



Nigel Secomb

DROP BEARS	
Account Number	0001
Position Number	3266
Phone Number	
Turn Number	1

KnightGuild (tm) - Midgard variant	Version 9.4
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This Turn Printed	1/02/2022
Last Turn Printed	1/17/2022
Time Between Turns	15

KnightGuild Date	7 / 1001
Current Cycle	7
MIDGARD	KnightGuildTest
Summer; Very Wet	

Process Instructions:

Announcements:

Welcome to Midgard-USA2 Cycle 7.

Be sure to get the current copy of the rule book before doing actions for this cycle.

1. All Construction projects that were marked completed were cleared out of the system and any buildings they were creating were added to the appropriate building count. There were a lot of bad records and your counts might be off - check them.
2. All Tasks that were completed or cancelled and not accepted were deleted.
3. All account information should be reset.
4. Maps were updated.
5. Operations can now handle all the various items.
6. Traces were updated.
7. Construction projects have a new field "Assigned Mancycles". It was initially set to "Available Mancycles". It may take a cycle or two for it to catch up, but it should clear up the issues with mancycles going forward.
8. Mode processing has been updated.

Please read the rulebook when filling out your actions or take advantage of the Excel template.

New error messages were added in an effort to clear up some issues.

Jon, Stan, Jon Jr.

Date	Transaction	Credit	Amount	Balance
12/28/2021	Clan Setup: DROP BEARS	No	0.00	\$0.00

#	Action	Cost MPs	Credit MPs	Balance MPs
	Movement Type: LAND			
	--- Begin land mode: NOR / *** MOVEMENT IS ALLOWED ***			
	--- Movement rate: LAND			
	Movement points from table:			1,000
	--- Adjustment for Spring; Very Wet weather: -100			900
	Beginning movement points:			900
1	MODE / LAND / TRV / / TRV / /	105	207	1,002
	Mode changed - action cost (5), Beginning (50) and Ending (50).			
2	COMBAT / TRIGGER / ATTACKED / / / /	5		997
3	COMBAT / OPTION / AVOID / / / /	5		992
4	COMBAT / LOSSES / 10 / / / /	5		987
	We set our combat loss limit to 10 percent, m'Lord			
5	UNIT / 1 / ORDER / SCT,S,1,2,3 / / /	5		982
	Unit orders set, m'Lord.			
6	UNIT / 5 / ORDER / SCT,S,4,5,6 / / /	5		977
	Unit orders set, m'Lord.			
7	UNIT / 6 / ORDER / SCT,S,7,8,0 / / /	5		972
	Unit orders set, m'Lord.			
8	MOVE / TO / D-08-20-09 / / / /	75		897
	We have moved to D-08-20-09, m'Lord.			
9	MOVE / ROAD / D-08-20-10 / / / /	50		847
	We have moved to D-08-20-10, m'Lord.			
10	MOVE / ROAD / D-08-20-11 / / / /	50		797
	We have moved to D-08-20-11, m'Lord.			
11	MOVE / ROAD / D-08-20-12 / / / /	50		747
	We have moved to D-08-20-12, m'Lord.			
12	MOVE / ROAD / D-08-19-13 / / / /	50		697
	We have moved to D-08-19-13, m'Lord.			
13	MOVE / ROAD / D-08-19-14 / / / /	50		647
	We have moved to D-08-19-14, m'Lord.			
14	MOVE / ROAD / D-08-19-15 / / / /	50		597
	We have moved to D-08-19-15, m'Lord.			
15	CLAN / ENTER / / / / /	25		572
	We have entered the city of YMAR, m'Lord.			
16	UNIT / 1 / CVR / / / /	10		562
	The CVR for (#1216) has been gathered, m'Lord			
17	MAP / D-09 / / / / /	25		537
	We acquired a map of D-9, m'Lord!			
18	MAP / E-08 / / / / /	25		512

