

# Nethog's SMAC Tech Tree

	Units	Aliens
-25.00%	Very Green	Hatchling
-12.50%	Green	Larval Mass
0.00%	Disciplined	Pre-Boil
12.50%	Hardened	Boil
25.00%	Veteran	Mature Boil
37.50%	Commando	Great Boil
50.00%	Elite	Demon Boil

Tech Lvl	Chassis	Type	Moves
0	Infantry	Land	1
E1	Speeder	Land	2
B8	Hovertank	Land	3
E2	Foil	Sea	4
E4	Cruiser	Sea	6
E5	Needlejet	Air	8
C6	Copter	Air	8
E13	Gravship	Air	8
D6	Missile	Air	12

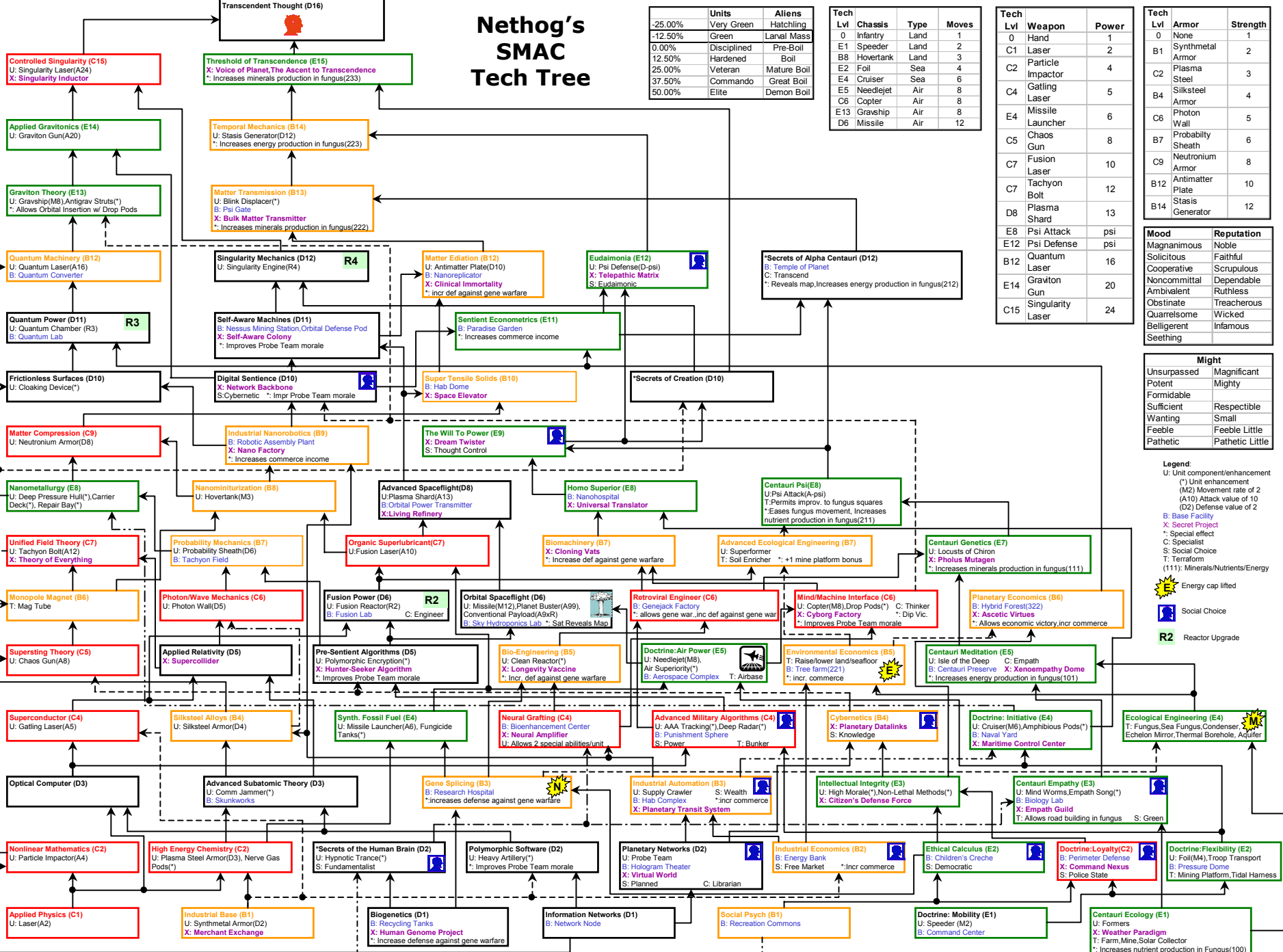
Tech Lvl	Weapon	Power
0	Hand	1
C1	Laser	2
C2	Particle Impactor	4
C4	Gatling Laser	5
E4	Missile Launcher	6
C5	Chaos Gun	8
C7	Tachyon Bolt	10
C7	Tachyon Bolt	12
D8	Plasma Shard	13
E8	Psi Attack	psi
E12	Psi Defense	psi
B12	Quantum Laser	16
E14	Gravton Gun	20
C15	Singularity Laser	24

