



ERA

MEDIEVAL AGE

Points

Players

Keep		1	Walled x2					
Longhouse		1						
Townhouse		1						
Church		1						
Farm		1						
Lumbermill		2						
Hospital		3						
Monastery		4						
Market		2						
Guildhall		3						
University		4						
Cathedral		5						
Market Bonus	1 /							
Guildhall Bonus	1 /							
University Bonus	1 /							
Cathedral Bonus	1 /							
Culture	1 /							
Most Culture	5							
Most Walled Area	10							
Subtotal								
Disaster Points								
Grand Total								