

THE HYBORIAN WAR KINGDOM REPORT

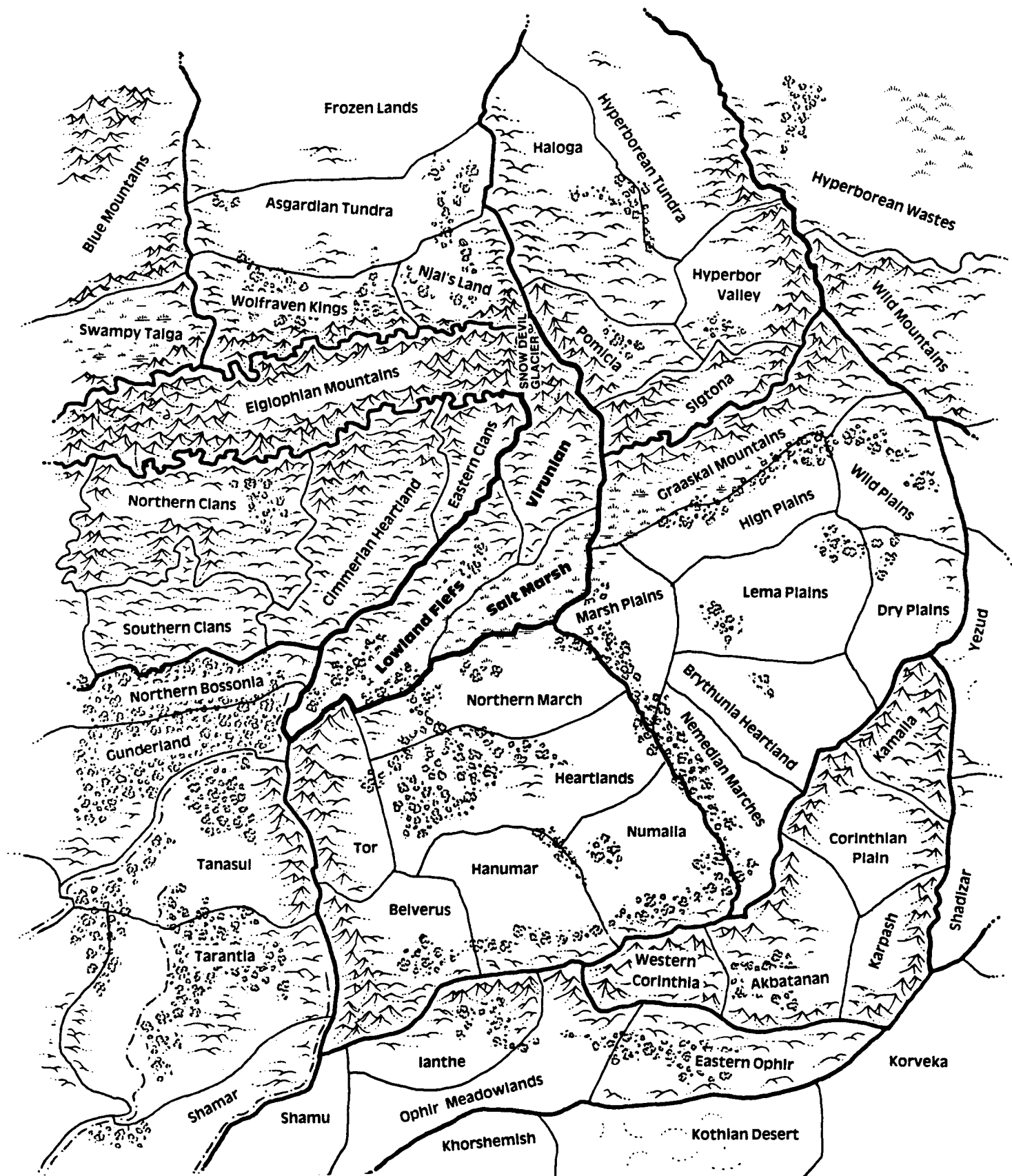
FOR

THE BORDER KINGDOM


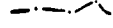


KINGDOM SIZE: SMALL

ABBREVIATION: BORD





# Border Kingdom

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



Mountains



Forest



Steppe



Hills



Desert



Swamp or Bog

# HYBORIAN™ WAR

## Kingdom report for The Border Kingdom

Turn: 1

Winter Warseason

### NATIONAL HISTORY

Know, my Lord, that thy Border Kingdom, while new in the eyes of others, is an ancient land, long settled by the pure-blooded Hybori tribes who are thy people. All of the Hyborian kingdoms speak a legend of the past, when the tribes left the cruel Northland wastes to skirt a vast swamp as they migrated south.

Five hundred years ago, the last Hyborian tribes were driven from the north by the wild giants of the Nordheim hordes. They in turn drove the tribes before them southward and took this land to be their own. The Hyborian tribes which originally settled our land were soon united under renegade nobles from both Nemedias and Aquilonia who, with pride, first called this land the Border Kingdom.

Honed by over two thousand years of warfare with the Nordheimer reavers and arcane Hyperborea, thy people of the Border Kingdom have become a hardy and warlike race. For centuries, the Border Kingdom has thrived in its bleak land, with hale mountain men of Virunian, excellent marsh warriors available from the hunters and farmers of the Great Salt Marsh, strong farmers of the Lowland Fiefs, and all under the protection of the mounted Noble Warriors.

But history is a mist which has passed. Today all this falls under thy single command. Upon thy shoulders rests our destiny. 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 **EXCELLENT**.

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

Pomicia of Hyperborea

### POLITICS

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

