



**The Dominions 3
Mapmaking Manual
v3.22**

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1 Requirements

With the help of a simple text editor and a paint program like Gimp or Photoshop it is possible to create new maps for Dominions 3.

It is advisable for Windows users to use a text editor other than Notepad because Dominions uses Unix type endline characters and Notepad handles endline characters differently than Unix based systems. Using Notepad may work, depending on your system, but it is not guaranteed that your maps will work for others without problems. Some viable alternatives would be e.g. Crimson Editor and Notepad++.

2 Map Commands

Once you have drawn your map you have to create a .map file that contains certain information about the map e.g. the title of the map and which provinces borders on which. The easiest way to create a working map file is to use the map editor in Dominions 3. Load the map you have drawn and click in all borders and terrains. After the map file has been saved you can edit it manually in a text editor if you want to add some extra map commands. Many map commands cannot be entered via the map editor.

When a game is created on the map, Dominions first randomly determines province names, amount of population, poptypes, independent defenders, magic sites and other such things. The map commands specified in the map file are applied only after this has been done. This can sometimes lead to results that the mapmaker, especially a beginning mapmaker, did not expect. The map commands that most often lead to such confusion have warnings and explanations of the most common problems.

Several map commands will require knowing monster numbers, fort numbers, poptype numbers, magic site numbers or other identifying information. In addition to terrain types and victory conditions, the tables in this manual list nation numbers, fort numbers and poptype numbers. Names and numbers for magic sites and monsters are available through other fan-made documentation. You can also check monster numbers and item numbers in the game by selecting the monster or item and pressing **shift+i**.

2-1 Required Map Commands

These map commands must exist in every map file or the map will not work.

2.1.1 #dom2title <text>

The title of the map. This must be the first command for every map.

2.1.2 #imagefile <filename>

The image file of the map in Targa (.tga) or SGI (.rgb) format. The file should be at least 256x256 pixels large and saved in 24 or 32 bit color, uncompressed or RLE. A suitable size for a map might be about 1600x1200 pixels. For more detailed information related to the image file, see **Chapter 6: The Map Image File**.

2-2 Basic Map Commands

These map commands are some of the most basic commands of mapmaking. These commands do not require an active province (see Province Commands) even if they affect a specific province.

2.2.1 #scenario

This command tags the map as a scenario and this will be indicated by a small burning star when selecting a map. It disables most game setup options, because those are supposed to be determined by map commands in the scenario map file.

2.2.2 #description "text"

The description of the map that is shown after selecting a map to play on.

2.2.3 #neighbour <province nbr> <province nbr>

Makes it possible to move between these two provinces (in both directions). Use the map editor to set province neighbors. Doing it from the map file with a text editor is VERY difficult.

2.2.4 #landname <province nbr> "name"

Sets the name of a specific province.

2-3 Setting Terrain for Provinces

2.3.1 #terrain <province nbr> <terrain mask>

Sets the terrain of a province. The terrain is calculated by adding certain numbers for different terrain types or other attributes. You should use the map editor to set these values as it would be very difficult to do it by hand.

Nbr	Terrain
0	Plains
1	Small Province
2	Large Province
4	Sea
8	Freshwater
16	Mountain
32	Swamp
64	Waste
128	Forest
256	Farm
512	Nostart
1024	Many Sites
2048	Deep Sea
4096	Cave
4194304	Border Mountain

Table 1: Basic terrain masks

Terrain masks are listed in **Table 1** and **Table 2**. Note that the terrain masks used in editing maps are NOT the same as the terrain masks in the Modding Manual that are used in modding magic sites.

All terrain masks listed in **Table 1** can be set from the map editor. The terrain masks in **Table 2** cannot be added from the map editor and you must add them to the base terrain mask calculated by the map editor. The advanced terrain masks make it more likely that when a magic site is placed in the province, it will be of that specific type.

2-4 Advanced Map Commands

These map commands are not necessary to get a working map, but they allow a great deal of customization and enhancement. These commands do not require an active province (see Province Commands) even if they affect a specific province.

Many of these commands are global and affect all provinces on the map or map attributes that are not directly tied to a specific province. It is recommended that they be placed at the start of the map file after the description.

2.4.1 #maptextcol <red> <green> <blue> <alpha>

Sets the color used to print province names. Each value should be between 0.0 and 1.0.

