COSMOS Fantasy - War of the Dark God

BASIC GAME TYPICAL MAP NOTES, TURN 0

MAP NOTES

Hex 120: farmlands (SI)
North Isle [1908(SI)]: size 3 of 5
interior terrain: city
city trade rating: 8
5201(SI) Captain: 8 w.p./100%
5202(SI) Medium Infantry: 100/100%/100%
5203(SI) Archers: 50/100%/100%
Hex 122: wooded hills (SI)
South Isle [1909(SI)]: size 2 of 4
interior terrain: city
city trade rating: 8
5204(SI) Captain: 8 w.p./100%
5205(SI) Hill Men: 75/100%/100%
5206(SI) Woodsmen: 50/100%/100%
Stone Circle [1947(SI)]
Hex 158: mountains
4809(GI) Giant Spiders: 30/100%/100%
Hex 189: mountains
4724(IM) Eagle-men: 50/100%/100%
Hex 259: hills
Seaside Ruins [1900]
interior terrain: ruins
Stone Circle [1920]
4808(GI) Giant Spiders: 25/100%/100%
Hex 287: farmlands (NI)
Mistyhome [1816(NI)]: size 6 of 12
interior terrain: city
city trade rating: 10
city walls: rating:2 strength:7
Misty Castle [1867(NI)]
interior terrain: structure
fortification rating:4 strength:14
4501(NI*) King of the Isles (Noble): 8 w.p./100%
4502(NI+) Prince Garold (Noble): 8 w.p./100%
4505(NI) High Priest of Requa: 10 w.p./100%
Resources: holy mana:30
4508(NI) Captain: 8 w.p./100%
4509(NI) Captain: 8 w.p./100%
4510(NI) Medium Infantry: 75/100%/100%
4511(NI) Medium Infantry: 75/100%/100%
4512(NI) Archers: 100/100%/100%
4518(NI) Medium Infantry: 100/100%/100%
4519(NI) Light Infantry: 100/100%/100%
4517(NI) Medium Cavalry: 50/100%/100%
Hex 292: mountains (So)
The Dark Tower [1862(So)]
interior terrain: structure
fortification rating:4 strength:15
3201(So*) Sorcerer of the Dark Tower: 8 w.p./100%
Resources: enchantment mana:50
Power Ring [1951(So)]
3202(So) Minor Sorcerer: 8 w.p./100%
Resources: enchantment mana:10
3203(So) Minor Sorcerer: 8 w.p./100%
Resources: enchantment mana:10
3209(So) Mercenary Captain: 8 w.p./100%
3210(So) Mercenaries (Medium Infantry): 25/100%/100%
3211(So) Mercenary Archers: 25/100%/100%
3212(So) Mountain Men: 50/100%/100%
Hex 294: mountains
Iron Mine [1940(IM)]
interior terrain: caves
Hex 297: farmlands (HE)
Ogellion [1804(HE)]: size 10 of 20
interior terrain: city
city trade rating: 10
city walls: rating:4 strength:13
The White Tower [1853(HE)]
interior terrain: structure
fortification rating:5 strength:15
4001(HE*) King Cegallin (Elven Lord): 12 w.p./100%
4004(HE) Mouth of Enellior (Elven Priest): 12 w.p./100%
Resources: holy mana:30
4010(HE) Elven Infantry: 50/100%/100%
4011(HE) Elven Archers: 50/100%/100%
4008(HE) Elven Captain: 10 w.p./100%
4016(HE) Elven Pikemen: 100/100%/100%
Hex 301: farmlands (PP)
Pyr [1806(PP)]: size 4 of 10
interior terrain: city
city trade rating: 6
Castle Pyr [1852(PP)]
interior terrain: structure
fortification rating:3 strength:11
3601(PP*) King of Pyr (Pirate Lord): 10 w.p./100%
Resources: enchantment mana:20
3604(PP+) Redskull the Grim (Pirate Lord): 10 w.p./100%
3607(PP) Pirate: 10 w.p./100%
3609(PP) Mercenary Captain: 8 w.p./100%
3610(PP) Pirates: 75/100%/100%
3611(PP) Pirates: 75/100%/100%
3614(PP) Mercenaries (Medium Infantry): 75/100%/100%
3615(PP) Mercenary Archers: 75/100%/100%
Hex 328: mountains
Gold Mine [1904(IM)]
interior terrain: caves
4711(IM) Darklings: 150/100%/100%
Hex 329: hills
4709(IM) Giants: 30/100%/100%
Hex 331: farmlands (HE)
Mirion [1830(HE)]: size 5 of 10
interior terrain: city
city trade rating: 10
city walls: rating:3 strength:11
4002(HE+) Lady fiella (Elven Lord): 12 w.p./100%
4007(HE) Elven Knight: 12 w.p./100%
4014(HE) Elven Archers: 100/100%/100%
4015(HE) Elven Cavalry: 75/100%/100%
Hex 332: farmlands (HE)
Castle Trollbane [1859(HE)]
interior terrain: structure
fortification rating:4 strength:12
4003(HE+) Lord Gara (Elven Lord): 12 w.p./100%
4009(HE) Elven Captain: 10 w.p./100%
4012(HE) Elven Infantry: 50/100%/100%
4013(HE) Elven Archers: 50/100%/100%
4017(HE) Elven Infantry: 50/100%/100%
4018(HE) Elven Archers: 50/100%/100%
Hex 358: farmlands (NI)
Woodisle [1842(NI)]: size 3 of 6
interior terrain: city
city trade rating: 7
4504(NI+) Duke of Woodisle (Noble): 8 w.p./100%
4515(NI) Medium Infantry: 100/100%/100%
4516(NI) Archers: 50/100%/100%

