ion Engine I (Level 1)
Ion Engine II (Level 2)
Emergency Energy Pod I (Level 2)
Ion Engine III (Level 3)
Contra-Terrene Engine I (Level 4)
Emergency Energy Pod II (Level 4)
Contra-Terrene Engine II (Level 5)
Contra-Terrene Engine III (Level 6)
Emergency Energy Pod III (Level 6)
Jacketed-Photon Engine I (Level 7)
Jacketed-Photon Engine II (Level 8)
Emergency Energy Pod IV (Level 8)
Jacketed-Photon Engine III (Level 9)
Quantum Engine I (Level 10)
Emergency Energy Pod V (Level 10)
Quantum Engines II (Level 11)
Quantum Engine III (Level 12)

Population Transport
Population Quarters I (Level 1)
Population Quarters II (Level 2)
Population Quarters III (Level 3)

Fighters
Light Carrier (Level 1)
Fighters I (Level 1)
Fighter Transport (Tech Area) (Level 1)
Fighters II (Level 2)
Carrier (Level 3)
Fighters III (Level 3)
Fighters IV (Level 4)
Fighters V (Level 5)
Fighters VI (Level 6)
Heavy Carrier (Level 7)
Fighters VII (Level 7)
Fighters VIII (Level 8)
Fighters IX (Level 9)
Fighters X (Level 10)
Fighters XI (Level 11)
Fighters XII (Level 12)

Fighter Transport
Fighter Bay I (Level 1)
Fighter Bay II (Level 2)
Fighter Bay III (Level 3)

Troops
Light Infantry (Level 1)
Boarding Parties I (Level 2)
Security Station I (Level 2)
Heavy Infantry (Level 2)
Light Mechanized (Level 3)
Boarding Parties II (Level 4)
Security Station II (Level 4)
Heavy Mechanized (Level 4)
Small Battle Mecha (Level 5)
Boarding Parties III (Level 6)
Security Station III (Level 6)
Medium Battle Mecha (Level 6)
Large Battle Mecha (Level 7)
Boarding Parties IV (Level 8)
Security Station IV (Level 8)
Bligh Tanks (Level 8)
Eradication Tanks (Level 9)
Boarding Parties V (Level 10)
Security Station V (Level 10)
Apocaplypse Tanks (Level 10)

Troop Transport
Troop Quarters I (Level 1)
Troop Quarters II (Level 2)
Troop Quarters III (Level 3)

Mines
Mine Sweeper I (Level 1)
Mines I (Level 1)
Mine Transport (Tech Area) (Level 1)
Mine Sweeper II (Level 2)
Mines II (Level 2)
Mine Sweeper III (Level 3)
Mines III (Level 3)
Mine Sweeper IV (Level 4)
Mines IV (Level 4)
Mine Sweeper V (Level 5)
Mines V (Level 5)
Mines VI (Level 6)
Mines VII (Level 7)
Mines VIII (Level 8)
Mines IX (Level 9)
Mines X (Level 10)

Mine Transport
Mine Storage I (Level 1)
Mine Storage II (Level 2)
Mine Storage III (Level 3)

Computers
Multiplex Tracking (2) (Level 1)
Multiplex Tracking (3) (Level 2)
Self Destruct Device (Level 2)
Multiplex Tracking (4) (Level 3)
Multiplex Tracking (5) (Level 4)
Multiplex Tracking (6) (Level 5)
Smart Bomb (RD) I (Level 5)
Smart Bomb (SP) I (Level 5)
Multiplex Tracking (7) (Level 6)
Smart Bomb (RD) II (Level 6)
Smart Bomb (SP) II (Level 6)
Multiplex Tracking (8) (Level 7)
Smart Bomb (RD) III (Level 7)
Smart Bomb (SP) III (Level 7)
Master Computer I (Level 8)
Multiplex Tracking (9) (Level 8)
Master Computer II (Level 9)
Multiplex Tracking (10) (Level 9)
Master Computer III (Level 10)
Master Computer IV (Level 11)
Master Computer V (Level 12)

