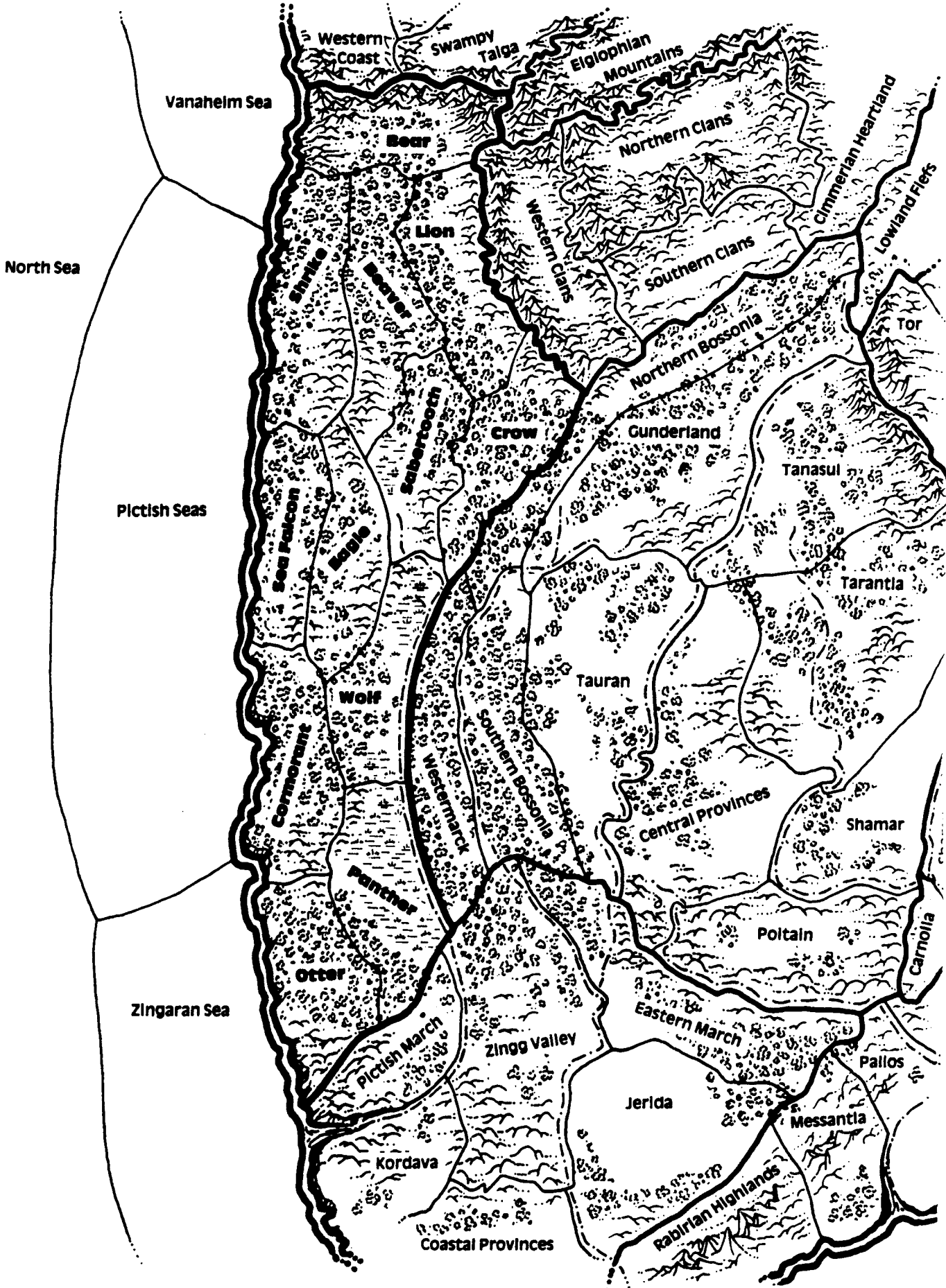


THE HYBORIAN WAR KINGDOM REPORT
FOR
PICTLAND

KINGDOM SIZE: MEDIUM

ABBREVIATION: PICT





Pictland

 Seacoast
 River



Mountains



Forest



Steppe



HYBORIAN™ WAR

Kingdom report for Pictland

Turn: 1

Winter Warseason

NATIONAL HISTORY

Listen, young Chieftan, to the words of thy heritage and to the knowledge of thy people. Listen that thy people may hunt more swiftly, war more violently, and revel in the screams of thy dying foes! We the Picts have a long, long history. Well have we remembered long, long hatreds, for there are those whom we have indeed ancient reason to hate!

