

Race	Dwarf
Personality	Merchant
Size Acers	833
Goal Mod wpa	2.5
Goal Mod tpa	3
Non peon roles	70%
Honor	Lord
Wage Rate	200%

Armories	Schools	houses	unbuilt	Libraries	Prisons	Guilds	Total
0.0%	0.0%	20.0%	0.0%	0.0%	2.0%	17.0%	100.0%
Stables	Forts	Tg's	Wtowers	farms	Banks	Mills	
0.0%	8.0%	8.0%	0.0%	8.3%	9.0%	0.0%	

pop sci	Be sci	Inc sci	thief sci	magic sci	food sci	Gains sci
100000	30000	30000	70000	70000	40000	10000

Thief losses	Thief eff(TD)	Rune prod
100.00%	0%	1000
Def losses	Off losses	Land loss
50.00%	50.00%	100%

INPUT

Attack time	12
Attack base	0
Dpa to leave	46
gens to send	4
Elite buffer	0%
spec off	0%
Prisoners used	400

Inspire Army	Yes
Greed	No
TownWatch	No
Prot Spell	Yes
Riots	No
Dragon	None
In war	1-12hours
Fertile	Yes
Drought	No

Required tpa	1.88
Required wpa	1.57
Draft Rate	64.64%

Income	\$32,559
Expenses	\$12,039
Net	\$20,521

Opa	opnw
64.27	0.3793
max opa	dpnw
64.27	0.2715
max dpa	
75.91	

Def specs	elites	elites Sent	horses	off specs
7586	6577	6577	0	0
54%	46%			

Land gain	104.9%
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Build eff	114.98%
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Science	35000
Pop	28.6%
Be	8.6%
Inc	8.6%
Thief	20.0%
Magic	20.0%
Food	11.4%
Military	2.9%

Thieves dens	Hospitals	Towers
0.00%	17.6%	5.6%
Baracks	G stations	
4.5%	0.0%	

Networth	141154.8478
Nwpa	169.4535988

OUTPUT

Landlust	nightmare
4362	2742
Tree of gold	MS
997	2991

Food Made	10812.0158
Food Eaten	10645.6875