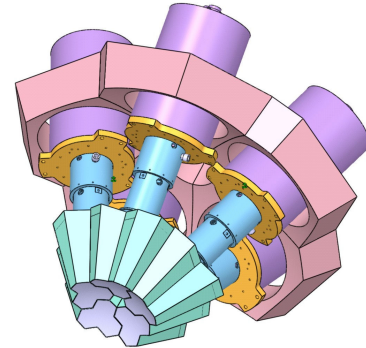


Tech Levels

The TL of a place denotes what it can produce and repair. Places like Freiland or Sans Souci are not early industrial-age in practical technology. It is just that they cannot manufacture or even repair much beyond this era, relying on imported high tech. Maintaining more advanced technology is often tricky, but some is deliberately designed to be rugged and easy to repair on the frontier. Conversely, many Core products are intended to only be used in the information societies of the Core and refuse to work anywhere else.



TL	Typical technology	Places
0	Stone age	Nous Voila, Klaxun, Xiang
1	Bronze age, iron age to early middle age	Nomadic Ebers, Little Guys
2	1400-1700	
3	1700-1860	Freiland, Civilized Ebers
4	1860-1900	Sans Souci, Novoya Kiev (Aurore)
5	1900-1940	
6	1940-1970	
7	1970-1990	Fromme, Crater (On Kimanjano TL 7 describes much of the colony. Nouvelle Fromme maintains TL 8, while Les Dechets and other poor areas are at TL 6.)
8	1990-2100. Orbital shuttles, hypersonic aircraft, artificial organs, genetic engineering, reproductive cloning, space solar satellites. Stracher SS7	Central Asian Republic, Okawango, BC French Continent
9	2100 Superconductors, space flight, fusion, voice control computers, video communications, regeneration, cryonic suspension, DNAMs, maglev trains, hydrogen cars, gauss weapons. Gear; hostile environment suits, pressure tents, link phones, simple fabricators, armoured long coat, Sturmgewehr 2277, Traylor model 12	Inca republic, Oceania, Joi, Adlerhorst, Taanstafl

	riot gun, Stracher P11, LAW 66	
10	Early interstellar. stutterwarp, holography, viral vaccination, quick growth of organs, carniculture ("vat meat"), material assemblers. Gear: biomonitor, water purifier, large life form detector, medkit, uplinks, portable fabricators, inertial armour, Yen Shan State Storm Gun 81, Rockwell 12-81, Sonic stunners, grenade launchers	Arabia, Canton, Indian states, Tundukubwa, BC German continent, Dunkelheim
11	Mature Interstellar: Replacing neural tissue, combat walkers, artificial eyes, light autodocs, advanced drones, beanstalks, DNAM. Gear: Stik-kit, basecamp security sensor, home robots, hud systems, monowheel vehicles, HHMMPT loader exoskeletons, Segetov AS99, Wu-Beijing type 1 High Energy Assault gun, 60 mm Mortar	Manchuria, Azania, Brasilia, Mexico, Scandinavian union, Imperial France, Nibelungen, Beowulf, BC British continent, Cite d'Aurore
12	Modern: Semi-intelligent robots, automated translation, terraforming, enhanced prosthetics, plasma weapons, anagathic regimen, microbots, trans-oceanic tubes, stutterwarp tuning/tugships. Gear: spinner, thermovisual camouflage, advanced autodoc, battlesuit, FAM 90, Stracher HD120, Muller-Rivera P3, Quinn M76 Plasma Rifle, modern bionics	France, America, Britain, Germany, Argentina, Australia, Indonesia, Freihafen, Kie-Yuma, AkcheeKtoOn
13+	PsiTech ND-12 Neural Disrupter	Ylii? Aquilians? Pentapods?