

- Häuptling (überbietet alle ausser Medizinmann)



- Tipiverwalter



- Reiter



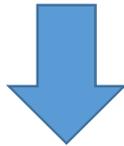
- Krieger



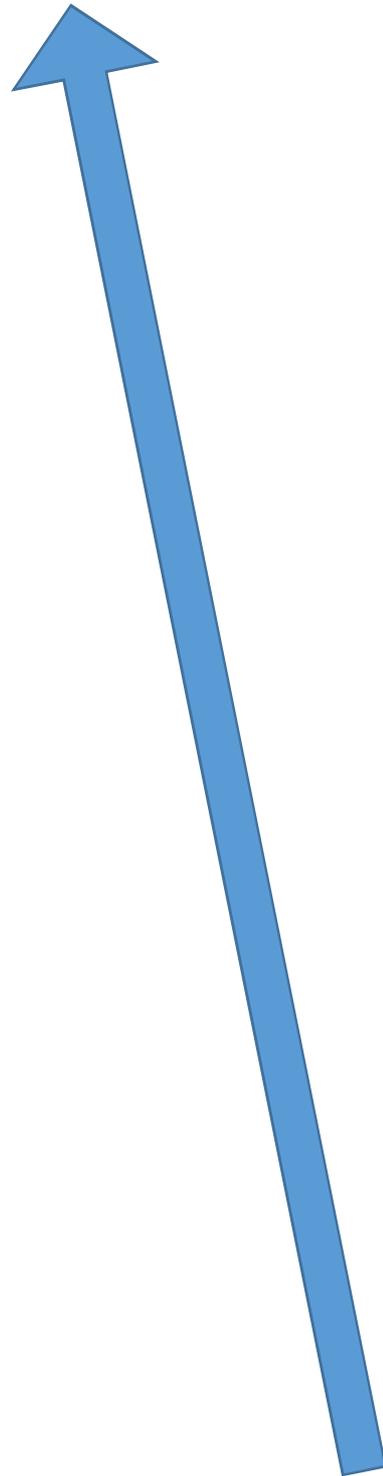
- Übermittler



- Bogenmacher



- Medizinmann (nur Häuptling)



Preisliste							
	Werkzeug	Gold	Silber	Pferde	Baumaterialien	Punkte	
Planwagen	1			2	3	3	
Rohstofflager	2				3	2	
Strasse	1				2	1	
Dorfplatz		15		10		10	
Unterkunft	3			5	1	2	
Stall	3					5	
Postkutschenstation	8	5		5	5	3	
						12	





**1x Friedenspfeifentabak**



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**Gold**



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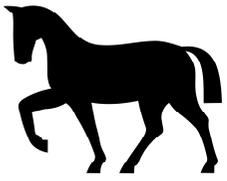
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**Gold**



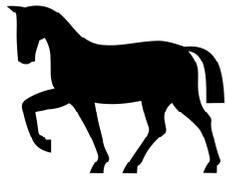
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**Gold**



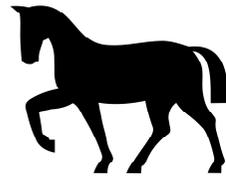
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Pferd



