

THE HYBORIAN WAR KINGDOM REPORT

FOR

VANAHEIM

KINGDOM SIZE: MEDIUM

ABBREVIATION: VANA



Vanaheim



Mountains



Forest



Steppe



Hills



Desert



Swamp or Bog



Seacoast



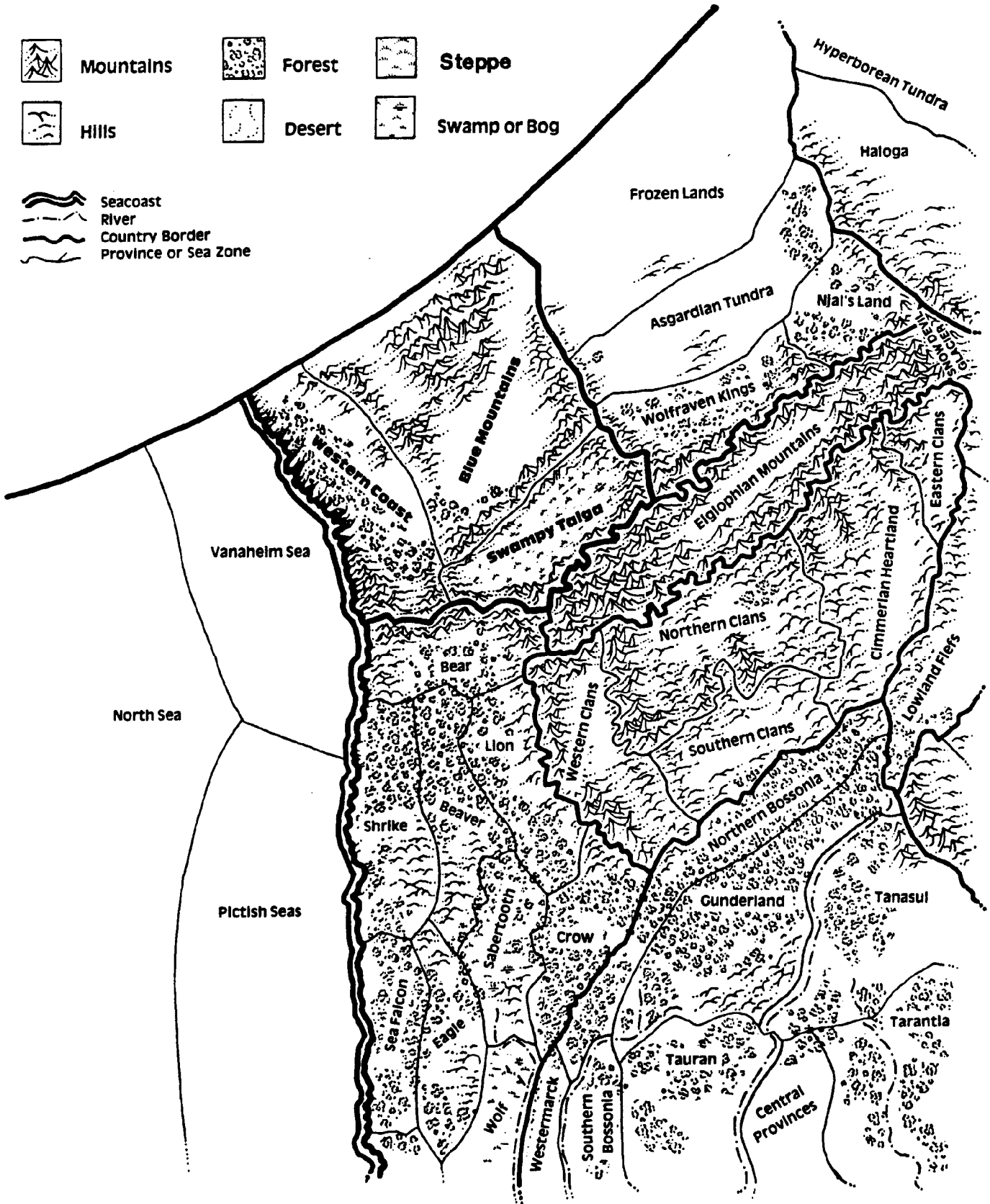
River



Country Border



Province or Sea Zone



HYBORIANTM WAR

Kingdom report for Vanaheim

Turn: 1

Winter Warseason

NATIONAL HISTORY

Listen, young warrior, son of countless kings. Listen to thy heritage, to the story of thy people, of Vanaheim!