Nbr	Terrain
8192	Firesite
16384	Airsite
32768	Watersite
65536	Earthsites
131072	Astralsite
262144	Deathsites
524288	Naturesites
1048576	Bloodsites
2097152	Holysites

Table 2: Special terrain masks

2.4.2 #defaultmapzoom <value>

Sets the default zoom level on the map. Value should be between 0.0 and 2.0. This command adjusts the displayed size of forts, flags, temples etc relative to the map image file. If the default view (shown by the End key) looks too small or large, adjust this value until it looks right.

2.4.3 #features <0-100>

Sets the magic site frequency. Default is 45 for an Early Era game, 40 for a Middle Era game and 35 for a Late Era game. This command will override the site frequency specified in the game setup screen.

2.4.4 #allowedplayer <nation nbr>

Makes this nation one of the allowed nations to play on this map. Use this command multiple times or the map will only be able to host one player. This command can be used to make era specific maps.

2.4.5 #nohomelandnames

When this switch is used, homelands will no longer be named after their starting nations. For example, the home of Abysia might be called The Summer Lands or whatever.

2.4.6 #nonamefilter

Map filter that displays province names is disabled when this command is used. Does not work correctly.

2.4.7 #computerplayer <nation nbr> <difficulty>

This nation will always be controlled by the computer. Difficulty ranges from one to five. One is Easy AI. Two is Standard difficulty, followed by Difficult (3), Mighty (4) and Impossible (5) AI.

2.4.8 #allies <nation nbr> <nation nbr>

These two players will not attack each other. This command will only affect computer players.

2.4.9 #victorycondition <condition nbr> <attribute>

The game will end when one player fulfills a special condition, see **Table 3**. Dominion score is 11-20 points per converted province, depending on the strength of the dominion. <condition nbr> should be a number from 0 to 5.

Nbr	Condition	Attribute
0	Standard	-
1	Victory Points	Total VPs required
2	Dominion	Dominion score required
3	Provinces	Provinces required
4	Research	Research points required
5	VPs (cumulative)	VPs added every summer

Table 3: Possible victory conditions

2.4.10 #cannotwin <nation nbr>

This nation will not win when they fulfill a special victory condition. Nation numbers can be found in **Table 4** and the three following tables.

2.4.11 #victorypoints <province nbr> <1-7>

The player who has control over this province will control from one to seven victory points. If the province has a fort then the controller of the fort controls the victory points.

2-5 Setting Start Locations

These commands allow you to set or deny specific provinces as start locations and to control which nations starts where on a map. The specstart locations will be used if you create a game with the "Use special starting locations" option enabled.

2.5.1 #start <province nbr>

By creating at least one start location for each player, every player will start at one of these locations. If **#start** provinces are set, nations will start at these locations unless there are more nations than **#start** provinces. If there are more nations than **#start** provinces, the extra nations will start in eligible random locations.

If a province is set as a **#start** province but its terrain mask includes the value 512 (nostart), the nostart will override the **#start** command and no nation will start there.

If no **#start** provinces are set, all provinces are available as random starting locations unless set nonstartable with the **#nostart** command or in the map editor.

2.5.2 #nostart <province nbr>

Tags a province as nonstartable. No player will start here when placed at random. This command can also be set from the map editor, which adds 512 to the province's terrain mask, making it nonstartable.

2.5.3 #specstart <nation nbr> <province nbr>

Use this command to assign a specific nation to a specific start location. Nation numbers can be found in **Table 4** and the three following tables.

If you use the **#specstart** command, please note that using the **#land** command to select the starting province of the nation for further modification results in the nation starting with no troops and a dead god (unless dormant or imprisoned) that must be recalled with the Call God order for priests, because the **#land** command kills all units initially placed in the province. In such situations the **#setland** command should be used instead.

3 Province Commands

These commands are used to manipulate specific provinces in order to set different features manually instead of being randomly assigned during game setup. Unless otherwise specified, they only affect the active province.

3.1 #land <province nbr>

Sets the active province and kills everyone in it. All the following commands will only affect the active province. Use this command if you want to activate a province in order to replace its random inhabitants with the monsters of your choice.

3.2 #setland <province nbr>

Sets the active province. All the following commands will only affect the active province.

3.3 #poptype <poptype nbr>

Sets the population type of the active province. This determines which troops may be recruited in the province. Poptype numbers can be found in **Table 9** and **Table 10**. If poptype is set with a number higher than existing poptypes, there will be no units available for recruitment in the province.

