

THE HYBORIAN WAR KINGDOM REPORT

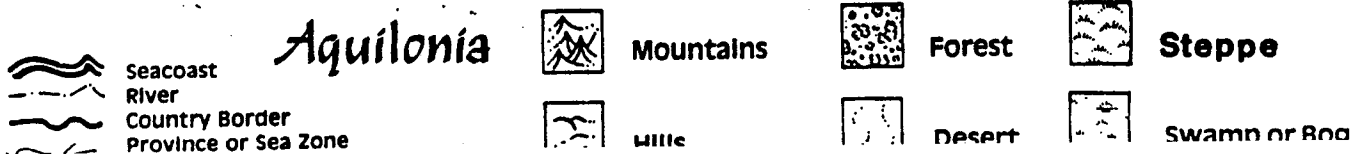
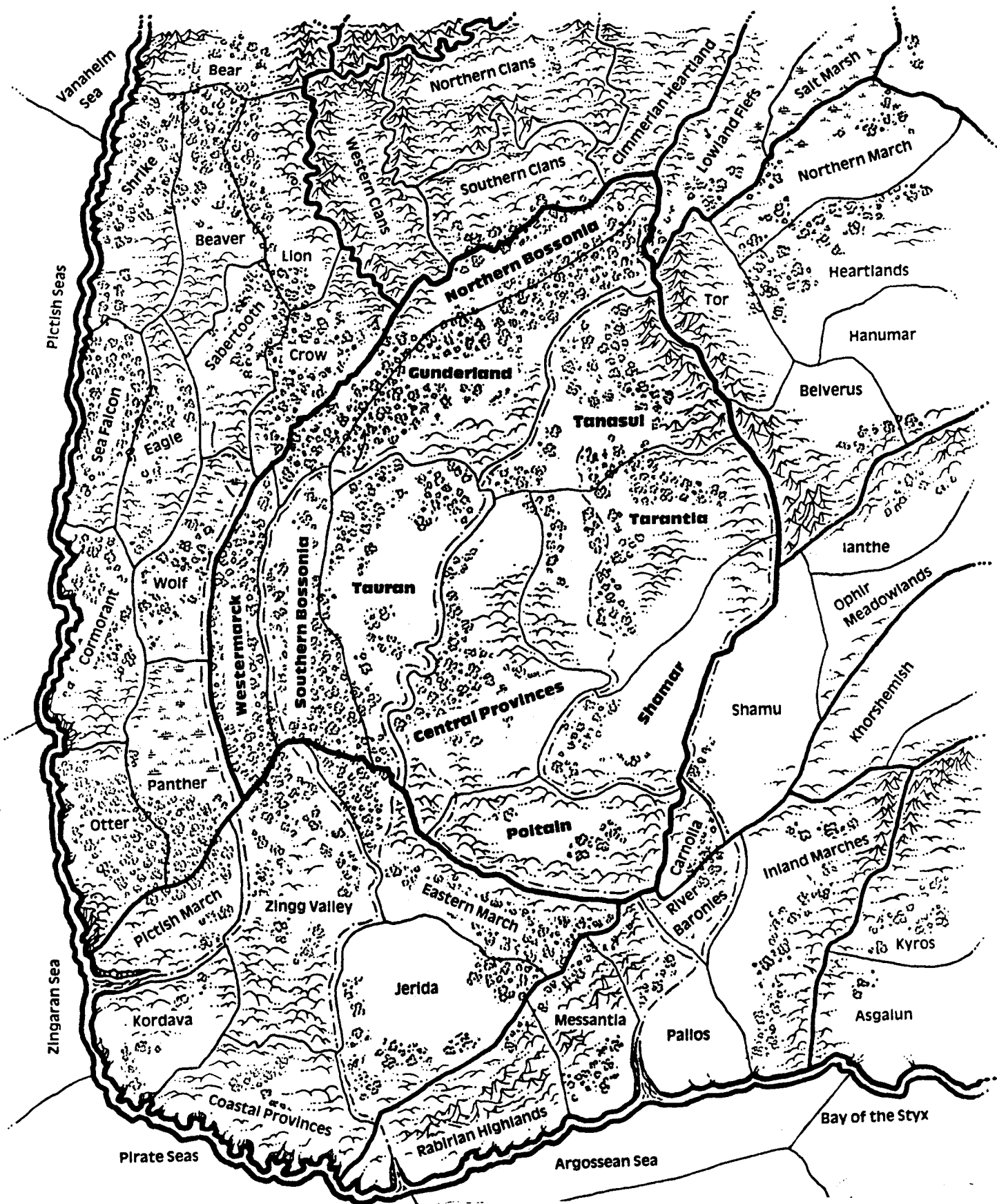
FOR