	We acquired a map of E-8, m'Lord!			
19	MAP / E-09 / / / / /	25		487
	We acquired a map of E-9, m'Lord!			
20	TASK / REQUEST / INDEPENDENT / OFFICE / / /	25		462
	We have requested a task, m'lord.			
21	TASK / REQUEST / INDEPENDENT / OFFICE / / /	25		437
	We have requested a task, m'lord.			
22	BUY / STN / 1500 / BEST / / /	15		422
	We purchased 1500 of them for 5.00 IC each, m'Lord.			
23	BUY / LMR / 1500 / BEST / / /	15		407
	We purchased 1500 of them for 7.00 IC each, m'Lord.			
24	BUY / MFG / 1500 / BEST / / /	15		392
	We purchased 600 of them for 23.00 IC each, m'Lord.			
25	BUY / MTL / 1500 / BEST / / /	15		377
	We purchased 1500 of them for 10.00 IC each, m'Lord.			
26	CONSTRUCT / 1 / OFFICE / INDEPENDENT / 2 / /	100		277
	The office project is underway, m'Lord.			
27	CONSTRUCT / 1 / MANPOWER / 2000 / / /	50		227
	We assigned 2000 mancycles to Project 1, m'Lord			
28	CLAN / RECRUIT / 500 / 250 / IC / /	100		127
	We have recruited 32 men, m'Lord. They were IRR-C			
29	CLAN / RECRUIT / 500 / 250 / IC / /	100		27
	We have recruited 36 men, m'Lord. They were IRR-C			
30	CLAN / RECRUIT / 0 / 0 / IC / /	100		(73)
	We have recruited 31 men, m'Lord. They were IRR-C			

Transactions applied this cycle

Date	Faction	Type	From	Crowns	Influence	Retainers
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Name	DROP BEARS	Renown	99
Faction	INDEPENDENT	Rank / Title	
Secondary Faction		Sub-Faction	
Current Location	D-08-19-15	Kingdom	INDEPENDENT

Mode	NOR	Argument	
Movement Conditional	NONE	Trigger	

Combat Conditional		Trigger	ATTACKED
Combat Option	AVOID	Advance	
Combat Loss Limit	10	Retreat	
Battle Plan Date			

Bank Account (in Gold)		Treasury (in Gold)		Retainers	
Start Balance	0.00	Start Balance	298,215.00	Starting Men	1,289
Deposits	0.00	Income	0.00	Men Gained	99
Withdraws	0.00	Payments	7,500.00	Men Lost	0
Transfers	0.00	Retainer Pay	644.50	Men Wounded	0
End Balance	0.00	Loot	0.00	Men Captured	0
		Purchases	46,800.00	Prisoners	0
Heir		Retainer Bonus	1,500.00	Pay Rate	\$0.50
		Net Total Sales	0.00	Unassigned	0
		Ending Balance	241,770.50	Total Men	1,388

Sea Transport (Tons)		Land Transport		Mounts	
Available	0	Available	60,200	Available	1400
Required	724	Required	122,315	Required	1099
Remaining	(724)	Remaining	(62,115)	Remaining	301

Provisions	Start	End	Wagons?	No	Wagon Cargo
Class A	98,810	97,422			0

Class B	Class C	Dispensation	Crowns	Retainers	Influence
0	0	Start			

Faction	Influence	Increase	Expended	End
INDEPENDENT	400			

Stockpile						
Type	Item	Code	UoM	Qty	Weight	Total
Animal	(LVS) - Livestock	LVS	Each	400	0	0
Animal	(HRS) - Quarter Horse	HRS	Each	1,400	0	0
Armor	(ACA) - Average Chain Armor	ACA	Each	25	15	375
Armor	(ALA) - Average Leather Armor	ALA	Each	160	6	960

Armor	(APA) - Average Padded Armor	APA	Each	125	4	500
Armor	(ARS) - Average Round Shield	ARS	Each	125	4	500
Food	(FSH) - Fish	FSH	Barrel	10	50	500
Food	(FRT) - Fruit	FRT	Bag	10	40	400
Food	(GRN) - Grain	GRN	Bag	10	40	400
Ingredient	(LMR) - Lumber	LMR	Bundle	1,200	20	24,000
Ingredient	(MFG) - Manufactured Good	MFG	Each	500	10	5,000
Ingredient	(STN) - Stone	STN	Each	1,000	5	5,000
Metals	(MTL) - Metal	MTL	Crate	1,400	60	84,000
Weapon	(ALB) - Average Long Bow	ALB	Each	60	3	180
Weapon	(ASB) - Average Short Bow	ASB	Each	75	2	150
Weapon	(ASW) - Average Short Sword	ASW	Each	175	2	350
						122,315

Shipyard Orders

Priority	Shipyard	Code	Ship Name	Qty	Completed
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BACKGROUND

The Drop Bears originated in the coastal forests of northern Kalamar, but an unnaturally rapid sinking of their ancestral lands forced them to adapt to a life upon the seas and waterways. The clan has worked it's way up from a dozen lowly deckhands to a group several hundred strong in command of several vessels.

