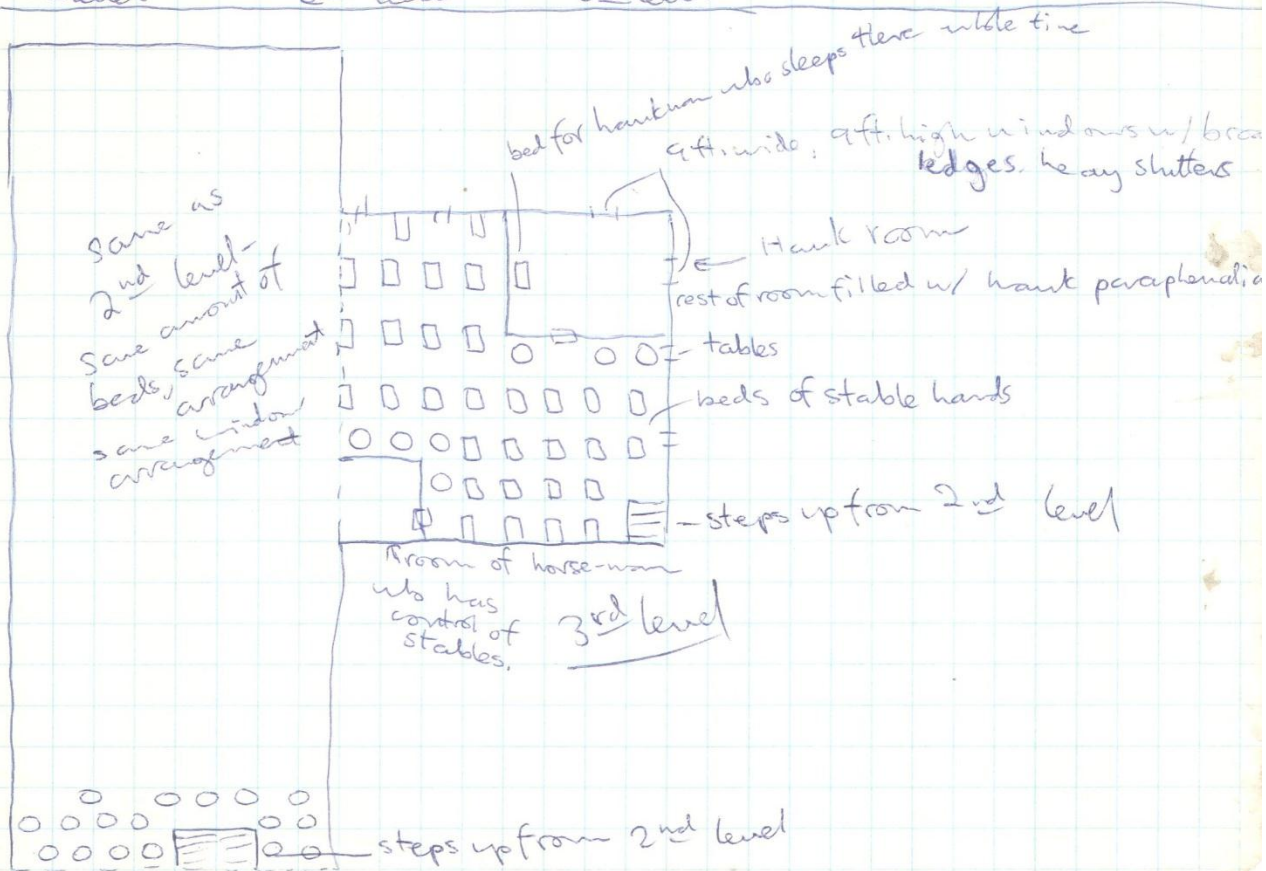
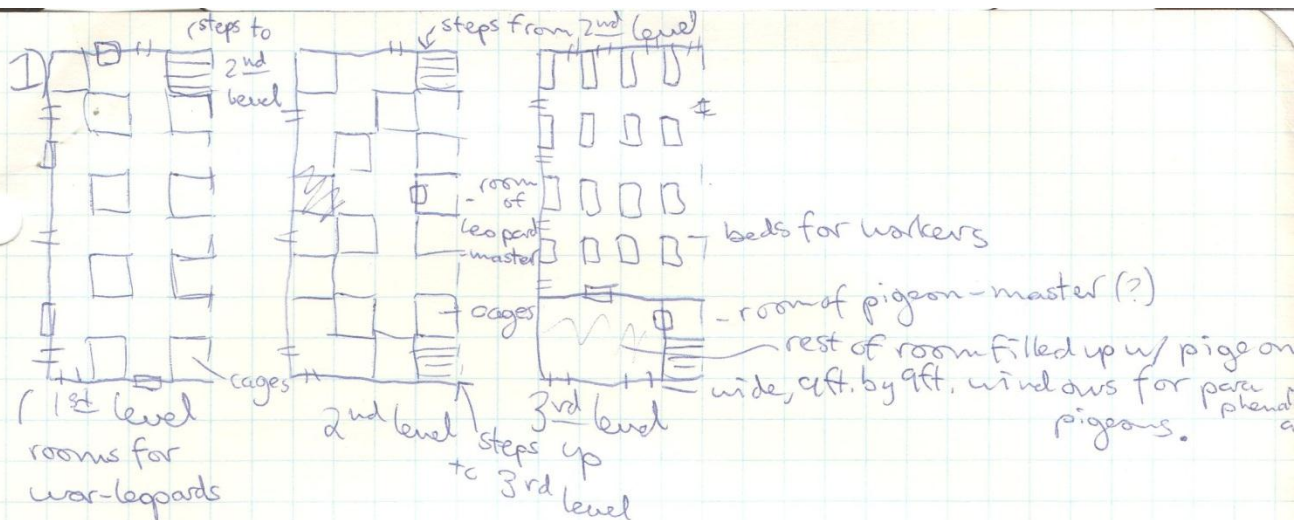


