

## VBAM-FULL THRUST TECHNOLOGY TREE

Lavender is starting default technology. Development must proceed in order of Lt. Blue, Teal, Green, Wheat, Pale Yellow, Peach; Left to right, top to bottom. No technology may be developed until the immediate lower order technology has been developed first. Thus until the Class 2 Beam is developed, neither The Class 3 Beam or the Needle Beam may be developed.

HULL		MAIN DRIVE	
Fragile Skin	Beginning Default	15% Per Thrust Factor	Beginning Default
Weak Skin		10% Per Thrust Factor	
Average Skin		5% Per Thrust Factor	
Strong Skin		5% Per Thrust Factor- Advanced	
Super Skin			
Structural Variability			

FTL DRIVE SYSTEM	
25% of Ship's Mass	Beginning Default
20% of Ship's Mass	
15% of Ship's Mass	
10% of Ship's Mass	

WEAPONS						
Class 1 Beam	Class 2 Beam	Class 3 Beam		Class 4 Beam		
	Needle Beam	EMP I	EMP II	Graser 1	Graser 2	Graser 3
Torpedo- Nuclear	Torpedo- EMP	Torpedo- Beam	Torpedo- Needle	Torpedo- Anti-Matter		
Submunition Pack	Salvo Missile Rack	Salvo Missile Launcher		Salvo Missile Rack (Extended Range)		
		Pulse Torpedo		Long Range Pulse Torpedo	Wave Gun	Nova Cannon
Class 1 Railgun	Class 2 Railgun	Class 3 Railgun	Class 4 Railgun			
	Ortillery System					
Mines- Standard	Mines- Subpack	Mines- SRM				

SYSTEMS			
Basic Sensors	Enhanced Sensors	Superior Sensors	
Point Defense System	Area Defense Fire Control		
Fire Control	Damage Control Parties		
Mine Sweeper System			
Armor	Level 1 Screens	Level 2 Screens	Reflex Field
		Cloaking Field	
Cargo/ Passenger Space	Hangar Bay	Fighter- Standard	
	Landing Craft	Fighter- Interceptor	
	Marine Boarding Parties	Fighter- Fast	
		Fighter- Attack	
		Fighter- Torpedo	
		Fighter- Heavy	
		Fighter- Long Range	
		Fighter- Combination*	
	Fighter- Multi-Mode**		
ECM	Area Effect ECM		

\*Combination fighters consist of mixing types such as, Fast Torpedo or Heavy Interceptor.

\*\*Multi-Mode fighters may not be used in combination with other fighter types.