

Strategy - Conquest

Start with a scout  
(spawn at towncenter)

	:	2	
	:	1	
 Villager	:	2	
 	:	1	
 	:	2	
 	:	3	
 Wonder	:	4	
 	:	5	

Strategy - Economic

Start with a villager  
(spawn at towncenter)

	:	1	
 House	:	1	
 Towncenter	:	2	
 	:	1	
 	:	2	
 Wonder	:	3	
 	:	3	

Strategy - Bulwark

Start with a tower  
(place in starting area)

	:	2	
	:	2	
 	:	1	
 	:	1	
 	:	2	
 	:	2	
 	:	4	
 	:	7	

Strategy - Regicide

Start with a house  
(place in starting area)

 	:	20	
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Strategy - Redux

Only available in  
"Redux" scenario.

	:	1	
  	:	2	
 	:	3	
 	:	5	

