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Anno 1800 production chains pdf

Hi there, I was messing with AnnoBuilder to see if I could come up with some efficient layouts, adhering to the rules of the Anno 1800.After a lot of trial and error - and counting tiles - I created two layouts, based on wiki information and my personal play time, which are simply aiming to provide layout blocks that can be easily repeated. A complete beer production chain - All buildings are accessible and the main road can be extended in two directions, so that several blocks can be added adjacent to each other.16 Schnapps Distilleries and Potato Farms - The layout can be built step by step and has its own Fire Station and Union. The roads lead in all directions, so connecting this block to the island's logistics is easy. I could add them to the wiki at some point when the structure was established. I hope you will help some of you when it comes to efficient layouts. I'm aware of the fact that anno 1800 offers more space than ever before, but I just like rectangular and compact layouts, I think. Page 2 24 comments on: Guides, Buildings, Production, Industry Reviews Share Note: Check the building layouts page for instructions and guidance on how to create and post new layouts Production layouts are sorted based on the regions in which they can be embedded. The layouts within each population level are in alphabetical order. Mixed layouts include the production of various goods of the specific level. Mixed layer layouts include the production of multiple multi-level products (at least two different levels). Please calculate size/tiles only using necessary roads, so that there are no border roads if not needed. The title contains special abbreviations if the layout contains special buildings such as: warehouses - WH, unions - TU, firefighters - FS, oil plants - PP, silos or tractors of Bright Harvest DLC - BH. Please use a title simply like Goods ## WH TU FS PP BH, for example: Schnapps 01 WH FS means that the layout is the first for the production of schnapps and contains both warehouses and fire stations. General Timber Timber 1 WH Image Buildings Constructioncost Maintenance Description 4 1 1 1300 10 -100 -60 -60 Wood layout with 4 Lumberjack's Hut with 100% efficiency. Original design by MrStainless001/ (Author: Tempoback Size: 28x32 − Production: 32 /min, 32 /min − Tiles: 784 Source: Timber 2 WH Image Buildings Constructioncost Maintenancecost Maintenancet Description 4 1 1 1300 10 -100 -60 Layout for Timber with 4 Lumberjacks's Huts with 100% efficiency. Can be used first with 2 LJ-Huts and then upgraded to 4. Author: Fastchiller & SightZyra Size: 35x35 − Production: 32 /min, 32 /min − Tiles: 1225 Source: Timber Late Game WH TU FS Image Buildings Manutençãocost ManutençãoCost Descrição 8 22 4 2 1 Final Game Timber layout requer sindicato comercial com Ursula Green, Vincent Drag Drag and Teutonic Technical Secateurs Author: nhavers5 Size: 40x40 − Production: 76.8 /min − Tiles: 1600 Source: nhavers5 Spatial efficiency: 2 34% Old World farmers level layouts Schnapps Schnapps 01 WH Image Buildings Constructioncost Maintenance Cost 1 4 288 1300 26 -260 -260 -260 -260 -260 280 A complete production chain for Schnapps, needs Medium Warehouse Author: Madaahk Size: 17 x 24 (without roads) − Production: 8 /min − Tiles: 408 Source: Reddit Sch 02 WH Image Buildings Constructioncost Maintenance Description 1 4 4 288 1300 26 -260 -280 A complete production chain for Schnapps, Need Medium Finger: Snoopadelicx Size: 23 x 18 − Production: 8 /min − Tiles: 414 Source: - Schnapps 