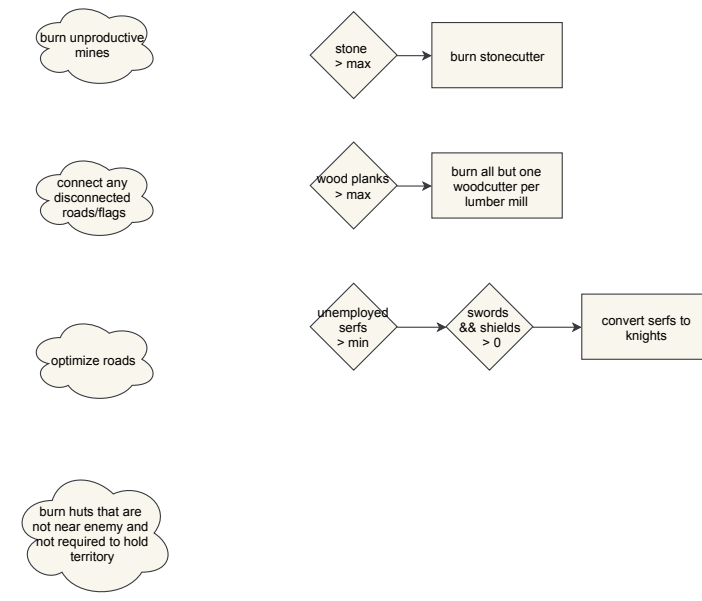


Housekeeping tasks



Clear Default Style Ctrl+Shift+R Production

- #### rough initial values for limits
- min knights: 3 below this don't expand
 - med knights: 18 below this avoid fighting
 - max knights: 50 below this attack carefully, above this attack liberally
 - min professionals: (table) basically tools + employed serfs in castle should have a minimum reserve for each job/tool type or have toolmaker build up to this amount
 - min tools: (table)
 - max gold bars: 50 above this ignore gold mining (probably not needed)
 - max weapons: 50 above this ignore production (what about coal?)
 - max steel: 60 above this ignore iron and steel production
 - min planks: 10 below this build only type wood, stone, huts
 - max planks: 30 above this ignore logging and scale back lumberjacks to avoid clogging roads
 - min trees near lumberjack: 5 below this build a ranger or find new logging area
 - min stones: 10 below this build only type wood, stone, huts
 - max stones: 25 above this ignore stones
 - min stones near stonecutter: 5 below this find new stone source
 - max food: 25 above this ignore food production
 - min fields: 3 don't create grain mill or baker until farm has sown this many fields
 - max coal: 80 above this ignore coal
 - max iron ore: 40 above this ignore iron ore
 - min gold ore: 8 don't create a smelter until this much ore stored
 - max gold ore: 50 above this ignore gold ore

