

TECH RESEARCH GUIDE

A complete guide to all 15 tech trees and how to prioritise them



DEVELOP



ECONOMY



COMBAT



VS EVENT

What is tech research?

Tech research unlocks permanent buffs that apply across everything you do in the game — development, economy, combat, and VS events. Unlike other systems, these gains never expire and never reset. This guide covers all 15 trees, what they do, and exactly where to focus your time and Research Data.

15

TECH TREES

5

RESEARCH DATA
TREES

80%

VS TREE
TARGET

OVERVIEW

Tech research is one of the most overlooked parts of the game and one of the costliest mistakes a player can make. Every upgrade you complete is a permanent buff that applies across everything you do in the game. It makes your base build faster, your resources flow more freely, your soldiers train quicker, your hospitals hold more troops, and your squads hit harder. These buffs never go away and they never stop working. A player who has neglected tech for months is carrying a permanent disadvantage into every fight, every event, and every rally whether they realise it or not.

THE GOLDEN RULE

In the early game you can get most trees to around 40 or 50% without spending much time or many resources. Jump around all the trees early to pick up the easy buffs across the board. The real decisions begin once research starts taking a day or longer and costs start climbing. That is when you need a clear priority order and the discipline to stick to it. The further down any tree you go the more expensive each upgrade becomes — always work across the top of a tree before pushing deep.

THE 15 TREES AT A GLANCE

TREE	TYPE	PRIORITY
Develop	Standard	MAX EARLY
Economy	Standard	MEDIUM
Hero	Standard	HIGH
Soldier	Standard	HIGH
Squad 1	Standard	HIGH
Full Development	Standard	MEDIUM
Prosperous Economy	Standard	MEDIUM
Squad 2	Standard	LOW
Squad 3	Standard	LOW
Squad 4	Standard	LOW
Alliance Competition	Research Data	CRITICAL — FIRST
Super Soldiers	Research Data	CRITICAL — SECOND
Convoy	Research Data	LOW — TIME IT
Offense Strategy	Research Data	LOW
Defense Strategy	Research Data	LOW

THE 10 STANDARD TREES

These trees run on standard resources — food, metal, oil, and speedups. Get these moving as soon as possible. Most can be pushed to around 50% with minimal effort early on.

DEVELOP MAX EARLY STANDARD	Covers everything that makes your base run faster and cheaper. Research Enhancement speeds up all tech research. Quick Construction speeds up building upgrades. Master Builder reduces construction resource costs. Barracks Expansion increases your soldier training limit. Healing Capacity increases hospital beds and reduces healing costs. None of these directly kill enemies but they compound every single day across everything you do. <i>TIP: Max this tree as early as you possibly can. The faster your base runs, the faster everything else develops.</i>
ECONOMY MEDIUM STANDARD	Covers your RSS output and gathering across food, metal, and oil. Skills boost farm output, farm capacity, food collection speed, and carry load when gathering from tiles. The same pattern repeats for metal and oil. Individual gains look small but they stack over weeks and months into meaningful passive income. <i>TIP: Push to around 50% early and keep chipping away. Not urgent but never completely ignore it.</i>
HERO HIGH STANDARD	Contains branches for Warrior, Tactical, Assault, and All Heroes. You only invest in the branch matching your main squad type. Do not touch other branches unless needed to unlock further progress, and even then spend the bare minimum. At the very bottom of the tree sit four skills that apply to ALL heroes regardless of type — these are the most valuable skills in the entire tree. <i>TIP: Commit to your squad type before spending a single point. Investing in the wrong branch is permanently wasted research.</i>
SOLDIER HIGH STANDARD	Boosts the troops that stand behind your heroes in every battle. Skills cover soldier attack, defence, HP, and load capacity. The same four skills repeat as you work down the tree, becoming more expensive each time. Attack, defence, and HP are your combat priorities. Soldier load matters for resource gathering but is not a fight priority. <i>TIP: Work this steadily alongside the Hero tree. Neglecting soldiers is one of the most common reasons players underperform.</i>
SQUAD 1 HIGH STANDARD	Boosts hero attack, defence, HP, and damage. Also improves march speed and reduces troops killed in action. This is the least expensive of all combat trees and represents fantastic value for every resource spent. Whenever your research queue is idle and you are unsure where to send it, Squad 1 is always the answer. <i>TIP: Keep this running in the background at all times. You will complete it without it ever feeling like a drain.</i>
FULL DEVELOPMENT MEDIUM STANDARD	An extended version of the Develop tree going deeper into the same efficiency buffs — faster research, cheaper construction, more training capacity. Worth progressing but treat as secondary. Get your core combat and develop trees moving first.

