

THE HYBORIAN WAR KINGDOM REPORT.

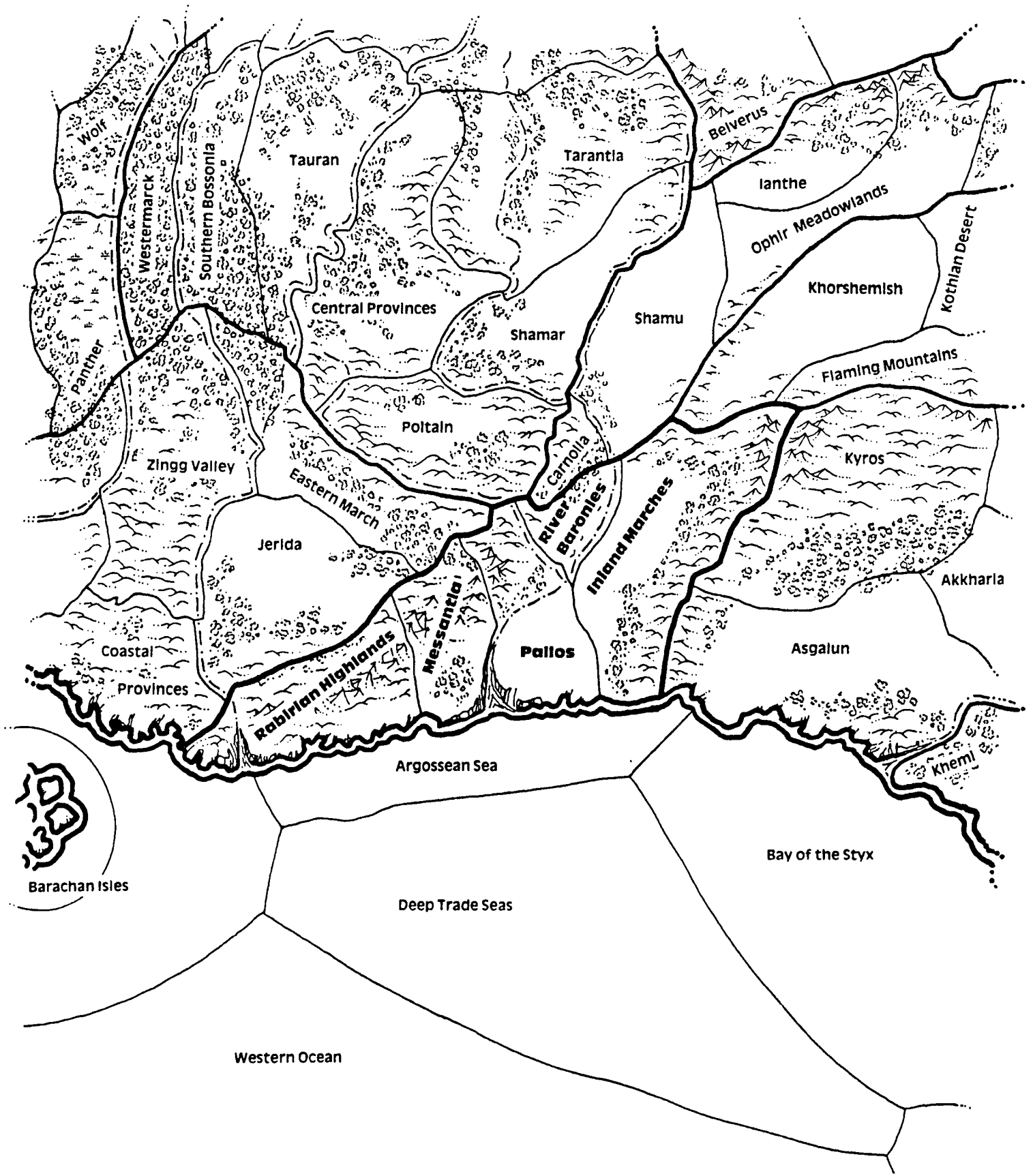
FOR

ARGOS

KINGDOM SIZE: MEDIUM

ABBREVIATION: ARGO





Argos

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



Mountains



Forest



Steppe



Hills



Desert



Swamp or Bog

HYBORIAN WAR

Kingdom report for Argos

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, my Lord, that the seafaring kingdom of Argos was founded upon the ruins of the ancient and evil empire of Acheron. Long ago, forbearers of the Zingarans and Shemites, together with a mix of Hyborian tribes, threw down the southern portion of Acheron in a tumult of fire and sword. Less than a hundred years later, these, our forefathers, had united to form the first rude kingdom of Argos.

