ALIEN CROSSFIRE™ TECHNOLOGY

Controlled Singularity
Conquer 15
Weapons: Singularity Laser (A24)
Base Facilities: The Singularity Inductor
Leads To: Transcendent Thought, String Resonance

Threshold of Transcendence
Explore 15
Base Facilities: The Voice of Planet, The Ascent to Transcendence
Leads To: Transcendent Thought

Transcendent Thought
Discover 16

Applied Gravitonics
Explore 14
Weapons: Graviton Gun (A20)
Leads To: Controlled Singularity

Temporal Mechanics
Build 14
Defenses: Stasis Generator (D12)
Leads To: Threshold of Transcendence

Graviton Theory
Explore 13
Chassis Types: Gravship (M8)
Abilities: Antigrav Struts Ability
Leads To: Applied Gravitonics
Orbital Insertions (w/Drop Pods)

Matter Transmission
Build 13
Base Facilities: The Bulk Matter Transmitter, Psi Gate
Abilities: Blink Displacer Ability
Leads To: Temporal Mechanics

Quantum Machinery
Build 12
Weapons: Quantum Laser (A16)
Base Facilities: Quantum Converter,
Leads To: Graviton Theory

Singularity Mechanics
Discover 12
Reactors: Singularity Engine (Rx4)
Leads To: Controlled Singularity
Base Facilities: Subspace generator

Progenitor Victory Condition Enabled

Matter Editation
Build 12
Defenses: Antimatter Plate (D10)
Base Facilities: Nanoreplicator, Clinical Immortality
Leads To: Matter Transmission

Eudaimonia
Explore 12
Defenses: Psi Defense (D-Psi)
Base Facilities: The Telepathic Matrix
Socio/Economic Model: Eudaimonic
Leads To: Temporal Mechanics

Secrets of Alpha Centauri
Discover 12
Base Facilities: Temple of Planet
Citizens: Transcend
Leads To: Matter Transmission, Secrets of the Manifolds
Reveals Map

String Resonance
Conquer 16
Weapons: String Disrupter (A30)
NEW

Quantum Power
Discover 11
Reactors: Quantum Chamber (Rx3)
Base Facilities: Quantum Lab
Leads To: Quantum Machinery

Self-Aware Machines
Discover 11
Base Facilities: Nessus Mining Station, Orbital Defense Pod, The Self Aware Colony, The Nethack/Terminus
Leads To: Singulartiy Mechanics, Matter Editation

Sentient Econometrics
Explore 11
Base Facilities: Paradise Garden
Leads To: Eudaimonia, Secrets of Alpha Centauri

Frictionless Surfaces
Discover 10
Abilities: Cloaking Device
Leads To: Quantum Power

Digital Sentience
Discover 10
Base Facilities: The Network Backbone
Socio/Economic Model: Cybernetic
Leads To: Applied Gravitonics, Self-Aware Machines, Sentient Econometrics

Super Tensile Solids
Build 10
Base Facilities: Habitation Dome, The Space Elevator
Defenses: Pulse 8 Armor (D8)
Leads To: Matter Editation

The Secrets of Creation
Discover 10
Leads To: Singularity Mechanics

Secrets of the Manifolds
Discover 13
Base Facilities: The Manifold Harmonics
Leads To: Threshold of Transcendence, String Resonance
NEW

Matter Compression
Conquer 9
Abilities: Fuel Nanocells
Defenses: Neutronium Armor (D8)
Leads To: Super Tensile Solids

Industrial Nanorobotics
Build 9
Base Facilities: Robotic Assembly Plant, The Nano Factory
Leads To: Frictionless Surfaces, Digital Sentience

The Will To Power
Explore 9
Base Facilities: The Dream Twister
Socio/Economic Model: Thought Control
Leads To: Eudaimonia, Secrets of Creation

Sentient Resonance
Conquer 9
Weapons: Resonance Bolt (A12r)
Leads To: Secrets of the Manifolds
Defenses: Resonance 8 Armor (D8r)
NEW