Once long ago, when the now forgotten kingdom of Valusia was great, our people lived in two great nations. Our homeland was the Pictish Islands in the western sea, and a great nation of our people lived upon the mainland to serve and fight in the armies of Valusia during the time of Kull, the conqueror, over eight thousand years ago!

Lo, it was during these years that the world was smitten by a Great Cataclysm which rocked the foundations of the world and forever changed the face of the land. The Pictish Islands sank and our people there with them, gone forever. Great Valusia and her sister empires of that age were thrown down by the earth's convulsions and we, her Pictish vassals, survived only after great loss of life and much sorrow.

When the earth had ended its torment, our forefathers began to build a great Pictish empire. Their expansion brought them into contact with survivors of the fall of Atlantis. How quickly we destroyed them in battle! We scattered the Atlanteans into loose clans, fleeing for their lives to the Cimmerian hills where for hundreds of years we hunted them like animals, but could not destroy them. Unfortunately, the long years of war had wearied our people so that in time the Pictish Empire fell apart and the tribes went their many ways, laying claim to the western lands which have become dear to our hearts.

For a thousand years our people roamed freely in the Pictish Wilderness, content simply to hunt and kill, torturing foes that we captured, as man was meant to do! And five thousand years ago, the hated Atlanteans (who now called themselves Cimmerians) began their howling descent from those cursed hills to slaughter and destroy our northeastern tribes. We learned anew to hate our old foes and in the thousands of years since we have learned to sing the death chant whenever we slay one of those twice-cursed Cimmerians!

Two thousand five hundred years ago we acquired a new hatred: the Aquilonians. The Aquilonians came upon our borders to destroy the ancient empire of Acheron and take their lands. For a time, our peoples did not war upon one another (except for occasional raids to kill a few men, as chance might provide. This is only human). But when the Aquilonians felt strong, they came upon our land with their clumsy Gunderland mercenaries, struck into our homelands, slew whole tribes and drove the survivors ever westward into the swamps and jungles. Their Bossonian vassals settled into a land which was once ours and this we will never forget. In our own time, the hated Aquilonians have invaded again and taken what they call the Westmark for their own, and killed all of our people who lived there. This we also remember!

Heed well now my words, O Chieftain, as I report to thee of the length and breadth of thy kingdom.

ROYAL TREASURY

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

POLITICS

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

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

Pictland 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 Pictland is:

Name: Ononda Nek	ID: PICT-CHA	Character Type: Priest	
Age: young adult	Status: Alive	Gender: Male	Province of Birth: The Wolf Tribeslands
Present location: The Wolf Tribeslands	Assignment last turn: None		

Ononda Nek is the Province Ruler of The Wolf Tribeslands.

The ADJUTANT GENERAL of Pictland is:

Name: Mogaraga Seka	ID: PICT-ADJ	Character Type: General	
Age: young adult	Status: Alive	Gender: Male	Province of Birth: The Eagle Tribeslands
Present location: The Wolf Tribeslands	Assignment last turn: None		

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

Name: Chief Jhebbal Sag	ID: PICT-1	Character Type: Noble	
Age: prime of life	Status: Alive	Gender: Male	Province of Birth: The Wolf Tribeslands
Present location: The Wolf Tribeslands	Assignment last turn: None		
Personal Combat	: GOOD		
Diplomacy	: ADEQUATE		
Rulership	: ADEQUATE		
Military Command	: POOR		
Heroism	: SUPERIOR		
Intrigue	: NONE		
Magic	: NONE		

Chief Jhebbal Sag is the current Monarch of Pictland.

