

**Movement Costs (6.3.1)**

Arable	4
Hills	6
Prairie	6
Karst	7
Woods	8
Desert	8
Taiga	8
Swamp	10
Mountains	12

Double all in colonies

**Sim-Battle Terrain Costs (7.2.6)**

	Inf	Cav	Art
Clear	2	2	2
Woods	4	8 <sup>(1)</sup>	X
Bushes	3	4	X
Villages	4	X	X
Entrenchments	4	8	6
Bridge	4	4	4

Plus 1 MP for every level of altitude

X = not allowed

<sup>(1)</sup> Heavy Cavalry not allowed**Stopping Enemy Troops (6.4.1.3.2)**

Enemy	Friendly
7 brigades	1 brigade
15 brigades	2 brigades
24 brigades	3 brigades
32 brigades	4 brigades
Any	5 brigades

**Beseiging a Fortress (7.1.8)**

Small	2 Battalions Heavy Art
Medium	4 Battalions Heavy Art
Large	8 Battalions Heavy Art

Or equivalence:

4 battalions pioneers = 2 light artillery = 1 heavy artillery

**Ship tonnage:(6.4.2.2.2)**

Wood requ'd x condition

Merchant ships = 25%

Min. to stop enemy = 4000 tons

**Capturing Territory (6.4.1)**

Europe

1 coordinate = 4 brigades

2 coordinates = 7 brigades

3 coordinates = 10 brigades

Neutral

3 coordinates = 1 brigade

Colonies

1 coordinate = 1 brigade + commander / 1 brig with 2 KT

2 coordinates = 4 brigades + commander / 4 brigades with 5 KT

**Name****Produces****Requires****Population**

Ore	40 +/- 5	NA	1-9
colonies	20 +/-5		
Gold	20 +/-10	NA	1-9
colonies	10 +/-5		
Zinc	7.5 +/-2.5	NA	1-9
Factory	2000 +/-1000	20 ore, 100 textiles, 400 wood	4-9
Mill	125 +/-75	250 wool	3-9
Mint	600,000 +/- 300,000	15 gold	4-9
Sheep	50 +/-20	NA	1-3
Lumber	350 +/-150	NA	1-3
Horse	400 +/-200	NA	1-3
Quarry	700 +/-200	NA	1-2
Wine	30 +/-10	NA	1-3

Estate: Max output - Europe y coordinates	1-10:	July - Aug
	11-35:	May-Aug
	36+:	May-Aug
Caribbean:		Feb-June
Indies:		Dec-April

Wine Sept - Dec