

City Name: Aescia
 Guild: Primus Pilus
 Zone: Poitain
 Location: Eastern Plot

Resource				
Part	Copper	Sandstone	Ash	Silver
Brace	10			
Brick		10		
Joint			10	
Plain Facade				10

Building Component Completed	Brace	Brick	Joint	Plain Facade	Qty
Yes Keep I	10	20	15	5	0
Yes Trade Post I	10	20	4	5	0
Yes Temple I	3	5	4	2	0
Yes Libaray I	3	5	4	2	0
Yes Barracks I	3	5	4	1	0
Yes Thieves Guild I	3	5	4	1	0
Yes Weaponsmith Workshop I	3	5	4	1	0
Yes Armorsmith Workshop I	3	5	4	1	0
Yes Alechemist Workshop I	3	5	5	1	0
Yes Architect Workshop I	3	5	4	2	0

Building Resources	Copper	Sandstone	Ash	Silver
Keep I	100	200	150	50
Trade Post I	100	200	150	50
Temple I	30	50	40	20
Libaray I	30	50	40	20
Barracks I	30	50	40	10
Thieves Guild I	30	50	40	10
Weaponsmith Workshop I	30	50	40	10
Armorsmith Workshop I	30	50	40	10
Alechemist Workshop I	30	50	50	10
Architect Workshop I	30	50	40	20
Total(s) needed	440	800	630	210

Total Needed	Copper	Sandstone	Ash	Silver
	600	2140	1350	210

Total Collected	Copper	Sandstone	Ash	Silver
Consolidated	600	2140	1350	210
Date:				
Total Collected	600	2140	1350	210

Total Needed	Copper	Sandstone	Ash	Silver
	600	2140	1350	210
Total Collected	600	2140	1350	210
Total Left to Collect	0	0	0	0

	Price Per unit	Qty needed
Drawing Ink	0.25	1
Paper Resource	0.38	2
Total:	1.01	

Number of plans left: 0
 Total Gold Needed: 0

Building Component Completed	Brace	Brick	Joint	Plain Facade	Qty	Total Number Needed
2 Gate I	1	2	2	0	2	0
3 Corner Tower I	1	2	1	0	3	0
7 Tower I	1	2	1	0	7	0
4 Ending Tower I	1	2	1	0	4	0
34 Wall I	0	2	1	0	34	0
14 Curved Wall I	0	2	1	0	14	0
3 Staired Wall I	0	2	2	0	3	0

Building Resources	Copper	Sandstone	Ash	Silver
Gate I	20	40	40	0
Corner Tower I	30	60	30	0
Tower I	70	140	70	0
Ending Tower I	40	80	40	0
Wall I	0	680	340	0
Curved Wall I	0	280	140	0
Staired Wall I	0	60	60	0
	0	0	0	0
	0	0	0	0
Total(s) needed	160	1340	720	0