Name: Tuscara Berula	ID: PICT-2	Character Type: General	
Age: prime of life	Status: Alive	Gender: Male	Province of Birth: The Beaver Tribeslands
Present location: The Crow Tribeslands	Assignment last turn: With the 3rd Imperial Army		
Personal Combat	: POOR		
Diplomacy	: POOR		
Rulership	: NONE		
Military Command	: EXCELLENT		
Heroism	: ADEQUATE		
Intrigue	: NONE		
Magic	: POOR		

Tuscara Berula may use the following spells: Fanaticism.

Name: Burunda Rulg	ID: PICT-3	Character Type: Hero	
Age: middle aged	Status: Alive	Gender: Male	Province of Birth: The Crow Tribeslands
Present location: The Wolf Tribeslands	Assignment last turn: With the 2nd Imperial Army		
Personal Combat	: EXCELLENT		
Diplomacy	: NONE		
Rulership	: NONE		
Military Command	: GOOD		
Heroism	: POOR		
Intrigue	: NONE		
Magic	: POOR		

Burunda Rulg may use the following spells: Fanaticism.

Name: Dekanawatha Sag ID: PICT-4 Character Type: Hero
Age: middle aged Status: Alive Gender: Male Province of Birth: The Panther Tribeslands
Present location: The Panther Tribeslands Assignment last turn: With the 1st Imperial Army
Personal Combat : ADEQUATE
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : GOOD
Heroism : EXCELLENT
Intrigue : NONE
Magic : NONE

Name: Sangala Kor ID: PICT-5 Character Type: Hero
Age: youth Status: Alive Gender: Male Province of Birth: The Beaver Tribeslands
Present location: The Beaver Tribeslands Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : EXCELLENT
Heroism : POOR
Intrigue : GOOD
Magic : POOR

Sangala Kor is the Province Ruler of The Beaver Tribeslands.
Sangala Kor may use the following spells: Rains.

Name: Lapoga Mog ID: PICT-6 Character Type: Priest
Age: prime of life Status: Alive Gender: Male Province of Birth: The Otter Tribeslands
Present location: The Otter Tribeslands Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : GOOD
Rulership : GOOD
Military Command : POOR
Heroism : POOR
Intrigue : POOR
Magic : POOR

Lapoga Mog is the Province Ruler of The Otter Tribeslands.
Lapoga Mog may use the following spells: Curse.

Name: Nakoia Nek ID: PICT-7 Character Type: Priest
Age: middle aged Status: Alive Gender: Female Province of Birth: The Crow Tribeslands
Present location: The Wolf Tribeslands Assignment last turn: None
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : NONE
Heroism : ADEQUATE
Intrigue : NONE
Magic : POOR

Nakoia Nek may use the following spells: Curse.

Name: Kilinoa Rulg ID: PICT-8 Character Type: Wizard
Age: middle aged Status: Alive Gender: Male Province of Birth: The Cormorant Tribeslands
Present location: The Eagle Tribeslands Assignment last turn: With the 4th Imperial Army
Personal Combat : POOR
Diplomacy : NONE
Rulership : GOOD
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : SUPERIOR

Kilinoa Rulg may use the following spells: Black Death (usable 4 times), Far Sight, Force March, Prophecy and Summon the Dead.

Name: Traloga Lat ID: PICT-9 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: The Shrike Tribeslands
Present location: The Shrike Tribeslands Assignment last turn: None
Personal Combat : NONE

Diplomacy : POOR
 Rulership : GOOD
 Military Command : POOR
 Heroism : ADEQUATE
 Intrigue : NONE
 Magic : ADEQUATE

Traloga Lat is the Province Ruler of The Shrike Tribeslands.

Traloga Lat may use the following spells: Phantom Warriors (usable 2 times) and Long Life (usable 6 times).

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 3 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.

