**IHQUBWILAA (9)**

1. Cities: (12) (A+)

-Harbor: 4

-Forest City: 4

-Swamp City:

-City + Hunter’s Cabin: 4

2. Countries: (9.2) (A-)

White: 6 tight (7 total)

Black: 4 tight (4 total) -0.4, -0.4

Blue: 6 tight (8 total)

3. Merchants: (5) (B-)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace: 1

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace: 1

-(0.25) Surface Iron Vein: 1

-(0.25) Leather Tanner + Citadel/Keep/City:

-(0.25) Arrow + Citadel/Keep/City: 3

4. Starting Bros: (10.25) (A+)

Spear: strong, fearless 0.5, 0.75

Axe: huge, brute 0.5, 0.5

XBow: tough 0.5

5. Military: (17) (A)

-Wooden tower: 4

-Stone tower: 4

-Militia Barracks: 3

-Barracks: 1

6. Tradeable Items: (44.6) (A)

 -(5.2) Gems: 1

 -(4.0) Dye:

 -(3.4) Salt: 2

 -(3.0) Fur: 4

 -(2.6) Amber: 5

 -(2.2) Copper: 1

 -(1.8) Lumber: 3

 -(1.4) Wool:

 -(1.0) Peat:

**BustyInRed (10)**

1. Cities: (12) (A+)

-Harbor: 3

-Forest City: 4

-Swamp City: 2

-City + Hunter’s Cabin: 3

2. Countries: (9.6) (A+)

Green: 6 tight (7 total)

White: 5 tight (5 total)

Red: 6 tight (7 total)

3. Merchants: (6.5) (A+)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace: 1

-(0.5) Large City + Ore/Furnace: 1

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 2

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 3

-(0.25) Leather Tanner + Citadel/Keep/City: 2

-(0.25) Arrow + Citadel/Keep/City: 2

4. Starting Bros: (9.5) (A)

Spear: dexterous, brave 0.5, 0.5

Axe: bloodthirsty, swift 0.25, 0.25

XBow: team player, deathwish 0.5

5. Military: (14) (B)

-Wooden tower: 4

-Stone tower: 4

-Militia Barracks: 3

-Barracks:

6. Tradeable Items: (29.8) (B-)

-(5.2) Gems:

-(4.0) Dye:

-(3.4) Salt: 1

-(3.0) Fur: 3

-(2.6) Amber: 3

-(2.2) Copper: 1

-(1.8) Lumber: 3

-(1.4) Wool:

-(1.0) Peat: 2

**TIRILUUDCG (12) \*merchants 6.25**

1. Cities: (10) (A-)

-Harbor: 4

-Forest City: 3

-Swamp City: 1

-City + Hunter’s Cabin: 2

2. Countries: (9.6) (A+)

Yellow: 5 tight (5 total) -0.4

White: 6 tight (7 total)

Red: 6 tight (7 total)

3. Merchants: (6.25) A+

-(1.5) Citadel + Ore + Furnace: 2 (3)

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace: 1 (1)

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 2 (1)

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 2 (0.5)

-(0.25) Leather Tanner + Citadel/Keep/City: 1 (0.25)

-(0.25) Arrow + Citadel/Keep/City: 2 (0.5)

4. Starting Bros: (8.25) (B-)

Spear: nothing

Axe: strong, brute +0.5, +0.5

XBow: irrational -0.25

5. Military: (17) (A)

-Wooden tower: 5

-Stone tower: 3

-Militia Barracks: 2

-Barracks: 2

6. Tradeable Items: (32.2) (B)

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt: 1

 -(3.0) Fur: 2

 -(2.6) Amber: 4

 -(2.2) Copper: 1

 -(1.8) Lumber: 4

 -(1.4) Wool:

 -(1.0) Peat: 3

**LONDJLXSSJ (12)**

1. Cities: (13) (A+)

-Harbor: 4

-Forest City: 4

-Swamp City:

-City + Hunter’s Cabin: 5

2. Countries: A+

White: 6 tight (6 total)

Blue: 6 tight (6 total)

Red: 6 tight (7 total)

3. Merchants: (5.75) A-

-(1.5) Citadel + Ore + Furnace: 2 (3)

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace: 1 (0.5)

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1 (0.5)

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace: 1 (0.25)

-(0.25) Surface Iron Vein:

-(0.25) Leather Tanner + Citadel/Keep/City: 3 (0.75)

-(0.25) Arrow + Citadel/Keep/City: 3 (0.75)

4. Starting Bros: (B-)

Spear: loyal, strong

Axe: pessimist

XBow: optimist

5. Military: 19 (A+)

-Wooden tower: 4

-Stone tower: 3

-Militia Barracks: 3

-Barracks: 3

6. Tradeable Item: 28.2 (B-)

 -(5.2) Gems: 1 (5.2)

 -(4.0) Dye:

 -(3.4) Salt:

 -(3.0) Fur: 2 (6)

 -(2.6) Amber: 3 (7.8)

 -(2.2) Copper: 1

 -(1.8) Lumber:2

 -(1.4) Wool: 1

 -(1.0) Peat: 2

**LJRCZRHGSG (14)**

1. Cities: (14) (A+)

-Harbor: 3

-Forest City: 4

-Swamp City: 2

-City + Hunter’s Cabin: 5

2. Countries: (9.2) (A-)

Black: 6 tight (7 total)

Red Lion: 6 tight (8 total)

Red Sun: 4 tight (4 total) -0.4, -0.4

3. Merchants: (4.75) (C+)

-(1.5) Citadel + Ore + Furnace: 2

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 2

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein:

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 2

4. Starting Bros: (8.75) (B+)

Spear: iron lungs 0.5

Axe: fearless 0.25

XBow: tough 0.5

5. Military: (17) (A)

-Wooden tower: 5

-Stone tower: 4

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: (40) (A-)

 -(5.2) Gems:

 -(4.0) Dye: 4

 -(3.4) Salt: 1

 -(3.0) Fur:

 -(2.6) Amber: 4

 -(2.2) Copper:

 -(1.8) Lumber: 4

 -(1.4) Wool:

 -(1.0) Peat: 3

**PBTWTWFRBQ (14) \*merchants 6**

1. Cities: 9 (B+)

-Harbor: 3

-Forest City: 2

-Swamp City:

-City + Hunter’s Cabin: 4

2. Countries: 8.8 (B+)

Black: 4 tight (4 total) -0.4, -0.4

Green: 5 tight (5 total) -0.2, -0.2

Blue: 6 tight (10 total)

3. Merchants: (6) A

-(1.5) Citadel + Ore + Furnace: 1 (1.5)

-(0.75) Citadel + Ore/Furnace: 1 (0.75)

-(1) Large City + Ore + Furnace: 1 (1)

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 2 (1)

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 3 (0.75)

-(0.25) Leather Tanner + Citadel/Keep/City: 1 (0.25)

-(0.25) Arrow + Citadel/Keep/City: 3 (0.75)

4. Starting Bros: 10 (A+)

Spear: determined, sure footing

Axe: sure footed, optimist

XBow: athletic, swift

5. Military: 16 (A-)

-Wooden tower: 3

-Stone tower: 4

-Militia Barracks: 3

-Barracks: 1

6. Tradeable Items: 28.4 (B-)

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt: 2 (6.8)

 -(3.0) Fur: 1 (3)

 -(2.6) Amber: 3 (7.8)

 -(2.2) Copper: 3 (6.6)

 -(1.8) Lumber: 1 (1.8)

 -(1.4) Wool: 1 (1.4)

 -(1.0) Peat: 1 (1)

**VLWUKXVQMJ 15**

1. Cities: (4) (C-)

-Harbor: 3

-Forest City:

-Swamp City:

-City + Hunter’s Cabin: 1

2. Countries (9) (A-):

White: 6 tight (8 total) 0

Green: 6 tight (6 total) 0

Red: 3 tight (5 total) -0.8, -0.2

3. Merchants (5.25): (B)

-Citadel + Ore + Furnace:1 (1.5)

-Citadel + Ore/Furnace:1 (0.75)

-Large City + Ore + Furnace:

-Large City + Ore/Furnace: 1 (0.5)

-Stone Keep + Ore + Furnace: 1 (1)

-Stone Keep + Ore/Furnace:

-Keep + Ore +Furnace:

-Keep + Ore/Furnace:

-Surface Iron Vein:4 (1)

-Leather Tanner + Citadel/Keep/City: 1 (0.25)

-Arrow + Citadel/Keep/City: 1 (0.25)

4. Starting Bros (A+):

Spear: iron lungs, athletic

Axe: bloodthirsty, iron lungs

XBow: night owl

5. Military: 17 (A)

-Wooden tower: 5

-Stone tower: 4

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: 50.6 (A+)

 -(5.2) Gems: 2

 -(4.0) Dye: 1

 -(3.4) Salt: 3

 -(3.0) Fur: 3

 -(2.6) Amber: 4

 -(2.2) Copper: 3

 -(1.8) Lumber:

 -(1.4) Wool:

 -(1.0) Peat:

**TJNYGMVJGT (16)\* merchants 6**

1. Cities: (8) (B)

-Harbor: 3

-Forest City: 1

-Swamp City:

-City + Hunter’s Cabin: 4

2. Countries: (8.8) (B+)

White: 3 tight (4 total) -0.8, -0.4

Red: 6 tight (8 total)

Green: 6 tight (7 total)

3. Merchants: (6) (A)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace: 1

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1

-(0.5) Keep + Ore +Furnace: 1

-(0.25) Keep + Ore/Furnace: 1

-(0.25) Surface Iron Vein: 1

-(0.25) Leather Tanner + Citadel/Keep/City: 3

-(0.25) Arrow + Citadel/Keep/City: 2

4. Starting Bros: (9.25) (A-)

Spear: dexterous, fearless

Axe: iron lungs, blood thirsty

XBow: nothing

5. Military: (16) (A-)

-Wooden tower: 5

-Stone tower: 3

-Militia Barracks: 1

-Barracks: 2

6. Tradeable Items: (32.8) (B)

 -(5.2) Gems:

 -(4.0) Dye: 3

 -(3.4) Salt: 1

 -(3.0) Fur: 3

 -(2.6) Amber: 2

 -(2.2) Copper:

 -(1.8) Lumber: 1

 -(1.4) Wool: 1

 -(1.0) Peat:

**WDMWSKFAJJ (16)**

1. Cities: 15 (A+)

-Harbor: 6

-Forest City: 4

-Swamp City:

-City + Hunter’s Cabin: 5

2. Countries (B):

Yellow: 4 tight (4 total) -0.4, -0.4

Red: 4 tight (4 total) -0.4, -0.4

Green: 7 tight (11 total)

3. Merchants: (4.75) (C+)

-(1.5) Citadel + Ore + Furnace: 2 (3)

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace: 1 (1)

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace: 2 (0.5)

-(0.25) Surface Iron Vein:

-(0.25) Leather Tanner + Citadel/Keep/City: 1 (0.25)

-(0.25) Arrow + Citadel/Keep/City:

4. Starting Bros:

Spear: Hesitant, Iron Jaw

Axe: Tough

XBow: Quick, Cocky

5. Military: (16) (A-)

-Wooden tower: 4

-Stone tower: 3

-Militia Barracks: 2

-Barracks: 2

6. Tradeable Items: (32.8) (B)

 -Gems: 1

 -Dye: 1

 -Salt: 1

 -Fur:

 -Amber:5

 -Copper:

 -Lumber: 4

 -Wool:

 -Peat:

 **TIHIE (2 spaces in front) (17) \* merchants 6.25**

1. Cities: (11) (A)

-Harbor: 4

-Forest City: 3

-Swamp City: 2

-City + Hunter’s Cabin: 2

2. Countries: (8.4) (B)

Yellow: 6 tight (8 total)

Red Sun: 6 tight (7 total)

Red Lion: 3 tight (3 total) -0.8, -0.8

3. Merchants: (6.25) (A+)

-(1.5) Citadel + Ore + Furnace: 2

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace: 1

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 2

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 2

-(0.25) Leather Tanner + Citadel/Keep/City: 2

-(0.25) Arrow + Citadel/Keep/City: 3

4. Starting Bros: (9) (A-)

Spear: brave 0.5

Axe: survivor, near sighted 0.25

XBow: swift, death wish 0.75

5. Military: (14) (B)

-Wooden tower: 2

-Stone tower: 4

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: (25.8) (C+)

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt: 2

 -(3.0) Fur: 3

 -(2.6) Amber: 2

 -(2.2) Copper:

 -(1.8) Lumber: 1

 -(1.4) Wool:

 -(1.0) Peat: 3

**SANPIETRO (18)**

1. Cities (B-): (7)

-Harbor: 3

-Forest City: 1

-Swamp City: 2

-City + Hunter’s Cabin: 1

2. Countries (A): (9.4)

Black: 7 tight (7 total)

White: 4 tight (5 total) -0.4, -0.2

Green: 6 tight (7 total)

3. Merchants (B-): (5)

-(1.5) Citadel + Ore + Furnace: 1 (1.5)

-(0.75) Citadel + Ore/Furnace: 1 (0.75)

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace: 1 (0.5)

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 2 (1)

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 3 (0.75)

-(0.25) Leather Tanner + Citadel/Keep/City:

-(0.25) Arrow + Citadel/Keep/City 2(0.5)

4. Starting Bros (10.25)(A+):

Spear: Iron Lungs, Dextrous +1

Axe: Huge, Strong +1

XBow: Swift +0.75

5. Military (A-) (16):

-Wooden tower: 3

-Stone tower: 3

-Militia Barracks: 1

-Barracks: 3

6. Tradeable Items (31.8)(B-):

-(5.2) Gems:

-(4.0) Dye: 2

-(3.4) Salt: 1

-(3.0) Fur: 1

-(2.6) Amber: 3

-(2.2) Copper: 2

-(1.8) Lumber: 1

-(1.4) Wool: 1

-(1.0) Peat: 2

**XJEAUFMRUH (18)**

1. Cities: C+

-Harbor: 3

-Forest City: 1

-Swamp City:

-City + Hunter’s Cabin: 2

2. Countries: 9.2 (A-)

Red Lion: 7 tight (8 total) 0

Red Sun: 4 tight (4 total) 0.4, 0.4

Arrow: 6 tight (7 total) 0

3. Merchants: (4) (C-)

-Citadel + Ore + Furnace: 2 (3)

-Citadel + Ore/Furnace:

-Large City + Ore + Furnace:

-Large City + Ore/Furnace: 1 (0.5)

-Stone Keep + Ore + Furnace:

-Stone Keep + Ore/Furnace:

-Keep + Ore +Furnace:

-Keep + Ore/Furnace: 1 (0.25)

-Surface Iron Vein: 1 (0.25)

-Leather Tanner + Citadel/Keep/City:

-Arrow + Citadel/Keep/City:

4. Starting Bros: (9.5) (A)

Spear: fearless +0.75

Axe: deathwish, optimist +0.5

XBow: strong, survivor +0.75

5. Military (17) (A):

-Wooden tower: 5

-Stone tower: 4

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items (50) A+:

 -Gems:1 (5.2)

 -Dye: 2 (8)

 -Salt: 5 (17)

 -Fur: 1 (3)

 -Amber: 4 (10.4)

 -Copper: 1 (2.2)

 -Lumber: 1 (1.8)

 -Wool: 1 (1.4)

 -Peat: 1 (1)

**GGQFQWXWSI (19)**

1. Cities: 10 (A-)

-Harbor: 3

-Forest City: 2

-Swamp City: 2

-City + Hunter’s Cabin: 3

2. Countries: 8.8 (B+)

White: 6 tight (7 total)

Yellow: 3 tight (5 total) -0.2, -0.8

Green: 5 tight (7 total) -0.2

3. Merchants: (5) (B-)

-(1.5) Citadel + Ore + Furnace: 1 (1.5)

-(0.75) Citadel + Ore/Furnace: 1 (0.75)

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace: 1 (0.5)

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 2 (0.5)

-(0.25) Leather Tanner + Citadel/Keep/City: 4 (1)

-(0.25) Arrow + Citadel/Keep/City: 3 (0.75)

4. Starting Bros: (9) (A-)

Spear: iron lungs

Axe: tough, hesitant

XBow: athletic

5. Military: (18) (A+)

-Wooden tower: 4

-Stone tower: 4

-Militia Barracks: 2

-Barracks: 2

6. Tradeable Items: (22.6) (C)

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt:

 -(3.0) Fur: 2 (6)

 -(2.6) Amber: 2 (5.2)

 -(2.2) Copper: 2 (4.4)

 -(1.8) Lumber: 2 (3.6)

 -(1.4) Wool: 1 (1.4)

 -(1.0) Peat: 2 (2)

**SuperDuper (20)**

1. Cities: (21) (A+)

-Harbor: 3

-Forest City: 8

-Swamp City:

-City + Hunter’s Cabin: 10

2. Countries: (8.8) (B+)

Yellow: 5 tight (6 total) -0.2

Red: 5 tight (7 total) -0.2

Blue Fish: 3 tight (6 total) -0.8

3. Merchants: (5.5) (B+)

-(1.5) Citadel + Ore + Furnace: 2

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 1

-(0.25) Leather Tanner + Citadel/Keep/City: 4

-(0.25) Arrow + Citadel/Keep/City: 3

4. Starting Bros: (10) (A+)

Spear: bright 0.25

Axe: iron lungs, sure footed 0.5, 0.5

XBow: eagle eye, iron lungs 0.75, 0.5

5. Military: (12) (C+)

-Wooden tower: 4

-Stone tower: 2

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: (18.2) (C-)

 -(5.2) Gems:

 -(4.0) Dye:1

 -(3.4) Salt:

 -(3.0) Fur:

 -(2.6) Amber: 2

 -(2.2) Copper:

 -(1.8) Lumber: 5

 -(1.4) Wool:

 -(1.0) Peat:

**bnvnn (20)**

1. Cities: (9) (B+)

-Harbor: 5

-Forest City: 1

-Swamp City: 1

-City + Hunter’s Cabin: 2

2. Countries: (9) (A-)

Red: 4 tight (4 total) -0.4, -0.4

White: 6 tight (9 total)

Blue: 5 tight (6 total) -0.2

3. Merchants: 4.75 (C+)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace: 1

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace: 1

-(0.25) Surface Iron Vein: 3

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 3

4. Starting Bros: 9.75 A+

Spear: determined, iron lungs 0.5, 0.5

Axe: sure footed, death wish 0.5, 0.25

XBow: fearless, tough0.5

5. Military: (13) (B-)

-Wooden tower: 3

-Stone tower: 4

-Militia Barracks: 2

-Barracks:

6. Tradeable Items: (33.2) (B)

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt: 1

 -(3.0) Fur: 5

 -(2.6) Amber: 5

 -(2.2) Copper:

