

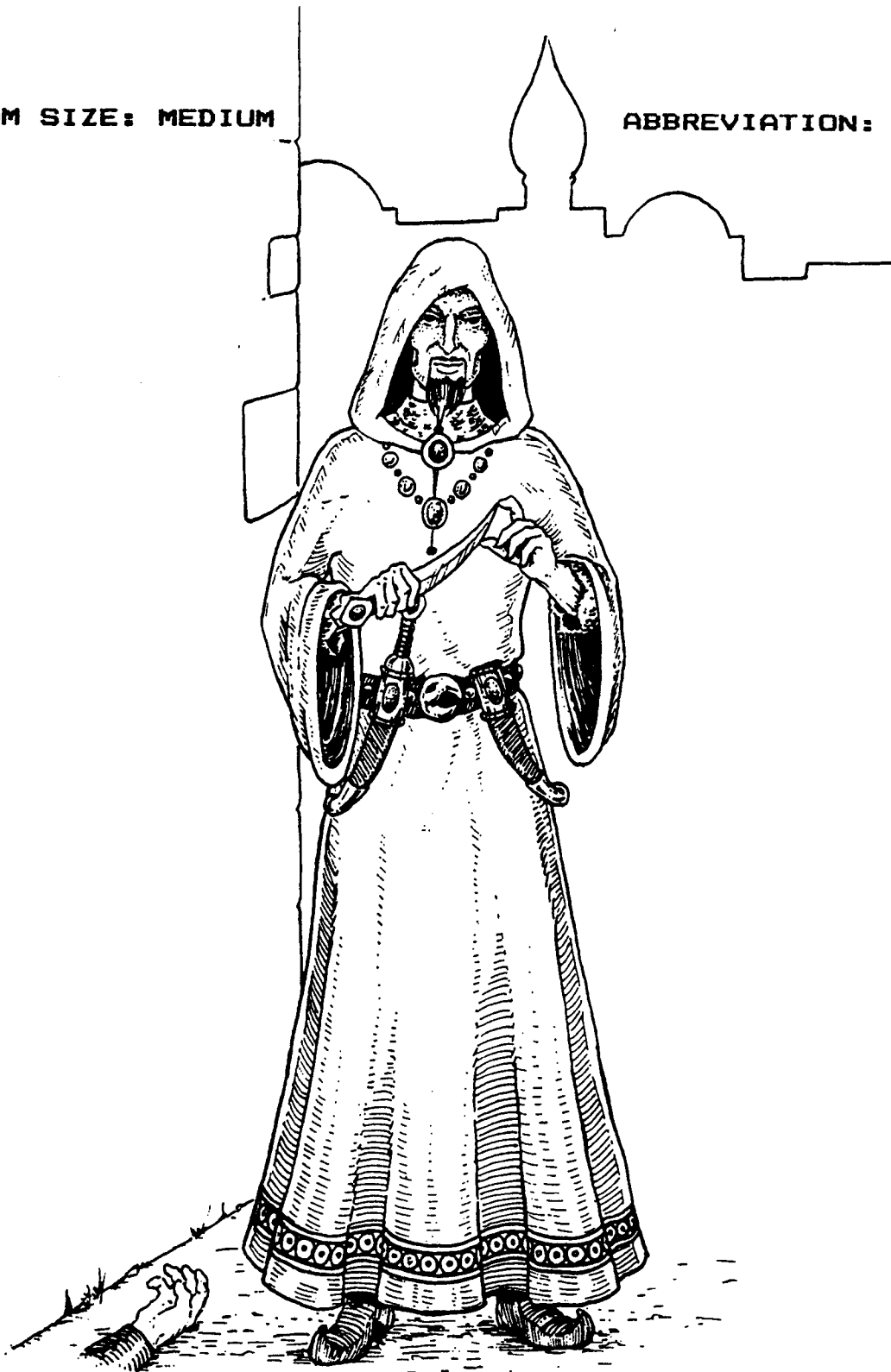
THE HYBORIAN WAR KINGDOM REPORT

FOR

ZAMORA

KINGDOM SIZE: MEDIUM

ABBREVIATION: ZAMO



Zamora

-  Seacoast
-  River
-  Country Border
-  Province or Sea Zone



Mountains



Forest



Steppe



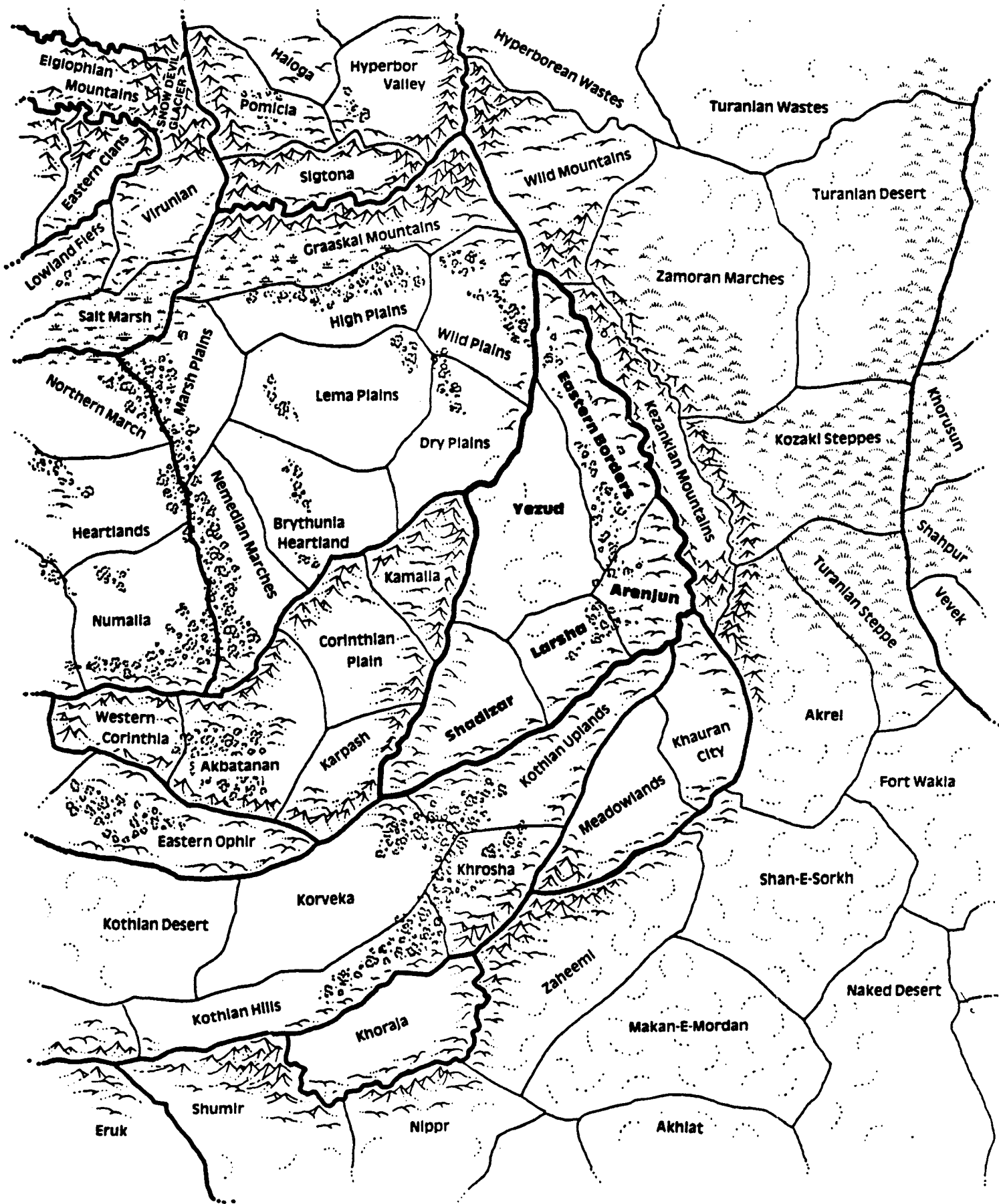
Hills



Desert



Swamp or Bog



HYBORIAN WAR

Kingdom report for Zamora

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, O Lord of the Spider Realm, of the heritage and history of thy people. We, the Zhemri, are an ancient race. Our forefathers drew breath in those same days when the Valusian Empire was great and Kull the Conqueror walked the earth. Seven thousand years ago the world was rocked by a Great Cataclysm which changed the face of the earth and threw down the cities of our fathers into ruins. Unlike the Valusians, we survived the Cataclysm; we survived the earth's torment as a united people, and together we began the slow climb back to civilization.