Hex 361: wooded hills
4704(IM) Centaurs: 40/100%/100%
Hex 363: woods
Stone Circle [1919]
4805(GI) Giant Ants: 350/100%/100%
Hex 373: hills (PP)
Rockcove [1822(PP)]: size 5 of 10
interior terrain: city
city trade rating: 6
Rockcove Keep [1847(PP)]
interior terrain: structure
fortification rating:4 strength:14
3602(PP+) Mack the Black (Pirate Lord): 10 w.p./100%
3603(PP+) Crossbones Jack (Pirate Lord): 10 w.p./100%
3616(PP) Medium Infantry: 50/100%/100%
3617(PP) Archers: 50/100%/100%
3618(PP) Medium Infantry: 50/100%/100%
3619(PP) Archers: 50/100%/100%
3608(PP) Pirate: 10 w.p./100%
3612(PP) Pirates: 75/100%/100%
3613(PP) Pirates: 75/100%/100%
Old Skull Mine [1870(PP)]
interior terrain: caves
Hex 394: hills (OQ)
Northshore [1826(OQ)]: size 5 of 10
interior terrain: city
city trade rating: 8
city walls: rating:3 strength:11
Northshore Keep [1845(OQ)]
interior terrain: structure
fortification rating:4 strength:14
3902(OQ+) Master of Northshore (Noble): 8 w.p./100%
3907(OQ) Knight: 10 w.p./100%
3911(OQ) Crossbowmen: 75/100%/100%
3917(OQ) Heavy Infantry: 100/100%/100%
3915(OQ) Heavy Infantry: 50/100%/100%
Hex 395: wooded hills (Dr)
Holy Grove [1885(Dr)]
interior terrain: woods
4302(Dr+) Master Druid of Willows: 10 w.p./100%
Stone Circle [1942(Dr)]
Hex 399: woods (Dr)
Holy Grove [1884(Dr)]
interior terrain: woods
4301(Dr*) Master Druid of Oaks: 10 w.p./100%
4311(Dr) Woodsmen: 75/100%/100%
Hex 403: wooded hills
Stone Circle [1944]
4717(IM) Centaurs: 50/100%/100%
Hex 405: hills (Gn)
Dwarfhome [1834(Gn)]: size 4 of 8
interior terrain: city
city trade rating: 5
city walls: rating:3 strength:9
3709(Gn) Dwarven Captain: 10 w.p./100%
3714(Gn) Dwarven Infantry: 50/100%/100%
3715(Gn) Dwarven Crossbowmen: 50/100%/100%
Hex 410: jungle
4801(GI) Giant Spiders: 40/100%/100%
Hex 411: mountains
Iron Mine [1916]
interior terrain: caves
4702(IM) Minotaurs: 40/100%/100%
Hex 428: woods (NI)
Stone Circle [1915(NI)]
Hex 435: woods (Dr)
Stone Circle [1949(Dr)]
4314(Dr) Treants: 20/100%/100%
Hex 436: high mountains
4908(An) Giant Eagles: 40/100%/100%
Hex 437: mountains (Tr)
Granaduk Mines [1864(Tr)]
interior terrain: caves
3504(Tr) Bloodgem (Troll Shaman): 10 w.p./100%