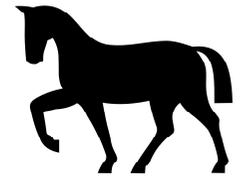
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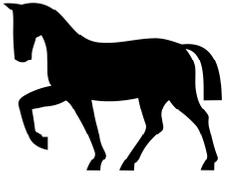
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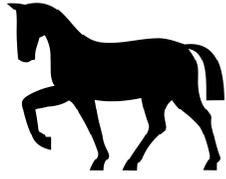
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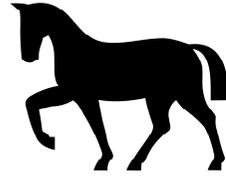
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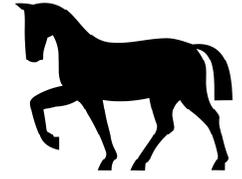
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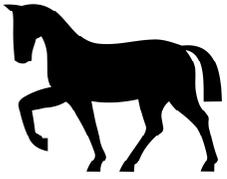
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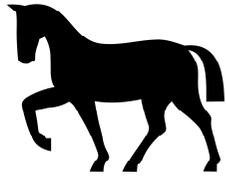
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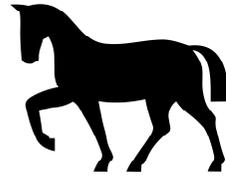
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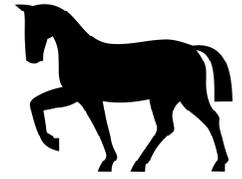
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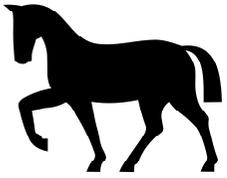
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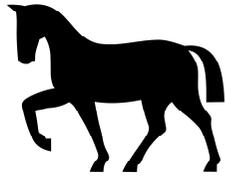
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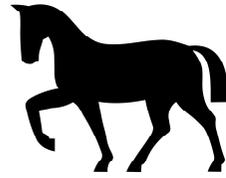
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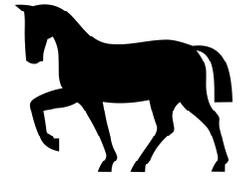
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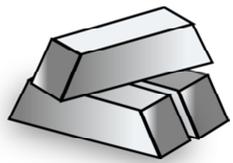
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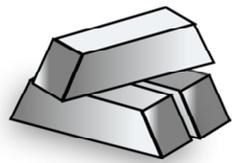
Land	Rohstoffkosten				Total Rohstoffe
	Holz	Eisen	Lehm	Getreide	
1	2	3	4	3	12
2	4	3	2	3	12
3	3	4	3	2	12
4	3	2	3	4	12
5	0	0	0	12	12
6	3	4	3	2	12
7	4	3	2	3	12
8	2	2	2	3	9
9	5	4	4	5	18
10	12	0	0	0	12
11	2	3	4	3	12
12	0	12	0	0	12
13	3	2	3	4	12
14	4	3	2	3	12
15	5	5	4	4	18
16	3	2	2	2	9
17	3	4	3	2	12
18	4	5	5	4	18
19	2	3	4	3	12
20	3	2	3	4	12
21	4	4	4	3	15
22	4	3	2	3	12
23	1	1	1	3	6
24	2	3	2	2	9
25	3	4	3	2	12
26	0	0	12	0	12
27	4	4	5	5	18
28	3	2	3	4	12
29	3	4	4	4	15
30	2	3	4	3	12
31	3	1	1	1	6
32	2	2	3	2	9
33	3	4	3	2	12
34	1	3	1	1	6
35	4	3	2	3	12
36	1	1	3	1	6
37	4	3	4	4	15
38	3	2	3	4	12
39	2	3	4	3	12
40	4	4	3	4	15
	120	120	120	120	480