Two thousand years passed after the Cataclysm until, from out of the east, there came a kindred to the Stygians to raise up the ancient and evil empire of Acheron. Our people, like so many others of that day, were enslaved to the might of Acheron as a vassal state in her far-flung borders. Like all other things, we survived this with cunning, and when, another two thousand years later, Acheron was naught but ruins, as flames danced upon her purple towers and Hyborian tribesmen from the north put the empire to the sword, we began to rebuild our culture and civilization.

In another thousand years the western world had been forged into the Hyborian kingdoms of the present. Aquilonia, Nemedra, Argos, and Koth had risen from the conquest of Acheron, as had Brythunia (where the Nobles of Acheron had fled), and Corinthia. During the centuries we had learned that cunning was superior to strength of arms. Ever had we survived with intrigue what soldiers could not contest. So when the long-awaited invasions first came from out of Brythunia and Corinthia, we turned them back easily with the combined efforts of sword, magic, and guile.

A thousand years ago, the Turanians swept into our lives, their wild horsemen crashing into the very gates of Arenjun. That time they were driven off, but since their establishment of the Turanian empire they have made no secret of their desire for our ancient land.

The Kezankian mountains are at once a source of protection and a cause for dismay. The wild Kezankian tribesmen have never been easily dislodged from their mountain crags, either by Turan, or by our people. My Liege, thy people are small in stature, but wise and quick! We are rightfully proud that our thieves and spies are the best in the world. Our diplomats are among the finest, and our great wizards search the entire breadth of the world for new and greater magics with which to add glory unto themselves and the name of Zamora! Heed well now my words, Great One, and I will report in full on the present state of thy new kingdom.

ROYAL TREASURY

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

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

The Zamorian Marches of The Desert Steppes
Akbatanan of Corinthia

POLITICS

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

Zamora can avoid the influence of Brythunia at a ADEQUATE level.
Zamora can avoid the influence of Turan at a ADEQUATE level.
Zamora can avoid the influence of The Kezankian Mountains at a ADEQUATE level.

Zamora 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 Zamora is:

Name: Urias Stahir ID: ZAMO-CHA Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: Shadizar
Present location: Shadizar Assignment last turn: None
Urias Stahir is the Province Ruler of Shadizar.
Urias Stahir may use the following spells: Long Life (usable 5 times), Earth Demon, Fire Wall and Prophecy.

The ADJUTANT GENERAL of Zamora is:

Name: Samarides Baza ID: ZAMO-ADJ Character Type: General
Age: ancient Status: Alive Gender: Male Province of Birth: Shadizar
Present location: Shadizar Assignment last turn: None

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

Name: King Renardo Perashanid ID: ZAMO-1 Character Type: Noble
Age: old Status: Alive Gender: Male Province of Birth: Yezud
Present location: Shadizar Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : EXCELLENT
Rulership : EXCELLENT
Military Command : ADEQUATE
Heroism : GOOD
Intrigue : ADEQUATE
Magic : NONE

King Renardo Perashanid is the current Monarch of Zamora.

Name: Raipura Andanezeus ID: ZAMO-2 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: Shadizar
Present location: The Eastern Borders Region Assignment last turn: With the 1st Imperial Army
Personal Combat : NONE
Diplomacy : POOR
Rulership : GOOD
Military Command : SUPERIOR
Heroism : GOOD
Intrigue : POOR
Magic : NONE

Name: Lord Yavus Perashanid ID: ZAMO-3 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: Yezud
Present location: Yezud Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : EXCELLENT
Heroism : SUPERIOR
Intrigue : POOR
Magic : NONE

Lord Yavus Perashanid is the Province Ruler of Yezud.

Name: Fahan Ninus ID: ZAMO-4 Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: Yezud
Present location: Yezud Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : NONE

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

Fahan Ninus may use the following spells: Fire Wall.