This command will override the poptype that was randomly assigned to the province during game creation, but it will NOT change the independent defenders, which will be of the poptype this command overwrote. So if the randomly determined poptype during game creation was 42 (Jade Amazons) and the poptype has been set to 25 (Barbarians) by this map command, the independent defenders will still be Jade Amazons. You just won't be able to recruit them. If you want the independent defenders to match the specified poptype, you must set them manually in the map file using the Commander Commands. You should also use the **#land** command to select the province if you do not want the randomly assigned defenders in addition to the ones you set manually.

3.4 #owner <nation nbr>

Changes the ownership of the active province. Nation nbr indicates the new owner. Nation numbers can be found in **Table 4** and the three following tables.

3.5 #killfeatures

Removes all magic sites from the active province.

3.6 #feature "site name" | <site nbr>

Puts a magic site in the active province. This command can be used a maximum of four times per province, because that is the maximum number of sites a province can have. Adding unique sites to a map using this command will NOT prevent those sites from appearing randomly, because the map file is only applied to the game map after game setup has done random determination of sites for each province. If the **#killfeatures** command was not used and all four site slots were already filled by randomly determined sites during game setup, this command will be ignored and the site won't appear. These same limitations apply to the **#knownfeature** command.

3.7 #knownfeature "site name" | <site nbr>

Puts a magic site in the active province. This site is already found at the start of the game. Using this command prevents special features of the site that depend on its discovery from activating. For example, the magic site Academy of High Magics causes a laboratory to be built in the province upon discovery, but if the site is set by this command, the **#lab** command must be used to add a laboratory to the province. Otherwise the owner of the province must build the laboratory as normal and pay the gold cost.

3.8 #fort <fort nbr>

Puts a fort in the active province. Fort nbr is a number between 1 and 43 and the list of fort numbers can be found in **Table 8**. Will replace a nation's default fort if used on a **#start** province.

3.9 #temple

Puts a temple in the active province.

3.10 #lab

Puts a laboratory in the active province.

3.11 #unrest <0-500>

Sets the unrest level of the active province.

3.12 #population <0-50000>

Sets the population number of the active province.

3.13 #defence <0-125>

Sets the province defence of the active nation. This command cannot be used for independent provinces.

3.14 #skybox “<pic.tga>”

Sets the sky (battleground background) to a tga/rgb pic of your choice for fights in the current province. The picture size should be a power of two. 512*512 is a good size.

3.15 #batmap “<battlemap.d3m>”

Sets the battleground that fights take place in for the current province. You can use the special name 'empty' for no battleground, useful for battles in space perhaps. This will affect fights both outside and inside castles.

3.16 #groundcol <red> <green> <blue>**3.17 #rockcol <red> <green> <blue>****3.18 #fogcol <red> <green> <blue>**

These three commands color the world with the specified colors for fights in the current province. Color values range from 0 to 255.

4 Commander Commands

These commands are used to set specific monsters in the active province and manipulate those monsters to modify them from the base monster type to create thematic provinces and special heroes. They must be used after the **#land** or **#setland** commands, because they require an active province. Whenever commanders and units are placed on a map, the type can be set using either the monster number or the monster name in quote marks. If the commander or unit to be added is a new monster defined in a mod, then monster number *cannot* be used and the name must be used instead.

4.1 #commander “<commander type>”

Puts one of these commanders in the active province. The commander will have a random name according to its nametype. This commander will be the active commander until a new instance of the **#commander** command is entered.

4.2 #comname “name”

Replaces the active commander's random name with this one.

4.3 #bodyguards <nbr> “<type>”

Gives bodyguards to the active commander. This command only affects independents. AI nations will ignore this command.

4.4 #units <nbr of units> “<type>”

Gives a squad of soldiers to the active commander.

4.5 #clearmagic

Removes all magic skills from the active commander.

4.6 #mag_fire <level>

Gives active commander Fire magic.

4.7 #mag_air <level>

Gives active commander Air magic.

4.8 #mag_water <level>

Gives active commander Water magic.

4.9 #mag_earth <level>

Gives active commander Earth magic.

4.10 #mag_astral <level>

Gives active commander Astral magic.

4.11 #mag_death <level>

Gives active commander Death magic.

4.12 #mag_nature <level>

Gives active commander Nature magic.

4.13 #mag_blood <level>

Gives active commander Blood magic.

