

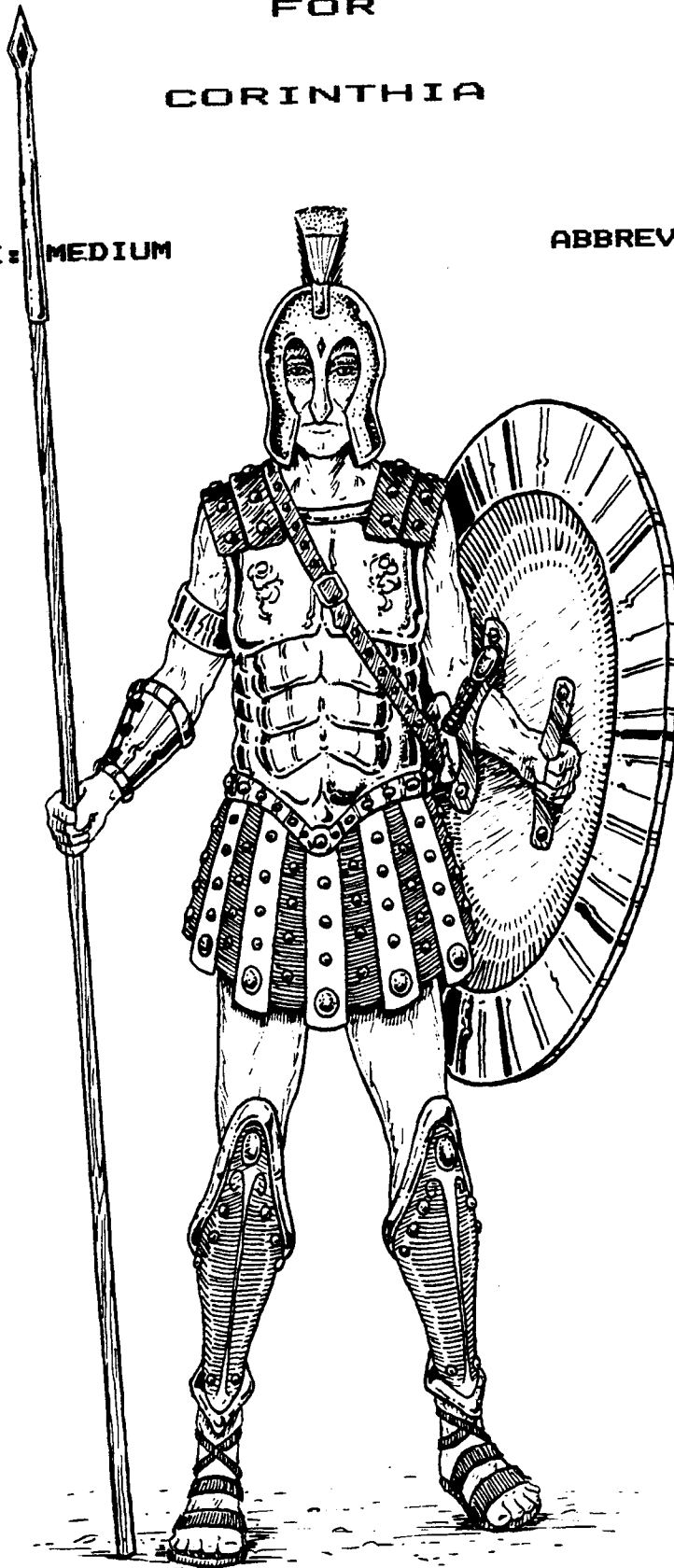
THE HYBORIAN WAR KINGDOM REPORT

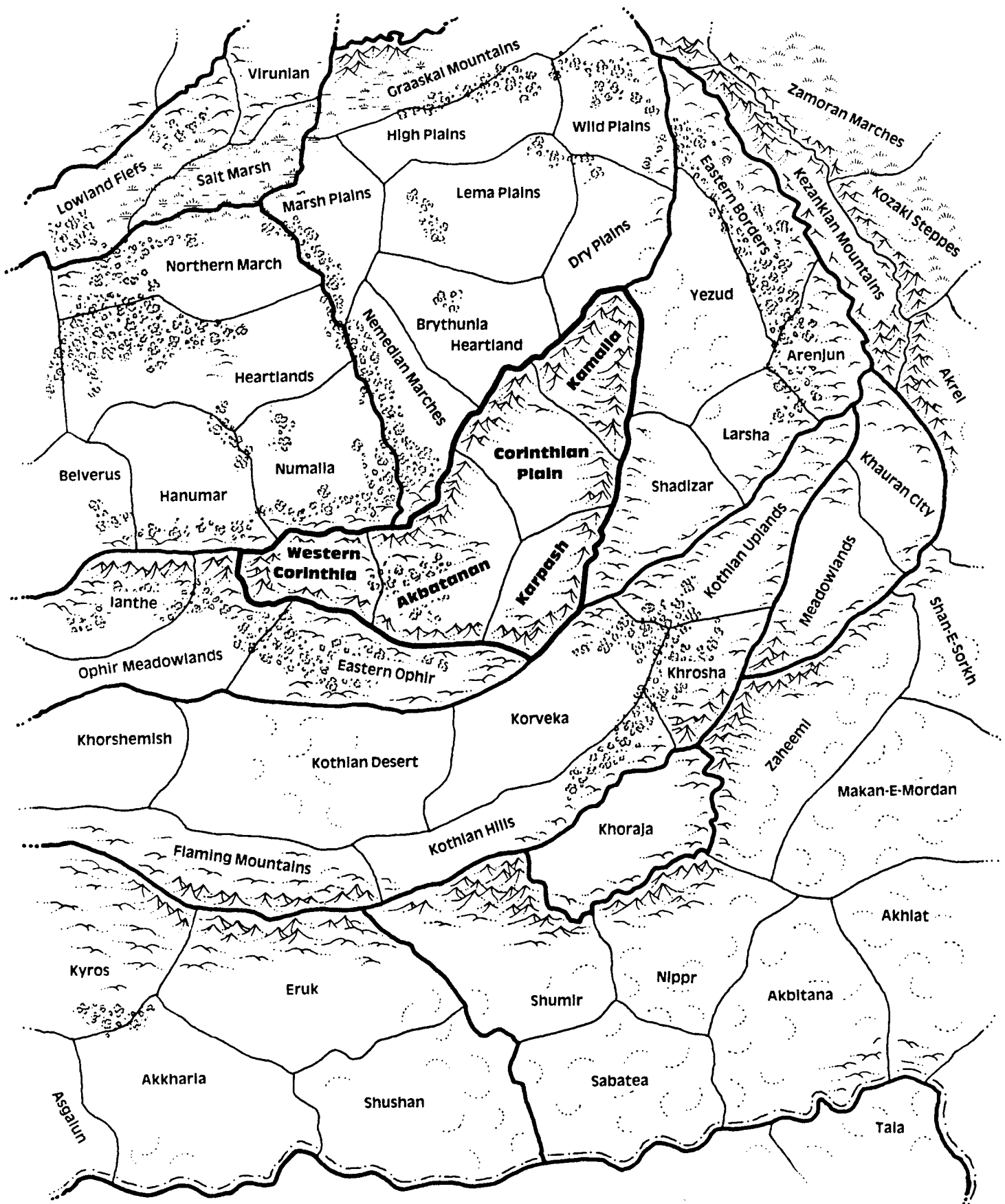
FOR

CORINTHIA

KINGDOM SIZE: MEDIUM

ABBREVIATION: CORI





# Corinthia

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

- |  |           |  |        |  |              |
|--|-----------|--|--------|--|--------------|
|  | Mountains |  | Forest |  | Steppe       |
|  | Hills     |  | Desert |  | Swamp or Bog |

# HYBORIAN WAR

## Kingdom report for Corinthia

Turn: 1

Winter Warseason

### NATIONAL HISTORY

Know, my Lord, that the history of thy kingdom goes back into the shrouded veils of time unto the founding of the ancient and nearly forgotten empire of Acheron.

Early Corinthia was subjugated by the evil which was Acheron. Of whence the Corinthians came prior to this, little is known. Perhaps we are descended from the ruins of the Valusian culture which, like so many others, was wrecked in the throes of the Great Cataclysm. The citadels of the mighty were dragged beneath the oceans, and out of the ocean there rose up new lands. Much later in time Corinthia broke free of Acheron, that evil which perished in flames brought down from the north by invading Hybori tribes. And after, she remained independent for over a thousand years until she also was overrun by a migration of Hybori tribes.

