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<?xml version="1.0" ?>
<!DOCTYPE game SYSTEM "game.dtd">
<game>
  <info name="Hudsonbay" version="1.0"/>
  <loader javaClass="games.strategy.triplea.TripleA"/>
  <map>
    <!-- Territory Definitions -->
    <territory name="Opal"/>
    <territory name="Saglek"/>
    <territory name="Meta Incognita"/>
    <territory name="Nain"/>
    <territory name="Quataq"/>
    <territory name="Hall"/>
    <territory name="Kujar"/>
    <territory name="Akimisk"/>
    <territory name="Mujaq"/>
    <territory name="Winisk"/>
    <territory name="Inuk"/>
    <territory name="Attaw"/>
    <territory name="Dorset"/>
    <territory name="Coats Island"/>
    <territory name="Foxe Peninsula"/>
    <territory name="Loks Land"/>
    <territory name="Cape Dyer"/>
    <territory name="Mansel"/>
    <territory name="Hopedale"/>
    <territory name="Hamilton Inlet"/>
    <territory name="Cumberland"/>
    <territory name="Cape Harrison"/>
    <territory name="CityofLight"/>
    <territory name="Rankin"/>
    <territory name="Churchill"/>
    <territory name="chesterfield"/>
    <territory name="Arviat"/>
    <territory name="Fort Severn"/>
    <territory name="York Factory"/>
    <territory name="sz2" water="true"/>
    <territory name="sz1" water="true"/>
    <territory name="sz4" water="true"/>
    <territory name="sz3" water="true"/>
    <territory name="sz6" water="true"/>
    <territory name="sz5" water="true"/>
    <territory name="sz8" water="true"/>
    <territory name="sz10" water="true"/>
    <territory name="sz7" water="true"/>
    <territory name="sz11" water="true"/>
    <territory name="sz9" water="true"/>
    <territory name="sz14" water="true"/>
    <territory name="sz12" water="true"/>
    <territory name="sz13" water="true"/>