 -(1.8) Lumber: 1

 -(1.4) Wool:

 -(1.0) Peat:

**MHBWHQYGFW 20**

1. Cities: (8) (B)

-Harbor: 4

-Forest City: 2

-Swamp City:

-City + Hunter’s Cabin: 2

2. Countries: (A-)

Black: 6 tight (9 total)

Blue: 6 tight (6 total)

Yellow: 4 tight (4 total) -0.4, -0.4

3. Merchants: (5.25) B

-(1.5) Citadel + Ore + Furnace: 2 (3)

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace: 1 (0.5)

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1 (0.5)

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 2 (0.5)

-(0.25) Leather Tanner + Citadel/Keep/City: 1 (0.25)

-(0.25) Arrow + Citadel/Keep/City: 2 (0.5)

4. Starting Bros: 8.75 (B+)

Spear: swift, brave

Axe:

XBow: tough

5. Military: 16 (A-)

-Wooden tower: 4

-Stone tower: 4

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: (31.2) (B-)

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt: 2 (6.8)

 -(3.0) Fur: 2 (6)

 -(2.6) Amber: 4 (10.4)

 -(2.2) Copper: 2 (4.4)

 -(1.8) Lumber: 2 (3.6)

 -(1.4) Wool:

 -(1.0) Peat:

**The ii (4 spaces) (21)**

1. Cities: (B+) (9)

-Harbor: 3

-Forest City: 3

-Swamp City: 1

-City + Hunter’s Cabin: 2

2. Countries (B+): (8.6)

Yellow: 5 tight (7 total) -0.2

Red: 5 tight (7 total) -0.2

Green: 3 tight (5 total) -0.8, -0.2

3. Merchants (B+): (5.5)

-(1.5) Citadel + Ore + Furnace: 2 (3)

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 2 (1)

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 2 (0.5)

-(0.25) Leather Tanner + Citadel/Keep/City: 2 (0.5)

-(0.25) Arrow + Citadel/Keep/City 2 (0.5)

4. Starting Bros (7.75)(C+):

Spear: athletic 0.25

Axe: fearless 0.25

XBow: bleeder -0.25

5. Military: (16) (A-)

-Wooden tower: 5

-Stone tower: 3

-Militia Barracks: 1

-Barracks: 2

6. Tradeable Items: (34.6) (B)

 -(5.2) Gems:

 -(4.0) Dye: 2

 -(3.4) Salt: 1

 -(3.0) Fur:

 -(2.6) Amber: 4

 -(2.2) Copper: 1

 -(1.8) Lumber: 4

 -(1.4) Wool: 1

 -(1.0) Peat: 2

**INMYASSCUM (22)**

1. Cities: (9) (B+)

-Harbor: 4

-Forest City: 2

-Swamp City:

-City + Hunter’s Cabin: 3

2. Countries: (9.2) (A)

Black: 4 tight (4 total) -0.4, -0.4

Blue: 6 tight (8 total)

Green: 6 tight (7 total)

3. Merchants: (3.75) (C-)

-(1.5) Citadel + Ore + Furnace: 2

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 1

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 1

4. Starting Bros: (9) (A)

Spear: dextrous, spartan 0.5

Axe: bright 0.25

XBow: night owl 0.75

5. Military: (16) (A-)

-Wooden tower: 6

-Stone tower: 3

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: (23.8) (C.)

 -(5.2) Gems:

 -(4.0) Dye: 2

 -(3.4) Salt:

 -(3.0) Fur: 1

 -(2.6) Amber: 2

 -(2.2) Copper: 2

 -(1.8) Lumber: 1

 -(1.4) Wool: 1

 -(1.0) Peat:

**EWYXDXIHKB (22)** \*road travels entire edge of wilderness

1. Cities: (8) (B)

-Harbor: 3

-Forest City: 2

-Swamp City: 1

-City + Hunter’s Cabin: 2

2. Countries: (8.2) (A-)

Green: 6 tight (6 total)

Yellow: 4 tight (4 total)

Red: 6 tight (8 total)

3. Merchants: (4) (C-)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 2

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 2

4. Starting Bros: (8.75) (B+)

Spear: iron lungs, quick 0.5

Axe: death wish, determined 0.25, 0.25

XBow: bright, brave 0.25

5. Military: (18) (A+)

-Wooden tower: 3

-Stone tower: 4

-Militia Barracks: 3

-Barracks: 2

6. Tradeable Items: (29.6) (B-)

 -(5.2) Gems: 1

 -(4.0) Dye: 1

 -(3.4) Salt: 3

 -(3.0) Fur:

 -(2.6) Amber: 2

 -(2.2) Copper:

 -(1.8) Lumber: 2

 -(1.4) Wool: 1

 -(1.0) Peat:

**IEZNATVPMF (22)\* awesome loop at bottom**

1. Cities: (10) (A-)

-Harbor: 4

-Forest City: 3

-Swamp City:

-City + Hunter’s Cabin: 3

2. Countries: (8.4) (B)

Yellow Dragon: 6 tight (11 total)

White: 4 tight (4 total) -0.4, -0.4

Blue: 4 tight (4 total) -0.4, -0.4

3. Merchants: (4.5) (C).

-(1.5) Citadel + Ore + Furnace: 2

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 3

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 2

4. Starting Bros: (8.75) (B+)

Spear bro: sure footed, fearless 0.25, 0.75

Axe: nothing

XBow: loyal, iron jaw 0.25

5. Military: (14) (B)

-Wooden tower:

-Stone tower: 4

-Militia Barracks: 2

-Barracks: 2

6. Tradeable Items: (40) (A-)

 -(5.2) Gems:

 -(4.0) Dye: 1

 -(3.4) Salt: 1

 -(3.0) Fur: 5

 -(2.6) Amber: 5

 -(2.2) Copper:

 -(1.8) Lumber: 2

 -(1.4) Wool:

 -(1.0) Peat: 1

**BTUTEQITXI (22)**

1. Cities: (9) (B+)

-Harbor: 6

-Forest City: 2

-Swamp City:

-City + Hunter’s Cabin: 1

2. Countries: (8.8) (B+)

GreemL 4 tight (4 total) -0.4, -0.4

Blue: 5 tight (5 total) -0.2, -0.2

Yellow: 6 tight (10 total)

