

Quick Reference Charts

Raise Population			
Density		Citizens	Stone/Wood
0 – 1	(4,000)	4,000	320(wood)
1 – 2	(10,000)	6,000	480(wood)
2 – 3	(20,000)	10,000	800(wood)
3 – 4	(40,000)	20,000	1,600
4 – 5	(60,000)	20,000	1,600
5 – 6	(90,000)	30,000	2,400
6 – 7	(120,000)	30,000	2,400
7 – 8	(160,000)	40,000	3,200
8 - 9	(200,000)	40,000	3,200

Terrain Statistics			
Terrain	Max Pop	MP	Attrition
B	9	4	0.05
H	7	6	0.1
K	4	7	0.1
Q	4	6	0.05
D	0	8	0.25
W	3	8	0.15
T	1	8	0.3
G	2	12	0.4
S	1	10	0.5

(MP x 2 in Colonies)	
(Attrition x 2 Foreign & Colonies)	
SEA	
1-2%	Open sea
+1-5%	Storm
+1-5%	Coast
+1%	Jump-off point

Capture Enemy / Neutral Territory		
Europe		
Neutral :	Comd + 1 brig	3 Co-ords
Enemy :	Comd + 4 brigs	1 Co-ord
	Comd + 7 brigs	2 Co-ords
	Comd + 10 brigs	3 Co-ords
Colonies		
Neutral :	1 brig (2 batts KT)	1 Co-ord
	1 brig + Comd	2 Co-ords
	1 brig (5 batts KT)	2 Co-ords
Enemy :	1 brig + Comd	1 Co-ords
	1 brig (2 batts KT)	1 Co-ords
	4 brigs + Comd	2 Co-ords
	4 brigs (5 batts KT)	2 Co-ords

Rates of Taxation	
Rate	Nation/Location
8	Great Britain
6	Confederacy of the Rhine, Italy, Holland, Naples, Portugal.
5	Denmark, Sweden, Warsaw, Austria, Prussia, Spain, France.
4	Ottoman Empire, Morocco, Russia, Foreign Population.
3	Colonial Population.

Unit Weights			
Military Units			
Number of Battalions per Brigade	Type of Unit		
	Infantry	Cavalry	Artillery
	800 men per battalion		
1	160	320	480
2	320	640	960
3	480	960	1440
4	640	1280	1920
5	800	1600	2400
6	960	1920	2880
7	1120	2240	3360
Civilian Unit			
1 Baggage train weighs 500 tons plus the weight of any goods it may be carrying.			

Loading Capacities for both Merchant ships and Warships (LC) (* signifies shipping that is only available to Morocco or the Ottoman Empire)											
Type	Class	Name	LC	Type	Class	Name	LC	Type	Class	Name	LC
1	1	22 Cannon Brig	100	13	2	44 Cannon Frigate	300	25	5	120 Cannon Battleship	600
3	1	24 C Small Corsair*	100	15	3	54 Cannon Frigate	400	31	n/a	Small merchant Ship	350
5	1	28 Cannon Corvette	150	17	3	64 Cannon Cruiser	400	33	n/a	Medium Merchant Ship	500
7	2	32 Cannon Frigate	200	19	4	74 Cannon Cruiser	500	35	n/a	Large Merchant Ship	750
9	2	36 C Large Corsair*	250	21	4	80 Cannon Battleship	500	37	n/a	Small Dhow *	200
11	2	36 Cannon Frigate	250	23	4	96 Cannon Battleship	600	39	n/a	Large Dhow *	400

Fleet Morale Level		Note : Morocco has a morale of 6 for its corsair ships. ie types 3 and 9				
Morale		8	7	6	5	4
Nation		G	F,H	D,E,K,S	M,R,T	A,B,I,N,P,W

Production Sites		Note: sites 1 to 15 inclusive require 1,500 citizens to build, the citizens must be in the relevant warehouse.								
No	Site Type	Symbol	Cost	Maint	Pop	Terrain	Produce			Requires
1	Demolition Gang				any	any	Demolishes production sites			Ore = 10 – 30 Tex = 50 – 150 Wood = 200 – 600
2	Barracks/Shipyard	\$ / &	500,000	25,000	0 – 9	BHKQGWTD				
4	Factory	*	500,000	50,000	4 – 9	BH	1,000 – 3,000 ecpt's			
5	Weaving Mill	#	250,000	35,000	3 – 9	BHKQ	50 – 200 textiles			100 – 400 wool
6	Mint	£	250,000	25,000	4 – 9	BH (europe only)	300,000 – 900,000 Louisdore			10 – 20 gold
7	Estate	@	100,000	10,000	1 – 3	B	15 – 300 food (n + 20%)			
8	Sheep Farm	:	150,000	10,000	1 – 3	BHKQ	30 –70 wool (v + 20%)			
9	Horse Farm	=	250,000	10,000	1 – 3	BHKQ	300 – 500 horses (p + 40%)			
10	Lumber camp	%	200,000	7,500	1 – 3	W (T)	200 – 500 wood (T = 100 – 200)			
11	Quarry	/	100,000	5,000	1 – 2	G	500 – 900 stone			
12	Mine	^	600,000	60,000	1 - 9	egz	e - ore		g - gold	z – zinc
							Europe	35 – 45	10 - 30	nil
							Colonies	15 - 25	5 - 15	5 - 10

13	Vineyard	!	400,000	40,000	1 - 3	(w)	20 – 40 wine	(September - December only)
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		Size	Cost	Ecpt's	Stone/Wood	Artillery needed to attack	
15	Small fortification	small	1,500,000	600	2,500	Min 2 batts hvy art or equivalent	(includes a barracks)
21	Fortress	small	350,000	300	1,500	Min 2 batts hvy art or equivalent	
		medium	600,000	750	4,000	Min 4 batts hvy art or equivalent	
		large	900,000	1,500	7,500	Min 8 batts hvy art or equivalent	

Trading Formulae	
Buy:	$\frac{1,600 \times \text{GF} \times \text{Rate}}{\text{Sqrt}(\text{Qty C} + 10)}$
Sell:	$\frac{1,500 \times \text{GF} \times \text{Rate}}{\text{Sqrt}(\text{Qty C} + 10) + \text{Sqrt}(\text{Qty S})}$

Goods Factors (GF)			
Stone	1	Ecpt's	6
Horse	2	Wine	8
Wool	2	Ore	30
Wood	3	Gold	35
Food	4	Zinc	45
Textiles	5		

Weight of Goods	
1 : 1	Wool, Food, Wine, Textiles, Ore, Gold, Zinc
3 : 1	Wood, Stone
5 : 1	Horses
10 : 1	Citizens
25 : 1	Ecpt's
0	Money (Max 2 billion Louisdore per item)

GF = Goods Factor, **Rate** = Trade city rate taken from turn report, **Qty C** = The total quantity of goods available in the city, **Qty S** = The quantity of goods that are to be sold, **Sqrt** = Square Root.