In most respects the clan are typical independent seagoing traders, though when not trading in a market they tend to be aloof and keep mostly to themselves. They typically sport a number of tattoos, and are rumored to follow a lunar cult with few similarities to the mainstream religions, though they never speak of their spiritual beliefs or rites.

When asked what they most want, they answer 'To make a new homeland for our families'.

SCOUTING REPORT

The following clans were sighted in or near the City of YMAR:
(#3267) WOMBATS INC

#	Terrain	Location	Cost	#	Terrain	Location	Cost
0	Grassland	D-08-20-09	75				
0	Grassland/Road	D-08-20-10	50				
0	Grassland/Road	D-08-20-11	50				
0	Grassland/Road	D-08-20-12	50				
0	Grassland/Road	D-08-19-13	50				
0	Cultivated/Road	D-08-19-14	50				
1	City - YMAR	D-08-19-15	50				

Modes:

Current Mode	TRV	Current Mode Argument	
Ending Mode	TRV	Ending Mode	
Current Naval Mode		Current Naval Mode Argument	
Ending Naval Mode		Ending Mode Argument	

The following was sighted:

The following clans were sighted in or near the City of YMAR:

#	Type	Name	Sex	Armament	
1	Knight	AMELIA GUMDROPS	Female		
				Tokens	
	Skills	19 Skill Points Available Need Skills			
2	Follower	BRUCE DE BEAR	Male		
				Tokens	
	Skills	Need Skills!			
3	Follower	CHLOE 'BULLSEYE' LONGDROP	Female		
				Tokens	
	Skills	Need Skills!			
4	Follower	DAVID 'HIGHLANDER' GRAVITY	Male		
				Tokens	
	Skills	Need Skills!			

Unit	Description	Armament	# Men	Cav	Class	Status	Orders
0	BAGGAGE TRAIN	UA	1,000	No	IRR-C	A	
	Experience	10.00	Discipline	1.00	Loyalty	1.00	Morale 1.00
	Inside City			Ldr		Spacing	NORMAL
1		APA, ASW, ASP	15	Yes	IRR-C	A	SCT,S,1,2,3
	Experience	10.00	Discipline	1.00	Loyalty	1.00	Morale 1.00
	Inside City			Ldr		Spacing	NORMAL
	Mount	Quarter Horse		Qty	19		
2		APA, ASW	15	Yes	IRR-C	A	RSV
	Experience	10.00	Discipline	1.00	Loyalty	1.00	Morale 1.00
	Inside City			Ldr		Spacing	NORMAL
	Mount	Quarter Horse		Qty	19		
3		ALA, ALS	50	Yes	IRR-C	A	SUP /4
	Experience	10.00	Discipline	1.00	Loyalty	1.00	Morale 1.00
	Inside City			Ldr		Spacing	NORMAL
	Mount	Quarter Horse		Qty	63		
4		ACA, ALS, ARS	60	Yes	IRR-C	A	FMB
	Experience	10.00	Discipline	1.00	Loyalty	1.00	Morale 1.00
	Inside City			Ldr		Spacing	NORMAL
	Mount	Quarter Horse		Qty	75		
5		APA, ASB	25	Yes	IRR-C	A	SCT,S,4,5,6
	Experience	10.00	Discipline	1.00	Loyalty	1.00	Morale 1.00

	Inside City			Ldr		Spacing	NORMAL
	Mount		Quarter Horse	Qty	32		
6		APA, ASB	25	Yes	IRR-C	A	SCT,S,7,8,0
	Experience	10.00	Discipline	1.00	Loyalty	1.00	Morale 1.00
	Inside City			Ldr		Spacing	NORMAL
	Mount		Quarter Horse	Qty	32		
91		NA	99	No	IRR-C	A	
	Experience	10.00	Discipline	1.00	Loyalty	1.00	Morale 1.00
				Ldr		Spacing	NORMAL
		Total Retainers:	1,289		Total Mounts:		