    <!-- Territory Connections -->
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<connection t1="Opal" t2="sz12"/>
<connection t1="Opal" t2="sz11"/>
<connection t1="Opal" t2="Meta Incognita"/>
<connection t1="Opal" t2="Hall"/>
<connection t1="Opal" t2="Mansel"/>
<connection t1="Saglek" t2="sz12"/>
<connection t1="Nain" t2="Meta Incognita"/>
<connection t1="Nain" t2="Opal"/>
<connection t1="Nain" t2="Saglek"/>
<connection t1="Quataq" t2="Saglek"/>
<connection t1="Quataq" t2="Opal"/>
<connection t1="Kujar" t2="Winisk"/>
<connection t1="Kujar" t2="Mujaq"/>
<connection t1="Kujar" t2="Attaw"/>
<connection t1="Akimisk" t2="Kujar"/>
<connection t1="Mujaq" t2="Hopedale"/>
<connection t1="Winisk" t2="sz2"/>
<connection t1="Winisk" t2="sz4"/>
<connection t1="Winisk" t2="Inuk"/>
<connection t1="Winisk" t2="Mujaq"/>
<connection t1="Inuk" t2="Mujaq"/>
<connection t1="Inuk" t2="sz4"/>
<connection t1="Inuk" t2="sz6"/>
<connection t1="Inuk" t2="sz7"/>
<connection t1="Attaw" t2="Akimisk"/>
<connection t1="Attaw" t2="Winisk"/>
<connection t1="Dorset" t2="Cape Dyer"/>
<connection t1="Dorset" t2="Foxye Penninsula"/>
<connection t1="Dorset" t2="sz10"/>
<connection t1="Dorset" t2="sz9"/>
<connection t1="Coats Island" t2="sz8"/>
<connection t1="Foxye Penninsula" t2="sz9"/>
<connection t1="Foxye Penninsula" t2="sz13"/>
<connection t1="Loks Land" t2="Dorset"/>
<connection t1="Loks Land" t2="Cape Dyer"/>
<connection t1="Loks Land" t2="sz13"/>
<connection t1="Loks Land" t2="sz12"/>
<connection t1="Loks Land" t2="sz11"/>
<connection t1="Cape Dyer" t2="Foxye Penninsula"/>
<connection t1="Cape Dyer" t2="sz13"/>
<connection t1="Mansel" t2="sz11"/>
<connection t1="Mansel" t2="Hall"/>
<connection t1="Mansel" t2="Cumberland"/>
<connection t1="Hopedale" t2="sz7"/>
<connection t1="Hopedale" t2="Hamilton Inlet"/>
<connection t1="Hopedale" t2="Nain"/>
<connection t1="Hopedale" t2="Meta Incognita"/>
<connection t1="Hamilton Inlet" t2="sz7"/>
<connection t1="Hamilton Inlet" t2="sz6"/>
<connection t1="Hamilton Inlet" t2="Meta Incognita"/>
<connection t1="Hamilton Inlet" t2="Hall"/>
<connection t1="Hamilton Inlet" t2="Cumberland"/>
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<connection t1="Hamilton Inlet" t2="CityofLight"/>
<connection t1="Cumberland" t2="CityofLight"/>
<connection t1="Cumberland" t2="sz5"/>
<connection t1="Cumberland" t2="sz6"/>
<connection t1="Cumberland" t2="Hall"/>
<connection t1="Cape Harrison" t2="Mansel"/>
<connection t1="Cape Harrison" t2="Cumberland"/>
<connection t1="CityofLight" t2="sz6"/>
<connection t1="Rankin" t2="chesterfield"/>
<connection t1="Rankin" t2="sz8"/>
<connection t1="Rankin" t2="Churchill"/>
<connection t1="Churchill" t2="sz1"/>
<connection t1="Churchill" t2="sz8"/>
<connection t1="Churchill" t2="York Factory"/>
<connection t1="Arviat" t2="Rankin"/>
<connection t1="Arviat" t2="Churchill"/>
<connection t1="Fort Severn" t2="sz2"/>
<connection t1="Fort Severn" t2="Winisk"/>
<connection t1="Fort Severn" t2="Attaw"/>
<connection t1="York Factory" t2="sz1"/>
<connection t1="York Factory" t2="sz2"/>
<connection t1="York Factory" t2="Fort Severn"/>
<connection t1="sz2" t2="sz3"/>
<connection t1="sz2" t2="sz4"/>
<connection t1="sz1" t2="sz3"/>
<connection t1="sz1" t2="sz2"/>
<connection t1="sz1" t2="sz8"/>
<connection t1="sz4" t2="sz3"/>
<connection t1="sz4" t2="sz6"/>
<connection t1="sz4" t2="sz5"/>
<connection t1="sz3" t2="sz5"/>
<connection t1="sz5" t2="sz6"/>
<connection t1="sz5" t2="sz10"/>
<connection t1="sz8" t2="sz3"/>
<connection t1="sz8" t2="sz5"/>
<connection t1="sz10" t2="sz11"/>
<connection t1="sz7" t2="sz6"/>
<connection t1="sz9" t2="chesterfield"/>
<connection t1="sz9" t2="sz10"/>
<connection t1="sz9" t2="sz8"/>
<connection t1="sz14" t2="sz13"/>
<connection t1="sz12" t2="sz14"/>
<connection t1="sz12" t2="sz13"/>
<connection t1="sz12" t2="sz11"/>
</map>
<resourceList>
  <resource name="PUs"/>
</resourceList>
<playerList>
  <!-- In turn order -->
  <player name="Easterners" optional="false"/>
  <player name="Nomads" optional="false"/>

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        <player name="Northerners" optional="false"/>
        <player name="Oldkingdom" optional="false"/>
        <player name="Westerners" optional="false"/>

