

COSMOS Fantasy - War of the Dark God

BASIC GAME TYPICAL WORLD MAP, 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 Elf eater (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 Golden oak (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(CI)]: size 2 of 4
 interior terrain: city
 city trade rating: 5
 city walls: rating:2 strength:6
 5401(CI) 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%