Merchant Prince Quick Reference Card

Trade and Military Units



Camel
Cost: 500
Att/Def: 0/1
Cargo Holds: 8



Large Galley
Cost: 700
Att/Def: 0/1
Cargo Holds: 4



Knights
Cost: 170/turn
Att/Def: 5/3



Marines
Cost: 90/turn
Att/Def: 3/3



Donkey
Cost: 500
Att/Def: 0/1
Cargo Holds: 8



Small Galley
Cost: 400
Att/Def: 0/1
Cargo Holds: 2



Siege Trains
Cost: 150/turn
Att/Def: 5/2



Fusiliers
Cost: 90/turn
Att/Def: 4/2



Large Cog
Cost: 1000
Att/Def: 0/1
Cargo Holds: 8



Light Guards
Cost: 10/turn
Att/Def: 0/+1
Uses 1 Hold



Cavalry
Cost: 130/turn
Att/Def: 3/2



Archers
Cost: 70/turn
Att/Def: 3/2



Small Cog
Cost: 800
Att/Def: 0/1
Cargo Holds: 6



Heavy Guards
Cost: 15/turn
Att/Def: 0/+2
Uses 1 Hold



Horse Archers
Cost: 110/turn
Att/Def: 3/2



Footmen
Cost: 60/turn
Att/Def: 2/3

Base Commodity Prices

Silver 150	Silk 80	Cloves 65	Wool 45	Wheat 30
Gold 200	Pearls 100	Nutmeg 70	Cloth 80	Fish 35
Gems 300	Ivory 120	Cinnamon 75	Glass 70	Hvy. Guards 75 & 15/turn
Relics 250	Furs 110	Grog 60	Iron 40	Lt. Guards 50 & 10/turn

Terrain Movement Costs per Map Square

Road By Land: 1	Large River By Sea: 1	Hills Land: 2	City Land: 2, Sea: 3 Military: 2 or 3
Grass Land: 2	Small River Land: 4 Sea: 1 (No Cogs)	Desert Camel: 2 All Others: 3	No Access City Land: 2, Sea: 3 Military: 2 or 3
Trees Land: 3	Ocean Sea: 1	Mountains Camel: 5, Donkey: 3 Military: 4-6	*See manual for exact military movement costs in cities & mtns.*