COSMOS Fantasy - Throne of Cofain

TYPICAL WORLD MAP, TURN 0

MAP NOTES

Hex 88: mountains
- 4103(Mo) Giants: 30/100%/100%

Hex 90: wooded hills (PI)
- Mermaid Cove [1811(PI)]: size 3 of 5
  - interior terrain: city
  - city trade rating: 8
  - 3610(PI) Pirate: 10 w.p./100%
  - 3611(PI) Pirates: 100/100%/100%
  - 3612(PI) Pirates: 100/100%/100%
  - 3613(PI) City Guard (Archers): 100/100%/100%

Hex 92: desert (DT)
- Oasis [1817(DT)]
  - interior terrain: desert
  - 3905(DT) Hero: 10 w.p./100%
  - 3906(DT) Desert Men: 100/100%/100%
  - 3907(DT) Desert Men: 100/100%/100%

Hex 107: mountains
- 4116(Mo) Trolls: 40/100%/100%

Hex 111: desert (DT)
- Oasis [1816(DT)]
  - interior terrain: desert
  - wall rating:1 strength:3
  - 3901(DT) Hero: 10 w.p./100%
  - 3902(DT) Desert Men: 100/100%/100%
  - 3903(DT) Desert Men: 100/100%/100%
  - 3904(DT) Desert Men: 100/100%/100%

Hex 112: desert (DT)
- 4201(GI) Giant Scorpions: 40/100%/100%

Hex 128: woods (GE)
- Emerald [1803(GE)]: size 6 of 10
  - interior terrain: woods
  - city trade rating: 8
  - city walls: rating:2 strength:7
  - 3301(GE*) King Oakwood (Lord of the Woods): 12 w.p./100%
  - 3303(GE) Elven Wolfmaster: 10 w.p./100%
  - 3309(GE) Elven Ranger: 12 w.p./100%
  - 3311(GE) Wood Elves: 100/100%/100%
  - 3312(GE) Elven Wolfriders: 50/100%/100%

Hex 129: wooded hills (GE)
- Virescent Castle [1853(GE)]
  - interior terrain: structure
  - fortification rating:4 strength:14
  - 3302(GE+) Prince Greenleaves (Lord of the Woods): 12 w.p./100%
  - 3310(GE) Wood Elves: 100/100%/100%

Hex 147: hills
- 4104(Mo) Minotaurs: 50/100%/100%

Hex 149: mountains
- 4202(GI) Giant Spiders: 40/100%/100%
- 4203(GI) Giant Spiders: 30/100%/100%

Hex 150: mountains (MD)
- Castle Rockguard [1855(MD)]
  - interior terrain: structure
  - fortification rating:5 strength:18
  - 3506(MD) Dwarven Captain: 10 w.p./100%
  - 3507(MD) Dwarven Infantry: 100/100%/100%
  - 3508(MD) Dwarven Crossbowmen: 150/100%/100%
- Gold Mine [1861(MD)]
  - interior terrain: caves

Hex 151: high mountains
- 4105(Mo) Giants: 30/100%/100%

Hex 152: hills (WG)
- Albescent [1807(WG)]: size 5 of 10
  - interior terrain: city
  - city trade rating: 10
  - city walls: rating:4 strength:12
  - Albescent Keep [1854(WG)]
    - interior terrain: structure
    - fortification rating:4 strength:14
  - 3402(WG+) Lord Ruby (Gnome Lord): 10 w.p./100%
  - 3411(WG) Gnome Archers: 100/100%/100%

Hex 153: farmlands (WG)
- Candent [1804(WG)]: size 8 of 15
  - interior terrain: city
  - city trade rating: 10
  - city walls: rating:4 strength:12
  - 3401(WG*) King Diamond (Gnome Lord): 10 w.p./100%
  - 3403(WG) Fireweaver (Gnome Wizard): 10 w.p./100%
    - Resources: enchantment mana:10 fire mana:20
  - 3408(WG) Gnome Captain: 10 w.p./100%
  - 3409(WG) Dwarven Captain: 10 w.p./100%
  - 3410(WG) Gnome Warriors: 100/100%/100%
  - 3412(WG) Dwarven Infantry: 50/100%/100%

Hex 167: plains (FH)
- Fairplain [1812(FH)]: size 3 of 6
  - interior terrain: city
  - city trade rating: 7
  - city walls: rating:1 strength:4
  - 3701(FH) General: 8 w.p./100%
  - 3702(FH) Heavy Infantry: 100/100%/100%
  - 3703(FH) Crossbowmen: 150/100%/100%
  - 3704(FH) Guard Captain: 8 w.p./100%
  - 3705(FH) City Guard (Crossbowmen): 50/100%/100%