- 1- manor-castle w/ stables, kitchens, living quarters, armoury, library and owners rooms
- 2- a guard tower, 3 stories high w/ large catapult/ ballista on roof, made of stone, also fairly large beacons on roof. living quarters inside for 3 persons, 5 people there at all times. ^{-all towers have ability to heat stones}
- 3- a guard tower, 2 stories high, stone, room for 4 people, 6 people there at all times. fairly large beacons, catapult/ ballista on roof. ~~It~~ Can be boarded up so that only slits are open
- 4- lighthouse w/ 1 huge beacon on roof, 4 stories high, 6 men there at all times, living quarters for 6 ^{-can be boarded up so that only slits are open}
- 5- islands in channel. There ~~are~~ are 10 men in a stone house on ea. island w/ heavy crossbows to hit ships attacking that have run aground, ea. has 1 boat that can hold 5 men, room for 5 ~~of~~ ea. island. houses can be boarded up so that only slits are open.
~~at~~ 3, 4, 5, men are armed, have food & drink for 10 days.
- 6- small wharf where small boats can be tied up.
- 7- ^{wooden} ~~large~~ massive, 20 ft. high gates, 4 ft. thick, stone, always open except in emergency. ^{heavy iron}
- 8- 5 ft. high tunnel thru wall w/ ^{heavy iron} portcullis ~~thru~~ which flows river which is quite deep and about 12-15 ft. wide, ^{-waterfall}
- 9- 30 ft. high, 8 ft. thick wall w/ barbed wire, broken glass etc. on top. at pts. small towers rise 5 ft. over wall w/ slits for bows & cannons w/ liquid lead etc.⁴
- 10- ~~10~~ 15 ft. wide dirt road.
- 11- large wooden wharf
- 12- wooden building used for checking cargoes, crews etc. part storage building. Some records kept there.
- 13- 6 ~~new~~ ^{men} people work there.
- 13- 2 large storehouses for cargo/ loot. These are stone and have 2 days food. ~~can~~ Can be closed up so that only slits are open, 2 men work at ea. 10 of most trusty guards guard ea. carefully, only one entrance, thick stone door.
- 14- river, 10-15 ft. wide, runs under bridge and into bay.
- 15- road from guardhouse to harbour area



