

Location 7 and 8. = The middle locs are 'called' 'castle' or power locations. These locations has the follow starting sets in the store house. These have a bit more stone than the other locations on the map because they are starting with more labourers.



The buildorder for the castle locs is the follow: The main buildings are **OPENED!**



Very important to know the castle locations can not build towers!



Some recommendations:

*No towers build possibility but it does not mean not able to block the entrances. Mostly 2 market can close these narrow entrances.

*Leave only some troops to defend this entrance. A middle size group of bows/xbows can hold this gate for long time with a little melee group.

*Take your larger part of army to the middle large battle field and support your teammates. If just camping behind two markets at the entrance with more than 100troops that is maybe not the best teamgame from the power loc.

*only 270 ironore available at castle locs from 4 iron mines. Be care when set a huge ironproduction, these hills exhaust very fast.

*2 stables strategie could be a good choose on these loc

The map's idea by [Komek](#)

Map made by [Thunder\[hu\]](#)

Used creating the map and pictures [Knights](#) and [Merchants Remake r6720](#)