

Details of 4718 Spend.							South	Mivon	Sirian	Restov
Income after 4718 funds spent				Total	69.40		51.10	10.90	0.45	6.95
				Income			50.5	10.4	0.45	6.80
				Bank			0.6	0.5	0	0.15
				Owned by Investors						
	Owners	100%	Tusk	Buildings (Influence)	Spec	Econ	Loy	Stab	Def	Income
					84	66	22	20	8	50.5
										0
40.74	Adoven	60%	Tusk	City Base - Maritime (2)	3					1.5
20.37	Vik	30%		Greater Trade Route (Mivon)	3					1.5
6.79	Percy	10%		Lesser Trade Route (Restov)	2					1
1.50	Robert		Port Henry	Quayside		4				2
			-----	_ * Fishing Boats	1	0				0.5
			-----	_ * Shallop (Lady of the Lake)	2					1
				_ * Wherry	4					2
To spend		38.6		_ * Armed Keeler x2	4				2	2
remaining		0.6		_ * Keeler (Lady Viktoria)	3					1.5
Spending 4718 (Southern Acc)		Cost	Port Henry & Wa	Large Warehouse x2		4				2
			Merchant Quarte	Shipping Office (1)		1				0.5
Wyvern Bridge	WH > Large WH	1	?	Trade Exchange		1	3	3		0.5
Wyvern Bridge	store > R market	1.5	Ivoryhill	Shopping Court	2	3	1	1		2.5
Wyvern Bridge	jetty > wharf	1	Tusk	Town Base - Land	2					1
Wyvern Bridge	Trade Exchange	4	Lakeside	Cross Shipping Office		1				0.5
Ringbridge	HH > Friary	1.5	Lakeside	Serai		1				0.5
Tusk	Lrge WH	2	Lakeside	__ 1x Ox Train	2					1
Tusk	Lux Store > Shop Court	2	Lakeside	__ 1x Mule Train	1					0.5
Tusk	Wherry	4	Cheapside	Merchant Store		1				0.5
Tusk	Trade Exchange	4	Cheapside	Warehouse		1				0.5
Tusk	2x Armed Keeler	6	Cheapside	Shipping Office (2)		1				0.5
> Wyvern Bridge	Keeler	3								0
> Restov	Keeler	3								
>. Restov	Fishing Boat	1	Tusk	Other Interests						0

Varnhold	Inn	4	Lakeside	Large Boat yard (1)		2				1
			Midmarch	Buildings (Influence)	Spec	Econ	Loy	Stab	Def	
			Ringbridge	City Base	3					1.5
			Main	V&A Wharf	0	2				1
			Main	- Shallop	2	0				1
				- Keeler	3					1.5
			Main	Large Warehouse		2				1
			Main	Shipping Office		1				0.5
			Main	Regional Market		2	1	1		1
										0
			Feyfalls	Town Base	2					1
				Warehouse		1				0.5
				Shipping Office		1				0.5
				Serai		1				0.5
				__1x__ Mule Train	1					0.5
				Merchant store		1				0.5
			Wyvern Bridge	Town Base	2					1
				Wharf		2				1
				__ Keeler	3					1.5
				__ Shallop	2					1
				Regional Market		2				1
				Shipping office		1				0.5
				Large Warehouse		2				1
				Trade Exchange		1	3	3		0.5
				Small Boat yard		1				0.5
			Personal	Buildings (Influence)	Spec	Econ	Loy	Stab	Def	
			<i>Tusk: Hinterland</i>	Fortified manor			1	1	2	0
			<i>Tusk: Central</i>	Town House						0
			<i>Tusk: College</i>	Military Academy (Robert)		2	3	3	3	1
			<i>Tusk: Merchant C</i>	Sword School (Robert)		1	1	1	1	0.5
			Ringbridge	Bardic College	1	1	2	2		1

