

C

[illegible]

	49	22	24								
	50	23	24								
	51	23	25								
	52	24	36								
	53	24	25								
	54	24	26								
	55	25	26								
	56	27	28								
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	59	28	29								
	60	28	31								
	61	28	32								
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	67	30	33								
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	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								

[1] PK

[2] PK

[3] FK - Territory ID

[4] FK - Territory ID

[5] PK

[6] FK - Continent ID

[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