Unassigned Retainers	
Unit Class	Current Men
IRR-C	99

Project #1: CONSTRUCT INDEPENDENT OFFICE

<u>Materials</u>	<u>Required</u>	<u>Available</u>		<u>Mancycles</u>	
Lumber	300	300		Required	2,000
MF Goods	100	100		Completed	2,000
Metals	100	100		Remaining	0
Stone	500	500			
Crowns	0.00	0.00		Assigned	2,000
Horses	0	0		Quantity	2

Project Description

CONSTRUCT INDEPENDENT OFFICE. The project is underway, m'Lord.
This project has been completed, m'Lord.

Task Number	3058	Faction By	INDEPENDENT		
Task:	For building a Guild Hall				
Date Offered	1/17/2022	Date Accepted		Difficulty	LOW
Assistance	NONE				
Crowns	2000.00	Influence	200	Retainers	20
Description					
The Guild Hall can be built anywhere, on any continent.					

Task Number	3059	Faction By	INDEPENDENT		
Task:	For building a Guild Hall				
Date Offered	1/17/2022	Date Accepted		Difficulty	LOW
Assistance	NONE				
Crowns	2000.00	Influence	200	Retainers	20
Description					
The Guild Hall can be built anywhere, on any continent.					



(# 1216) YMAR - INDEPENDENT Kingdom

City Description	
Faction	INDEPENDENT
Location	D-08-19-15
Province	BROKLANT
Mode	NOR

City Statistics (est)	
Population	10,000
Protected	10,000
Shipyards	0
Crisis Index	1.00

#	Sector Type
5	Agriculture
0	Orchard
0	Ranch
0	Village
1	Road
0	Sea Route
2	Linked Cities
6	Deep Water
13	Shallow Water
	Trade Routes

#	Sector Type
31	Mountains
1	Rough
0	Plains
1	Lt Forest
2	Hvy Forest
0	Marsh
11	Sand
15	Hvy Grass
30	Lt Grass
1	Volcano

Faction Buildings	Open	Closed
BANNER	1	0
BORDIER	2	0
INDEPENDENT	6	0
GETHAM	4	0
MERC	3	0
RING	2	0
SEEKER	1	0

Ratings (est)	#	Buildings
3.0 Walls	0	Annexes
4.2 Towers	0	Armory
2.5 Moats	0	Barracks
1.3 Ditches	0	Circus Maximus
0.0 Hedges	2	Cultural
4.0 Pits	4	Education
	0	Grainaries
	1	Guild Halls
	0	Hospitals
	0	Ippodromes
	0	Training

Item Code	Item	Type	UoM	On Market	Buying Price	Selling Price
ACA	AVERAGE CHAIN ARMOR	Armor	Each	30	100.00	178.00
AFP	AVERAGE FULL PLATE	Armor	Each	5	1,500.00	2,480.00
ALA	AVERAGE LEATHER ARMOR	Armor	Each	50	10.00	20.00
APA	AVERAGE PADDED ARMOR	Armor	Each	50	5.00	8.50
APP	AVERAGE PARTIAL PLATE ARMOR	Armor	Each	3	600.00	1,099.00
ARA	AVERAGE RING LEATHER ARMOR	Armor	Each	40	25.00	46.00
ARS	AVERAGE ROUND SHIELD	Armor	Each	100	4.00	7.00
UNF	UNIFORM	Clothing	Each	50	2.00	3.00
UFW	WINTER UNIFORM	Clothing	Each	30	4.00	8.00

