

Strategy - Conquest

Start with a scout
(spawn at towncenter)

| | | | |
|---|---|---|---|
|  | : | 2 |  |
|  | : | 1 |  |
|  Villager | : | 2 |  |
|  Fishing Ship | : | 1 |  |
|   | : | 2 |  |
|   | : | 3 |  |
|  Towncenter | : | 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)

| | | | |
|---|---|---|---|
|  | : | 1 |  |
|  | : | 2 |  |
|   | : | 1 |  |
|   | : | 1 |  |
|   | : | 2 |  |
|   | : | 2 |  |
|   | : | 4 |  |
|   | : | 3 |  |

Strategy - Regicide

Start with a house
(place in starting area)

| | | | |
|---|---|----|---|
|   | : | 20 |  |
|---|---|----|---|

Strategy - Redux

Only available in
"Redux" scenario.

| | | | |
|---|---|---|---|
|  | : | 1 |  |
|    | : | 2 |  |
|   | : | 3 |  |
|   | : | 5 |  |

Strategy



Strategy



Strategy



Strategy



Strategy

