

# THE HYBORIAN WAR KINGDOM REPORT

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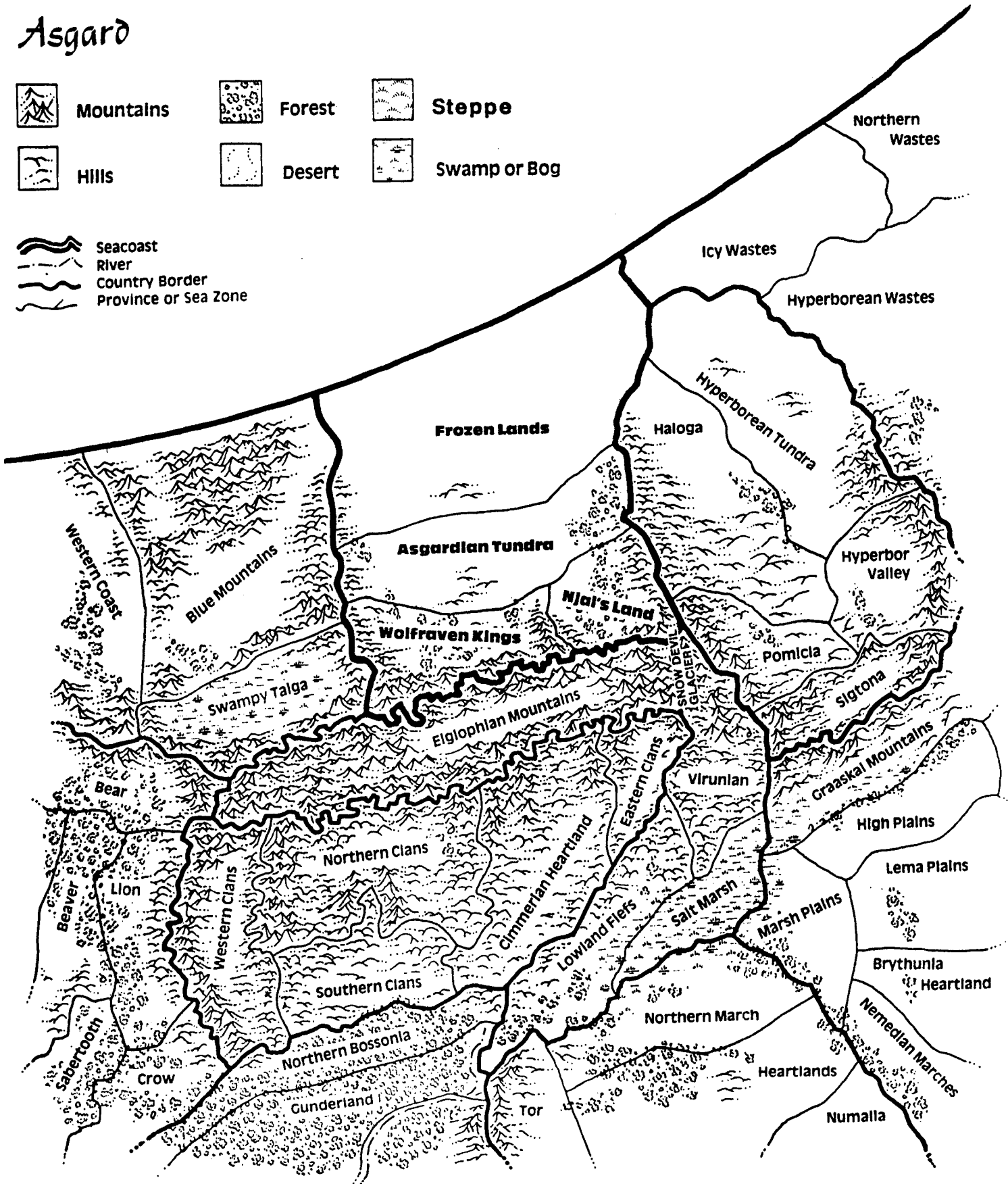
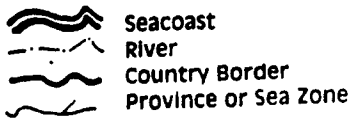
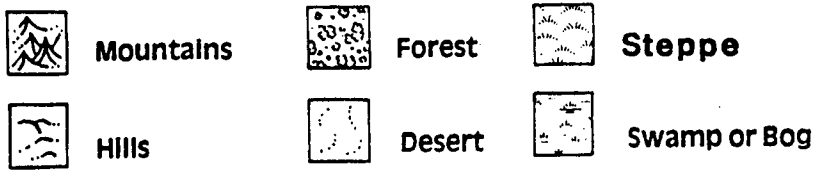
ASGARD

