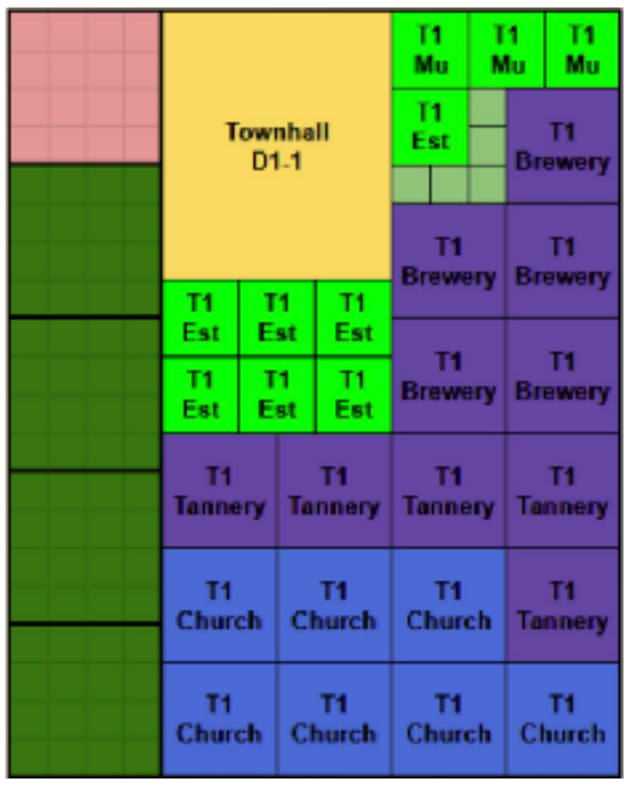
Miel, corde et poudre ne doivent pas etre donné.
Gardez les pour votre progression.

Total de 10 expansions
-> 3 via éclats, 7 via les ressources

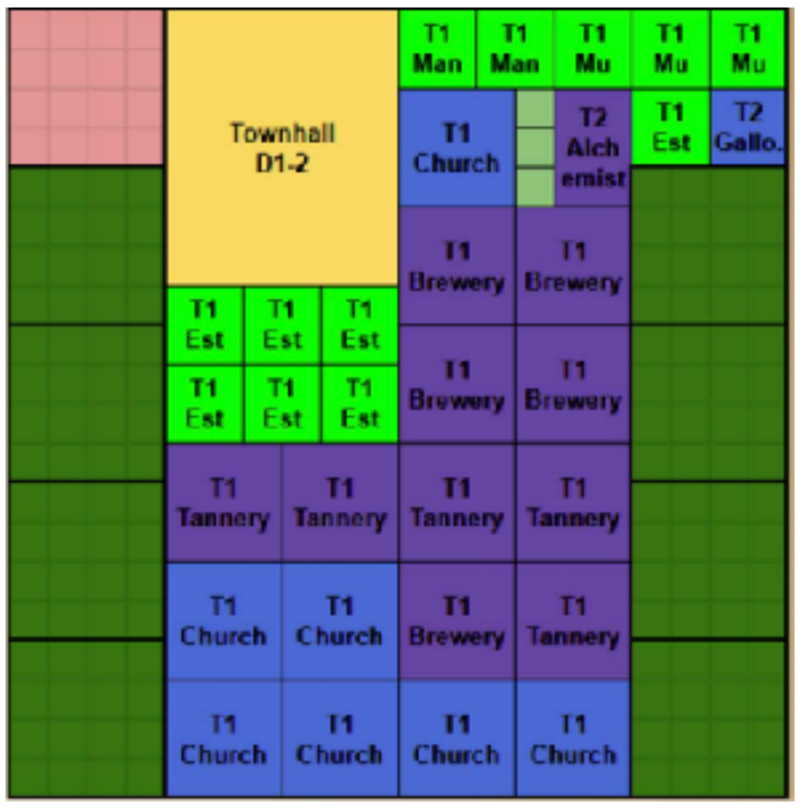
Jeudi - Matin

+ 3 expansions
+ 3 maisons étages
+ 7 propriétés
+ 5 tanneries
+ 5 brasseries
+ 7 églises


Townhall D1-1
T1 Mu
T1 Mu
T1 Mu
T1 Est
T1 Brewery
T1 Brewery
T1 Brewery
T1 Est
T1 Est
T1 Est
T1 Brewery
T1 Brewery
T1 Est
T1 Est
T1 Est
T1 Tannery
T1 Tannery
T1 Tannery
T1 Tannery
T1 Church
T1 Church
T1 Church
T1 Tannery
T1 Church
T1 Church
T1 Church
T1 Church