3511(Tr) Trolls: 25/100%/100%
Hex 443: jungle
4720(IM) Cat-men: 100/100%/100%
Hex 444: farmlands (CE)
El-Nabur [1836(CE)]: size 5 of 10
interior terrain: city
city trade rating: 7
Castle of El-Nabur [1872(CE)]
interior terrain: structure
fortification rating:4 strength:13
4604(CE+) Emir of El-Nabur: 8 w.p./100%
4612(CE) Light Infantry: 100/100%/100%
4613(CE) Archers: 100/100%/100%
Hex 465: hills
4706(IM) Minotaurs: 30/100%/100%
Hex 466: farmlands (OQ)
Quama [1814(OQ)]: size 8 of 15
interior terrain: city
city trade rating: 10
city walls: rating:3 strength:11
Quama Castle [1844(OQ)]
interior terrain: structure
fortification rating:4 strength:14
3901(OQ*) Grand Master of Quama (Noble): 8 w.p./100%
3905(OQ) High Priest of Quama: 10 w.p./100%
Resources: holy mana:30
3906(OQ) Knight: 10 w.p./100%
3910(OQ) Crossbowmen: 100/100%/100%
3916(OQ) Heavy Cavalry: 75/100%/100%
3914(OQ) Heavy Infantry: 50/100%/100%
Hex 467: farmlands (OQ)
Horseford Keep [1854(OQ)]
interior terrain: structure
fortification rating:4 strength:14
3903(OQ+) Master of Horseford (Noble): 8 w.p./100%
3908(OQ) Knight: 10 w.p./100%
3912(OQ) Crossbowmen: 75/100%/100%
3918(OQ) Pikemen: 100/100%/100%
Hex 468: plains
4907(An) Buffalo Herd: 150/100%/100%
Hex 470: mountains
Ruined Tower [1898]
interior terrain: ruins
4723(IM) Minotaurs: 50/100%/100%
Hex 471: high mountains
4721(IM) Eagle-men: 40/100%/100%
Hex 473: mountains (Tr)
Ugrak Da [1820(Tr)]: size 5 of 10
interior terrain: caves
3501(Tr*) King Bonecrusher (Troll Chief): 12 w.p./100%
3502(Tr+) Chief Stonehide (Troll Chief): 12 w.p./100%
3507(Tr) Troll Hero: 12 w.p./100%
3510(Tr) Trolls: 50/100%/100%
3518(Tr) Goblins: 50/100%/100%
3509(Tr) Hobgoblin Captain: 6 w.p./100%
3512(Tr) Hobgoblins: 100/100%/100%
Hex 476: hills (Gn)
Gnomeport [1843(Gn)]: size 4 of 8
interior terrain: city
city trade rating: 7
city walls: rating:2 strength:6
Gnomeport Keep [1858(Gn)]
interior terrain: structure
fortification rating:4 strength:14
3703(Gn+) Lord Diamond (Gnome Lord): 10 w.p./100%
3708(Gn) Gnome Captain: 10 w.p./100%
3712(Gn) Gnome Warriors: 100/100%/100%
3713(Gn) Gnome Archers: 50/100%/100%
Hex 477: jungle
4811(GI) Giant Spiders: 35/100%/100%

