

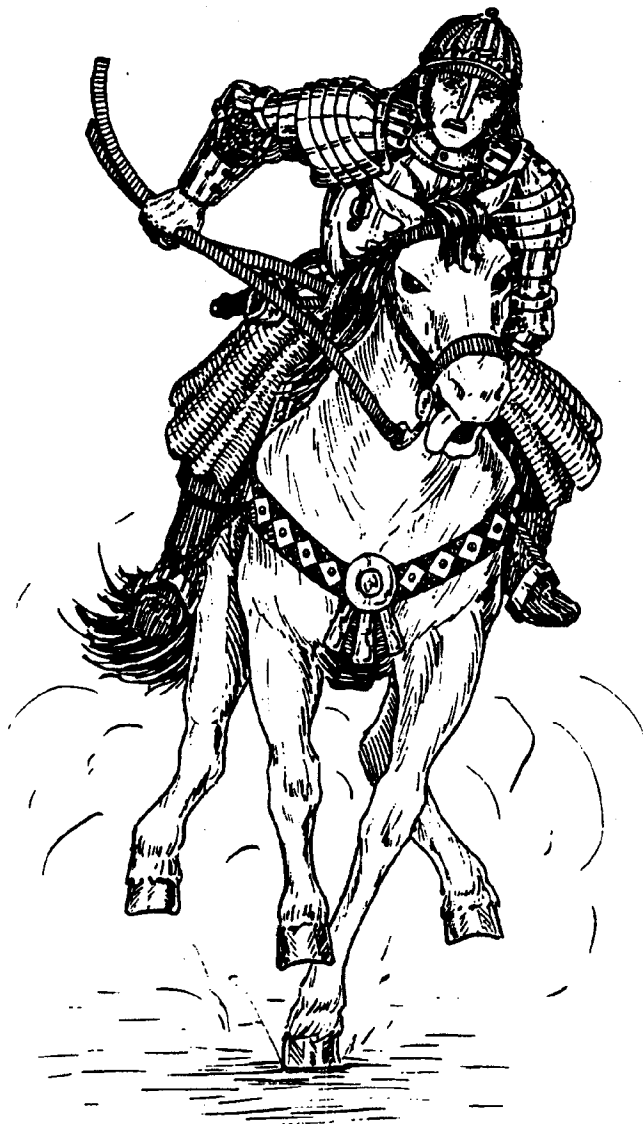
THE HYBORIAN WAR KINGDOM REPORT

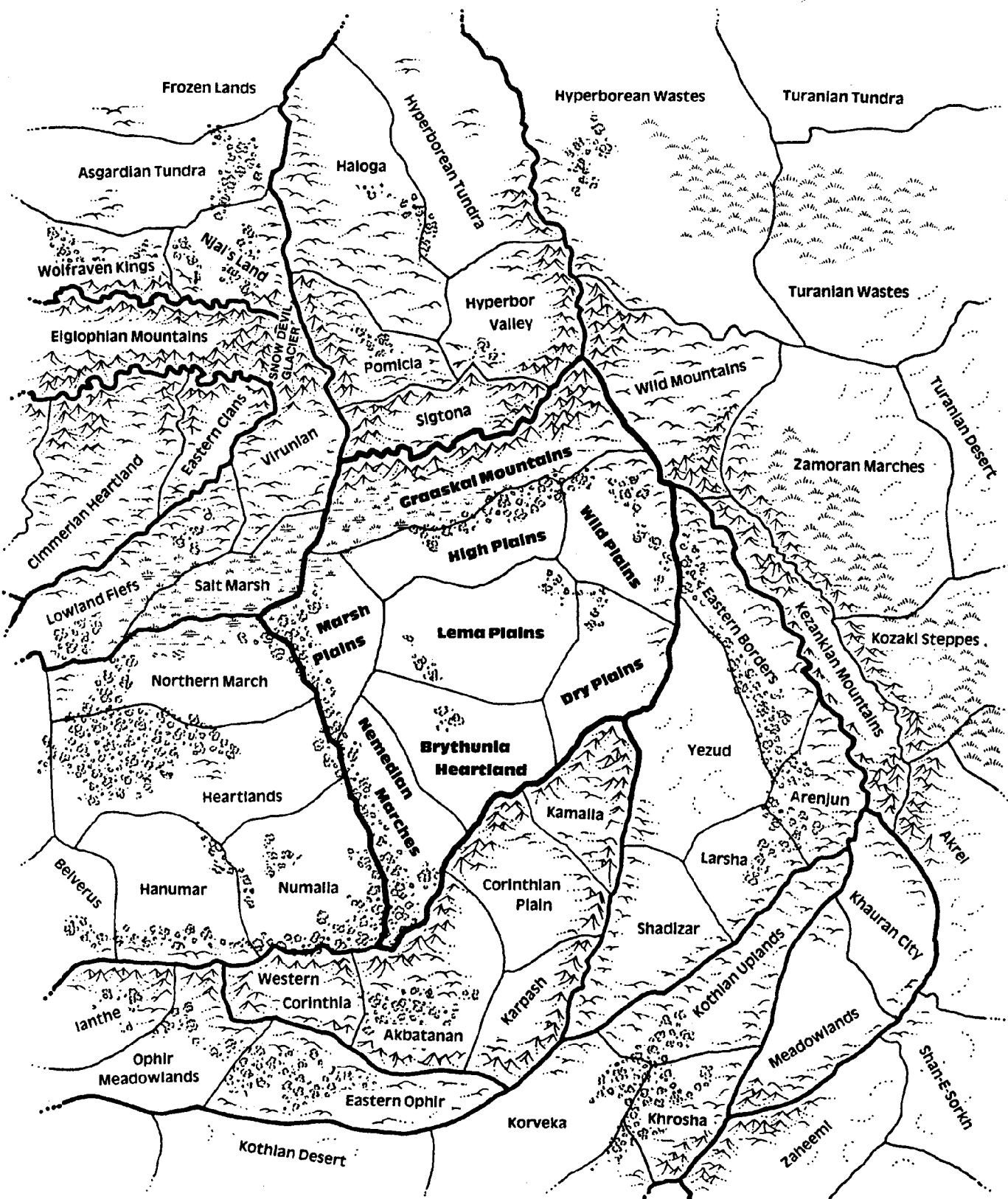
FOR

BRYTHUNIA

KINGDOM SIZE: MEDIUM

ABBREVIATION: BRYT





Brythunia

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



Mountains



Forest



Steppe



Hills



Desert



Swamp or Bog

HYBORIAN™ WAR

Kingdom report for Brythunia

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, my Lord, that thy people are descended of many lands and cultures. Three thousand years past, in the toppling of the ancient and evil empire of Acheron, refugees fled eastward into the largely uninhabited plains which now form the Brythunian Heartland.

For a thousand years the refugees wandered, learning gladly of the freedom and unfettered gallop of horses under a spacious sky, while still retaining much of their old heritage. They kept faith in the god Set and the arboreal religion of Wiccana, worshipping a female goddess in sacred groves. During the next thousand years the survivors of Acheron built up rude and independent kingdoms across the plains and absorbed into their midst another great migration of refugees fleeing to safety from the fall of the first and Eldar Hyperborean empire.

Around them civilization was dawning, the Eldar raising the new kingdom of Hyperborea, and from the Zhemri tribes to the southeast Zamora was founded. The kingdoms of Aquilonia and Nemedra were already towering in the west. During all those years and in the thousand more until the present, the world was a torrent of migration and conquest. The first rude castles which had been raised by nobles of Acheron were laid to waste once again as a horde of Hyborian tribes washed their blood into this land to give it the name of Brythunia.

In recent history, thy Brythunian people have raided and invaded Zamora repeatedly, defeating them more often than not on the field of battle. Yea, but the Zamorans have grown wise in the ways of intrigue and have yet to be conquered. On this day, Brythunia is still a land divided into smaller kingdom states, for the Nobles of Brythunia are ever loath to give up their independence. Still, Brythunia does see itself as one nation and all rally together for the common defense.

Yet the councils of the Nobles are ever divided. Who of the more powerful Nobles has the strength to rule all? Thy dream, Great One, is to unite thy people on the road to empire under the will of one High King. To do this thou must steep thyself in the knowledge of the land and its people. Heed closely as I counsel thee with the knowledge that I possess.

