

## 7. TECHNOLOGY LEVELS

### Briefing

1. The technology level of a nation represents its capability to produce the most sophisticated weapons (not just field them after purchasing them from another source).

2. The following overview limits technology to three levels to maintain a straightforward and uncomplicated scheme. As a starting point, **Low Technology** is roughly equivalent to post-World War II technology on Terra [Sol 3], but without nuclear weapons.

Command and control	Low Technology	Medium Technology	High Technology
oversight	direct visual contact, radio communications	helmet videos, global positioning systems	battlenet
communications	radio	individual communicators, phased encryption	automatic upload/download of mission-critical information

Infantry weapons	Low Technology	Medium Technology	High Technology
energy	~	blast, bolt, flamer, laser, maser, phaser	blazer, disruptor, fusion, plasma, pulse, ray, scrambler
projectile	automatic, machineguns	cone, gyrojet, hypervelocity	driver, gauss, needler
warhead	ATR launcher, grenade launcher	bomb thrower, infantry missile launcher	helldriver
miscellaneous	flamethrower	hellfire, parasonar, sonic	neutralizer, ultrasonic

Vehicle weapons	Low Technology	Medium Technology	High Technology
energy	~	bolt, laser, maser	conversion beam, disintegrator, ion
projectile	autocannon, cannon	hypervelocity, rotary	
miscellaneous	petard	sonic	intersector, ultrasonic

Warheads	Low Technology	Medium Technology	High Technology
targeting	inert, radio-directed	video-guidance, laser designation, self-correcting	tracker, seeker
payload	chemical, high explosive, piercer, smoke	hailstorm, hammerhead, hellburner, nuclear, sonic, vaporshock	anti-matter

Defenses	Low Technology	Medium Technology	High Technology
infantry armor	cloth, flak	full	powered
vehicle and strongpoint armor	alloy	composite	defense screen, force field
camouflage	paint, tarps, netting	partial spectrum	full spectrum, shimmer/flicker

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Mobility	Low Technology	Medium Technology	High Technology
vehicle	wheeled, tracked	hover, walker	grav, thruster
infantry	~	jetpack	gravpack

Detection	Low Technology	Medium Technology	High Technology
visual	binoculars, telescopes	light intensification, computer enhancement	~
physical	radar, infrared	chemical analysis, spectral analysis, magnetic anomaly	gravitic anomaly