

THE HYBORIAN WAR KINGDOM REPORT

FOR





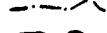





HYPERBOREA

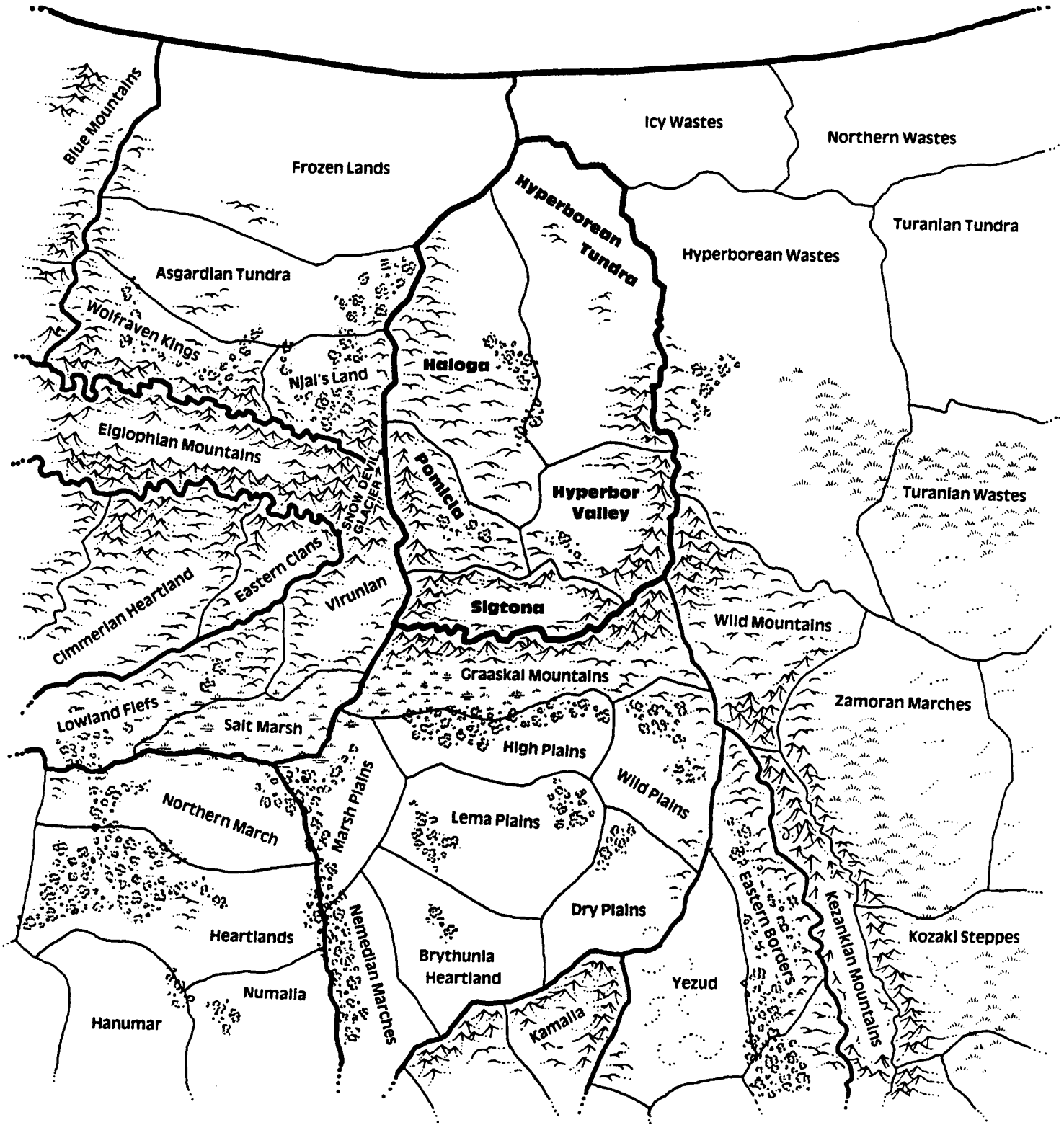
KINGDOM SIZE: LARGE

ABBREVIATION: HYPE



Hyperborea

- | | | | | | | | |
|---|----------------------|---|-----------|---|--------|---|--------------|
|  | Seacoast |  | Mountains |  | Forest |  | Steppe |
|  | River |  | Hills |  | Desert |  | Swamp or Bog |
|  | Country Border | | | | | | |
|  | Province or Sea Zone | | | | | | |



HYBORIAN WAR

Kingdom report for Hyperborea

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, O Lord of the blood, the history and the greatness of thy people. In those days of founding, the cold, bleak lands upon which Hyperborea now stands were doubtless more mild and productive. It seems each winter is colder than the last.