Hex 479: farmlands (CE)
- El-Sha'al [1818(CE)]: size 15 of 25
  - interior terrain: city
  - city trade rating: 8
  - city walls: rating:3 strength:9
- The Jade Palace of El-Sha'al [1855(CE)]
  - interior terrain: structure
  - fortification rating:3 strength:11
- 4600(CE) High Priest of Rakatar: 10 w.p./100%
  - Resources: holy mana:30
- 4601(CE*) Caliph of El-Sha'al (Emir): 8 w.p./100%
- 4602(CE+) Vezir Jashar (Emir): 8 w.p./100%
- 4605(CE) General Al-fisel: 8 w.p./100%
- 4610(CE) Light Infantry: 150/100%/100%
- 4611(CE) Archers: 100/100%/100%
- 4619(CE) Light Cavalry: 50/100%/100%
- 4620(CE) Light Cavalry: 50/100%/100%
- 4621(CE) Mounted Archers: 50/100%/100%
- 4607(CE) Captain: 8 w.p./100%
- 4622(CE) Light Cavalry: 50/100%/100%

Hex 480: hills (CE)
- Shakurat [1841(CE)]: size 4 of 8
  - interior terrain: city
  - city trade rating: 6
- 4606(CE) General Hasun: 8 w.p./100%
- 4609(CE) Captain: 8 w.p./100%
- 4616(CE) Medium Cavalry: 50/100%/100%
- 4617(CE) Medium Cavalry: 50/100%/100%
- 4623(CE) Light Infantry: 100/100%/100%
- 4624(CE) Light Infantry: 100/100%/100%

Hex 499: hills (NI)
- Ellenstown [1823(NI)]: size 5 of 10
  - interior terrain: city
  - city trade rating: 7
- Castle Ellen [1868(NI)]
  - interior terrain: structure
  - fortification rating:4 strength:14
- 4503(NI+) Duke of Ellensisle (Noble): 8 w.p./100%
- 4513(NI) Medium Infantry: 100/100%/100%
- 4514(NI) Archers: 100/100%/100%

Hex 504: woods (EW)
- Oakford Castle [1856(EW)]
  - interior terrain: structure
  - fortification rating:4 strength:14
- 4103(EW) Greycloak (Elven Wolfmaster): 10 w.p./100%
- 4109(EW) Elven Ranger: 12 w.p./100%
- 4112(EW) Wood Elves: 100/100%/100%
- 4113(EW) Wood Elves: 100/100%/100%
- 4114(EW) Elven Wolfriders: 75/100%/100%

Hex 508: wooded hills (Tr)
- Kazuk [1837(Tr)]: size 4 of 8
  - interior terrain: wooded hills
  - city trade rating: 5
- 3503(Tr+) Chief Elfeater (Troll Chief): 12 w.p./100%
- 3508(Tr) Hobgoblin Captain: 6 w.p./100%
- 3513(Tr) Goblins: 100/100%/100%
- 3514(Tr) Goblins: 100/100%/100%
- 3515(Tr) Goblins: 100/100%/100%
- 3516(Tr) Goblin Wolfriders: 40/100%/100%
- 3517(Tr) Goblin Wolfriders: 40/100%/100%