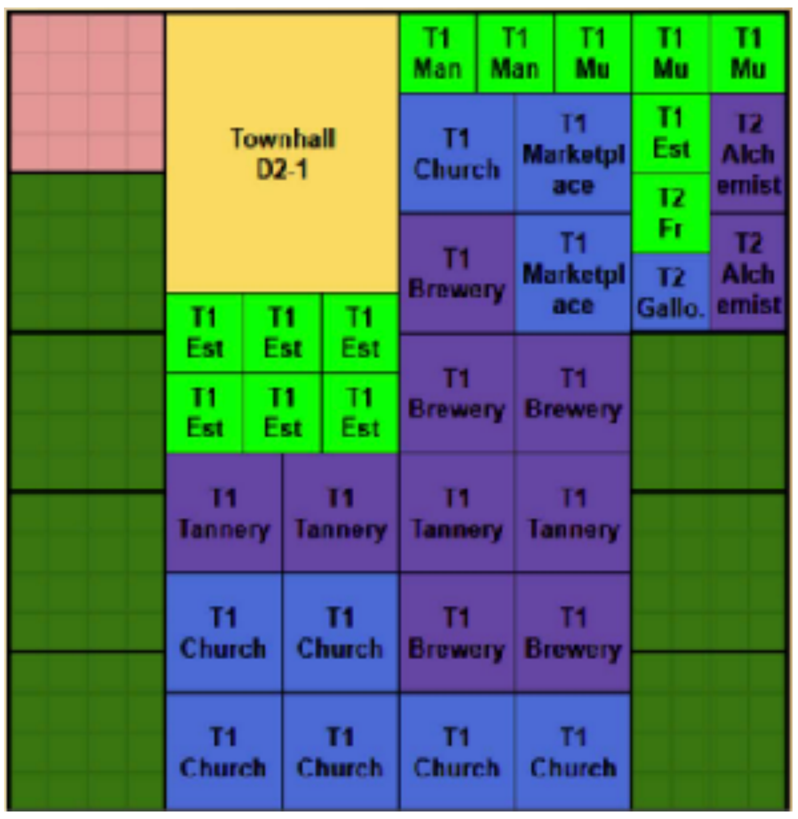
Jeudi - Soir

Tout récolter
- 1 église
+ apiculteur
Prod. 12 miels
- apiculteur
+ 1 potence
+ 1 alchimiste
+ 1 église
+ 2 châteaux


Townhall D1-2
T1 Man
T1 Man
T1 Mu
T1 Mu
T1 Mu
T1 Church
T2 Alchemist
T1 Est
T2 Gallo.
T1 Brewery
T1 Brewery
T1 Est
T1 Est
T1 Est
T1 Brewery
T1 Brewery
T1 Est
T1 Est
T1 Est
T1 Tannery
T1 Tannery
T1 Tannery
T1 Tannery
T1 Church
T1 Church
T1 Brewery
T1 Tannery
T1 Church
T1 Church
T1 Church
T1 Church

