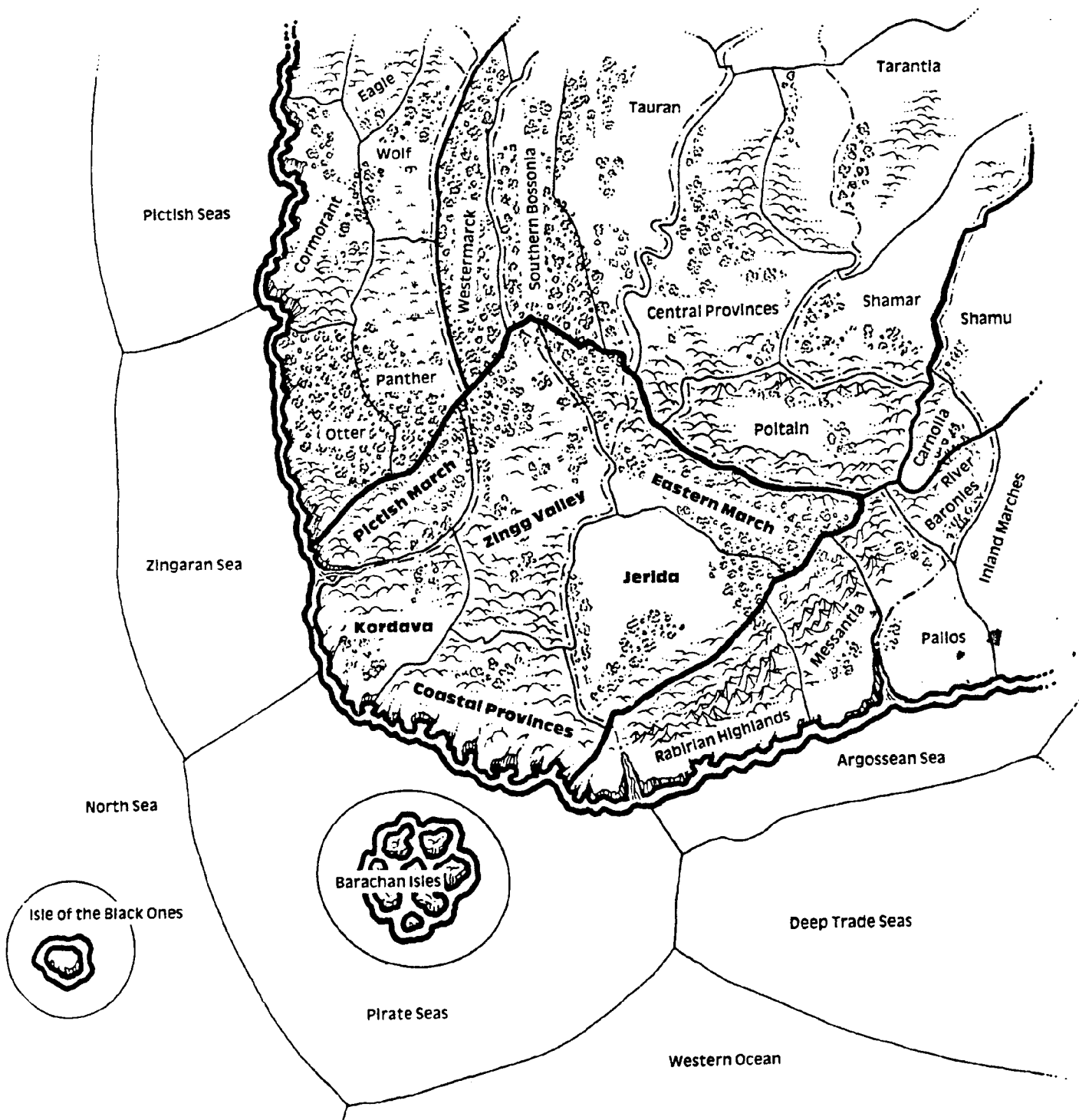


THE HYBORIAN WAR KINGDOM REPORT
FOR
ZINGARA

KINGDOM SIZE: MEDIUM

ABBREVIATION: ZING





Zingara

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



Mountains



Forest



Steppe



Hills



Desert



Swamp or Bog

HYBORIAN WAR

Kingdom report for Zingara

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, O young Lord of the blood, of the history and heritage of thy kingdom. Our lineage is ancient and noble, extending back to the earliest of our sires, Shemish adventurers who had trekked half the length of the world before they discovered the Zingg Valley and first called it home. These first settlers planted crops and vines while raising cattle and building their first rude cities. The most remarkable occurrence in our history arose when a tribe of migrating Picts swept into the Zingg Valley, not to slay and burn as is their usual want, but to settle and rule.

Today most of the Zingaran nobility still retain the fiery wash of Pictish blood in their veins. Under the new Pictish lords, the land thrived and life was simple, but good for a period of one thousand years. To our east, the mighty empire of Acheron rose and fell, but her evil Wizards and great armies seldom dared to enter our well-forested lands. Acheron was borne down in flames by Hyborian tribes migrating from out of the north, and from its ashes arose the kingdoms of Aquilonia, Nemedra, Argos, and in time all of the great Hyborian kingdoms.

Much blood of the original Hybori has also found its way into Zingara, for we had Hyborian forebearers who advanced through the already settled regions of Aquilonia to rage into the Zingg Valley. How great was the battle when the two sides of our ancient heritage fought! Although the Hyborians were victorious in time over the original Zingg Valley settlers, they had come to respect the people of the valley and they, in turn, chose to rule rather than destroy what they had found.