        <alliance player="Easterners" alliance="Seperatists"/>
        <alliance player="Nomads" alliance="Seperatists"/>
        <alliance player="Northerners"
alliance="Seperatists"/>
        <alliance player="Oldkingdom" alliance="Loyalists"/>
        <alliance player="Westerners" alliance="Loyalists"/>
    </playerList>
    <unitList>
        <unit name="militia"/>
        <unit name="cavalry"/>
        <unit name="spearmen"/>
        <unit name="raiders"/>
        <unit name="longship"/>
        <unit name="galley"/>
        <unit name="heavycav"/>
        <unit name="crossbowmen"/>
        <unit name="knight"/>
        <unit name="gunner"/>
        <unit name="fort_it"/>
    </unitList>
    <gamePlay>
        <delegate name="initDelegate"
javaClass="games.strategy.triplea.delegate.InitializationDelegate"
display="Initializing Delegates"/>
        <delegate name="purchase"
javaClass="games.strategy.triplea.delegate.PurchaseDelegate"
display="Purchase Units"/>
        <delegate name="move"
javaClass="games.strategy.triplea.delegate.MoveDelegate"
display="Combat Move"/>
        <delegate name="battle"
javaClass="games.strategy.triplea.delegate.BattleDelegate"
display="Combat"/>
        <delegate name="place"
javaClass="games.strategy.triplea.delegate.PlaceDelegate"
display="Place Units"/>
        <delegate name="endTurn"
javaClass="games.strategy.triplea.delegate.EndTurnDelegate"
display="Turn Complete"/>
        <delegate name="endRound"
javaClass="games.strategy.triplea.delegate.EndRoundDelegate"
display="Round Complete"/>
        <sequence>
            <step name="gameInitDelegate"
delegate="initDelegate" maxRunCount="1"/>
            <step name="easternersPurchase"
delegate="purchase" player="Easterners"/>

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        <step name="easternersCombatMove"
delegate="move" player="Easterners"/>
        <step name="easternersBattle"
delegate="battle" player="Easterners"/>
        <step name="easternersNonCombatMove"
delegate="move" player="Easterners" display="Non Combat Move"/>
        <step name="easternersPlace" delegate="place"
player="Easterners"/>
        <step name="easternersEndTurn"
delegate="endTurn" player="Easterners"/>
        <step name="nomadsPurchase"
delegate="purchase" player="Nomads"/>
        <step name="nomadsCombatMove" delegate="move"
player="Nomads"/>
        <step name="nomadsBattle" delegate="battle"
player="Nomads"/>
        <step name="nomadsNonCombatMove"
delegate="move" player="Nomads" display="Non Combat Move"/>
        <step name="nomadsPlace" delegate="place"
player="Nomads"/>
        <step name="nomadsEndTurn" delegate="endTurn"
player="Nomads"/>
        <step name="northernersPurchase"
delegate="purchase" player="Northerners"/>
        <step name="northernersCombatMove"
delegate="move" player="Northerners"/>
        <step name="northernersBattle"
delegate="battle" player="Northerners"/>
        <step name="northernersNonCombatMove"
delegate="move" player="Northerners" display="Non Combat Move"/>
        <step name="northernersPlace" delegate="place"
player="Northerners"/>
        <step name="northernersEndTurn"
delegate="endTurn" player="Northerners"/>
        <step name="oldkingdomPurchase"
delegate="purchase" player="Oldkingdom"/>
        <step name="oldkingdomCombatMove"
delegate="move" player="Oldkingdom"/>
        <step name="oldkingdomBattle"
delegate="battle" player="Oldkingdom"/>
        <step name="oldkingdomNonCombatMove"
delegate="move" player="Oldkingdom" display="Non Combat Move"/>
        <step name="oldkingdomPlace" delegate="place"
player="Oldkingdom"/>
        <step name="oldkingdomEndTurn"
delegate="endTurn" player="Oldkingdom"/>
        <step name="westernersPurchase"
delegate="purchase" player="Westerners"/>
        <step name="westernersCombatMove"
delegate="move" player="Westerners"/>
        <step name="westernersBattle"
delegate="battle" player="Westerners"/>