Once, long, long ago, thy people inhabited a land far to the north. It was the land of the gods, where days were counted in weeks and nights would last a month or more. Our people had no name for themselves then, and lived in peace, hunting and fishing for their livelihood. Then the great Snow Apes came upon us from the north, mad, hungry, raging animals. Great was the battle, and when it was done the snow lay red for a year! Greatness grew from such an event, and we were never to be the same.

Within a generation we were invaded yet again, this time by Hyborian warrior tribes from the south. Great men of war, they seemed as gods in battle! We fought them too, and in time overcame them. And from their survivors we heard tales. They were tales of strange lands to the south, of war and glory; they stirred our blood. We could not stay!

Our people began the long trek south, where they met more Hyborians. At first their bright swords and axes drove us back in great slaughter, but in time we too learned to wield sword and axe. They came to call us the Nordheim, and having none for ourselves we accepted the name. For a thousand years we warred with the Hybori, and we honor their heroes among our own. At last they were betrayed by their own kin, the Hyperboreans, who fell upon them even as we struck from the north yet again. The northern Hyborians were driven south, in turn driving their southern neighbors even farther, thus beginning the great southern migrations of the proud Hyborian people.

But we are not Hybori. We are the Vanir. And thou must know of thy cousins, for it was at this time that the Nordheim split, and became the Aesir and the Vanir. The blond-haired Aesir ruled in Asgard, while we Vanir of the red manes fought our way westward, slaying all before us, to stop only when we reached the Western Ocean.

It is a hardy land which fortune has granted us, worthy of our people. We hunt the cold reaches and fish the icy western ocean. And of course, we war. We war to the south, on the Bear Picts, and farther still we war beyond the Eiglophian Mountains on the Cimmerian northern clans. Such battle, fit to lift the heart of any man of war! But most of all we war with the Aesir, our cousins. Where else can we better test our steel and cleanse our souls in battle than with our own blond-haired kinfolk?

Know, great warrior, that our prophets tell us a great age comes to the world, an age of empire and red raging war! Further know it is said we will one day rule a great nation and be kings of a foreign people, or we will die, amid the rending of glaciers and the cold silence of the northern world. Our fate, as always, rests with the strongest arm in the tribe. Rule well, young warrior and father of kings! Now listen well to the unfolding 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:

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

Vanaheim can avoid the influence of Pictland at a GOOD level.

Vanaheim has no formal allies.

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 Vanaheim is:

Name: Egerend Woden ID: VANA-CHA Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: The Western Coast Region
Present location: The Western Coast Region Assignment last turn: None
Egerend Woden is the Province Ruler of The Western Coast Region.

The ADJUTANT GENERAL of Vanaheim is:

Name: Sirmishad Aigur ID: VANA-ADJ Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: The Swampy Taiga Region
Present location: The Swampy Taiga Region Assignment last turn: None
Sirmishad Aigur may use the following spells: Fanaticism.

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

Name: King Knir Norvan ID: VANA-1 Character Type: Noble
Age: ancient Status: Alive Gender: Male Province of Birth: The Blue Mountains
Present location: The Western Coast Region Assignment last turn: None
Personal Combat : POOR
Diplomacy : NONE
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : NONE

King Knir Norvan is the current Monarch of Vanaheim.

Name: Warchief Barla Norvan ID: VANA-2 Character Type: Noble
Age: youth Status: Alive Gender: Male Province of Birth: The Western Coast Region
Present location: The Western Coast Region Assignment last turn: None
Personal Combat : POOR
Diplomacy : NONE
Rulership : POOR
Military Command : POOR
Heroism : GOOD
Intrigue : POOR
Magic : POOR

Warchief Barla Norvan may use the following spells: Magic Armor.

Name: Odgan Woden ID: VANA-3 Character Type: General
Age: old Status: Alive Gender: Male Province of Birth: The Swampy Taiga Region
Present location: The Western Coast Region Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : NONE
Rulership : POOR
Military Command : POOR
Heroism : POOR
Intrigue : NONE
Magic : GOOD

Odgan Woden may use the following spells: Strength, Magic Weapon and Magic Armor.

Name: Tvedesral Altun ID: VANA-4 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: The Western Coast Region
Present location: The Western Coast Region Assignment last turn: None
Personal Combat : POOR

Diplomacy : ADEQUATE
Rulership : POOR
Military Command : ADEQUATE
Heroism : EXCELLENT
Intrigue : GOOD
Magic : EXCELLENT

Tvedesral Altun may use the following spells: Diplomacy, Bless, Strength and Magic Weapon.

