

Details of 4717 Spend.							South	Mivon	Sirian		
Income after 4717 funds spent				Total	38.80		31.00	6.90	0.90		
				Income			29.5	6.6	0.45		
				Bank			1.5	0.3	0.45		
				Owned by Investors							
	Owners	100%	Tusk	Buildings (Influence)	Spec	Econ	Loy	Stab	Def	Income	
					40	39	11	12	6	29.5	
										0	
22.38	Adoven	60%	Tusk	City Base - Maritime (2)	3					1.5	
11.19	Vik	30%		Minor Trade Route (Jovvox)	1					0.5	
3.73	Percy	10%	Port Henry	Quayside		4				2	
1.50	Robert		-----	* Fishing Boats	1	0				0.5	
			-----	* Shallop (Lady of the Lake)	2					1	
			-----	* Keeler (Lady Viktoria)	3					1.5	
			Port Henry	Large Warehouse		2				1	
To spend		24.5	Merchant Quarte	Shipping Office (1)		1				0.5	
remaining		1	Ivoryhill	Luxury Store	1	2				1.5	
Spending 4717 ( Southern Acc)		Cost	Tusk	Town Base - Land	2					1	
Wyvern	jetty	1	Lakeside	Cross Shipping Office		1				0.5	
Wyvern	__ Shallop	2	Lakeside	Serai		1				0.5	
Wyvern	Merchant Store	1.5	Lakeside	__ 1x Ox Train	2					1	
Wyvern	Copper School	1	Lakeside	__ 1x Mule Train	1					0.5	
Wyvern	Public Jetty	1	Cheapside	Merchant Store		1				0.5	
			Cheapside	Warehouse		1				0.5	
Fey Falls	Merchant Store	1.5	Cheapside	Shipping Office (2)		1				0.5	
Fey Falls	Social Contri	0.5								0	
Ringbridge	Apothecary >MW	1.5	Tusk	Other Interests						0	
Ringbridge	Holy House	2	Lakeside	Large Boat yard (1)		2				1	
Ringbridge	Jetty > Wharf	1									
Ringbridge	social Contri	0.5									
			Midmarch	Buildings (Influence)	Spec	Econ	Loy	Stab	Def		

>Jovvox	shallop	2	Ringbridge	Town Base (1)	2					1
>Jovvox	shallop	2	Main	V&A Wharf	0	2				1
>Jovvox	Fishing Boat	1	Main	- Shallop	2	0				1
			Main	Warehouse		1				0.5
Tusk	Wharf>Quaysaide	3	Main	Shipping Office		1				0.5
			Main	Local Market		1		1		0.5
Funding exchange > Mivon		1.5								0
			Feyfalls							0
Bank Loans		1.5		Serai		1				0.5
				__1x__ Mule Train	1					0.5
				Merchant store		1				0.5
			Wyvern Bridge	Local Base	1					0.5
				jetty		1				0.5
				__ Shallop	2					1
				Merchant Store		1				0.5
										0
			<b>Personal</b>	<b>Buildings (Influence)</b>	<b>Spec</b>	<b>Econ</b>	<b>Loy</b>	<b>Stab</b>	<b>Def</b>	
			<i>Tusk: Hinterland</i>	<i>Fortified manor</i>			1	1	2	0
			<i>Tusk: Central</i>	<i>Town House</i>						0
			<i>Tusk: College</i>	<i>Military Academy ( Robert )</i>		2	3	3	3	1
			<i>Tusk: Merchant C</i>	<i>Sword School ( Robert )</i>		1	1	1	1	0.5
			<i>Ringbridge</i>	<i>Bardic College</i>	1	1	2	2		1
										0
										0
			<i>Tusk: Cheapside</i>	<i>Holy House (Cayden)</i>	1		1	1		0.5
			<i>Midmarch: Kunlu</i>	<i>Tavern &amp; Gt Shrine (Cayden)</i>		1	1	1		0.5
			<i>Ringbridge</i>	<i>Apothecary (MW)</i>		2				1
			<i>Ringbridge</i>	<i>Holy House (Cayden)</i>	1		1	1		0.5




**Jovvox** - Assigned Hamlet = Full.  
 Profitability = 0.4  
**NOTE - no expansion outside of the Hamlet**  
 Any other investment ... by special negotiation (and will be very expensive)

**Mivon** - Profitability = 0.3  
 Investment costs = +1bp per point of Econ  
 Outside funds = +0.5bp (Extra) per point of BP 'Imported'  
 Special= +1bp (Extra) per point of Econ for Central District

**SirrianProfitability** = 0.45  
**Standard investors**– If you are using BP generated in the settlement, you pay 1bp social development contribution per point of Economy.  
**External Investor** – And investor using BP generated outside of the Settlement pays an extra pay a 50% premium on any BPs that are used cross borders.