The first Argossean fathers learned much from the culture which they had destroyed, and soon they began to rebuild the cities they had shattered, learning the love of saltwater and wind upon the few sailing vessels which remained undestroyed from the sack of Acheron. Thy people of Argos thrive naturally upon the sea and, from the mist of time to this day, they have become master sailors and traders. Zingara is a jealous neighbor and has ever considered the land of Argos to be rightfully hers. She has become a rival sea power as well as a constant threat.

On this day, the coast of Argos is fringed with vast trading cities through which the wealth of empires flows by day and the ransom of kings by night. To this thou wert born to rule, and rule proudly. Heed well now my words, Great One, 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 **SUPERIOR**.

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

The Kushish Sea of The Western Ocean
The Bay of the Styx of The Western Ocean
The Agossean Sea of The Western Ocean

POLITICS

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

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

Argos stands in formal alliance with The Barachan Isles.

Your kingdom of Argos is bound in peace treaty with The Barachan Isles and may not invade provinces owned by them.

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 Argos is:

Name: Stronius Marcos	ID: ARGO-CHA	Character Type: Priest
Age: middle aged	Status: Alive	Province of Birth: Messantia
Present location: Messantia	Gender: Male	Assignment last turn: None

Stronius Marcos is the Province Ruler of Messantia.

The ADJUTANT GENERAL of Argos is:

Name: Apallicus Fabius ID: ARGO-ADJ Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: Pallos
Present location: Messantia Assignment last turn: None

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

Name: Platonio Milo ID: ARGO-1 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: The River Baronies
Present location: Messantia Assignment last turn: None
Personal Combat : GOOD
Diplomacy : SUPERIOR
Rulership : SUPERIOR
Military Command : POOR
Heroism : POOR
Intrigue : POOR
Magic : NONE

Platonio Milo is the current Monarch of Argos.

Name: Borus Galargus ID: ARGO-2 Character Type: Noble
Age: youth Status: Alive Gender: Male Province of Birth: Pallos
Present location: Pallos Assignment last turn: None
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : SUPERIOR
Military Command : POOR
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Borus Galargus is the Province Ruler of Pallos.

Name: Thenio Galacus ID: ARGO-3 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: Pallos
Present location: Pallos Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : NONE
Heroism : POOR
Intrigue : NONE
Magic : NONE

Name: Elia Aninus ID: ARGO-4 Character Type: General
Age: young adult Status: Alive Gender: Female Province of Birth: Messantia
Present location: Messantia Assignment last turn: With the 1st Imperial Army
Personal Combat : NONE
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : SUPERIOR
Heroism : POOR
Intrigue : NONE
Magic : NONE

Name: Delfinus Galargus ID: ARGO-5 Character Type: General
Age: ancient Status: Alive Gender: Male Province of Birth: The River Baronies
Present location: Messantia Assignment last turn: With the 2nd Imperial Navy
Personal Combat : POOR
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : SUPERIOR
Heroism : POOR
Intrigue : POOR
Magic : NONE

Name: Barabanus Fabius ID: ARGO-6 Character Type: General

Age: prime of life Status: Alive Gender: Male Province of Birth: Pallos
Present location: Pallos Assignment last turn: None
Personal Combat : NONE
Diplomacy : EXCELLENT
Rulership : ADEQUATE
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : EXCELLENT
Magic : NONE

Name: Polydimos Galargus ID: ARGO-7 Character Type: Hero
Age: old Status: Alive Gender: Male Province of Birth: Pallos
Present location: Messantia Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : NONE
Rulership : POOR
Military Command : SUPERIOR
Heroism : SUPERIOR
Intrigue : NONE
Magic : NONE

Name: Natrius Milo ID: ARGO-8 Character Type: Hero
Age: old Status: Alive Gender: Male Province of Birth: Pallos
Present location: The Inland Marches Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : POOR
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Name: Lillica Gabriello ID: ARGO-9 Character Type: Priest
Age: ancient Status: Alive Gender: Female Province of Birth: The Inland Marches
Present location: The Inland Marches Assignment last turn: None
Personal Combat : NONE
Diplomacy : GOOD
Rulership : SUPERIOR
Military Command : POOR
Heroism : NONE
Intrigue : GOOD
Magic : POOR

Lillica Gabriello is the Province Ruler of The Inland Marches.
Lillica Gabriello may use the following spells: Prophecy.

