

Military

Building	Tech	Effect
Army encampment Recrutement spot: 1	Plug bayonet Carbines	Plug bayonet (can't remove); Can research Ring Bayonet Can recrate mounted range units (ex: dragoons). Can reseach Wedge Formation
Barracks Recrutement spot: 1	Ring Boyonet Square formation Military Syllabus	Fix bayonet, can shoot. Can research Military Syllabus Infantry formation against cavalry charge + prestige. Can research Cadenced Marching -5% army upkeep; Can build Drill School
Drill School Recrutement spot: 2	Socket bayonet Cadenced Marching Wedge formation Fire by rank	More advanced bayonet + prestige. Can build Military Academy Improve campaign map move speed + prestige As it says for cavalry units. Can research Diamond Formation . As it says for infantry units
Military academy Recrutement spot: 2	New model bayonet drill Diamond formation Fire and Advance Reorganised Procurement	+3 charging bonus for bayonet equipment troops + prestige. Can research Reorganised Procurement As it says for cavalry units. Can research Shortened Carbines As it says for infantry units -5% recrutement costs for all land units. Can build Army Board and Gunnery School
Amry board Recrutement spot: 3	Light Infantry Doctrines Shortened carbines Platoon Firing	Light infantry behavior. Can research Platoon Firing -5% carbine reloading time Allow platoon firing. Can build Military Staff College
Army staff college Recrutement spot: 4	Machined riffling Percussion Cap	Can recrate advanced riflemen + prestige. Can research Percussion Cap reduce impact of rain; -5% misfire chance; +prestige

Ordnance

Building	Tech	Effect
Cannon foundry	Canister Shot Improved grenades	Can recrate 12 pouders; canister shots; Can build Ordnance Factory As it says; Can research Explosive shell
Ordnance factory	Explosive shell	Unlock advanced artillery and Bomb Ketch; Can build Great Arsenal
Great Arsenal	Carcass Shot	As it says; Can research Explosive rockets ; Quicklime shell ; Shrapnel shot
Gunnery school	Exploding rockets	Can recrate Rocket ships and troops
Ordnance board	Quicklime shell	As it says replacing Carcass
Engineer School	Shrapnel shot Percussion shell	As it says. Can research Persussion Shell Combined with percussion caps unable advanced rifleman

Naval

Building	Tech	Effect
Admiralty	Naval short facilities Flintock Cannon Seasoning Sextant	Can build Dockyard (4th rate); Can build Naval Board -5% reload time + prestige -10% naval upkeep; +5% naval recrutement cost + prestige +5% movement on campaign map + prestige
Naval Board	Naval Architecture Advances Improved grape shot Longitude Watch Lime juice and Sauerkraut Copper bottoms Carronades Reformed Naval Adminstration	-5% naval recrutement costs + prestige; Can build Dry Dock (2nd rate) Unable grape shop (also need canister shop in Ordnance tree); Can research Carronades +10% movement on campaign map + prestige -5% naval upkeep + prestige; Can build Naval Hospital (Experienced 2nd rate) +10% top battle speed; +5% movement on campaign map; +5% naval recrutement costs Can recrate Carronadges Frigate + prestige; can research Rifflid Cannon +prestige; Can build Naval College
Naval College	Rifflid Cannon Improved Coppering Sheet lend Cartridges Top Gallants Preserved food	Rifled naval cannon + prestige (also need Machined riffling in Military tree) +10% top battle speed; +5% movement on campaign map; -5% naval recrutement costs -5% reload time; -5% misfire chance + prestige +10% top battle speed; +10% movement on campaign map for ships with top gallants + prestige +2 Morale in battle + prestige

To get the 1st rate and all the other heavy stuffs, need Steam Engine in the Metal Industry tree and build Steamed Dry Dock