

Name Farmdale  
 Player --  
 Race Human  
 Type Civilization  
 Regent X  
 0 Governing Style 10  
 Governed Provinces 6 Explored Provinces 5

Province	Terrain	Pop Ctr	Size Mod	Prod	Tot Prod	Upkeep	Act Prod	Act Upkeep
Farmdale 1	Plains	Village	1	6	1,500	225	3,867	1,103
Farmdale 2	Plains	Village	1	6	1,500	225	3,094	1,103
Farmdale 3	Plains	Village	1	6	1,500	225	3,094	1,103
Farmdale 4	Forest	Hamlet	0.5	4	500	150	1,031	600
Farmdale 5	Forest	Hamlet	0.5	4	500	150	1,031	600
Farmdale 6	Plains	Large City	4	6	6,000	3,600	34,805	24,290
Farmdale 7		Empty	0	0	0	0		
Farmdale 8		Empty	0	0	0	0		
Farmdale 9		Empty	0	0	0	0		
Farmdale 10		Empty	0	0	0	0		
Farmdale 11		Empty	0	0	0	0		
			0	0	0	0		
			0	0	0	0		
			0	0	0	0		

Total Production 11,500  
 Actual: 46,922  
 Total Upkeep 4,575  
 28,799

## Military

Qty	Unit Type	Base	Ext	Hex
8	Avanthus Homeguard	151	1208	6
2	Avanthus Patrol	187	374	4
2	Avanthus Patrol	187	374	5
2	Avanthus Patrol	187	374	2
2	Avanthus Patrol	187	374	11
2	Avanthus Patrol	187	374	10
3	Std Reg Med Inf	98	294	4
3	Std Reg Med Inf	98	294	5
2	Avanthus Patrol	187	374	9



Farmdale Hex 1

Government Style	Production Adjustment	Culture	Production Adjustment	
Warlord	10	Civilized	0	

Terrain	Race	Base Prod	Population Center	Prod Mod	Upkeep	Max Units	Base Prod
Plains	Human	6	Village	1	225	12	1500

Asset or Improvement	Cost	% RP Bonus	% Upkeep Reduction	Fixed Upkeep	% Cost Upkeep	This Upkeep
Chapel (2)	3000			0	15	450
Druidic Grove (2)	3000			0	15	450
Irrigation		50		0		0
Fish Market		25		0		0
Crop Rotation		25		0		0
Marketplace	100		-10	0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0

Production
3,867

Upkeep
1,103

Farmdale Hex 2

Government Style	Production Adjustment	Culture	Production Adjustment	
Warlord	10	Civilized	0	

Terrain	Race	Base Prod	Population Center	Prod Mod	Upkeep	Max Units	Base Prod
Plains	Human	6	Village	1	225	12	1500

Asset or Improvement	Cost	% RP Bonus	% Upkeep Reduction	Fixed Upkeep	% Cost Upkeep	This Upkeep
Chapel (2)	3000			0	15	450
Druidic Grove (2)	3000			0	15	450
Crop Rotation		25		0		0
Marketplace			-10	0		0
Irrigation		50		0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0

Production
3,094

Upkeep
1,103

Farmdale Hex 3

Government Style	Production Adjustment	Culture	Production Adjustment	
Warlord	10	Civilized	0	

Terrain	Race	Base Prod	Population Center	Prod Mod	Upkeep	Max Units	Base Prod
Plains	Human	6	Village	1	225	12	1500

Asset or Improvement	Cost	% RP Bonus	% Upkeep Reduction	Fixed Upkeep	% Cost Upkeep	This Upkeep
Chapel (2)	3000			0	15	450
Druidic Grove (2)	3000			0	15	450
Crop Rotation		25		0		0
Marketplace			-10	0		0
Irrigation		50		0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0

Production
3,094

Upkeep
1,103

Farmdale Hex 4

Government Style	Production Adjustment	Culture	Production Adjustment	
Warlord	10	Civilized	0	

Terrain	Race	Base Prod	Population Center	Prod Mod	Upkeep	Max Units	Base Prod
Forest	Human	4	Hamlet	0.5	150	12	500

Asset or Improvement	Cost	% RP Bonus	% Upkeep Reduction	Fixed Upkeep	% Cost Upkeep	This Upkeep
Druidic Grove (2)	3000			0	15	450
Logging Camp		25		0		0
Palisade (3-unit)	375			0		0
Sawmill		50		0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0