Name: Greiftock Aigur ID: VANA-5 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: The Blue Mountains
Present location: The Swampy Taiga Region Assignment last turn: With the 1st Imperial Army
Personal Combat : POOR
Diplomacy : POOR
Rulership : POOR
Military Command : POOR
Heroism : GOOD
Intrigue : NONE
Magic : NONE

Name: Svenorg Aigur ID: VANA-6 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: The Blue Mountains
Present location: The Western Coast Region Assignment last turn: With the 2nd Imperial Army
Personal Combat : EXCELLENT
Diplomacy : POOR
Rulership : NONE
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : NONE
Magic : NONE

Name: Svanthal Keiv ID: VANA-7 Character Type: Hero
Age: middle aged Status: Alive Gender: Male Province of Birth: The Western Coast Region
Present location: The Swampy Taiga Region Assignment last turn: With the 1st Imperial Army
Personal Combat : SUPERIOR
Diplomacy : SUPERIOR
Rulership : NONE
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : SUPERIOR
Magic : NONE

Name: Sventhas Aigur ID: VANA-8 Character Type: Hero
Age: middle aged Status: Alive Gender: Male Province of Birth: The Blue Mountains
Present location: The Blue Mountains Assignment last turn: None
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : ADEQUATE
Military Command : POOR
Heroism : SUPERIOR
Intrigue : NONE
Magic : NONE

Sventhas Aigur is the Province Ruler of The Blue Mountains.

Name: Raskilved Altun ID: VANA-9 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: The Swampy Taiga Region
Present location: The Swampy Taiga Region Assignment last turn: None
Personal Combat : NONE
Diplomacy : POOR
Rulership : GOOD
Military Command : POOR
Heroism : POOR
Intrigue : POOR
Magic : POOR

Raskilved Altun is the Province Ruler of The Swampy Taiga Region.
Raskilved Altun may use the following spells: Strength.

Name: Stralgast Altun ID: VANA-10 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: The Swampy Taiga Region

Present location: The Western Coast Region

Assignment last turn: None

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

Stralgast Altun may use the following spells: Strength.

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.

Swamp Raiders : Troop Type 1
Troop Category : MIA - Medium Infantry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 3

Swamp Raiders must make up a minimum of 20% and may not exceed a maximum of 40% of your total number of troops.
Swamp Raiders are well adapted to combat in Swamp and will fight in that terrain with increased ability.
The cost to Train and outfit Swamp Raiders is MODERATE.

High King's Warriors : Troop Type 2
Troop Category : MIA - Medium Infantry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : SUPERIOR
Movement Rate : 3

High King's Warriors must make up a minimum of 20% and may not exceed a maximum of 45% of your total number of troops.
The cost to Train and outfit High King's Warriors is MODERATE.

Blue Mountain Men : Troop Type 3
Troop Category : HI - Heavy Infantry
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 2

Blue Mountain Men must make up a minimum of 5% and may not exceed a maximum of 15% of your total number of troops.
Blue Mountain Men are well adapted to combat in Tundra and will fight in that terrain with increased ability.
The cost to Train and outfit Blue Mountain Men is MODERATE.

Bragis Wolves : Troop Type 4
Troop Category : HI - Heavy Infantry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 2

Bragis Wolves must make up a minimum of 10% and may not exceed a maximum of 25% of your total number of troops.
The cost to Train and outfit Bragis Wolves 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.

The Western Coast Region**Province 162****Province Type: Coast**

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

Rarely lifts a mountain peak into the sky	- POOR chance to reach Mountainous terrain.
Has several areas of hills	- GOOD chance to reach Hill terrain.
Has large areas of forest	- EXCELLENT chance to reach Forest terrain.
Has some areas of open grassland	- ADEQUATE chance to reach Open terrain.
Has a few scant areas of tundra	- POOR chance to reach Tundra terrain.

The people of The Western Coast Region currently have HIGH loyalty to the throne.
 Approximately once every two years The Western Coast Region levys High King's Warriors.
 The average wealth production in The Western Coast Region is EXCELLENT.

The 162nd Provincial Army ID: PA-162 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bloody Snake King's Warriors	2	Scarlet King's Warriors	2	Baduan's King's Warriors	2
Green 44th King's Warriors	2				

The Western Coast Region has standing Province Defense Orders as follows:

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

Our 2nd Imperial Army is encamped in The Western Coast Region.