AQUILONIA

KINGDOM SIZE: LARGE

ABBREVIATION: AQUI





HYBORIAN™ WAR

Kingdom report for Aquilonia

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, my Lord, that the kingdom of Aquilonia was founded upon the ruins of the ancient and evil empire of Acheron, an empire which thy sires laid to waste some three thousand years ago. The Aquilonians have descended from the original Hybori tribes which drifted southward following the time of the Great Cataclysm, when the very foundations of the world were rocked and the oceans drank the civilizations of Atlantis and Lemuria. Thy people are a mixture of this ancient Hybori blood and of the nameless, scattered tribes which the Hybori conquered in the course of their wanderings. From those early days of settlement, the Hyborian kingdom of Aquilonia has risen to become known as "supreme in the Western world," wielding at once immense military and economic power.

The Aquilonian people are a warrior race, proud, cultured, noble in spirit, whose strength was forged through millenia of conquest. To the throne of Tarantia, on the road of Kings, thou art now called to rule, and rule wisely. Heed well my words, Great One, as I report to thee now of the length and breadth of thy new kingdom.

ROYAL TREASURY

Know, my liege, that as of this day, the wealth of your treasury is **ADEQUATE**.

Know further, my Lord, that trade routes are established to provide income through the following provinces:

Messantia of Argos
The Lowland Fiefs of The Border Kingdom

POLITICS

Know, my liege, that the political standing of thy kingdom is thus:

Aquilonia can avoid the influence of Hyperborea at a **ADEQUATE** level.

Aquilonia has no formal allies.

Your kingdom of Aquilonia is bound in peace treaty with Ophir and may not invade provinces owned by them.

Your kingdom has assurances of peace from Ophir who, by treaty, may not invade any of your kingdom's provinces.

CHARACTERS

Know, my liege, that on this day your characters await thy bidding. Great people of reknown are they all. By your leave, I will now make full report on the present location of all your Characters and make known my considered judgement of their abilities.

The **CHANCELLOR** of Aquilonia is:

Name: Count Guilaime Terentius	ID: AQUI-CHA	Character Type: Priest	
Age: prime of life	Status: Alive	Gender: Male	Province of Birth: Tarantia
Present location: Tarantia	Assignment last turn: None		

Count Guilaime Terentius is the Province Ruler of Tarantia.
Count Guilaime Terentius may use the following spells: Dispel Magic.

The ADJUTANT GENERAL of Aquilonia is:

Name: Manius Selos ID: AQUI-ADJ Character Type: General
Age: old Status: Alive Gender: Male Province of Birth: Tanasul
Present location: The Central Provinces Assignment last turn: With the 2nd Imperial Army

As for the other Characters of your kingdom, they are:

Name: Valannus Terentius ID: AQUI-1 Character Type: Noble
Age: old Status: Alive Gender: Male Province of Birth: Tarantia
Present location: Tarantia Assignment last turn: None
Personal Combat : POOR
Diplomacy : GOOD
Rulership : GOOD
Military Command : POOR
Heroism : ADEQUATE
Intrigue : EXCELLENT
Magic : NONE

Valannus Terentius is the current Monarch of Aquilonia.

Name: Lady Valkia Terentius ID: AQUI-2 Character Type: Noble
Age: young adult Status: Alive Gender: Female Province of Birth: The Central Provinces
Present location: The Central Provinces Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : SUPERIOR
Rulership : POOR
Military Command : POOR
Heroism : GOOD
Intrigue : SUPERIOR
Magic : POOR

Lady Valkia Terentius is the Province Ruler of The Central Provinces.
Lady Valkia Terentius may use the following spells: Strength.

Name: Dion Scavonus ID: AQUI-3 Character Type: Noble
Age: young adult Status: Alive Gender: Male Province of Birth: The Westermarck
Present location: The Westermarck Assignment last turn: None
Personal Combat : NONE
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : POOR
Heroism : EXCELLENT
Intrigue : POOR
Magic : POOR

Dion Scavonus is the Province Ruler of The Westermarck.
Dion Scavonus may use the following spells: Magic Armor.