ROYAL TREASURY

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

POLITICS

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

Brythunia can avoid the influence of Turan at a **ADEQUATE** level.
Brythunia can avoid the influence of Zamora at a **ADEQUATE** level.

Brythunia has no formal allies.

Your kingdom has assurances of peace from Corinthia 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 Brythunia is:

Name: Saerich Willalfaric ID: BRYT-CHA Character Type: Priest
Age: prime of life Status: Alive Gender: Male Province of Birth: The Brythunia Heartland
Present location: The Brythunia Heartland Assignment last turn: None
Saerich Willalfaric is the Province Ruler of The Brythunia Heartland.
Saerich Willalfaric may use the following spells: Prophecy.

The ADJUTANT GENERAL of Brythunia is:

Name: Avallen Willalfaric ID: BRYT-ADJ Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: The Nemedian Marches
Present location: The Brythunia Heartland Assignment last turn: None

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

Name: Gwaen Lounacea ID: BRYT-1 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: The Wild Plains
Present location: The Brythunia Heartland Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : NONE
Rulership : GOOD
Military Command : ADEQUATE
Heroism : SUPERIOR
Intrigue : POOR
Magic : POOR

Gwaen Lounacea is the current Monarch of Brythunia.
Gwaen Lounacea may use the following spells: Magic Weapon.

Name: Aervestyr Dunalain ID: BRYT-2 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: The Marsh Plains
Present location: The Dry Plains Assignment last turn: With the 3rd Imperial Army
Personal Combat : ADEQUATE
Diplomacy : NONE
Rulership : NONE
Military Command : POOR
Heroism : SUPERIOR
Intrigue : ADEQUATE
Magic : NONE

Name: Praesen Mernara ID: BRYT-3 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: The Graaskal Mountains
Present location: The Brythunia Heartland Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : POOR
Military Command : POOR
Heroism : ADEQUATE
Intrigue : GOOD
Magic : NONE

Name: Lady Tetra Eodan ID: BRYT-4 Character Type: Priest
Age: youth Status: Alive Gender: Female Province of Birth: The Brythunia Heartland
Present location: The Lema Plains Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : SUPERIOR
Rulership : ADEQUATE
Military Command : POOR
Heroism : POOR
Intrigue : POOR
Magic : NONE

Lady Tetra Eodan is the Province Ruler of The Lema Plains.

Name: Hyrlethan Eodan ID: BRYT-5 Character Type: Priest

Age: old Status: Alive Gender: Male Province of Birth: The Dry Plains
Present location: The Lema Plains Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : NONE
Military Command : POOR
Heroism : POOR
Intrigue : POOR
Magic : POOR

Hyrlathan Eodan may use the following spells: Rains.

Name: Ormyrill Albaryth ID: BRYT-6 Character Type: Wizard
Age: middle aged Status: Alive Gender: Male Province of Birth: The Brythunia Heartland
Present location: The Dry Plains Assignment last turn: With the 3rd Imperial Army
Personal Combat : POOR
Diplomacy : POOR
Rulership : POOR
Military Command : GOOD
Heroism : POOR
Intrigue : NONE
Magic : ADEQUATE

Ormyrill Albaryth may use the following spells: Prophecy and Rains.

Name: Byruel Fyramerin ID: BRYT-7 Character Type: Wizard
Age: middle aged Status: Alive Gender: Male Province of Birth: The Wild Plains
Present location: The Lema Plains Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : NONE
Magic : SUPERIOR

Byruel Fyramerin may use the following spells: Long Life (usable 7 times), Magic Blast, Prophecy, Summon the Dead and Arcane Blasts.

Name: Hyrem Mernara ID: BRYT-8 Character Type: Agent
Age: young adult Status: Alive Gender: Male Province of Birth: The High Plains
Present location: The Lema Plains Assignment last turn: With the 1st Imperial Army
Personal Combat : EXCELLENT
Diplomacy : NONE
Rulership : NONE
Military Command : ADEQUATE
Heroism : NONE
Intrigue : POOR
Magic : POOR

Hyrem Mernara may use the following spells: Force March.

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.