Zingara prospered unto the present day. Now we are a great kingdom both upon the land and upon the sea. We are a proud people and with good reason. Argos is our rival upon the seas, but on land they are of little concern to us. The Picts we have always understood at least as well as, if not better than, the Hyborian kingdoms, and they tend to plague us less often than they do their hated foes in Aquilonia. Aquilonia we mistrust. It has grown too fast and too strong. Poitain is more Zingaran by heritage and culture and we like not this joining of Poitain with Aquilonia! Heed well now my words, my Lord, and I will 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 **EXCELLENT**.

Know further that trade routes are established to provide income to thy kingdom through the following provinces:

The Otter Tribeslands of Pictland
The Pirate Seas of The Western Ocean

POLITICS

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

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

Zingara 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 Zingara is:

Name: Chabela Of Guarralid ID: ZING-CHA Character Type: Priest
Age: youth Status: Alive Gender: Female Province of Birth: Kordava
Present location: Kordava Assignment last turn: None
Chabela Of Guarralid is the Province Ruler of Kordava.
Chabela Of Guarralid may use the following spells: Phantom Warriors (usable 2 times) and Curse.

The ADJUTANT GENERAL of Zingara is:

Name: Sandokazi Esanti ID: ZING-ADJ Character Type: General
Age: young adult Status: Alive Gender: Female Province of Birth: Jerida
Present location: Kordava Assignment last turn: None

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

Name: Baron Villagro Ramiro ID: ZING-1 Character Type: Noble
Age: old Status: Alive Gender: Male Province of Birth: The Pictish March
Present location: Kordava Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : NONE
Rulership : SUPERIOR
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Baron Villagro Ramiro is the current Monarch of Zingara.

Name: Vancho Pehemenes ID: ZING-2 Character Type: Noble
Age: old Status: Alive Gender: Male Province of Birth: The Zingg Valley
Present location: The Zingg Valley Assignment last turn: None
Personal Combat : NONE
Diplomacy : POOR
Rulership : SUPERIOR
Military Command : EXCELLENT
Heroism : POOR
Intrigue : ADEQUATE
Magic : NONE

Vancho Pehemenes is the Province Ruler of The Zingg Valley.