The Border Kingdom has no formal allies.

Your kingdom of The Border Kingdom is bound in peace treaty with Nemedias and may not invade provinces owned by them.

Your kingdom has assurances of peace from Hyperborea, and Nemedias 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 The Border Kingdom is:

Name: Bohimir Gondlen

ID: BORD-CHA

Character Type: Priest

Age: young adult      Status: Alive      Gender: Male      Province of Birth: The Lowland Fiefs  
Present location: The Lowland Fiefs      Assignment last turn: None  
Bohimrir Gondlen is the Province Ruler of The Lowland Fiefs.  
Bohimrir Gondlen may use the following spells:    Dispel Magic,    Far Sight,    Force March and Sunbane.

### The ADJUTANT GENERAL of The Border Kingdom is:

Name: Gahn Hiytor      ID: BORD-ADJ      Character Type: General  
Age: old      Status: Alive      Gender: Male      Province of Birth: The Lowland Fiefs  
Present location: The Lowland Fiefs      Assignment last turn: None

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

Name: Rhon Gondlen      ID: BORD-1      Character Type: Noble  
Age: young adult      Status: Alive      Gender: Male      Province of Birth: Virunian  
Present location: Virunian      Assignment last turn: None  
Personal Combat      : NONE  
Diplomacy      : GOOD  
Rulership      : SUPERIOR  
Military Command      : NONE  
Heroism      : POOR  
Intrigue      : GOOD  
Magic      : NONE

Rhon Gondlen is the current Monarch of The Border Kingdom.

Name: Poin Nandlea      ID: BORD-2      Character Type: Noble  
Age: prime of life      Status: Alive      Gender: Male      Province of Birth: The Lowland Fiefs  
Present location: Virunian      Assignment last turn: None  
Personal Combat      : SUPERIOR  
Diplomacy      : ADEQUATE  
Rulership      : SUPERIOR  
Military Command      : NONE  
Heroism      : GOOD  
Intrigue      : NONE  
Magic      : NONE

Poin Nandlea is the Province Ruler of Virunian.