Brythunian Horse : Troop Type 1
Troop Category : MC - Medium Cavalry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

Brythunian Horse must make up a minimum of 30% and may not exceed a maximum of 100% of your total number of troops. Brythunian Horse are well adapted to combat in Open and will fight in that terrain with increased ability.

The cost to Train and outfit Brythunian Horse is MODERATE.

Brythunian Noble Horse : Troop Type 2
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 5

Brythunian Noble Horse may not exceed a maximum of 20% of your total number of troops at any one time.
The cost to Train and outfit Brythunian Noble Horse is MODERATE.

Brythunian Heavy Horse : Troop Type 3
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : GOOD
Movement Rate : 5

Brythunian Heavy Horse may not exceed a maximum of 40% of your total number of troops at any one time.
The cost to Train and outfit Brythunian Heavy Horse is MODERATE.

Brythunian Spear : Troop Type 4
Troop Category : MI - Medium Infantry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Brythunian Spear may not exceed a maximum of 35% of your total number of troops at any one time.
The cost to Train and outfit Brythunian Spear is LOW.

Brythunian Pike : Troop Type 5
Troop Category : MIP - Medium Infantry Pike
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

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

Brythunian Heavy Pike : Troop Type 6
Troop Category : HIP - Heavy Infantry Pike
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 2

Brythunian Heavy Pike may not exceed a maximum of 5% of your total number of troops at any one time.
The cost to Train and outfit Brythunian Heavy Pike is MODERATE.

Brythunian Levy Archers : Troop Type 7
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : POOR
Morale : ADEQUATE
Movement Rate : 3

Brythunian Levy Archers may not exceed a maximum of 5% of your total number of troops at any one time.
The cost to Train and outfit Brythunian Levy Archers is VERY 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 Brythunia Heartland

Province 24

Province Type: Land

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

Is dominated by areas of open grassland
Has some areas of forest
Is virtually bereft of running waters
Has a few scant areas of hills
Has one remote fort (Fort Class B)

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

The people of The Brythunia Heartland currently have MODERATE loyalty to the throne.
Approximately once every two years The Brythunia Heartland levys Brythunian Heavy Horse.
The average wealth production in The Brythunia Heartland is POOR.

The 24th Provincial Army ID: PA-24 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Mantle 23rd Heavy Horse	3	Elite 8th Heavy Horse	3	Dwillam's Heavy Horse	3
Diamond Heavy Horse	3	Capital 26th Heavy Horse	3	Ellandune's 9th Free Heavy Horse	3
Aratus's 30th Horse	1	Aervestyr's Copper Horse	1		

The Brythunia Heartland has standing Province Defense Orders as follows:

Maneuver to Open terrain if attacked.
Engage the enemy in Open Field battle.

The Lema Plains Province 25 Province Type: Land

Is dominated by areas of open grassland
Has large areas of forest
Is virtually bereft of running waters
Has a few scant areas of marsh
Has one remote fort (Fort Class B)

- SUPERIOR chance to reach Open terrain.
- EXCELLENT chance to reach Forest terrain.
- POOR chance to reach River terrain.
- POOR chance to reach Marsh terrain.
- POOR chance to reach Fortified terrain.

The people of The Lema Plains currently have MODERATE loyalty to the throne.
Approximately once every two years The Lema Plains levys Brythunian Horse.
The average wealth production in The Lema Plains is POOR.

The 25th Provincial Army ID: PA-25 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
Green 14th Horse	1	Raen's Horse	1		

The Lema Plains 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 The Lema Plains.

The High Plains Province 26 Province Type: Land

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

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

The people of The High Plains currently have MODERATE loyalty to the throne.
Approximately once every two years The High Plains levys Brythunian Horse.
The average wealth production in The High Plains is POOR.

The 26th Provincial Army ID: PA-26 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
38th Olive Mantis Horse	1	Breanill's 45th Horse	1		

The High Plains has standing Province Defense Orders as follows:

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

The Nemedian Marches**Province 27****Province Type: Land**

Has large areas of open grassland
 Is crisscrossed with rivers
 Has several areas of forest
 Has some areas of hills
 Has one remote fort (Fort Class B)

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

The people of The Nemedian Marches currently have MODERATE loyalty to the throne.
 Approximately once every two years The Nemedian Marches levys Brythunian Horse.
 The average wealth production in The Nemedian Marches is POOR.