FSH	FISH	Food	Barrel	2,812	2.50	4.00
FRT	FRUIT	Food	Bag	760	3.50	6.25
GRN	GRAIN	Food	Bag	2,740	2.00	3.00
HNY	HONEY	Food	Cask	120	4.00	8.00
LVS	LIVESTOCK	Food	Each	240	8.00	15.00
MET	MEAT	Food	Barrel	480	3.00	5.00
OLV	OLIVE OIL	Food	CASK	460	5.00	8.00
WIN	WINE	Food	CASK	700	3.00	5.50
COL	COAL	Ingredient	Bag	400	2.00	3.00
CTC	COTTON CLOTH	Ingredient	Bundle	50	1.00	1.00
LHR	LEATHER	Ingredient	Bundle	432	2.00	4.00
LNC	LINEN CLOTH	Ingredient	Bundle	100	2.00	4.00
LMR	LUMBER	Ingredient	Bundle	3,000	4.00	7.00
MFG	MANUFACTURED GOOD	Ingredient	Each	600	12.00	20.00
STP	SALTPETER	Ingredient	Barrel	1,130	4.00	7.00
SPC	SPICE	Ingredient	Bag	16	4.00	7.00
STN	STONE	Ingredient	Each	7,100	3.00	5.50
SUG	SUGAR	Ingredient	Sack	45	2.00	4.00
SPR	SULPHUR	Ingredient	Barrel	720	2.00	4.00
WLC	WOOL CLOTH	Ingredient	Bundle	400	2.00	4.00
MTL	METAL	Metals	Crate	2,500	6.00	10.00
CTN	COTTON	Raw Material	Bag	528	1.00	2.50
FLX	FLAX	Raw Material	Bag	760	0.50	1.75
HMP	HEMP	Raw Material	Bag	528	2.00	4.00
IGO	INDIGO	Raw Material	Bag	176	1.00	1.50
MAR	MARBLE STONE	Raw Material	EACH	670	10.00	20.00
LSW	LIGHT SIEGE WEAPON	Siege	EACH	20	200.00	330.00
MEW	MEDIUM SIEGE WEAPON	Siege	EACH	10	400.00	709.00
CRT	CART	Transport	Each	20	22.00	36.00
HDF	DRAFT HORSE	Transport	Each	120	20.00	40.00
WNF	FREIGHT WAGON	Transport	Each	10	89.00	164.50
LTC	LIGHT CHARIOT	Transport	Each	5	1,000.00	1,835.00
MUL	MULE	Transport	Each	28	14.00	23.00
OXE	OXEN	Transport	Each	16	12.00	23.00
HRS	QUARTER HORSE	Transport	Each	768	16.00	28.00
WGN	WAGON	Transport	EACH	30	49.00	89.50
ABS	AVERAGE BASTARD SWORD	Weapon	Each	40	35.00	56.00
ABA	AVERAGE BATTLE AXE	Weapon	Each	100	100.00	168.00
ACM	AVERAGE CLAYMORE	Weapon	Each	30	100.00	193.00
ADG	AVERAGE DAGGER	Weapon	Each	50	2.00	4.00
AHB	AVERAGE HALBERD	Weapon	Each	30	10.00	16.00

AHA	AVERAGE HAND AXE	Weapon	Each	50	10.00	15.00
AHC	AVERAGE HEAVY CROSSBOW	Weapon	Each	25	50.00	91.00
ALN	AVERAGE LANCE	Weapon	Each	50	10.00	19.00
ALC	AVERAGE LIGHT CROSSBOW	Weapon	Each	20	35.00	60.00
ALB	AVERAGE LONG BOW	Weapon	Each	25	75.00	141.50
ALS	AVERAGE LONG SWORD	Weapon	Each	25	50.00	81.00
AME	AVERAGE MACE	Weapon	Each	40	5.00	8.50
AML	AVERAGE MAUL	Weapon	Each	40	20.00	40.00
AMC	AVERAGE MEDIUM CROSSBOW	Weapon	Each	30	40.00	76.00
API	AVERAGE PIKE	Weapon	Each	50	5.00	8.00
ARB	AVERAGE RECURVE BOW	Weapon	Each	35	100.00	196.00
ASB	AVERAGE SHORT BOW	Weapon	Each	100	30.00	47.00
ASW	AVERAGE SHORT SWORD	Weapon	Each	100	10.00	16.00
ASW	AVERAGE SHORT SWORD	Weapon	Each	100	10.00	19.00
ASP	AVERAGE SPEAR	Weapon	Each	80	5.00	8.00
AWH	AVERAGE WAR HAMMER	Weapon	Each	40	12.00	23.00

Training Halls

#	Skill Name	Max Level
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CITY JAIL

A couple accused of being Raondran spies are awaiting trial.