Tech Lvl	Armor	Strength
0	None	1
B1	Synthmetal Armor	2
C2	Plasma Steel	3
B4	Silksteel Armor	4
C6	Photon Wall	5
B7	Probability Sheath	6
C9	Neutronium Armor	8
B12	Antimatter Plate	10
B14	Stasis Generator	12

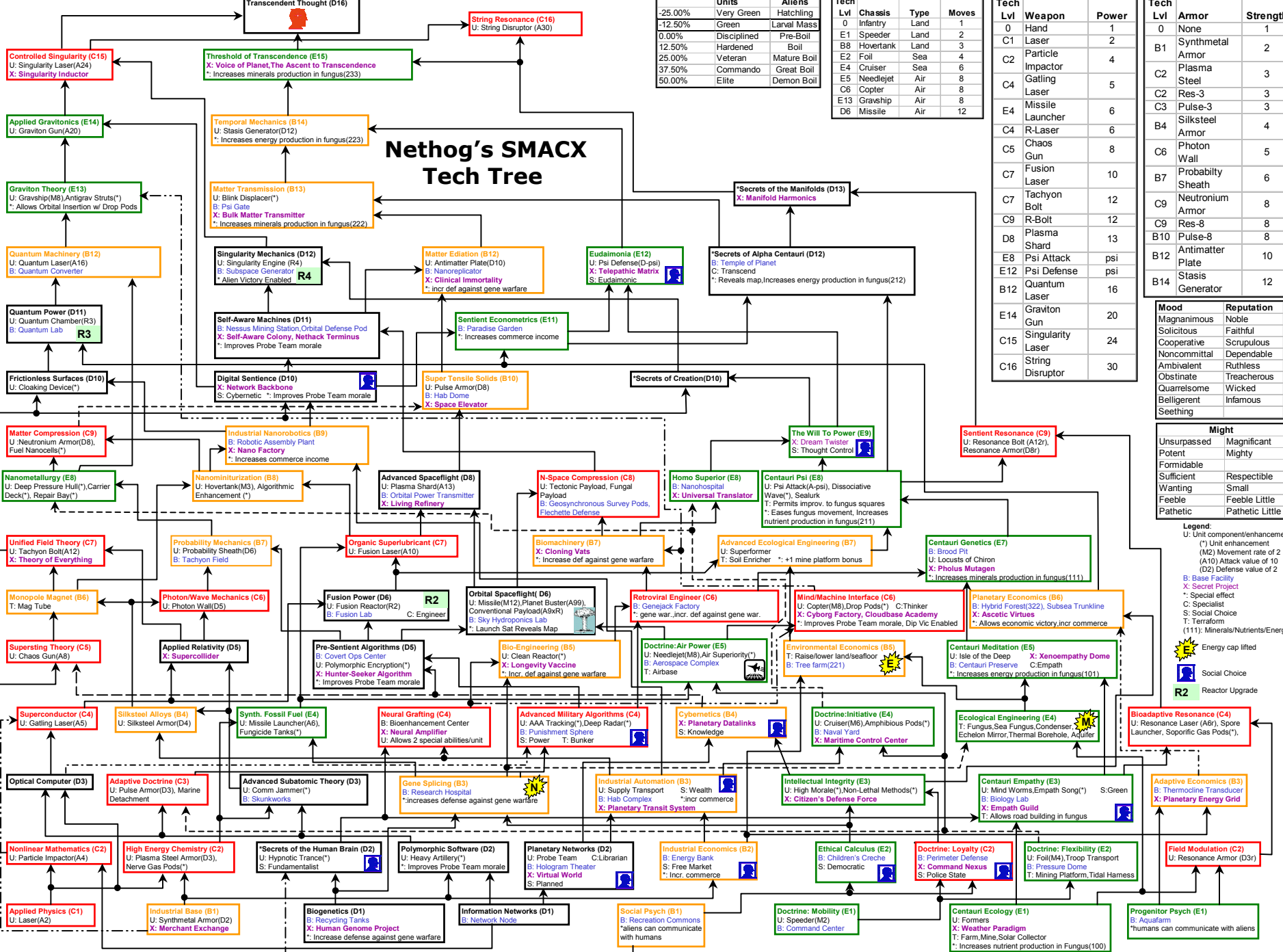
Mood	Reputation
Magnanimous	Noble
Sollicitous	Faithful
Cooperative	Scrupulous
Noncommittal	Dependable
Ambivalent	Ruthless
Obstinate	Treachorous
Quarrelsome	Wicked
Belligerent	Infamous
Seething	