Hex 510: farmlands (Gn)
- Goldenvale [1808(Gn)]: size 8 of 15
  - interior terrain: city
  - city trade rating: 10
  - city walls: rating:4 strength:12
- 3701(Gn*) King Goldbeard (Gnome Lord): 10 w.p./100%
- 3702(Gn+) Lord Gemfinder (Gnome Lord): 10 w.p./100%
- 3704(Gn) Glimmernose (Gnome Wizard): 10 w.p./100%
  - Resources: enchantment mana:30
- 3707(Gn) Gnome Captain: 10 w.p./100%
- 3710(Gn) Gnome Warriors: 100/100%/100%
- 3711(Gn) Gnome Archers: 100/100%/100%

Hex 511: mountains (Gn)
- South Mountain Mines [1865(Gn)]
  - interior terrain: caves

Hex 514: farmlands (CE)
- Caramish [1821(CE)]: size 5 of 10
  - interior terrain: city
  - city trade rating: 10
- 4603(CE+) Emir of Caramish: 8 w.p./100%
- 4608(CE) Captain: 8 w.p./100%
- 4614(CE) Light Infantry: 100/100%/100%
- 4615(CE) Pikemen: 100/100%/100%
- 4618(CE) Archers: 100/100%/100%

Hex 536: plains
- 4905(An) Buffalo Herd: 125/100%/100%

Hex 539: woods (EW)
- Silverleaf [1807(EW)]: size 6 of 10
  - interior terrain: woods
  - city trade rating: 10
  - city walls: rating:2 strength:7
- 4101(EW*) King Goldenoak (Lord of the Woods): 12 w.p./100%
- 4102(EW+) Prince Strongbow (Lord of the Woods): 12 w.p./100%
- 4108(EW) Elven Ranger: 12 w.p./100%
- 4110(EW) Wood Elves: 100/100%/100%
- 4111(EW) Wood Elves: 100/100%/100%

Hex 540: woods (Dr)
- Stone Circle [1934(Dr)]
- 4308(Dr) Minor Druid: 8 w.p./100%
- 4309(Dr) Hero: 10 w.p./100%
- 4310(Dr) Woodsmen: 75/100%/100%
- 4315(Dr) Wolves: 100/100%/100%

Hex 541: plains
- 4810(GI) Giant Ants: 400/100%/100%

Hex 542: plains
- Ruined Keep [1896]
  - interior terrain: ruins

Hex 544: woods
- Stone Circle [1937]

Hex 547: jungle
- Overgrown Ruins [1899]
  - interior terrain: ruins
- 4802(GI) Giant Ants: 350/100%/100%

Hex 548: jungle
- 4904(An) Crocodiles: 25/100%/100%

Hex 550: mountains
- Gold Mine [1895(IM)]
  - interior terrain: caves
- 4713(IM) Darklings: 200/100%/100%

Hex 569: hills
- Blasted Ruins [1888]
  - interior terrain: ruins
- Iron Mine [1950]
  - interior terrain: caves

Hex 571: plains (OQ)
- Eastguard Castle [1861(OQ)]
  - interior terrain: structure
  - fortification rating:4 strength:14
- 3904(OQ+) Master of Eastguard (Noble): 8 w.p./100%
- 3909(OQ) Knight: 10 w.p./100%
- 3913(OQ) Crossbowmen: 100/100%/100%
- 3919(OQ) Heavy Infantry: 100/100%/100%

Hex 572: hills
- Lowhill [1911(Lo)]: size 2 of 4
  - interior terrain: city
  - city trade rating: 5
  - city walls: rating:1 strength:4
- 5301(Lo) Hill Men: 100/100%/100%

Hex 573: wooded hills (Dr)
- Stone Circle [1946(Dr)]
- 4303(Dr+) Master Druid of Rowans: 10 w.p./100%
- 4312(Dr) Woodsmen: 50/100%/100%
- 4313(Dr) Hill Men: 50/100%/100%

Hex 577: swamp
- 4903(An) Crocodiles: 25/100%/100%

Hex 578: plains
- Ruined City [1897]
  - interior terrain: ruins
- 4902(An) Buffalo Herd: 120/100%/100%