Hex 168: woods
- 4204(GI) Giant Ants: 400/100%/100%

Hex 170: hills (MD)
- Dwarfhold [1808(MD)]: size 5 of 8
  - interior terrain: city
  - city trade rating: 7
  - city walls: rating:4 strength:12
  - 3501(MD) Dwarven Lord: 12 w.p./100%
  - 3502(MD) Dwarven Infantry: 150/100%/100%
  - 3503(MD) Dwarven Crossbowmen: 150/100%/100%
  - 3504(MD) Dwarven Captain: 10 w.p./100%
  - 3505(MD) Dwarven Crossbowmen: 100/100%/100%

Hex 171: mountains
- 4108(Mo) Giants: 40/100%/100%

Hex 174: jungle
- 4207(GI) Giant Ants: 350/100%/100%

Hex 185: farmlands (BK)
- Azure [1801(BK)]: size 8 of 15
  - interior terrain: city
  - city trade rating: 10
  - city walls: rating:3 strength:11
- Azure Castle [1851(BK)]
  - interior terrain: structure
  - fortification rating:4 strength:14
- 3101(BK*) Lord Turquoise (Noble): 8 w.p./100%
- 3103(BK) High Priest: 10 w.p./100%
  - Resources: holy mana:30
- 3104(BK) Court Wizard: 8 w.p./100%
  - Resources: enchantment mana:10 fire mana:20
- 3108(BK) Knight: 10 w.p./100%
- 3109(BK) Captain: 8 w.p./100%
- 3111(BK) Heavy Infantry: 50/100%/100%
- 3112(BK) Pikemen: 50/100%/100%
- 3113(BK) Heavy Cavalry: 50/100%/100%

Hex 187: woods
- 4011(Go) Hobgoblin Captain: 6 w.p./100%
- 4012(Go) Hobgoblins: 100/100%/100%

Hex 188: hills
- 4106(Mo) Centaurs: 90/100%/100%

Hex 189: woods (Go)
- Krunkk [1819(Go)]: size 3 of 6
  - interior terrain: wooded hills
  - city trade rating: 4
- 4006(Go) Hobgoblin Captain: 6 w.p./100%
- 4007(Go) Hobgoblins: 100/100%/100%
- 4008(Go) Hobgoblins: 100/100%/100%
- 4009(Go) Hobgoblin Captain: 6 w.p./100%
- 4010(Go) Goblin Wolfriders: 100/100%/100%

Hex 191: woods
- 4109(Mo) Centaurs: 80/100%/100%

Hex 193: plains (FH)
- Southshore [1813(FH)]: size 3 of 6
  - interior terrain: city
  - city trade rating: 7
  - city walls: rating:2 strength:7
- 3706(FH) General: 8 w.p./100%
- 3707(FH) Heavy Infantry: 200/100%/100%
- 3708(FH) Pikemen: 200/100%/100%
- 3709(FH) Guard Captain: 8 w.p./100%
- 3710(FH) City Guard (Crossbowmen): 100/100%/100%

Hex 208: hills
- 4205(GI) Giant Spiders: 50/100%/100%

Hex 209: mountains
- Gold Mine [1864(Mo)]
  - interior terrain: caves
- 4101(Mo) Darklings: 100/100%/100%
- 4102(Mo) Darklings: 100/100%/100%

Hex 210: wooded hills (Go)
- Krakk [1818(Go)]: size 4 of 8
  - interior terrain: wooded hills
  - city trade rating: 5
  - city walls: rating:1 strength:4
- 4001(Go) Hobgoblin Captain: 6 w.p./100%
- 4002(Go) Hobgoblins: 75/100%/100%
- 4003(Go) Hobgoblins: 75/100%/100%
- 4004(Go) Goblins: 100/100%/100%
- 4005(Go) Goblins: 100/100%/100%

Hex 211: wooded hills
- 4206(GI) Giant Ants: 400/100%/100%

Hex 212: hills (FH)
- Hillford [1814(FH)]: size 2 of 5
  - interior terrain: city
  - city trade rating: 7
  - city walls: rating:1 strength:4
- 3711(FH) Hero: 10 w.p./100%
- 3712(FH) Hill Men: 75/100%/100%
- 3713(FH) Hill Men: 75/100%/100%
- 3714(FH) Woodsmen: 75/100%/100%
- 3715(FH) Woodsmen: 75/100%/100%

