

Race	halfling
Personality	Merchant
Size Acers	700
Goal Mod wpa	2
Goal Mod tpa	6
Non peon roles	69%
Honor	Lord
Wage Rate	200%

Armories	Schools	houses	unbuilt	Libraries	Prisons	Guilds	Total
0.0%	0.0%	11.0%	0.0%	0.0%	2.0%	18.0%	100.0%
Stables	Forts	Tg's	Wtowers	farms	Banks	Mills	
11.0%	5.0%	6.0%	0.0%	7.5%	5.0%	0.0%	

pop sci	Be sci	Inc sci	thief sci	magic sci	food sci	Gains sci
40000	15000	15000	35000	20000	15000	10000

Thief losses	Rune prod	Land loss
100.00%	900	100%
Def losses	Off losses	
66.00%	66.00%	

INPUT

Attack time	12
Attack base	-1
Dpa to leave	45
gens to send	4
Elite buffer	95%
spec off	70%
Prisoners used	400

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

Required tpa	2.73
Required wpa	1.47
Draft Rate	64.16%

Income	\$25,581
Expenses	\$9,992
Net	\$15,589

Opa	opnw
57.68	0.3510
max opa	dpnw
100.02	0.2738
max dpa	
56.40	

Def specs	elites	elites Sent	horses	off specs
310	7544.6	1671.6	4620	3900.4
3%	64%			

Land gain	105.3%
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Build eff	86.11%
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Science	15000
Pop	26.7%
Be	10.0%
Inc	10.0%
Thief	23.3%
Magic	13.3%
Food	10.0%
Military	6.7%

Thieves dens	Hospitals	Towers
0.00%	15.59%	9.42%
Baracks	G stations	
9.51%	0.0%	

Networth	115047.8348
Nwpa	164.3540497

OUTPUT

Landlust	nightmare
4046	2543
Tree of gold	MS
924	2774

Food Made	5420.506774
Food Eaten	5323.75