Hex 580: hills
- Iron Mine [1931]
  - interior terrain: caves
- 4705(IM) Minotaurs: 40/100%/100%

Hex 581: hills
4901(An) Lions: 10/100%/100%
Hex 584: jungle
4722(IM) Cat-men: 50/100%/100%
Hex 587: farmlands (QW)
Ivory [1838(QW)]: size 4 of 8
interior terrain: city
city trade rating: 7
city walls: rating:2 strength:8
Ivory Tower [1857(QW)]
interior terrain: structure
fortification rating:4 strength:14
3802(QW) General Shablak: 8 w.p./100%
3810(QW) Medium Infantry: 100/100%/100%
3811(QW) Crossbowmen: 100/100%/100%
3809(QW) Captain: 8 w.p./100%
3819(QW) Heavy Infantry: 75/100%/100%
3820(QW) Heavy Infantry: 75/100%/100%
Hex 588: farmlands (QW)
Pearl [1812(QW)]: size 10 of 20
interior terrain: city
city trade rating: 10
city walls: rating:3 strength:11
Pearl Keep [1851(QW)]
interior terrain: structure
fortification rating:4 strength:14
3801(QW*) Queen Aratin of Wey (Warlord): 10 w.p./100%
3803(QW) General D'Yalla: 8 w.p./100%
3812(QW) Heavy Infantry: 50/100%/100%
3813(QW) Crossbowmen: 100/100%/100%
3807(QW) Captain: 8 w.p./100%
3817(QW) Medium Infantry: 100/100%/100%
3818(QW) Medium Infantry: 100/100%/100%
Hex 606: desert
4807(GI) Giant Scorpions: 25/100%/100%
Hex 607: desert
Oasis [1887]
interior terrain: desert
Hex 608: wooded hills
4710(IM) Centaurs: 50/100%/100%
Hex 610: wooded hills
Gold Mine [1891(IM)]
interior terrain: caves
4714(IM) Darklings: 100/100%/100%
Hex 612: swamp
4718(IM) Bog Crabs: 50/100%/100%
Hex 613: plains (FC)
Grancor [1894(FC)]: size 6 of 12
interior terrain: city
city trade rating: 10
city walls: rating:3 strength:9
5101(FC) Captain: 8 w.p./100%
5102(FC) Heavy Infantry: 150/100%/100%
5103(FC) Crossbowmen: 100/100%/100%
5104(FC) City Guard (Medium Infantry): 50/100%/100%
Hex 614: plains (FC)
Freetown [1890(FC)]: size 5 of 10
interior terrain: city
city trade rating: 8
city walls: rating:3 strength:9
5105(FC) Captain: 8 w.p./100%
5106(FC) Medium Infantry: 150/100%/100%
5107(FC) Archers: 150/100%/100%
5108(FC) City Guard (Heavy Infantry): 40/100%/100%
5109(FC) Patrol (Medium Cavalry): 75/100%/100%
Hex 615: plains
4906(An) Buffalo Herd: 50/100%/100%
Hex 621: farmlands (QW)
3821(QW) Light Cavalry: 50/100%/100%
Hex 640: wastelands (VL)
Ruined Port [1893(VL)]
interior terrain: ruins
Hex 644: hills
Clearbrooke [1912(Cl)]: size 2 of 4
interior terrain: city
city trade rating: 5
city walls: rating:2 strength:6
5401(Cl) Medium Infantry: 100/100%/100%