Hex 215: hills (PI)
- Crossbones Keep [1856(PI)]
  - interior terrain: structure
  - fortification rating:3 strength:10
- 3614(PI) Pirate: 10 w.p./100%
- 3615(PI) Pirates: 100/100%/100%
- 3616(PI) Pirate: 10 w.p./100%
- 3617(PI) Pirates: 100/100%/100%
- 3618(PI) Pirates: 100/100%/100%
- 3619(PI) Pirates: 100/100%/100%
- Gold Mine [1863(PI)]
  - interior terrain: caves

Hex 226: hills (BK)
- Sapphire [1805(BK)]: size 4 of 10
  - interior terrain: city
  - city trade rating: 8
  - city walls: rating:3 strength:11
- 3102(BK+) Lord Steel (Noble): 8 w.p./100%
- 3110(BK) Crossbowmen: 100/100%/100%

Hex 227: wooded hills
- 4111(Mo) Minotaurs: 50/100%/100%

Hex 230: mountains
- 4013(Go) Hobgoblin Captain: 6 w.p./100%
- 4014(Go) Goblin Wolfriders: 70/100%/100%

Hex 248: mountains
- 4112(Mo) Giants: 35/100%/100%

Hex 249: hills (HV)
- Northhill Keep [1857(HV)]
  - interior terrain: structure
  - fortification rating:4 strength:12
- 3806(HV) General: 8 w.p./100%
- 3807(HV) Heavy Infantry: 150/100%/100%
- 3808(HV) Heavy Infantry: 150/100%/100%
- Gold Mine [1862(HV)]
  - interior terrain: caves

Hex 250: plains (HV)
- 3809(HV) General: 8 w.p./100%
- 3810(HV) Medium Cavalry: 100/100%/100%

Hex 251: mountains
- 4113(Mo) Giants: 50/100%/100%

Hex 252: swamp
- 4114(Mo) Bog Crabs: 80/100%/100%

Hex 254: farmlands (RW)
- Vermilion [1802(RW)]: size 7 of 16
  - interior terrain: city
  - city trade rating: 10
  - city walls: rating:3 strength:11
- Vermilion Keep [1852(RW)]
  - interior terrain: structure
  - fortification rating:4 strength:14
- 3201(RW*) Lord Crimson (Warlord): 10 w.p./100%
- 3208(RW) Grand Mahout: 8 w.p./100%
- 3209(RW) Captain: 8 w.p./100%
- 3210(RW) Medium Infantry: 100/100%/100%
- 3211(RW) Crossbowmen: 100/100%/100%
- 3213(RW) Elephant fiders: 20/100%/100%

Hex 269: plains (HV)
- Eastvale [1815(HV)]: size 5 of 10
  - interior terrain: city
  - city trade rating: 8
  - city walls: rating:2 strength:7
- 3801(HV) Noble: 8 w.p./100%
- 3802(HV) Heavy Infantry: 200/100%/100%
- 3803(HV) Crossbowmen: 200/100%/100%
- 3804(HV) Guard Captain: 8 w.p./100%
- 3805(HV) City Guard (Crossbowmen): 150/100%/100%

Hex 272: swamp
- 4115(Mo) Swamp Thing: 36 w.p./100%

Hex 273: plains (RW)
- Carmine [1806(RW)]: size 5 of 9
  - interior terrain: city
  - city trade rating: 8
  - city walls: rating:3 strength:11
- 3202(RW+) Lord Blood (Warlord): 10 w.p./100%
- 3203(RW) The Red Mage: 8 w.p./100%
  - Resources: enchantment mana:30
- 3212(RW) Heavy Infantry: 50/100%/100%

Hex 307: wooded hills (PI)
Skulltown [1809(PI)]: size 2 of 4
interior terrain: city
city trade rating: 8
3606(PI) Pirate: 10 w.p./100%
3607(PI) Pirates: 100/100%/100%
3608(PI) Pirates: 100/100%/100%
3609(PI) City Guard (Crossbowmen): 50/100%/100%
Hex 329: plains (PI)
Flatisle [1810(PI)]: size 4 of 7
interior terrain: city
city trade rating: 8
city walls: rating:1 strength:4
3601(PI) Pirate Lord: 10 w.p./100%
3602(PI) Pirates: 100/100%/100%
3603(PI) Pirates: 100/100%/100%
3604(PI) Pirates: 100/100%/100%
3605(PI) City Guard (Crossbowmen): 50/100%/100%