

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

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 **Total Upkeep** 4,575
Actual: 46,922 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

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

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

Attributes

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

Notes:

Name: Avanthus Homeguard
Formation: Cohort

Description

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

Attributes

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

Notes:

Name: Avanthus Patrol
Formation:

Description

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

Attributes

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