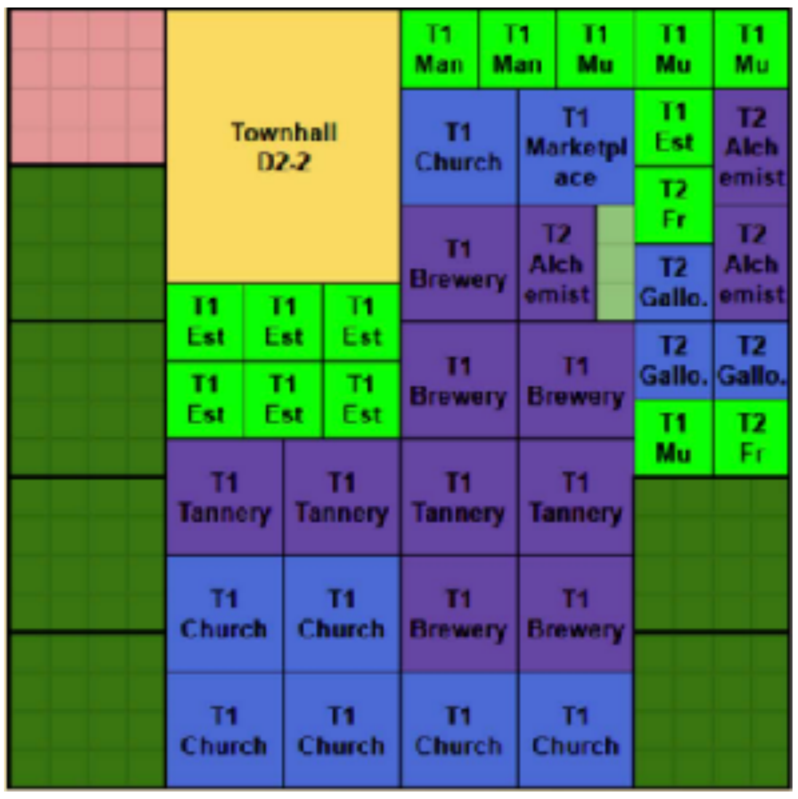
Vendredi - Matin

Tout récolter
- 1 tannerie
+ poudrière
Prod. 2 × 20 poudre
- poudrière
+ 1 maison charpente
+ 1 alchimiste
+ 2 places marché


Townhall D2-1
T1 Man
T1 Man
T1 Mu
T1 Mu
T1 Mu
T1 Church
T1 Marketplace
T1 Est
T2 Alchemist
T2 Fr
T1 Brewery
T1 Marketplace
T2 Gallo.
T2 Alchemist
T1 Est
T1 Est
T1 Est
T1 Brewery
T1 Brewery
T1 Est
T1 Est
T1 Est
T1 Tannery
T1 Tannery
T1 Tannery
T1 Tannery
T1 Church
T1 Church
T1 Brewery
T1 Brewery
T1 Church
T1 Church
T1 Church
T1 Church

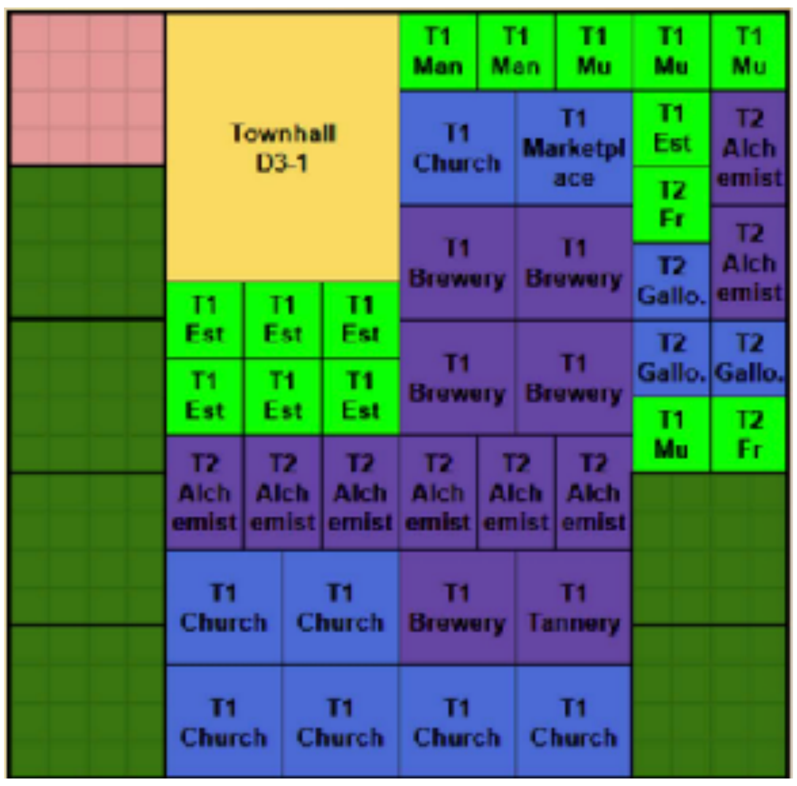
Vendredi - Soir

Tout récolter
- 2 places marché
+ Cordonnier
Prod. 4 × 20 cordes
- Cordonnier
+ 2 potences
+ 1 maison charpente
+ 1 alchimiste
+ 1 place marché
+ 1 maison étages


Townhall D2-2
T1 Man
T1 Man
T1 Mu
T1 Mu
T1 Mu
T1 Church
T1 Marketplace
T1 Est
T2 Alchemist
T2 Fr
T1 Brewery
T2 Alchemist
T2 Gallo.
T2 Alchemist
T1 Est
T1 Est
T1 Est
T1 Brewery
T1 Brewery
T2 Gallo.
T2 Gallo.
T1 Est
T1 Est
T1 Est
T1 Mu
T2 Fr
T1 Tannery
T1 Tannery
T1 Tannery
T1 Tannery
T1 Church
T1 Church
T1 Brewery
T1 Brewery
T1 Church
T1 Church
T1 Church
T1 Church

