

CONSTRUCTION COSTS & TIME REQUIRED

Judges Guild

The costs shown are for raw materials such as quarried stone and timber. They do not include transportation or labor. All costs are stated in gold pieces. ('/' means 'per')

When the raw materials source, usually quarry and forest, are not within the hex of construction, the following costs must be added on per five mile hex.

TRANSPORT/5 Miles
 Clear hex +10%
 Woods hex +30%
 Swamp hex +800%
 Hills hex +20%
 Mountain +40%
 Lg. River +40%

TIME TO CONSTRUCT FORMULA

G.P. Cost + 600 = Weeks/100 Men
 For Example: a 30,000 GP tower would take 100 men 50 weeks to construct, 200 men 25 weeks, 800 men 7 weeks to construct. Winter doubles construction time. One engineer is required for every 100,000 GP spent on a project. Round fractional weeks upwards.

BRIDGES

Stone - 600 + 200/20' increment
 Wood - 200 + 50/20' increment up to 1200' max.

SMALL TRAPS 2 GP - wolves, racoons, squirrels
MEDIUM TRAPS 4 GP - tigers, apes, men, bears
LARGE TRAPS 10 GP - ogres, giants, dragons - 1% chance/trap.

SMIALS

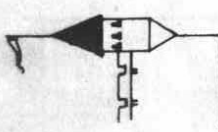
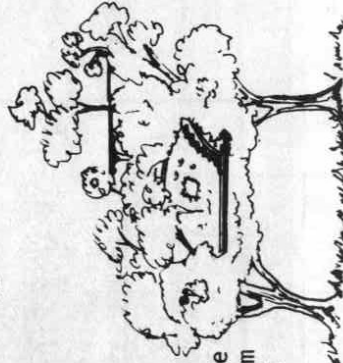
Gnome or
 Hobbit Home
 Small- 200 GP
 Medium- 500
 Large- 800
 Mansion- 2000



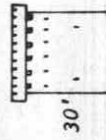
TLAN

Elven Tree Home
 Requires 'Charm
 Plants' + Wood
 Bldg. Cost +

100 GP/tree
 (trees are 30' apart in forest)
 Trees will cover to hide from below or above.
 Stairs extra..



Barrette 10'
1000



30'
4000



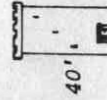
30'



30'



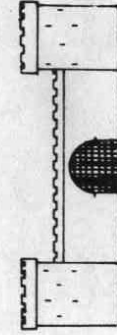
Small Tower 15'
4500



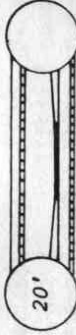
Gate House & Gate 3000
 Portcullis & Drawbridge 2000



Barbican 20,000



Curtain Wall 10'x40'x90'
4500 40' Foot Otherwise



	Single	Double
Wooden Door 3'	10	15
Wooden Door 10'	15	30
Iron Door 3'	50	75
Iron Door 10'	75	100
Stairs Wood 10'	30	45
Stairs Stone 10'	90	140
Slit or Window 10'	15	
Reinforced Door-Double	Normal	

Secret Door - One Way - 50
 10 Men - 1 Day Two Way - 75

Towers:
 Each 10'
 Shorter -10%
 Each 10'
 Higher +20%

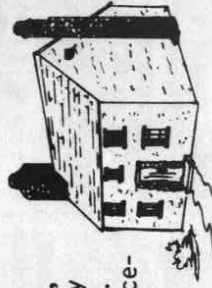
40' Dia. Round Tower (not shown) 40' high- 10,000GP

Onager 335 GP
 Mangonel 400
 Dart Thrower 20-120
 Portable Launcher 70-120
 Cauldron & Oil 50
 Portable Covered Ram 1000

Siege Tower 2000
 Springel 300
 Trebuchet 700
 Mantlet 20
 Screw 1000
 Ladder 30' 5

Ramparts 2000
 180'x20'x5' high
 Moat or Ditch 2000
 180'x20'x10'
 Earthworks 1000
 180'x20'x10'
 Wood Pallisade 1500
 180'

Stone
 Building 120' of Wall
 Two 10' Stories, Attic, & Cellar with stairs & Two Doors per Floor 2500
 Each additional foot of Wall +20 GP @
 If Wood 500, Each ad'nal foot of Wall +4 GP @



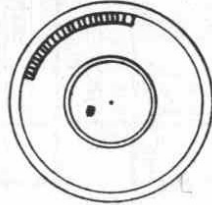
30,000 42,000

WOOD TRAPDOOR 10 GP

Wood trapdoor Spring Shut 15 GP

STEEL TRAPDOOR 20 GP

Steel Trapdoor spring shut 40 GP



PITS & TUNNELING/20' Length/Day/# of men**

Size	Earth*	Stone	# of Men	**for
8'x3'	2 GP	4 GP	10	earth,
8'x5'	5	10	20	10'/day
10'x10'	10	25	30	stone.
10'x20'	20	50	40	

*with wood reinforcements, stone reinforcement double cost. Dwarves and gnomes halve time required. Time increases if fewer than # of men required is used.