

Long War Rebalance Tech Tree

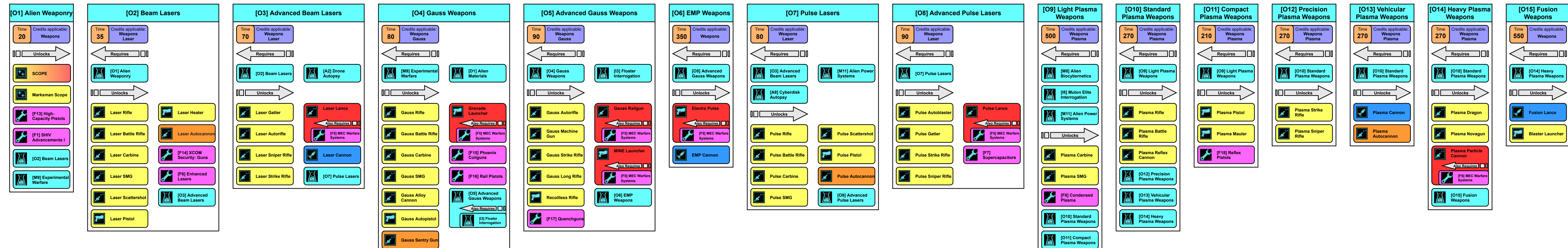
KEY

- Research
- Foundry project
- Story item
- Facility
- Tech credit
- Power
- PI power
- Biohazard item
- SHV item
- MEC item
- Multipurpose item
- Autospice item
- Primary weapon
- Secondary weapon
- Armor
- Throwable item
- Other item
- Aircraft weapon
- Aircraft booster

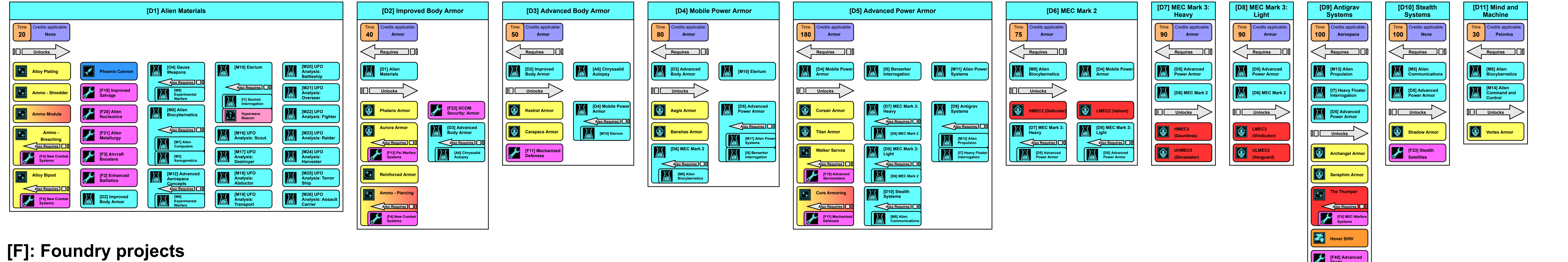
Starting tech

- Sniper Rifle
- Sniper Rifle
- SAW
- LMG
- Shotgun
- SMG
- Assault Rifle
- Assault Carbine
- Battle Rifle
- Rocket Launcher
- Pistol
- Machine Pistol
- Sawed-off Shotgun
- The Armor
- Tac Vest
- Concussion Grenade
- Smoke Grenade
- HE Grenade
- AP Grenade
- Battle Scanner (3)
- Medkit
- Extra Rockets
- Javelin Rockets
- High-cap Mag
- Drom Mags
- Priority Sensor
- Ceramic Plating
- Alien Trophy
- Laser Sight
- SHV
- Autocannon
- Motion Tracker
- Satellite
- Interceptor
- Strategy Missile
- Analytical Weapon
- [A1] UFO Sensors
- Repair Bay
- Workshop
- Foundry
- Officer Training School (requires Corporal)
- Satellite Uplink
- Access Lift
- Plasma Generator
- Thermo Generator
- Laboratory
- Foundry

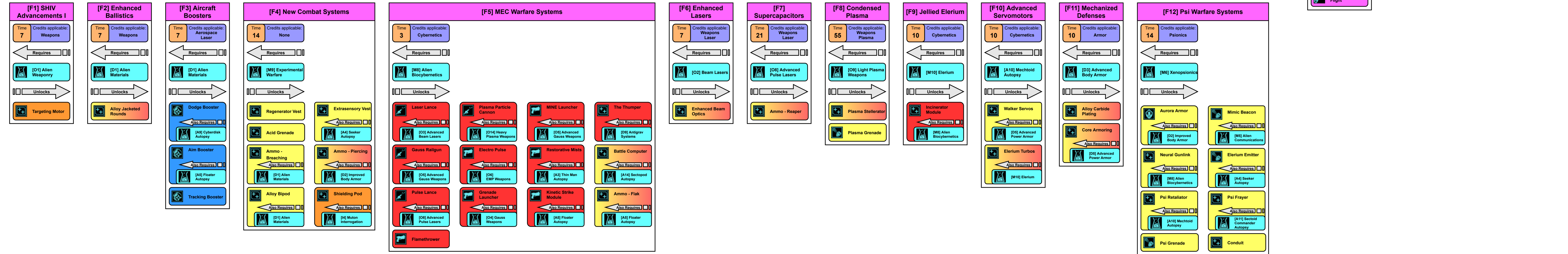
[O]: Offensive tech



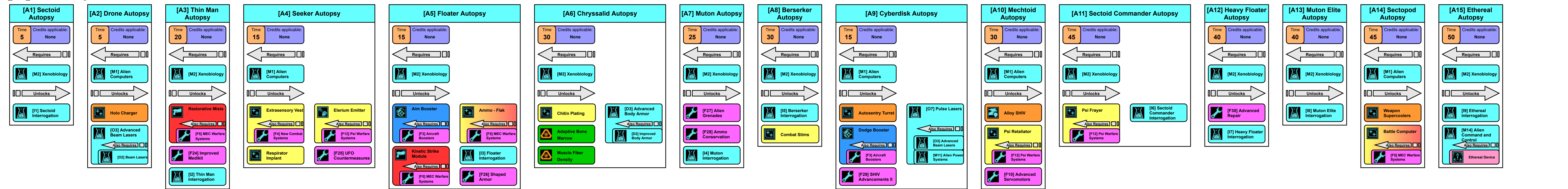
[D]: Defensive tech



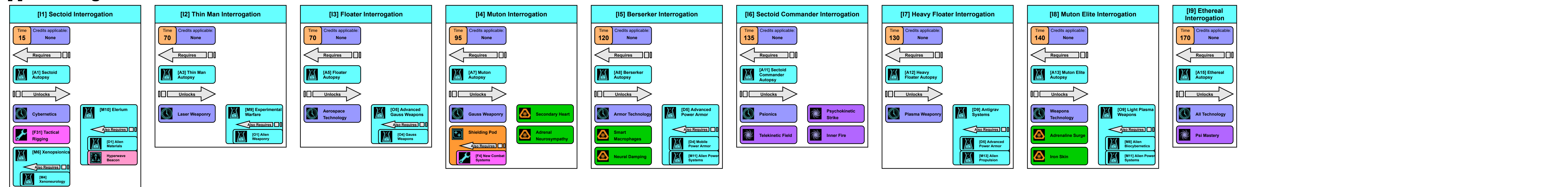
[F]: Foundry projects



[A]: Autopsies



[I]: Interrogations



[M]: Main tech

