

Hex number:

RAW MATERIALS:

- Herds of Cattle
- Stream of Fish
- Quality Wood
- A flock of Sheep
- A pit of Copper
- A Limestone deposit
- Rice plants
- Masses of Clay
- Herd of Deer
- The presence of Ore
- Strong and sturdy Bamboo
- Wheat
- Vein of Gold

BONUS FEATURES:

- Waystones
- Underground tunnels

TERRAIN TYPE:

- Mountain
- Desert
- Grassland / Plain
- Hills
- Snow
- Water
- Forest
- Swamp

BUILDINGS:

- | | | |
|--|-------------------------------------|--|
| Hamlet <input type="checkbox"/> | Camp <input type="checkbox"/> | Training grounds <input type="checkbox"/> |
| Village <input type="checkbox"/> | Farm <input type="checkbox"/> | Workshop <input type="checkbox"/> |
| Town <input type="checkbox"/> | Field <input type="checkbox"/> | Handler's Den <input type="checkbox"/> |
| City <input type="checkbox"/> | Pasture <input type="checkbox"/> | Alter of Blessing <input type="checkbox"/> |
| Capital <input type="checkbox"/> | Watchtower <input type="checkbox"/> | Light Barrage <input type="checkbox"/> |
| Gold mine <input type="checkbox"/> | Fort <input type="checkbox"/> | Deep mine <input type="checkbox"/> |
| Sawmill <input type="checkbox"/> | Fortress <input type="checkbox"/> | Skyship factory <input type="checkbox"/> |
| Quarry <input type="checkbox"/> | Silo <input type="checkbox"/> | Sacrificial Pit <input type="checkbox"/> |
| Metallurge <input type="checkbox"/> | Shipyard <input type="checkbox"/> | Pedestal of Bones <input type="checkbox"/> |
| Cutting plant <input type="checkbox"/> | Lighthouse <input type="checkbox"/> | |
| Plantation <input type="checkbox"/> | Road <input type="checkbox"/> | |
| Extraction site <input type="checkbox"/> | Ranch <input type="checkbox"/> | |
| Meadow <input type="checkbox"/> | Mansion <input type="checkbox"/> | |
| Fishing boats <input type="checkbox"/> | Foundry <input type="checkbox"/> | |

MOVEMENT PENALTY:

HEX UPKEEP / INCOME:

