

Long War Rebalance Tech Tree

KEY

Research

Foundry project

Story item

Facility

Tech credit

Unlocked

Pai power

Bioholder item

SHV item

MEC item

Multipurpose item

Aerospace item

Primary weapon

Secondary weapon

Armor

Throwable item

Other item

Aircraft weapon

Aircraft booster

Starting tech

Strike Rifle

Sniper Rifle

SAW

LMG

Shotgun

SMG

Assault Rifle

Assault Carbine

Battle Rifle

Rocket Launcher

Pistol

Machine Pistol

Seed-off Shotgun

The Armor

The Vest

Concussion Grenade

Smoke Grenade

AP Grenade

Battle Scanner (A-Pack)

Medkit

Extra Rockets

Javelin Rockets

High-cap Waps

Drum Mags

Proximity Sensor

Genetic Pating

Alien Trophy

Laser Sight

SHV

Autocannon

Motion Tracker

Satellite

Interceptor

Strategy Mission

Analytical Machine

UFO Scanners

Repair Bay

Workshop

Foundry

Officer Training School (Corporate)

Satellite Uplink

Access Lift

Fission Generator

Thermo Generator

Laboratory

Foundry

[O]: Offensive tech

[O1] Alien Weaponry

Time 20

Credits applicable: Weapons

UNLOCKS

SCOPE

Marksmen Scope

P12 High-Capacity Pistols

P13 SHV Advancements I

[O2] Beam Lasers

Time 35

Credits applicable: Weapons Laser

REQUIRES

[O1] Alien Weaponry

UNLOCKS

Laser Rifle

Laser Rifle Rifle

Laser Carbine

Laser SMG

Laser Scattergun

[O3] Advanced Beam Lasers

Time 70

Credits applicable: Weapons Laser

REQUIRES

[O2] Beam Lasers

UNLOCKS

Laser Gatling

Laser Autoturret

Laser Sniper Rifle

Laser Strike Rifle

[O4] Gauss Weapons

Time 80

Credits applicable: Weapons Gauss

REQUIRES

[O3] Experimental Warfare

UNLOCKS

Gauss Rifle

Gauss Battle Rifle

Gauss Carbine

Gauss SMG

Gauss Alloy Cannon

Gauss Autoturret

[O5] Advanced Gauss Weapons

Time 90

Credits applicable: Weapons Gauss

REQUIRES

[O4] Gauss Weapons

UNLOCKS

Gauss Autoturret

Gauss Machine Gun

Gauss Strike Rifle

Gauss Long Rifle

Recoilless Rifle

[O6] EMP Weapons

Time 350

Credits applicable: Weapons

REQUIRES

[O5] Advanced Gauss Weapons

UNLOCKS

[O6] Advanced Gauss Weapons

ALSO REQUIRES

P16 MEC Warfare Systems

[O7] Pulse Lasers

Time 150

Credits applicable: Weapons Laser

REQUIRES

[O5] Advanced Gauss Weapons

UNLOCKS

[O7] Cyberdisk Autopsy

Pulse Rifle

Pulse Battle Rifle

Pulse Carbine

Pulse SMG

[O8] Advanced Pulse Lasers

Time 175

Credits applicable: Weapons Laser

REQUIRES

[O7] Pulse Lasers

UNLOCKS

Pulse Autoturret

Pulse Gatling

Pulse Strike Rifle

Pulse Sniper Rifle

Pulse Lance

[O9] Light Plasma Weapons

Time 190

Credits applicable: Weapons Plasma

REQUIRES

[O8] Advanced Pulse Lasers

UNLOCKS

[O9] EMP Weapons

[O9] Advanced Pulse Lasers

[O9] Muton Elite Interrogation

Plasma Carbine

Plasma SMG

[O10] Standard Plasma Weapons

Time 220

Credits applicable: Weapons Plasma

REQUIRES

[O9] Light Plasma Weapons

UNLOCKS

[O10] Light Plasma Weapons

Plasma Rifle

Plasma Battle Rifle

Plasma Reflex Cannon

[O11] Compact Plasma Weapons

Time 80

Credits applicable: Weapons Plasma

REQUIRES

[O10] Standard Plasma Weapons

UNLOCKS

Plasma Pistol

Plasma Mauler

[O12] Precision Plasma Weapons

Time 220

Credits applicable: Weapons Plasma

REQUIRES

[O11] Compact Plasma Weapons

UNLOCKS

[O12] Standard Plasma Weapons

Plasma Strike Rifle

Plasma Sniper Rifle

[O13] Vehicular Plasma Weapons

Time 220

Credits applicable: Weapons Plasma

REQUIRES