Might	
Unsurpassed	Magnificent
Potent	Mighty
Formidable	
Sufficient	Respectable
Wanting	Small
Feeble	Feeble Little
Pathetic	Pathetic Little

- Legend:**
- U: Unit component/enhancement
  - (\*) Unit enhancement
  - (M2) Movement rate of 2
  - (A10) Attack value of 10
  - (D2) Defense value of 2
  - B: Base Facility
  - X: Secret Project
  - \*: Special effect
  - C: Specialist
  - S: Social Choice
  - T: Terraform
  - (111): Minerals/Nutrients/Energy
  - E: Energy cap lifted
  - Social Choice
  - R2: Reactor Upgrade



# Nethog's SMACX Tech Tree



Units	Very Green	Green	Larval Mass
-25.00%	Disciplined	Boil	Pre-Boil
12.50%	Hardened	Boil	
25.00%	Veteran	Mature Boil	
37.50%	Commando	Great Boil	
50.00%	Elite	Demon Boil	

Tech Lvl	Chassis	Type	Moves
0	Hand	Land	1
0	Speeder	Land	2
B8	Hovertank	Land	3
E2	Foil	Sea	4
E4	Cruiser	Sea	6
E5	Needlejet	Air	8
C6	Copter	Air	8
E13	Gravship	Air	8
D6	Missile	Air	12