Name: Memnus Metallus ID: ARGO-10 Character Type: Priest
Age: youth Status: Alive Gender: Male Province of Birth: Messantia
Present location: Messantia Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : POOR
Military Command : POOR
Heroism : NONE
Intrigue : SUPERIOR
Magic : POOR

Memnus Metallus may use the following spells: Rains.

Name: Mercuri Milo ID: ARGO-11 Character Type: Wizard
Age: old Status: Alive Gender: Male Province of Birth: The Rabirian Highlands
Present location: Messantia Assignment last turn: None
Personal Combat : NONE
Diplomacy : NONE
Rulership : NONE
Military Command : NONE
Heroism : ADEQUATE
Intrigue : GOOD
Magic : ADEQUATE

Mercuri Milo may use the following spells: Fear and Force March.

Name: Arcio Minos ID: ARGO-12 Character Type: Agent
 Age: middle aged Status: Alive Gender: Male Province of Birth: The Rabirian Highlands
 Present location: The Inland Marches Assignment last turn: None
 Personal Combat : ADEQUATE
 Diplomacy : NONE
 Rulership : NONE
 Military Command : NONE
 Heroism : NONE
 Intrigue : POOR
 Magic : NONE

Name: Satinio Minos ID: ARGO-13 Character Type: Agent
 Age: prime of life Status: Alive Gender: Male Province of Birth: The River Baronies
 Present location: Messantia Assignment last turn: With the 2nd Imperial Navy
 Personal Combat : SUPERIOR
 Diplomacy : POOR
 Rulership : NONE
 Military Command : NONE
 Heroism : NONE
 Intrigue : SUPERIOR
 Magic : POOR

Satinio Minos may use the following spells: Fanaticism.

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 8 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.

Royal Guard : Troop Type 1
 Troop Category : HI - Heavy Infantry
 Missile Combat Ability : POOR
 Melee Combat Ability : GOOD
 Morale : SUPERIOR
 Movement Rate : 3

Royal Guard troop is unique. Only one troop of this type may exist at any time.
 Royal Guard are well adapted to combat in Fortified and will fight in that terrain with increased ability.
 The cost to Train and outfit Royal Guard is MODERATE.

Mercenary Heavy Foot : Troop Type 2
 Troop Category : HI - Heavy Infantry
 Missile Combat Ability : ADEQUATE
 Melee Combat Ability : GOOD
 Morale : GOOD
 Movement Rate : 2

Mercenary Heavy Foot may not exceed a maximum of 40% of your total number of troops at any one time.
 Mercenary Heavy Foot cost no gold to raise but must be paid HIGH wages each year.

Mercenary Medium Foot : Troop Type 3
 Troop Category : MI - Medium Infantry
 Missile Combat Ability : POOR
 Melee Combat Ability : GOOD
 Morale : GOOD
 Movement Rate : 3

Mercenary Medium Foot may not exceed a maximum of 40% of your total number of troops at any one time.
 Mercenary Medium Foot cost no gold to raise but must be paid HIGH wages each year.

Shemish Mercenary : Troop Type 4
 Troop Category : LIA - Light Infantry Archer
 Missile Combat Ability : SUPERIOR
 Melee Combat Ability : POOR
 Morale : GOOD
 Movement Rate : 4

Shemish Mercenary must make up a minimum of 5% and may not exceed a maximum of 20% of your total number of troops.
Shemish Mercenary cost no gold to raise but must be paid HIGH wages each year.

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

Hyborian Cavalry must make up a minimum of 5% and may not exceed a maximum of 10% of your total number of troops.
Hyborian Cavalry cost no gold to raise but must be paid HIGH wages each year.

Mercenary Cavalry : Troop Type 6
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : GOOD
Movement Rate : 5

Mercenary Cavalry may not exceed a maximum of 10% of your total number of troops at any one time.
Mercenary Cavalry cost no gold to raise but must be paid HIGH wages each year.

