									Α	rmy
TerritoryBorder				Territory					ID [1]	Team
ID [2]	Territory1 [3]	Territory2 [4]		ID [5]	Name	Continent [6]	OccupyingArmy [7]		1	Red
1	1	2		1	Alaska	4			2	Green
2	1	4		2	North West Territory	4			3	Blue
3	1	30		3	Greenland	4			4	Yellow
4	2	4		4	Alberta	4			5	Black
5	2	5		5	Ontario	4				
6	2	3		6	Quebec	4				
7	3	5		7	Western United States	4			Cor	ntinent
8	3	6		8	Eastern United States	4			ID [8]	Name
9	4	5		9	Central America	4			1	Australia
10	4	7		10	Venezuela	2			2	South America
11	5	6		11	Brazil	2			3	Africa
12	5	7		12	Peru	2			4	North America
13	5	8		13	Argentina	2			5	Europe
14	6	8		14	Iceland	5			6	Asia
15	7	8		15	Scandinavia	5				
16	7	9		16	Ukraine	5				
17	8	9		17	Great Britain	5				
18	9	10		18	Northern Europe	5				
19	10	11		19	Western Europe	5				
20	10	12		20	Southern Eruope	5				
21	12	11		21	North Africa	3				
22	12	13		22	Egypt	3				
23	11	13		23	Congo	3				
24	14	3		24	East Africa	3				
25	14	15		25	South Africa	3				
26	14	17		26	Madagascar	3				
27	15	16		27	Ural	6				
28	15	17		28	Siberia	6				
29	15	18		29	Yakutsk	6				
30	16	27		30	Kamchatka	6				
31	16	34		31	Irkutsk	6				
32	16	18		32	Mongolia	6				
33	16	20		33	Japan	6				
34	16	36		34	Afghanistan	6				
35	17	18		35	China	6				
36	17	19		36	Middle East	6				
37	18	19		37	India	6				
38	18	20		38	Siam	6				
39	19	20		39	Indonesia	1				
40	19	21		40	New Guinea	1				
41	20	21		41	Western Australia	1				
42	20	22		42	Eastern Australia	1				
43	20	36								
44	21	11								
45	21	22								
46	21	24								
47	21	23								
48	22	36								

49	22	24				
50	23	24				
51	23	25				
52	24	36				
53	24	25				
54	24	26				
55	25	26				
56	27	28				
57	27	35				
58	27	34				
59	28	29				
60	28	31				
61	28	32				
62	28	35				
63	29	30				
64	29	31				
65	30	31				
66	30	32				
67	30	33				
68	31	32				
69	32	33				
70	32	35				
71	34	35				
72	34	37				
73	34	36				
74	35	38				
75	35	37				
76	36	37				
77	37	38				
78	38	39				
79	39	40				
80	39	41				
81	40	41				
82	40	42				
83	41	42				



[7] Omitted -- we want the FK constraint, but we cannot assign armies immediately to the map -- this is done during the initial game set up after teams have been chosen.

[8] PK