Pictland Savages : Troop Type 1
 Troop Category : MI - Medium Infantry
 Missile Combat Ability : ADEQUATE
 Melee Combat Ability : GOOD
 Morale : EXCELLENT
 Movement Rate : 4

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

Hunting Tribe : Troop Type 2
 Troop Category : MI - Medium Infantry
 Missile Combat Ability : GOOD
 Melee Combat Ability : ADEQUATE
 Morale : GOOD
 Movement Rate : 3

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

War Tribe : Troop Type 3
 Troop Category : MIA - Medium Infantry Archer
 Missile Combat Ability : EXCELLENT
 Melee Combat Ability : ADEQUATE
 Morale : GOOD
 Movement Rate : 3

War Tribe must make up a minimum of 30% and may not exceed a maximum of 40% of your total number of troops.
 War Tribe are well adapted to combat in Forest and will fight in that terrain with increased ability.
 The cost to Train and outfit War Tribe 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 Wolf Tribeslands Province 121 Province Type: Land

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

Is dominated by areas of forest	- SUPERIOR chance to reach Forest terrain.
Has large areas of swamplands	- EXCELLENT chance to reach Swamp terrain.
Is a land of mighty rivers	- SUPERIOR chance to reach River terrain.
Has a few scant areas of open grassland	- POOR chance to reach Open terrain.
Has some areas of hills	- ADEQUATE chance to reach Hill terrain.

The people of The Wolf Tribeslands currently have LOW loyalty to the throne.
 Approximately twice every three years The Wolf Tribeslands levys War Tribe.
 The average wealth production in The Wolf Tribeslands is POOR.

The 121st Provincial Army ID: PA-121 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Serpent War Tribe	3	Copper Seal War Tribe	3	Mammoth 32nd War Tribe	3
Bronze Toad War Tribe	3	Kanawha's War Tribe	3	Spirit 2nd War Tribe	3
Oath 36th Tribe	2	Wild 23rd Tribe	2		

The Wolf Tribeslands has standing Province Defense Orders as follows:

- Ambush any attackers.
- Conceal movements from attacking enemies.
- Maneuver to Forest terrain if attacked.
- Engage the enemy at the Province Commanders Discretion.

Our 2nd Imperial Army is encamped in The Wolf Tribeslands.

The Eagle Tribeslands Province 122 Province Type: Land

- | | |
|--|---|
| <ul style="list-style-type: none"> Is dominated by areas of forest Has large areas of hills Has a few scant areas of swamplands Is home to an occasional running stream Has a few scant areas of open grassland | <ul style="list-style-type: none"> - SUPERIOR chance to reach Forest terrain. - EXCELLENT chance to reach Hill terrain. - POOR chance to reach Swamp terrain. - ADEQUATE chance to reach River terrain. - POOR chance to reach Open terrain. |
|--|---|

The people of The Eagle Tribeslands currently have LOW loyalty to the throne.
 Approximately once every two years The Eagle Tribeslands levys War Tribe.
 The average wealth production in The Eagle Tribeslands is POOR.

The 122nd Provincial Army ID: PA-122 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Rat 46th War Tribe	3	Regular 17th War Tribe	3	Wild 38th War Tribe	3
Bravest 39th War Tribe	3	Raging Tryst 46th War Tribe	3	24th Emerald Otter War Tribe	3
Shrike 46th Savages	1	Bond Savages	1		

The Eagle Tribeslands has standing Province Defense Orders as follows:

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

Our 4th Imperial Army is encamped in The Eagle Tribeslands.

The Sabertooth Tribeslands Province 123 Province Type: Land

- | | |
|--|--|
| <ul style="list-style-type: none"> Is dominated by areas of forest Has some areas of hills Has some areas of swamplands Is crisscrossed with rivers Has a few scant areas of open grassland | <ul style="list-style-type: none"> - SUPERIOR chance to reach Forest terrain. - ADEQUATE chance to reach Hill terrain. - ADEQUATE chance to reach Swamp terrain. - GOOD chance to reach River terrain. - POOR chance to reach Open terrain. |
|--|--|

The people of The Sabertooth Tribeslands currently have LOW loyalty to the throne.
 Approximately twice every three years The Sabertooth Tribeslands levys Hunting Tribe.
 The average wealth production in The Sabertooth Tribeslands is POOR.