Argossean Nobles : Troop Type 7
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 5

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

Argossean Warships : Troop Type 8
Troop Category : MNA - Medium Sea Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : ADEQUATE
Morale : GOOD
Movement Rate : 3

Argossean Warships must make up a minimum of 20% and may not exceed a maximum of 50% of your total number of troops.
Argossean Warships are well adapted to combat in Deep Ocean and will fight in that terrain with increased ability.
The cost to Train and outfit Argossean Warships is MODERATE.

MERCENARY TROOPS

In addition do your Argossean 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 20% 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.

Messantia Province 12 Province Type: Coast

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

Is dominated by areas of hills	- SUPERIOR chance to reach Hill terrain.
Has large areas of forest	- EXCELLENT chance to reach Forest terrain.
Has several areas of open grassland	- GOOD chance to reach Open 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 Messantia currently have MODERATE loyalty to the throne.
 Approximately once every three years Messantia levys Argossean Nobles.
 The average wealth production in Messantia is GOOD.

Messantia is a center for trade. The province has, in all, 2 foreign Trade Routes.

The 12th Provincial Army ID: PA-12 Total troops with Army: 3

Troop Name	Type	Troop Name	Type	Troop Name	Type
Royal Guard	1	Nisius's Heavy Foot	2	Shrike 38th Heavy Foot	2

Messantia has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in Messantia.
 Our 2nd Imperial Navy is encamped in Messantia.

Pallos Province 13 Province Type: Coast

Has some areas of hills	- ADEQUATE chance to reach Hill terrain.
Is dominated by areas of open grassland	- SUPERIOR chance to reach Open terrain.
Is a land of mighty rivers	- SUPERIOR chance to reach River terrain.
Has some areas of forest	- ADEQUATE chance to reach Forest terrain.
Rarely lifts a mountain peak into the sky	- POOR chance to reach Mountainous terrain.

The people of Pallos currently have MODERATE loyalty to the throne.
 Approximately once every five years Pallos levys Argossean Nobles.
 The average wealth production in Pallos is EXCELLENT.

The 13th Provincial Army ID: PA-13 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Servio's Tan Medium Foot	3	21st Medium Foot	3	Purple Mantis Heavy Foot	2
Scarlet Heavy Foot	2	Thenia's Hyborian Cavalry	5	Fox Hyborian Cavalry	5

Pallos has standing Province Defense Orders as follows:

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

The River Baronies

Province 14

Province Type: Land

Is a land of mighty rivers
Is dominated by areas of forest
Has some areas of hills
Has a few scant areas of swamplands
Has one remote fort (Fort Class B)

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

The people of The River Baronies currently have MODERATE loyalty to the throne.
Very infrequently The River Baronies levys Argossean Nobles.
The average wealth production in The River Baronies is GOOD.

The 14th Provincial Army

ID: PA-14

Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Black Nobles	7	Peacock 50th Mercenary Archers	4	24th Last Mercenary Archers	4
Cormorant Mercenary Archers	4	Lion 8th Heavy Foot	2	Soporica's Heavy Foot	2

The River Baronies has standing Province Defense Orders as follows:

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

The Rabirian Highlands

Province 15

Province Type: Coast

Is a land of great mountains
Is dominated by areas of hills
Has several areas of open grassland
Has a few scant areas of forest
Has one remote fort (Fort Class B)

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

The people of The Rabirian Highlands currently have LOW loyalty to the throne.
Approximately once every five years The Rabirian Highlands levys Argossean Nobles.
The average wealth production in The Rabirian Highlands is EXCELLENT.

The 15th Provincial Army

ID: PA-15

Total troops with Army: 5

Troop Name	Type	Troop Name	Type	Troop Name	Type
Leopard Heavy Foot	2	Allexus's Capital Heavy Foot	2	30th Tryst Heavy Foot	2
Tunia's Personal Medium Foot	3	Cassius's Singing Medium Foot	3		

The Rabirian Highlands has standing Province Defense Orders as follows:

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

The Inland Marches

Province 16

Province Type: Coast

Is dominated by areas of hills
Has large areas of forest
Has several areas of open grassland
Is home to an occasional running stream
Has several scattered forts (Fort Class B)

- SUPERIOR chance to reach Hill terrain.
- EXCELLENT chance to reach Forest terrain.
- GOOD chance to reach Open terrain.
- ADEQUATE chance to reach River terrain.
- GOOD chance to reach Fortified terrain.

The people of The Inland Marches currently have LOW loyalty to the throne.
Approximately once every seven years The Inland Marches levys Argossean Nobles.
The average wealth production in The Inland Marches is EXCELLENT.