KINGDOM SIZE: MEDIUM

ABBREVIATION: ASGA



# Asgard



# HYBORIAN WAR

## Kingdom report for Asgard

Turn: 1

Winter Warseason

### NATIONAL HISTORY

Hear me, my Lord, for if thou art indeed to sit upon the throne, as the High King of Asgard, thou wilt wish the knowledge of the rich history of thy people the Nordheimer. Long ago, thy forefathers lived far, far to the North. There, the days were long and nightfall was a cruelty of months' duration. And in that land there were creatures unknown by living men of this generation. Great Snow Apes fell upon our fathers from out of that winter world only to be dispatched in a great slaying which is said to have lasted a month and a day, until the reek of death filled the land. From out of the southlands there came more tidings of war.

War chiefs of the ancient Hybori tribes, girded for war and leading hosts of fierce warriors, came upon our people. It was from these that our people first learned the value of sword and axe. Praise be to Ymir! Torn by war, the ancient Nordheimer gathered their families to begin the long trek south, passing over the ashes of destruction everywhere in a world where every man's hand was turned against another. In vengeance of a thousand years and a thousand years more, thy people have driven the Hybori tribes (which they found to the south) before them and made for themselves a new land.

Of all the Hybori peoples whose lands once bordered the lands of the Nordheim, only Hyperborea remains. That country's albino Nobles have firmly resisted all Nordheim onslaughts upon their huge stone citadels. In time the Nordheimer began to war amongst themselves, two great clans growing strong to dominate the rest, the red-haired Vanir and the yellow haired Aesir. Thy people are of the Aesir, and it is from that name that the kingdom of Asgard is derived. Thine Aesir have since become hunters and gatherers, more artistic and less brutal than our Vanir kin to the west, with whom we still war constantly.

It is to thee that the clans look for guidance. The original Hybori have perished or been driven southward. Shall more blood be spilled upon the snowy plains of Hyperborea and Vanaheim? Shall we test the spirit of those descendants of Atlantis who have come to call themselves Cimmerians? Speak not yet, Great One -- first heed thou my words as I report to thee of the present state of thy new kingdom.

### ROYAL TREASURY

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

### POLITICS

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

Asgard can avoid the influence of Cimmeria at a **ADEQUATE** level.  
Asgard can avoid the influence of Hyperborea at a **ADEQUATE** level.  
Asgard can avoid the influence of Vanaheim at a **ADEQUATE** level.

Asgard has no formal allies.

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

Your kingdom has assurances of peace from Cimmeria 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 Asgard is:

Name: Lyse Rann ID: ASGA-CHA Character Type: Priest  
Age: middle aged Status: Alive Gender: Male Province of Birth: The Wolfraven Kings Region  
Present location: The Wolfraven Kings Region Assignment last turn: None  
Lyse Rann is the Province Ruler of The Wolfraven Kings Region.  
Lyse Rann may use the following spells: Dispel Magic.

### The ADJUTANT GENERAL of Asgard is:

Name: Roemaf Njal ID: ASGA-ADJ Character Type: General  
Age: middle aged Status: Alive Gender: Male Province of Birth: Njal's Lands  
Present location: The Wolfraven Kings Region Assignment last turn: None

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

Name: Wold Njord ID: ASGA-1 Character Type: Noble  
Age: prime of life Status: Alive Gender: Male Province of Birth: The Wolfraven Kings Region  
Present location: The Wolfraven Kings Region Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : POOR  
Rulership : SUPERIOR  
Military Command : POOR  
Heroism : POOR  
Intrigue : NONE  
Magic : POOR

Wold Njord is the current Monarch of Asgard.  
Wold Njord may use the following spells: Magic Armor.