Production
1,031

Upkeep
600

Farmdale Hex 5

Government Style	Production Adjustment	Culture	Production Adjustment	
Warlord	10	Civilized	0	

Terrain	Race	Base Prod	Population Center	Prod Mod	Upkeep	Max Units	Base Prod
Forest	Human	4	Hamlet	0.5	150	12	500

Asset or Improvement	Cost	% RP Bonus	% Upkeep Reduction	Fixed Upkeep	% Cost Upkeep	This Upkeep
Druidic Grove (2)	3000			0	15	450
Logging Camp		25		0		0
Palisade (3-unit)	375			0		0
Sawmill		50		0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0
				0		0

Production
1,031

Upkeep
600

Farmdale Hex 6

Government Style	Production Adjustment	Culture	Production Adjustment	
Warlord	10	Civilized	0	

Terrain	Race	Base Prod	Population Center	Prod Mod	Upkeep	Max Units	Base Prod
Plains	Human	6	Large City	4	3600	12	6000

Asset or Improvement	Cost	% RP Bonus	% Upkeep Reduction	Fixed Upkeep	% Cost Upkeep	This Upkeep
Cathedral (7)	42000			0	15	6300
Cartel (9)	36000			0	15	5400
Crop Rotation		25		0		0
Marketplace			-10	0		0
Irrigation		50		0		0
Fishmarket		25		0		0
Trade Fair (Spring)	200	50		0		0
Fishing Fleet		50		0		0
Arcane University (9)	54000			0	15	8100
Castle (8 units)	1600			0		0
Keep	320			0		0
Hospital (10 units)	5000			0	25	1250
				0		0
				0		0

Production
34,805

Upkeep
24,290

**Name:** Standard Regular Medium Infantry  
**Formation:**

### Description

<b>Race:</b>	Human Warrior 1	<b>Feats:</b>	Precision Drill
<b>Unit Type:</b>	Martial	<b>Weapons:</b>	Medium
<b>Training Level:</b>	Regular	<b>Armor:</b>	Medium, Shield
<b>Training Type:</b>	Med Infantry	<b>Cost:</b>	395
<b>Subtype:</b>		<b>Upkeep:</b>	98

### Attributes

<b>MAB:</b>	3	<b>Fort Save:</b>	4
<b>RAB:</b>	3	<b>Ref Save:</b>	2
<b>AC:</b>	16	<b>Will Save:</b>	1
<b>Melee Power:</b>	8	<b>Move:</b>	5
<b>Ranged Power:</b>	8	<b>MPs:</b>	35
<b>Toughness:</b>	21	<b>Shock Factor:</b>	0
<b>Wound Levels:</b>	2	<b>Prerequisites:</b>	
<b>Morale:</b>	9		
<b>Command:</b>	2		

**Notes:**



**Name:** Avanthus Homeguard  
**Formation:** Cohort

### Description

<b>Race:</b>	Human Warrior 3	<b>Feats:</b>	Weapon Focus, Iron Will, Disciplined, Mage-Trained
<b>Unit Type:</b>	Martial	<b>Weapons:</b>	Medium/Medium
<b>Training Level:</b>	Elite	<b>Armor:</b>	Medium/Shield
<b>Training Type:</b>	Medium Infantry	<b>Cost:</b>	1210
<b>Subtype:</b>	Garrisoned	<b>Upkeep:</b>	151

### Attributes

<b>MAB:</b>	8	<b>Fort Save:</b>	6
<b>RAB:</b>	7	<b>Ref Save:</b>	3
<b>AC:</b>	17	<b>Will Save:</b>	5
<b>Melee Power:</b>	13	<b>Move:</b>	5
<b>Ranged Power:</b>	13	<b>MPs:</b>	35
<b>Toughness:</b>	25	<b>Shock Factor:</b>	0
<b>Wound Levels:</b>	2	<b>Prerequisites:</b>	
<b>Morale:</b>	9		
<b>Command:</b>	8		

**Notes:**

**Name:** Avanthus Patrol  
**Formation:**

**Description**

<b>Race:</b>	Human Warrior 1	<b>Feats:</b>	Mounted Combat, Mount Attack
<b>Unit Type:</b>	Martial	<b>Weapons:</b>	Light Long/Light
<b>Training Level:</b>	Regular	<b>Armor:</b>	Light/Shield
<b>Training Type:</b>	Light Cavalry	<b>Cost:</b>	750
<b>Subtype:</b>	Scouts	<b>Upkeep:</b>	187

