

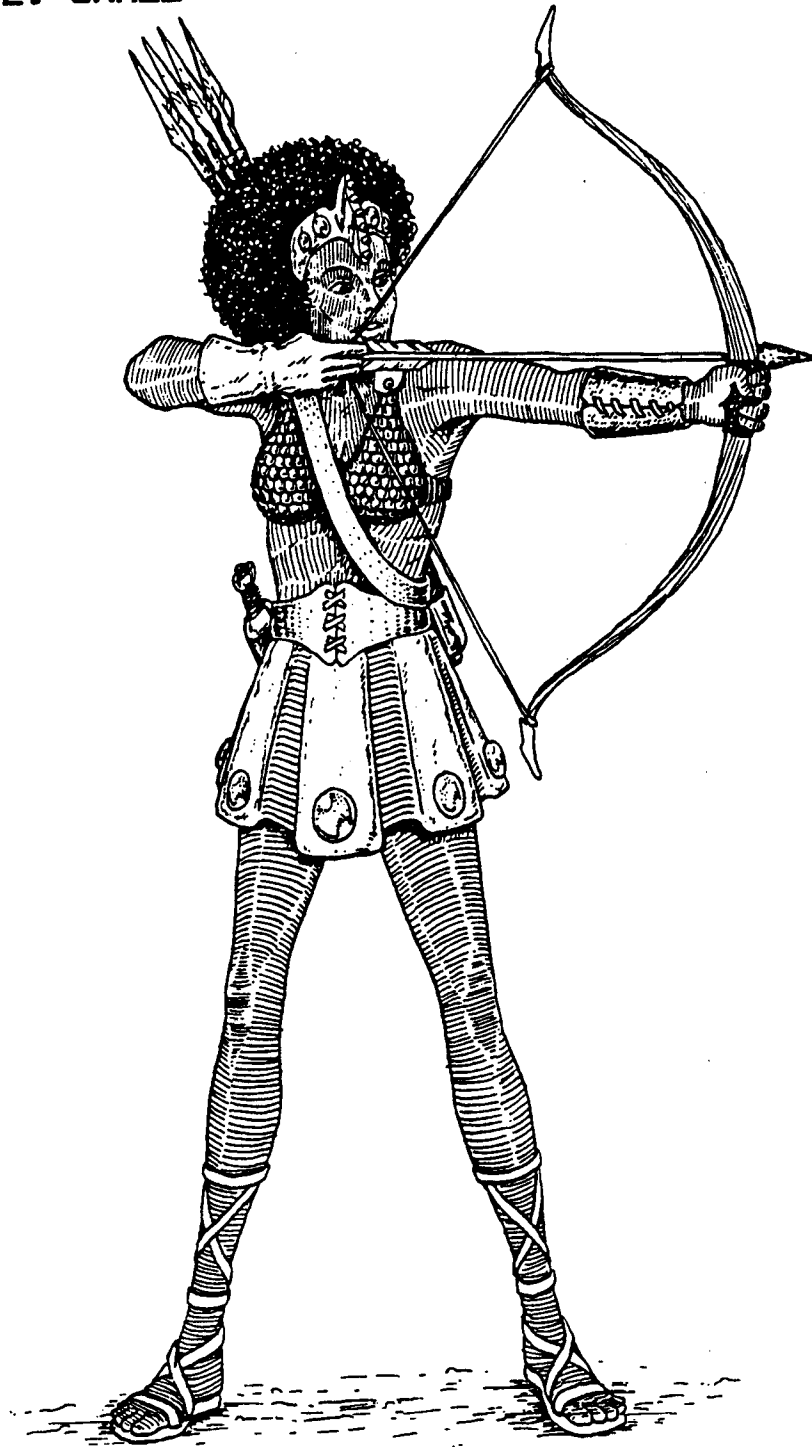
THE HYBORIAN WAR KINGDOM REPORT

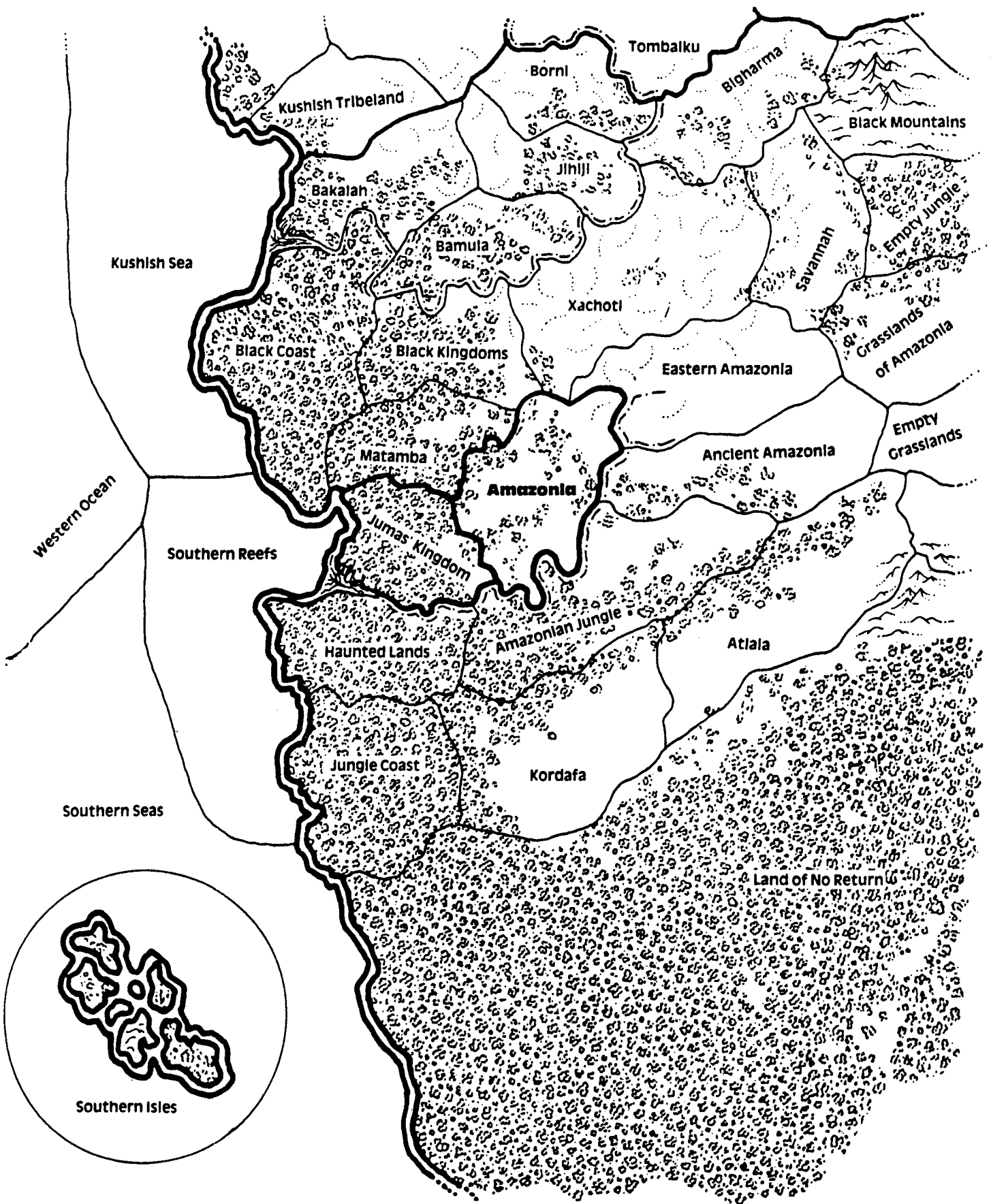
FOR

AMAZONIA





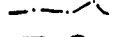




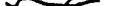
KINGDOM SIZE: SMALL

ABBREVIATION: AMAZ





Amazonia

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

HYBORIAN™ WAR

Kingdom report for Amazonia

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, my Liege, of the history and ways of thy people: For as long as history has been recorded thy sisters have been a fierce, warrior race, proud and strong, taking men bested in battle as slaves -- slavery being the natural and proper station in life befitting menfolk. Our mothers in the dawn of time wandered first into Gamburu (ancient even in that misty time) to rebuild the crumbling remnants of the city which they found there. From strong walled Gamburu the first fleet footed Amazonian daughters marched, striking a lesson of fear into the brutal hearts of ignorant tribesmen a thousand miles distant. The time of lessons is now past. Rather it is a time to conquer! All Amazonia awaits now thy commands. Whither shall thy spear stab forth? Ah, but such questions may only be answered from knowledge. Heed well my words, Great One, as I 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 **GOOD**.