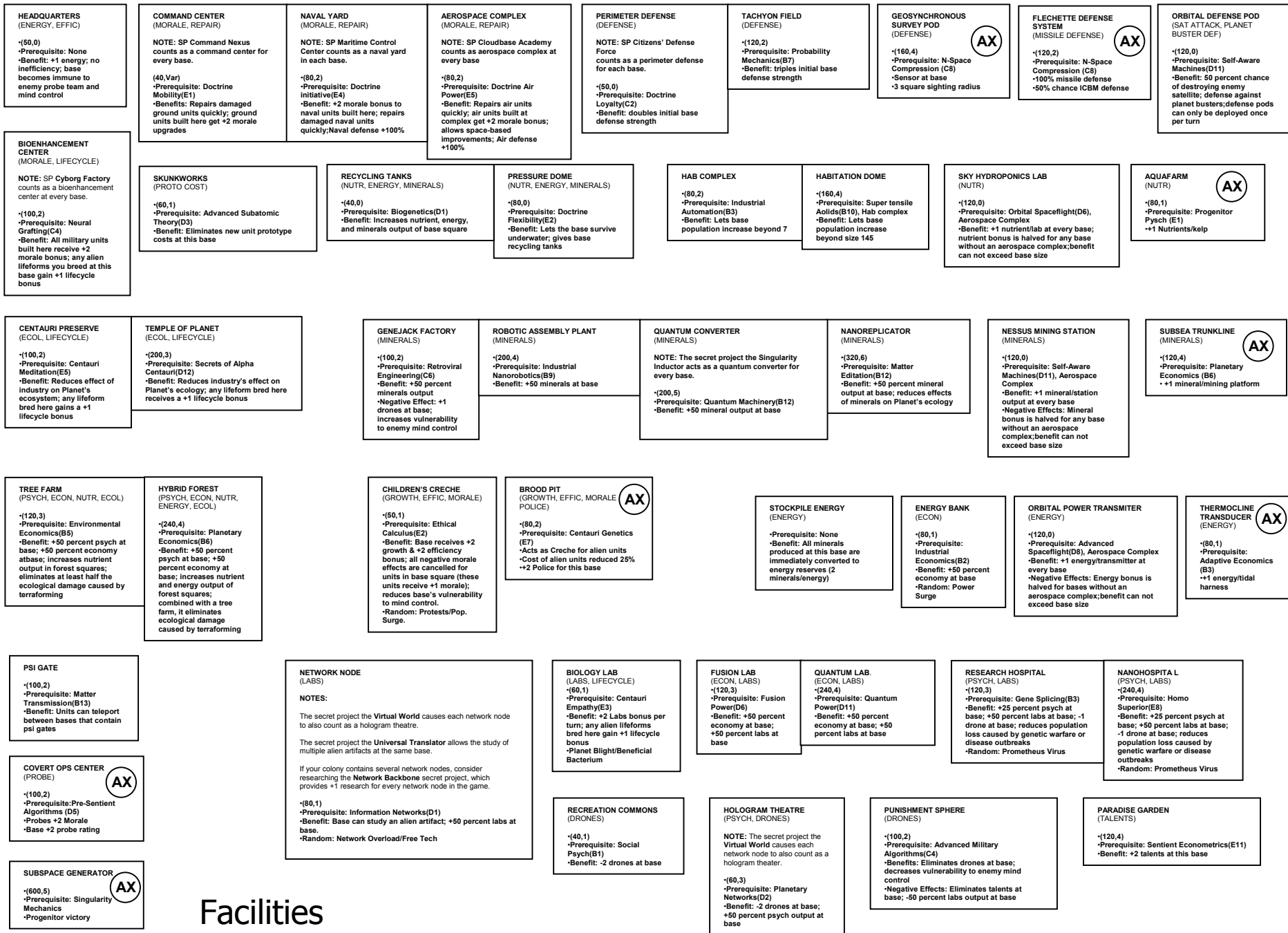
Tech Lvl	Weapon	Power
0	Hand	1
C1	Laser	2
C2	Particle Impactor	4
C4	Gatling Laser	5
E4	Missile Launcher	6
C4	R-Laser	6
C5	Chaos Gun	8
C7	Fusion Laser	10
C7	Tachyon Bolt	12
C9	R-Bolt	12
D8	Plasma Shard	13
E8	Psi Attack	psi
E12	Psi Defense	psi
B12	Quantum Laser	16
E14	Gravton Gun	20
C15	Singularity Laser	24
C16	String Disruptor	30

Tech Lvl	Armor	Strength
0	None	1
B1	Synthmetal Armor	2
C2	Plasma Steel	3
C2	Res-3	3
C3	Pulse-3	3
B4	Silksteel Armor	4
C6	Photon Wall	5
B7	Probability Sheath	6
C9	Neutronium Armor	8
C9	Res-8	8
B10	Pulse-8	8
B12	Antimatter Plate	10
B14	Stasis Generator	12

Mood	Reputation
Magnanimous	Noble
Sollicitous	Faithful
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Unsurpassed	Might
Potent	Magnificent
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**Legend:**  
 U: Unit component/enhancement  
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 B: Base Facility  
 X: Secret Project  
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 S: Social Choice  
 T: Terraform  
 (111): Minerals/Nutrients/Energy  
 Energy cap lifted  
 R2: Reactor Upgrade  
 Social Choice