Land	Rohstoffkosten					
	Holz	Eisen	Lehm	Getreide		
<b>1</b>	3	4	5	4		
<b>2</b>	5	4	3	4		
<b>3</b>	4	5	4	3		
<b>4</b>	4	3	4	5		
<b>5</b>	1	1	1	13		
<b>6</b>	4	5	4	3		
<b>7</b>	5	4	3	4		
<b>8</b>	3	3	3	4		
<b>9</b>	6	5	5	6		
<b>10</b>	13	1	1	1		
<b>11</b>	3	4	5	4		
<b>12</b>	1	13	1	1		
<b>13</b>	4	3	4	5		
<b>14</b>	5	4	3	4		
<b>15</b>	6	6	5	5		
<b>16</b>	4	3	3	3		
<b>17</b>	4	5	4	3		
<b>18</b>	5	6	6	5		
<b>19</b>	3	4	5	4		
<b>20</b>	4	3	4	5		
<b>21</b>	5	5	5	4		
<b>22</b>	5	4	3	4		
<b>23</b>	2	2	2	4		
<b>24</b>	3	4	3	3		
<b>25</b>	4	5	4	3		
<b>26</b>	1	1	13	1		
<b>27</b>	5	5	6	6		
<b>28</b>	4	3	4	5		
<b>29</b>	4	5	5	5		
<b>30</b>	3	4	5	4		
<b>31</b>	4	2	2	2		
<b>32</b>	3	3	4	3		
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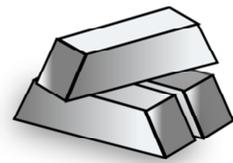
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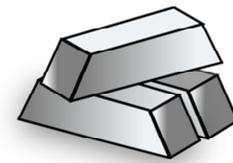
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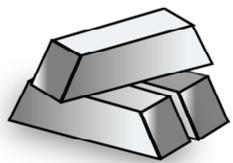
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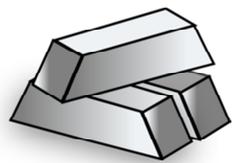
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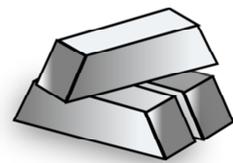
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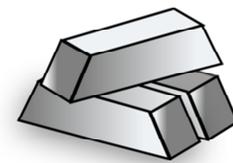
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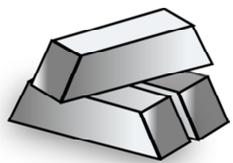
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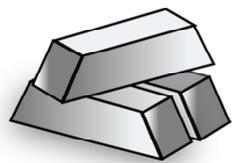
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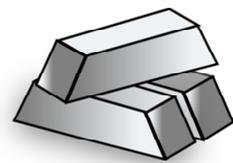
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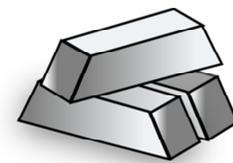
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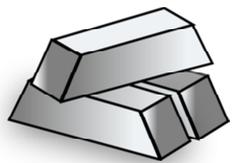
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**Eisen**



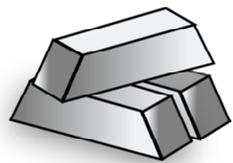
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**Eisen**



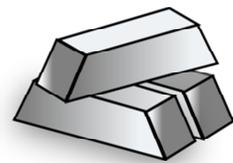
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**Eisen**



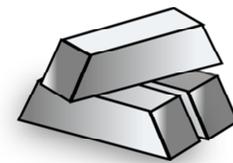
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**Eisen**



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**Eisen**



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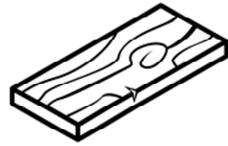
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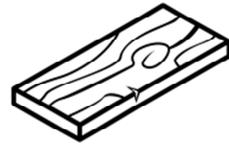
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**Holz**



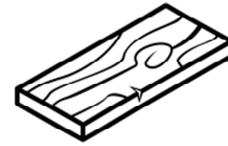
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**Holz**



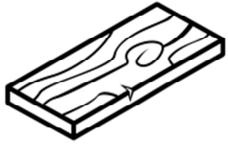
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**Holz**



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**Holz**



**1x**

**Holz**



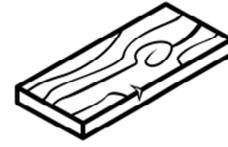
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**Holz**



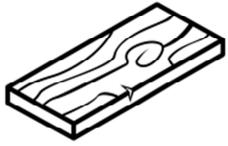
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**Holz**



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**Holz**



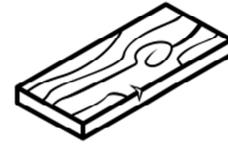
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**Holz**



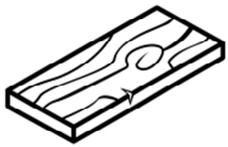
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**Holz**