Name: Woneorn Njord ID: ASGA-2 Character Type: Noble  
Age: youth Status: Alive Gender: Male Province of Birth: The Frozen Lands  
Present location: The Frozen Lands Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : POOR  
Rulership : EXCELLENT  
Military Command : POOR  
Heroism : ADEQUATE  
Intrigue : ADEQUATE  
Magic : NONE

Woneorn Njord is the Province Ruler of The Frozen Lands.

Name: Kryl Rann ID: ASGA-3 Character Type: General  
Age: middle aged Status: Alive Gender: Male Province of Birth: The Wolfraven Kings Region  
Present location: The Frozen Lands Assignment last turn: With the 2nd Imperial Army  
Personal Combat : POOR  
Diplomacy : NONE  
Rulership : ADEQUATE  
Military Command : EXCELLENT  
Heroism : GOOD  
Intrigue : NONE  
Magic : POOR

Kryl Rann may use the following spells: Fanaticism.

Name: Thrave Njal ID: ASGA-4 Character Type: General  
Age: old Status: Alive Gender: Male Province of Birth: The Asgardian Tundra  
Present location: The Frozen Lands Assignment last turn: With the 2nd Imperial Army  
Personal Combat : POOR  
Diplomacy : POOR  
Rulership : POOR  
Military Command : EXCELLENT  
Heroism : SUPERIOR  
Intrigue : POOR

Magic : POOR

Thrave Njal may use the following spells: Strength.

Name: Thror Ironhand ID: ASGA-5 Character Type: Hero  
Age: old Status: Alive Gender: Male Province of Birth: The Asgardian Tundra  
Present location: Njal's Lands Assignment last turn: None  
Personal Combat : SUPERIOR  
Diplomacy : POOR  
Rulership : POOR  
Military Command : POOR  
Heroism : GOOD  
Intrigue : NONE  
Magic : NONE

Name: Geolf Njord ID: ASGA-6 Character Type: Hero  
Age: middle aged Status: Alive Gender: Male Province of Birth: The Wolfraven Kings Region  
Present location: The Wolfraven Kings Region Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : POOR  
Rulership : POOR  
Military Command : POOR  
Heroism : EXCELLENT  
Intrigue : POOR  
Magic : POOR

Geolf Njord may use the following spells: Force March.

Name: Valak Njord ID: ASGA-7 Character Type: Priest  
Age: youth Status: Alive Gender: Male Province of Birth: Njal's Lands  
Present location: Njal's Lands Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : SUPERIOR  
Rulership : ADEQUATE  
Military Command : NONE  
Heroism : NONE  
Intrigue : NONE  
Magic : GOOD

Valak Njord is the Province Ruler of Njal's Lands.

Valak Njord may use the following spells: Phantom Warriors (usable 4 times), Prophecy and Strength.

Name: Ymane Njek ID: ASGA-8 Character Type: Priest  
Age: middle aged Status: Alive Gender: Male Province of Birth: The Frozen Lands  
Present location: The Frozen Lands Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : GOOD  
Rulership : POOR  
Military Command : NONE  
Heroism : POOR  
Intrigue : POOR  
Magic : NONE

## TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 4 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.

Ice Warriors : Troop Type 1  
Troop Category : HI - Heavy Infantry  
Missile Combat Ability : NONE  
Melee Combat Ability : GOOD  
Morale : EXCELLENT  
Movement Rate : 3

Ice Warriors must make up a minimum of 5% and may not exceed a maximum of 15% of your total number of troops.

Ice Warriors are well adapted to combat in Tundra and will fight in that terrain with increased ability.  
The cost to Train and outfit Ice Warriors is MODERATE.

**Wolfraven Reavers** : Troop Type 2  
Troop Category : HI - Heavy Infantry  
Missile Combat Ability : NONE  
Melee Combat Ability : EXCELLENT  
Morale : SUPERIOR  
Movement Rate : 2

Wolfraven Reavers must make up a minimum of 25% and may not exceed a maximum of 60% of your total number of troops.  
Wolfraven Reavers are well adapted to combat in Tundra and will fight in that terrain with increased ability.  
The cost to Train and outfit Wolfraven Reavers is MODERATE.