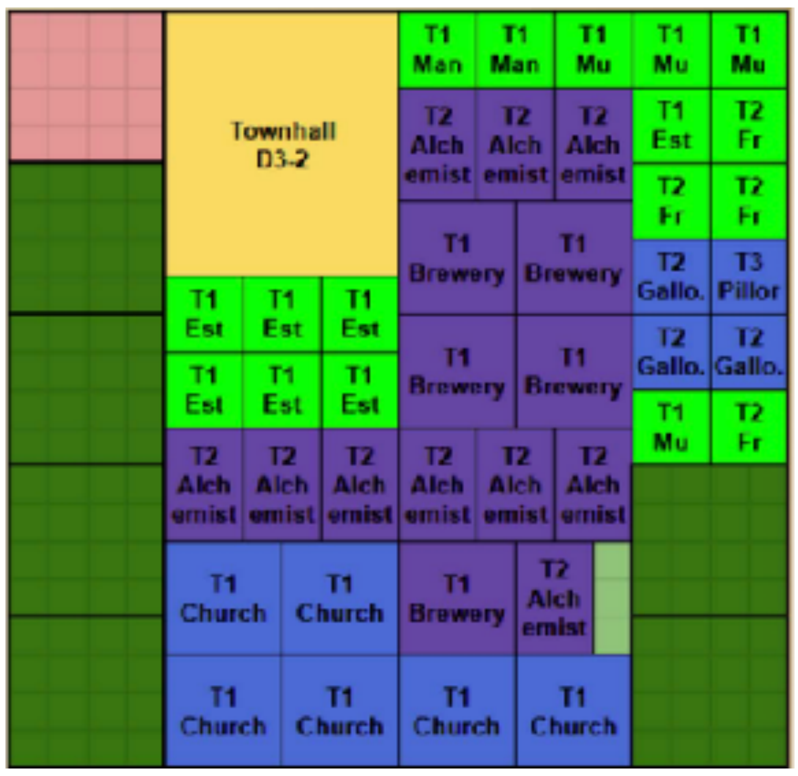
Samedi - Matin

Tout récolter
- 3 tanneries
+ 1 catapulte
Prod. 3 × 10 cata
- catapulte
+ 5 alchimistes


T1 Man
T1 Man
T1 Mu
T1 Mu
T1 Mu
Townhall D3-1
T1 Church
T1 Marketplace
T1 Est
T2 Alch emist
T2 Fr
T2 Alch emist
T1 Brewery
T1 Brewery
T2 Gallo.
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Brewery
T1 Brewery
T2 Gallo.
T2 Gallo.
T1 Mu
T2 Fr
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T1 Church
T1 Church
T1 Brewery
T1 Tannery
T1 Church
T1 Church
T1 Church
T1 Church

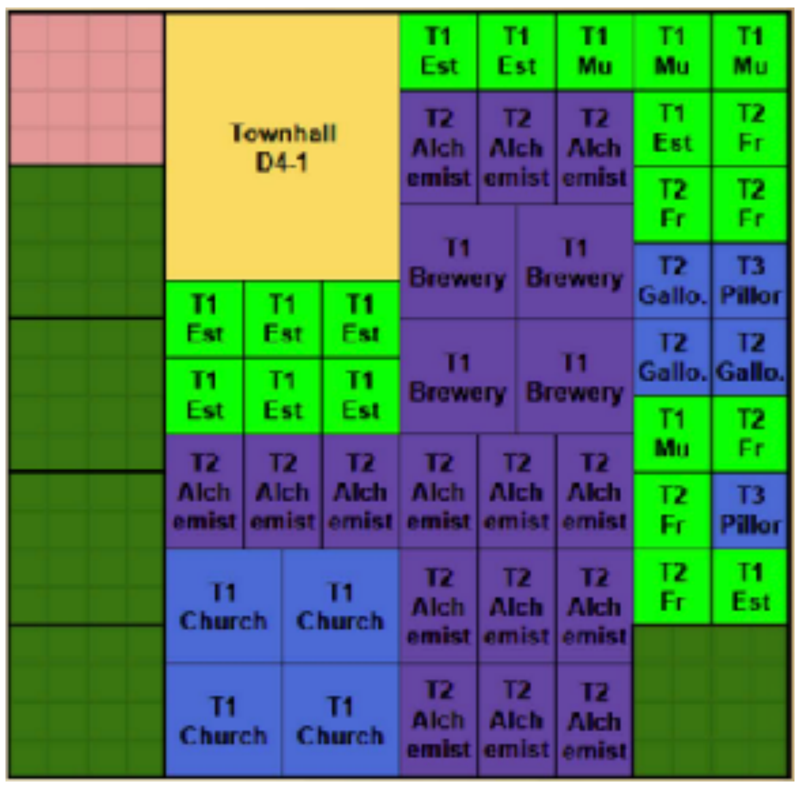
Samedi - Soir

Tout récolter
- 1 marché
- 1 église
- 1 tannerie
+ 1 pilori
+ 2 maisons charpente
+ 2 alchimistes