The 27th Provincial Army**ID: PA-27****Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Venom 38th Horse	1	34th Fiercest Dog Horse	1	Tyric's Horse	1
Oath Horse	1	23rd Gold Seal Horse	1	Fine Spirit Horse	1
Flaming Dragon Horse	1	Eoneley's 3rd Horse	1		

The Nemedian Marches has standing Province Defense Orders as follows:

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

The Dry Plains**Province 28****Province Type: Land**

Has a few scant areas of hills
 Is dominated by areas of open grassland
 Has a few scant areas of desert
 Has some areas of forest
 Has one remote fort (Fort Class B)

- POOR chance to reach Hill terrain.
- SUPERIOR chance to reach Open terrain.
- POOR chance to reach Desert terrain.
- ADEQUATE chance to reach Forest terrain.
- POOR chance to reach Fortified terrain.

The people of The Dry Plains currently have LOW loyalty to the throne.
 Approximately once every two years The Dry Plains levys Brythunian Horse.
 The average wealth production in The Dry Plains is POOR.

The 28th Provincial Army**ID: PA-28****Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Tan Horse	1	Hildico's Horse	1	Harweneth's Guild Horse	1
Nightbird 35th Horse	1	Prin's 25th Snake Horse	1	4th Sapphire Ghoul Horse	1

The Dry Plains has standing Province Defense Orders as follows:

Maneuver to Open terrain if attacked.
 Engage the enemy in Open Field battle.

Our 3rd Imperial Army is encamped in The Dry Plains.

The Wild Plains**Province 29****Province Type: Land**

Has several areas of hills
 Has several areas of forest
 Has several areas of open grassland
 Is virtually bereft of running waters
 Has one remote fort (Fort Class B)

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

The people of The Wild Plains currently have LOW loyalty to the throne.
 Approximately once every two years The Wild Plains levys Brythunian Horse.
 The average wealth production in The Wild Plains is POOR.

The 29th Provincial Army**ID: PA-29****Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Osryc's 13th Free Horse	1	Sapphire 4th Horse	1	Raiding 11th Horse	1
Elite Horse	1	Mantis 40th Horse	1	Beaver 24th Horse	1

The Wild Plains 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 Wild Plains.

The Marsh Plains

Province 30

Province Type: Land

Has some areas of marsh
Has several areas of forest
Has large areas of open grassland
Is crisscrossed with rivers
Has one remote fort (Fort Class B)

- ADEQUATE chance to reach Marsh terrain.
- GOOD chance to reach Forest terrain.
- EXCELLENT chance to reach Open terrain.
- GOOD chance to reach River terrain.
- POOR chance to reach Fortified terrain.

The people of The Marsh Plains currently have MODERATE loyalty to the throne.
Approximately once every two years The Marsh Plains levys Brythunian Horse.
The average wealth production in The Marsh Plains is POOR.

The 30th Provincial Army

ID: PA-30

Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Rat Horse	1	Saerich's Personal Venom Horse	1	Eowar's 13th Horse	1
Damned Peacock Horse	1	Mordant 39th Horse	1	Ildenair's First Horse	1

The Marsh Plains has standing Province Defense Orders as follows:

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

The Graaskal Mountains

Province 31

Province Type: Land

Is dominated by the peaks of mountains
Is dominated by areas of hills
Has several areas of marsh
Is home to an occasional running stream
Has a few scant areas of forest

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

The people of The Graaskal Mountains currently have LOW loyalty to the throne.
Approximately once every two years The Graaskal Mountains levys Brythunian Spear.
The average wealth production in The Graaskal Mountains is POOR.