PROSPEROUS ECONOMY MEDIUM STANDARD	An extended version of the Economy tree with deeper RSS production and gathering buffs across all three resources. Same advice applies — secondary priority that fills in naturally behind your main trees.
SQUAD 2, 3 AND 4 LOW STANDARD	These trees buff your second, third, and fourth squads in the same way Squad 1 buffs your main squad. Your second and third squads exist to gather resources and start rallies — they do not need upgraded tech any more than they need upgraded gear. Come back to these much later when your priority trees are well developed. <i>TIP: Do not touch these early. Every resource spent here is a resource not going into your priority trees.</i>

THE 5 RESEARCH DATA TREES

IMPORTANT: These five trees require Research Data — a separate currency that is harder to obtain than standard resources. Every point must be spent deliberately. Do not spread it across all five trees at once. Follow the priority order below without exception.

ALLIANCE COMPETITION CRITICAL — FIRST RESEARCH DATA	The most important Research Data tree in the game. Progressing this tree unlocks additional scoring buffs for the VS event, increases the chest rewards you can earn each day, and allows you to contribute meaningfully to your alliance. The target for every player is 80%. At 80% you unlock the ability to collect all 9 chests during the VS event each day — a massive scoring advantage. Reaching 80% also unlocks access to the Super Soldiers tree. <i>TIP: Until you hit 80% on Alliance Competition, almost all Research Data goes here. No exceptions.</i>
SUPER SOLDIERS CRITICAL — SECOND RESEARCH DATA	Once Alliance Competition hits 80%, Super Soldiers becomes your next major focus. This tree boosts your heroes and soldiers in ways the standard trees cannot match — enhanced attack, defence, HP, combat defence, and soldier morale all compound powerfully. Pushing Super Soldiers to 40% unlocks the Offense and Defense Strategy trees. At that point dip into Defense Strategy to unlock the 4th hospital, then return straight back here. The final skill in Super Soldiers unlocks T10 soldiers, making this the last critical priority once your VS event tree is complete. <i>TIP: Push this tree as far as you can. After the VS event tree is done, Super Soldiers is the last major milestone in the game.</i>
CONVOY LOW — TIME IT RESEARCH DATA	Improves your trucks, increasing the resources they carry and the efficiency of your convoys. Useful but not where your Research Data should go in normal circumstances. The exception is Research Day during the VS event — spending Research Data on Research Day scores significant points, so if you are going to invest in Convoys, time it for Research Day to get double value from the same spend. <i>TIP: Only spend here on Research Day for VS event points. Do not prioritise outside of that.</i>

OFFENSE STRATEGY LOW RESEARCH DATA	Unlocks once Super Soldiers reaches 40%. Provides additional combat attack buffs that stack on top of everything else. Worth developing eventually but a low priority. Super Soldiers delivers far more value and should remain your focus before spending significant Research Data here.
DEFENSE STRATEGY LOW RESEARCH DATA	Unlocks alongside Offense Strategy once Super Soldiers reaches 40%. The one reason to dip into this tree early is to unlock the 4th hospital, which meaningfully increases your troop recovery capacity. Once that unlock is done, return straight to Super Soldiers and stay there. Do not commit significant Research Data here until Super Soldiers is fully developed. <i>TIP: Unlock the 4th hospital then go straight back to Super Soldiers.</i>

PRIORITY ORDER SUMMARY

#	ACTION	WHY
1	Max the Develop tree	Speeds up everything else permanently
2	Push Economy to 50%+	Passive RSS gains that compound over time
3	Run Hero + Soldier trees	Match Hero tree to your main squad type only
4	Keep Squad 1 ticking	Best value combat tree — never let it sit idle
5	Full Dev + Prosperous Econ	Secondary fills when main trees are progressing
6	Alliance Competition to 80%	ALL Research Data here first — unlocks 9 chests per day and Super Soldiers
7	Super Soldiers — push hard	At 40% dip into Defense Strategy for 4th hospital then return straight back
8	Convoy on Research Day only	Time Research Data spend for VS event points
9	Continue Super Soldiers to max	Final skill unlocks T10 soldiers — the last critical milestone
10	Offense + Defense Strategy	Low priority — develop once Super Soldiers is complete
11	Squad 2, 3 and 4 last	Only once everything above is well developed

COMMON MISTAKES TO AVOID

Ignoring tech early and only focusing on heroes and gear	Tech compounds every day. The earlier you start the bigger the permanent advantage. Jump around all trees in the early game to pick up easy buffs before costs climb.
Investing in Hero tree branches that do not match your squad type	You cannot get those resources back. Decide your squad type before spending a single point.
Letting your research queue sit empty	Every hour idle is a permanent buff you will never recover. Always have something running.

Spending Research Data on Convoy outside of Research Day	Other trees deliver far more value. Save Convoy spending for VS event Research Day only.
Rushing into Offense and Defense Strategy before Super Soldiers is developed	Super Soldiers buffs are more impactful. The only exception is unlocking the 4th hospital in Defense Strategy at 40%.

Never let your queue sit empty. Never spread thin. Every day your queue is idle is a day of permanent buffs you will never get back. Tech research is the long game — start early, stay consistent, follow the priority order.

For questions speak to your R4 or R5 | ZRoute: Redemption Community Guide