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                <step name="westernersNonCombatMove"
delegate="move" player="Westerners" display="Non Combat Move"/>
                <step name="westernersPlace" delegate="place"
player="Westerners"/>
                <step name="westernersEndTurn"
delegate="endTurn" player="Westerners"/>
                <step name="endRoundStep"
delegate="endRound"/>
            </sequence>
        </gamePlay>
        <production>
            <!-- Unit Production Cost -->
            <productionRule name="buymilitia">
                <cost resource="PUs" quantity="3"/>
                <result resourceOrUnit="militia"
quantity="2"/>
            </productionRule>
            <productionRule name="buycavalry">
                <cost resource="PUs" quantity="6"/>
                <result resourceOrUnit="cavalry"
quantity="1"/>
            </productionRule>
            <productionRule name="buyspearmen">
                <cost resource="PUs" quantity="3"/>
                <result resourceOrUnit="spearmen"
quantity="1"/>
            </productionRule>
            <productionRule name="buyraiders">
                <cost resource="PUs" quantity="5"/>
                <result resourceOrUnit="raiders"
quantity="1"/>
            </productionRule>
            <productionRule name="buylongship">
                <cost resource="PUs" quantity="12"/>
                <result resourceOrUnit="longship"
quantity="1"/>
            </productionRule>
            <productionRule name="buygalley">
                <cost resource="PUs" quantity="10"/>
                <result resourceOrUnit="galley" quantity="1"/>
            </productionRule>
            <productionRule name="buyheavycav">
                <cost resource="PUs" quantity="7"/>
                <result resourceOrUnit="heavycav"
quantity="1"/>
            </productionRule>
            <productionRule name="buycrossbowmen">
                <cost resource="PUs" quantity="3"/>
                <result resourceOrUnit="crossbowmen"
quantity="1"/>
            </productionRule>
            <productionRule name="buyknight">

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        <cost resource="PUs" quantity="6"/>
        <result resourceOrUnit="knight" quantity="1"/>
</productionRule>
<productionRule name="buygunner">
    <cost resource="PUs" quantity="4"/>
    <result resourceOrUnit="gunner" quantity="1"/>
</productionRule>
<productionRule name="buyfort_it">
    <cost resource="PUs" quantity="15"/>
    <result resourceOrUnit="fort_it"
quantity="1"/>
</productionRule>
<productionFrontier name="EasternersProduction">
    <frontierRules name="buymilitia"/>
    <frontierRules name="buygunner"/>
    <frontierRules name="buycavalry"/>
    <frontierRules name="buygalley"/>
    <frontierRules name="buyfort_it"/>
</productionFrontier>
<productionFrontier name="NomadsProduction">
    <frontierRules name="buymilitia"/>
    <frontierRules name="buycavalry"/>
    <frontierRules name="buyheavycav"/>
    <frontierRules name="buyfort_it"/>
    <frontierRules name="buygalley"/>
</productionFrontier>
<productionFrontier name="NorthernersProduction">
    <frontierRules name="buymilitia"/>
    <frontierRules name="buylongship"/>
    <frontierRules name="buyraiders"/>
    <frontierRules name="buyfort_it"/>
</productionFrontier>
<productionFrontier name="OldkingdomProduction">
    <frontierRules name="buygalley"/>
    <frontierRules name="buyfort_it"/>
    <frontierRules name="buyknight"/>
    <frontierRules name="buyspearmen"/>
    <frontierRules name="buycrossbowmen"/>
</productionFrontier>
<productionFrontier name="WesternersProduction">
    <frontierRules name="buyspearmen"/>
    <frontierRules name="buyfort_it"/>
    <frontierRules name="buycrossbowmen"/>
    <frontierRules name="buygalley"/>
    <frontierRules name="buycavalry"/>
</productionFrontier>
<playerProduction player="Easterners"
frontier="EasternersProduction"/>
    <playerProduction player="Nomads"
frontier="NomadsProduction"/>
    <playerProduction player="Northerners"
frontier="NorthernersProduction"/>