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

Matamba of The Western Jungles

POLITICS

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

Amazonia has no formal allies.

Your kingdom has assurances of peace from Jumas Kingdom 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 Amazonia is:

Name: Bisal Mangwa	ID: AMAZ-CHA	Character Type: Priest
Age: youth	Status: Alive	Gender: Female
Province of Birth: Amazonia	Assignment last turn: None	
Present location: Amazonia		

Bisal Mangwa is the Province Ruler of Amazonia.
Bisal Mangwa may use the following spells: Fear.

The **ADJUTANT GENERAL** of Amazonia is:

Name: Dambago Kazemba	ID: AMAZ-ADJ	Character Type: General
Age: middle aged	Status: Alive	Gender: Female
Province of Birth: Amazonia	Assignment last turn: None	
Present location: Amazonia		

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

Name: Tulari Nzinga ID: AMAZ-1 Character Type: Noble
Age: ancient Status: Alive Gender: Female Province of Birth: Amazonia
Present location: Amazonia Assignment last turn: None
Personal Combat : POOR
Diplomacy : GOOD
Rulership : EXCELLENT
Military Command : POOR
Heroism : POOR
Intrigue : ADEQUATE
Magic : NONE

Tulari Nzinga is the current Monarch of Amazonia.

Name: Lady Tuta Nzinga ID: AMAZ-2 Character Type: Noble
Age: young adult Status: Alive Gender: Female Province of Birth: Amazonia
Present location: Amazonia Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : GOOD
Rulership : SUPERIOR
Military Command : GOOD
Heroism : NONE
Intrigue : NONE
Magic : NONE

Name: Dajuri Kazemba ID: AMAZ-3 Character Type: Noble
Age: youth Status: Alive Gender: Female Province of Birth: Amazonia
Present location: Amazonia Assignment last turn: With the 2nd Imperial Army
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : SUPERIOR
Military Command : NONE
Heroism : SUPERIOR
Intrigue : POOR
Magic : NONE

Name: General Sutha Nzinga ID: AMAZ-4 Character Type: General
Age: prime of life Status: Alive Gender: Female Province of Birth: Amazonia
Present location: Amazonia Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : POOR
Heroism : SUPERIOR
Intrigue : POOR
Magic : NONE

Name: Manamajaba Nzinga ID: AMAZ-5 Character Type: General
Age: prime of life Status: Alive Gender: Female Province of Birth: Amazonia
Present location: Amazonia Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : POOR
Rulership : NONE
Military Command : SUPERIOR
Heroism : POOR
Intrigue : NONE
Magic : NONE

Name: Tambaza Nzinga ID: AMAZ-6 Character Type: Priest
Age: youth Status: Alive Gender: Female Province of Birth: Amazonia
Present location: Amazonia Assignment last turn: None
Personal Combat : NONE
Diplomacy : EXCELLENT
Rulership : ADEQUATE
Military Command : NONE
Heroism : POOR
Intrigue : SUPERIOR
Magic : NONE

Name: Nagori Nzinga ID: AMAZ-7 Character Type: Wizard

Age: youth Status: Alive Gender: Female Province of Birth: Amazonia
 Present location: Amazonia Assignment last turn: With the 2nd Imperial Army
 Personal Combat : NONE
 Diplomacy : POOR
 Rulership : GOOD
 Military Command : NONE
 Heroism : POOR
 Intrigue : GOOD
 Magic : ADEQUATE

Nagori Nzinga may use the following spells: Far Sight and Mesmerism.

Name: Sukuju Kulari ID: AMAZ-8 Character Type: Agent
 Age: youth Status: Alive Gender: Female Province of Birth: Amazonia
 Present location: Amazonia Assignment last turn: None
 Personal Combat : ADEQUATE
 Diplomacy : EXCELLENT
 Rulership : POOR
 Military Command : NONE
 Heroism : NONE
 Intrigue : ADEQUATE
 Magic : POOR

Sukuju Kulari may use the following spells: Reincarnate (usable 1 time).

TROOPS

Know, my Lady, 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.

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

Javelin Warriors must make up a minimum of 80% and may not exceed a maximum of 100% of your total number of troops. The cost to Train and outfit Javelin Warriors is LOW.