Name: Ilean Gondlen      ID: BORD-3      Character Type: Noble  
Age: youth      Status: Alive      Gender: Male      Province of Birth: Virunian  
Present location: Virunian      Assignment last turn: None  
Personal Combat      : POOR  
Diplomacy      : NONE  
Rulership      : POOR  
Military Command      : GOOD  
Heroism      : NONE  
Intrigue      : POOR  
Magic      : NONE

Name: Leduva Gondlen      ID: BORD-4      Character Type: General  
Age: ancient      Status: Alive      Gender: Female      Province of Birth: The Salt Marsh  
Present location: The Salt Marsh      Assignment last turn: None  
Personal Combat      : POOR  
Diplomacy      : POOR  
Rulership      : ADEQUATE  
Military Command      : POOR  
Heroism      : SUPERIOR  
Intrigue      : NONE  
Magic      : NONE

Leduva Gondlen is the Province Ruler of The Salt Marsh.

Name: Nikus Sculvo      ID: BORD-5      Character Type: Hero  
Age: old      Status: Alive      Gender: Male      Province of Birth: Virunian  
Present location: Virunian      Assignment last turn: None  
Personal Combat      : SUPERIOR  
Diplomacy      : NONE  
Rulership      : POOR  
Military Command      : ADEQUATE

Heroism : POOR  
Intrigue : POOR  
Magic : NONE

Name: Taral Plarentius ID: BORD-6 Character Type: Hero  
Age: young adult Status: Alive Gender: Male Province of Birth: The Salt Marsh  
Present location: The Salt Marsh Assignment last turn: None  
Personal Combat : EXCELLENT  
Diplomacy : EXCELLENT  
Rulership : POOR  
Military Command : NONE  
Heroism : GOOD  
Intrigue : NONE  
Magic : NONE

Name: Abysival Attinon ID: BORD-7 Character Type: Hero  
Age: young adult Status: Alive Gender: Male Province of Birth: The Salt Marsh  
Present location: The Salt Marsh Assignment last turn: With the 1st Imperial Army  
Personal Combat : SUPERIOR  
Diplomacy : GOOD  
Rulership : ADEQUATE  
Military Command : SUPERIOR  
Heroism : GOOD  
Intrigue : NONE  
Magic : NONE

Name: Ahyrean Attinon ID: BORD-8 Character Type: Priest  
Age: middle aged Status: Alive Gender: Male Province of Birth: The Salt Marsh  
Present location: The Salt Marsh Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : ADEQUATE  
Rulership : ADEQUATE  
Military Command : ADEQUATE  
Heroism : NONE  
Intrigue : GOOD  
Magic : POOR

Ahyrean Attinon may use the following spells: Long Life (usable 4 times).

Name: Shoryhn Nandlea ID: BORD-9 Character Type: Priest  
Age: young adult Status: Alive Gender: Female Province of Birth: Virunian  
Present location: The Salt Marsh Assignment last turn: With the 1st Imperial Army  
Personal Combat : GOOD  
Diplomacy : POOR  
Rulership : POOR  
Military Command : NONE  
Heroism : NONE  
Intrigue : POOR  
Magic : POOR

Shoryhn Nandlea may use the following spells: Force March.

Name: Marelle Sculvo ID: BORD-10 Character Type: Wizard  
Age: prime of life Status: Alive Gender: Female Province of Birth: The Salt Marsh  
Present location: The Salt Marsh Assignment last turn: With the 1st Imperial Army  
Personal Combat : POOR  
Diplomacy : NONE  
Rulership : NONE  
Military Command : POOR  
Heroism : ADEQUATE  
Intrigue : NONE  
Magic : GOOD

Marelle Sculvo may use the following spells: Black Death (usable 5 times), Fear and Strength.

Name: Yori Hiytor ID: BORD-11 Character Type: Agent  
Age: prime of life Status: Alive Gender: Male Province of Birth: The Salt Marsh  
Present location: The Lowland Fiefs Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : POOR

Rulership : EXCELLENT  
 Military Command : POOR  
 Heroism : NONE  
 Intrigue : GOOD  
 Magic : NONE

## 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.

**Noble Warriors** : Troop Type 1  
 Troop Category : MC - Medium Cavalry  
 Missile Combat Ability : GOOD  
 Melee Combat Ability : GOOD  
 Morale : EXCELLENT  
 Movement Rate : 5

Noble Warriors must make up a minimum of 10% and may not exceed a maximum of 25% of your total number of troops.  
 Noble Warriors are well adapted to combat in Marsh and will fight in that terrain with increased ability.  
 The cost to Train and outfit Noble Warriors is MODERATE.

