



URBAN GRID

	<input type="checkbox"/> Water <input type="checkbox"/> Bridge <input type="checkbox"/> Wall (wood) <input type="checkbox"/> Wall (stone)	
<input type="checkbox"/> Water <input type="checkbox"/> Bridge <input type="checkbox"/> Wall (wood) <input type="checkbox"/> Wall (stone)		<input type="checkbox"/> Water <input type="checkbox"/> Bridge <input type="checkbox"/> Wall (wood) <input type="checkbox"/> Wall (stone)
	<input type="checkbox"/> Water <input type="checkbox"/> Bridge <input type="checkbox"/> Wall (wood) <input type="checkbox"/> Wall (stone)	

SETTLEMENT Village Town City Metropolis

LEVEL _____

CONSUMPTION _____

Overcrowded

Max. Item Bonus _____

Influence _____ Hexes

INFRASTRUCTURE

Magical Streetlamps

Paved Streets

Sewer System

GARRISONED ARMIES

ONGOING EVENTS