# Facilities

**THE COMMA D NEXUS**  
(MORALE, REPAIR)  
-Cost: 200  
-Prerequisite: Doctrine Loyalty(C2)  
-Benefits: Counts as a Command Center at every base

**THE CITIZEN'S DEFENSE FORCE**  
(DEFENSE)  
-Cost: 300  
-Prerequisite: Intellectual Integrity(E3)  
-Benefits: Counts as a Perimeter Defense at every base

**THE MARITIME CONTROL CENTER**  
(MORALE, REPAIR, DEFENSE, MOVEMENT)  
Cost: 300  
Prerequisite: Doctrine Initiative(E4)  
Benefits: Increases the movement rate of all naval units by two; counts as a Naval Yard at every base

**THE CYBORG FACTORY**  
(MORALE, LIFECYCLE)  
-Cost: 400  
-Prerequisite: Mind/machine Interface(C6)  
-Benefits: Counts as a Bioenhancement Center at every base

**THE NANO FACTORY**  
(REPAIR, UPGRADE)  
-Cost: 400  
-Prerequisite: Industrial Nanorobotics(B9)  
-Benefits: Units can be repaired quickly and completely even when not in base squares; the cost to upgrade units is reduced by 50 percent

**CLOUDBASE ACADEMY**  
(MORALE, REPAIR, DEFENSE)  
-Cost: 300  
-Prerequisite: Mind Machine Interface (C6)  
-Aerospace Complex at each base



**THE NEURAL AMPLIFIER**  
(PSI)  
-Cost: 300  
-Prerequisite: Neural Grafting(C4)  
-Benefits: +50 percent to psi defense

**THE DREAM TWISTER**  
(PSI)  
-Cost: 400  
-Prerequisite: The Will to Power(E9)  
-Benefits: +50 percent to psi attack

**THE XENOEMPATY DOME**  
(MOVEMENT, LIFECYCLE, TERRAFORM)  
-Cost: 300  
-Prerequisite: Centauri Meditation(E5)  
-Benefits: All fungus squares are treated as roads, and the rate at which your formers remove or plant fungus is doubled; additionally, the fungus confers on all your units the same combat benefits normally reserved for alien life forms; any alien lifeforms you breed gain a +1 lifecycle bonus

**THE PHOLUS MUTAGEN**  
(ECOLOGY, DEFENSE, LIFECYCLE)  
-Cost: 400  
-Prerequisite: Centauri Genetics(E7)  
-Benefits: Reduces the effect of industry on Planet's ecology at all your bases; conventional units get alien terrain combat modifiers; alien lifeforms you breed gain a +1 lifecycle bonus

**THE PLANETARY TRANSIT SYSTEM**  
(POP, DRONES)  
-Cost: 300  
-Prerequisite: Industrial Automation(B3)  
-Benefits: Any new bases you found begin at population level 3; one less drone at all bases of population level 3 and less

**THE ASCETIC VIRTUES**  
(POP, POLICE)  
-Cost: 300  
-Prerequisite: Planetary Economics(B6)  
-Benefits: Increases the population limit of your base by two and increases your society's tolerance for use of police and military units (+1 police)

**THE CLONING VATS**  
(POP, MINERALS, SUPPORT)  
-Cost: 500  
-Prerequisite: Biomachinery(B7)  
-Benefits: All your bases enter a permanent state of population boom and will grow every turn provided nutrient output is sufficient and habitat facilities are adequate; negative effects of the power (+2 industry) and thought control (+3support) social engineering choices are eliminated

**THE PHOLUS MUTAGEN**  
(ECOLOGY, DEFENSE, LIFECYCLE)  
-Cost: 400  
-Prerequisite: Centauri Genetics(E7)  
-Benefits: Reduces the effect of industry on Planet's ecology at all your bases; conventional units get alien terrain combat modifiers; alien lifeforms you breed gain a +1 lifecycle bonus

# Projects

**THE PLANETARY DATALINKS**  
(TECHS)  
-Cost: 300  
-Prerequisite: Cybernetics(B4)  
-Benefits: You automatically discover any technology discovered by any three other factions