Name: Karlus Valens ID: AQUI-4 Character Type: Noble
Age: ancient Status: Alive Gender: Male Province of Birth: Northern Bossonia
Present location: Northern Bossonia Assignment last turn: None
Personal Combat : GOOD
Diplomacy : NONE
Rulership : SUPERIOR
Military Command : POOR
Heroism : ADEQUATE
Intrigue : EXCELLENT
Magic : NONE

Karlus Valens is the Province Ruler of Northern Bossonia.

Name: Pallantides Galannus ID: AQUI-5 Character Type: Noble
Age: youth Status: Alive Gender: Male Province of Birth: Tanasul
Present location: Tanasul Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : GOOD
Military Command : ADEQUATE
Heroism : POOR

Intrigue : GOOD
Magic : NONE

Pallantides Galannus is the Province Ruler of Tanasul.

Name: Roaldo of Karaban ID: AQUI-6 Character Type: General
Age: old Status: Alive Gender: Male Province of Birth: Northern Bossonia
Present location: Poitian Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : ADEQUATE
Rulership : GOOD
Military Command : ADEQUATE
Heroism : GOOD
Intrigue : NONE
Magic : POOR

Roaldo of Karaban is the Province Ruler of Poitian.
Roaldo of Karaban may use the following spells: Fanaticism.

Name: Valeria Selos ID: AQUI-7 Character Type: General
Age: ancient Status: Alive Gender: Female Province of Birth: Tanasul
Present location: Tarantia Assignment last turn: With the 1st Imperial Army
Personal Combat : POOR
Diplomacy : POOR
Rulership : POOR
Military Command : SUPERIOR
Heroism : NONE
Intrigue : ADEQUATE
Magic : NONE

Name: Hakon Valens ID: AQUI-8 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: Shamar
Present location: The Central Provinces Assignment last turn: With the 2nd Imperial Army
Personal Combat : POOR
Diplomacy : NONE
Rulership : POOR
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : NONE
Magic : NONE

Hakon Valens is the Province Ruler of Shamar.

Name: Khorata Valens ID: AQUI-9 Character Type: Hero
Age: old Status: Alive Gender: Female Province of Birth: Tarantia
Present location: Tarantia Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : POOR
Military Command : POOR
Heroism : SUPERIOR
Intrigue : NONE
Magic : NONE

Name: Valannus Procas ID: AQUI-10 Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: Tarantia
Present location: Tarantia Assignment last turn: None
Personal Combat : NONE
Diplomacy : GOOD
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : NONE
Magic : POOR

Valannus Procas may use the following spells: Prophecy.

Name: Cenwulf Capellas ID: AQUI-11 Character Type: Priest
Age: young adult Status: Alive Gender: Male Province of Birth: Southern Bossonia
Present location: Southern Bossonia Assignment last turn: None

Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : GOOD
Military Command : GOOD
Heroism : NONE
Intrigue : ADEQUATE
Magic : POOR

Cenwulf Capellas is the Province Ruler of Southern Bossonia.
Cenwulf Capellas may use the following spells: Far Sight.

Name: Marko Hagar's son ID: AQUI-12 Character Type: Priest
Age: youth Status: Alive Gender: Male Province of Birth: Gunderland
Present location: Gunderland Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : ADEQUATE
Rulership : GOOD
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : POOR

Marko Hagar's son is the Province Ruler of Gunderland.
Marko Hagar's son may use the following spells: Phantom Warriors (usable 3 times).

Name: Sardus Arno ID: AQUI-13 Character Type: Wizard
Age: old Status: Alive Gender: Male Province of Birth: Southern Bossonia
Present location: Tarantia Assignment last turn: With the 1st Imperial Army
Personal Combat : NONE
Diplomacy : POOR
Rulership : NONE
Military Command : GOOD
Heroism : NONE
Intrigue : POOR
Magic : EXCELLENT

Sardus Arno may use the following spells: Long Life (usable 4 times), Far Sight, Missile Shield and Arcane Blasts.

Name: Borvius Thandara ID: AQUI-14 Character Type: Wizard
Age: old Status: Alive Gender: Male Province of Birth: Poitian
Present location: Poitian Assignment last turn: None
Personal Combat : NONE
Diplomacy : POOR
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : EXCELLENT

Borvius Thandara may use the following spells: Earth Demon, Bless, Sunbane and Mesmerism.

Name: Drago Valens ID: AQUI-15 Character Type: Agent
Age: young adult Status: Alive Gender: Male Province of Birth: Tauran
Present location: Tauran Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : NONE
Heroism : NONE
Intrigue : ADEQUATE
Magic : ADEQUATE

Drago Valens is the Province Ruler of Tauran.
Drago Valens may use the following spells: Force March and Strength.