[O12] Precision Plasma Weapons

UNLOCKS

Plasma Autocannon

[O14] Heavy Plasma Weapons

Time 220

Credits applicable: Weapons Plasma

REQUIRES

[O13] Vehicular Plasma Weapons

UNLOCKS

Plasma Particle Cannon

Plasma Dragon

[O15] Fusion Weapons

Time 350

Credits applicable: Weapons

REQUIRES

[O14] Heavy Plasma Weapons

UNLOCKS

[O15] EMP Weapons

Fusion Lance

Blaster Launcher

[D]: Defensive tech

[D1] Alien Materials

Time 20

Credits applicable: None

UNLOCKS

Alloy Pating

Ammo - Shoulder

Ammo - Strider

Ammo - Breaching

Alloy Biped

[D2] Improved Body Armor

Time 40

Credits applicable: Armor

REQUIRES

[D1] Alien Materials

UNLOCKS

Phantom Armor

Reinforced Armor

Ammo - Piercing

[D3] Advanced Body Armor

Time 50

Credits applicable: Armor

REQUIRES

[D2] Improved Body Armor

UNLOCKS

Control Armor

Campfire Armor

[D4] Mobile Power Armor

Time 80

Credits applicable: Armor

REQUIRES

[D3] Advanced Body Armor

UNLOCKS

Agile Armor

Banshee Armor

[D5] Advanced Power Armor

Time 180

Credits applicable: Armor

REQUIRES

[D4] Mobile Power Armor

UNLOCKS

Concave Armor

Titan Armor

Walker Servo

Core Armoring

[D6] MEC Mark 2

Time 75

Credits applicable: Armor

REQUIRES

[D5] Advanced Power Armor

UNLOCKS

[D6] MEC Mark 2 Heavy

[D6] MEC Mark 2 Light

[D7] MEC Mark 3: Heavy

Time 250

Credits applicable: Armor

REQUIRES

[D6] MEC Mark 2

UNLOCKS

[D7] MEC Mark 3 Heavy

[D7] MEC Mark 3 Light

[D8] MEC Mark 3: Light

Time 250

Credits applicable: Armor

REQUIRES

[D7] MEC Mark 3 Light

UNLOCKS

[D8] MEC Mark 3 Light

[D8] MEC Mark 3 Heavy

[D9] Antigrav Systems

Time 100

Credits applicable: Aerospace

REQUIRES

[D8] MEC Mark 3 Heavy

UNLOCKS

[D9] Antigrav Systems

[D10] Stealth Systems

Time 100

Credits applicable: None

REQUIRES

[D9] Antigrav Systems

UNLOCKS

[D10] Stealth Systems

[D11] Mind and Machine

Time 30

Credits applicable: Psionics

REQUIRES

[D10] Stealth Systems

UNLOCKS

[D11] Mind and Machine

[F]: Foundry projects

[F1] SHV Advancements I

Time 70

Credits applicable: Weapons

REQUIRES

[D1] Alien Weaponry

UNLOCKS

Targeting Motor

[F2] Enhanced Ballistics

Time 70

Credits applicable: Weapons

REQUIRES

[D1] Alien Weaponry

UNLOCKS

Alloy Jacketed Rounds

[F3] Aircraft Boosters

Time 70

Credits applicable: Aerospace Laser

REQUIRES

[D1] Alien Materials

UNLOCKS

Dodge Booster

Amo - Boosting

Tracking Booster

[F4] New Combat Systems

Time 140

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F5] MEC Warfare Systems

Time 30

Credits applicable: Cybertronics

REQUIRES

[D1] Alien Materials

UNLOCKS

Gauss Launcher

Flamethrower

Gauss Gatling

Pulse Lance

[F6] Enhanced Lasers

Time 70

Credits applicable: Weapons Laser

REQUIRES

[D1] Alien Materials

UNLOCKS

Enhanced Beam Outfit

[F7] Supercapacitors

Time 210

Credits applicable: Weapons Laser

REQUIRES

[D1] Alien Materials

UNLOCKS

Amo - Resper

[F8] Condensed Plasmas

Time 550

Credits applicable: Weapons Plasma

REQUIRES

[D1] Alien Materials

UNLOCKS

Plasma Grenade

[F9] Jellied Elerium

Time 100

Credits applicable: Cybertronics

REQUIRES

[D1] Alien Materials

UNLOCKS

Incinerator Module

[F10] Advanced Servomotors

Time 100

Credits applicable: Cybertronics

REQUIRES

[D1] Alien Materials

UNLOCKS

Walker Servo

Elerium Turbine

[F11] Mechanized Defenses

Time 100