The 31st Provincial Army

ID: PA-31

Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Laindel's Flag Spear	4	Zacharus's Spear	4	Ildenair's Personal Horse	1
Flag 45th Horse	1	Elite 23rd Horse	1	Shearyc's Death Horse	1

The Graaskal Mountains 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 Army

ID: IA-1

Total troops with Army: 20

Location: The Lema Plains

Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Scarlet 14th Levy Archers	7	Woelfran's Skull Levy Archers	7	Silver Seal Heavy Pike	6
Praesen's Heavy Pike	6	Lord Cedric's Yellow Spear	4	Sheara's Oath Spear	4
Stone 33rd Pike	5	Mellanie's 35th Free Pike	5	Flaming Skull 20th Noble Horse	2
Fine 29th Noble Horse	2	Ehrandell's Slaying Noble Horse	2	Tealas's Own 35th Noble Horse	2
Gwaen's Noble Horse	2	Hildico's Free Noble Horse	2	Hyrlathan's Personal Noble Horse	2
Free 36th Noble Horse	2	Burning Horse	1	Osryc's Blue Horse	1
Burning Lizard Horse	1	Wirth's 1st Horse	1		

The 2nd Imperial Army

ID: IA-2

Total troops with Army: 15

Location: The Wild Plains

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Free Pike	5	10th Magenta Mantis Pike	5	Bloody Spear	4
Fighting Spear	4	Slaying Spear	4	Raven Spear	4
Asgalath's Diamond Heavy Horse	3	Werden's Heavy Horse	3	Stone 16th Heavy Horse	3
Verdigris Dark 28th Heavy Horse	3	Hyrcm's Personal Heavy Horse	3	Unstoppable 49th Heavy Horse	3
Toad Heavy Horse	3	Aerfyrill's 44th Heavy Horse	3	Aervestyr's Own Heavy Horse	3

The 3rd Imperial Army

ID: IA-3

Total troops with Army: 8

Location: The Dry Plains

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Tristalan's Fighting Horse	1	Ghost 3rd Horse	1	Tiger Horse	1
Charging Ghoul Horse	1	Emerald Dog Horse	1	Raiding 9th Horse	1
Sheara's Damned Horse	1	Bravest Horse	1		

Total Number of Troops : 87

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Brythunian Horse	1	48	55%	30%	100%
Brythunian Noble Horse	2	8	9%	0%	20%
Brythunian Heavy Horse	3	15	17%	0%	40%
Brythunian Spear	4	8	9%	0%	35%
Brythunian Pike	5	4	5%	0%	10%
Brythunian Heavy Pike	6	2	2%	0%	5%
Brythunian Levy Archers	7	2	2%	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 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 Brythunia ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Brythunia.

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

Shadizar of Zamora
The Zamorian Marches of The Desert Steppes

If successful in achieving these goals, Brythunia 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:

The Brythunia Heartland (24) of Brythunia.
The High Plains (26) of Brythunia.
The Eastern Borders Region (183) of Zamora.
The Turanian Wastes (277) of The Desert Steppes.

THE HYBORIAN WAR COMMAND SHEET

Orders For Brythunia

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: 24 25 26 27 28 29 30 31

- I Command Saerich Willalfaric BRYT-CHA to () _____ () _____ () _____ () _____
- I Command Avallen Willalfaric BRYT-ADJ to () _____ () _____ () _____ () _____
- I Command Gwaen Lounacea BRYT-1 to () _____ () _____ () _____ () _____
- I Command Aervestyr Dunalain (Currently with IA-3) BRYT-2 to () _____ () _____ () _____ () _____
- I Command Praesen Mernara BRYT-3 to () _____ () _____ () _____ () _____
- I Command Lady Tetra Eodan BRYT-4 to () _____ () _____ () _____ () _____
- I Command Hyrlethan Eodan BRYT-5 to () _____ () _____ () _____ () _____
- I Command Ormyrill Albaryth (Currently with IA-3) BRYT-6 to () _____ () _____ () _____ () _____
- I Command Byruel Fyramerin BRYT-7 to () _____ () _____ () _____ () _____
- I Command Hyrem Mernara (Currently with IA-1) BRYT-8 to () _____ () _____ () _____ () _____
- I Command 2nd Imperial Army in province 29 to (M)ove to (P)rovince (_____)
- I Command 3rd Imperial Army in province 28 to (M)ove to (P)rovince (_____)

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

- I Declare (_____) (R)ule (P)rovince (26)
- I Declare (_____) (R)ule (P)rovince (27)
- I Declare (_____) (R)ule (P)rovince (28)
- I Declare (_____) (R)ule (P)rovince (29)
- I Declare (_____) (R)ule (P)rovince (30)
- I Declare (_____) (R)ule (P)rovince (31)

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