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        <playerProduction player="Oldkingdom"
frontier="OldkingdomProduction"/>
        <playerProduction player="Westerners"
frontier="WesternersProduction"/>
    </production>
    <attatchmentList>
        <attatchment name="unitAttatchment"
attatchTo="militia"
javaClass="games.strategy.triplea.attatchments.UnitAttachment"
type="unitType">
            <option name="movement" value="1"/>
            <option name="attack" value="1"/>
            <option name="defence" value="1"/>
            <option name="transportCost" value="1"/>
            <option name="requiresUnits"
value="fort_it"/>
            <option name="isArtillerysupportable"
value="true"/>
        </attatchment>
        <attatchment name="unitAttatchment"
attatchTo="cavalry"
javaClass="games.strategy.triplea.attatchments.UnitAttachment"
type="unitType">
            <option name="movement" value="2"/>
            <option name="attack" value="3"/>
            <option name="defence" value="2"/>
            <option name="transportCost" value="1"/>
            <option name="requiresUnits"
value="fort_it"/>
            <option name="isArtillery" value="true"/>
        </attatchment>
        <attatchment name="unitAttatchment"
attatchTo="spearmen"
javaClass="games.strategy.triplea.attatchments.UnitAttachment"
type="unitType">
            <option name="movement" value="1"/>
            <option name="attack" value="1"/>
            <option name="defence" value="2"/>
            <option name="transportCost" value="1"/>
            <option name="requiresUnits"
value="fort_it"/>
            <option name="isArtillerysupportable"
value="true"/>
        </attatchment>
        <attatchment name="unitAttatchment"
attatchTo="raiders"
javaClass="games.strategy.triplea.attatchments.UnitAttachment"
type="unitType">
            <option name="movement" value="1"/>
            <option name="attack" value="2"/>

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        <option name="defence" value="2"/>
        <option name="transportCost" value="1"/>
        <option name="isMarine" value="true"/>
        <option name="requiresUnits"
value="fort_it"/>
    </attachment>
    <attachment name="unitAttachment"
attachTo="longship"
javaClass="games.strategy.triplea.attachments.UnitAttachment"
type="unitType">
        <option name="movement" value="1"/>
        <option name="attack" value="3"/>
        <option name="defence" value="2"/>
        <option name="transportCapacity" value="2"/>
        <option name="isSea" value="true"/>
        <option name="requiresUnits"
value="fort_it"/>
    </attachment>
    <attachment name="unitAttachment"
attachTo="galley"
javaClass="games.strategy.triplea.attachments.UnitAttachment"
type="unitType">
        <option name="movement" value="1"/>
        <option name="attack" value="2"/>
        <option name="defence" value="2"/>
        <option name="transportCapacity" value="2"/>
        <option name="isSea" value="true"/>
        <option name="requiresUnits"
value="fort_it"/>
    </attachment>
    <attachment name="unitAttachment"
attachTo="heavycav"
javaClass="games.strategy.triplea.attachments.UnitAttachment"
type="unitType">
        <option name="movement" value="2"/>
        <option name="attack" value="4"/>
        <option name="defence" value="2"/>
        <option name="transportCost" value="1"/>
        <option name="isArtillerysupportable"
value="true"/>
        <option name="requiresUnits"
value="fort_it"/>
    </attachment>
    <attachment name="unitAttachment"
attachTo="crossbowmen"
javaClass="games.strategy.triplea.attachments.UnitAttachment"
type="unitType">
        <option name="movement" value="1"/>

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        <option name="attack" value="2"/>
        <option name="defence" value="1"/>
        <option name="transportCost" value="1"/>
        <option name="isArtillery" value="true"/>
        <option name="requiresUnits"
value="fort_it"/>
    </attatchment>
    <attatchment name="unitAttatchment"
attatchTo="knight"
javaClass="games.strategy.triplea.attatchments.UnitAttachment"
type="unitType">
        <option name="movement" value="1"/>
        <option name="attack" value="2"/>
        <option name="defence" value="3"/>
        <option name="transportCost" value="1"/>
        <option name="isArtillerysupportable"
value="true"/>
        <option name="requiresUnits"
value="fort_it"/>
    </attatchment>
    <attatchment name="unitAttatchment"
attatchTo="gunner"
javaClass="games.strategy.triplea.attatchments.UnitAttachment"
type="unitType">
        <option name="movement" value="1"/>
        <option name="attack" value="2"/>
        <option name="defence" value="2"/>
        <option name="transportCost" value="1"/>
        <option name="isArtillery" value="true"/>
        <option name="requiresUnits"
value="fort_it"/>
    </attatchment>
    <attatchment name="unitAttatchment"
attatchTo="fort_it"
javaClass="games.strategy.triplea.attatchments.UnitAttachment"
type="unitType">
        <option name="isFactory" value="true"/>
    </attatchment>
    <attatchment name="territoryAttatchment"
attatchTo="Opal"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
        <option name="production" value="3"/>
    </attatchment>
    <attatchment name="territoryAttatchment"
attatchTo="Saglek"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
        <option name="production" value="5"/>