Name: Ankana Tenerses ID: ZAMO-5 Character Type: Wizard
Age: prime of life Status: Alive Gender: Female Province of Birth: Shadizar
Present location: Yezud Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : NONE
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : SUPERIOR

Ankana Tenerses may use the following spells: Far Sight, Magic Blast, Magic Sleep, Summon the Dead and The Open Hand.

Name: Jabula Amaranides ID: ZAMO-6 Character Type: Wizard
Age: middle aged Status: Alive Gender: Female Province of Birth: Larsha
Present location: Yezud Assignment last turn: None
Personal Combat : NONE
Diplomacy : POOR
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : ADEQUATE
Magic : SUPERIOR

Jabula Amaranides may use the following spells: Reincarnate (usable 4 times), Long Life (usable 5 times), Far Sight, Curse and Mesmerism.

Name: Karentides Baza ID: ZAMO-7 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: Arenjun
Present location: Arenjun Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : SUPERIOR
Military Command : NONE
Heroism : POOR
Intrigue : NONE
Magic : SUPERIOR

Karentides Baza is the Province Ruler of Arenjun.

Karentides Baza may use the following spells: Phantom Warriors (usable 5 times), Long Life (usable 7 times), Fanaticism, Curse and Summon the Dead.

Name: Jodpura Ninus ID: ZAMO-8 Character Type: Agent
Age: old Status: Alive Gender: Male Province of Birth: The Eastern Borders Region
Present location: Arenjun Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : GOOD
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

Name: Karela Amaranides ID: ZAMO-9 Character Type: Agent
Age: old Status: Alive Gender: Female Province of Birth: Arenjun
Present location: Shadizar Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : ADEQUATE
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

Name: Adanesh Stahir ID: ZAMO-10 Character Type: Agent
 Age: young adult Status: Alive Gender: Male Province of Birth: Yezud
 Present location: Yezud Assignment last turn: None
 Personal Combat : SUPERIOR
 Diplomacy : NONE
 Rulership : NONE
 Military Command : GOOD
 Heroism : NONE
 Intrigue : SUPERIOR
 Magic : NONE

Name: Zunat Baza ID: ZAMO-11 Character Type: Agent
 Age: youth Status: Alive Gender: Male Province of Birth: Shadizar
 Present location: Shadizar Assignment last turn: None
 Personal Combat : EXCELLENT
 Diplomacy : POOR
 Rulership : POOR
 Military Command : POOR
 Heroism : NONE
 Intrigue : SUPERIOR
 Magic : NONE

Name: Laeta Andanezeus ID: ZAMO-12 Character Type: Agent
 Age: young adult Status: Alive Gender: Female Province of Birth: The Eastern Borders Region
 Present location: Arenjun Assignment last turn: None
 Personal Combat : ADEQUATE
 Diplomacy : POOR
 Rulership : NONE
 Military Command : NONE
 Heroism : NONE
 Intrigue : EXCELLENT
 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.

Zamoran Elite Lancers : Troop Type 1
 Troop Category : HC - Heavy Cavalry
 Missile Combat Ability : NONE
 Melee Combat Ability : EXCELLENT
 Morale : EXCELLENT
 Movement Rate : 5

Zamoran Elite Lancers may not exceed a maximum of 15% of your total number of troops at any one time.
 The cost to Train and outfit Zamoran Elite Lancers is MODERATE.

Zamoran Mailed Cavalry : Troop Type 2
 Troop Category : HC - Heavy Cavalry
 Missile Combat Ability : NONE
 Melee Combat Ability : EXCELLENT
 Morale : GOOD
 Movement Rate : 5

Zamoran Mailed Cavalry must make up a minimum of 15% and may not exceed a maximum of 45% of your total number of troops.
 The cost to Train and outfit Zamoran Mailed Cavalry is MODERATE.

Zamoran Archers : Troop Type 3
 Troop Category : LIA - Light Infantry Archer
 Missile Combat Ability : EXCELLENT
 Melee Combat Ability : POOR
 Morale : GOOD
 Movement Rate : 4

Zamoran Archers must make up a minimum of 10% and may not exceed a maximum of 15% of your total number of troops.

The cost to Train and outfit Zamoran Archers is LOW.