1st story wooden

- 16- storage area for things necessary to fix/transform a ship. 10 people work here.
- 17- sleeping area for workers, room for 30. wooden, 2 story
- 18- dry dock for repairing/transforming ships.
- 19- storage area like 13's. 3 people here, 18 guards, very trusty.
- 20- same as 12, 4 people
- 21- large wooden wharf.
- 22- old stone temple, now sleeping quarters for 50 workers, crew. + dining hall & bar. 2 storey
- 23- road to village.
- 24- large wooden wharf
- 25- warehouse/checking area/living quarters. 10 people can live there, 5 days food, 10 trusty guards 6 workers. 2 storey wooden. can be closed up so only slits show

26- same as 3, room for 6, 6 people all time. There are 6 warships, 2 large galleys, 2 small galleys & 3 large merchant men (converted for war)

There are 200 mercenaries in all (between 1st & 6th level)

50 horsemen on heavy warhorses w/ plate mail or chain mail w/ lances & a few other weapons
100 short bows, 100 bastard swords & large shields.

100- chain mail, halberds, long swords, crossbows & large shields. great helms all.

50- iron guard - (between 3rd & 6th level)
plate chain mail large shield, great helm. bastard swords, long bows, halberds, Morning stars.

There are 30 officers w/ Plate mail & armored warhorses. These have a variety of weapons

The iron guard know how to ride and there are 10 horses left over plus they may take the horsemen's horses

