If you find errors or have suggestions, please leave a comment at:
https://www.reddit.com/r/Xcom/comments/46434g/xcom_2_complete_tech_tree_is_up_compact/

- Power Relay (1 Eng) — 80/100S, +3P
- Power Conduit (1 Eng) — 80/100S, +2P
- Modular Weapons (?/5 days)
- Magnetic Weapons (?/62 days)
  - • Mag Rifle (once)
    • Shard Gun (once)
    • Mag Pistol (once)
    • 125/200S, 10/30A
    • 75S, 5/15A
    • 60/70S, 5/10A
  - Gauss Weapon (?/33 days)
    - • Mag Cann (once)
      • Gauss Rfl (once)
      • 150S, 10/25A, 2 Eng
      • 150/175S, 10/25A, 2 Eng
    - Elerium (?/42 days) — 20/40E
- Weapon Upgrades
- Hybrid Materials (?/5 days) — 2/4 Adv Trooper Corpses
- Plated Armor (?/63 days) — 10/15A
  - Predator Armor (once) — 6/12 Adv Trooper Corpses, 150/300S, 20/60A, 1 Eng
  - Spider Suit (1/soldier) — 2/3 Adv Stun Lancer Corpse, 5/10A, 5/10E, 1EC
  - E.X.O. Suit (1/sld) (with Rocket Launcher) — 2/4 Adv Trooper Corpses, 5/10A, 5/10E, 1EC
    - Experimental Hvy Weapon (1/item) — 1EC
      - • Shredder Gun
        • Flamethrower
- Nanoscale Vest (1/soldier) — 2/3 Adv Trooper Corpses, 30/60S
- Alien Data Cache (?/21 days)
- Adv Data Pad (?/13 days)
- Intel
- Alien Facility Lead (?/10-12 days) — 50 int, 1 Alien Facility Lead
- Alien Facility Location
- Elerium Conduit (1 Eng) — 150/300S, 20/35E, +6P
  - Plasma Rifle (?/104 days) — 10/15S, 10/15E
    - • Plasm Rfl (once)
      • Beam Pstl (once)
      • 250/500S, 20/50A, 10/60E, 3 Eng
      • 125/150S, 10/25A, 10/25E, 3 Eng
    - Beam Cannon (?/42 days) — 5/10A, 5/10E
      - Beam Cannon (once) — 250/400S, 20/60A, 10/40E, 4 Eng
    - Plasma Lance (?/54 days) — 5/10A, 5/10E
      - Plasma Lance (once) — 300/500S, 20/50A, 10/60E, 4 Eng
    - Storm Gun (?/29 days) — 10/20A
      - Storm Gun (once) — 140/200S, 10/40A, 10/40E, 4 Eng
  - Powered Armor (?/113 days) — 20/30S, 5/10E
    - W.A.R. Suit (1/sld) (with Rocket Launcher) — 50/125S, 10/20A, 5/10E, 1EC
      - Exp Powered Weapons (1/item) — 50/100S, 1EC
        - • Hellfire Projector
          • Blaster Launcher
          • Plasma Blaster
          • Shredstorm Cannon
    - Wraith Suit (1/soldier) — 50/125S, 10/15A, 5/15E, 1EC
    - Warden Armor (once) — 300/600S, 40/90A, 20/75E, 3 Eng
- Alien Encryption (?/21 days) — 1 Black Site Vial or Codex Brain
- Shadow Chamber — 125/200S, 5P
- Psionic Gate — 1 Psionic Gate, 200/300S, 4P
  - Psionic Gate (?/50 days) — 65S, 10E
    - Avatar Autopsy (?/58 days) — 1 Avatar Stasis Suit
      - Broadcast the Truth
- Laboratory (1 Sci) — 125/150S, 3P
- Additional Rsrch Station (1 Sci) — 125/175S, 3P
- Blacksite Vial (?/31 days) — 1 Black Site Vial
- Workshop (1 Eng) — 125/150S, 1P, +2 Gremlins
- Add Workbench (1 Eng) — 100/150S, 2P, +2 Gremlins
- Rcvrd Adv Stasis Suit (?/50 days) — 1 Adv Stasis Suit
- Guerrilla Tactics School — 85/100S, 3P
- Equip Personal Combat Sims
- Codex Brain (?/25 days) — 1 Codex Brain, 2 Sci
  - Encrypted Codex Data (?/50 days) — 4 Sci

- Click on items to navigate to specific pages at xcom.wikia.com
- Use Ctrl-F to search
- Print on A2 paper size