Zamoran Regular Troops : **Troop Type 4**
Troop Category : MI - Medium Infantry
Missile Combat Ability : POOR
Melee Combat Ability : GOOD
Morale : ADEQUATE
Movement Rate : 3

Zamoran Regular Troops must make up a minimum of 25% and may not exceed a maximum of 45% of your total number of troops.
Zamoran Regular Troops are well adapted to combat in Fortified and will fight in that terrain with increased ability.
The cost to Train and outfit Zamoran Regular Troops is VERY LOW.

Zamoran Heavy Troops : **Troop Type 5**
Troop Category : HI - Heavy Infantry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 2

Zamoran Heavy Troops must make up a minimum of 5% and may not exceed a maximum of 25% of your total number of troops.
The cost to Train and outfit Zamoran Heavy Troops is LOW.

MERCENARY TROOPS

In addition do your Zamoran troops, you may hire any of the mercenary troop types listed below. Mercenaries may not exceed a certain percentage of your total number of troops at one time. Our kingdom can support a total of 15% 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 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.

Shadizar

Province 179

Province Type: Land

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

Has large areas of open grassland
 Has several areas of hills
 Has a few scant areas of desert
 Has a few scant areas of forest
 Is heavily fortified (Fort Class A)

- EXCELLENT chance to reach Open terrain.
- GOOD chance to reach Hill terrain.
- POOR chance to reach Desert terrain.
- POOR chance to reach Forest terrain.
- SUPERIOR chance to reach Fortified terrain.

The people of Shadizar currently have MODERATE loyalty to the throne.
 Very infrequently Shadizar levys Zamoran Mailed Cavalry.
 The average wealth production in Shadizar is SUPERIOR.

The 179th Provincial Army **ID: PA-179** **Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
18th Mailed Cavalry	2	2nd Mailed Cavalry	2	Copper 17th Heavy Troops	5
Harhya's Heavy Troops	5				

Shadizar has standing Province Defense Orders as follows:

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

Yezud

Province 180

Province Type: Land

Has several areas of open grassland
 Has a few scant areas of hills
 Has large areas of desert
 Has a few scant areas of forest
 Is well fortified (Fort Class A)

- GOOD chance to reach Open terrain.
- POOR chance to reach Hill terrain.
- EXCELLENT chance to reach Desert terrain.
- POOR chance to reach Forest terrain.
- EXCELLENT chance to reach Fortified terrain.

The people of Yezud currently have MODERATE loyalty to the throne.
 Very infrequently Yezud levys Zamoran Regular Troops.
 The average wealth production in Yezud is EXCELLENT.

The 180th Provincial Army **ID: PA-180** **Total troops with Army: 2**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Gayan's Bond Regular Troops	4	43rd Loyal Maroon Regular Troops	4		

Yezud 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 Yezud.

Arenjun

Province 181

Province Type: Land

Has a few scant areas of open grassland
 Has large areas of hills
 Has a few scant areas of desert
 Has some areas of forest
 Is heavily fortified (Fort Class A)

- POOR chance to reach Open terrain.
- EXCELLENT chance to reach Hill terrain.
- POOR chance to reach Desert terrain.
- ADEQUATE chance to reach Forest terrain.
- SUPERIOR chance to reach Fortified terrain.

The people of Arenjun currently have MODERATE loyalty to the throne.
 Approximately once every five years Arenjun levys Zamoran Heavy Troops.
 The average wealth production in Arenjun is EXCELLENT.

The 181st Provincial Army **ID: PA-181** **Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Charging Peacock Heavy Troops	5	10th Obsidian Heavy Troops	5	Saphire Fox 46th Regular Troops	4
Slaying Regular Troops	4	Fighting Bond 12th Mailed Cavalry	2	Alert Bear Mailed Cavalry	2

Arenjun has standing Province Defense Orders as follows:

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

Larsha

Province 182 Province Type: Land

Has several areas of open grassland
Has some areas of hills
Has some areas of desert
Has some areas of forest
Is virtually bereft of running waters

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

The people of Larsha currently have LOW loyalty to the throne.
Very infrequently Larsha levys Zamoran Regular Troops.
The average wealth production in Larsha is GOOD.