Name: Ernando Dicendo ID: ZING-3 Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: The Pictish March
Present location: Kordava Assignment last turn: With the 1st Imperial Navy
Personal Combat : POOR
Diplomacy : NONE
Rulership : POOR
Military Command : POOR
Heroism : EXCELLENT
Intrigue : NONE
Magic : NONE

Name: Cratos Ramiro ID: ZING-4 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: Kordava
Present location: Kordava Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : EXCELLENT

Cratos Ramiro may use the following spells: Reincarnate (usable 4 times), Dispel Magic, Curse and Sunbane.

Name: Auvinti Phehemenes ID: ZING-5 Character Type: Priest
Age: prime of life Status: Alive Gender: Male Province of Birth: The Coastal Provinces
Present location: Kordava Assignment last turn: None
Personal Combat : NONE
Diplomacy : ADEQUATE
Rulership : NONE
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : GOOD

Auvinti Phehemenes may use the following spells: Phantom Warriors (usable 4 times), Bless and Prophecy.

Name: Erinaldo Of Guarralid ID: ZING-6 Character Type: Wizard
Age: youth Status: Alive Gender: Male Province of Birth: The Coastal Provinces
Present location: The Coastal Provinces Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : EXCELLENT
Military Command : NONE
Heroism : SUPERIOR
Intrigue : POOR
Magic : GOOD

Erinaldo Of Guarralid is the Province Ruler of The Coastal Provinces.
Erinaldo Of Guarralid may use the following spells: Earth Demon, Far Sight and Curse.

Name: Riego Dicensovst ID: ZING-7 Character Type: Wizard
Age: middle aged Status: Alive Gender: Male Province of Birth: The Pictish March
Present location: The Zingg Valley Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : NONE
Rulership : NONE
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : SUPERIOR

Riego Dicensovst may use the following spells: Black Death (usable 4 times), Long Life (usable 4 times), Curse, Rains and Arcane Blasts.

Name: Golbraz Valbroso ID: ZING-8 Character Type: Agent
Age: youth Status: Alive Gender: Male Province of Birth: Jerida
Present location: Kordava Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : NONE
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

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.

Zingaran Cavalry : Troop Type 1
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : POOR
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 5

Zingaran Cavalry must make up a minimum of 15% and may not exceed a maximum of 30% of your total number of troops.
The cost to Train and outfit Zingaran Cavalry is MODERATE.

Zingaran Royal Cavalry : Troop Type 2
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 5

Zingaran Royal Cavalry must make up a minimum of 5% and may not exceed a maximum of 15% of your total number of troops.
The cost to Train and outfit Zingaran Royal Cavalry is MODERATE.

Royal Guard Cavalry : Troop Type 3
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : SUPERIOR
Movement Rate : 5

Royal Guard Cavalry troop is unique. Only one troop of this type may exist at any time.
The cost to Train and outfit Royal Guard Cavalry is MODERATE.

Zingaran Foot : Troop Type 4
Troop Category : HI - Heavy Infantry
Missile Combat Ability : POOR
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Zingaran Foot must make up a minimum of 40% and may not exceed a maximum of 75% of your total number of troops.
The cost to Train and outfit Zingaran Foot is LOW.

The Royal Guard : Troop Type 5
Troop Category : HI - Heavy Infantry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : SUPERIOR
Movement Rate : 3

The Royal Guard troop is unique. Only one troop of this type may exist at any time.
The cost to Train and outfit The Royal Guard is MODERATE.

Zingaran Archers : Troop Type 6
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : ADEQUATE
Morale : GOOD
Movement Rate : 4

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

Zingaran Buccaneers : Troop Type 7
Troop Category : MNA - Medium Sea Archer
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Zingaran Buccaneers may not exceed a maximum of 25% of your total number of troops at any one time.
The cost to Train and outfit Zingaran Buccaneers is MODERATE.

MERCENARY TROOPS

In addition do your Zingaran 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 1% 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 Spcars 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.

Kordava Province 189 Province Type: Coast

Is the Capital Province of Zingara and the seat of your national government.
Is the location of the Imperial Harbor and the ship building yards of the kingdom.

