Location Type	Wilderness	Homesteads	Isolated Villages	Market Village	Township	Chartered Town	Large Town	Minor City	Major City	Capital City	City of Wonders
population_required	0	10	15	20	25	50	75	100	150	200	300
local_population_capacity	30	25	25	25	50	50	50	100	100	100	300
local_population_capacity_modifier	-50.00%	-20.00%	-10.00%	0.00%	10.00%	40.00%	70.00%	100.00%	150.00%	200.00%	250.00%
Population Capacity	15	20	23	25	55	70	85	200	250	300	1,050
Free Population Ratio	15.00%	35.00%	25.00%	30.00%	30.00%	27.00%	20.00%	15.00%	15.00%	15.00%	15.00%
local_nobles_required_pop	—	—	—	—	2%	3%	5%	10%	15%	20%	25%
local_clergy_required_pop	—	—	2%	5%	5%	5%	5%	10%	10%	10%	15%
local_burghers_required_pop	—	—	—	2%	5%	10%	15%	20%	20%	20%	25%
local_soldiers_required_pop	5%	5%	5%	5%	5%	—	—	—	—	—	—
local_laborers_required_pop	—	—	—	10%	10%	15%	15%	—	—	—	—
local_peasant_required_pop	—	15%	20%	20%	15%	—	—	—	—	—	—
local_tribesmen_required_pop	50%	25%	10%	—	—	—	—	—	—	—	—
Required Population By Type	S(2) - T(15)	S(1) - P(4) - T(6)	C(1) - S(1) - P(5) - T(3)	C(1) - B(1) - S(1) - L(3) - P(5)	N(1) - C(3) - B(3) - S(3) - L(5) - P(8)	N(2) - C(3) - B(5) - L(8)	N(3) - C(3) - B(8) - L(8)	N(10) - C(10) - B(20)	N(15) - C(10) - B(20)	N(20) - C(10) - B(20)	N(75) - C(45) - B(75)
local_nobles_desired_pop	—	—	—	5.00%	5.00%	8.00%	10.00%	15.00%	20.00%	20.00%	25.00%
local_clergy_desired_pop	—	5.00%	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%	15.00%	15.00%
local_burghers_desired_pop	—	—	—	5.00%	10.00%	25.00%	30.00%	30.00%	30.00%	30.00%	35.00%
local_soldiers_desired_pop	10.00%	10.00%	10.00%	10.00%	5.00%	5.00%	5.00%	—	—	—	—
local_laborers_desired_pop	—	—	—	15.00%	20.00%	25.00%	25.00%	30.00%	25.00%	20.00%	10.00%
local_peasant_desired_pop	—	—	30.00%	25.00%	20.00%	—	—	—	—	—	—
local_tribesmen_desired_pop	75.00%	50.00%	25.00%	—	—	—	—	—	—	—	—
local_slave_desired_pop	—	—	—	—	—	—	—	—	—	—	—
Desired Population By Type	—	—	—	N(1)	N(3)	N(4)	N(5)	N(15)	N(20)	N(20)	N(75)
local_integration_speed_modifier	1	0.5	0.5	0.5	—	—	—	-0.25	-0.25	-0.25	-0.5
local_pop_promotion_speed_modifier	-0.5	—	—	—	0.25	0.25	0.25	0.5	0.5	0.5	1
local_migration_attraction	-0.5	—	—	—	0.25	0.1	0.1	0.25	0.25	0.25	1
local_max_control	-0.5	-0.25	-0.25	-0.25	—	—	—	0.25	0.25	0.25	1
build_time	—	—	—	—	365	365	365	730	730	730	1825
local_food_capacity	—	50	50	50	250	250	250	500	500	500	2500
local_population_growth_modifier	1	0.5	0.5	0.5	—	—	—	-0.25	-0.25	-0.25	-0.5
local_monthly_food_modifier	2	1	1	1	—	—	—	-0.5	-0.5	-0.5	-0.75
local_max_rgo_size_modifier	1	0.5	0.5	0.5	—	—	—	0.5	0.5	0.5	2
free_building_levels	-25	0	0	0	25	25	25	50	50	50	250
local_construction_cost_modifier	1	0.5	0.5	0.5	—	—	—	-0.5	-0.5	-0.5	-0.75
local_construction_speed_modifier	-0.5	-0.25	-0.25	-0.25	—	—	—	0.5	0.5	0.5	1
max_constructions_at_same_time	1	1	1	1	2	2	2	3	3	3	5