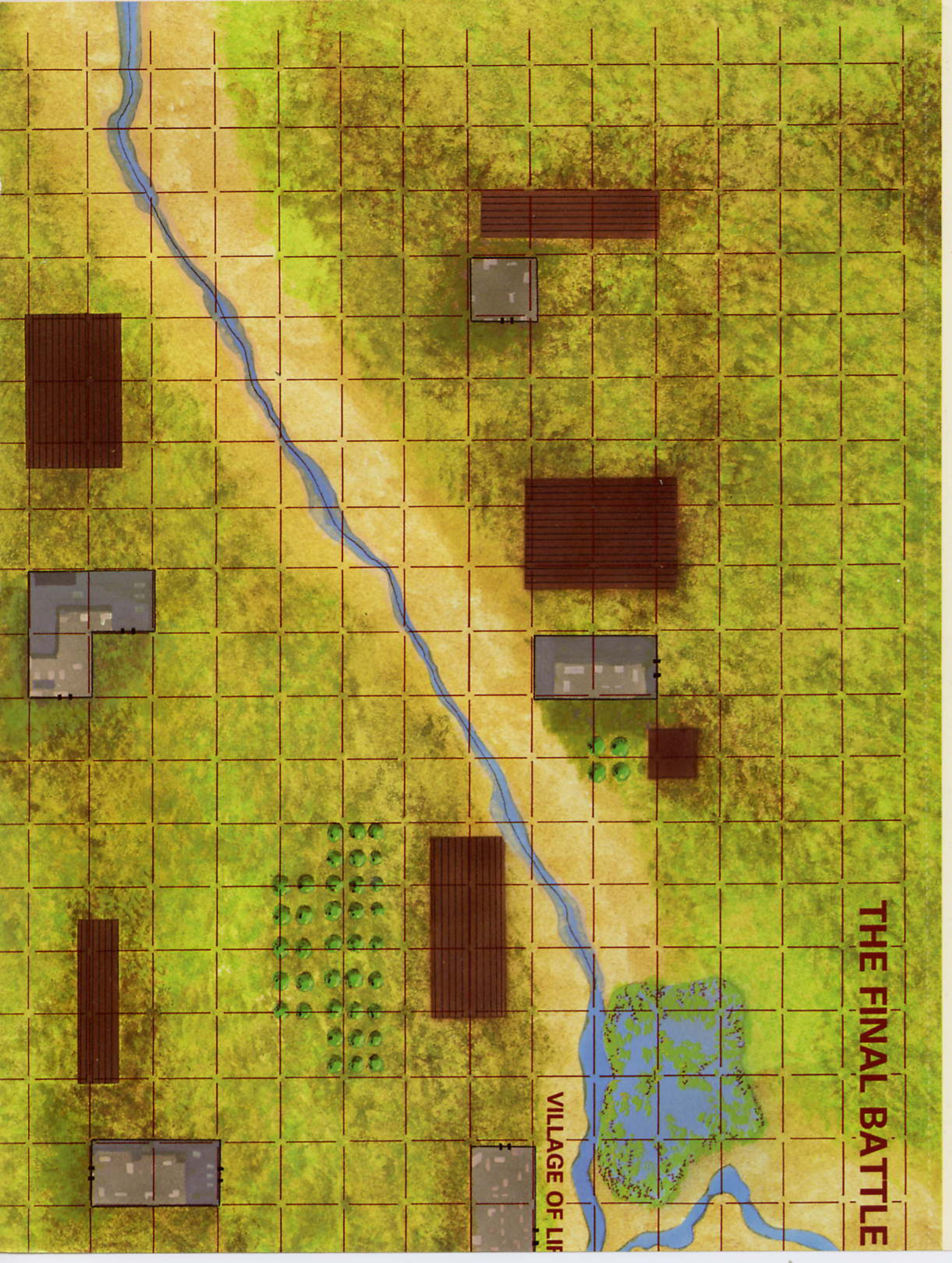




THE FINAL BATTLE

VILLAGE OF LIFE



MAP LEGEND

Cave

Thief

Stream

Swamp

Rough

Plowed Field
or Vineyard

Woods
or Orchard

Village Wall

Village Gate

Rider units start
anywhere East
of this line

Settle units set
up
within 3 squares of any
village, or within walls



1 sq. = 1sqm

Map by: [illegible]
Art by: [illegible]
Design by: [illegible]
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VILLAGE OF SILLIVAR