T1 Man
T1 Man
T1 Mu
T1 Mu
T1 Mu
Townhall D3-2
T2 Alch emist
T2 Alch emist
T2 Alch emist
T1 Est
T2 Fr
T2 Fr
T2 Fr
T1 Brewery
T1 Brewery
T2 Gallo.
T3 Pillor
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Brewery
T1 Brewery
T2 Gallo.
T2 Gallo.
T1 Mu
T2 Fr
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T1 Church
T1 Church
T1 Brewery
T2 Alch emist
T1 Church
T1 Church
T1 Church
T1 Church

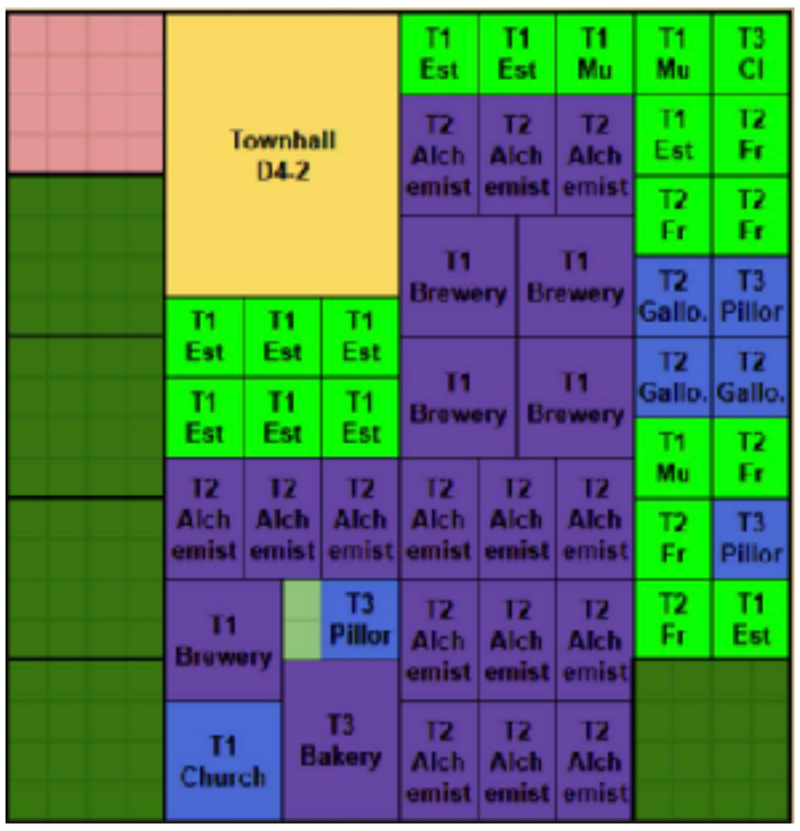
Dimanche - Matin

Tout récolter
- 2 églises
- 1 brasserie
+ 1 Cordonnier
Prod. 6×20 cordes
- Cordonnier
- 2 châteaux
+ 3 propriétés
+ 2 maisons charpente
+ 5 alchimistes
+ 1 pilori


T1 Est
T1 Est
T1 Mu
T1 Mu
T1 Mu
Townhall D4-1
T2 Alch emist
T2 Alch emist
T2 Alch emist
T1 Est
T2 Fr
T2 Fr
T2 Fr
T1 Brewery
T1 Brewery
T2 Gallo.
T3 Pillor
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Brewery
T1 Brewery
T2 Gallo.
T2 Gallo.
T1 Mu
T2 Fr
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Fr
T3 Pillor
T1 Church
T1 Church
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Fr
T1 Est
T1 Church
T1 Church
T2 Alch emist
T2 Alch emist
T2 Alch emist