- Alien Biotech (?/6 days)
- Smoke Grenade (1/soldier) — 25/40S
  - Plasma Granade (once) — 75/100S, 5/10A, 5/10E, 1EC
    - Advanced Explosives (once) — 50/75S, 5/10A, 5/10E, 1EC
      - Smoke Bomb (1/soldier) — 50/60S
    - Experimental Grenade (1/item) — 1EC
      - • Gas Grenade
        • Acid Grenade
        • Incend Grenade
      - • Gas Bomb
        • Acid Bomb
        • Incendiary Bomb
    - Experimental Ammo (1/item)
      - • Tracer Rounds
        • Dragon Rounds
        • Talon Rounds
        • Venom Rounds
        • A.P. Rounds
      - EMP Bomb (1/soldier) — 50/60S
    - Skulljack (1/item) — 50/75S
      - Skullmining (once) — 75/125S, 1EC
    - Experimental Armor (1/item) — 1 EC
      - • Stasis Vest
        • Plated Vest
        • Hazmat Vest
    - Bluescreen Protocol (once) — 75/125S
      - EMP Grenade (1/soldier) — 50/60S
      - Bluescreen Rounds (1/soldier) — 75/125S
    - Gremlin Mark II (once) — 50/60S, 5/15A, 2 Eng
- Muton Autopsy (?/25 days) — 1 (6/9 inst) Muton Corpse
  - Adv Grenade Launcher (once) — 75/80S, 10/20A, 1 Eng
- Gatekeeper Atpsy (?/50 days) — 1 (6/9 inst) Gatekeeper Corpse
  - Alien Psi Amp (once) — 1/2 Gatekeeper Corpse, 200/120S,10/0A,15/45E,3Eng
- Adv Officer Atpsy (?/7 days) — 1 (10/20 inst) Adv Officer Corpse
  - Proving Ground (1 Eng) — 100/125S, 3P
    - Adv Shieldbearer Atpsy (?/17 days) — 1 (4/7 inst) Adv Shieldbearer Corpse
      - Adv Mec Brkdown (?/21 days) — 1 (4/7 inst) Adv Mec Wreck
        - Adv Trooper Autopsy (?/5 days) — 1 (15/25 inst) Adv Trpr Corpse
          - Battle Scanner (1/soldier) — 30/50S
            - Quad Turrets — 75/125S, 2P
        - Adv Turret Brkdwn (?/8 days) — 1 (3/6 inst) Adv Turret Wreck
          - Defense Matrix — 75/100S, 2P
        - Sectopod Brkdown (?/54 days) — 1 (6/9 inst) Sectopod Wreck
          - Gremlin Mark III (once) — 75/100S, 10/15A, 10/20E, 3 Eng
        - Adv Stun Lancer Atpsy (?/13 days) — 1 (6/9 inst) Adv Stun Lancer Corpse
          - Arc Blade (once) — 90/100S, 10/15A, 1 Eng
- Flashbang Grnd (1/soldier) — 35/50S
- Advanced Warfare Center (1 Eng) — 115/175S, 3P
- Medkit (1/soldier) — 35/60S
- Viper Autopsy (?/17 days) — 1 (5/8 inst) Viper Corpse
  - Battlefield Medicine (once) — 2/3 Viper Corp, 50/75S, 1EC
    - Nanomedkit (1/soldier) — 1/2 Viper Corpse, 50/10S
- Sectoid Autopsy (?/7 days) — 1 (6/10 inst) Sectoid Corpse, 1 Sci
  - Psionics (?/50 days) — 5/10E
    - Psi Lab (1 Eng) — 175/250S, 10/20E, 5P
      - Second Cell (1 Eng) — 225/300S, 15/25E, 5P
    - Mindshield (1/soldier) — 1/2 Sectoid Corpse, 45/60S
      - Advanced Psi Amp (once) — 2/3 Sectoid Corpses, 70/80S, 10/25E, 2 Eng
- Faceless Autopsy (?/13 days) — 1 (4/7 inst) Faceless Corpse
  - Mimic Beacon (1/soldier) — 2 Faceless Corpses, 50/60S
- Berserker Autopsy (?/29 days) — 1 (6/9 inst) Berserker Corpse
  - Overdrive Serum (1/soldier/use) — 1/2 Berserker Corpse, 35/60S
- Archon Autopsy (?/38 days) — 1 (5/8 inst) Archon Corpse
  - Fusion Blade (once) — 180/200S, 10/25A, 10/35E
- Adromedan Atpsy (?/50 days) — 1 (5/8 inst)Adromedan Corpse
  - Proximity Mine (1/soldier) — 100/125S
- Chryssalid Atpsy (?/31 days) — 1 (15/20 inst) Chryssalid Corpse
  - Hellweave (1/soldier) — 2 Chryssalid Corpses, 65S

- Resist Comms (? /11 days)
- Resistance Radio (?/21 days)
  - Radio Relay
- Resistance Comms (1 Eng) — 110/160S, 3P
  - Additional Comm Station (1 Eng) — 125/190S, 4P