ECM
ECM I (Level 1)
ECM II (Level 2)
ECM III (Level 3)
Scanner Jammer (Level 4)

Sensors
Combat Sensors I (Level 1)
Combat Sensors II (Level 2)
Combat Sensors III (Level 3)
Long Range Scanners I (Level 4)
Long Range Scanners II (Level 5)
Long Range Scanners III (Level 6)
Long Range Scanners IV (Level 7)
Long Range Scanners V (Level 8)

Colonizing (None)
Colony No Atmosphere I (Level 1)
Colony No Atmosphere II (Level 2)
Colony No Atmosphere III (Level 3)

Colonizing (Chlorine)
Colony Chlorine I (Level 1)
Colony Chlorine II (Level 2)
Colony Chlorine III (Level 3)

Colonizing (Oxygen)
Colony Oxigen I (Level 1)
Colony Oxigen II (Level 2)
Colony Oxigen III (Level 3)

Colonizing (Hydrogen)
Colony Hydrogen I (Level 1)
Colony Hydrogen II (Level 2)
Colony Hydrogen III (Level 3)

Colonizing (Carbon Dioxide)
Colony Carbon Dioxide I (Level 1)
Colony Carbon Dioxide II (Level 2)
Colony Carbon Dioxide III (Level 3)

Colonizing (Argon)
Colony Argon I (Level 1)
Colony Argon II (Level 2)
Colony Argon III (Level 3)

Shields
Shield Generator I (Level 1)
Shield Generator II (Level 2)
Weapons: Shield Damaging (Tech Area) (Level 2)
Shield Generator III (Level 3)
Shield Base I (Level 3)
Shield Generator IV (Level 4)
Shield Generator V (Level 5)
Shield Regenerator I (Level 5)
Shield Generator VI (Level 6)
Shield Regenerator II (Level 6)
Shield Base II (Level 6)
Shield Regenerator III (Level 7)
Shield Regenerator IV (Level 8)
Cloaking Devices (Tech Area) (Level 8)
Shield Regenerator V (Level 9)
Shield Base III (Level 9)
Gravitational Shield Base (Level 10)

Weapons: Shield Damaging
Shield Depleter I (Level 1)
Shield Depleter II (Level 2)
Shield Depleter III (Level 3)
Shield Depleter IV (Level 4)
Shield Depleter V (Level 5)
Shield Disrupter I (Level 6)
Shield Disrupter II (Level 7)
Shield Disrupter III (Level 8)
Shield Disrupter IV (Level 9)
Shield Disrupter V (Level 10)

Cloaking Device
Cloaking Device I (Level 1)
Tachyon Sensors (Tech Area) (Level 1)
Cloaking Device II (Level 2)
Cloaking Device III (Level 3)

Tachyon Sensors
Tachyon Sensors I (Level 1)
Tachyon Sensors II (Level 2)
Tachyon Sensors III (Level 3)

Facilities: Construction
Construction Center I (Level 1)
Construction Center II (Level 2)
Construction Center III (Level 3)

Facilities: Research
Research Center I (Level 1)
Research Center II (Level 2)
Research Center III (Level 3)

Facilities: Intelligence
Intelligence Center I (Level 1)
Intelligence Center II (Level 2)
Intelligence Center III (Level 3)

Facilities: Resupply
Resupply Depot (Level 1)
Resupply Pod I (Level 2)
Emergency Resupply Pod I (Level 3)
Emergency Resupply Pod II (Level 4)
Resupply Pod I (Level 5)
Resupply Pod II (Level 6)
Resupply Pod III (Level 7)

Facilities: Planetary Defense
Ground Base I (Level 1)
Ground Base II (Level 2)
Ground Base III (Level 3)

General Science: Military
Military College I (Level 1)
Military College II (Level 2)
Military College III (Level 3)

General Science: Medicine
Medical Bay I (Level 1)
Medical Bay II (Level 2)
Medical Bay III (Level 3)
Medical Bay IV (Level 4)
Medical Bay V (Level 5)