Credits applicable: Armor

REQUIRES

[D1] Alien Materials

UNLOCKS

Alloy Carbine Pating

Core Armoring

[F12] Pai Warfare Systems

Time 140

Credits applicable: Psionics

REQUIRES

[D1] Alien Materials

UNLOCKS

Amo - Boosting

Neural Gunlink

Pai Defender

Pai Grenade

[F13] High-capacity Pistols

Time 70

Credits applicable: Weapons

REQUIRES

[D1] Alien Weaponry

UNLOCKS

Targeting Motor

[F14] Shaped Armor

Time 210

Credits applicable: Armor

REQUIRES

[D1] Alien Weaponry

UNLOCKS

Alloy Jacketed Rounds

[F15] Phoenix Coils

Time 70

Credits applicable: Weapons

REQUIRES

[D1] Alien Materials

UNLOCKS

Dodge Booster

Amo - Boosting

Tracking Booster

[F16] Rail Pistols

Time 100

Credits applicable: Weapons

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F17] Quenchguns

Time 140

Credits applicable: Weapons

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F18] Reflex Pistols

Time 140

Credits applicable: Weapons

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F19] Improved Salvage

Time 140

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F20] Alien Nucleonics

Time 140

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F21] Alien Metallurgy

Time 140

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F22] UFO Countermeasures

Time 140

Credits applicable: Aerospace

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F23] Stealth Satellites

Time 80

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F24] Improved Medkit

Time 70

Credits applicable: Cybertronics

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F25] XCOM Security I

Time 30

Credits applicable: Weapons

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F26] XCOM Security II

Time 30

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F27] Alien Grenades

Time 140

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F28] Ammo Conservation

Time 140

Credits applicable: Weapons

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[F29] SHV Advancements II

Time 210

Credits applicable: Weapons

REQUIRES

[D1] Alien Materials

UNLOCKS

Regenerative Vest

Acid Grenade

Amo - Breaching

Alloy Biped

[A]: Autopsies

[A1] Sectoid Autopsy

Time 5

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A1] Sectoid Autopsy

[A2] Drone Autopsy

Time 5

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A2] Drone Autopsy

[A3] Thin Man Autopsy

Time 20

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A3] Thin Man Autopsy

[A4] Seeker Autopsy

Time 15

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A4] Seeker Autopsy

[A5] Floater Autopsy

Time 15

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A5] Floater Autopsy

[A6] Chrysalid Autopsy

Time 30

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A6] Chrysalid Autopsy

[A7] Muton Autopsy

Time 25

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A7] Muton Autopsy

[A8] Berserker Autopsy

Time 30

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A8] Berserker Autopsy

[A9] Cyberdisk Autopsy

Time 15

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A9] Cyberdisk Autopsy

[A10] Mechoid Autopsy

Time 30

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A10] Mechoid Autopsy

[A11] Sectoid Commander Autopsy

Time 45

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A11] Sectoid Commander Autopsy