3. Merchants: (3.75) (C-)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 1

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 4

4. Starting Bros: (9.25) (A-)

Spear: iron lungs, iron jaw 0.5, 0.25

Axe: strong 0.5

XBow: iron lungs 0.5

5. Military: (15) (B+)

-Wooden tower: 4

-Stone tower: 3

-Militia Barracks: 3

-Barracks: 1

6. Tradeable Items: (37.8) (B+)

 -(5.2) Gems: 1

 -(4.0) Dye: 2

 -(3.4) Salt: 1

 -(3.0) Fur: 3

 -(2.6) Amber: 4

 -(2.2) Copper:

 -(1.8) Lumber: 2

 -(1.4) Wool:

 -(1.0) Peat:

**LKXIEIBGKB (22)**

1. Cities: (7) (B-)

-Harbor: 4

-Forest City:

-Swamp City: 1

-City + Hunter’s Cabin: 2

2. Countries: (9.6) (A+)

Black: 6 tight (6 total)

Green: 6 tight (8 total)

Yellow: 5 tight (5 total) -0.2, -0.2

3. Merchants: (3.75) (C-)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 2

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 1

4. Starting Bros: (10.5) (A+)

Spear: brave, deathwish 0.5, 0.5

Axe: brave, iron lungs 0.25, 0.5

XBow: tiny, eagle eyes 0.5, 0.75

5. Military: (16) (A-)

-Wooden tower: 6

-Stone tower: 3

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: (22) (C.)

 -(5.2) Gems:

 -(4.0) Dye: 2

 -(3.4) Salt: 1

 -(3.0) Fur: 1

 -(2.6) Amber: 2

 -(2.2) Copper:

 -(1.8) Lumber:

 -(1.4) Wool: 1

 -(1.0) Peat: 1

**The II (5 spaces) (22)**

1. Cities (B+): 9

-Harbor: 4

-Forest City: 2

-Swamp City: 1

-City + Hunter’s Cabin: 2

2. Countries (A+): 9.8

Green: 5 tight (6 total)

Red: 6 tight (7 total)

Black: 6 tight (6 total)

3. Merchants (B): (5.25)

-(1.5) Citadel + Ore + Furnace: 2 (3)

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1 (0.5)

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 3 (0.75)

-(0.25) Leather Tanner + Citadel/Keep/City: 1 (0.25)

-(0.25) Arrow + Citadel/Keep/City: 3 (0.75)

4. Starting Bros (B+): (8.75)

Spear: brute 0.5

Axe: strong, team player 0.5, 0.25

XBow: nothing

5. Military (B-) (13):

5. Military:

-Wooden tower: 4

-Stone tower: 3

-Militia Barracks: 3

-Barracks:

6. Tradeable Items: (21.8) (C.)

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt: 1

 -(3.0) Fur: 2

 -(2.6) Amber: 3

 -(2.2) Copper: 1

 -(1.8) Lumber:

 -(1.4) Wool: 1

 -(1.0) Peat: 1

**BJQBQMMJQZ (23) \*7 harbors, merchant 6.5**

1. Cities: (11) (A)

-Harbor: 7

-Forest City: 2

-Swamp City:

-City + Hunter’s Cabin: 2

2. Countries: (8.4) (B)

Black: 3 tight (3 total) -0.8, -0.8

Yellow: 6 tight (6 total)

Red: 6 tight (10 total)

3. Merchants: (6.5) (A+)

-(1.5) Citadel + Ore + Furnace: 2

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace: 1

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace: 1

-(0.25) Keep + Ore/Furnace: 1

-(0.25) Surface Iron Vein: 2

-(0.25) Leather Tanner + Citadel/Keep/City: 3

-(0.25) Arrow + Citadel/Keep/City: 2

4. Starting Bros: (8) (B-)

Spear: nothing

Axe: brave

XBow: survivor

5. Military: (12) (C+)

-Wooden tower: 4

-Stone tower: 3

-Militia Barracks: 2

-Barracks:

6. Tradeable Items: (22.2) (C).

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt:

 -(3.0) Fur: 2

 -(2.6) Amber: 5

 -(2.2) Copper:

 -(1.8) Lumber: 1

 -(1.4) Wool: 1

 -(1.0) Peat:

**VGWOYRNSYH (24)**

1. Cities: (10) (A-)

-Harbor: 4

-Forest City: 3

-Swamp City:

-City + Hunter’s Cabin: 3

2. Countries: (A+)

Red: 6 tight (6 total)

White: 6 tight (7 total)

Yellow: 6 tight (6 total)

3. Merchants: (4) (C-)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace: 1

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace: 1

-(0.25) Surface Iron Vein: 1

-(0.25) Leather Tanner + Citadel/Keep/City:

-(0.25) Arrow + Citadel/Keep/City: 1

4. Starting Bros: (8.25) (B-)

Spear: loyal, bright 0.25

Axe: team player 0.25

XBow: spartan, bright 0.25

5. Military: (14) (B)

-Wooden tower: 3

-Stone tower: 3

-Militia Barracks: 3

-Barracks: 1

6. Tradeable Items: (30.4) (B-)

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt:

 -(3.0) Fur: 3

 -(2.6) Amber: 4

 -(2.2) Copper: 1

 -(1.8) Lumber: 3

 -(1.4) Wool: 1

 -(1.0) Peat: 2

**YMUWCSQCCO (24)**

1. Cities: (9) (B+)

-Harbor: 4

-Forest City: 2

-Swamp City:

-City + Hunter’s Cabin: 3

2. Countries: 9.2 (A-)

Green: 6 tight (7 total)

Black: 5 tight (5 total) -0.2, -0.2

Red: 4 tight (7 total) -0.4

3. Merchants: (3.5) (D+)

-(1.5) Citadel + Ore + Furnace: 1 (1.5)

-(0.75) Citadel + Ore/Furnace: 1 (0.75)

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 2 (0.5)

-(0.25) Leather Tanner + Citadel/Keep/City: 1 (0.25)

-(0.25) Arrow + Citadel/Keep/City: 2 (0.5)

4. Starting Bros: 10 (A+)

Spear: fearless 0.75

Axe: strong, iron lungs 1.0

XBow: night owl 0.75

5. Military: (12) (C+)

-Wooden tower: 4

-Stone tower: 2

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: (32) (B)

 -(5.2) Gems:

 -(4.0) Dye: 1 (4)

 -(3.4) Salt: 1 (3.4)

 -(3.0) Fur: 2 (6)

 -(2.6) Amber: 3 (7.8)