**Foot Warriors** : Troop Type 2  
 Troop Category : MI - Medium Infantry  
 Missile Combat Ability : GOOD  
 Melee Combat Ability : GOOD  
 Morale : GOOD  
 Movement Rate : 3

Foot Warriors must make up a minimum of 75% and may not exceed a maximum of 90% of your total number of troops.  
 Foot Warriors are well adapted to combat in Marsh and will fight in that terrain with increased ability.  
 The cost to Train and outfit Foot Warriors is MODERATE.

**Marshland Hunters** : Troop Type 3  
 Troop Category : LIA - Light Infantry Archer  
 Missile Combat Ability : GOOD  
 Melee Combat Ability : ADEQUATE  
 Morale : GOOD  
 Movement Rate : 4

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

## MERCENARY TROOPS

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

### The Lowland Fiefs Province 21 Province Type: Land

Is the Capital Province of The Border Kingdom and the seat of your national government.

Has large areas of hills	- EXCELLENT chance to reach Hill terrain.
Has some areas of forest	- ADEQUATE chance to reach Forest terrain.
Has several areas of open grassland	- GOOD chance to reach Open terrain.
Has several areas of marsh	- GOOD chance to reach Marsh terrain.
Has a centrally located fort (Fort Class B)	- ADEQUATE chance to reach Fortified terrain.

The people of The Lowland Fiefs currently have HIGH loyalty to the throne.  
Approximately once every five years The Lowland Fiefs levys Noble Warriors.  
The average wealth production in The Lowland Fiefs is GOOD.

The Lowland Fiefs is a center of trade. This province has a total of 2 foreign Trade Routes.

### The 21st Provincial Army ID: PA-21 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
5th Beryl Noble Warriors	1	Dark Wolf Noble Warriors	1	Leduva's Swamp Noble Warriors	1
Fierce Cardinal Noble Warriors	1	35th Foot Warriors	2	Last Mammoth Foot Warriors	2
Tredes's Foot Warriors	2	Invincible 14th Foot Warriors	2		

### The Lowland Fiefs has standing Province Defense Orders as follows:

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

Our 2nd Imperial Army is encamped in The Lowland Fiefs.

### Virunian Province 22 Province Type: Land

Is a land of great mountains	- EXCELLENT chance to reach Mountainous terrain.
Is dominated by areas of hills	- SUPERIOR chance to reach Hill terrain.
Has a few scant areas of marsh	- POOR chance to reach Marsh terrain.
Has a few scant areas of tundra	- POOR chance to reach Tundra terrain.
Has a few scant areas of open grassland	- POOR chance to reach Open terrain.

The people of Virunian currently have LOW loyalty to the throne.  
Let it be noted that the Ice Demon glacier prohibits all movement from Virunian to the Eiglophian Mountains.  
Approximately once every five years Virunian levys Foot Warriors.  
The average wealth production in Virunian is GOOD.

Virunian is a trade center. A single foreign Trade Route runs through this province.

**The 22nd Provincial Army** ID: PA-22 **Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
16th Peacock Foot Warriors	2	Venom 34th Foot Warriors	2	Venom Foot Warriors	2
Unstoppable 50th Foot Warriors	2	True Foot Warriors	2	Tryst Foot Warriors	2
Special Cormorant Foot Warriors	2	Flaming Serpent Foot Warriors	2		

**Virunian has standing Province Defense Orders as follows:**

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

**The Salt Marsh** Province 23 **Province Type: Land**

Is dominated by areas of marsh - SUPERIOR chance to reach Marsh terrain.  
Has a few scant areas of hills - POOR chance to reach Hill terrain.  
Has a few scant areas of open grassland - POOR chance to reach Open terrain.  
Has a few scant areas of forest - POOR chance to reach Forest terrain.  
Has one remote fort (Fort Class B) - POOR chance to reach Fortified terrain.