			<i>Varnhold</i>	<i>Inn (Waterhorse)</i>		3	1			1.5	
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											0
			<i>Tusk: Cheapside</i>	<i>Holy House (Cayden)</i>	1		1	1			0.5
			<i>Midmarch: Kunlu</i>	<i>Tavern & Gt Shrine (Cayden)</i>			1	1	1		0.5
			<i>Ringbridge</i>	<i>Apothecary (MW)</i>			2				1
Greater Mivon			<i>Ringbridge</i>	<i>Friary (Cayden)</i>	2		2	1			1
To spend		9.5									0
remaining		0									0
Spending 4718 (Mivon Acc)		Cost									
Mivon	Merch St > Lux St	4	Greater Mivon	Buildings (Influence)	Spec	Econ	Loy	Stab	Def	Income	Prof
	Gt Shrine	1	Jovvox							4.4	0.4
	Fishing Boats	1		Local Base	1					0.4	
				Minor Trade Route (Tusk)						0	
	Xfer to restov	3		jetty		1				0.4	
				__2x__ Fishing Boats	2					0.8	
	Bank	0.5		__2 x Shallop	4					1.6	
				Community Centre			1	1		0	
				Luxury Store	1	2				1.2	
			Mivon							6.00	0.3
				City Base	3					0.9	
				Greater Trade Route (Tusk)	3					0.9	
				6 Wharf (max 13)		2				0.6	
				--- Keeler	3					0.9	
				--- Shallop	2					0.6	
				--- Fishing Boats	1					0.3	
				Luxury Store	1	2				0.9	
				Large Warehouse		2				0.6	
Eastern Region				Shipping Office		1				0.3	
To spend		3.65								0	
remaining		0		<i>Gt Shrine (Cayden)</i>			1	1		0	

Notes b

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Spending 4718 (Eastern Acc)		Cost									
	Xfer from Mivon	-2	Sirian							0.45	0.45
Restov	Shop to Mech Store	0.5		Tavern			1			0.45	
	Shipping Office	2								0	
	warehouse 2	2								0	
	fishing boats	1									
	bank	0.15	Restov							6.80	0.4
				Town Base		2				0.8	
				Lesser Trade Route (Tusk)		2				0.8	
				8 Wharf (max 13)			2			0.8	
				- Keelers x2		6				2.4	
				- Shallops x0						0	
				- Fishing Boats x2		2				0.8	
				Merchant Store			1			0.4	
				Warehouse			1			0.4	
				Shipping Office			1			0.4	

Notes b

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Mivon - Profitability = 0.3

Jovvox - Profitability = 0.4

Funds xfer between the two

Standard investor– If you are using BP generated in the settlement, you pay 1bp social development contribution per point of Economy.

External Investor – Any investor using BP generated outside of the Settlement pays an extra pay a 50% premium on any BPs that are used cross borders.

Mivon: Special= +1bp (Extra) per point of Econ for Central District

Restov - Profitability = 0.4

Sirian - Profitability = 0.45

Funds xfer between the two

Standard investor– If you are using BP generated in the settlement, you pay 1bp social development contribution per point of Economy.

External Investor – Any investor using BP generated outside of the Settlement pays an extra pay a 50% premium on any BPs

Jovvox: hamlet is full, no further expansion

that are used cross borders.

Restov: Special= +1bp (Extra) per point of Econ for Mainland inside the walls. Land Based trade restrictions.

Turn 4719 mid-March
38.5 bp income, 0.1 bp banked

Tusk Done

2 bp Large warehouse
4 bp Wherry
2 bp upgrade Luxury Store to Shopping Court
4 bp Trade Exchange 1E 3L 3S
6 bp 2× Armed Keelers. 4 spec +2 Def

3 bp Keeler to Wyvern Bridge
3 bp Keeler to Restov
1 bp Fishing boats to Restov

25 bp used

Ringbridge Done

1.5 bp upgrade Holy House to Friary

Varnhold
4 bp purchase The Water Horse Inn

Wyvern Bridge Done

1 bp upgrade warehouse to Large warehouse 1E
1.5 bp upgrade Merchant store to Regional Market +1E +1L +1S
1 bp upgrade jetty to wharf 1E
4 bp build Trade Exchange 1E 3L 3S

13 bp used + 25 = 38 bp

0.6 bp banked **Done**

Here, so I don't forget.

Turn 4719 overview.

River Kingdoms. 9.5 bp income

4 bp upgrade Mivon Merchant store to Luxury Store

1 bp Build Great Shrine to Cayden

1 bp purchase Fishing Boats

3 bp. Transfer 2 BP to Restov

0.5 bp banked

This 'fixes' the City base in Mivon

Sirian/Restov. 3.65 bp income

0.5 bp upgrade Shop to Merchant Store
2 bp Build Shipping Office
1 bp purchase Fishing Boats
(2 bp) Build Warehouse with BP from Mivon
0.15 bp banked