**Arcadian Raiders** : Troop Type 3  
Troop Category : MIA - Medium Infantry Archer  
Missile Combat Ability : GOOD  
Melee Combat Ability : GOOD  
Morale : EXCELLENT  
Movement Rate : 3

Arcadian Raiders must make up a minimum of 25% and may not exceed a maximum of 40% of your total number of troops.  
Arcadian Raiders are well adapted to combat in Forest and will fight in that terrain with increased ability.  
The cost to Train and outfit Arcadian Raiders is MODERATE.

**Tundra Warriors** : Troop Type 4  
Troop Category : HIA - Heavy Infantry Archer  
Missile Combat Ability : GOOD  
Melee Combat Ability : GOOD  
Morale : GOOD  
Movement Rate : 2

Tundra Warriors must make up a minimum of 10% and may not exceed a maximum of 25% of your total number of troops.  
Tundra Warriors are well adapted to combat in Tundra and will fight in that terrain with increased ability.  
The cost to Train and outfit Tundra Warriors is MODERATE.

## 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 maneuver 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.

### The Wolfraven Kings Region Province 17 Province Type: Land

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

Is a land of few mountains	- ADEQUATE chance to reach Mountainous terrain.
Has large areas of hills	- EXCELLENT chance to reach Hill terrain.
Has some areas of forest	- ADEQUATE chance to reach Forest terrain.
Has a few scant areas of tundra	- POOR chance to reach Tundra terrain.
Has a few scant areas of open grassland	- POOR chance to reach Open terrain.

The people of The Wolfraven Kings Region currently have MODERATE loyalty to the throne.  
Approximately once every two years The Wolfraven Kings Region levys Wolfraven Reavers.  
The average wealth production in The Wolfraven Kings Region is GOOD.

<b>The 17th Provincial Army</b>	<b>ID: PA-17</b>	<b>Total troops with Army: 6</b>			
Troop Name	Type	Troop Name	Type	Troop Name	Type
Death 49th Wolfraven Reavers	2	First 12th Wolfraven Reavers	2	Night 19th Wolfraven Reavers	2
Capital Wolfraven Reavers	2	Shining 30th Arcadian Raiders	3	Shock 38th Arcadian Raiders	3

**The Wolfraven Kings Region has standing Province Defense Orders as follows:**

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

Our 1st Imperial Army is encamped in The Wolfraven Kings Region.

## Njal's Lands

Province 18

Province Type: Land

Boasts of high mountains  
Has large areas of hills  
Has large areas of forest  
Is virtually bereft of running waters  
Has some areas of open grassland

- GOOD chance to reach Mountainous terrain.
- EXCELLENT chance to reach Hill terrain.
- EXCELLENT chance to reach Forest terrain.
- POOR chance to reach River terrain.
- ADEQUATE chance to reach Open terrain.

The people of Njal's Lands currently have MODERATE loyalty to the throne.  
Let it be noted that the Ice Demon glacier prohibits all movement between Virunian and the Eiglophian Mountains.  
Approximately once every two years Njal's Lands levys Arcadian Raiders.  
The average wealth production in Njal's Lands is ADEQUATE.

### The 18th Provincial Army

ID: PA-18

Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Tempest 40th Arcadian Raiders	3	Frost 4th Arcadian Raiders	3	True 25th Arcadian Raiders	3
Shock 4th Arcadian Raiders	3				

### Njal's Lands has standing Province Defense Orders as follows:

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

## The Asgardian Tundra

Province 19

Province Type: Land

Rarely lifts a mountain peak into the sky  
Has several areas of hills  
Has some areas of forest  
Has large areas of tundra  
Has a few scant areas of open grassland

- POOR chance to reach Mountainous terrain.
- GOOD chance to reach Hill terrain.
- ADEQUATE chance to reach Forest terrain.
- EXCELLENT chance to reach Tundra terrain.
- POOR chance to reach Open terrain.

The people of The Asgardian Tundra currently have MODERATE loyalty to the throne.  
Approximately once every two years The Asgardian Tundra levys Tundra Warriors.  
The average wealth production in The Asgardian Tundra is ADEQUATE.