The first kingdom of Hyperborea was called Hyperborea the Eldar and rose into being some three thousand years ago. The Eldar Hyperboreans were the first to build with stone. The huge stone keeps which they erected upon the snowy plains gave them a tremendous edge over their wandering Hyborian kinsmen. And in time Eldar Hyperborea became a great empire. Most of the Hyborians that they vanquished chose to migrate to the south rather than live in the thrall of our imperious Nobles. These migrations were to cause major turmoil in the south and speed the fall and reformation of many a kingdom.

During that thousand year reign, blond savages in the north became increasingly more numerous and warlike, but they were ever thrown back from the stone keeps of our kingdom. The Nordheimers then began to vent their aggressions upon the Hyborians to their south, further stimulating the migration of the Hyborian tribes southward. Constant warfare with the blond Nordheimer weakened Eldar Hyperborea, until at last -- in a wave of invasion from migrating Hyborian tribes -- the empire fell, and over a period of five hundred years the new kingdom of Hyperborea was driven back by the Nordheimer savages to its present western boundaries. Later, a surge of vitality arose from the younger and revitalized Hyperborea and once again we began to hold back the warriors of that race which now inhabits the kingdom of Asgard.

These last five hundred years thy Hyperborean people have grown frigid and cruel, turning increasingly to the ways of sorcery to battle the continual onslaughts from Asgard, and to protect against the rising power of Turan in the east. Perhaps sorcery is the only way to battle the ice which has continued to creep into the land and into the hearts of thy people.

Over the last one hundred years Hyperborea has become increasingly arrogant. We of Hyperborea now look upon the world with a contemptuous eye and know ourselves for a superior race. Once fair of form and feature, the Hyperborean nobles are now for the most part albinos, grim, gaunt, and filled with hatred for the world around them. Perhaps hate is now the fire which provides the only warmth in our cold land. Thy people hate and are contemptuous of Asgard, they hate (while secretly fearing) the Hyrkanian kingdoms, they have till now lived in only uneasy peace with Brythunia, they admire the evil of Zamora while still coveting its lands, and seethe with a malicious hatred for the power of Aquilonia. This legacy is thy inheritance; to such wert thou born to rule. Heed well my words, Great One, and I will report to thee 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 **EXCELLENT**.

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

Virunian of The Border Kingdom
The Hyperborean Wastes of The Desert Steppes

POLITICS

Magic : POOR

Korg Vammata may use the following spells: Diplomacy.

Name: Khalem Kaletar ID: HYPE-4 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: Haloga
Present location: Haloga Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : GOOD
Military Command : POOR
Heroism : ADEQUATE
Intrigue : NONE
Magic : POOR

Khalem Kaletar is the Province Ruler of Haloga.
Khalem Kaletar may use the following spells: Strength.

Name: Vord Khotalr ID: HYPE-5 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: Sigtona
Present location: Haloga Assignment last turn: None
Personal Combat : NONE
Diplomacy : SUPERIOR
Rulership : POOR
Military Command : POOR
Heroism : ADEQUATE
Intrigue : EXCELLENT
Magic : POOR

Vord Khotalr may use the following spells: Rains.

Name: Karvan Vamtar ID: HYPE-6 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: Sigtona
Present location: Haloga Assignment last turn: None
Personal Combat : NONE
Diplomacy : NONE
Rulership : POOR
Military Command : EXCELLENT
Heroism : POOR
Intrigue : POOR
Magic : ADEQUATE

Karvan Vamtar may use the following spells: Far Sight and Prophecy.

Name: Lady Vammatar Pohjolan ID: HYPE-7 Character Type: Priest
Age: old Status: Alive Gender: Female Province of Birth: Pomicia
Present location: Pomicia Assignment last turn: None
Personal Combat : NONE
Diplomacy : SUPERIOR
Rulership : EXCELLENT
Military Command : POOR
Heroism : NONE
Intrigue : GOOD
Magic : POOR

Lady Vammatar Pohjolan may use the following spells: Summon the Dead.

Name: Fjal Jalonern ID: HYPE-8 Character Type: Wizard
Age: middle aged Status: Alive Gender: Male Province of Birth: The Hyperbor Valley
Present location: The Hyperbor Valley Assignment last turn: With the 1st Imperial Army
Personal Combat : EXCELLENT
Diplomacy : NONE
Rulership : POOR
Military Command : NONE
Heroism : GOOD
Intrigue : POOR
Magic : SUPERIOR

Fjal Jalonern may use the following spells: Earth Demon, Fanaticism, Force March, Magic Sleep and Prophecy.