General Science: Biology/Genetics
Plague Bomb I (Level 1)
Plague Bomb II (Level 2)
Plague Bomb III (Level 3)
Plague Bomb IV (Level 4)
Plague Bomb V (Level 5)

General Science: Sociology/Psychology
Urban Pacification Center I (Level 1)
Urban Pacification Center II (Level 2)
Urban Pacification Center III (Level 3)

General Science: Mathematics/Physics
Neutron Bomb I (Level 1)
Neutron Bomb II (Level 2)
Neutron Bomb III (Level 3)
Phased Shields (Tech Area) (Level 3)
Emissive Armor (Tech Area) (Level 3)
Neutron Bomb IV (Level 4)
Neutron Bomb V (Level 5)

Phased Shields
Phased-Shield Generator I (Level 1)
Phased-Shield Generator II (Level 2)
Phased-Shield Base I (Level 2)
Phased-Shield Generator III (Level 3)
Phased-Shield Generator IV (Level 4)
Phased-Shield Base II (Level 4)
Phased-Shield Generator V (Level 5)
Phased Shield Base III (Level 6)

Emissive Amor
Emissive Armor I (Level 1)
Emissive Armor II (Level 2)
Emissive Armor III (Level 3)
Emissive Armor IV (Level 4)
Emissive Armor V (Level 5)

Astrophysics
Storm Manipulation (Tech Area) (Level 1)
Planet Manipulation (Tech Area) (Level 2)
Weapons: Gravitational (Tech Area) (Level 2)
Warp Point Manipulation (Tech Area) (Level 3)
Star Manipulation (Tech Area) (Level 4)
Eternal Energy Sources (Tech Area) (Level 4)

Storm Manipulation
Destroy Storm (Level 1)
Create Storm (Level 2)

Planet Manipulation
Destroy Planet I (Level 1)
Destroy Planet II (Level 2)
Destroy Planet III (Level 3)
Create Planet I (Level 4)
Create Planet II (Level 5)
Create Planet III (Level 6)

Gravitational Weapons
Repulser Beam I (Level 1)
Tractor Beam I (Level 2)
Repulser Beam II (Level 3)
Tractor Beam II (Level 4)
Repulser Beam III (Level 5)
Tractor Beam III (Level 6)
Graviton Hellbore I (Level 7)
Graviton Hellbore II (Level 8)
Graviton Hellbore III (Level 9)
Graviton Hellbore IV (Level 10)
Graviton Hellbore V (Level 11)

Warp Point Manipulation
Close Warp Point (Level 1)
Open Warp Point I (Level 2)
Weapons: Wormhole (Tech Area) (Level 2)
Open Warp Point II (Level 3)
Open Warp Point III (Level 4)
Open Warp Point IV (Level 5)
Open Warp Point V (Level 6)

Wormhole
Wormhole I (Level 1)
Wormhole II (Level 2)
Wormhole III (Level 3)

Star Manipulation
Destroy Sun (Level 1)
Create Sun (Level 2)

Eternal Energy Sources
Quantum Reactor (Level 1)

General Science: Ecology/Agriculture
Radiation Bomb I (Level 1)
Radiation Bomb II (Level 2)
Radiation Bomb III (Level 3)
Facilities: Planet Conditions (Tech Area) (Level 3)
Facilities: Planet Values (Tech Area) (Level 3)
Radiation Bomb IV (Level 4)
Radiation Bomb V (Level 5)

Facilities: Planet Conditions
Conditions Imprv. Plant I (Level 1)
Conditions Imprv. Plant II (Level 2)
Conditions Imprv. Plant III (Level 3)

Facilities: Planet Value
Value Improvement Plant I (Level 1)
Value Improvement Plant II (Level 2)
Value Improvement Plant III (Level 3)