The 123rd Provincial Army ID: PA-123 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Yellow Dog Tribe	2	Sabertooth Tribe	2	Faithful Peacock Tribe	2
Sabertooth 47th Tribe	2	Stone 3rd Savages	1	Shrike Savages	1

The Sabertooth Tribeslands has standing Province Defense Orders as follows:

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

The Panther Tribeslands Province 124 Province Type: Land

Is cut by large river tributaries
 Has large areas of forest
 Has large areas of swamplands
 Has some areas of hills
 Has a few scant areas of open grassland

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

The people of The Panther Tribeslands currently have LOW loyalty to the throne.
 Approximately twice every three years The Panther Tribeslands levys Hunting Tribe.
 The average wealth production in The Panther Tribeslands is POOR.

The 124th Provincial Army ID: PA-124 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Hawk Tribe	2	Mogaraga's Wild Tribe	2	Ononda's Own Wild Tribe	2
Nekenoa's Tribe	2	Raiding 19th Tribe	2	Bear 21st Tribe	2
Tan War Tribe	3	Lynx 30th War Tribe	3		

The Panther Tribeslands has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in The Panther Tribeslands.

The Sea Falcon Tribeslands Province 125 Province Type: Coast

Is dominated by areas of forest
 Has some areas of hills
 Has a few scant areas of swamplands
 Has a few scant areas of open grassland
 Is virtually bereft of running waters

- SUPERIOR chance to reach Forest terrain.
- ADEQUATE chance to reach Hill terrain.
- POOR chance to reach Swamp terrain.
- POOR chance to reach Open terrain.
- POOR chance to reach River terrain.

The people of The Sea Falcon Tribeslands currently have LOW loyalty to the throne.
 Approximately twice every three years The Sea Falcon Tribeslands levys Pictland Savages.
 The average wealth production in The Sea Falcon Tribeslands is NONE.

The 125th Provincial Army ID: PA-125 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
High 22nd Savages	1	Fox 41st Savages	1	Wild Savages	1
Virmillion Shrike 3rd Savages	1				

The Sea Falcon Tribeslands has standing Province Defense Orders as follows:

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

The Lion Tribeslands Province 126 Province Type: Land

Is dominated by areas of forest
 Has large areas of hills
 Has a few scant areas of swamplands
 Is virtually bereft of running waters
 Has a few scant areas of open grassland

- SUPERIOR chance to reach Forest terrain.
- EXCELLENT chance to reach Hill terrain.
- POOR chance to reach Swamp terrain.
- POOR chance to reach River terrain.
- POOR chance to reach Open terrain.

The people of The Lion Tribeslands currently have LOW loyalty to the throne.
 Approximately once every two years The Lion Tribeslands levys War Tribe.
 The average wealth production in The Lion Tribeslands is POOR.

The 126th Provincial Army ID: PA-126 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Beaver 26th War Tribe	3	Ragged 41st War Tribe	3	Invincible 2nd War Tribe	3
Spider 24th War Tribe	3	Dark Tribe	2	Wild 31st Tribe	2

The Lion Tribeslands has standing Province Defense Orders as follows:

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

The Crow Tribeslands**Province 127****Province Type: Land**

Is dominated by areas of forest
 Has some areas of hills
 Has a few scant areas of swamplands
 Is crisscrossed with rivers
 Has a few scant areas of open grassland

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

The people of The Crow Tribeslands currently have LOW loyalty to the throne.
 Approximately once every two years The Crow Tribeslands levys War Tribe.
 The average wealth production in The Crow Tribeslands is POOR.

The 127th Provincial Army**ID: PA-127****Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Blood War Tribe	3	Red Shock 4th War Tribe	3	Amber Nightbird War Tribe	3
Wild 37th War Tribe	3	Senondaga's Wild Tribe	2	Taraga's Proud Tribe	2

The Crow Tribeslands has standing Province Defense Orders as follows:

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

Our 3rd Imperial Army is encamped in The Crow Tribeslands.