Name: Fredrik Jalonern ID: HYPE-9 Character Type: Wizard

Age: young adult Status: Alive Gender: Male Province of Birth: Sigtona
Present location: Pomicia Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : NONE
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : NONE
Magic : ADEQUATE

Fredrik Jalonern may use the following spells: Curse and Sunbane.

Name: Nitzani Palata ID: HYPE-10 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: The Hyperbor Valley
Present location: Pomicia Assignment last turn: None
Personal Combat : POOR
Diplomacy : NONE
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : EXCELLENT

Nitzani Palata may use the following spells: Phantom Warriors (usable 4 times), Dispel Magic, Far Sight and Fear.

Name: Bakhar Tourlar ID: HYPE-11 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: Haloga
Present location: Pomicia Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : NONE
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : NONE
Magic : ADEQUATE

Bakhar Tourlar may use the following spells: Far Sight and The Open Hand.

Name: Lahana Kaletar ID: HYPE-12 Character Type: Wizard
Age: young adult Status: Alive Gender: Female Province of Birth: Haloga
Present location: Haloga Assignment last turn: None
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : ADEQUATE
Heroism : NONE
Intrigue : POOR
Magic : SUPERIOR

Lahana Kaletar may use the following spells: Dispel Magic, Far Sight, Fear, Sunbane and Magic Armor.

Name: Sakjer Vammata ID: HYPE-13 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: Pomicia
Present location: Pomicia Assignment last turn: None
Personal Combat : NONE
Diplomacy : NONE
Rulership : GOOD
Military Command : NONE
Heroism : GOOD
Intrigue : NONE
Magic : GOOD

Sakjer Vammata may use the following spells: Diplomacy, Missile Shield and Magic Weapon.

Name: Najak Velale ID: HYPE-14 Character Type: Wizard
Age: young adult Status: Alive Gender: Male Province of Birth: Sigtona
Present location: Pomicia Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : NONE
Rulership : POOR

Military Command : POOR
Heroism : NONE
Intrigue : NONE
Magic : SUPERIOR

Najak Velale may use the following spells: Long Life (usable 7 times), Earth Demon, Far Sight, Magic Blast, Curse and Summon the Dead.

Name: Mistress Ilga Pohjolan ID: HYPE-15 Character Type: Wizard
Age: middle aged Status: Alive Gender: Female Province of Birth: The Hyperborean Tundra
Present location: The Hyperborean Tundra Assignment last turn: None
Personal Combat : NONE
Diplomacy : NONE
Rulership : ADEQUATE
Military Command : NONE
Heroism : NONE
Intrigue : EXCELLENT
Magic : ADEQUATE

Mistress Ilga Pohjolan is the Province Ruler of The Hyperborean Tundra.
Mistress Ilga Pohjolan may use the following spells: Phantom Warriors (usable 4 times) and Fear.

Name: Gerrahk Tourlar ID: HYPE-16 Character Type: Agent
Age: old Status: Alive Gender: Male Province of Birth: Pomicia
Present location: The Hyperborean Tundra Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : ADEQUATE
Magic : NONE

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 5 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.

Hyperborean Warriors : Troop Type 1
Troop Category : MI - Medium Infantry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Hyperborean Warriors must make up a minimum of 20% and may not exceed a maximum of 40% of your total number of troops.
The cost to Train and outfit Hyperborean Warriors is MODERATE.

Hyperborean Archers : Troop Type 2
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : POOR
Morale : ADEQUATE
Movement Rate : 4

Hyperborean Archers may not exceed a maximum of 10% of your total number of troops at any one time.
Hyperborean Archers are well adapted to combat in Fortified and will fight in that terrain with increased ability.
The cost to Train and outfit Hyperborean Archers is LOW.

Hyperborean Nobles : Troop Type 3
Troop Category : MC - Medium Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

Hyperborean Nobles must make up a minimum of 10% and may not exceed a maximum of 20% of your total number of troops.
The cost to Train and outfit Hyperborean Nobles is MODERATE.

The White Hand : Troop Type 4
Troop Category : LI - Light Infantry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 4

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

The Walking Dead : Troop Type 5
Troop Category : UI - Heavy Undead Infantry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : SUPERIOR
Movement Rate : 3

The Walking Dead must make up a minimum of 30% and may not exceed a maximum of 60% of your total number of troops.
The Walking Dead are defensive troops and will not join an army for invasion.
The cost to Train and outfit The Walking Dead is LOW.