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

The people of Kordava currently have MODERATE loyalty to the throne.
Approximately once every three years Kordava levys Zingaran Foot.
The average wealth production in Kordava is GOOD.

The 189th Provincial Army ID: PA-189 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
20th Slaying Foot	4	42nd Black Foot	4	Guard Cavalry	3
Royal Guard	5	Elite 5th Royal Cavalry	2	Stone 2nd Royal Cavalry	2

Kordava has standing Province Defense Orders as follows:

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

Our 1st Imperial Navy is encamped in Kordava.

Jerida Province 190 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 cut by large river tributaries
Has a centrally located fort (Fort Class B)

- EXCELLENT chance to reach River terrain.
- ADEQUATE chance to reach Fortified terrain.

The people of Jerida currently have MODERATE loyalty to the throne.
Approximately once every three years Jerida levys Zingaran Foot.
The average wealth production in Jerida is EXCELLENT.

The 190th Provincial Army **ID: PA-190** **Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Elras's 50th Zingaran Foot	4	33rd Foot	4	Venom Foot	4
Elite 36th Foot	4	Mantle 41st Cavalry	1	45th True Ghoul Cavalry	1
Oath 41st Cavalry	1	Tempest 16th Cavalry	1		

Jerida has standing Province Defense Orders as follows:

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

The Zingg Valley **Province 191** **Province Type: Land**

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

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

The 191st Provincial Army **ID: PA-191** **Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
1st Azure Snake Foot	4	Elite 33rd Foot	4	Sentinel 14th Foot	4
Mantle 40th Foot	4	Canta's Guild Archers	6	Special Archers	6
Death 49th Cavalry	1	Tempest 17th Cavalry	1		

The Zingg Valley has standing Province Defense Orders as follows:

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

Our 2nd Imperial Army is encamped in The Zingg Valley.

The Coastal Provinces **Province 192** **Province Type: Coast**

Has large areas of hills - EXCELLENT chance to reach Hill terrain.
Has several areas of forest - GOOD chance to reach Forest terrain.
Has several areas of open grassland - GOOD chance to reach Open terrain.
Is home to an occasional running stream - ADEQUATE chance to reach River terrain.
Has one remote fort (Fort Class B) - POOR chance to reach Fortified terrain.

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

The 192nd Provincial Army **ID: PA-192** **Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Capital 44th Foot	4	Inizio's Zingaran Foot	4	Tovarro's 24th Panther Foot	4
Regular 25th Foot	4	Guild 16th Foot	4	Shock 14th Foot	4

The Coastal Provinces has standing Province Defense Orders as follows:

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

The Pictish March **Province 193** **Province Type: Coast**

Is dominated by areas of forest - SUPERIOR chance to reach Forest terrain.

Is cut by large river tributaries
 Has some areas of swamplands
 Has some areas of open grassland
 Has several areas of hills

- EXCELLENT chance to reach River terrain.
 - ADEQUATE chance to reach Swamp terrain.
 - ADEQUATE chance to reach Open terrain.
 - GOOD chance to reach Hill terrain.

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

The 193rd Provincial Army ID: PA-193 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
27th Red Seal Foot	4	Azure Foot	4	Capital Foot	4
Gredos's 39th Hawk Foot	4	21st Foot	4	Invincible 23rd Foot	4
Duke Valcendo's Cavalry	1	Elite 44th Cavalry	1		

The Pictish March has standing Province Defense Orders as follows:

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

The Eastern March Province 194 Province Type: Land

Is dominated by areas of hills
 Has several areas of forest
 Is a land of mighty rivers
 Has a few scant areas of swamplands
 Rarely lifts a mountain peak into the sky

- SUPERIOR chance to reach Hill terrain.
 - GOOD chance to reach Forest terrain.
 - SUPERIOR chance to reach River terrain.
 - POOR chance to reach Swamp terrain.
 - POOR chance to reach Mountainous terrain.