Nanometallurgy
Explore 8
Abilities: Deep Pressure Hull, Carrier Deck, Repair Bay
Leads To: Matter Compression, Quantum Machinery

Nanominiaturization
Build 8
Abilities: Algorithmic Enhancement
Chassis Types: Hovertank (M3)
Leads To: Matter Compression, Industrial Nanorobotics

Advanced Spaceflight
Discover 8
Weapons: Plasma Shard (A13)
Base Facilities: Orbital Power Transmitter, The Living Refinery
Leads To: Super Tensile Solids

N-Space Compression
Conquer 8
Weapons: Tectonic Payload (Equipment), Fungal Payload (Equipment)
Base Facilities: Geosychronus Survey Pods, Flechette Defense
Leads To: Self-aware Machines
NEW

Homo Superior
Explore 8
Base Facilities: Nanohospital, The Universal Translator
Leads To: The Will to Power

Centauri Psi
Explore 8
Abilities List: Dissociative Wave
Weapons: Psi Attack (A-Psi)
Leads To: The Will to Power, Secrets of Alpha Centauri, Sentient Resonance
Unit: Sealurk
Various Fungus Restrictions Eased

Unified Field Theory
Conquer 7
Weapons: Tachyon Bolt (A12)
Base Facilities: The Theory of Everything
Leads To: Frictionless Surfaces, Secrets of Creation

Probability Mechanics
Build 7
Defenses: Probability Sheath (D6)
Base Facilities: Tachyon Field
Leads To: Nanometallurgy

Organic Superlubricant
Conquer 7
Weapons: Fusion Laser (A10)
Leads To: Nanominiaturization, Advanced Spaceflight

Biomachinery
Build 7
Base Facilities: The Cloning Vats
Leads To: Homo Superior, N-Space Compression

Advanced Ecological Engineering
Build 7
Abilities: Super Former Ability
Leads To: Centauri Psi
Formers Can Construct Soil Enrichers

Centauri Genetics
Explore 7
Base Facilities: The Pholus Mutagen, Brood Pit
Unit Types: Locusts of Chiron
Leads To: Centauri Psi

Monopole Magnets
Build 6
Formers Can Construct Mag Tubes
Leads To: Unified Field Theory, Nanominiaturization

Photon/Wave Mechanics
Conquer 6
Defenses: Photon Wall (D5)
Leads To: Probability Mechanics

Fusion Power
Discover 6
Reactors: Fusion Reactor (x2)
Base Facilities: Fusion Lab
Citizens: Engineer
Leads To: Advanced Ecological Engineering, Organic Superlubricant

Orbital Spaceflight
Discover 6
Base Facilities: Sky Hydroponics Lab
Chassis Types: Missile Vehicle (M12)
Weapons: Planet Buster Missile Payload (A99), Conventional Missile Payload (A12)
Leads To: Advanced Spaceflight, N-Space Compression
Launch Satellite to Reveal Map

Retroviral Engineering
Conquer 6
Base Facilities: Genejack Factory
Leads To: Biomachinery, Centauri Genetics
Gene Warfare Atrocity

Mind/Machine Interface
Conquer 6
Chassis Type: Copter (M8)
Abilities: Drop Pods
Base Facilities: The Cyborg Factory, The Cloudbase Academy
Citizens: Thinker
Leads To: Graviton Theory, Digital Sentience, Biomachinery
Diplomatic Victory Enabled

Superstring Theory
Conquer 5
Weapons: Chaos Gun (A8)
Leads To: Monopole Magnets

Applied Relativity
Discover 5
Base Facilities: The Supercollider
Leads To: Unified Field Theory, Photon/Wave Mechanics

Pre-Sentient Algorithms
Discover 5
Abilities: Polymorphic Encryption
Base Facilities: The Hunter-Seeker Algorithm, Covert Ops Center
Leads To: Fusion Power, Probability Mechanics, Orbital Spaceflight

Bio-Engineering
Build 5
Base Facilities: The Longevity Vaccine
Abilities: Clean Reactor
Leads To: Retroviral Engineering