03 WH Image Buildings Constructioncost MaintenancesCost Description 1 2 2 144 900 18 -140 -140 A complete production chain for Schnapps Author : Snoopadelicx Size: 17 x 14 − Production: 4 /min − Tiles: 238 Source: - Schnapps 04 WH FS Image Buildings Constructioncost Maintenance cost Description 1 4 288 1 1800 30 -285 -280 A complete production chain for Schnapps with a fire station. Author: Yuzhouwang Size: 23 x 19 − Production: 8 /min − Tiles: 437 Source: - Schnapps 05 WH Image Buildings Constructioncost Maintenance Description 1 4 4 288 1300 26 -26 26 260 -280 Full production chain for Schnapps Author: KhypsOS Size: 23 x 19 (no roads) − Production: 8 /min − Tiles: 437 Source: Twitch KhypsOS Schnapps 06 WH Image Buildings Maintenance of construction costsSum 1 4 4 255 1300 26 -260 -280 Complete production chain for Schnapps Author: Entropic8 Size: 13 x 35 − Production: 8 /min − Tiles: 455 Source: - Schnapps 07 WH Image Buildings Constructioncost Maintenance Description 1 4 288 1300 26 -260 -280 A complete production chain for Schnapps, needs Medium Warehouse. Minimum size, but no access to a fire brigade in case of fire. Author: jco00000 Size: 13 x 31 − Production: 8 /min − Tiles: 403 Source: - Schnapps 08 WH FS Image Buildings Construction steam maintenance costs Description 1 1 4 288 1800 30 -285 -280 Full production chain for Schnapps with fire station and some ornaments. It can be used with all my other layouts. Should serve 2400 farmers / workers Author: Syrathus Size: 19x25 − Production: 8 /min − Tiles: 475 Source: - Schnapps 09 WH Image Buildings Constructioncost MaintenanceDecors Description 2 2 1 2 Mature Tree 900 18 -140 -140 Complete production chain for Schnapps. Can be easily dupicado for 4 Schanpps production chains. Author: Fastchiller & SightZyra Size: 17x17 − Production: 4 /min − Tiles: 289 Source: Schnapps 10 WH FS TU Image Buildings Constructioncost Maintenance Description 4 1 1 4300 55 5 -335 -280 Complete production chandelier for Schnapps with fire station and deunion included. Author: Fastchiller & SightZyra Size: 27x21 − Production: 8 /min − Tiles: 567 Source: Schnapps 11 WH WH Barn Image Buildings Cost maintenance According to description 1 4 4 288 (432) 12 1,588 (23,544) 26 (20) (20) (80) - 260 - 280 (-220) More information for this construction. Later you can add a Tractor Barn. This is the total cost for all 4 Tractor Barns. 20,000 credits, 80 steel beams, 40 steam engines. You're going to make it. -50% of the workforce required, +50% no. If you have added the Tractor barn you can add the red marked fields to you Potato Farms you will receive a total of 432 modules. And you need -40 less workforce (farmers). Schnapps Distillery with Electricity: With Electricity the Distillery needs 4 potatoes/min instead of 2 Potatoes/min With Electricity the Distillery outpouts 4 Schnapps/min instead of 2 Schnapps/min You need 900 Credits for 12 Apple Tree. Later you need to upgrade the Small Warehouse to an Average Warehouse. This will cost you: 2500 Credits, 20 Timber, 20 Bricks Author: HopHopDicht Size: − Production: , 8 /min, 8 /min, 16 /min, 16 /min − Tiles: 729 Source: My Brain and the Basics of KhypsOS Space Efficiency: 79 Wool 01 Image Buildings Maintenance cost Description 4 12 400 8 -80 -40 This is a typical configuration of 4 Sheep Farm that ideally can be used in a 15x Configuration tiles15 Author: Kartographer Size: 13 x 13 (no roads) − Production: 8 /min − Tiles: 169 Source: - Wool 02 WH Image Maintenance Maintenance Cost Description 1 8 24 1300 26 -180 -80 massive wool production with low relative size. Can be