The people of The Salt Marsh currently have LOW loyalty to the throne.  
Approximately once every five years The Salt Marsh levys Marshland Hunters.  
The average wealth production in The Salt Marsh is ADEQUATE.

**The 23rd Provincial Army** ID: PA-23 **Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Ragged 46th Foot Warriors	2	Fine Beaver Foot Warriors	2	Obsidian 1st Foot Warriors	2
Triumphant Crow Foot Warriors	2	Silver Lion Foot Warriors	2	Special 23rd Foot Warriors	2
Swamp 15th Foot Warriors	2	Landor's Swamp Marshland Hunters	3		

**The Salt Marsh has standing Province Defense Orders as follows:**

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

Our 1st Imperial Army is encamped in The Salt Marsh.

## 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: The Salt Marsh Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Swamp 38th Marshland Hunters	3	Nodih's Burning Marshland Hunters	3	Scarlet 47th Foot Warriors	2
Sable Mantle 40th Foot Warriors	2	14th Singing Foot Warriors	2	Inori's 43rd Guild Foot Warriors	2
Unstoppable 38th Foot Warriors	2	First 19th Foot Warriors	2	48th Unstoppable Foot Warriors	2
Regular 20th Foot Warriors	2	Klahr's 14th Foot Warriors	2	36th Capital Foot Warriors	2
Last Foot Warriors	2	Capital 27th Foot Warriors	2	Noboleh's Foot Warriors	2

**The 2nd Imperial Army** ID: IA-2 **Total troops with Army: 8**  
Location: The Lowland Fiefs Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
44th Leopard Noble Warriors	1	32nd Noble Warriors	1	Bloody 3rd Noble Warriors	1
Swamp 3rd Noble Warriors	1	Ganehr's 48th Raven Foot Warriors	2	Nikus's 1st Snake Foot Warriors	2
26th Purple Wolf Foot Warriors	2	Bloody 40th Foot Warriors	2		

Total Number of Troops : 47

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Noble Warriors	1	8	17%	10%	



25%					
Foot Warriors	2	36	77%	75%	90%
Marshland Hunters	3	3	6%	0%	10%
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 The Border Kingdom ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of The Border Kingdom.

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

The Cimmerian Heartland of Cimmeria  
The Nemedian Marches of Brythunia

If successful in achieving these goals, The Border Kingdom 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 controlling provinces which you conquer from other kingdoms.

# THE HYBORIAN WAR COMMAND SHEET

## Orders For The Border Kingdom

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: 21 22 23

I Command Bohimir Gondlen	BORD-CHA	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Gahn Hiytor	BORD-ADJ	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Rhon Gondlen	BORD-1	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Poin Nandlea	BORD-2	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Ilean Gondlen	BORD-3	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Leduva Gondlen	BORD-4	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Nikus Sculvo	BORD-5	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Taral Plarentius	BORD-6	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Alysival Attinon ( Currently with IA-1 )	BORD-7	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Ahyrean Attinon	BORD-8	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Shoryhn Nandlea ( Currently with IA-1 )	BORD-9	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Marelle Sculvo ( Currently with IA-1 )	BORD-10	to	( )	_____	( )	_____	( )	_____	( )	_____
I Command Yori Hiytor	BORD-11	to	( )	_____	( )	_____	( )	_____	( )	_____

I Command 2nd Imperial Army in province 21 to (M)ove to (P)rovince ( )

Address Requests 1) \_\_\_\_\_ 2) \_\_\_\_\_ or ( ) Privacy Option

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The Abyss -- Border Kingdom  
Account: 13 Maintenance: Yes  
Due ASAP--processed in order of receipt;  
4-8 weeks for placement & turn 1 results.