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 7 troop types at your disposal. May it please thee, I have listed each type of troop available to thy kingdom below, giving my considered judgement as to the various abilities of each. I have also noted the relative cost to our Royal Treasury to train and outfit one troop of each kind respectively. By necessity, a certain minimum of each troop type must be

maintained among the total armed forces of thy kingdom. Likewise, no more than a certain maximum percentage of your troops may be of any one type. Below I have inscribed any special notes pertaining to each troop type.

Poitainian Knights : **Troop Type 1**
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : POOR
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 5

Poitainian Knights must make up a minimum of 5% and may not exceed a maximum of 20% of your total number of troops.
The cost to Train and outfit Poitainian Knights is MODERATE.

Aquilonian Knights : **Troop Type 2**
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : POOR
Melee Combat Ability : EXCELLENT
Morale : GOOD
Movement Rate : 5

Aquilonian Knights must make up a minimum of 10% and may not exceed a maximum of 40% of your total number of troops.
The cost to Train and outfit Aquilonian Knights is MODERATE.

Black Dragons : **Troop Type 3**
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : SUPERIOR
Morale : SUPERIOR
Movement Rate : 5

Black Dragons troop is unique. Only one troop of this type may exist at any time.
The cost to Train and outfit Black Dragons is VERY HIGH.

Bossonian Archers : **Troop Type 4**
Troop Category : MIA - Medium Infantry Archer
Missile Combat Ability : SUPERIOR
Melee Combat Ability : POOR
Morale : SUPERIOR
Movement Rate : 4

Bossonian Archers may not exceed a maximum of 20% of your total number of troops at any one time.
Bossonian Archers are well adapted to combat in Forest and will fight in that terrain with increased ability.
The cost to Train and outfit Bossonian Archers is HIGH.

Gunderland Warriors : **Troop Type 5**
Troop Category : HIP - Heavy Infantry Pike
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 2

Gunderland Warriors may not exceed a maximum of 20% of your total number of troops at any one time.
The cost to Train and outfit Gunderland Warriors is MODERATE.

Aquilonian Foot : **Troop Type 6**
Troop Category : HI - Heavy Infantry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Aquilonian Foot must make up a minimum of 25% and may not exceed a maximum of 75% of your total number of troops.
The cost to Train and outfit Aquilonian Foot is MODERATE.

Black Legion : **Troop Type 7**
Troop Category : HI - Heavy Infantry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : SUPERIOR
Movement Rate : 3

Black Legion troop is unique. Only one troop of this type may exist at any time.
The cost to Train and outfit Black Legion is HIGH.

MERCENARY TROOPS

In addition do your Aquilonian troops, you may hire any of the mercenary troop types listed below. Mercenaries may not exceed a certian percentage of your total number of troops at one time. Our kingdom can support a total of 20% of standard mercenaries at any given time.

Mercenary Spears : Troop Type M1
Troop Category : HI - Heavy Infantry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 3

Mercenary Spears cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Lancers : Troop Type M2
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 5

Mercenary Lancers cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Foot : Troop Type M3
Troop Category : HI - Heavy Infantry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 3

Mercenary Foot cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Horse : Troop Type M4
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 5

Mercenary Horse cost no gold to raise but must be paid VERY HIGH wages each year.

PROVINCES

Look upon your land, my Liege, and study well the terrain map that I place in your hands with this report. For knowing the land will help you prepare for battle. May you manuver thy armies to the best advantage that the land provides. I have painstakingly recorded below a list of each of your provinces. Furthermore, I have noted the predominant terrain, the type of troops levied, the usual amount of wealth produced in each province, and the composition of each provincial army.

Tarantia

Province 1

Province Type: Land

Is the Capital Province of Aquilonia and the seat of your national government.

Is dominated by areas of open grassland	- SUPERIOR chance to reach Open terrain.
Is cut by large river tributaries	- EXCELLENT chance to reach River terrain.
Has several areas of hills	- GOOD chance to reach Hill terrain.
Has several areas of forest	- GOOD chance to reach Forest terrain.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of Tarantia currently have MODERATE loyalty to the throne.
Approximately once every three years Tarantia levys Aquilonian Knights.
The average wealth production in Tarantia is SUPERIOR.