4.14 #mag_priest <level>

Gives active commander Holy magic. Unlike in modding, the commander does NOT need to be natively sacred to be given priest levels via map commands and will not crash the map.

4.15 #xp <0-900>

Gives experience points to the active commander.

4.16 #randomequip <rich>

Gives random magic items to the active commander. Rich must be between 0 and 4, 0 means small chance of getting a magic item and 4 means large chance of getting many powerful items.

4.17 #additem “item name”

Gives a magic item to active commander. Items cannot currently be assigned by item number.

5 God Commands

These commands are used to set a specific pretender god for a specific nation and will override the pretenders designed or loaded during game setup. They are useful for giving AI opponents an advantage and to offset the disadvantages stemming from the AI tendency to select bad scales.

Each of these commands may be used independently of the others. They do not require an active province.

If human controlled nations are assigned gods using the **#god** command and other Commander Commands, cheat detection will be triggered if the god does not conform to the normal design point limits for awake pretenders.

If only some attributes of a nation's pretender, such as Dominion strength and scales, are modified using the commands in this section but the **#god** command is *not* used to set the pretender type, cheat detection will be triggered if the total point cost of the pretender chassis and the modifications in the map file do not conform to the normal design point limits for awake pretenders.

5.1 #god <nation nbr> "<commander type>"

Forces the god of one nation to be this monster. The god becomes the active commander and can be manipulated with the Commander Commands. The same limitations on defining the commander type apply, meaning that modded monsters must be defined by their name instead of monster number. Nation numbers can be found in **Table 4** and the three following tables.

Using this command will generate an error message and crash Dominions 3 on game creation if the nation is not in play on the map. The other God Commands do *not* crash the map even if the nation is not in play.

5.2 #dominionstr <nation nbr> <1-10>

Sets the dominion strength of a nation to a value between 1 and 10. This command does not require an active province.

5.3 #scale_chaos <nation nbr> <(-3)-3>

Forces the Order / Turmoil dominion scale of a nation to a value between -3 and 3. A value of 3 means that the scale is fully tipped to the right (Turmoil) and -3 means it is fully tipped to the left (Order).

5.4 #scale_lazy <nation nbr> <(-3)-3>

Forces the Productivity / Sloth dominion scale of a nation to a value between -3 and 3. A value of 3 means that the scale is fully tipped to the right (Sloth) and -3 means it is fully tipped to the left (Productivity).

5.5 #scale_cold <nation nbr> <(-3)-3>

Forces the Heat / Cold dominion scale of a nation to a value between -3 and 3. A value of 3 means that the scale is fully tipped to the right (Cold) and -3 means it is fully tipped to the left (Heat).

5.6 #scale_death <nation nbr> <(-3)-3>

Forces the Growth / Death dominion scale of a nation to a value between -3 and 3. A value of 3 means that the scale is fully tipped to the right (Death) and -3 means it is fully tipped to the left (Growth).

5.7 #scale_unluck <nation nbr> <(-3)-3>

Forces the Luck / Misfortune dominion scale of a nation to a value between -3 and 3. A value of 3 means that the scale is fully tipped to the right (Misfortune) and -3 means it is fully tipped to the left (Luck).

5.8 #scale_unmagic <nation nbr> <(-3)-3>

Forces the Magic / Drain dominion scale of a nation to a value between -3 and 3. A value of 3 means that the scale is fully tipped to the right (Drain) and -3 means it is fully tipped to the left (Magic).

6 The Map Image File

As explained in section 2.1.2, the image file of the map should be in Targa (.tga) or SGI (.rgb) format. The file should be at least 256x256 pixels large and saved in 24 or 32 bit color, uncompressed or RLE. A suitable size for a map might be about 1600x1200 pixels. This section discusses issues and common problems related to or caused by something in the map image file or interactions between the map image file and map file.

6-1 Defining Provinces

Provinces are defined by white pixels (RGB value 255, 255, 255). Each single white pixel is considered a separate province. If you need some white color on your map, use something like (253, 253, 253) for white. It will look white to the human eye, but will not cause extra provinces to appear.

When you add provinces to a map image, remember to use a single 1x1 pixel brush. It is also a good idea to use an image manipulation program that supports layers, so you can put the province pixels in a separate layer and later merge them down to form the final map file. That way mistakes will be easier to correct.