combined with my other layouts Author: Syrathus Size: 19x19 − Production: 16 /min − Tiles: 361 Source: - Work clothes Working Clothes 01 WH Image Buildings MaintenanceCosDecors Description 1 4 4 12 1300 26 -360 -240 A complete production chain for work clothes, need Medium Warehouse Author: Madaahk Size: 15 x 17 (no roads) − Production: 8 /min − Tiles: 255 Source: Reddit Work Clothes 0 2 WH Image Buildings Constructioncost Maintenance Description 1 4 4 12 1300 26 -360 -240 A complete production chain for work clothes Author: KhypsOS Size: 15 x 19 (no roads) − Production: 8 /min − Tiles: 285 Source: Twitch KhypsOS Work Clothes 03 WH FS Image Buildings Constructioncost Maintenance Description 1 8 8 24 3100 50 -630 -480 Massive clothing production. Can be combined with other layouts from me. Just use top or bottom half when combining. Does that sound too much? Just build this on one of its low-level islands and deliver clothes all other Author: Syrathus Size: 21x27 − Production: 16 /min − Tiles: 567 Source: - Working Clothes 04 WH TU FS Construction of image buildings of maintenance Description 1 2 4(6*) 20 20 60 26400(32400) 233(293) 85(125) -1570 -1200 20 A complete production chain of work clothes on a production island. The warehouse needs to be fully updated. warehouses in the upper right and lower left corner are optional. Author: Shiyoda Size: 44x44 − Production: 40 /min − Tiles: 1936 Source: - Work Wear 05 FS Image Buildings Maintenanceconte a description 1 2 8 8 24 3100 50 -630 -480 Layout inspired by Layout inspired by but modified to be more space efficient and make it easier to place multiple modules of this layout next to each other or to other modules. Author: Entropic8 Size: 21x29 − Production: 16 /min − Tiles: 609 Source: -Spatial efficiency: 42% Working Clothes 06 WH Buildings Image Maintenance cost Description 4 1 1300 26 -300 -240 A complete production chain for work clothes Author: Fastchi 15x23 – Production: 8 /min − Tiles: 345 Source: Work clothes 07 WH TU Construction of maintenance buildings has the description 4 1 1 3800 51 5 -350 -240 A complete production chain for work clothes with the Union. Can be easily duplicated the amount of dubble. Author: Fastchiller & SightZyra Size: 39x13 − Production: 8 /min − Tiles: 507 Source: Work Clothes with silo and grain - 02 WH BH [Expand/Collapse] Image Construction construction constructions Coscoscoscorto Description 2 10 5 15 1 144 11000 154 50 640 570 A complete production chain for work clothes, need Brightest Harvest DLC Author: gschagas Size: 31x22 − Production: 20 /min − Tiles: 576 Source: - Mixed schnapps and workclothes 01 WH [Expands /Collapse] Construction of image buildings Maintenance costs Cost Description 1 1 1 1 1 1 900 18 -120 -90 Combined production of Schnapps and Working Cloth with shorter transport. Street around the Recommended Layout Author: Medaurus Size: 13 x 14 − Production: 2 /min, 2 /min − Tiles: 182 Source: - Schnapps and WorkWear 02 WH [Expand/Collapse] Image Buildings Maintenance Maintenance Cost Description 1 2 2 2 2 2 2 2 1 500 26 -260 -260 Complete production chains for: • Schnapps x 2 • Work wear x 2 Road access to all production modules for access to fire station Author: AnnoWerx Size: 21 x 17 (bottom road) − Production: 4/min, 4 /min − Tiles: 357 Source: - Schnapps and Work Clothes 03 WH [Expand/Collapse] Image Buildings Constructioncost Maintenance Description 2 2 2 1 2134 26 280 260 Complete production chains for 2 Schnapps and 2 WorkClothes with 1 tiles transport paths. 94% spatial efficiency with road access to all production modules for fire stations. Author: InigoIVIontoya Size: 16x21 − Production: 4 /min, 4 /min − Tiles: 315 Source: -Spatial efficiency: 94% Beer Beer workers level layouts 01 WH Image Buildings Maintenancecost Cost Description 1 3 2 1 2 576 9580 44 15 12 -700 -100 -175 A complete production chain for beer, Medium Warehouse needs Author: Cris5007 Size: 20 x 37 − Production: 2 /min − Tiles: 740 Source: - Beer 02 WH Image Buildings Maintenancecost Cost Description 1 3 2 1 2 576 9580 44 15 12 -700 -175 A complete production chain for beer KhypsOS Size: 30 x 25 (no roads) − Production: 2 /min − Tiles: 750 Source: Twitch KhypsOS Beer 03 WH Buildings Image Constructioncost Maintenance Cost Description 1 3 2 1 2 576 9580 44 44 12 -700 -100 -175 A complete production chain for beer with a street in the middle. Author: SmokingCrop Size: 17 x 45 − Production: 2 /min − Tiles: 721 Source: - Beer 04 WH Image Buildings Constructioncost Maintenances cost Description 1 3 2 1 2 576 9580 44 15 12 -700 -100 -175 A complete production chain that can be easily mirrored. Author: Celebane Size: 25 x 30 − Production: 2 /min − Tiles: 721 Source: - Beer 05 WH TU Image Buildings Maintenancecost Maintenances custot Description 2 12 8 4 8 An optimized beer chain with full union coverage. Fields were omitted. Author: Jesta88 Size: − Production: 8 /min − Tiles: Source: - Bread 01 Image Buildings Construction costs Maintenance Cost Description 2 1 2 288 2500 20 15 -210 -50 -100 The chain of complete production for bread Author: Sting_McRay Size: 31 x 12 (no roads) − Production: 2 /min − Tiles: 372 Source: - Bread 02 WH Buildings Image Maintenance Cost Maintenance Description 1 2 1 2288 30 00 30 15 -230 -50 -100 A complete production chain for bread with the lowest possible transport (Always 1 Grid) Author: Snoopadelicx Size: 24 x 16 − Production: 2 /min − Tiles: 384 Source: - Bread 03 WH Image Buildings Constructioncost Maintenance Description 1 4 2 4 576 5000 40 30 -420 -100 -200 A complete production chain for 4 Bakeries with the shortest transport routes. Requires a fully updated deposit. Author: Snoopadelicx Size: 27 x 28 − Production: 4 /min − Tiles: 756 Source: - Bread 04 WH Buildings Image Maintenance Cost MaintenanceDe 1 2 2 2 288 3000 30 15 -230 -50 -100 A complete production chain for bread with the lowest possible transport (Always 1 Grid) and the smallest size. Author: Yuzhouwang Size: 18 x 21 − Production: 2 /min − Tiles: 378 Source: - Bread 05 WH Buildings Image Maintenance cost Description 1 4 4 4 576 7000 40 30 -30 420 -100 -200 A complete production chain for bread Author: KhypsOS Size: 29 x 25 (without roads) − Production: 4 /min − Tiles: 725 Source: Twitch KhypsOS Bread 06 WH TU Image Buildings Constructionco Maintenance cost Description 1 4 2 4 576 1 9500 65 35 -470 -100 -200 Bread with Trade Union Author: Celebane Size: 18 x 43 (with roads) − Production: 4 /min − Tiles: 774 Source: - Bread 07 WH Image Buildings Maintenance cost Maintenance Cost Description 1 2 4 5500 34 10 -440 -100 -200 It seems to be too much bread. If you like to build big like me, use it. It can be combined with my perfect beer layout. Can be combined with my other layouts also Author: Syrathus Size: 33x25 − Production: 4 /min − Tiles: 825 Source: - Bread 08 WH TU Construction Buildings Maintenance Costs Description 1 2 360 3 1 7200 55 20 -290 40 100 20 A small efficient bread production area of 96% using a Syndicate with a Baker and Specialized Planter. It still leaves a slot to further increase production or reduce maintenance costs. Author: V0nMaximilian Size: 15x32 − Production: 3 /min − Tiles: Source: - Bread 09 WH FS Image Buildings Maintenance costs maintenance costs 4 2 4 576 1 1 8000 54 30 -465 -100 -200 A complete production chain for bread with warehouse and fire station Author: Sting_McRay Size: 31 x 26 (without roads) − Production: 4 /min − Tiles: 8 Source: - Bread 10 WH TU FS Image Maintenance Cost Maintenance Description 1 2 23 23 23 3312 66560 337 200 -2020 -460 -1150 20 You need a Baker in your TU. A complete bread production chain on a production island. The warehouse needs to be fully updated. Agricultural modules can be placed individually. Both directions must be connected to the main street. Author: Shiyoda Size: 32x42 (no agricultural modules) − Production: 23 /min − Tiles: 4656 Source: - Bread 11 WH TU Maintenance constructions cost the description 32 16 4 92000 432 440 80 80 -3080 -160 -1600 Layout for bread and flour only. All warehouses must be LVL 3. With a Baker, flour mills can be replaced by Bakeries. Fire stations can be placed at empty angles. Spatial efficiency : 67% (73% with firefighters) Author: Rockefeller157 Size: 32 x 32 − Production: 32 /min − Tiles: 1024 Source: - Bread 12 WH TU FS Building Buildings Image Maintenance Costs Description 4 2 4 1 1 6500 63 15 -275 -100 -100 A complete production chain for bread with fire and trade Union Author: Fastchiller & SightZyra Size: 33x24 − Production: 4 /min − Tiles: 792 Source: Efficiency: 95% Bread 13 WH TU w/ Construction of Image Buildings Only Baker Maintenance Cost Description 1 4 4 1 576 14,380 40 -80 -80 -200 Production chain for 4 bakeries, union w/ baker. The medium warehouse looks fine. Author: umer Size: 25 x 29 − Production: 4 /min − Tiles: 725 Source: -Spatial efficiency: 98% Pigs Pigs 01 Image Buildings Maintenance Cost Maintenance Cost Description 4 20 2000 16 -160 -120 -12 This is a typical configuration 4 Pig Farm that ideally can be used in a 15 configuration of tilesx15 Author: Kartographer Size: 15 x 15 − Production: 4 /min − Tiles: 225 Source: - Pigs 02 WH Buildings ConstructionCost Maintenancecost Description 1 4 20 2500 26 -180 -120 -12 89% efficient 4 Farm Pig steup with a warehouse. 6 green tiles included for optional decoration, road needed to connect to island storage. Author: Mushay Size: 12x18 − Production: 4 /min − Tiles: 216 Source: - Pigs 03 WH Image Buildings Constructioncost Maintenance Description 1 6 30 3500 34 -260 -180 -18 Oink oink. Many pigs in small stable size. Should help with sausages and soaps in different places Author: Syrathus Size: 19x17 − Production: 6 /min − Tiles: 323 Source: - Pigs 04 WH TU FS Construction Buildings Descara Maintenance Maintenance Description 14 4 32 160 26500 209 5 -1510 -960 -96 20 Focus is to pack so many pig farms within the union radius. A road is required for each work properly. This is a radially symmetrical layout. Author: Flipsider101 Size: 46x46 − Production: 32 /min − Tiles: 2116 Source: Supplied Pigs 05 WH TU FS Image Buildings Constructioncost Maintenance Description 1 4 32 160 28500 249 5 -1590 -960 -96 20 This is an easier layout for players to use in-game because of square shapes. Author: いいのいToo: 44x44 − Production: 32 /min − Tiles: 1936 Source: -Spatial efficiency: 84% Candles Candles 01 WH Image Buildings MaintenancecossdecorsDescription 1 2 2 6 1700 30 20 -210 -20 -100 A complete production chain for Candle Manufacturers Author: Madaahk Size: 11 x 15 (no roads) − Production: 4 /min − Tiles: 165 Source: Reddit Sausages Sausages 01 WH Image Building Construction Cost Maintenance Description 1 2 2 10 2500 26 10 -320 -60 -100 -16 A complete sausage production chain Author: Madaahk