



The Empire c.a. 2520



Sea of Claws

Kislev

Wasteland

Nordland

Middenland

Hochland

Talabecland

Ostermark

Brettonia

Reikland

Stirland

Sylvania

Averland

Mootland

Wissenland

The Worlds Edge Mountains

The Black Mountains

The Border Princes

Legend

Geographical Features	
	Forest
	Swamp & Marsh
	Mountains and Hills
	Rivers and Lakes
	Coastline
Roads & Trails	
	Major Roadway Well-maintained and used by most armies.
	Minor Roadway Well-maintained but only used by local forces.
	Small Trail Sparse and used only by local hunters and travelers.
Trade Networks	
	WIP
Settlements	
	Large City 100,000-200,000 inhabitants. These cities are usually fortified and have a strong military presence. Some of the most famous buildings and monuments in the Empire are found in these cities. They are usually built on high ground and are surrounded by walls and towers. They are the centers of power and industry in the Empire.
	Town or City 20,000-100,000 inhabitants. These settlements are usually fortified and have a strong military presence. They are usually built on high ground and are surrounded by walls and towers. They are the centers of power and industry in the Empire.
	Village 1,000-10,000 inhabitants. These settlements are usually unfortified and have a weak military presence. They are usually built in valleys and are surrounded by fields and forests. They are the centers of agriculture and industry in the Empire.
Other Locations	
	Dwarf Hold These locations are usually unfortified and have a weak military presence. They are usually built in mountains and are surrounded by caves and tunnels. They are the centers of industry and trade in the Empire.
	Location of Interest These locations are usually unfortified and have a weak military presence. They are usually built in valleys and are surrounded by fields and forests. They are the centers of agriculture and industry in the Empire.
	Tower or Manor These locations are usually unfortified and have a weak military presence. They are usually built on high ground and are surrounded by walls and towers. They are the centers of power and industry in the Empire.
	Ferry or Harbor These locations are usually unfortified and have a weak military presence. They are usually built on the coast and are surrounded by water and land. They are the centers of trade and industry in the Empire.
	Coaching Inn and Tavern These locations are usually unfortified and have a weak military presence. They are usually built in valleys and are surrounded by fields and forests. They are the centers of agriculture and industry in the Empire.
	Tollhouse These locations are usually unfortified and have a weak military presence. They are usually built on high ground and are surrounded by walls and towers. They are the centers of power and industry in the Empire.