**THE SUPERCOLLIDER**  
(LABS)  
Cost: 300  
Prerequisite: Applied Relativity(D5)  
Benefits: Research output at this base is doubled

**THE THEORY OF EVERYTHING**  
(LABS)  
-Cost: 400  
-Prerequisite: Unified Field Theory(C7)  
-Benefits: Lab output doubled at this base

**THE UNIVERSAL TRANSLATOR**  
(TECHS)  
-Cost: 400  
-Prerequisite: Homo Superior(E8)  
-Benefits: Two free tech advances on completion; any number of alien artifacts can be cashed at this base

**THE NETWORK BACKBONE**  
(LABS, POLICE)  
-Cost: 400  
-Prerequisite: Digital Sentience(D10)  
-Benefits: +1 research at this base for every point of commerce this base receives; +1 research for every network node in existence on Alpha Centauri, regardless of the player owning the network node; eliminates the negative effects of cybernetic society (+3 police)

V Avoid Prometheus Virus Random Event

**THE HUMAN GENOME PROJECT**  
(DRONES)  
-Cost: 200  
-Prerequisite: Biogenetics(D1)  
-Benefits: One extra talent at every base

**THE VIRTUAL WORLD**  
(DRONES)  
-Cost: 300  
-Prerequisite: Planetary Networks(D2)  
-Benefits: In addition to their normal effect, network nodes count as hologram theatres at each base (reduces number of drones by two and increases psych output of base by 50 percent)

**THE LONGEVITY VACCINE**  
(DRONES, ENERGY)  
-Cost: 300  
-Prerequisite: Bio-Engineering(B5)  
-Benefits: Two less drones at every base if using planned economics; one less drone at every base if using simple or green economics; energy reserves increased by 50 percent at this base for using free market economics

**THE SELF-AWARE COLONY**  
(FAC MAINT, DRONES)  
-Cost: 500  
-Prerequisite: Self-Aware Machines(D11)  
-Benefits: Energy maintenance cost for facilities is halved at all your bases; if use of police is allowed under current social model, all your bases are considered to have an extra police unit

**THE TELEPATHIC MATRIX**  
(DRONES, PROBE)  
-Cost: 600  
-Prerequisite: Eudaimonia(E12)  
-Benefits: Drones never riot at your base; all your probe teams receive a +2 morale modifier

**CLINICAL IMMORTALITY**  
(DRONES, VOTES)  
-Cost: 500  
-Prerequisite: Matter Edition(B12)  
-Benefit: One extra talent at every base; doubles your votes in elections for Planetary Governor and Supreme Leader

**THE MERCHANT EXCHANGE**  
(ENERGY)  
-Cost: 200  
-Prerequisite: Industrial Base(B1)  
-Benefits: +1 energy in every square at this base

**THE SPACE ELEVATOR**  
(ENERGY, MINERALS, ORBITAL INSERT)  
-Cost: 500  
-Prerequisite: Super Tensile Solids(B10)  
-Benefits: Doubles energy reserves production at this base and doubles mineral production rate at all your bases when producing orbital improvements; your units equipped with drop pods may now make orbital insertions anywhere on Planet; this project also waives any Aerospace Complex restrictions on orbital improvements

**THE BULK MATTER TRANSMITTER**  
(MINERALS)  
-Cost: 600  
-Prerequisite: Matter Transmission(B13)  
-Benefits: +2 minerals at every base

**THE SINGULARITY INDUCTOR**  
(MINERALS, ECOLOGY)  
-Cost: 600  
-Prerequisite: Controlled Singularity(C15)  
-Benefits: Counts as a Quantum Converter at every base and reduces the ecological effects of mineral production

**PLANETARY ENERGY GRID**  
(ENERGY)  
-Cost: 300  
-Prerequisite: Adaptive Economics (B3)  
-Energy bank at each base  
+25% Stockpile Energy

**MANIFOLD HARMONICS**  
(NUTRIENTS, MINERALS, ENERGY)  
-Cost: 500  
-Prerequisite: Secrets of the Manifolds (D13)  
-Increased production from Monoliths and Fungus  
Planet Rating (NUT, MIN, EN)  
0 (0,+1,0)  
1 ((+1,+1,0)  
2 ((+1,+1,+1)  
3 ((+1,+2,+1)