The 1st Provincial Army

ID: PA-1

Total troops with Army: 5

Troop Name	Type	Troop Name	Type	Troop Name	Type
Grey Aquilonian Knights	2	Olive 23rd Aquilonian Knights	2	Special Aquilonian Knights	2
5th Aquilonian Knights	2	Black Legion			

Tarantia has standing Province Defense Orders as follows:

Maneuver to Fortified terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Our 1st Imperial Army is encamped in Tarantia.

The Central Provinces Province 2 Province Type: Land

Is dominated by areas of open grassland	- SUPERIOR chance to reach Open terrain.
Has large areas of hills	- EXCELLENT chance to reach Hill terrain.
Is cut by large river tributaries	- EXCELLENT chance to reach River terrain.
Has several areas of forest	- GOOD chance to reach Forest terrain.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of The Central Provinces currently have MODERATE loyalty to the throne.
Approximately once every five years The Central Provinces levys Aquilonian Knights.
The average wealth production in The Central Provinces is SUPERIOR.

The 2nd Provincial Army ID: PA-2 Total troops with Army: 5

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bloody Rat Aquilonian Knights	2	17th Shock Aquilonian Knights	2	14th Aquilonian Knights	2
14th Loyal Aquilonian Knights	2	Damned Serpent Aquilonian Foot	6		

The Central Provinces has standing Province Defense Orders as follows:

Conceal movements from attacking enemies.
Maneuver to Fortified terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Our 2nd Imperial Army is encamped in The Central Provinces.

Poitian Province 3 Province Type: Land

Has several areas of forest	- GOOD chance to reach Forest terrain.
Is dominated by areas of hills	- SUPERIOR chance to reach Hill terrain.
Has several areas of open grassland	- GOOD chance to reach Open terrain.
Is a land of mighty rivers	- SUPERIOR chance to reach River terrain.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of Poitian currently have MODERATE loyalty to the throne.
Approximately once every three years Poitian levys Poitainian Knights.
The average wealth production in Poitian is SUPERIOR.

The 3rd Provincial Army ID: PA-3 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Marinus's Own Poitainian Knights	1	Indigo Poitainian Knights	1	Tiger Poitainian Knights	1
21st Poitainian Knights	1	Proud Poitainian Knights	1	19th Scorpion Poitainian Knights	1
20th Burning Aquilonian Foot	6	Faithful Aquilonian Foot	6		

Poitian has standing Province Defense Orders as follows:

Maneuver to Fortified terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Tauran Province 4 Province Type: Land

Is dominated by areas of open grassland	- SUPERIOR chance to reach Open terrain.
Has several areas of forest	- GOOD chance to reach Forest terrain.
Is crisscrossed with rivers	- GOOD chance to reach River terrain.
Has a few scant areas of hills	- POOR chance to reach Hill terrain.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of Tauran currently have MODERATE loyalty to the throne.
Approximately once every five years Tauran levys Aquilonian Knights.
The average wealth production in Tauran is EXCELLENT.

The 4th Provincial Army ID: PA-4 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
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30th Dragon Aquilonian Knights	2	Cenwulf's Aquilonian Knights	2	7th Sapphire Aquilonian Knights	2
Valeria's Aquilonian Knights	2	48th Aquilonian Foot	6	Fulk's Ebon Aquilonian Foot	6
13th Slaying Aquilonian Foot	6	6th Fine Aquilonian Foot	6		

Tauran has standing Province Defense Orders as follows:

Maneuver to Fortified terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Tanasul Province 5 Province Type: Land

Is dominated by areas of forest	- SUPERIOR chance to reach Forest terrain.
Is a land of mighty rivers	- SUPERIOR chance to reach River terrain.
Has several areas of hills	- GOOD chance to reach Hill terrain.
Boasts of high mountains	- GOOD chance to reach Mountainous terrain.
Is heavily fortified (Fort Class B)	- SUPERIOR chance to reach Fortified terrain.

The people of Tanasul currently have MODERATE loyalty to the throne.
Approximately once every five years Tanasul levys Aquilonian Foot.
The average wealth production in Tanasul is EXCELLENT.