horses ht. pts. - 31

The 100 mercenaries

47- 2nd level

32- 1st level

21- 3rd level

horsemen 44- 2nd level

33- 1st level

3- 3rd level

Iron guard - 15 5th level

15 4th level

10 6th level

10 3rd level

officers ht. pts.:-

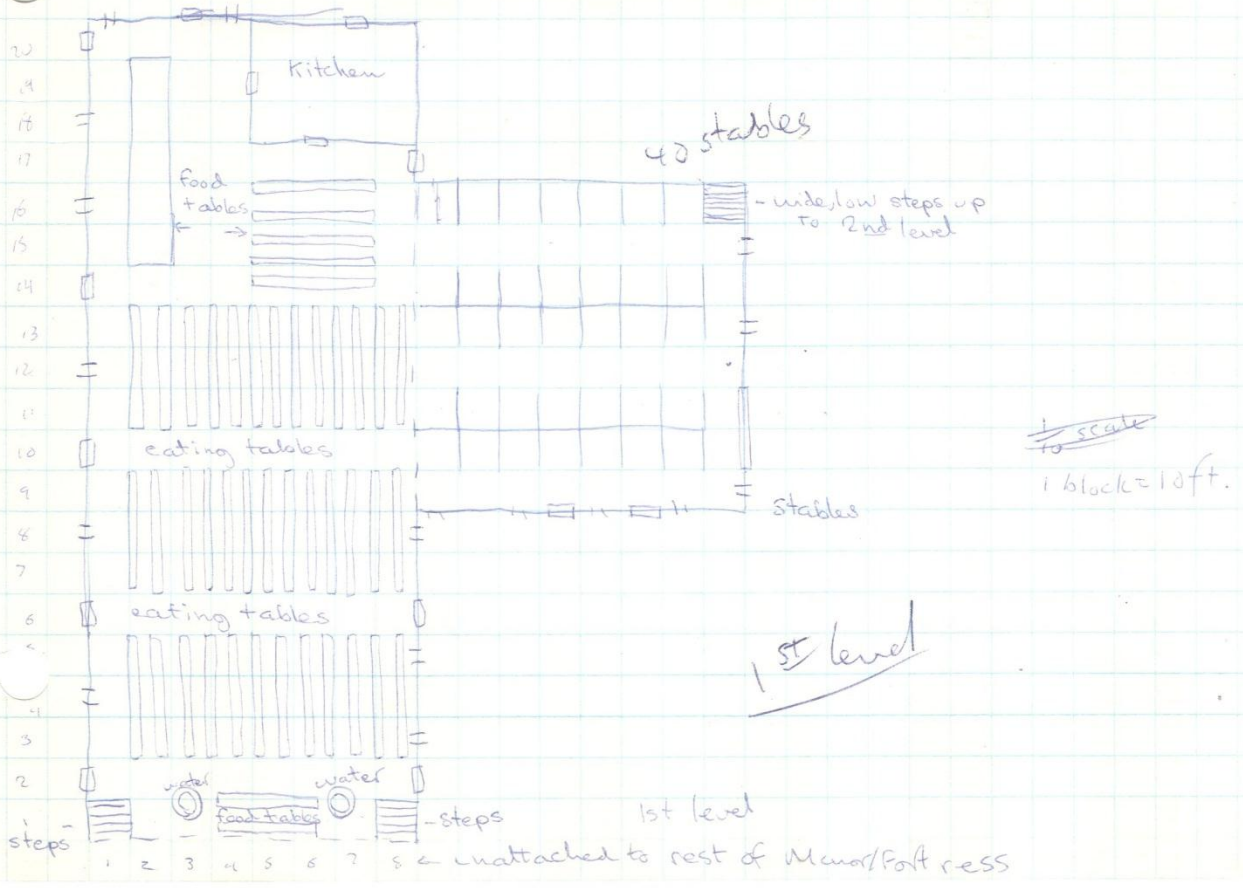
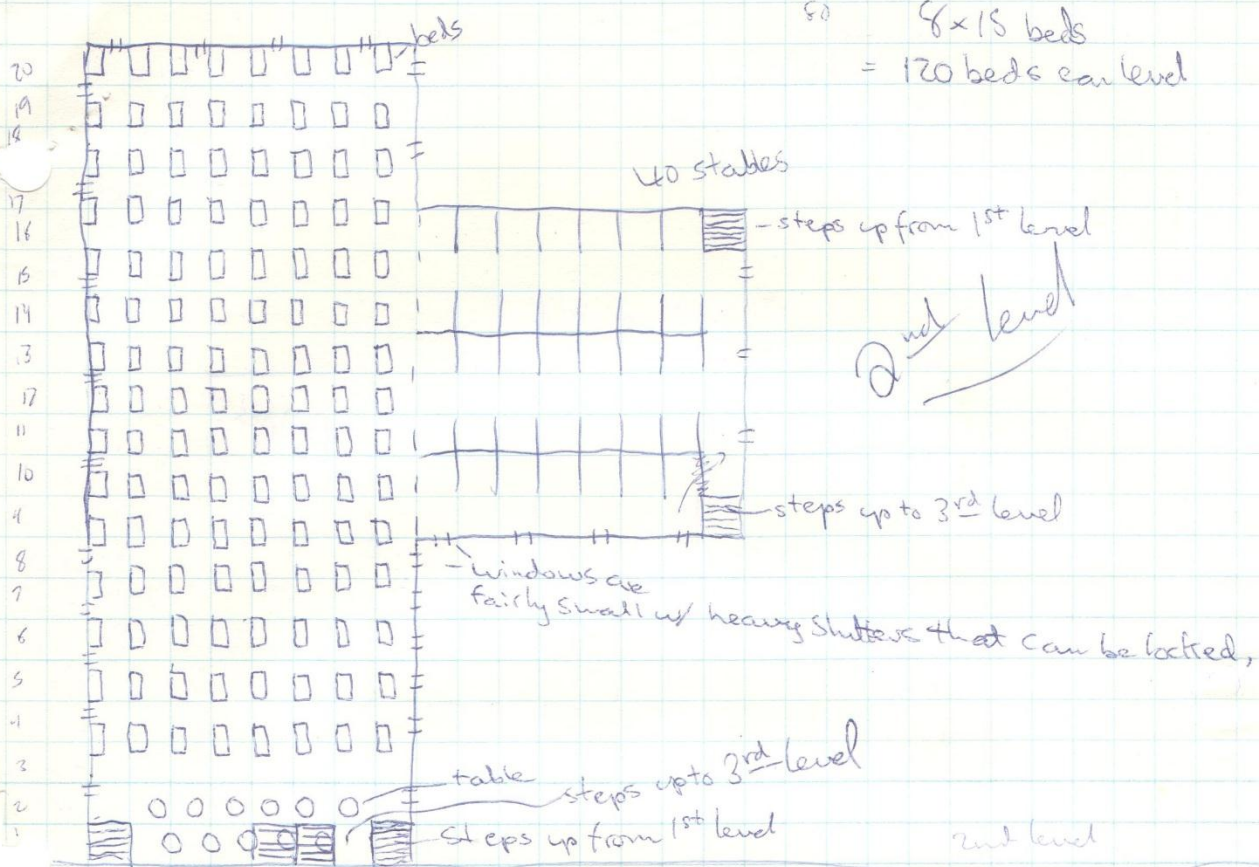
10- 30 hp.

