level 1

level 2

level 3

level 4

level 5

warrior hold

pagan shrine

V: **Morale +2**

christian shrine

All: **Morale +1** (Vikings when converted).

muster field

I: **Peasants**
P: **Peasants**
Sc: **Peasants**
V: **Thralls**
W: **Peasants**

port

brothel

All: **Spy**

tavern

All: **Assassin**

abbey

forest clearing

watch towers

mine

inn

All: **Mercenaries**

stockade

drinking hall

I: **Kern**
M: **Fyrdmen**
N: **Woodsmen & Fyrdmen**
P: **Celtic Warriors**
Sx: **Fyrdmen**
Sc: **Highlanders**
V: **Landsmenn**
W: **Celtic Warriors**

royal hall

All: **Office of State +1 Command**

blacksmith

All: **Spearmen**
M: **... & Urban Militia**
V: **... & Carls**

boat builder

I: **Curragh**
M: **Boat**
N: **Boat**
P: **Curragh**
Sx: **Boat**
Sc: **Curragh**
V: **Snekkja**
W: **Curragh**

stew

All: **Spy +1**

alehouse

All: **Assassin +1**

border fort

mine complex

fortified village

Province must have **Iron** resource

pagan sacrificial shrine

V: **Morale +3**

trader

mead hall

I: **Gallowglasses & Dartmen**
M: **Fyrdmen +1**
N: **Fyrdmen +1**
P: **Celtic War. +1 & Berserkers**
Sx: **Fyrdmen +1**
Sc: **Highlanders +1**
V: **Landsmenn +1 & Berserkers**
W: **Celtic War. +1**

royal mint

All: **Office of State + 2 Loyalty +2 Acumen**

armourer

All: **Armour +1**

metalsmith

All: **Weapons +1**

slipway

bawdyhouse

All: **Longboat**
V: **Drakkar**

drinking den

All: **Spy +2**

butts

All: **Assassin +2**

stables

M: **Archers**
P: **Crossbows**
Sx: **Archers**
Sc: **Archers**
V: **Archers**
W: **Archers**

basic farms

I: **Horsemen**
M: **Horsemen**
N: **Horsemen**
P: **Pictish Cav.**
Sx: **Horsemen**
Sc: **Horsemen**
V: **Raider Cav.**
W: **Horsemen**

fort

catholic chapel

All: **Morale +2** (Vikings when converted).

+ motte

+ motte & bailey

siege engineer

All: **Ballista & Catapult**

trading post

royal palace

All: **+1 valour** (early units), **Emissaries & Royal Bodyguards**
I: **... & Bonnachts**
M, N & Sx: **... & Huscarles**
except:
V: **+1 valour** (early units), **Emissaries, Huscarles**

court of law

All: **Office of State +2 Loyalty +2 Dread**

master blacksmith

All: **Armoured Spearmen**
M: **... & Militia Sergeants**

armourers workshop

All: **Armour +2**

metalsmiths workshop

All: **Weapons +2**

shipwright

V: **Jarnbardi**

cunny-warren

All: **Spy +3**

rookery

All: **Assassin +3**

bowyer

All: **Archers +1**
P: **Mounted Crossbows***

horse farmer

I: **Horsemen +1**
M: **Mtd. Sargts.**
N: **Horsemen +1**
P: **Mtd. X-bows***
Sx: **Horsemen +1**
Sc: **Horsemen +1**
V: **Raider Cav. +1**
W: **Horsemen +1**

improved farmland 20%

keep

+ curtain walls

+ ballista towers

siege engineers workshop

All: **Mangonel**

merchant

royal court

All: **Mounted Nobles***
except:
V: **JomsVikings**
W: **Welsh Bandits***

royal armoury

All: **Office of State +2 Loyalty +2 Command**

armourers guild

All: **Armour +3**

metalsmiths guild

All: **Weapons +3**

bowyers workshop

All: **Archers +2**
W: **...& Welsh Bandits***

horse breeder

All: **Mounted Nobles***
except:
N: **...& Horsemen +2**
Sx: **...& Horsemen +2**
Sc: **...& Horsemen +2**
V: **Raider Cav. +2**
W: **Horsemen +2**

improved farmland 40%

cathedral

catholic church

All: **Bishop Morale +3** (V: when converted to Christianity)

Medieval: Total War™ Viking Invasion™ technology tree

key

Building

Not available to faction shown by symbol

Available only to faction shown by symbol

abbey

I: **Horsemen +1**
M: **Mtd. Sargts.**
N: **Horsemen +1**
P: **Mtd. X-bows***
Sx: **Horsemen +1**
Sc: **Horsemen +1**
V: **Raider Cav +1**
W: **Horsemen +1**

I: **Irish**
M: **Mercian** unit(s)
N: **Northumbrian** unit(s)
P: **Pictish** unit(s)
Sx: **Saxon** unit(s)
Sc: **Scottish** unit(s)
V: **Viking** unit(s)
W: **Welsh** unit(s)
* needs **two** buildings to train

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