The 5th Provincial Army ID: PA-5 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
12th Aquilonian Foot	6	Raging 18th Aquilonian Foot	6	Dark Hawk Aquilonian Foot	6
Pure Ghoul 34th Aquilonian Foot	6	8th Savage Bond Aquilonian Foot	6	Fiercest Gunderland Warriors	5
Gold Serpent Gunderland Warriors	5	Epemitreus's Aquilonian Knights	2		

Tanasul has standing Province Defense Orders as follows:

Maneuver to Fortified terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Shamar Province 6 Province Type: Land

Has several areas of hills	- GOOD chance to reach Hill terrain.
Has several areas of forest	- GOOD chance to reach Forest terrain.
Has large areas of open grassland	- EXCELLENT chance to reach Open terrain.
Is a land of mighty rivers	- SUPERIOR chance to reach River terrain.
Is heavily fortified (Fort Class B)	- SUPERIOR chance to reach Fortified terrain.

The people of Shamar currently have MODERATE loyalty to the throne.
Approximately once every five years Shamar levys Aquilonian Foot.
The average wealth production in Shamar is EXCELLENT.

The 6th Provincial Army ID: PA-6 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
7th Night Aquilonian Foot	6	24th Aquilonian Foot	6	Toad Aquilonian Foot	6
39th Aquilonian Foot	6	Torf's Tempest Aquilonian Foot	6	8th Aquilonian Knights	2

Shamar has standing Province Defense Orders as follows:

Maneuver to Fortified terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Gunderland Province 7 Province Type: Land

Is dominated by areas of forest	- SUPERIOR chance to reach Forest terrain.
Has several areas of hills	- GOOD chance to reach Hill terrain.
Is a land of mighty rivers	- SUPERIOR chance to reach River terrain.
Has a few scant areas of swamplands	- POOR chance to reach Swamp terrain.
Is heavily fortified (Fort Class B)	- SUPERIOR chance to reach Fortified terrain.

The people of Gunderland currently have LOW loyalty to the throne.
Approximately once every three years Gunderland levys Gunderland Warriors.
The average wealth production in Gunderland is EXCELLENT.

The 7th Provincial Army ID: PA-7 Total troops with Army: 7

Troop Name	Type	Troop Name	Type	Troop Name	Type
Indigo Hawk Gunderland Warriors	5	Bart's Gunderland Warriors	5	Yellow Snake Gunderland Warriors	5
Trocero's Gunderland Warriors	5	8th Dragon Gunderland Warriors	5	48th Ghost Aquilonian Foot	6
Morenas's Aquilonian Foot	6				

Gunderland has standing Province Defense Orders as follows:

Ambush any attackers.
 Maneuver to Fortified terrain if attacked.
 Engage the enemy at the Province Commanders Discretion.

Southern Bossonia

Province 8

Province Type: Land

Is dominated by areas of forest
 Is a land of mighty rivers
 Has a few scant areas of open grassland
 Has a few scant areas of swamplands
 Is heavily fortified (Fort Class A)

- SUPERIOR chance to reach Forest terrain.
- SUPERIOR chance to reach River terrain.
- POOR chance to reach Open terrain.
- POOR chance to reach Swamp terrain.
- SUPERIOR chance to reach Fortified terrain.

The people of Southern Bossonia currently have LOW loyalty to the throne.
 Approximately once every five years Southern Bossonia levys Bossonian Archers.
 The average wealth production in Southern Bossonia is EXCELLENT.

The 8th Provincial Army

ID: PA-8

Total troops with Army: 5

Troop Name	Type	Troop Name	Type	Troop Name	Type
Marduk's Raging Bossonian Archers	4	Obsidian Spider Bossonian Archers	4	Green Aquilonian Foot	6
Marko's Mercenary Foot	M3	Bravest Azure 11th Mercenary Foot	M3		

Southern Bossonia has standing Province Defense Orders as follows:

Maneuver to Fortified terrain if attacked.
 Engage the enemy at the Province Commanders Discretion.

Our 3rd Imperial Army is encamped in Southern Bossonia.

Northern Bossonia

Province 9

Province Type: Land

Is dominated by areas of forest
 Is crisscrossed with rivers
 Has a few scant areas of hills
 Has a few scant areas of steppe
 Is heavily fortified (Fort Class A)

- SUPERIOR chance to reach Forest terrain.
- GOOD chance to reach River terrain.
- POOR chance to reach Hill terrain.
- POOR chance to reach Steppe terrain.
- SUPERIOR chance to reach Fortified terrain.

The people of Northern Bossonia currently have LOW loyalty to the throne.
 Approximately once every five years Northern Bossonia levys Bossonian Archers.
 The average wealth production in Northern Bossonia is EXCELLENT.