The Beaver Tribeslands**Province 128****Province Type: Land**

Is dominated by areas of forest
 Has several areas of hills
 Has a few scant areas of swamplands
 Has a few scant areas of open grassland
 Is virtually bereft of running waters

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

The people of The Beaver Tribeslands currently have LOW loyalty to the throne.
 Approximately once every two years The Beaver Tribeslands levys Hunting Tribe.
 The average wealth production in The Beaver Tribeslands is NONE.

The 128th Provincial Army**ID: PA-128****Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Toad 31st Tribe	2	Diamond Tribe	2	Toad Tribe	2
Traloga's 25th Wild Tribe	2				

The Beaver Tribeslands has standing Province Defense Orders as follows:

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

The Bear Tribeslands**Province 129****Province Type: Coast**

Has large areas of forest
 Has large areas of hills
 Has a few scant areas of open grassland
 Has a few scant areas of swamplands
 Boasts of high mountains

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

The people of The Bear Tribeslands currently have LOW loyalty to the throne.
 Approximately once every three years The Bear Tribeslands levys Pictland Savages.
 The average wealth production in The Bear Tribeslands is POOR.

The 129th Provincial Army**ID: PA-129****Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Guild Savages	1	Raven Savages	1	Snake 32nd Savages	1
12th Sable Serpent Savages	1	Brotherhood 19th Tribe	2	Ragged 40th Tribe	2

The Bear Tribeslands has standing Province Defense Orders as follows:

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

The Cormorant Tribeslands**Province 130****Province Type: Coast**

Is dominated by areas of forest
 Has some areas of hills
 Has a few scant areas of swamplands
 Has a few scant areas of open grassland
 Is virtually bereft of running waters

- SUPERIOR chance to reach Forest terrain.
- ADEQUATE chance to reach Hill terrain.
- POOR chance to reach Swamp terrain.
- POOR chance to reach Open terrain.
- POOR chance to reach River terrain.

The people of The Cormorant Tribeslands currently have LOW loyalty to the throne.
 Approximately twice every three years The Cormorant Tribeslands levys Pictland Savages.
 The average wealth production in The Cormorant Tribeslands is NONE.

The 130th Provincial Army**ID: PA-130****Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Indigo Savages	1	Traloga's 25th Savages	1	Last Savages	1
Kregoraga's Savages	1				

The Cormorant Tribeslands has standing Province Defense Orders as follows:

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

The Otter Tribeslands**Province 131****Province Type: Coast**

Is dominated by areas of forest
 Has some areas of swamplands
 Has some areas of hills
 Is crisscrossed with rivers
 Has a few scant areas of open grassland

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

The people of The Otter Tribeslands currently have LOW loyalty to the throne.
 Approximately once a year The Otter Tribeslands levys War Tribe.
 The average wealth production in The Otter Tribeslands is NONE.

The Otter Tribeslands is a trade center. A single foreign Trade Route runs through this province.

The 131st Provincial Army**ID: PA-131****Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Ruby Scorpion 21st War Tribe	3	Blue Mantis War Tribe	3	Peacock 19th War Tribe	3
Fox 23rd War Tribe	3	Elite 25th Savages	1	Shining Savages	1

The Otter Tribeslands has standing Province Defense Orders as follows:

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

The Shrike Tribeslands**Province 132****Province Type: Coast**

Is dominated by areas of forest
 Has some areas of hills
 Has a few scant areas of swamplands
 Has a few scant areas of open grassland
 Is virtually bereft of running waters

- SUPERIOR chance to reach Forest terrain.
- ADEQUATE chance to reach Hill terrain.
- POOR chance to reach Swamp terrain.
- POOR chance to reach Open terrain.
- POOR chance to reach River terrain.

The people of The Shrike Tribeslands currently have LOW loyalty to the throne.
 Approximately twice every three years The Shrike Tribeslands levys Pictland Savages.
 The average wealth production in The Shrike Tribeslands is POOR.