Size: 13 x 11 − Production: 2 /min − Tiles: 143 Source: Reddit Sausages 02 WH Image Buildings Constructioncost Maintenance Description 1 2 3 10 2750 26 10 -260 -60 -100 -16 A very efficient layout for 2 slaughterhouses with 2 pig farms , with transport time as short as possible Author: Banan1996.1996 Size: 7 x 23 − Production: 2 /min − Tiles: 161 Source: - Sausages 03 WH Image buildings Maintenance construction costs are description 1 4 4 20 4500 42 20 -500 -120 -200 -32 A complete production chain for sausages, need Medium Warehouse Author: Sting_McRay Size: 19 x 14 (no top road) − Production: 4 /min − Tiles: 266 Source: - Sausages 04 Image Buildings Maintenance Cost Maintenance Description 1 1 5 1125 8 5 -120 -30 -50 -8 Simple sausage layout Author: Yuzhouwang Size: 6 x 10 − Production: 1 /min − Tiles: 60 Source: - Sausages 05 WH Image Buildings Maintenancecost MaintenanceS Cost Description 1 4 4 20 4500 42 20 -500 -120 -200 -32 A complete production chain for sausages Author : KhypsOS Size: 21 x 13 (no roads) − Production: 4 /min − Tiles: 273 Source: Twitch KhypsOS Sausages 06 WH lvl1 Image maintenance Maintenance Maintenance Cost Description 1 4 4 20 4500 42 20 -500 -120 -200 -32 A complete production chain for sausages. Lvl Warehouse 1 and looks good. Author: Tiuri1 Size: 22 x 15 (no roads) − Production: 4 /min − Tiles: 330 Source: -Spatial efficiency: 75% Sausages 07 WH SL BH Image Buildings Constructionco Maintenance scan Description 2 4 8 20 1 12500 112 72 -2795 -540 -400 20 A complete production chain for sausages, 200% pigs with silo and grain Author: Carnagegin Size: 26 x 26 (no roads) − Production: − Tiles: 518 Source: -Spatial efficiency: 77% Sausages 08 WH TU FS Image Maintenance Maintenance Cost Description 1 1 1 22 22 110 35000 325 195 -2795 -660 -1100 -176 20 A complete sausage production chain on a production island. The warehouse needs to be fully updated. Author: Shiyoda Size: 44 x 44 − Production: 22 /min − Tiles: 1936 Source: - Soap 01 WH Buildings Image Maintenance cost Description 11 2 10 3000 30 1 5 12 -290 -190 -21 A chain of full for soap Author: Madaahk Size: 13 x 12 (no roads) − Production: 2 /min − Tiles: 156 Source: Reddit Soap 02 Image Buildings Building buildings Description 1 2 2 10 2500 16 15 12 -210 -80 -130 -18 A complete production chain for Soap Author: Sting_McRay Size: 18 x 8 − Production: 2 /min − Tiles: 144 Source: - Soap 03 WH Image Buildings Construtorascost Manutençãoco Description 1 1 2 2 10 3000 30 15 12 -290 -190 -21 A complete production chain for soap Author: Yuzhouwang Size: 14 x 11 − Production: 2 /min − Tiles: 154 Source: - Soap 04 WH Image Buildings Construction Maintenance Costs Custot Description 1 2 4 20 5500 50 30 24 -400 -120 -210 -42 A complete production chain for soap Author: KhypsOS Size: 19 x 16 (without roads) − Production: 4 /min − Tiles : 304 Source: Twitch Kh mixed bread and beer 01 WH [Expand/Collapse] Image maintenance Cost maintenance Description 1 4 1 2 2 2 864 9000 62 30 12 -720 -150 -250 A complete production chain for 2 bakeries and 2 breweries with shortest transport Paths. Requires fully updated warehouse Author: SkipOneEBR Size: 31 x 36 − Production: 2 /min, 2 /min − Tiles: 1116 Source: - Sausages and Soap 01 WH [Expand/Collapse] Image Buildings Maintenance of maintenance costs 1 5 3 2 1 25 A complete production chain for Sausages and Soap, lv3 warehouse required for balancing Author: SkipOneEBR Size: 18 x 18 − Production: 3 /min, 2 /min − Tiles: 324 Source: - Sausages and Soap 02 WH [Expand/Collapse] Image Buildings Maintenance of maintenance costs 1 3 1 1 15 ? ? ?