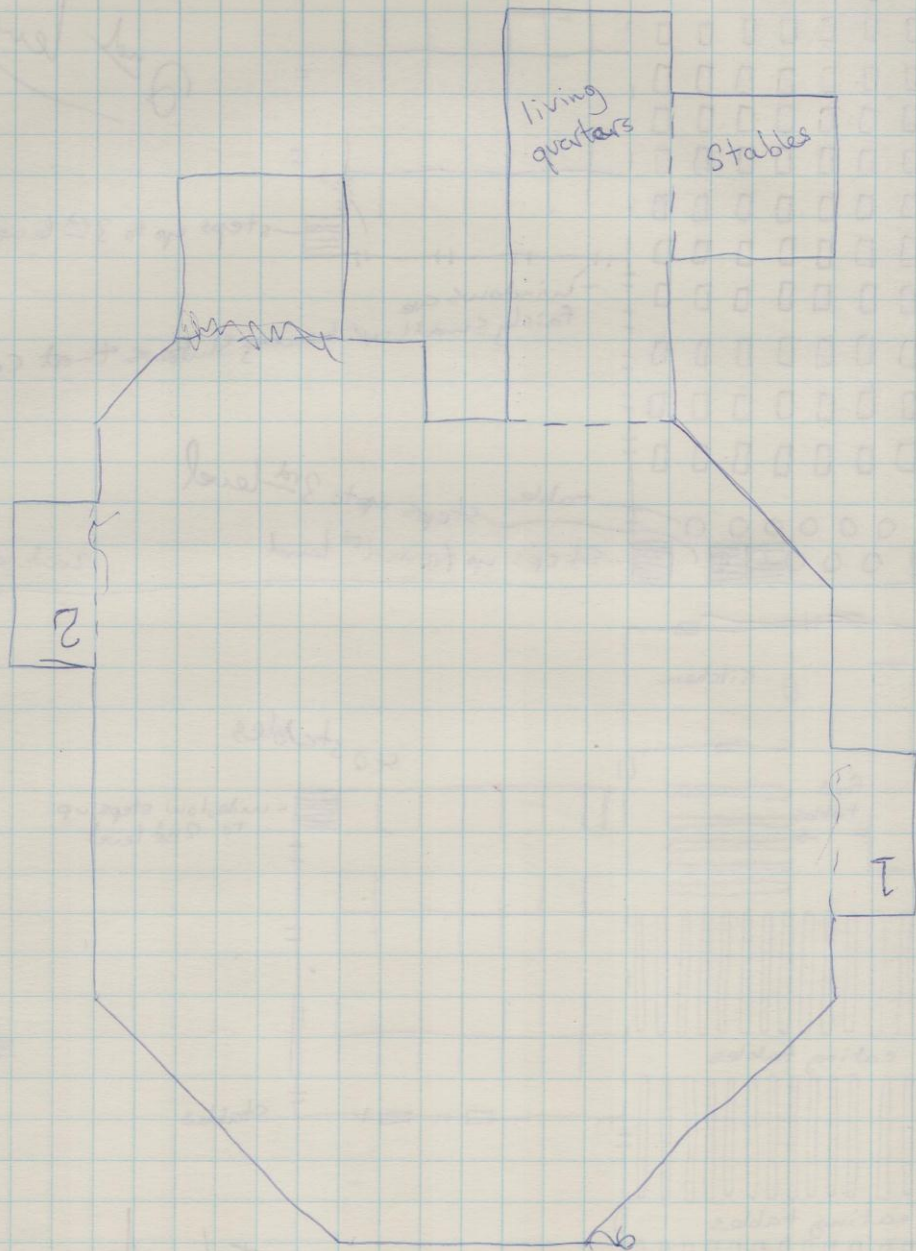
10- 20 hp.

10- 15 ht. pts.

1st level - 3	3rd level - 20	5th level - 34
2nd level - 15	4th level - 12	6th level - 41

ht. pts.





$\frac{1}{2}$ size
20 ft. per block