The 9th Provincial Army

ID: PA-9

Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
20th Olive Seal Bossonian Archers	4	Shrike Bossonian Archers	4	Olive Bossonian Archers	4
Loyal Lynx Gunderland Warriors	5	22nd Lizard Gunderland Warriors	5	Emerald 6th Aquilonian Foot	6
Fighting Aquilonian Foot	6	Crimson 49th Aquilonian Foot	6		

Northern Bossonia has standing Province Defense Orders as follows:

Ambush any attackers.
 Maneuver to Fortified terrain if attacked.
 Engage the enemy at the Province Commanders Discretion.

The Westermarck

Province 10

Province Type: Land

Is dominated by areas of forest
 Is a land of mighty rivers
 Has a few scant areas of swamplands
 Has a few scant areas of open grassland
 Is heavily fortified (Fort Class B)

- SUPERIOR chance to reach Forest terrain.
- SUPERIOR chance to reach River terrain.
- POOR chance to reach Swamp terrain.
- POOR chance to reach Open terrain.
- SUPERIOR chance to reach Fortified terrain.

The people of The Westermarck currently have LOW loyalty to the throne.
 Very infrequently The Westermarck levys Aquilonian Foot.

The average wealth production in The Westermarck is GOOD.

The 10th Provincial Army ID: PA-10 **Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Yellow 40th Bossonian Archers	4	13th Ruby Bossonian Archers	4	Seal 13th Gunderland Warriors	5
40th Ghost Aquilonian Foot	6	40th Aquilonian Foot	6	Gremio's Aquilonian Foot	6
Mantis 19th Aquilonian Knights	2	Grey Spider Aquilonian Knights	2		

The Westermarck has standing Province Defense Orders as follows:

- Conceal movements from attacking enemies.
- Maneuver to Fortified terrain if attacked.
- Engage the enemy at the Province Commanders Discretion.

DISPOSITION OF IMPERIAL ARMIES

Know, my liege, that on this day thou hast troops stationed throughout the kingdom awaiting your commands. Let me now make full report of the type, number, and location of these troops and the present organization and assignment of these troops into Imperial Armies.

The 1st Imperial Army ID: IA-1 **Total troops with Army: 15**
 Location: Tarantia Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Crow Poitainian Knights	1	38th Dragon Poitainian Knights	1	First Poitainian Knights	1
40th Olive Poitainian Knights	1	32nd Proud Poitainian Knights	1	Lynx 34th Poitainian Knights	1
Copper Gunderland Warriors	5	Wolf 50th Gunderland Warriors	5	Black Dragons	3
18th Mercenary Foot	M3	33rd Elite Mercenary Foot	M3	Raging Seal Mercenary Horse	M4
Indigo Serpent Mercenary Horse	M4	Gold Bossonian Archers	4	Galenus's Skull Bossonian Archers	4

The 2nd Imperial Army ID: IA-2 **Total troops with Army: 25**
 Location: The Central Provinces Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Ebon Shrike Poitainian Knights	1	Bravest Beaver Poitainian Knights	1	38th Poitainian Knights	1
45th Mantle Poitainian Knights	1	31st Dragon Poitainian Knights	1	Brave Demon Aquilonian Knights	2
Middle Spirit Aquilonian Knights	2	14th Proud Aquilonian Knights	2	Dragon 42nd Aquilonian Knights	2
Cardinal 20th Aquilonian Knights	2	32nd Aquilonian Knights	2	4th Last Aquilonian Foot	6
14th Flag Aquilonian Foot	6	20th Aquilonian Foot	6	40th Fierce Aquilonian Foot	6
Sable Fox 49th Aquilonian Foot	6	Blue Lion Aquilonian Foot	6	10th Night Aquilonian Foot	6
2nd Aquilonian Foot	6	36th Aquilonian Foot	6	High Aquilonian Foot	6
Otho's Mercenary Lancers	M2	10th True Bossonian Archers	4	30th Bossonian Archers	4
44th Flag Bossonian Archers	4				

The 3rd Imperial Army ID: IA-3 **Total troops with Army: 20**
 Location: Southern Bossonia Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bravest Peacock Aquilonian Foot	6	Silver 32nd Aquilonian Foot	6	Pure Ghoul Aquilonian Foot	6
Verdigris Aquilonian Foot	6	Mantis 16th Aquilonian Foot	6	Invincible Dragon Aquilonian Foot	6
Ebon Aquilonian Foot	6	Copper Eagle Aquilonian Foot	6	Shrike 40th Aquilonian Foot	6
24th Dragon Aquilonian Foot	6	Tiberias's Death Aquilonian Foot	6	Red 9th Aquilonian Foot	6
43rd Crow Aquilonian Foot	6	14th Dragon Aquilonian Foot	6	6th Crimson Aquilonian Knights	2
Spirit 49th Aquilonian Knights	2	Otter 37th Aquilonian Knights	2	Bravest 1st Mercenary Spears	M1
Publis's 47th Mercenary Horse	M4	43rd Mercenary Horse	M4		

