

















Merchant 1	Fighter 1	Trader 1		
 1	 2	 1		
+Merchant 2		+1 <input type="checkbox"/>		
+1 <input type="checkbox"/>		+1 <input type="checkbox"/>		
Transport 1	Merchant 2	Fighter 2		
 2	 2	 3		
+ Fighter 2				
Trader 2	Transport 2	Merchant 3		
 2	 2	 3		
+2 <input type="checkbox"/>	+ Transport 3			
Fighter 3	Trader 3	Transport 3		
 1	 3	 2		
+ Trader 3				
		+ Trader 1		
Transport 4	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
 4	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4