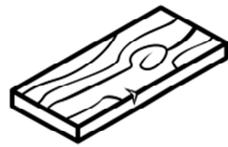
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**Holz**



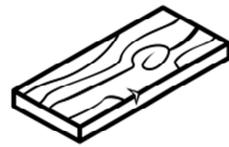
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**Holz**



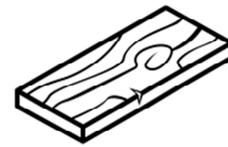
**1x**

**Holz**



**1x**

**Holz**



**1x**

**Holz**



**1x**

**Lehm**



**1x**

**Lehm**



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**Lehm**



**Dorfplatz**

**Siegespunkte: 20**



**Dorfplatz**

**Siegespunkte: 20**



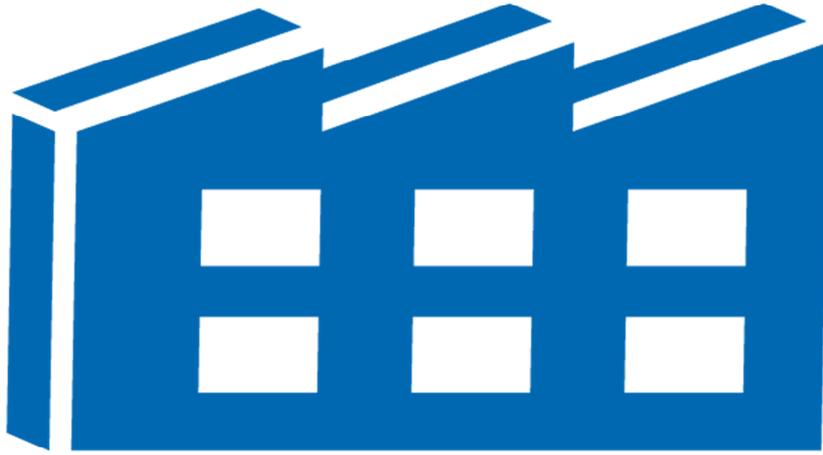
**Planwagen**

**Siegespunkte: 3**



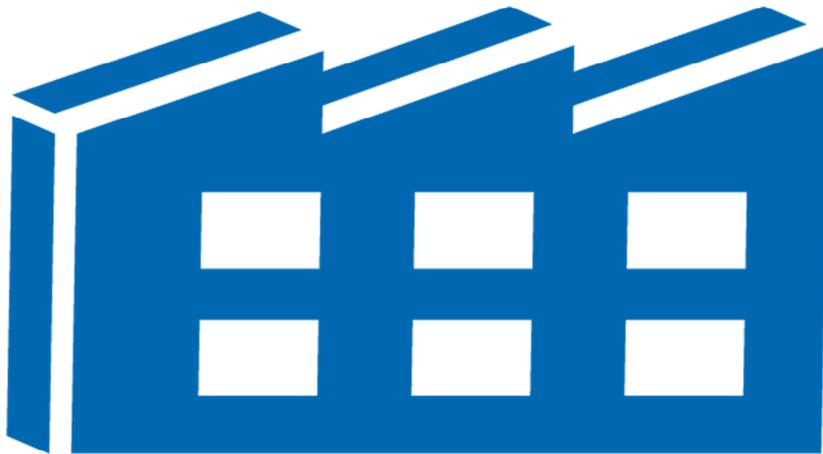
**Planwagen**

**Siegespunkte: 3**



**Rohstofflager**

**Siegespunkte: 2**



**Rohstofflager**

**Siegespunkte: 2**



**Stall**

**Siegespunkte: 8**



**Stall**

**Siegespunkte: 8**



**Strasse**

**Siegespunkte: 1**



**Strasse**

**Siegespunkte: 1**



**Unterkunft**

**Siegespunkte: 5**



**Unterkunft**

**Siegespunkte: 5**



Häuptling



Reiter



Tipiverwalter



Krieger



Medizinmann



Bogenmacher



Übermittler



Übermittler