6-2 Province Borders

Province borders are not strictly necessary in the map image, but they are helpful for players in visualizing where to go and which province borders which. Beyond that, province borders in a red color allow Dominions to make a guess toward what size a province should be as well as guessing its neighbors if the map editor's **Guess Neighbors** function is used. Most of the time it is more efficient to just set the neighbors manually in the map editor, though.

Drawing borders on a map image is best done on a separate layer, which is then merged down to form the final image file. This allows for easy correction of mistakes and makes it possible to do several versions of the same map with different number of provinces.

6-3 Transparency

A targa file saved with improper alpha channel settings can result in Dominions treating the image as being transparent and showing only the map background instead of the map graphic. This problem is removed by saving the image file again in RLE compressed format and removing the alpha channel.

6-4 Map Image Dimensions

It is worthwhile to pay attention to map dimensions in pixels relative to the number of provinces meant to be on the map. Targa files sizes get significantly larger in when the dimensions go up, but the **#defaultmapzoom** command can allow a resized map with half the dimensions of the original to look just as good when used properly when used on maps with larger dimensions. Experimentation with the **defaultmapzoom** is recommended.

7 Obsolete Commands

These commands were used in earlier versions of Dominions and either do not work anymore or do not work as they used to.

7.1 #startspell <nation nbr> "spell name"

The nation starts with this spell researched and will be able to use it on the first turn, but not on subsequent turns until it is properly researched.

7.2. #landplayers <0-15>

This command has no effect in Dominions 3. Use the **#allowedplayer** command instead.

7.3. #seaplayers <0-3>

This command has no effect in Dominions 3. Use the **#allowedplayer** command instead.

8 Troubleshooting

8.1 The game crashes when I try to play on my map

Try running dominions with the `-dd` switch to enable maximum debug mode. Then read the `log.txt` file that has been created. At the end it will say where on the map this problem occurred. Linux and OS X versions will print the debug output to the console/terminal instead.

8.2 The game crashes when I try to open a new map in the map editor

When you create a new map from an image file, you must select the **New Map** option. Selecting **Load Map** will crash Dominions 3 because no map file exists to load yet.

8.3 Where do the map files go?

The map image file and the map file go into the **maps** directory under your main Dominions 3 directory. Check where your files are located if you can't find a map in the list of available maps.

9 Tables

Nbr	Nation	Epithet
0	Arcoscephale	Golden Era
1	Ermor	New Faith
2	Ulm	Enigma of Steel
3	Marvern	Time of Druids
4	Sauromatia	Amazon Queens
5	T'ien Ch'i	Spring and Autumn
6	Machaka	Lion Kings (reserved unused)
7	Mictlan	Reign of Blood
8	Abysia	Children of Flame
9	Caelum	Eagle Kings
10	C'tis	Lizard Kings
11	Pangaea	Age of Revelry
12	Agartha	Pale Ones
13	Tir na n'Og	Land of the Ever Young
14	Fomoria	The Cursed Ones
15	Vanheim	Age of Vanir
16	Helheim	Dusk and Death
17	Niefelheim	Sons of Winter
18	Kailasa	Rise of the Ape Kings
19	Yomi	Oni Kings
20	Hinnom	Sons of the Fallen
21	Atlantis	Emergence of the Deep Ones
22	R'lyeh	Time of Aboleths
26	Oceania	Triton Kings
68	Lanka	Land of Demons

Table 4: Nation numbers, Early Era

Nbr	Nation	Epithet
27	Arcoscephale	The Old Kingdom
28	Ermor	Broken Empire
29	Pythium	Emerald Empire
30	Man	Tower of Avalon
31	Ulm	Forges of Ulm
32	Marignon	Fiery Justice
33	Mictlan	Reign of the Lawgiver
34	T'ien Ch'i	Imperial Bureaucracy
35	Machaka	Reign of Sorcerors
36	Agartha	Golem Cult
37	Abysia	Blood and Fire
38	Caelum	Reign of the Seraphim
39	C'tis	Miasma
40	Pangaea	Age of Bronze
41	Vanheim	Arrival of Man
42	Jotunheim	Iron Woods
43	Bandar Log	Land of the Apes
44	Shinuyama	Land of the Bakemono
45	Ashdod	Reign of the Anakim
46	Atlantis	Kings of the Deep
47	R'lyeh	Fallen Star
48	Oceania	Coming of the Capricorns
69	Eriu	Last of the Tuatha

