RESEARCH TREES

This is just a breakdown of all the current tech tree's and their levels

Library

Development

- Tree Cutter - 1 Level
- Farm Hand I - 5 Levels
- Lumberer I - 5 Levels
- Fast Builder I - 5 Levels
- Veggie Scavenger I - 5 Levels
- Lumber Scavenger I - 5 Levels
- Bullet Forger I - 5 Levels
- Water Buckets - 1 Level
- Water Producer I - 5 Levels
- Water Scavenger I - 5 Levels
- Meat Collector - 1 Level
- Meat Butcher I - 5 Levels
- Game Hunter I - 5 Levels
- Depot Extension - 5 Levels
- Farm Hand II - 5 Levels
- Lumberer II - 5 Levels
- Innovator I - 5 Levels
- Veggie Scavenger II - 5 Levels
- Lumber Scavenger II - 5 Levels
- Bullet Forger II - 5 Levels
- Water Producer II - 5 Levels
- Meat Butcher II - 5 Levels
- Innovator II - 5 Levels
- Water Scavenger II - 5 Levels
- Meat Scavenger II - 5 Levels
- Fast Builder II - 5 Levels

Basic Combat

- Rations - 1 Level
- Fighter Promotion I - 1 Level
- Sharpshooter Promotion I - 1 Level
- Cavalry Promotion I - 1 Level
- Walker Slayer - 10 Levels
- Walker Defender - 10 Levels
- Fighter Promotion II - 1 Level
- Sharpshooter Promotion II - 1 Level
- Cavalry Promotion II - 1 Level
- Walker Fighter Pro - 5 Levels
- Walker Armor - 5 Levels
- Gold Rush - 1 Level
- Resilience - 5 Levels
- Extra House - 1 Level
- Extra Hospital - 1 Level
- Hospital Extension - 15 Levels
- Fighter Promotion III - 1 Level
- Sharpshooter Promotion III - 1 Level

- Cavalry Promotion III - 1 Level
- Resilience - 10 Levels
- No Mercy - 10 Levels

S2 Basic Combat

- S2 Fighter Attack - 10 Levels
- S2 Sharpshooter Attack - 10 Levels
- S2 Cavalry Attack - 10 Levels
- S2 Medical Efficiency - 10 Levels
- S2 Swift Recovery - 10 Levels
- S2 Hospital Extension - 10 Levels
- S2 Fighter Defence - 10 Levels
- S2 Sharpshooter Defence - 10 Levels
- S2 Cavalry Defence - 10 Levels
- S2 Fighter Rations - 10 Levels
- S2 Sharpshooter Rations - 10 Levels
- S2 Cavalry Rations - 10 Levels
- S2 Fighter Health - 10 Levels
- S2 Sharpshooter Health - 10 Levels
- S2 Cavalry Health - 10 Levels
- S2 Medical Efficiency - 10 Levels
- S2 Swift Recovery - 10 Levels
- S2 Hospital Extension - 10 Levels
- S2 Fighters vs Sharpshooters - 5 Levels
- S2 Sharpshooters vs Cavalry - 5 Levels
- S2 Cavalry vs Fighters - 5 Levels
- S2 No Mercy - 10 Levels

Melee Training

- Fighters vs Sharpshooters - 5 Levels
- Fighter Guards Attack - 10 Levels
- Fighter Guards Defence - 10 Levels
- Fighter Guards Health - 10 Levels
- Fighter Training Efficiency - 10 Levels
- Fast Fighter Training II - 10 Levels
- Fighter Rations I - 5 Levels
- Fighter Siege Attack - 10 Levels
- Fighter Siege Defence - 10 Levels
- Fighter Siege Health - 10 Levels
- Fighter Attack - 10 Levels
- Fighter Defence - 10 Levels
- Fighter Health - 10 Levels
- Fighters vs Sharpshooters - 10 Levels
- Ultimate Fighter - 1 Level

Sharpshooter Training

- Sharpshooter vs Cavalry- 5 Levels
- Sharpshooter Guards Attack - 10 Levels
- Sharpshooter Guards Defence - 10 Levels
- Sharpshooter Guards Health - 10 Levels
- Sharpshooter Training Efficiency - 10 Levels
- Fast Sharpshooter Training II - 10 Levels
- Sharpshooter Rations I - 5 Levels
- Sharpshooter Siege Attack - 10 Levels
- Sharpshooter Siege Defence - 10 Levels
- Sharpshooter Siege Health - 10 Levels
- Sharpshooter Attack - 10 Levels
- Sharpshooter Defence - 10 Levels
- Sharpshooter Health - 10 Levels