The 132nd Provincial Army**ID: PA-132****Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Fox 44th Savages	1	Venom 44th Savages	1	Bond 10th Savages	1
Seal 4th Savages	1				

The Shrike Tribeslands has standing Province Defense Orders as follows:

- Maneuver to Forest 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 Panther Tribeslands Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Sabertooth 46th Tribe	2	Irokia's 7th Triumphant Tribe	2	Bear Tribe	2
Lynx 42nd Tribe	2	Panther Tribe	2	Special Serpent Tribe	2
Leopard 25th Tribe	2	Maroon Ghost Tribe	2		

The 2nd Imperial Army ID: IA-2 Total troops with Army: 8
Location: The Wolf Tribeslands Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Indigo Loyal 40th War Tribe	3	Raven 9th War Tribe	3	23rd Royal Gold War Tribe	3
10th White Cardinal War Tribe	3	Ragged Copper 48th War Tribe	3	Okaga's War Tribe	3
Mantle Tribe	2	Beaver 50th Tribe	2		

The 3rd Imperial Army ID: IA-3 Total troops with Army: 8
Location: The Crow Tribeslands Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Slaying Savages	1	Hawk 24th Savages	1	20th Last Yellow Savages	1
Cardinal 6th Savages	1	Diamond 11th Tribe	2	Leopard Tribe	2
Venom 36th Tribe	2	Hawk 43rd Tribe	2		

The 4th Imperial Army ID: IA-4 Total troops with Army: 15
Location: The Eagle Tribeslands Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Royal Savages	1	Night 27th Savages	1	16th High Bronze Savages	1
Dragon Savages	1	Night 11th Savages	1	Amber Skull 24th Savages	1
Oath 4th Savages	1	40th Loyal Hawk Savages	1	Maroon Savages	1
Falcon 39th Savages	1	Cattarga's War Tribe	3	Oath 45th War Tribe	3
Leopard 7th War Tribe	3	Taraga's 39th Ebon War Tribe	3	Tan Eagle War Tribe	3

Total Number of Troops : 109

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Pictland Savages	1	36	33%	20%	40%
Hunting Tribe	2	36	33%	20%	40%
War Tribe	3	37	34%	30%	40%

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

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

The Central Provinces of Aquilonia

If successful in achieving these goals, Pictland 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.

You will make major progress towards victory by controlling:

The Westermarck (10) of Aquilonia.

THE HYBORIAN WAR COMMAND SHEET

Orders For Pictland

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: 121 122 123 124 125 126 127 128 129 130 131 132

I Command Ononda Nek PICT-CHA to () _____ () _____ () _____ () _____
I Command Mogaraga Seka PICT-ADJ to () _____ () _____ () _____ () _____
I Command Chief Jhebbal Sag PICT-1 to () _____ () _____ () _____ () _____
I Command Tuscara Berula PICT-2 to () _____ () _____ () _____ () _____
(Currently with IA-3)
I Command Burunda Rulg PICT-3 to () _____ () _____ () _____ () _____
(Currently with IA-2)
I Command Dekanawatha Sag PICT-4 to () _____ () _____ () _____ () _____
(Currently with IA-1)
I Command Sangala Kor PICT-5 to () _____ () _____ () _____ () _____
I Command Lapoga Mog PICT-6 to () _____ () _____ () _____ () _____
I Command Nakoia Nek PICT-7 to () _____ () _____ () _____ () _____
I Command Kilinoa Rulg PICT-8 to () _____ () _____ () _____ () _____
(Currently with IA-4)
I Command Traloga Lat PICT-9 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 124 to (M)ove to (P)rovince () _____

I Command 2nd Imperial Army in province 121 to (M)ove to (P)rovince () _____

I Command 3rd Imperial Army in province 127 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (122)

I Declare () _____ (R)ule (P)rovince (123)

I Declare () _____ (R)ule (P)rovince (124)

I Declare () _____ (R)ule (P)rovince (125)

I Declare () _____ (R)ule (P)rovince (126)

I Declare () _____ (R)ule (P)rovince (127)

I Declare () _____ (R)ule (P)rovince (129)

I Declare () _____ (R)ule (P)rovince (130)

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

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

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

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

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

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

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

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