The Swampy Taiga Region**Province 163****Province Type: Land**

Is a land of few mountains	- ADEQUATE chance to reach Mountainous terrain.
Has several areas of hills	- GOOD chance to reach Hill terrain.
Has large areas of swamplands	- EXCELLENT chance to reach Swamp terrain.
Has a few scant areas of open grassland	- POOR chance to reach Open terrain.
Has one remote fort (Fort Class B)	- POOR chance to reach Fortified terrain.

The people of The Swampy Taiga Region currently have MODERATE loyalty to the throne.
 Approximately twice every three years The Swampy Taiga Region levys Swamp Raiders.
 The average wealth production in The Swampy Taiga Region is GOOD.

The 163rd Provincial Army ID: PA-163 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Tan Raiders	1	Hobragar's 5th Raiders	1	Kragantn's Ymir's Raiders	1
Ebon Raiders	1	Ragged Eagle 37th Raiders	1	Natali's Bronze Raiders	1

The Swampy Taiga Region has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in The Swampy Taiga Region.

The Blue Mountains**Province 164****Province Type: Land**

Boasts of high mountains	- GOOD chance to reach Mountainous terrain.
Has several areas of hills	- GOOD 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.
Has some areas of tundra	- ADEQUATE chance to reach Tundra terrain.

The people of The Blue Mountains currently have MODERATE loyalty to the throne.
 Approximately twice every three years The Blue Mountains levys Blue Mountain Men.
 The average wealth production in The Blue Mountains is GOOD.

The 164th Provincial Army ID: PA-164 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Baduan's Fine Mountain Men	3	Venom 9th Mountain Men	3	Ragged 48th Mountain Men	3
First Mountain Men	3				

The Blue Mountains has standing Province Defense Orders as follows:

Ambush any attackers.
 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: 8
 Location: The Swampy Taiga Region Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Peacock Raiders	1	6th Red Demon Raiders	1	Peacock 28th Raiders	1
Pure Mammoth Raiders	1	Saphire 33rd Raiders	1	Red Pure 35th Raiders	1
Seal 49th King's Warriors	2	Disciple 8th King's Warriors	2		

The 2nd Imperial Army ID: IA-2 Total troops with Army: 15
 Location: The Western Coast Region Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Otterund's Raiders	1	Invincible King's Warriors	2	Frigga's King's Warriors	2
Bravest Spirit King's Warriors	2	33rd Damned Stone King's Warriors	2	Marvaund's Bloody King's Warriors	2
Warchief Fafnir's King's Warriors	2	Fox King's Warriors	2	Yellow King's Warriors	2
Raiding King's Warriors	2	Sefand's Raging King's Warriors	2	Narvald's 4th King's Warriors	2
Finest Raven Wolves	4	Royal Wolves	4	Bear Wolves	4

Total Number of Troops : 37

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Swamp Raiders	1	13	35%	20%	40%
High King's Warriors	2	17	46%	20%	45%
Blue Mountain Men	3	4	11%	5%	15%
Bragis Wolves	4	3	8%	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 Vanaheim ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Vanaheim.

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

The Bear Tribeslands of Pictland
 The Eiglophian Mountains of The Eiglophian Mountains
 The Wolfraven Kings Region of Asgard

If successful in achieving these goals, Vanaheim 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 Vanaheim

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: 162 163 164

- I Command Egerend Woden VANA-CHA to () _____ () _____ () _____ () _____
- I Command Sirmishad Aigur VANA-ADJ to () _____ () _____ () _____ () _____
- I Command King Rmir Norvan VANA-1 to () _____ () _____ () _____ () _____
- I Command Warchief Barla Norvan VANA-2 to () _____ () _____ () _____ () _____
- I Command Odgan Woden VANA-3 to () _____ () _____ () _____ () _____
- I Command Tvedesral Altun VANA-4 to () _____ () _____ () _____ () _____
- I Command Greiftock Aigur VANA-5 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Svenorg Aigur VANA-6 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Svanthal Keiv VANA-7 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Sventhas Aigur VANA-8 to () _____ () _____ () _____ () _____
- I Command Raskilved Altun VANA-9 to () _____ () _____ () _____ () _____
- I Command Stralgast Altun VANA-10 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 163 to (M)ove to (P)rovince () _____

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

- I Declare () _____ () _____ () _____ () _____
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The Abyss -- Vanaheim
Account: 13 Maintenance: No
Due AS/AP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