 -(2.2) Copper: 2 (4.4)

 -(1.8) Lumber: 3 (5.4)

 -(1.4) Wool:

 -(1.0) Peat: 1 (1)

**NDHMGCZRVI (24)**

1. Cities: (11) (A)

-Harbor: 3

-Forest City: 2

-Swamp City: 2

-City + Hunter’s Cabin: 4

2. Countries: (8.2) (B)

Green: 6 tight (9 total)

Black: 3 tight (4 total) -0.8, -0.4

Yellow: 4 tight (5 total) -0.4, -0.2

3. Merchants: (5) (B-)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace: 1

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace: 2

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein:

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 2

4. Starting Bros: (8.5) (B)

Spear: sure footed 0.5

Axe: athletic, swift 0.25, 0.25

XBow: brute

5. Military: (13) (B-)

-Wooden tower: 4

-Stone tower: 3

-Militia Barracks: 3

-Barracks:

6. Tradeable Items: (27.6) (C+)

 -(5.2) Gems:

 -(4.0) Dye: 4

 -(3.4) Salt:

 -(3.0) Fur:

 -(2.6) Amber: 3

 -(2.2) Copper:

 -(1.8) Lumber: 1

 -(1.4) Wool:

 -(1.0) Peat: 2

**WUHWYIBGDZ (24)**

1. Cities: (8) (B)

-Harbor: 4

-Forest City: 2

-Swamp City: 1

-City + Hunter’s Cabin: 1

2. Countries: (9.6) (A+)

Green: 6 tight (7 total)

Yellow: 6 tight (7 total)

Blue Fish: 5 tight (5 total) -0.2, -0.2

3. Merchants: (4) (C-)

-(1.5) Citadel + Ore + Furnace:

-(0.75) Citadel + Ore/Furnace: 2

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 4

-(0.25) Leather Tanner + Citadel/Keep/City: 3

-(0.25) Arrow + Citadel/Keep/City: 1

4. Starting Bros: (8.5) (B)

Spear: tough, loyal 0.5

Axe: bright, team player 0.25, 0.25

XBow: spartan

5. Military: (16) (A-)

-Wooden tower: 5

-Stone tower: 3

-Militia Barracks: 3

-Barracks: 1

6. Tradeable Items: (25.8) (C+)

 -(5.2) Gems:

 -(4.0) Dye: 1

 -(3.4) Salt: 1

 -(3.0) Fur: 2

 -(2.6) Amber: 2

 -(2.2) Copper:

 -(1.8) Lumber: 4

 -(1.4) Wool:

 -(1.0) Peat:

**Blink-1120 (25) \*3 iron lungs**

1. Cities: (11) (A)

-Harbor: 5

-Forest City: 3

-Swamp City:

-City + Hunter’s Cabin: 3

2. Countries: (7.8) (C+)

Black: 4 tight (5 total) -0.4, -0.2

Blue: 3 tight (3 total) -0.8, -0.8

Yellow: 6 tight (11 total)

3. Merchants: (3.75) (C-)

-(1.5) Citadel + Ore + Furnace: 2

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein:

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 2

4. Starting Bros: (9.75) (A+)

Spear: strong, iron lungs 0.5, 0.5

Axe: iron lungs, athletic 0.5, 0.25

XBow: iron lungs 0.5

5. Military: (13) (B-)

-Wooden tower: 3

-Stone tower: 3

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: (28.6) (B-)

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt: 2

 -(3.0) Fur:

 -(2.6) Amber: 4

 -(2.2) Copper: 1

 -(1.8) Lumber: 2

 -(1.4) Wool: 4

 -(1.0) Peat:

**YKSPGHYWLN (25)**

1. Cities: (8) (B)

-Harbor: 5

-Forest City: 3

-Swamp City:

-City + Hunter’s Cabin:

2. Countries: 9 (A-)

White: 6 tight (9 total)

Yellow: 5 tight (6 total) -0.2

Green: 4 tight (4 total) -0.4, 0.4

3. Merchants: (4.75) C+

-(1.5) Citadel + Ore + Furnace:

-(0.75) Citadel + Ore/Furnace: 1 (0.75)

-(1) Large City + Ore + Furnace: 1 (1)

-(0.5) Large City + Ore/Furnace: 1 (0.5)

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1 (0.5)

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace: 2 (0.5)

-(0.25) Surface Iron Vein: 2 (0.5)

-(0.25) Leather Tanner + Citadel/Keep/City: 2 (0.5)

-(0.25) Arrow + Citadel/Keep/City: 2 (0.5)

4. Starting Bros: (9) (A-)

Spear: bloodthirsty

Axe: bright, tough 0.25, 0.5

XBow: quick, iron lungs 0.25, 0.5

5. Military: (11) (C.)

-Wooden tower: 3

-Stone tower: 2

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: (36.6) (B+)

 -(5.2) Gems:

 -(4.0) Dye: 1

 -(3.4) Salt: 1

 -(3.0) Fur: 4

 -(2.6) Amber: 4

 -(2.2) Copper: 1

 -(1.8) Lumber: 2

 -(1.4) Wool:

 -(1.0) Peat: 1

**ALOYHPIUHT (25)**

1. Cities: (7) (B-)

-Harbor: 3

-Forest City: 2

-Swamp City:

-City + Hunter’s Cabin: 2

2. Countries: (8.8) (B+)

Red: 6 tight (9 total)

White: 4 tight (6 total) -0.4

Yellow: 4 tight (4 total) -0.4, -0.4

3. Merchants: (6.25) (A+)

-(1.5) Citadel + Ore + Furnace: 2

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace: 2

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 2

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 1

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 3

4. Starting Bros: (7.5) (C).

Spear: quick, tough 0.5

Axe: swift, gluttonous 0.25, -0.5

XBow: pessimist -0.25

5. Military: (12) (C+)

-Wooden tower: 2

-Stone tower: 3

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: (35.2) (B)

 -(5.2) Gems: 1

 -(4.0) Dye:

 -(3.4) Salt: 2

 -(3.0) Fur: 3

 -(2.6) Amber: 2

 -(2.2) Copper: 2

 -(1.8) Lumber: 2

 -(1.4) Wool:

 -(1.0) Peat: 1

**CXALALYXUB (25)**

1. Cities: (8) (B)

-Harbor: 3

-Forest City: 3

-Swamp City: 1

-City + Hunter’s Cabin: 1

2. Countries: (8.4) (B)

Red Lion: 6 tight (9 total)