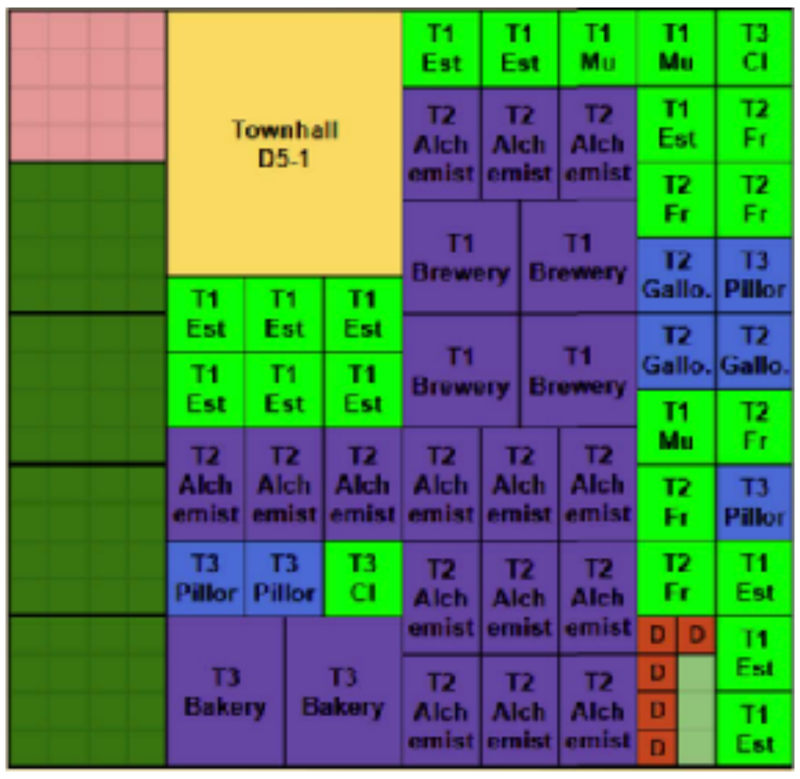
Dimanche - Soir

Tout récolter
- 3 églises
- 1 maison étages
+ 1 camp trébuchets
Prod. 5×10 trébu
- trébuchets
+ 1 pilori
+ 1 maison en bois
(rush éclats)
+ 1 boulangerie (rush)
+ 1 brasserie


T1 Est
T1 Est
T1 Mu
T1 Mu
T3 Cl
Townhall D4-2
T2 Alch emist
T2 Alch emist
T2 Alch emist
T1 Est
T2 Fr
T2 Fr
T2 Fr
T1 Brewery
T1 Brewery
T2 Gallo.
T3 Pillor
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Brewery
T1 Brewery
T2 Gallo.
T2 Gallo.
T1 Mu
T2 Fr
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Fr
T3 Pillor
T1 Brewery
T3 Pillor
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Fr
T1 Est
T1 Church
T3 Bakery
T2 Alch emist
T2 Alch emist
T2 Alch emist

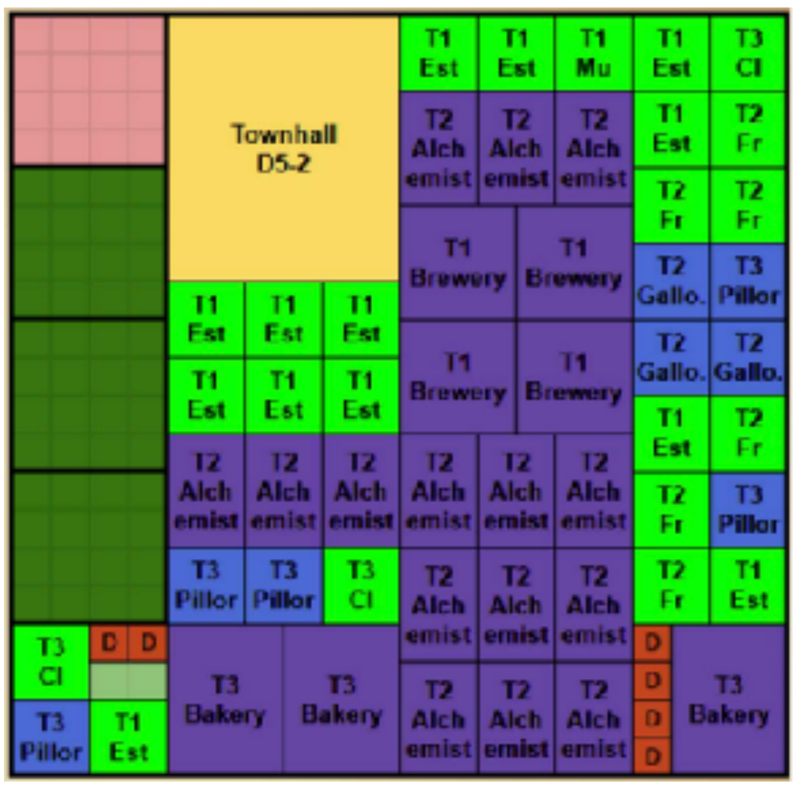
Lundi - Matin

Tout récolter
- 1 brasserie
- 1 église
+ cordonnier
Prod. 9×20 cordes
- cordonnier
+ 1 pilori
+ 1 maison en bois
+ 1 boulangerie
+ 5 gargouilles ou panneaux
+ 2 propriétés