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        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Meta Incognita"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
            <option name="production" value="3"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Nain"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
            <option name="production" value="3"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Quataq"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
            <option name="production" value="10"/>
            <option name="capital" value="Easterners"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Hall"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
            <option name="production" value="3"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Kujar"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
            <option name="production" value="3"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Akimisk"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
            <option name="production" value="10"/>
            <option name="capital" value="Nomads"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Mujaq"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
            <option name="production" value="3"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Winisk"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
            <option name="production" value="3"/>
        </attachment>

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        <attachment name="territoryAttachment"
attatchTo="Inuk"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
            <option name="production" value="3"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Attaw"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
            <option name="production" value="5"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Dorset"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
            <option name="production" value="3"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Coats Island"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
            <option name="production" value="5"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Foxye Peninsula"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
            <option name="production" value="10"/>
            <option name="capital" value="Northerners"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Loks Land"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
            <option name="production" value="3"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Cape Dyer"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
            <option name="production" value="3"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Mansel"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
            <option name="production" value="3"/>
        </attachment>
        <attachment name="territoryAttachment"
attatchTo="Hopedale"
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javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
    <option name="production" value="5"/>
</attachment>
    <attachment name="territoryAttachment"
attachTo="Hamilton Inlet"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
    <option name="production" value="3"/>
</attachment>
    <attachment name="territoryAttachment"
attachTo="Cumberland"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
    <option name="production" value="3"/>
</attachment>
    <attachment name="territoryAttachment"
attachTo="Cape Harrison"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
    <option name="production" value="5"/>
</attachment>
    <attachment name="territoryAttachment"
attachTo="CityofLight"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
    <option name="production" value="10"/>
    <option name="capital" value="Oldkingdom"/>
</attachment>
    <attachment name="territoryAttachment"
attachTo="Rankin"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
    <option name="production" value="3"/>
</attachment>
    <attachment name="territoryAttachment"
attachTo="Churchill"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
    <option name="production" value="5"/>
</attachment>
    <attachment name="territoryAttachment"
attachTo="chesterfield"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
    <option name="production" value="3"/>
</attachment>
    <attachment name="territoryAttachment"
attachTo="Arviat"
javaClass="games.strategy.triplea.attachments.TerritoryAttachment"
type="territory">
    <option name="production" value="10"/>

```

```

        <option name="capital" value="Westerners"/>
    </attachment>
    <attachment name="territoryAttachment"
attatchTo="Fort Severn"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
        <option name="production" value="3"/>
    </attachment>
    <attachment name="territoryAttachment"
attatchTo="York Factory"
javaClass="games.strategy.triplea.attatchments.TerritoryAttachment"
type="territory">
        <option name="production" value="3"/>
    </attachment>
</attachmentList>
<initialize>
    <ownerInitialize>
        <territoryOwner territory="Opal"
owner="Easterners"/>
        <territoryOwner territory="Saglek"
owner="Easterners"/>
        <territoryOwner territory="Meta Incognita"
owner="Easterners"/>
        <territoryOwner territory="Nain"
owner="Easterners"/>
        <territoryOwner territory="Quataq"
owner="Easterners"/>
        <territoryOwner territory="Hall"
owner="Easterners"/>
        <territoryOwner territory="Kujar"
owner="Nomads"/>
        <territoryOwner territory="Akimisk"
owner="Nomads"/>
        <territoryOwner territory="Mujaq"
owner="Nomads"/>
        <territoryOwner territory="Winisk"
owner="Nomads"/>
        <territoryOwner territory="Inuk"
owner="Nomads"/>
        <territoryOwner territory="Attaw"
owner="Nomads"/>
        <territoryOwner territory="Dorset"
owner="Northerners"/>
        <territoryOwner territory="Coats Island"
owner="Northerners"/>
        <territoryOwner territory="Foxe Peninsula"
owner="Northerners"/>
        <territoryOwner territory="Loks Land"
owner="Northerners"/>
        <territoryOwner territory="Cape Dyer"
owner="Northerners"/>

```