Blue: 3 tight (5 total) -0.8, -0.2

White: 4 tight (5 total) -0.4, -0.2

3. Merchants: (4.25) (C.)

-(1.5) Citadel + Ore + Furnace:

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace: 1

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace: 1

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein:

-(0.25) Leather Tanner + Citadel/Keep/City: 3

-(0.25) Arrow + Citadel/Keep/City: 7

4. Starting Bros: (9.75) (A+)

Spear: sure footed, iron lungs 0.25, 0.5

Axe: iron lungs, sure footed 0.5, 0.5

XBow: tough, blood thirsty 0.5

5. Military: (11) (C.)

-Wooden tower: 3

-Stone tower: 3

-Militia Barracks: 2

-Barracks:

6. Tradeable Items: (38) (B+)

 -(5.2) Gems: 1

 -(4.0) Dye: 1

 -(3.4) Salt: 1

 -(3.0) Fur: 2

 -(2.6) Amber: 4

 -(2.2) Copper: 2

 -(1.8) Lumber: 2

 -(1.4) Wool:

 -(1.0) Peat: 1

**TCEADFQOBP (26) \*merchants 6.5**

1. Cities: (6) (C+)

-Harbor: 3

-Forest City:

-Swamp City: 1

-City + Hunter’s Cabin: 2

2. Countries: (9.6) (A+)

Yellow: 5 tight (5 total)

Red: 6 tight (7 total)

Blue: 6 tight (7 total)

3. Merchants: (6.5) (A+)

-(1.5) Citadel + Ore + Furnace: 2 (3)

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace: 2 (1)

-(1) Stone Keep + Ore + Furnace: 1 (1)

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 2 (0.5)

-(0.25) Leather Tanner + Citadel/Keep/City: 3 (0.75)

-(0.25) Arrow + Citadel/Keep/City: 1 (0.25)

4. Starting Bros: (7.5) (C).

Spear: short sighted, gluttonous -0.5

Axe: brave, athletic 0.25, 0.25

XBow: deathwish

5. Military: (14) (B)

-Wooden tower: 6

-Stone tower: 2

-Militia Barracks: 2

-Barracks: 1

6. Tradeable Items: (11.2) (D)

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt:

 -(3.0) Fur: 1

 -(2.6) Amber: 2

 -(2.2) Copper:

 -(1.8) Lumber:

 -(1.4) Wool:

 -(1.0) Peat: 3

**BustyEbony (27)**

1. Cities: (8) (B)

-Harbor: 5

-Forest City: 2

-Swamp City:

-City + Hunter’s Cabin: 1

2. Countries: (10) (A+)

Red Sun: 6 tight (6 total)

White: 6 tight (6 total)

Blue: 6 tight (7 total)

3. Merchants: (4) (C-)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 1

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 3

4. Starting Bros: (9) (A-)

Spear: optimist 0.5

Axe: hesitant, blood thirsty 0.25

XBow: eagle eye 0.75

5. Military: (11) (C).

-Wooden tower: 2

-Stone tower: 3

-Militia Barracks: 3

-Barracks:

6. Tradeable Items: (25.6) (C+)

 -(5.2) Gems:

 -(4.0) Dye:

 -(3.4) Salt:

 -(3.0) Fur: 1

 -(2.6) Amber: 5

 -(2.2) Copper: 1

 -(1.8) Lumber: 2

 -(1.4) Wool: 2

 -(1.0) Peat: 1

**TIHIE (27)**

1. Cities: (4) (C-)

-Harbor: 3

-Forest City:

-Swamp City:

-City + Hunter’s Cabin: 1

2. Countries: (9) (A-)

Yellow: 6 tight (8 total)

White: 5 tight (7 total) -0.2

Red: 4 tight (4 total) -0.4, -0.4

3. Merchants: (4.25) (C.)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace: 1

-(0.25) Surface Iron Vein:

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 4

4. Starting Bros: (9) (A-)

Spear: dextrous, sure footing 0.5, 0.25

Axe: determined 0.25

XBow: tiny 0.5

5. Military: (12) (C+)

-Wooden tower: 5

-Stone tower: 1

-Militia Barracks: 1

-Barracks: 2

6. Tradeable Items: (40) (A-)

 -(5.2) Gems: 1

 -(4.0) Dye: 4

 -(3.4) Salt: 1

 -(3.0) Fur: 1

 -(2.6) Amber: 3

 -(2.2) Copper: 1

 -(1.8) Lumber:

 -(1.4) Wool: 1

 -(1.0) Peat: 1

**JYHIYELRZF (27)**

1. Cities: (7) (B-)

-Harbor: 3

-Forest City: 1

-Swamp City: 1

-City + Hunter’s Cabin: 2

2. Countries: (9.8) (A+)

Blue: 6 tight (6 total)

White: 6 tight (6 total)

Green: 5 tight (7 total) -0.2

3. Merchants: (4.5) (C.)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace: 1

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace: 1

-(0.25) Surface Iron Vein: 4

-(0.25) Leather Tanner + Citadel/Keep/City:

-(0.25) Arrow + Citadel/Keep/City: 2

4. Starting Bros: (8.5) (B)

Spear: strong, tough 0.5, 0.5

Axe: brute, quick 0.5

XBow: tough, gluttonous 0.5, -0.5

5. Military: (12) (C+)

-Wooden tower: 3

-Stone tower: 3

-Militia Barracks: 1

-Barracks: 1

6. Tradeable Items: (29.2) (B-)

 -(5.2) Gems:

 -(4.0) Dye: 1

 -(3.4) Salt: 2

 -(3.0) Fur: 1

 -(2.6) Amber: 4

 -(2.2) Copper: 1

 -(1.8) Lumber: 1

 -(1.4) Wool:

 -(1.0) Peat: 1

**THEII (28)**

1. Cities: (9) (B+)

-Harbor: 3

-Forest City: 3

-Swamp City:

-City + Hunter’s Cabin: 3

2. Countries: (9.2) (A-)

Green: 5 tight (5 total) -0.4

Yellow: 5 tight (5 total) -0.4

White: 6 tight (9 total)

3. Merchants: (5) (B-)

-(1.5) Citadel + Ore + Furnace: 2

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace: 1

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 1

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 2

4. Starting Bros: (C-)

Spear: nothing

Axe: gluttonous -0.5

XBow: nothing

5. Military: (14) (B)

-Wooden tower: 3

-Stone tower: 4

-Militia Barracks: 3

-Barracks:

6. Tradeable Items: (25.4) (C+)

 -(5.2) Gems:

 -(4.0) Dye: 1

 -(3.4) Salt:1

 -(3.0) Fur: 2

 -(2.6) Amber: 2

 -(2.2) Copper:

 -(1.8) Lumber: 3

 -(1.4) Wool: 1

 -(1.0) Peat:

**The ii (2 spaces) (29)**

1. Cities (A+): (13)

-Harbor: 6

-Forest City: 2

-Swamp City:1

-City + Hunter’s Cabin: 4

2. Countries (A-): 9.4

Red: 4 tight (5 total) -0.4 -0.2

White: 6 tight (8 total)

Yellow: 6 tight (6 total)

3. Merchants (D): (3.25)

-(1.5) Citadel + Ore + Furnace: 1 (1.5)

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 1 (0.25)

-(0.25) Leather Tanner + Citadel/Keep/City: 3 (0.75)

-(0.25) Arrow + Citadel/Keep/City: 3 (0.75)

4. Starting Bros (C+):

Spear: iron jaw, tough 0.25, 0.5

Axe: bright 0.25

XBow: cocky, bleeder -0.5, -0.25

5. Military (C.) (11):

-Wooden tower: 2

-Stone tower: 3

-Militia Barracks: 3

-Barracks:

6. Tradeable Items (34.8) (B):

-(5.2) Gems:1

 -(4.0) Dye:

 -(3.4) Salt: 2

 -(3.0) Fur: 2

 -(2.6) Amber: 4

 -(2.2) Copper:

 -(1.8) Lumber: 3

 -(1.4) Wool:

 -(1.0) Peat:1

**OYTDZXDZSO (29)**

1. Cities: **6 (C+)**

-Harbor: 3

-Forest City: 1

-Swamp City: 1

-City + Hunter’s Cabin: 1

2. Countries: **8.6 (B+)**

Red: 3 tight (4 total) -1.2

Yellow: 5 tight (6 total) -0.2

White: 6 tight (9 total)

3. Merchants: **2.75 (D)**

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace:

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace: 2

-(0.25) Surface Iron Vein: 1

-(0.25) Leather Tanner + Citadel/Keep/City:

-(0.25) Arrow + Citadel/Keep/City: 2

4. Starting Bros: **9 (A-)**

Spear: strong, dexterous 0.5, 0.5

Axe: bright, determined 0.25, 0.25

XBow: brute

5. Military: **13 (B-)**

-Wooden tower: 3

-Stone tower: 4

-Militia Barracks: 2

-Barracks:

6. Tradeable Items: **36 (B+)**

 -(5.2) Gems: 1

 -(4.0) Dye: 3

 -(3.4) Salt: 1

 -(3.0) Fur: 1

 -(2.6) Amber: 2

 -(2.2) Copper: 2

 -(1.8) Lumber: 1

 -(1.4) Wool:

 -(1.0) Peat: 1

**GUDCQVGIQX (30) \*ship yards connect SE, SW, NE**

1. Cities: (12) (A+)

-Harbor: 4

-Forest City: 3

-Swamp City:

-City + Hunter’s Cabin: 5

2. Countries: (6.6) (D+)

Red Sun: 2 tight (2 total) -1.6, -1.6

Red Lion: 6 tight (11 total)

Blue: 5 tight (6 total) -0.2

3. Merchants: (3.25) (D)

-(1.5) Citadel + Ore + Furnace: 1

-(0.75) Citadel + Ore/Furnace: 1

-(1) Large City + Ore + Furnace:

-(0.5) Large City + Ore/Furnace:

-(1) Stone Keep + Ore + Furnace:

-(0.5) Stone Keep + Ore/Furnace:

-(0.5) Keep + Ore +Furnace:

-(0.25) Keep + Ore/Furnace:

-(0.25) Surface Iron Vein: 2

-(0.25) Leather Tanner + Citadel/Keep/City: 1

-(0.25) Arrow + Citadel/Keep/City: 1

4. Starting Bros: (9) (A-)

Spear: cocky, night owl

Axe: huge, tough 0.5, 0.5

XBow: team player, fearless 0.5

5. Military: (14) (B)

-Wooden tower: 3

-Stone tower: 3

-Militia Barracks: 3

-Barracks: 1

6. Tradeable Items: (29) (B-)

 -(5.2) Gems:

 -(4.0) Dye: 3

 -(3.4) Salt:

 -(3.0) Fur: 1

 -(2.6) Amber: 4

 -(2.2) Copper:

 -(1.8) Lumber: 2

 -(1.4) Wool:

 -(1.0) Peat:

**Over 30:**

**YOLOBLAZE**- countries C+, bros A-, merchants: citadel missing blast furnace, cities C, trading C, military C+

**YVDHDFXDNB (31)**

1. Cities (B+):

-Harbor: 5

-Forest City: 1

-Swamp City: 2

-City + Hunter’s Cabin: 1

2. Countries: 7.4 (C.)

Red: 4 tight (4 total) -0.8

White: 4 tight (5 total) -0.6

Blue: 5 tight (10 total) -0.2

3. Merchants: (3.25) D

-Citadel + Ore + Furnace: 1 (1.5)

-Citadel + Ore/Furnace:

-Large City + Ore + Furnace:

-Large City + Ore/Furnace:

-Stone Keep + Ore + Furnace:

-Stone Keep + Ore/Furnace: 1 (0.5)

-Keep + Ore +Furnace:

-Keep + Ore/Furnace: 1 (0.25)

-Surface Iron Vein: 1 (0.25)

-Leather Tanner + Citadel/Keep/City:

-Arrow + Citadel/Keep/City: 3 (0.75)

4. Starting Bros: 8.75 (B+)

Spear: fearless +0.75

Axe: team player +0.25

XBow: optimist +0.25

5. Military (14) (B):

-Wooden tower: 5

-Stone tower: 2

-Militia Barracks: 3

-Barracks: 1

6. Tradeable Items: (32.2) (B)

 -(5.2) Gems: 1

 -(4.0) Dye:

 -(3.4) Salt: 2

 -(3.0) Fur: 1

 -(2.6) Amber: 5

 -(2.2) Copper:

 -(1.8) Lumber: 1

 -(1.4) Wool: 1

 -(1.0) Peat: 1