- Sharpshooter vs Cavalry - 10 Levels
- Ultimate Sharpshooter - 1 Level

Cavalry Training

- Cavalry vs Fighter - 5 Levels
- Cavalry Guards Attack - 10 Levels
- Cavalry Guards Defence - 10 Levels
- Cavalry Guards Health - 10 Levels
- Cavalry Training Efficiency - 10 Levels
- Fast Cavalry Training II - 10 Levels
- Cavalry Rations I - 5 Levels
- Cavalry Siege Attack - 10 Levels
- Cavalry Siege Defence - 10 Levels
- Cavalry Siege Health - 10 Levels
- Cavalry Attack - 10 Levels
- Cavalry Defence - 10 Levels
- Cavalry Health - 10 Levels
- Cavalry vs Fighter - 10 Levels
- Ultimate Cavalry - 1 Level

March Queue I

- Skilled Scavenger - 5 Levels
- Load Capacity - 5 Levels
- Fast Pace - 1 Level
- Melee Defence - 5 Levels
- Sharpshooter Defence - 5 Levels
- Cavalry Defence - 5 Levels
- Team of Three - 1 Level
- Horse Power - 5 Levels
- Patch Up - 5 Levels
- Close Retreat - 1 Level
- Melee Attack - 10 Levels
- Sharpshooter Attack - 10 Levels
- Cavalry Attack - 10 Levels
- Fighter Endurance - 10 Levels

March Queue III

- Skilled Scavenger - 5 Levels
- Load Capacity - 5 Levels
- Fast Pace - 1 Level
- Melee Defence - 5 Levels
- Sharpshooter Defence - 5 Levels
- Cavalry Defence - 5 Levels
- Team of Three - 1 Level
- Horse Power - 5 Levels
- Patch Up - 5 Levels
- Close Retreat - 1 Level
- Melee Attack - 10 Levels
- Sharpshooter Attack - 10 Levels
- Cavalry Attack - 10 Levels
- Fighter Endurance - 10 Levels

March Queue III

- Skilled Scavenger - 5 Levels
- Load Capacity - 5 Levels
- Fast Pace - 1 Level
- Melee Defence - 5 Levels
- Sharpshooter Defence - 5 Levels

- Cavalry Defence - 5 Levels
- Team of Three - 1 Level
- Horse Power - 5 Levels
- Patch Up - 5 Levels
- Close Retreat - 1 Level
- Melee Attack - 10 Levels
- Sharpshooter Attack - 10 Levels
- Cavalry Attack - 10 Levels
- Fighter Endurance - 10 Levels

March Queue IV

- Skilled Scavenger - 5 Levels
- Load Capacity - 5 Levels
- Fast Pace - 1 Level
- Melee Defence - 5 Levels
- Sharpshooter Defence - 5 Levels
- Cavalry Defence - 5 Levels
- Team of Three - 1 Level
- Horse Power - 5 Levels
- Patch Up - 5 Levels
- Close Retreat - 1 Level
- Melee Attack - 10 Levels
- Sharpshooter Attack - 10 Levels
- Cavalry Attack - 10 Levels
- Fighter Endurance - 10 Levels

Statues

Melee Statue

- Knockout - 20 Levels
  - Attack Increase (When Attacking)
- Block - 20 Levels
  - Defence Increase (When Attacking)
- Top Shape - 20 Levels
  - Health Increase (When Attacking)
- Preemptive Strike - 20 Levels
  - Attack Increase (When Defending)
- Dodge - 20 Levels
  - Defence Increase (When Defending)
- Unyielding - 20 Levels
  - Health Increase (When Defending)
- Shooter Crackdown - 20 Levels
  - Increase Performance vs Sharpshooters

Sharpshooter Statue

- Hail of Bullets - 20 Levels
  - Attack Increase (When Attacking)
- Stance - 20 Levels
  - Defence Increase (When Attacking)
- Focus - 20 Levels
  - Health Increase (When Attacking)
- Parry - 20 Levels
  - Attack Increase (When Defending)
- Rigor - 20 Levels
  - Defence Increase (When Defending)
- Concentration - 20 Levels
  - Health Increase (When Defending)

- Cavalry Crackdown - 20 Levels
  - Increase Performance vs Cavalry

Cavalry Statue

- Forward Charge - 20 Levels
  - Attack Increase (When Attacking)
- Backward Kick - 20 Levels
  - Defence Increase (When Attacking)
- Energetic - 20 Levels
  - Health Increase (When Attacking)
- Preemptive Blow - 20 Levels
  - Attack Increase (When Defending)
- Stagger - 20 Levels
  - Defence Increase (When Defending)
- Endurance - 20 Levels
  - Health Increase (When Defending)
- Melee Crackdown - 20 Levels
  - Increase Performance vs Melee

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