The 16th Provincial Army

ID: PA-16

Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
31st Argent Peacock Medium Foot	3	Sabertooth Mercenary Archers	4	13th Mercenary Archers	4
Red Mercenary Archers	4	Thenio's Mercenary Cavalry	6	Toad 41st Mercenary Cavalry	6

The Inland Marches has standing Province Defense Orders as follows:

Maneuver to Fortified 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: 15
Location: Messantia Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Alert Oath 41st Heavy Foot	2	26th Heavy Foot	2	Argossean 6th Heavy Foot	2
Wolf Medium Foot	3	27th Medium Foot	3	Mobus's Medium Foot	3
Lillica's Medium Foot	3	Alcina's Purple Medium Foot	3	Thenia's Indigo Medium Foot	3
Rat 7th Medium Foot	3	Lanius's Medium Foot	3	Servio's 12th Mercenary Archers	4
Argossean 39th Mercenary Archers	4	19th First Hyborian Cavalry	5	4th Argossean Hyborian Cavalry	5

The 2nd Imperial Navy ID: IN-2 Total troops with Army: 15
Location: Messantia Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
35th Flaming Warships	8	Merius's Own Warships	8	Leopard 43rd Warships	8
24th Hawk Warships	8	Falcon Warships	8	Purple 48th Warships	8
Hadriano's 23rd Warships	8	Allexus's 2nd Warships	8	11th Bloody Mask Warships	8
Verdigris 38th Warships	8	Logus's Warships	8	Spider 20th Warships	8
High Mask 7th Warships	8	Terinus's Argossean Warships	8	Argossean 26th Warships	8

Total Number of Troops : 56
Number of Standard Troops : 55
Number of Unique Troops : 1

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Royal Guard		1		0 units	1 unit
Mercenary Heavy Foot		12	22%	0%	40%
Mercenary Medium Foot		13	24%	0%	40%
Shemish Mercenary		8	15%	5%	20%
Hyborian Cavalry		4	7%	5%	10%
Mercenary Cavalry		2	4%	0%	10%
Argossean Nobles		1	2%	0%	10%
Argossean Warships		15	27%	20%	50%
Mercenary Troops	M1-M4	0	0%	0%	20%

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

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

The Zingaran Seas of The Western Ocean
The Kushish Sea of The Western Ocean
The Argossean Sea of The Western Ocean

If successful in achieving these goals, Argos 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. You may do this by conquering new and rich provinces, protecting your trade routes, and seeing to the prosperity and productivity of your kingdom.

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 Argos

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: 12 13 14 15 16

- I Command Stronius Marcos ARGO-CHA to () _____ () _____ () _____ () _____
 - I Command Apallicus Fabius ARGO-ADJ to () _____ () _____ () _____ () _____
 - I Command Platonio Milo ARGO-1 to () _____ () _____ () _____ () _____
 - I Command Borus Galargus ARGO-2 to () _____ () _____ () _____ () _____
 - I Command Thenio Galacus ARGO-3 to () _____ () _____ () _____ () _____
 - I Command Elia Aninus ARGO-4 to () _____ () _____ () _____ () _____
(Currently with IA-1)
 - I Command Delfinus Galargus ARGO-5 to () _____ () _____ () _____ () _____
(Currently with IN-2)
 - I Command Barabanus Fabius ARGO-6 to () _____ () _____ () _____ () _____
 - I Command Polydimos Galargus ARGO-7 to () _____ () _____ () _____ () _____
 - I Command Natrius Milo ARGO-8 to () _____ () _____ () _____ () _____
 - I Command Lillica Gabriello ARGO-9 to () _____ () _____ () _____ () _____
 - I Command Memnus Metallus ARGO-10 to () _____ () _____ () _____ () _____
 - I Command Mercuri Milo ARGO-11 to () _____ () _____ () _____ () _____
 - I Command Arcio Minos ARGO-12 to () _____ () _____ () _____ () _____
 - I Command Satinio Minos ARGO-13 to () _____ () _____ () _____ () _____
(Currently with IN-2)
- I Command 2nd Imperial Navy in province 12 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (14)

I Declare () _____ (R)ule (P)rovince (15)

- I Declare () _____ () _____ () _____ () _____
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The Abyss -- Argos
Account: 13 Maintenance: Yes
Due ASAP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