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.

Pomicia Province 45 Province Type: Land

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

Is a land of great mountains	- EXCELLENT 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.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of Pomicia currently have HIGH loyalty to the throne.
Approximately once every two years Pomicia levys The White Hand.
The average wealth production in Pomicia is EXCELLENT.

Pomicia is a trade center. A single foreign Trade Route runs through this province.

The 45th Provincial Army ID: PA-45 Total troops with Army: 3

Troop Name	Type	Troop Name	Type	Troop Name	Type
Capital 25th White Hand	4	42nd Fighting Mordant White Hand	4	32nd Oath White Hand	4

Pomicia has standing Province Defense Orders as follows:

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

Our 2nd Imperial Army is encamped in Pomicia.

Sigtona Province 46 Province Type: Land

Is dominated by the peaks of mountains	- SUPERIOR 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 open grassland	- POOR chance to reach Open terrain.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of Sigtona currently have MODERATE loyalty to the throne.
Approximately once every two years Sigtona levys Hyperborean Nobles.
The average wealth production in Sigtona is EXCELLENT.

The 46th Provincial Army **ID: PA-46** **Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Najak's Venom Hyperborean Nobles	3	Elite Hyperborean Nobles	3	White 12th Hyperborean Nobles	3
16th Hyperborean Nobles	3	37th Crimson Shrike Walking Dead	5	34th Sentinel Walking Dead	5
Kris's Walking Dead	5	True Otter Walking Dead	5		

Sigtona has standing Province Defense Orders as follows:

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

The Hyperbor Valley **Province 47** **Province Type: Land**

Is a land of great mountains - EXCELLENT 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 large areas of open grassland - EXCELLENT chance to reach Open terrain.
Is heavily fortified (Fort Class A) - SUPERIOR chance to reach Fortified terrain.

The people of The Hyperbor Valley currently have MODERATE loyalty to the throne.
Approximately once every two years The Hyperbor Valley levys Hyperborean Warriors.
The average wealth production in The Hyperbor Valley is EXCELLENT.

The 47th Provincial Army **ID: PA-47** **Total troops with Army: 3**

Troop Name	Type	Troop Name	Type	Troop Name	Type
White 2nd Hyperborean Warriors	1	7th Hyperborean Warriors	1	Bronze 41st Hyperborean Warriors	1

The Hyperbor Valley has standing Province Defense Orders as follows:

Maneuver to Fortified terrain if attacked.
Engage the enemy in Set Piece Battle.

Our 1st Imperial Army is encamped in The Hyperbor Valley.

Haloga **Province 48** **Province Type: Land**

Is a land of few mountains - ADEQUATE chance to reach Mountainous terrain.
Is dominated by areas of hills - SUPERIOR chance to reach Hill terrain.
Has some areas of forest - ADEQUATE chance to reach Forest terrain.
Has some areas of tundra - ADEQUATE chance to reach Tundra terrain.
Is heavily fortified (Fort Class A) - SUPERIOR chance to reach Fortified terrain.

The people of Haloga currently have LOW loyalty to the throne.
Approximately once every two years Haloga levys Hyperborean Warriors.
The average wealth production in Haloga is GOOD.

The 48th Provincial Army **ID: PA-48** **Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Nholan's Hyperborean Warriors	1	Nyko's 14th Hyperborean Warriors	1	Rinna's 23rd Hyperborean Warriors	1
Capital 17th Hyperborean Warriors	1	Virmillion Walking Dead	5	Kahlun's Regular Walking Dead	5
Lagh's Walking Dead	5	42nd Tempest Walking Dead	5		

Haloga has standing Province Defense Orders as follows:

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

The Hyperborean Tundra **Province 49** **Province Type: Land**

Rarely lifts a mountain peak into the sky - POOR chance to reach Mountainous terrain.
Has some areas of hills - ADEQUATE chance to reach Hill terrain.
Is dominated by areas of tundra - SUPERIOR chance to reach Tundra terrain.
Has a few scant areas of open grassland - POOR chance to reach Open terrain.
Has a centrally located fort (Fort Class A) - ADEQUATE chance to reach Fortified terrain.