Doctrine: Air Power
Explore 5
Chassis Type: Needlejet (M8)
Abilities: Air Superiority Ability
Base Facilities: Aerospace Complex
Leads To: Mind/Machine Interface, Orbital Spaceflight
Formers May Construct Airbase

Environmental Economics
Build 5
Base Facilities: Tree Farm
Energy Restrictions Lifted
Leads To: Advanced Ecological Engineering
Formers Can Raise/Lower Terrain

Centauri Meditation
Explore 5
Unit Types: Isle of the Deep
Base Facilities: Centauri Preserve, The Xenoempathy Dome
Citizen: Empath
Leads To: Centauri Genetics

Planetary Economics
Build 4
Base Facilities: Hybrid Forest, The Ascetic Virtues, Subsea Trunkline
Leads To: Quantum Power, Sentient Econometrics
Economic Victory Enabled

Superconductor
Conquer 4
Weapons: Gatling Laser (A5)
Leads To: Applied Relativity, Fusion Power

Silksteel Alloys
Build 4
Defenses: Silksteel Armor (D4)
Leads To: Monopole Magnets, Photon/Wave Mechanics

Synthetic Fossil Fuels
Explore 4
Weapons: Missile Launcher (A6)
Abilities: Fungicide Tanks
Leads To: Doctrine: Air Power, Organic Superlubricant

Neural Grafting
Conquer 4
Base Facilities: Bioenhancement Center, The Neural Amplifier
Leads To: Mind Machine Interface, Bio-Engineering

Advanced Military Algorithms
Conquer 4
Base Facilities: Punishment Sphere
Abilities: Deep Radar, AAA Tracking
Socio/Economic Model: Power
Leads To: Pre-Sentient Algorithms, Retroviral Engineering
Formers may construct Bunkers

Cyberethics
Build 4
Base Facilities: The Planetary Datalinks
Socio/Economic Model: Knowledge
Leads To: Superstring Theory, Pre-Sentient Algorithms

Doctrine: Initiative
Explore 4
Chassis Type: Cruiser (M6)
Abilities: Amphibious Pods
Base Facilities: Naval Yard, The Maritime Control Center
Leads To: Nanometallurgy, Homo Superior

Ecological Engineering
Explore 4
Mineral Restrictions Lifted
Leads To: Centauri Meditation, Environmental Economics
Formers Can Execute Advanced Functions

Bioadaptive Resonance
Conquer 4
Weapons: Resonance Laser (A6r)
Abilities: Soporific Gas Pods
Unit Types: Spore Launcher
Leads To: Sentient Resonance
NEW

Optical Computers
Leads To: Superconductor, Advanced Military Algorithms

Adaptive Doctrine
Conquer 3
Defenses: Pulse 3 Armor (D3)
Abilities: Marine Detachment
Leads To: Advanced Military Algorithms
NEW

Advanced Subatomic Theory
Discover 3
Abilities: Comm Jammer
Base Facilities: Skunkworks
Leads To: Applied Relativity, Silksteel Alloys

Gene Splicing
Build 3
Base Facilities: Research Hospital
Leads To: Synthetic Fossil Fuels, Bio-Engineering, Ecological Engineering
Nutrient Restrictions Lifted

Industrial Automation
Build 3
Weapons: Supply Transport
Base Facilities: Hab Complex, The Planetary Transit System
Socio/Economic Model: Wealth
Leads To: Silksteel Alloys, Doctrine: Initiative, Neural Grafting, Industrial Nanorobotics

Intellectual Integrity
Explore 3
Abilities: High Morale, Non-Lethal Methods
Base Facilities: The Citizen's Defense Force
Leads To: Cyberethics, Planetary Economics

Centauri Empathy
Explore 3
Abilities: Empath Song
Unit Types: Mind Worms
Base Facilities: Biology Lab, The Empath Guild
Socio/Economic Model: Green
Leads To: Centauri Meditation, Bioadaptive Resonance