The 182nd Provincial Army ID: PA-182 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
47th Regular Troops	4	23rd Pure Regular Troops	4	Fell 17th Regular Troops	4
Brown Regular Troops	4				

Larsha has standing Province Defense Orders as follows:

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

The Eastern Borders Region

Province 183 Province Type: Land

Has large areas of hills
Has several areas of forest
Rarely lifts a mountain peak into the sky
Has a few scant areas of open grassland
Is virtually bereft of running waters

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

The people of The Eastern Borders Region currently have LOW loyalty to the throne.
Approximately once every five years The Eastern Borders Region levys Zamoran Archers.
The average wealth production in The Eastern Borders Region is GOOD.

The 183rd Provincial Army ID: PA-183 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
Magenta Archers	3	Shock 42nd Archers	3		

The Eastern Borders Region has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in The Eastern Borders Region.

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: 10
Location: The Eastern Borders Region Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bloody 24th Mailed Cavalry	2	White Mailed Cavalry	2	22nd Night Mailed Cavalry	2
30th Yellow Mailed Cavalry	2	31st Mammoth Heavy Troops	5	32nd Scarlet Heavy Troops	5
7th Regular Troops	4	White Bravest 39th Regular Troops	4	Sapphire 21st Regular Troops	4
Fighting Regular Troops	4				

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

Troop Name	Type	Troop Name	Type	Troop Name	Type
12th Heavy Troops	5	Capital 37th Elite Lancers	1	Proud 45th Elite Lancers	1
6th Red Elite Lancers	1	44th Mailed Cavalry	2	Kharag's Venom Mailed Cavalry	2
44th Fighting Mailed Cavalry	2	Brown 27th Mailed Cavalry	2	Fiercest Mailed Cavalry	2
Jade Lizard Archers	3	25th Rat Archers	3	Bloody Sentinel 45th Archers	3
Samarides's Regular Troops	4	Blue Regular Troops	4	9th Regular Troops	4

Total Number of Troops : 43

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Zamoran Elite Lancers	1	3	7%	0%	15%
Zamoran Mailed Cavalry	2	13	30%	15%	45%
Zamoran Archers	3	5	12%	10%	15%
Zamoran Regular Troops	4	15	35%	25%	45%
Zamoran Heavy Troops	5	7	16%	5%	25%
Mercenary Troops	M1-M4	0	0%	0%	15%

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

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

The Kezankian Mountains of The Kezankian Mountains
The Zamorian Marches of The Desert Steppes
The Wild Plains of Brythunia

If successful in achieving these goals, Zamora 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:

The Dry Plains (28) of Brythunia.
Yezud (180) of Zamora.
The Kezankian Mountains (217) of The Kezankian Mountains.
The Zamorian Marches (275) of The Desert Steppes.

THE HYBORIAN WAR COMMAND SHEET

Orders For Zamora

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: 179 180 181 182 183

- I Command Urias Stahir ZAMO-CHA to () _____ () _____ () _____ () _____
- I Command Samarides Baza ZAMO-ADJ to () _____ () _____ () _____ () _____
- I Command King Renardo Perashanid ZAMO-1 to () _____ () _____ () _____ () _____
- I Command Raipura Andanezeus ZAMO-2 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Lord Yavus Perashanid ZAMO-3 to () _____ () _____ () _____ () _____
- I Command Fahan Ninus ZAMO-4 to () _____ () _____ () _____ () _____
- I Command Ankana Tenerses ZAMO-5 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Jabula Amaranides ZAMO-6 to () _____ () _____ () _____ () _____
- I Command Karentides Baza ZAMO-7 to () _____ () _____ () _____ () _____
- I Command Jodpura Ninus ZAMO-8 to () _____ () _____ () _____ () _____
- I Command Karela Amaranides ZAMO-9 to () _____ () _____ () _____ () _____
- I Command Adanesh Stahir ZAMO-10 to () _____ () _____ () _____ () _____
- I Command Zunat Baza ZAMO-11 to () _____ () _____ () _____ () _____
- I Command Laeta Andanezeus ZAMO-12 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 183 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (182)

I Declare () _____ (R)ule (P)rovince (183)

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

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The Abyss -- Zamora
Account: 13 Maintenance: No
Due ASAP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