**THE LIVING REFINERY**  
(MINERALS, SUPPORT)  
-Cost: 400  
-Prerequisite: Advanced Spaceflight(D8)  
-Benefits: Decreases minerals required to support military units; +2 support on social engineering table

**THE WEATHER PARADIGM**  
(TERRAFORM)  
-Cost: 200  
-Prerequisite: Centauri Ecology(E1)  
-Benefits: Increases terraforming speed by 50 percent for all tasks except for remove fungus; your formers may build condensers and boreholes and may raise and lower terrain, even if you have not yet discovered the appropriate technologies.

**THE EMPATH GUILD**  
(COMM, VOTES)  
-Cost: 200  
-Prerequisite: Centauri Empathy(E3)  
-Benefits: Lets you contact any leader and gives you an infiltrator in every faction; gives you +50 percent votes in elections for Planetary Governor and Supreme Leader

**THE HUNTER-SEEKER ALGORITHM**  
(COMM, VOTES)  
-Cost: 300  
-Prerequisite: Presentient Algorithms(D5)  
-Benefits: Renders your units and bases completely immune to probe team infiltration of any kind

**NETHACK TERMINUS**  
(PROBE)  
-Cost: 400  
-Prerequisite: Self-Aware Machines (D11)  
-All probe teams +1 morale  
-Cost of probe teams reduced 25%  
-All probe teams have Algorithmic Enhancement

**THE VOICE OF THE PLANET**  
(LIFECYCLE)  
-Cost: 600  
-Prerequisite: Threshold of Transcendence(E15)  
-Benefits: Begins the Ascend to Transcendence sequence; any faction can now begin the Ascend to Transcendence; any alien lifeforms you breed gain a +1 lifecycle bonus

**THE ASCENT TO TRANSCENDENCE**  
(VICTORY)  
-Cost: 2,000  
-Prerequisite: Threshold of Transcendence(E15)  
-Benefits: Completes the Transcendence sequence and ends the Human Era; the Ascend cannot be started until the Voice of the Planet is operational



## Combat Modifiers

General:	Bunkers & Bases:	Terrain:	Air:	Special Abilities:	PSI combat
•Artillery +25%A/elev. level	•+25%D - no collateral damage	•Rocky/Forest/Xenofungus +50%D	•Interceptors attack 2X other air(non-interceptors)	•"AAA Tracking" +100%D from air attacks	•Morale +12.5% /level
•Land artillery vs naval +25%A	•Infantry vs base +25%A	•Mobile in flat/rolling +25%A	•Interceptors attack other interceptors at 1:1	•"Air Superiority(SAM)" +100%A (-50%A against ground or naval)	•Attacker 3:2 against land units
•Morale +12.5% /level	•Perimeter Defense 2xD	•Any unit in flat/rolling attacked by artillery +50%D	•Interceptors attack land&sea -50%A	•"Blink Displacer" ignore base defenses	•SA "Empath Song" +50%A
•Airdrop & attack -50%A	•Tachyon Field 3xD		•Air attacked by artillery +100%D	•"Comm Jammer" +50%D vs fast units	•SA "Hypnotic Trance" +50%D
•2/3 mp -33%A, 1/3 mp -66%A (n/a sea, air, mind worms)	•In HQ: +1 morale (D) (not able to confirm)		•Aerospace Complex +100%D	•"Nerve Gas Pods" +50%A	•+/-10% per Planet Rating
•Sensors +25%D	•Children's Creche: Morale always +1 level		•Air vs base ignores perimeter defenses		•SP "Neural Amplifier" +50%D
•Non-combat -50%D			<b>Naval:</b>		•SP "Dream Twister" +50%A
•Destroy enhancement chance: 75% air(choice), 50% arty (random),100% missile			•Naval in base attacked by land/air -50%D		•Native attacks non-native unit in fungus +50%A
			•Naval in base attacked by naval: 1:1		
			•Naval Yard: Naval Defense +100%D		