Hex 645: wooded hills
Stone Circle [1939]
Hex 647: swamp (BM)
3302(BM) Bear-man: 12 w.p./100%
3304(BM) Toad-man: 10 w.p./100%
3313(BM) Frog-men: 100/100%/100%
Hex 648: woods
Stone Circle [1938]
Hex 649: wooded hills
4804(GI) Giant Ants: 200/100%/100%
Hex 650: hills
Gold Mine [1903(IM)]
interior terrain: caves
4712(IM) Darklings: 100/100%/100%
Hex 651: high mountains
4803(GI) Giant Spiders: 35/100%/100%
Hex 653: mountains (Dw)
Mount Greyfist [1802(Dw)]: size 6 of 10
interior terrain: city
city trade rating: 10
city walls: rating:5 strength:16
Castle Greyfist [1850(Dw)]
interior terrain: structure
fortification rating:5 strength:18
4201(Dw*) King Silverhammer (Dwarven Lord): 12 w.p./100%
4202(Dw+) Prince Skullbreaker (Dwarven Lord): 12 w.p./100%
4210(Dw) Dwarven Infantry: 75/100%/100%
4211(Dw) Dwarven Infantry: 75/100%/100%
4212(Dw) Dwarven Crossbowmen: 50/100%/100%
4208(Dw) Dwarven Captain: 10 w.p./100%
4209(Dw) Gnome Captain: 10 w.p./100%
4213(Dw) Dwarven Infantry: 75/100%/100%
4214(Dw) Dwarven Crossbowmen: 50/100%/100%
4217(Dw) Gnome Archers: 50/100%/100%
Hex 656: plains (QW)
Coral [1828(QW)]: size 5 of 10
interior terrain: city
city trade rating: 7
city walls: rating:3 strength:11
3804(QW) General Muto: 8 w.p./100%
3806(QW) Grand Mahout: 8 w.p./100%
3808(QW) Captain: 8 w.p./100%
3814(QW) Crossbowmen: 100/100%/100%
3815(QW) Heavy Infantry: 100/100%/100%
3816(QW) Elephant Riders: 20/100%/100%
Hex 674: mountains (VL)
The Bone Palace [1846(VL)]
interior terrain: ruins
fortification rating:4 strength:13
3101(VL*) The Vampire Lord (Greater Vampire): 12 w.p./100%
3102(VL) Vampire: 10 w.p./100%
3103(VL) Vampire: 10 w.p./100%
3108(VL) Skeleton Knight: 8 w.p./100%
3109(VL) Hero: 10 w.p./100%
3110(VL) Mercenaries (Medium Infantry): 50/100%/100%
3111(VL) Mountain Men: 30/100%/100%
3112(VL) Skeletons: 25/100%/100%
3113(VL) Zombies: 100/100%/100%
Hex 676: desert (Sm)
Oasis [1886(Sm)]
interior terrain: desert
wall rating:2 strength:6
3408(Sm) Snakeman Captain: 8 w.p./100%
3412(Sm) Desert Snakemen: 100/100%/100%
3413(Sm) Desert Snakemen: 100/100%/100%
Hex 677: swamp (Sm)
3409(Sm) Snakeman Captain: 8 w.p./100%
3414(Sm) Marsh Snakemen: 100/100%/100%
3415(Sm) Dzarek Riders: 40/100%/100%
Hex 679: hills
Ruined Castle [1892]
interior terrain: ruins
Hex 680: hills
3314(BM) Fox-man: 4 w.p./100%
4703(IM) Minotaurs: 35/100%/100%
4708(IM) Giants: 25/100%/100%