RESTRICTIONS

ENTRY - NOT RAONDRA.
 CONSTRUCTION - RING TO LEVEL 6 APPROVED.
 CONSTRUCTION - SEEKER TO LEVEL 6 APPROVED.
 CONSTRUCTION - IMPERIAL TO LEVEL 0 APPROVED.
 CONSTRUCTION - RAONDRA TO LEVEL 0 APPROVED.
 CONSTRUCTION - CAMDEN TO LEVEL 0 APPROVED.
 MARKET - FREIGHT WAGON TO INDEPENDENT.
 MARKET - SULPHUR TO NOT SEEKER.
 MARKET - SUGAR TO CITY.

FACTION ISSUES

Rumors of Raondran plans to 'acquire' cities in neighboring regions have put the city on edge.

CITY ACTIVITIES

The city militia is being expanded, trained and equipped in anticipation for possible invasion from the east. City officials have explained reports of explosions in the nearby mountains as merely load rockslides, and the teams going to and from the area as tunnel construction crews.

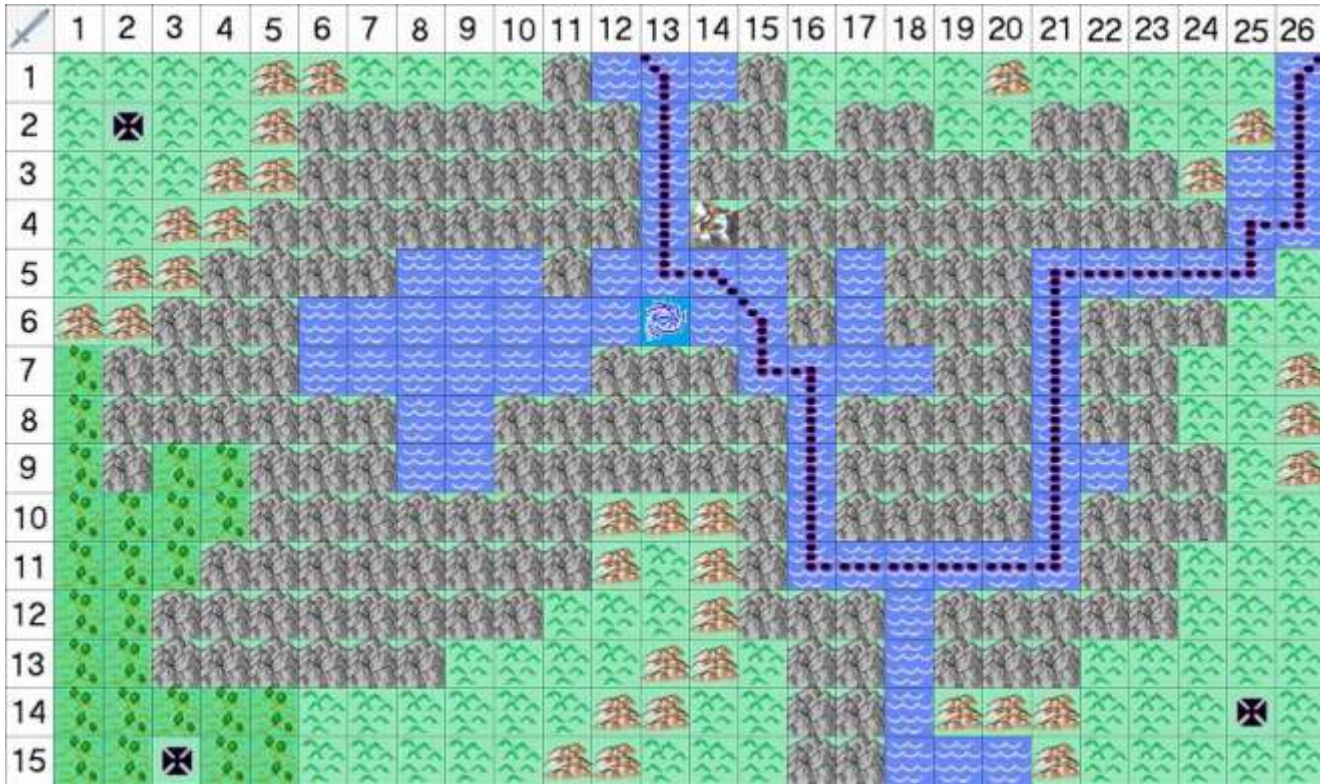
Note: some aspects of the sample CVR above has been edited for dramatic effect. The layout has not been changed.