Townhall D5-1
T1 Est
T1 Est
T1 Mu
T1 Mu
T3 Cl
T2 Alch emist
T2 Alch emist
T2 Alch emist
T1 Est
T2 Fr
T2 Fr
T2 Fr
T1 Brewery
T1 Brewery
T2 Gallo.
T3 Pillor
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Brewery
T1 Brewery
T2 Gallo.
T2 Gallo.
T1 Mu
T2 Fr
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Fr
T3 Pillor
T3 Pillor
T3 Pillor
T3 Cl
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Fr
T1 Est
D
D
T1 Est
T3 Bakery
T3 Bakery
T2 Alch emist
T2 Alch emist
T2 Alch emist
D
D
D
T1 Est

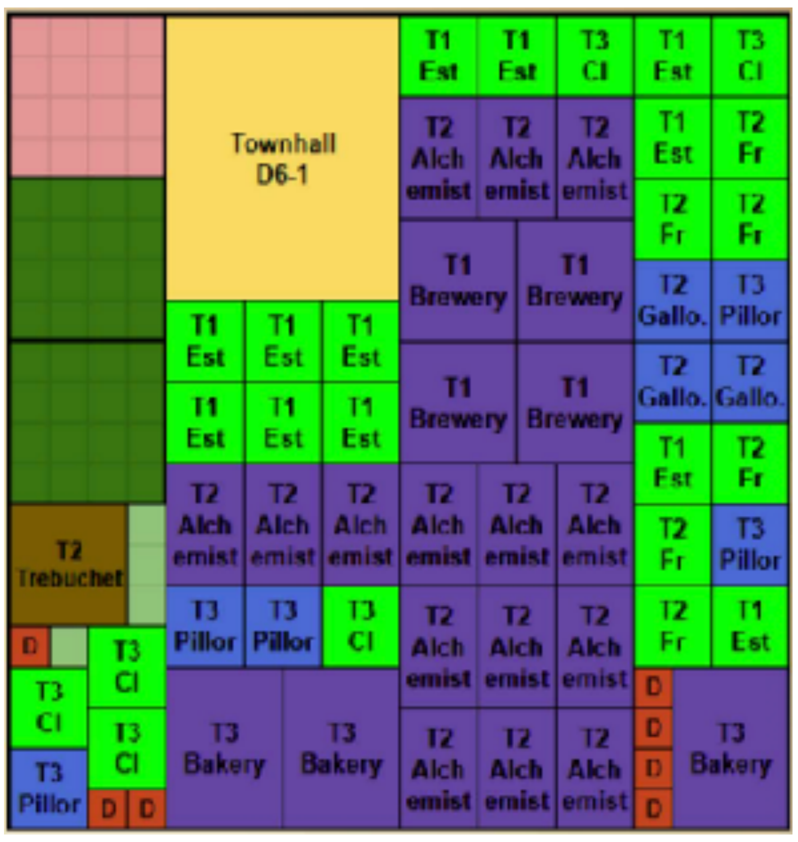
Lundi - Soir

Tout récolter
- 2 maisons étages
+ cordonnier
Prod. 12×20 cordes
- cordonnier
+ 1 maison en bois
+ 1 boulangerie
+ 1 propriété
+ 1 panneau ou gargouille
+ 1 pilori


Townhall D5-2
T1 Est
T1 Est
T1 Mu
T1 Est
T3 Cl
T2 Alch emist
T2 Alch emist
T2 Alch emist
T1 Est
T2 Fr
T2 Fr
T2 Fr
T1 Brewery
T1 Brewery
T2 Gallo.
T3 Pillor
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Brewery
T1 Brewery
T2 Gallo.
T2 Gallo.
T1 Est
T2 Fr
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Fr
T3 Pillor
T3 Pillor
T3 Pillor
T3 Cl
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Fr
T1 Est
T3 Cl
D
D
T3 Bakery
T3 Bakery
T2 Alch emist
T2 Alch emist
T2 Alch emist
D
D
D
D
T3 Bakery
T3 Pillor
T1 Est