The people of The Eastern March currently have LOW loyalty to the throne.
 Approximately once every seven years The Eastern March levys Zingaran Foot.
 The average wealth production in The Eastern March is EXCELLENT.

The 194th Provincial Army ID: PA-194 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Mantle 6th Foot	4	31st Foot	4	Oath 5th Foot	4
Venom 30th Foot	4	Zingaran 35th Foot	4	Flaming 29th Foot	4
Leon's Zingaran Cavalry	1	Night 8th Cavalry	1		

The Eastern March has standing Province Defense Orders as follows:

Maneuver to River 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 Navy ID: IN-1 Total troops with Army: 14 Status: Active

Location: Kordava

Troop Name	Type	Troop Name	Type	Troop Name	Type
Royal Buccaneers	7	Blood 12th Buccaneers	7	Special Eagle Buccaneers	7
6th Buccaneers	7	Sabral's Slaying Buccaneers	7	Elite 41st Buccaneers	7
3rd Mask Buccaneers	7	31st Damned Regular Buccaneers	7	Red Buccaneers	7
34th Buccaneers	7	Indigo Middle 40th Buccaneers	7	Venom 41st Buccaneers	7
9th Buccaneers	7	Proud Buccaneers	7		

The 2nd Imperial Army ID: IA-2 Total troops with Army: 16 Status: Defensive

Location: The Zingg Valley

Troop Name	Type	Troop Name	Type	Troop Name	Type
Oath Cavalry	1	Disciple 5th Cavalry	1	12th Damned Mordant Cavalry	1
Sanalgo's Royal Cavalry	2	13th Royal Cavalry	2	17th Royal Cavalry	2
19th Royal Cavalry	2	Tempest Royal Cavalry	2	41st Foot	

Singing Ghost 35th Foot	4	Regular 12th Foot	4	Zingaran 31st Foot	4
Damned Lizard Archers	6	Skull 21st Archers	6	47th Archers	6
Death 35th Archers	6				

Total Number of Troops : 74
 Number of Standard Troops : 72
 Number of Unique Troops : 2

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Zingaran Cavalry	1	13	18%	15%	30%
Zingaran Royal Cavalry	2	7	10%	5%	15%
Royal Guard Cavalry	3	1		0 units	1 unit
Zingaran Foot	4	32	44%	40%	75%
The Royal Guard	5	1		0 units	1 unit
Zingaran Archers	6	6	8%	0%	20%
Zingaran Buccaneers	7	14	19%	0%	25%
Mercenary Troops	M1-M4	0		0 units	1 unit

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

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

The Pirate Seas of The Western Ocean
 Poitian of Aquilonia
 The Rabirian Highlands of Argos

If successful in achieving these goals, Zingara 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 fostering the amount of wealth contained in your kingdom's treasury.

THE HYBORIAN WAR COMMAND SHEET

Orders For Zingara

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: 189 190 191 192 193 194

- I Command Chabela Of Guarralid ZING-CHA to () _____ () _____ () _____ () _____
- I Command Sandokazi Esanti ZING-ADJ to () _____ () _____ () _____ () _____
- I Command Baron Villagro Ramiro ZING-1 to () _____ () _____ () _____ () _____
- I Command Vancho Phehemenes ZING-2 to () _____ () _____ () _____ () _____
- I Command Ernando Dicendo ZING-3 to () _____ () _____ () _____ () _____
(Currently with IN-1)
- I Command Cratos Ramiro ZING-4 to () _____ () _____ () _____ () _____
- I Command Auvinti Phehemenes ZING-5 to () _____ () _____ () _____ () _____
- I Command Erinaldo Of Guarralid ZING-6 to () _____ () _____ () _____ () _____
- I Command Riego Dicenovst ZING-7 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Golbraz Valbroso ZING-8 to () _____ () _____ () _____ () _____

I Command 1st Imperial Navy in province 189 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (190)

I Declare () _____ (R)ule (P)rovince (193)

I Declare () _____ (R)ule (P)rovince (194)

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

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

