

COSMOS Fantasy - Struggle for Cofain

TYPICAL WORLD MAP, TURN 0

MAP NOTES

- Hex 90: plains (PI)
Flatisle [1810(PI)]: size 4 of 7
interior terrain: city
city trade rating: 8
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): 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
4103(Mo) Giants: 30/100%/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: 50/100%/100%
- Hex 128: woods (GE)
Emerald [1803(GE)]: size 6 of 10
interior terrain: woods
city trade rating: 10
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 131: hills
4202(GI) Giant Spiders: 40/100%/100%
4203(GI) Giant Spiders: 30/100%/100%
- Hex 132: mountains
4105(Mo) Giants: 40/100%/100%
- Hex 146: hills
4104(Mo) Minotaurs: 50/100%/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: 150/100%/100%
3508(MD) Dwarven Crossbowmen: 150/100%/100%
- Gold Mine [1861(MD)]
interior terrain: caves
- 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
3701(FH) General: 8 w.p./100%
3702(FH) Heavy Infantry: 150/100%/100%
3703(FH) Crossbowmen: 150/100%/100%
3704(FH) Guard Captain: 8 w.p./100%
3705(FH) City Guard (Crossbowmen): 100/100%/100%
- Hex 169: woods
4106(Mo) Treants: 30/100%/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: 200/100%/100%
3503(MD) Dwarven Crossbowmen: 200/100%/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 173: jungle
4207(GI) Giant Ants: 250/100%/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
4204(GI) Giant Ants: 350/100%/100%
- Hex 188: hills
4011(Go) Hobgoblin Captain: 6 w.p./100%
4012(Go) Hobgoblins: 100/100%/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: 100/100%/100%
- Hex 193: plains (FH)
Southshore [1813(FH)]: size 3 of 6
interior terrain: city
city trade rating: 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): 150/100%/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
4001(Go) Hobgoblin Captain: 6 w.p./100%
4002(Go) Hobgoblins: 100/100%/100%
4003(Go) Hobgoblins: 100/100%/100%
4004(Go) Goblins: 100/100%/100%
4005(Go) Goblins: 100/100%/100%
- Hex 212: hills (FH)
Hillford [1814(FH)]: size 2 of 5
interior terrain: city
city trade rating: 7
3711(FH) Hero: 10 w.p./100%
3712(FH) Hill Men: 100/100%/100%
3713(FH) Hill Men: 100/100%/100%
3714(FH) Woodsmen: 100/100%/100%
3715(FH) Woodsmen: 100/100%/100%
- Hex 215: 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 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) Centaurs: 70/100%/100%
- Hex 228: mountains
4205(GI) Giant Spiders: 50/100%/100%
- Hex 229: wooded hills
4013(Go) Hobgoblin Captain: 6 w.p./100%
4014(Go) Goblin Wolfriders: 60/100%/100%
- Hex 231: jungle
4206(GI) Giant Ants: 400/100%/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 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 Riders: 20/100%/100%
- Hex 268: high mountains
4112(Mo) Minotaurs: 45/100%/100%
- Hex 269: plains (HV)
Eastvale [1815(HV)]: size 5 of 10
interior terrain: city
city trade rating: 8
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): 200/100%/100%
- Hex 271: swamp
4115(Mo) Swamp Thing: 36 w.p./100%
- Hex 272: swamp
4114(Mo) Bog Crabs: 60/100%/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 290: hills
4113(Mo) Giants: 50/100%/100%
- Hex 307: 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 329: 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