Hex 682: woods
- 3315(BM) Fox-man: 4 w.p./100%
- 4701(IM) Centaurs: 40/100%/100%

Hex 686: high mountains
- 4909(An) Giant Eagles: 50/100%/100%

Hex 688: mountains (Dw)
- Mines of Stoneaxe [1866(Dw)]
  - interior terrain: caves

Hex 689: mountains (Dw)
- Ironpoint [1832(Dw)]: size 4 of 6
  - interior terrain: city
  - city trade rating: 6
  - city walls: rating:4 strength:12
- 4203(Dw+) Lord of Ironpoint (Dwarven Lord): 12 w.p./100%
- 4207(Dw) Dwarven Captain: 10 w.p./100%
- 4215(Dw) Dwarven Infantry: 75/100%/100%
- 4216(Dw) Dwarven Crossbowmen: 50/100%/100%
- Ironpoint Mines [1863(Dw)]
  - interior terrain: caves

Hex 710: wastelands
- Ruined Town [1889]
  - interior terrain: ruins

Hex 711: swamp
- 4719(IM) Bog Crabs: 40/100%/100%

Hex 712: swamp (Sm)
- Shebesh Ssash [1801(Sm)]: size 3 of 10
  - interior terrain: city
  - city trade rating: 2
- 3401(Sm*) King Ssurish (Snakeman Lord): 12 w.p./100%
- 3402(Sm+) Lord Shishrash (Snakeman Lord): 12 w.p./100%
  - Rod of Ssss [1952(Sm)]
- 3403(Sm) Marshal Essh'sh (Snakeman General): 8 w.p./100%
- 3407(Sm) Snakeman Captain: 8 w.p./100%
- 3410(Sm) Grey Snakemen: 75/100%/100%
- 3411(Sm) Grey Snakemen: 75/100%/100%
- 3416(Sm) Black Snakemen: 100/100%/100%

Hex 718: woods
- Stone Circle [1917]

Hex 719: woods (EK)
- North Tower [1848(EK)]
  - interior terrain: structure
  - fortification rating:4 strength:12
- 4404(EK+) North Warden (Noble): 8 w.p./100%
- 4409(EK) Captain: 8 w.p./100%
- 4412(EK) Light Infantry: 50/100%/100%
- 4413(EK) Archers: 50/100%/100%
- 4415(EK) Heavy Infantry: 75/100%/100%
- 4416(EK) Heavy Infantry: 75/100%/100%
- 4417(EK) Archers: 50/100%/100%

Hex 721: farmlands (EK)
- Tradition [1840(EK)]: size 4 of 6
  - interior terrain: city
  - city trade rating: 6
- 4402(EK+) Prince Larulf (Noble): 8 w.p./100%

Hex 722: hills (EK)
- South Tower [1860(EK)]
  - interior terrain: structure
  - fortification rating:4 strength:14
- 4410(EK) Light Infantry: 50/100%/100%
- 4411(EK) Archers: 50/100%/100%

Hex 750: hills (BM)
- Stronghold of the Beast Master [1902(BM)]
  - interior terrain: hills
  - fortification rating:2 strength:8
- 3301(BM*) The Beast Master (Lion-man): 16 w.p./100%
- 3303(BM) Vulture-man: 10 w.p./100%
  - Resources: enchantment mana:20
- 3309(BM) Lizard-man: 10 w.p./100%
- 3310(BM) Dog-men: 75/100%/100%
- 3311(BM) Dog-men: 75/100%/100%
- 3312(BM) Wolf-men: 100/100%/100%

Hex 752: hills
- Ruined Temple [1901]
  - interior terrain: ruins
- 4707(IM) Hobgoblins: 50/100%/100%

Hex 754: farmlands (EK)
- Eastport [1810(EK)]: size 8 of 15
  - interior terrain: city
  - city trade rating: 10
  - city walls: rating:2 strength:7
- 4401(EK*) King of The East (Noble): 8 w.p./100%
- 4405(EK) High Priest of Duhal: 10 w.p./100%
  - Resources: holy mana:30
- 4408(EK) Captain: 8 w.p./100%
- 4414(EK) Heavy Cavalry: 25/100%/100%

Hex 755: farmlands (EK)
- Sandport [1824(EK)]: size 5 of 10
  - interior terrain: city
  - city trade rating: 8
  - city walls: rating:2 strength:6
- 4403(EK+) Duke of Sandport (Noble): 8 w.p./100%

Hex 817: hills
- Stone Circle [1945]

Hex 818: high mountains
- Ancient Ruined Fort [1910]
  - interior terrain: ruins
- Gold Mine [1905(IM)]
  - interior terrain: caves
- 4715(IM) Darklings: 100/100%/100%
- 4716(IM) Giants: 40/100%/100%