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

The 49th Provincial Army

ID: PA-49

Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Argent 41st Hyperborean Warriors	1	Brotherhood Hyperborean Warriors	1	Skull 49th Hyperborean Warriors	1
Borg's Hyperborean Warriors	1	Sven's 35th Walking Dead	5	Ljun's Walking Dead	5
Olive Guild 37th Walking Dead	5	Savage 11th Walking Dead	5		

The Hyperborean Tundra has standing Province Defense Orders as follows:

Maneuver to Tundra 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: The Hyperbor Valley

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Linga's Hyperborean Nobles	3	Honjal's 10th Hyperborean Nobles	3	Molana's Hyperborean Nobles	3
18th Mantis Hyperborean Nobles	3	Diamond 31st Hyperborean Warriors	1	Inkal's Hyperborean Warriors	1
Jahlak's Hyperborean Warriors	1	Flag Hyperborean Warriors	1	Guild Hyperborean Warriors	1
24th Hyperborean Warriors	1	22nd Hyperborean Warriors	1	22nd Dog Hyperborean Warriors	1
Rinna's Hyperborean Archers	2	Death 49th Hyperborean Archers	2	Saphire 36th Hyperborean Archers	2

The 2nd Imperial Army

ID: IA-2

Total troops with Army: 20

Location: Pomicia

Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Elba's White Hyperborean Nobles	3	37th Hyperborean Nobles	3	15th White Hand	4
Trell's Personal 9th White Hand	4	White White Hand	4	Azure 31st Walking Dead	5
27th Walking Dead	5	High Walking Dead	5	Asseka's Walking Dead	5
34th Walking Dead	5	28th White Walking Dead	5	25th Walking Dead	5
Mjorn's Finest Walking Dead	5	Skull Walking Dead	5	33rd Walking Dead	5
Saima's White Walking Dead	5	Hans's 12th White Walking Dead	5	Noeska's Walking Dead	5
Damned 50th Walking Dead	5	Special 13th Hyperborean Warriors	1		

Total Number of Troops : 65

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Hyperborean Warriors	1	20	31%	20%	40%
Hyperborean Archers	2	3	5%	0%	10%
Hyperborean Nobles	3	10	15%	10%	20%
The White Hand	4	6	9%	0%	20%
The Walking Dead	5	26	40%	30%	60%

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

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

Virunian of The Border Kingdom
Njal's Lands of Asgard
The Hyperborean Wastes of The Desert Steppes

If successful in achieving these goals, Hyperborea 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.

You will move closer to victory by increasing and fostering the economic strength of your kingdom through it's provinces. You may do this by conquering new provinces and seeing to the prosperity and productivity of the ones which you now control.

You will make major progress towards victory by controlling:

- Tanasul (5) of Aquilonia.
- Virunian (22) of The Border Kingdom.
- The Hyperbor Valley (47) of Hyperborea.
- The Icy Desert Region (265) of The Cold Lands.

THE HYBORIAN WAR COMMAND SHEET

Orders For Hyperborea

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: 45 46 47 48 49

- I Command Count Inkar Pohjolan HYPE-CHA to () _____ () _____ () _____ () _____
- I Command Gothan Kotalr HYPE-ADJ to () _____ () _____ () _____ () _____
- I Command Lord Louhi Pohjolan HYPE-1 to () _____ () _____ () _____ () _____
- I Command Jykal Kaletar HYPE-2 to () _____ () _____ () _____ () _____
- I Command Korg Vammata HYPE-3 to () _____ () _____ () _____ () _____
- I Command Khalem Kaletar HYPE-4 to () _____ () _____ () _____ () _____
- I Command Vord Kotalr HYPE-5 to () _____ () _____ () _____ () _____
- I Command Karvan Vamtar HYPE-6 to () _____ () _____ () _____ () _____
- I Command Lady Vammatar Pohjolan HYPE-7 to () _____ () _____ () _____ () _____
- I Command Fjal Jalonern HYPE-8 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Fredrik Jalonern HYPE-9 to () _____ () _____ () _____ () _____
- I Command Nitzani Palata HYPE-10 to () _____ () _____ () _____ () _____
- I Command Bakhar Tourlar HYPE-11 to () _____ () _____ () _____ () _____
- I Command Lahana Kaletar HYPE-12 to () _____ () _____ () _____ () _____
- I Command Sakjer Vammata HYPE-13 to () _____ () _____ () _____ () _____
- I Command Najak Velale HYPE-14 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Mistress Ilga Pohjolan HYPE-15 to () _____ () _____ () _____ () _____
- I Command Gerrahk Tourlar HYPE-16 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 47 to (M)ove to (P)rovince (_____)

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

I Declare () _____ (R)ule (P)rovince (46)

I Declare () _____ () _____ () _____ () _____ () _____

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

