	Spreadsheet v4.2	Value:			Nation name:	The Reach		Value:				
SETUP:	Main Race:	Reachmen	//for the lores		Character name:	Reach Clans/Glenmoril Cults	Population:	660,000.00				
Click File and then Make a Copy.	Eco. Strength	23			Username:	/u/nivnightshade	Money(start of time):	$2,475,954.04	//set to $2 million for first year			
Save it as whatever you want.	Trade Strength:	29	//0 to 100				Tax Income:	$1,047,480.55				
Select the appropriate name of	Tax Levels:	44	//0 to 100 (if too high, crises may hit)				Trade Income:	$338,139.68				
the nation you've come from/	Tribal:	1	//1 for yes, 0 for no				Other Income:	$0.00	//treaties, mercenaries, gifts, etc			
claimed from the drop-down list.	Military Modifier:	1.5	//troop excellence				Military Expenditure:	$283,331.47				
Click Share in the top right on	Volunteer Army:	1	//troop morale				Naval Expenditure:	$0.00		Naval Modifier:	0.4	
your copy of this doc and choose	Magic Modifier:	1.5	//default is 1				Infrastructure Cost:	$942,857		Pop. Modifier:	1.0	
Get sharable link. Put this link		Infantry	Archers/Skirmishers	Cavalry	Battlemages		Colonial Cost:	$0.00	//cost of subordinate or superiors			
somewhere on your wiki.	Mercenaries:	0	0	0	0	//only if given by other player	Other Expenditure:	$0.00	//treaties, mercenaries, gifts, etc			
Now just try to keep it updated.	Army Full Capacity	5,000	1,000	135	250	//change here for recruit/disband	Colonial Income:	$0.00	//income from subordinates or superiors			
INSTRUCTIONS:	Army Current	4,479	833	122	250	//set to Full Capac. for first year	Profit:	$159,431.62				
Blue values are chosen by you	Losses:	0	0	0	0	//update after battles	Money(end of time):	$2,635,385.66	//move to Money(start of year) each new year			
DON'T EDIT YELLOW VALUES	Recovered:	151	49	4	0							
Only update green values on Sunday	Army Next Time	4,630	882	126	250	//move to Current at end of year		IRL wks to build:	CURRENT:	BEING MADE:		
Don't edit yellow values. They are							Heavy Ships:	3	0	0		
only outputs.	Base Manpower:	50,492	//Max number of troops and backup manpower				Light Ships:	2	0	0	//increase trade income	
Mods can help you with anything,	Remaining:	44,107	//Base Manpower- Army				Galley	2	0	0		
just ask.	Current Manpower:	30,660	//Set equal to Remaining for first year		//used to refill army losses		Transport:	1	0	0		
All other instructions are given	Lost Manpower:	204	//troop losses				//Even if multiple ships are built on the same date, they all will take just as long.					
in bright green colors	Recovered:	3,096	//If any of these cells turn RED, then your army is probably too l									
FOR STARTING MILITARY:	End Manpower:	33,552	// <-----move this to "Current Manpower" at end of time									
Can't find military values?												
Try having your army be about												
30% of your base manpower.												

		Nation names						Nation	1
								Bruma	2
								Bravil	3
								White Gold	4
								Cheydinhal	5
								Murkmire	6
								Hjaalmarch	7
								Balfiera	8
Also, don't delete this tab, it's very important.								Rihad	9
								Stormhold	10
								Gideon	11
								Soulrest	12
								Whiterun	13
								Camlorn	14
								Northpoint	15
								Lilmoth	16
								Helstrom	17
								Betony	18
								Eyevea	19
								Bjoulsae	20
								Leyawiin	21
								Wilder Court	22
		167	Full Arc	No khan ship costs				The Pale	23
		521	Full Inf	40000	100000			Skingrad	24
		13	Full Cav	20000	60000			Cathnoquey	25
		0	Full Art	10000	25000			Yneslea	26
		19kfVzMvTyE0G02y	Key	7500	35000			Wild Empire	27
		67	Chosen Nation	khan ship costs				The Rift	28
		701	full sum	30000	110000			Falkreath	29
				15000	65000			Kvatch	30
				5000	20000			Stormhaven	31
				5000	40000			Evermor	32
								Hlaalu	33
								Winterhold	34
								Haafingar	35
								Dun-Ahhe	36
No khan troop cost								Telvanni	37
100.4761905	150.7142857	198.1132075						Rimmen	38
khan troop cost								Indoril	39
50.23809524	301.4285714	110.0628931						Anvil	40
								Chorrol	41
								Rivenspire	42
								Craglorn	43
								Redoran	44
								Erabenimsun	45
								Dragonstar	46
								Wrothgar	47
								Sinismeris	48
								Eastmarch	49
								Sadras	50
								Roscrea	51
								Pyandonea	52
								Daggerfall	53
								Aldcroft	54
								Elden Root	55
								Alclaire	56
								The Isles	57
								Esroniet	58
								Arenthia	59
								Mournoth	60
								Skaal	61
								Nenalata	62
								Dusk	63
								Cloudrest	64
								Auridon	65
								Alinor	66
								The Reach	67
								No-Totambu	68
								Hegathe	69
								Sentinel	70
								Avanchnzel	71
								Falmer	72
								Stros M'kai	73
								Tamriel Echmer	74
								Vinedusk	75
								Valleguard	76
								Alkarth	77
								Dagoth	78

#REF!

								Pademeic	79
								Tenmar	80
								Senchal Colony	81
								Trinium	82
								Mournhold	83
								Yokuda Colony	84
								Blackwater	85
								Zuuk	86
								Thorn	87
								Shadowmarsh	88
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									100

The Reach Clans Armies

	Markarth*	Dushnikh Yal	Karthspire	Red Eagle	Northern Kingdom	Cambrian	Arkngthamz	Gloomreach
Infantry (FC)	1,220	1,270	215	160	1305	375	205	250
(current)	1220				784			
Cavalry (FC)	30	35	0	0	20	25	15	10
(current)	30				7			
Skirmishers	205	195	50	40	260	125	45	80
	205				93			
Mages	75	35	35	0	85	0	0	20
	75							
Total	1,535	1,530	300	200	1670	525	265	360

5,000 total infantry

1,000 total skirmishers/archers

250 total Glenmoril witches

135 total cavalry/riders

^All battlemages come from the ranks of the Glenmoril Covens. Minor kingdoms without covens or with poor relations to the covens can't have mages.