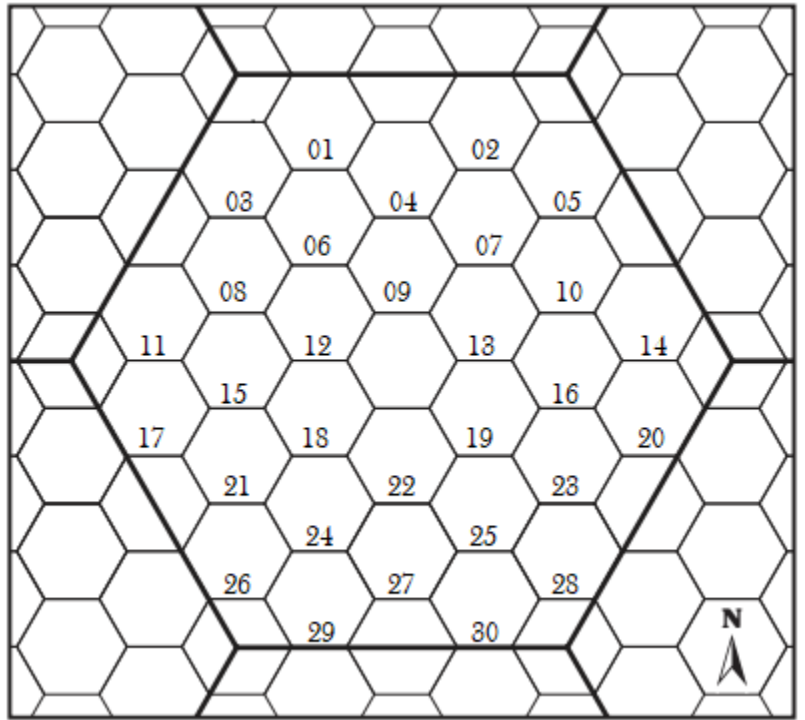


	number - name
1d	terrain type
6	
1	
2	
3	
4	
5	Faction(s):
6	Special:
7	
8	
9	
10	



Points of Interest