Weapon: Beam
Anti-Proton Beam I (Level 1)
Meson Blaster I (Level 1)
Anti-Proton Beam II (Level 2)
Anti-Proton Beam III (Level 3)
Meson Blaster II (Level 3)
Weapons: Phased Energy (Tech Area) (Level 3)
Anti-Proton Beam IV (Level 4)
Meson Blaster II (Level 4)
Anti-Proton Beam V (Level 5)
Meson Blaster III (Level 5)
Weapons: Engine Damaging (Tech Area) (Level 5)
Weapons: Weapons Damaging (Tech Area) (Level 5)
Anti-Proton Beam VI (Level 6)
Anti-Proton Beam VII (Level 7)
Meson Blaster IV (Level 7)
Anti-Proton Beam VIII (Level 8)
Anti-Proton Beam IX (Level 9)
Meson Blaster V (Level 9)
Anti-Proton Beam X (Level 10)
Anti-Proton beam XI (Level 11)
Meson Blaster VI (Level 11)
Anti-Proton Beam XII (Level 12)

Weapons: Phased Energy
Phased-Polaron Beam I (Level 1)
Phased-Polaron Beam II (Level 2)
Phased-Polaron Beam III (Level 3)
Phased-Polaron Beam IV (Level 4)
Phased-Polaron Beam V (Level 5)

Weapons: Engine Damaging
Ionic Disperser I (Level 1)
Ionic Disperser II (Level 2)
Ionic Pulse Missile I (Level 2)
Ionic Disperser III (Level 3)
Ionic Pulse Missile II (Level 3)
Ionic Disperser IV (Level 4)
Ionic Pulse Missile III (Level 4)
Ionic Disperser V (Level 5)
Ionic Pulse Missile IV (Level 5)
Ionic Pulse Missile V (Level 6)

Weapons: Weapons Damaging
Tachyon Projection Cannon I (Level 1)
Tachyon Projection Cannon II (Level 2)
Tachyon Projection Cannon III (Level 3)
Tachyon Projection Cannon IV (Level 4)
Tachyon Projection Cannon V (Level 5)

Weapons: Missile
Capital Ship Missile I (Level 1)
Capital Ship Missile II (Level 2)
Capital Ship Missile III (Level 3)
Missile Base I (Level 3)
Capital Ship Missile IV (Level 4)
Capital Ship Missile V (Level 5)
Missile Base II (Level 6)
???? (Level 7)
???? (Level 8)
Missile Base III (Level 9)

Weapons: Torpedo
Anti-Matter Torpedo I (Level 1)
Anti-Matter Torpedo II (Level 2)
Anti-Matter Torpedo III (Level 3)
Anti-Matter Torpedo IV (Level 4)
Anti-Matter Torpedo V (Level 5)
Quantum Torpedo I (Level 6)
Quantum Torpedo II (Level 7)
Quantum Torpedo III (Level 8)
Quantum Torpedo IV (Level 9)
Quantum Torpedo V (Level 10)

Weapons: Plasma
Plasma Torpedo I (Level 1)
Planetary Napalm I (Level 1)
Plasma Torpedo II (Level 2)
Planetary Napalm II (Level 2)
Plasma Torpedo III (Level 3)
Planetary Napalm III (Level 3)
Plasma Torpedo IV (Level 4)
Planetary Napalm IV (Level 4)
Plasma Torpedo V (Level 5)
Planetary Napalm V (Level 5)

Weapons: Point-Defense
Point-Defense Cannons I (Level 1)
Point-Defense Cannons II (Level 2)
Point-Defense Cannons III (Level 3)
Point-Defense Cannons IV (Level 4)
Point-Defense Cannons V (Level 5)

Weapons: High Energy Discharge
Ripper Beam I (Level 1)
Ripper Beam II (Level 2)
Ripper Beam III (Level 3)
Ripper Beam IV (Level 4)
Incinerator Beam I (Level 5)
Incinerator Beam II (Level 6)
Incinerator Beam III (Level 7)
Wave-Motion Gun I (Level 8)
Wave-Motion Gun II (Level 9)
Wave-Motion Gun III (Level 10)