






Neutral Buildings

- Field  7  2  9
- Construction Site  1  6


Buildings

- Town Center  3   7  9
- House  2   4  5
- Market  3   6  8
- Academy  3   6  8
- Workshop  3   6  8
- Tower  2   6  8
- Castle  5   6  8

Units

- Villager  2   2  2
- Spearman  2   3  2
- Archer  2   2  5
- Knight  3   3  5
- Battering Ram  2   1  7
- Catapult  2   1  5
- Trebuchet  2   3  8

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