Adaptive Economics
Build 3
Base Facilities: Thermocline Transducer, The Planetary Energy Grid
Leads To: Planetary Economics
NEW

Nonlinear Mathematics
Conquer 2
Weapons: Particle Impactor (A4)
Leads To: Superstring Theory

High Energy Chemistry
Conquer 2
Defenses: Plasma Steel Armor (D3)
Abilities: Nerve Gas Pods
Leads To: Advanced Subatomic Theory, Synthetic Fossil Fuels

Secrets Of The Human Brain
Discover 2
Abilities: Hypnotic Trance
Socio/Economic Model: Fundamentalist
Leads To: Neural Grafting, Centauri Empathy

Polymorphic Software
Build 2
Abilities: Heavy Artillery
Leads To: Advanced Subatomic Theory, Optical Computers, Adaptive Doctorine

Planetary Networks
Discover 2
Weapons: Probe Team
Unit Types: Probe team
Base Facilities: Hologram Theater, The Virtual World
Socio/Economic Model: Planned
Citizens: Librarian
Leads To: Industrial Automation, Cyberethics

Industrial Economics
Build 2
Base Facilities: Energy Bank
Socio/Economic Model: Free Market
Leads To: Industrial Automation, Environmental Economics, Adaptive Economics

Ethical Calculus
Explore 2
Base Facilities: Children's Creche
Socio/Economic Model: Democratic
Leads To: Intellectual Integrity, Gene Splicing

Doctrine: Loyalty
Conquer 2
Base Facilities: Perimeter Defense, The Command Nexus
Socio/Economic Model: Police State
Leads To: Intellectual Integrity

Doctorine: Flexibility
Explore 2
Chassis Types: Foil (M4)
Weapons: Troop Transport
Unit Types: Transport Foil
Base Facilities: Pressure Dome
Leads To: Doctrine: Initiative, Doctrine: Air Power, Adaptive Doctrine

Field Modulation
Conquer 2
Defenses: Resonance 3 Armor (D3r)
Leads To: Bioadaptive Resonance
NEW

Applied Physics
Conquer 1
Weapons: Laser (A2)
Leads To: Nonlinear Mathematics, High Energy Chemistry, Optical Computers

Industrial Base
Build 1
Defenses: Synthmetal Armor (D2)
Base Facilities: The Merchant Exchange
Leads To: Superconductor, High Energy Chemistry, Polymorphic Software, Industrial Economics

Biogenetics
Discover 1
Base Facilities: Recycling Tanks, The Human Genome Project
Leads To: Secrets of the Human Brain, Gene Splicing

Information Networks
Discover 1
Base Facilities: Network Node
Leads To: Nonlinear Mathematics, Polymorphic Software, Planetary Networks

Social Psych
Build 1
Base Facilities: Recreation Commons
Leads To: Ethical Calculus, Doctrine: Loyalty, Secrets of the Human Brain
Progenitor can communicate with humans

Doctrine: Mobility
Explore 1
Chassis Types: Speeder (M2)
Base Facilities: Command Center
Leads To: Doctrine: Flexibility, Doctrine: Loyalty

Centauri Ecology
Explore 1
Weapons: Terraforming Unit
Unit Types: Former
Base Facilities: The Weather Paradigm
Leads To: Centauri Empathy, Ecological Engineering, Field Modulation

Progenitor Psych
Explore 1
Base Facilities: Aquafarm
Leads To: Field Modulation, Adaptive Economics
Humans can communicate with Progenitors
NEW

Legend for Technology Chart and Tech Tree

- Explore Technologies
- Discover Technologies
- Build Technologies
- Conquer Technologies

How To Map Research Path

- Find desired benefit on the left side of Tech Chart.
- Cross-reference it's technology to obtain tech level.
- Flip Chart over and locate tech level and desired tech box (counting up).
- Follow color-coded arrows down to your current tech level.
- This reveals the research path required to obtain the desired benefit.

FIRAXIS GAMES
ELECTRONIC ARTS™