

NaV II Starting locations

All locations are listed from north to south and west to east.

All primary AI starts and all human starts have a minimum of 4 neighbors.

All secondary AI starts and all special magic locations have a minimum of 3 neighbors.

AI Team

Primary AI starts:

183

140

146

93

Secondary AI starts:

254

130

141

5

Human Teams

White

266

230

241

187

Blue

260

221

235

196

Green

81

32

45

1

Yellow

79

55

31

9

Atlantean Mercenaries and/or Central Special Magic Location (2 hand placed sites):

139

Special Magic Locations (2 hand placed sites per province):

North Site

217

West Site

128

East Site

131

South Site

36

Underground Lake Cavern Sea Provinces:

270


265


139





3

4


Map Legend

 Solid red circle = Primary AI start

 Hollow red circle = Secondary AI start

    White, blue, green and yellow solid circles = Human team starts

 Purple X = Special magic location

 Blue X = Underground lake cavern sea province

Every location is worth 1 victory point. All victory point locations will be visible on in-game map.