

## Strategy - Conquest

Start with a scout  
(spawn at towncenter)

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

## Strategy - Economic

Start with a villager  
(spawn at towncenter)

	:	3	
 Villager Fishing Ship	:	1	
 Towncenter Wonder	:	2	
  	:	1	
 	:	1	
 	:	2	
 Wonder	:	3	
 	:	3	


## Strategy - Bulwark

Start with a tower and a spearman  
(place both 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  
Conquest

Strategy  
Economic

Strategy  
Bulwark

Strategy  
Regicide