[A12] Heavy Floater Autopsy

Time 40

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A12] Heavy Floater Autopsy

[A13] Muton Elite Autopsy

Time 40

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A13] Muton Elite Autopsy

[A14] Sectopod Autopsy

Time 45

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A14] Sectopod Autopsy

[A15] Ethereal Autopsy

Time 50

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[A15] Ethereal Autopsy

[I]: Interrogations

[I1] Sectoid Interrogation

Time 30

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[I1] Sectoid Interrogation

[I2] Thin Man Interrogation

Time 140

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[I2] Thin Man Interrogation

[I3] Floater Interrogation

Time 140

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[I3] Floater Interrogation

[I4] Muton Interrogation

Time 190

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[I4] Muton Interrogation

[I5] Berserker Interrogation

Time 240

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[I5] Berserker Interrogation

[I6] Sectoid Commander Interrogation

Time 270

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[I6] Sectoid Commander Interrogation

[I7] Heavy Floater Interrogation

Time 260

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[I7] Heavy Floater Interrogation

[I8] Muton Elite Interrogation

Time 280

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[I8] Muton Elite Interrogation

[I9] Ethereal Interrogation

Time 340

Credits applicable: None

REQUIRES

[D1] Alien Materials

UNLOCKS

[I9] Ethereal Interrogation

[M]: Main tech

[M1] Alien Circuitry

Time 30

Credits applicable: None

UNLOCKS

Alien Rifle

Alien Pistol

Satellite Nexus

[M2] Xenobiology

Time 15

Credits applicable: None

UNLOCKS

Targeting Module

Alien Containment

Alien Rifle

[M3] Xenogenetics

Time 35

Credits applicable: Cybertronics

REQUIRES

[M2] Xenobiology

UNLOCKS

Advanced Tracking

Genetic Lab

[M4] Xenoneurology

Time 10

Credits applicable: None

REQUIRES

[M3] Xenogenetics

UNLOCKS

[M4] Xenoneurology

[M5] Alien Communications

Time 30

Credits applicable: None

REQUIRES

[M4] Xenoneurology

UNLOCKS

Alien Base Asset

[M6] Xenopsionics

Time 25

Credits applicable: Psionics

REQUIRES

[M5] Alien Communications

UNLOCKS

Mind Play

Mind Feedback

Pai Pating

Pai Inspiration

Mind Merge

[M7] Alien Operations

Time 20

Credits applicable: Psionics

REQUIRES

[M6] Xenopsionics

UNLOCKS

Outsider Shard

[M8] Alien Biocybernetics

Time 60

Credits applicable: Cybertronics

REQUIRES

[M7] Alien Operations

UNLOCKS

Mech1 (Placeholder)

Mech2 (Placeholder)

Mech3 (Placeholder)

Mech4 (Placeholder)

Mech5 (Placeholder)

[M9] Experimental Warfare

Time 50

Credits applicable: None

REQUIRES

[M8] Alien Biocybernetics

UNLOCKS

Disruptor Pod

Adaptive Tracking Pod

[M10] Elerium

Time 10

Credits applicable: None

REQUIRES

[M9] Experimental Warfare

UNLOCKS

Hyperspace Reactor

[M11] Alien Power Systems

Time 100

Credits applicable: None

REQUIRES

[M10] Elerium

UNLOCKS

[M11] Alien Power Systems

[M12] Advanced Aerospace Concepts

Time 65

Credits applicable: Aerospace

REQUIRES

[M11] Alien Power Systems

UNLOCKS

[M12] Advanced Aerospace Concepts

[M13] Alien Propulsion

Time 60

Credits applicable: Aerospace

REQUIRES

[M12] Advanced Aerospace Concepts

UNLOCKS

[M13] Alien Propulsion

[M14] Alien Command and Control

Time 30

Credits applicable: Psionics

REQUIRES

[M13] Alien Propulsion

UNLOCKS

[M14] Alien Command and Control