|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Color | Color name | Color Index ID | Color (R, G, B) | Terrain | Unit |
|  | Black | 0 | (0, 0, 0) |  | U\_WALL\_FORTIFIED |
|  | Maroon | 1 | (128, 0, 0) |  | U\_SHEEP |
|  | Green | 2 | (0, 128, 0) | TERRAIN\_FOREST | 0 |
|  | Olive | 3 | (128, 128, 0) |  | U\_GOLD\_MINE |
|  | Navy | 4 | (0, 0, 128) |  |  |
|  | Purple | 5 | (128, 0, 128) |  | U\_BOAR |
|  | Teal | 6 | (0, 128, 128) |  | U\_FISH\_TUNA |
|  | Gray | 7 | (128, 128, 128) |  |  |
|  | Silver | 8 | (192, 192, 192) |  | U\_STONE\_MINE |
|  | Red | 9 | (255, 0, 0) | TERRAIN\_ROAD | 0 |
|  | Lime | 10 | (0, 255, 0) | TERRAIN\_GRASS\_1 | 0 |
|  | Yellow | 11 | (255, 255, 0) | TERRAIN\_BEACH | 0 |
|  | Blue | 12 | (0, 0, 255) | TERRAIN\_WATER\_SHALLOW | 0 |
|  | Fuchsia | 13 | (255, 0, 255) |  | U\_FORAGE\_BUSH |
|  | Aqua | 14 | (0, 255, 255) |  | U\_FISH\_SALMON |
|  | White | 15 | (255, 255, 255) |  | U\_RELIC |