Table 5: Nation numbers, Middle Era

Nbr	Nation	Epithet
49	Arcoscephale	Sibylline Guidance
50	Ermor	Ashen Empire
51	Man	Towers of Chelms
52	Ulm	Black Forest
53	Marignon	Conquerors of the Sea
54	Mictlan	Blood and Rain
55	T'ien Ch'i	Barbarian Kings
56	Jomon	Human Daimyos
57	Agartha	Ktonian Dead
58	Abysia	Blood of Humans
59	Caelum	Return of the Raptors
60	C'tis	Desert Tombs
61	Pangaea	New Era
62	Midgård	Age of Men
63	Utgård	Well of Urd
64	Patala	Reign of the Nagas
65	Gath	Last of the Giants
66	Atlantis	Frozen Sea
67	R'lyeh	Dreamlands
70	Pythium	Serpent Cult
71	Bogarus	Age of Heroes

Table 6: Nation numbers, Late Era

Nbr	Nation
23	Special Monsters
24	Special Monsters
25	Independents

Table 7: Special nations used by AI

Nbr	Fort
1	Simple Hillfort
2	Simple Fortress
3	Fortified City
4	Tel City
5	Swamp City
6	Peg Castle
7	Motte-and-Bailey
8	Citadel
9	Mountain Citadel
10	Simple Fortress
11	Swamp Fort
12	Kelp Fortress
13	Kelp Citadel
14	Dark Citadel
15	Cave City
16	Cave Castle
17	Wizard's Tower
18	Dark Citadel (underwater)
19	Living Castle
20	River Fortress
21	Jervellan Wall
22	Archaic Fortress
23	Firbolg Fortress
24	Crystal Citadel
25	Obsidian Citadel
26	Dead City
27	Ermorian Castle
28	Ermorian Citadel
29	Woodland Citadel
30	Cave Fort
31	Great City
32	Ramparts
33	Forest Ramparts
34	Forest Fortress
35	Forest Castle
36	Hillfort
37	Hill Fortress
38	Hill Castle
39	Fortification
40	Fortress
41	Castle
42	Mountain City
43	Jeweled City

Table 8: Fort Numbers

Nbr	Pootype
25	Barbarians
26	Horse Tribe
27	Militia, Archers, Hvy Inf
28	Militia, Archers, Hvy Inf
29	Militia, Archers, Hvy Inf
30	Militia, Longbow, Knight
31	Tritons
32	Lt Inf, Hvy Inf, X-Bow
33	Lt Inf, Hvy Inf, X-Bow
34	Raptors
35	Slings
36	Lizards
37	Woodsmen
38	Hoburg
39	Militia, Archers, Lt Inf
40	Amazon, Crystal
41	Amazon, Garnet
42	Amazon, Jade
43	Amazon, Onyx
44	Troglodytes
45	Tritons, Shark Knights
46	Amber Clan Tritons
47	X-Bow, Hvy Cavalry
48	Militia, Lt Inf, Hvy Inf
49	Militia, Lt Inf, Hvy Inf
50	Militia, Lt Inf, Hvy Inf
51	Militia, Lt Cav, Hvy Cav
52	Militia, Lt Cav, Hvy Cav
53	Militia, Lt Cav, Hvy Cav
54	Hvy Inf, Hvy Cavalry
55	Hvy Inf, Hvy Cavalry
56	Hvy Inf, Hvy Cavalry

Table 9: Pootype Numbers, part 1

Nbr	Pootype
57	Shamblers
58	Lt Inf, Hvy Inf, X-Bow
59	Militia, Lt Inf, Archers
60	Militia, Lt Inf, Archers
61	Vaettir, Trolls
62	Tribals, Deer
63	Tritons
64	Tritons
65	Ichtyids
66	Vaettir
67	Vaettir, Dwarven Smith
68	Slings, Hvy Inf, Elephants
69	Asmeg
70	Vaettir, Svartalf
71	Trolls
72	Mermen
73	Tritons, Triton Knights
74	Lt Inf, Lt Cav, Cataphracts
75	Hoburg, LA
76	Hoburg, EA
77	Atavi Apes
78	Tribals, Wolf
79	Tribals, Bear
80	Tribals, Lion
81	Pale Ones
82	Tribals, Jaguar
83	Tribals, Toad
84	Cavemen
85	Kappa
86	Bakemono
87	Bakemono
88	Ko-Oni
89	Fir Bolg

Table 10: Pootype Numbers, part 2