1/17/2022

Map of Region D-9 in HIGART Province

INDEPENDENT



Location	Type	Position	Name	Faction
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MAP INDEX

a			(70) - Plains	A		Road N/S
b			(75) - Grassland	B		Road E/W
c			(85) - Heavy Grassland	C		Road SE/NW
d			(90) - Light Forest	D		Road SW/NE
e			(125) - Heavy Forest	E		Road N
f			(110) - Rough	F		Road NE
s			(135) - Sand	G		Road E
h			(185) - Marsh	H		Road SE
i			(***) - Deep Water	I		Road S
j			(175) - Mountains	J		Road SW
k			(80) - Orchard	K		Road W
l			(75) - Cultivated	L		Road NW
m			(50) - City	N		Sea Route N/S
n			(50) - Imperial Holding	P		Sea Route N
o			(***) - Shoal / Reef	X		Sea Route NE
p			(***) - Maelstrom	W		Sea Route E
q			(75) - Village	Y		Sea Route SE
r			(75) - Ranch	O		Sea Route S
s			(95) - Canal	[	Sea Route SW
t			(55) - Ruins	Q		Sea Route W
v			(95) - Volcano	Z		Sea Route NW
z			(***) - Shallow Water	V		Heligraph

MAP INDEX

a			(70) - Plains	A		Road N/S
b			(75) - Grassland	B		Road E/W
c			(85) - Heavy Grassland	C		Road SE/NW
d			(90) - Light Forest	D		Road SW/NE
e			(125) - Heavy Forest	E		Road N
f			(110) - Rough	F		Road NE
s			(135) - Sand	G		Road E
h			(185) - Marsh	H		Road SE
i			(***) - Deep Water	I		Road S
j			(175) - Mountains	J		Road SW
k			(80) - Orchard	K		Road W
l			(75) - Cultivated	L		Road NW
m			(50) - City	N		Sea Route N/S
n			(50) - Imperial Holding	P		Sea Route N
o			(***) - Shoal / Reef	X		Sea Route NE
p			(***) - Maelstrom	W		Sea Route E
q			(75) - Village	Y		Sea Route SE
r			(75) - Ranch	O		Sea Route S
s			(95) - Canal	[	Sea Route SW
t			(55) - Ruins	Q		Sea Route W
v			(95) - Volcano	Z		Sea Route NW
z			(***) - Shallow Water	V		Heligraph



1/17/2022

Map of Region E-9 in ISLANT Province

RAONDRA



Location	Type	Position	Name	Faction
E-09-14-09	CITY	1234	PERCHERON	RAONDRA
E-09-20-12	CITY	1235	APPALOOSA	RAONDRA
E-09-24-06	CITY	1236	BRANDENBURG	RING

MAP INDEX

a			(70) - Plains	A		Road N/S
b			(75) - Grassland	B		Road E/W
c			(85) - Heavy Grassland	C		Road SE/NW
d			(90) - Light Forest	D		Road SW/NE
e			(125) - Heavy Forest	E		Road N
f			(110) - Rough	F		Road NE
s			(135) - Sand	G		Road E
h			(185) - Marsh	H		Road SE
i			(***) - Deep Water	I		Road S
j			(175) - Mountains	J		Road SW
k			(80) - Orchard	K		Road W
l			(75) - Cultivated	L		Road NW
m			(50) - City	N		Sea Route N/S
n			(50) - Imperial Holding	P		Sea Route N
o			(***) - Shoal / Reef	X		Sea Route NE
p			(***) - Maelstrom	W		Sea Route E
q			(75) - Village	Y		Sea Route SE
r			(75) - Ranch	O		Sea Route S
s			(95) - Canal	I		Sea Route SW
t			(55) - Ruins	Q		Sea Route W
v			(95) - Volcano	Z		Sea Route NW
z			(***) - Shallow Water	V		Heligraph