### The 19th Provincial Army

ID: PA-19

Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Danja's Scarlet Tundra Warriors	4	Royal 1st Tundra Warriors	4	Dark Rat Tundra Warriors	4
Argent Cardinal Ice Warriors	1				

### The Asgardian Tundra has standing Province Defense Orders as follows:

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

## The Frozen Lands

Province 20

Province Type: Land

Rarely lifts a mountain peak into the sky  
Has a few scant areas of hills  
Is dominated by areas of tundra  
Has a few scant areas of open grassland  
Has a few scant areas of bog

- POOR chance to reach Mountainous terrain.
- POOR chance to reach Hill terrain.
- SUPERIOR chance to reach Tundra terrain.
- POOR chance to reach Open terrain.
- POOR chance to reach Bog terrain.

The people of The Frozen Lands currently have LOW loyalty to the throne.  
Approximately once every three years The Frozen Lands levys Ice Warriors.  
The average wealth production in The Frozen Lands is POOR.

### The 20th Provincial Army

ID: PA-20

Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Middle Beaver 24th Ice Warriors	1	Guild 10th Ice Warriors	1	Tan Spider Ice Warriors	1
Tryst 23rd Ice Warriors	1				

### The Frozen Lands has standing Province Defense Orders as follows:

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

Our 2nd Imperial Army is encamped in The Frozen Lands.

## 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: 12**  
Location: The Wolfraven Kings Region                    Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Freida's Wolfraven Reavers	2	Spider 21st Wolfraven Reavers	2	Olive Fox Wolfraven Reavers	2
Beryl Wolfraven Reavers	2	Bronze Wolfraven Reavers	2	Last 2nd Wolfraven Reavers	2
Alert Wolfraven Reavers	2	Ghoul 39th Arcadian Raiders	3	Faithful 25th Arcadian Raiders	3
Independant 22nd Arcadian Raiders	3	Beryl 37th Arcadian Raiders	3	Fox Arcadian Raiders	3

**The 2nd Imperial Army**                    **ID: IA-2**                    **Total troops with Army: 8**  
Location: The Frozen Lands                    Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Pure Ghoul Wolfraven Reavers	2	Hjorrd's Oath Wolfraven Reavers	2	Bond 20th Wolfraven Reavers	2
Mantle 4th Wolfraven Reavers	2	Magenta Tundra Warriors	4	Independant Ghost Tundra Warriors	4
Skull Tundra Warriors	4	Tryst 6th Tundra Warriors	4		

Total Number of Troops        : 38

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Ice Warriors	1	5	13%	5%	15%
Wolfraven Reavers	2	15	39%	25%	60%
Arcadian Raiders	3	11	29%	25%	40%
Tundra Warriors	4	7	18%	10%	25%

## 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 Asgard ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Asgard.

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

The Swampy Taiga Region of Vanaheim  
The Hyperbor Valley of Hyperborea  
Pomicia of Hyperborea

If successful in achieving these goals, Asgard 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 move closer to victory by conquering home provinces of any large kingdom. Should the Ice Age come, your people may decide to migrate to the lands of a single large kingdom at that time. You should then focus your efforts on that kingdom's home provinces.



# THE HYBORIAN WAR COMMAND SHEET

## Orders For Asgard

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: 17 18 19 20

I Command Lyse Rann ASGA-CHA to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
I Command Roemaf Njal ASGA-ADJ to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
I Command Wold Njord ASGA-1 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
I Command Woneorn Njord ASGA-2 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
I Command Kryl Rann ASGA-3 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-2 )  
I Command Thrave Njal ASGA-4 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-2 )  
I Command Thror Ironhand ASGA-5 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
I Command Geolf Njord ASGA-6 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
I Command Valak Njord ASGA-7 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
I Command Ymane Njek ASGA-8 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_

I Command 2nd Imperial Army in province 20 to (M)ove to (P)rovince ( ) \_\_\_\_\_

Address Requests 1) \_\_\_\_\_ 2) \_\_\_\_\_ or ( ) Privacy Option

I Declare ( ) \_\_\_\_\_ (R)ule (P)rovince (19)

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The Abyss -- Asgard  
Account: 13 Maintenance: Yes  
Due ASAP--processed in order of receipt;  
4-8 weeks for placement & turn 1 results.