Legend

Solid Line = Required
Dash Line = Alternate

- Research (base duration)
- Facility (Staff)
- Facility Upgrade (Staff)
- Engineering Item
- Engineering Item - Weapon
- General Item/Action
- Proving Ground Project
- Experimental Item (random)

Costs:
- **x = All Difficulties Cost**
- **x/y = Non-Legend/Legend**
- **inst = Instant Atpsy Cost**
- **int = Intel**
- **S = Supplies**
- **P = Power**
- **E = Elirium**
- **EC = Elirium Core**
- **A = Alien Alloys**
- **Eng = Engineers**
- **Sci = Scientists**

Weapon and Armor Stats

Assault Rifles

Assault Rifle	Dam: 3-5 Clip: 4 Crit: 0%
Magnetic Rifle	Dam: 4-6 Clip: 4 Crit: 0%
Plasma Rifle	Dam: 7-9 Clip: 4 Crit: 0%

Shotguns

Shotgun	Dam: 4-6 Clip: 4 Crit: 10%
Shard Gun	Dam: 6-8 Clip: 4 Crit: 15%
Storm Gun	Dam: 8-10 Clip: 4 Crit: 20%

Heavy Cannons

Cannon	Dam: 4-6 Clip: 3 Crit: 0%
Magnetic Cannon	Dam: 6-8 Clip: 3 Crit: 0%
Beam Cannon	Dam: 8-10 Clip: 3 Crit: 0%

Sniper Rifles

Sniper Rifle	Dam: 4-6 Clip: 3 Crit: 10%
Gauss Rifle	Dam: 6-8 Clip: 3 Crit: 10%
Plasma Lance	Dam: 8-10 Clip: 3 Crit: 10%

Swords

Sword	Dam: 3-5 Crit: 10%
Arc Blade	Dam: 4-6 Crit: 15% Stun: 25%
Fusion Blade	Dam: 5-7 Crit: 20% Burn: ?%

Pistols

Pistol	Dam: 2-3
Mag Pistol	Dam: 3-4
Beam Pistol	Dam: 4-5

Grenade Launchers

Grenade Launcher	Range: +4 Radius: +1
Adv Grenade Launcher	Range: +5 Radius: +2

Light Armors

Spider Suit	HP: 4 Mobility: 1 Dodge: 20 Utility: 1
Wraith Suit	HP: 6 Mobility: 2 Dodge: 25 Utility: 1

Medium Armors

Predator Armor	HP: 4 Armor: 0 Utility: 2
Warden Armor	HP: 6 Armor: 1 Utility: 2

Heavy Armors

E.X.O. Suit	HP: 5 Armor: 1 H Wpn: 1 Utility: 1
W.A.R. Suit	HP: 6 Armor: 2 H Wpn: 2 Utility: 1

Heavy Weapons

Rocket Launcher	Dam: 4-7 Crit: 20% Radius: 4 Range: 27 Shred: 2
Shredder Gun	Dam: 6-9 Crit: 10% Radius: 12 Range: 25 Shred: 2 Cone
Flame Thrower	Dam: 4-7 Crit: 20% Radius: 7 Range: 25 Cone Burn
Blaster Launcher	Dam: 7-10 Crit: 20% Radius: 6 Range: 45 Shred: 3 Guided
Plasma Blaster	Dam: 7-10 Crit: 30% Radius: 12 Range: 25 Beam
Shred Storm Cannon	Dam: 8-11 Crit: 20% Radius: 6 Range: 45 Shred: 4 Cone
Hellfire Projector	Dam: 6-9 Crit: 20% Radius: 7 Range: 25 Cone Burn

Grenades

Frag	Dam: 3-4 Radius: 3 Range: 10 Shred: 1
Flash-bang	Radius: 8 Range: 12 Disorient
Plasma	Dam: 5-6 Radius: 3 Range: 10 Shred: 2
EMP	Dam: 6 Radius: 4 Range: 12 Mech Only
Gas	Dam: 3-4 Radius: 5 Range: 10 Shred: 1 Poison
Acid	Dam: 3-4 Radius: 3 Range: 10 Shred: 2 Acid Burn
Incend	Dam: 4-5 Radius: 3 Range: 10 Shred: 1 Burn

Bombs/Mines

EMP	Dam: 10 Radius: 5 Range: 12 Mech Only
Gas	Dam: 5-6 Radius: 6 Range: 10 Shred: 2 Poison
Acid	Dam: 5-6 Radius: 3 Range: 10 Shred: 4 Acid Burn
Incend	Dam: 6-7 Radius: 4 Range: 10 Shred: 2 Burn
Proximity Mine	Dam: 8 Radius: 5 Range: 12 Shred: 2

Smoke

Grenade	Radius: 4 Range: 15 Def: +20
Bomb	Radius: 6 Range: 15 Def: +?