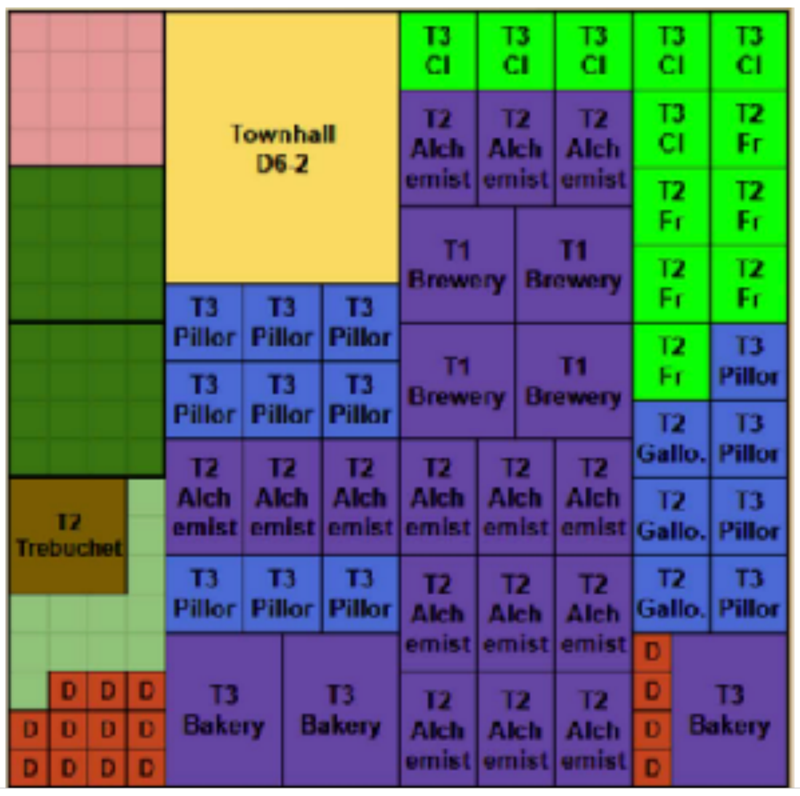
Mardi - Matin

Tout récolter
- 1 propriété
- 1 maison étages
+ cordonnier
Prod. 16×20 cordes
- cordonnier
+ 3 maisons en bois
+ 1 panneau ou gargouille
+ 1 camp trébuchets
Prod. 5×10 trébu


Townhall D6-1
T1 Est
T1 Est
T3 Cl
T1 Est
T3 Cl
T2 Alch emist
T2 Alch emist
T2 Alch emist
T1 Est
T2 Fr
T2 Fr
T2 Fr
T1 Brewery
T1 Brewery
T2 Gallo.
T3 Pillor
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Est
T1 Brewery
T1 Brewery
T2 Gallo.
T2 Gallo.
T1 Est
T2 Fr
T2 Trebuchet
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Fr
T3 Pillor
D
T3 Cl
T3 Pillor
T3 Pillor
T3 Cl
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Fr
T1 Est
T3 Cl
T3 Cl
T3 Bakery
T3 Bakery
T2 Alch emist
T2 Alch emist
T2 Alch emist
D
D
D
D
T3 Bakery
T3 Pillor
D
D

Mardi - Soir

Tout récolter
- 12 propriétés
+ 8 piloris
+ 8 panneaux ou gargouilles


Townhall D6-2
T3 Cl
T3 Cl
T3 Cl
T3 Cl
T3 Cl
T2 Alch emist
T2 Alch emist
T2 Alch emist
T3 Cl
T2 Fr
T2 Fr
T2 Fr
T1 Brewery
T1 Brewery
T2 Fr
T2 Fr
T3 Pillor
T3 Pillor
T3 Pillor
T3 Pillor
T3 Pillor
T3 Pillor
T1 Brewery
T1 Brewery
T2 Fr
T3 Pillor
T2 Gallo.
T3 Pillor
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Gallo.
T3 Pillor
T2 Trebuchet
T3 Pillor
T3 Pillor
T3 Pillor
T2 Alch emist
T2 Alch emist
T2 Alch emist
T2 Gallo.
T3 Pillor
D
T3 Bakery
T3 Bakery
T2 Alch emist
T2 Alch emist
T2 Alch emist
D
D
D
D
D
D
D
D
D
D
D
D
D
D
T3 Bakery