```
owner="Oldkingdom"/> <territoryOwner territory="Mansel"
owner="Oldkingdom"/> <territoryOwner territory="Hopedale"
owner="Oldkingdom"/> <territoryOwner territory="Hamilton Inlet"
owner="Oldkingdom"/> <territoryOwner territory="Cumberland"
owner="Oldkingdom"/> <territoryOwner territory="Cape Harrison"
owner="Oldkingdom"/> <territoryOwner territory="CityofLight"
owner="Oldkingdom"/> <territoryOwner territory="Rankin"
owner="Westerners"/> <territoryOwner territory="Churchill"
owner="Westerners"/> <territoryOwner territory="chesterfield"
owner="Westerners"/> <territoryOwner territory="Arviat"
owner="Westerners"/> <territoryOwner territory="Fort Severn"
owner="Westerners"/> <territoryOwner territory="York Factory"
owner="Westerners"/>
    </ownerInitialize>
    <unitInitialize>
        <unitPlacement unitType="militia"
territory="Opal" quantity="5" owner="Easterners"/>
        <unitPlacement unitType="militia"
territory="Saglek" quantity="10" owner="Easterners"/>
        <unitPlacement unitType="gunner"
territory="Saglek" quantity="10" owner="Easterners"/>
        <unitPlacement unitType="fort_it"
territory="Saglek" quantity="1" owner="Easterners"/>
        <unitPlacement unitType="militia"
territory="Meta Incognita" quantity="5" owner="Easterners"/>
        <unitPlacement unitType="militia"
territory="Nain" quantity="5" owner="Easterners"/>
        <unitPlacement unitType="militia"
territory="Quataq" quantity="10" owner="Easterners"/>
        <unitPlacement unitType="fort_it"
territory="Quataq" quantity="1" owner="Easterners"/>
        <unitPlacement unitType="militia"
territory="Hall" quantity="5" owner="Easterners"/>
        <unitPlacement unitType="militia"
territory="Kujar" quantity="5" owner="Nomads"/>
        <unitPlacement unitType="cavalry"
territory="Akimisk" quantity="5" owner="Nomads"/>
        <unitPlacement unitType="heavycav"
territory="Akimisk" quantity="5" owner="Nomads"/>
        <unitPlacement unitType="fort_it"
territory="Akimisk" quantity="1" owner="Nomads"/>
```