Total Number of Troops : 128
 Number of Standard Troops : 126
 Number of Unique Troops : 2

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Poitainian Knights	1	17	13%	5%	20%
Aquilonian Knights	2	25	20%	10%	40%
Black Dragons	3	1		0 units	1 unit
Bossonian Archers	4	12	10%	0%	20%
Gunderland Warriors	5	12	10%	0%	

20%					
Aquilonian Foot	6	50	40%	25%	75%
Black Legion	7	1		0 units	1 unit
Mercenary Troops	M1-M4	10	8%	0%	20%

IMPERIAL GOALS

Let me tell thee of the dreams of your sires and the dreams of their fathers before them. It is known, my Lord, that if only the following imperial goals can be achieved, a new age of glory and prosperity shall dawn upon the kingdom. Thus have the rulers of Aquilonia ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Aquilonia.

The rulers of Aquilonia ever strive to conquer and control the following provinces:

The Nemedian Marches of Brythunia
The Lowland Fiefs of The Border Kingdom

If successful in achieving these goals, Aquilonia will truly become an empire and will be immediately able to raise ten Imperial Troops of a type presently unknown to us.

VICTORY CONDITIONS

Know, Great One, that from days of old it has been prophesied that one would come to us, one who would lead us to glory and victory over all our enemies. Word already spreads throughout the land and among our people that you indeed may be this one. If you would lead us to victory, heed closely to what I now impart to thee. Below I have listed which factors will either benefit or adversely affect the victory of thy kingdom.

The victory of your kingdom will depend upon the number of provinces under your control.

You will make major progress towards victory by controlling:

Tarantia (1) of Aquilonia.
The Northern Clans (35) of Cimmeria.
Pomicia (45) of Hyperborea.
The Eagle Tribeslands (122) of Pictland.

THE HYBORIAN WAR COMMAND SHEET

Orders For Aquilonia

Turn: 1 Date Due: A.S.A.P.

Account _____ Player Name _____ Signature _____

The last turn was a Winter Warseason, this turn is a time of Peace Years

Provinces owned: 1 2 3 4 5 6 7 8 9 10

I Command Count Guilaime Terentius AQUI-CHA to () _____ () _____ () _____ () _____
I Command Manius Selos AQUI-ADJ to () _____ () _____ () _____ () _____
(Currently with IA-2)
I Command Valannus Terentius AQUI-1 to () _____ () _____ () _____ () _____
I Command Lady Valkia Terentius AQUI-2 to () _____ () _____ () _____ () _____
I Command Dion Scavonus AQUI-3 to () _____ () _____ () _____ () _____
I Command Karlus Valens AQUI-4 to () _____ () _____ () _____ () _____
I Command Pallantides Galannus AQUI-5 to () _____ () _____ () _____ () _____
I Command Roaldo of Karaban AQUI-6 to () _____ () _____ () _____ () _____
I Command Valeria Selos AQUI-7 to () _____ () _____ () _____ () _____
(Currently with IA-1)
I Command Hakon Valens AQUI-8 to () _____ () _____ () _____ () _____
(Currently with IA-2)
I Command Khorata Valens AQUI-9 to () _____ () _____ () _____ () _____
I Command Valannus Procas AQUI-10 to () _____ () _____ () _____ () _____
I Command Cenwulf Capellas AQUI-11 to () _____ () _____ () _____ () _____
I Command Marko Hagar's son AQUI-12 to () _____ () _____ () _____ () _____
I Command Sardus Arno AQUI-13 to () _____ () _____ () _____ () _____
(Currently with IA-1)
I Command Borvius Thandara AQUI-14 to () _____ () _____ () _____ () _____
I Command Drago Valens AQUI-15 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 1 to (M)ove to (P)rovince () _____

Address Requests 1) _____ 2) _____ or () Privacy Option

I Declare () _____ () _____ () _____ () _____
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The Abyss -- Aquilonia
Account: 13 Maintenance: Yes
Due ASAP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