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

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

Elite Warriors : **Troop Type 3**
 Troop Category : LI - Light Infantry
 Missile Combat Ability : EXCELLENT
 Melee Combat Ability : ADEQUATE
 Morale : SUPERIOR
 Movement Rate : 5

Elite Warriors may not exceed a maximum of 10% of your total number of troops at any one time. The cost to Train and outfit Elite Warriors is MODERATE.

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

Mercenary Slavers may not exceed a maximum of 5% of your total number of troops at any one time.
 Mercenary Slavers cost no gold to raise but must be paid MODERATE 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.

Amazonia

Province 11

Province Type: Land

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

Has several areas of open grassland
 Has several areas of forest
 Is crisscrossed with rivers
 Has a few scant areas of desert
 Is heavily fortified (Fort Class B)

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

The people of Amazonia currently have MODERATE loyalty to the throne.
 Approximately once every two years Amazonia levys Javelin Warriors.
 The average wealth production in Amazonia is GOOD.

The 11st Provincial Army

ID: PA-11

Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Amber 2nd Javelin Warriors	1	39th Olive Snake Javelin Warriors	1	Diamond Javelin Warriors	1
Raiding 50th Javelin Warriors	1				

Amazonia has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in Amazonia.
 Our 2nd Imperial Army is encamped in Amazonia.

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: Amazonia

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Blood 8th Amazonian Archers	2	Magenta 45th Amazonian Archers	2	Copper 24th Elite Warriors	3
Alert Bear 2nd Elite Warriors	3	Sukuju's Gamburu Javelin Warriors	1	Obsidian Falcon Javelin Warriors	1
Bronze 50th Javelin Warriors	1	Peacock Javelin Warriors	1	Crimson Lynx Javelin Warriors	1
Falcon Javelin Warriors	1				

The 2nd Imperial Army

ID: IA-2

Total troops with Army: 15

Location: Amazonia

Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Amber Scorpion Javelin Warriors	1	Indigo Javelin Warriors	1	Otter 30th Javelin Warriors	1
Beaver 12th Javelin Warriors	1	Dajuri's Yellow Javelin Warriors	1	Kaluru's Black Javelin Warriors	1
Hyacinth 22nd Javelin Warriors	1	Flag 26th Javelin Warriors	1	1st Javelin Warriors	1
Indigo Lynx Javelin Warriors	1	Diamond 16th Javelin Warriors	1	31st Shock Javelin Warriors	1
Dragon Javelin Warriors	1	Copper Javelin Warriors	1	Obsidian 29th Javelin Warriors	1

Total Number of Troops : 29

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Javelin Warriors	1	25	86%	80%	100%
Amazonian Archers	2	2	7%	0%	10%
Elite Warriors	3	2	7%	0%	10%
Mercenary Slavers	4	0	0%	0%	5%

IMPERIAL GOALS

Let me tell thee of the dreams of your sires and the dreams of their fathers before them. It is known, my Lady, 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 Amazonia ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Amazonia.

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

Atlaia of Atlaia
The Grasslands of Amazonia of The Western Savannah

If successful in achieving these goals, Amazonia 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 make major progress towards victory by controlling:

Amazonia (11) of Amazonia.
The Parklands (331) of The Western Jungles.
The Jungle Tribes Region (338) of The Western Jungles.
The Grasslands of Amazonia (357) of The Western Savannah.

THE HYBORIAN WAR COMMAND SHEET

Orders For Amazonia

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: **11**

- I Command Bisal Mangwa AMAZ-CHA to () _____ () _____ () _____ () _____
- I Command Dambago Kazemba AMAZ-ADJ to () _____ () _____ () _____ () _____
- I Command Tulari Nzinga AMAZ-1 to () _____ () _____ () _____ () _____
- I Command Lady Tuta Nzinga AMAZ-2 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Dajuri Kazemba AMAZ-3 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command General Sutha Nzinga AMAZ-4 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Manamajaba Nzinga AMAZ-5 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Tambaza Nzinga AMAZ-6 to () _____ () _____ () _____ () _____
- I Command Nagori Nzinga AMAZ-7 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Sukuju Kulari AMAZ-8 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 11 to (M)ove to (P)rovince (_____)

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

- I Declare () _____ () _____ () _____ () _____
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The Abyss -- Amazonia

Account: 13 Maintenance: Yes

Due ASAP--processed in order of receipt;

4-8 weeks for placement & turn 1 results.