```
        <unitPlacement unitType="militia"
territory="Mujaq" quantity="5" owner="Nomads"/>
        <unitPlacement unitType="militia"
territory="Winisk" quantity="5" owner="Nomads"/>
        <unitPlacement unitType="militia"
territory="Inuk" quantity="5" owner="Nomads"/>
        <unitPlacement unitType="militia"
territory="Attaw" quantity="5" owner="Nomads"/>
        <unitPlacement unitType="fort_it"
territory="Attaw" quantity="1" owner="Nomads"/>
        <unitPlacement unitType="militia"
territory="Dorset" quantity="5" owner="Northerners"/>
        <unitPlacement unitType="militia"
territory="Coats Island" quantity="5" owner="Northerners"/>
        <unitPlacement unitType="fort_it"
territory="Coats Island" quantity="1" owner="Northerners"/>
        <unitPlacement unitType="militia"
territory="Foxye Penninsula" quantity="5" owner="Northerners"/>
        <unitPlacement unitType="fort_it"
territory="Foxye Penninsula" quantity="1" owner="Northerners"/>
        <unitPlacement unitType="militia"
territory="Loks Land" quantity="5" owner="Northerners"/>
        <unitPlacement unitType="militia"
territory="Cape Dyer" quantity="5" owner="Northerners"/>
        <unitPlacement unitType="spearmen"
territory="Mansel" quantity="3" owner="Oldkingdom"/>
        <unitPlacement unitType="spearmen"
territory="Hopedale" quantity="3" owner="Oldkingdom"/>
        <unitPlacement unitType="crossbowmen"
territory="Hopedale" quantity="3" owner="Oldkingdom"/>
        <unitPlacement unitType="knight"
territory="Hopedale" quantity="1" owner="Oldkingdom"/>
        <unitPlacement unitType="fort_it"
territory="Hopedale" quantity="1" owner="Oldkingdom"/>
        <unitPlacement unitType="spearmen"
territory="Hamilton Inlet" quantity="3" owner="Oldkingdom"/>
        <unitPlacement unitType="spearmen"
territory="Cumberland" quantity="3" owner="Oldkingdom"/>
        <unitPlacement unitType="spearmen"
territory="Cape Harrison" quantity="3" owner="Oldkingdom"/>
        <unitPlacement unitType="crossbowmen"
territory="Cape Harrison" quantity="3" owner="Oldkingdom"/>
        <unitPlacement unitType="knight"
territory="Cape Harrison" quantity="1" owner="Oldkingdom"/>
        <unitPlacement unitType="fort_it"
territory="Cape Harrison" quantity="1" owner="Oldkingdom"/>
        <unitPlacement unitType="crossbowmen"
territory="CityofLight" quantity="5" owner="Oldkingdom"/>
        <unitPlacement unitType="knight"
territory="CityofLight" quantity="10" owner="Oldkingdom"/>
        <unitPlacement unitType="fort_it"
territory="CityofLight" quantity="1" owner="Oldkingdom"/>
```



```

        <unitPlacement unitType="spearmen"
territory="Rankin" quantity="3" owner="Westerners"/>
        <unitPlacement unitType="spearmen"
territory="Churchill" quantity="5" owner="Westerners"/>
        <unitPlacement unitType="crossbowmen"
territory="Churchill" quantity="5" owner="Westerners"/>
        <unitPlacement unitType="fort_it"
territory="Churchill" quantity="1" owner="Westerners"/>
        <unitPlacement unitType="spearmen"
territory="chesterfield" quantity="3" owner="Westerners"/>
        <unitPlacement unitType="spearmen"
territory="Arviat" quantity="5" owner="Westerners"/>
        <unitPlacement unitType="crossbowmen"
territory="Arviat" quantity="5" owner="Westerners"/>
        <unitPlacement unitType="fort_it"
territory="Arviat" quantity="1" owner="Westerners"/>
        <unitPlacement unitType="spearmen"
territory="Fort Severn" quantity="3" owner="Westerners"/>
        <unitPlacement unitType="spearmen"
territory="York Factory" quantity="3" owner="Westerners"/>
        <unitPlacement unitType="galley"
territory="sz1" quantity="1" owner="Westerners"/>
        <unitPlacement unitType="galley"
territory="sz6" quantity="3" owner="Oldkingdom"/>
        <unitPlacement unitType="raiders"
territory="sz9" quantity="8" owner="Northerners"/>
        <unitPlacement unitType="longship"
territory="sz9" quantity="4" owner="Northerners"/>
        <unitPlacement unitType="galley"
territory="sz12" quantity="1" owner="Easterners"/>
    </unitInitialize>
    <resourceInitialize>
        <resourceGiven player="Easterners"
resource="PUs" quantity="25"/>
        <resourceGiven player="Nomads" resource="PUs"
quantity="25"/>
        <resourceGiven player="Northerners"
resource="PUs" quantity="25"/>
        <resourceGiven player="Oldkingdom"
resource="PUs" quantity="35"/>
        <resourceGiven player="Westerners"
resource="PUs" quantity="35"/>
    </resourceInitialize>
</initialize>
<propertyList>
    <property name="Defending Subs Sneak Attack"
value="true" editable="false">
        <boolean/>
    </property>
    <property name="mapName" value="Hudsonbay"
editable="false"/>
    <property name="notes">

```

```
                <value>
                    <![CDATA[militia, spearmen, knight and heavy cav
are supportable, crossbowmen, cavalry and gunners are artillery]]>
                </value>
            </property>
        </propertyList>
    </game>
```