**Attributes**

<b>MAB:</b>	6	<b>Fort Save:</b>	3
<b>RAB:</b>	4	<b>Ref Save:</b>	4
<b>AC:</b>	14	<b>Will Save:</b>	1
<b>Melee Power:</b>	12	<b>Move:</b>	6
<b>Ranged Power:</b>	6	<b>MPs:</b>	42
<b>Toughness:</b>	27	<b>Shock Factor:</b>	0
<b>Wound Levels:</b>	2	<b>Prerequisites:</b>	
<b>Morale:</b>	9		
<b>Command:</b>	2		

**Notes:**  
Hide, Search, Survival

Name Kharith  
 Player DM  
 Race Human  
 Governed Provinces 3  
 Type Civilization Cultured  
 Explored Provinces 3  
 Regent 0  
 Governing Style 0  
 Warlord 10

Province	Terrain	Pop Ctr	Size Mod	Prod	Tot Prod	Upkeep		
Farmdale (01)	Plains	Lg City	4	6	6,600.00	3,600.00		
Farmdale (02)	Plains	Village	1	6	1,650.00	225.00		
Farmdale (03)	Plains	Village	1	6	1,650.00	225.00		
Farmdale (04)	Plains	Village	1	6	1,650.00	225.00		
Farmdale (05)	Plains	Village	1	6	1,650.00	225.00		
Farmdale (06)	Plains	Village	1	6	1,650.00	225.00		
Farmdale (07)	Plains	Village	1	6	1,650.00	225.00		
Farmdale (08)	Plains	Village	1	6	1,650.00	225.00		
Farmdale (09)	Plains	Village	1	6	1,650.00	225.00		
Farmdale (10)	Hills	Village	1	4	1,100.00	225.00		
Farmdale (11)	Forest	Village	1	4	1,100.00	225.00		
Farmdale (12)	Forest	Village	1	4	1,100.00	225.00		
Halmeser (01)	Plains	Village	1	6	1,650.00	225.00		
Halmeser (02)	Plains	Village	1	6	1,650.00	225.00		
Halmeser (03)	Plains	Village	1	6	1,650.00	225.00		
Halmeser (04)	Plains	Village	1	6	1,650.00	225.00		
Halmeser (05)	Plains	Village	1	6	1,650.00	225.00		
Halmeser (06)	Plains	Village	1	6	1,650.00	225.00		
Halmeser (07)	Plains	Village	1	6	1,650.00	225.00		
Halmeser (08)	Plains	Village	1	6	1,650.00	225.00		
Lakesedge (01)	Plains	Lg Town	2.5	6	4,125.00	1,500.00		
Lakesedge (02)	Plains	Village	1	6	1,650.00	225.00		
Lakesedge (03)	Plains	Village	1	6	1,650.00	225.00		
Lakesedge (04)	Forest	Village	1	4	1,100.00	225.00		
Lakesedge (05)	Plains	Village	1	6	1,650.00	225.00		
Lakesedge (06)	Plains	Village	1	6	1,650.00	225.00		
Lakesedge (07)	Plains	Village	1	6	1,650.00	225.00		
Lakesedge (08)	Plains	Village	1	6	1,650.00	225.00		
Lakesedge (09)	Plains	Village	1	6	1,650.00	225.00		
Lakesedge (10)	Hills	Village	1	4	1,100.00	225.00		
Lakesedge (11)	Mountains	Village	1	2	550.00	225.00		

Total Production

54,725.00

Total Upkeep

11,625.00



Name Kharith  
 Player DM  
 Race Human  
 Governed Provinces 3  
 Type Civilization Cultured  
 Explored Provinces 0  
 Regent  
 Governing Style Warlord

Province	Terrain	Pop Ctr	Size Mod	Govt	Prod	Tot Prod	Upkeep	Mult	Scale Prod	Scale Upk
Halmeser (1)	Plains	Village	1	0.1	6	1,650.00	225.00	8	13,200.00	1,800.00
Farmdale (1)	Plains	Lg City	4	0.1	6	6,600.00	3,600.00	12	79,200.00	43,200.00
Lakesedge (1)	Plains	Lg Town	2.5	0.1	6	4,125.00	1,500.00	11	45,375.00	16,500.00
			0		0	0.00	0.00		0.00	0.00
			0		0	0.00	0.00		0.00	0.00
			0		0	0.00	0.00		0.00	0.00

Total Production 12,375.00
 Total Upkeep 5,325.00
 137,775.00 61,500.00