Amid the waste of Corinthia and her ruined cities, the Hyborian rulers and their Corinthian slaves wandered for well over five hundred years in puny tribes, small kingdom falling upon small kingdom in a never-ending succession of carnage and destruction. In time, however, the blood of the two cultures began to mix, and through intermarriage the peoples became as one. Finally, there arose a new kingdom of Corinthia, one of the last of the Hyborian kingdoms to emerge.

On this day, Corinthia is nestled in a ring of mountains as a loose confederation of smaller kingdom states. Thy Corinthian pikemen are renowned as the best infantry in the world, both disciplined and courageous. History has taken us through bloodshed, turmoil and war one hundred times. Now we look to thee for our guidance and our welfare. Heed well now my words, Great One, as I report to thee of the length and breadth of thy new kingdom.

### ROYAL TREASURY

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

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

Ianthe of Ophir

### POLITICS

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

Corinthia has no formal allies.

Your kingdom of Corinthia is bound in peace treaty with Brythunia 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 Corinthia is:

Name: Count Derlok Nyad ID: CORI-CHA Character Type: Priest  
Age: ancient Status: Alive Gender: Male Province of Birth: Akbatanan  
Present location: Akbatanan Assignment last turn: None  
Count Derlok Nyad is the Province Ruler of Akbatanan.  
Count Derlok Nyad may use the following spells: Far Sight.

### The ADJUTANT GENERAL of Corinthia is:

Name: Athos Zyras ID: CORI-ADJ Character Type: General  
Age: middle aged Status: Alive Gender: Male Province of Birth: Western Corinthia  
Present location: Akbatanan Assignment last turn: None

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

Name: Fissa Khalros ID: CORI-1 Character Type: General  
Age: old Status: Alive Gender: Male Province of Birth: Western Corinthia  
Present location: Akbatanan Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : NONE  
Rulership : ADEQUATE  
Military Command : EXCELLENT  
Heroism : ADEQUATE  
Intrigue : NONE  
Magic : NONE

Fissa Khalros is the current Monarch of Corinthia.

Name: Zakinos Rhazes ID: CORI-2 Character Type: Hero  
Age: young adult Status: Alive Gender: Male Province of Birth: The Corinthian Plain  
Present location: The Corinthian Plain Assignment last turn: None  
Personal Combat : EXCELLENT  
Diplomacy : POOR  
Rulership : ADEQUATE  
Military Command : NONE  
Heroism : SUPERIOR  
Intrigue : NONE  
Magic : NONE

Zakinos Rhazes is the Province Ruler of The Corinthian Plain.

Name: Andros Rayak ID: CORI-3 Character Type: Hero  
Age: young adult Status: Alive Gender: Male Province of Birth: The Corinthian Plain  
Present location: The Corinthian Plain Assignment last turn: None  
Personal Combat : SUPERIOR  
Diplomacy : POOR  
Rulership : POOR  
Military Command : NONE  
Heroism : ADEQUATE  
Intrigue : NONE  
Magic : NONE

Name: Villapos Petreus ID: CORI-4 Character Type: Priest  
Age: youth Status: Alive Gender: Male Province of Birth: The Corinthian Plain  
Present location: Akbatanan Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : SUPERIOR  
Rulership : POOR  
Military Command : GOOD  
Heroism : NONE  
Intrigue : NONE  
Magic : GOOD

Villapos Petreus may use the following spells: Bless, Prophecy and Rains.

Name: Dramina Rayak ID: CORI-5 Character Type: Priest  
Age: young adult Status: Alive Gender: Female Province of Birth: Western Corinthia  
Present location: Western Corinthia Assignment last turn: None  
Personal Combat : NONE  
Diplomacy : ADEQUATE  
Rulership : ADEQUATE

Military Command : NONE  
Heroism : NONE  
Intrigue : POOR  
Magic : NONE

Dramina Rayak is the Province Ruler of Western Corinthia.

Name: Tripana Rhazes ID: CORI-6 Character Type: Priest  
Age: prime of life Status: Alive Gender: Female Province of Birth: Western Corinthia  
Present location: The Corinthian Plain Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : POOR  
Rulership : NONE  
Military Command : NONE  
Heroism : NONE  
Intrigue : POOR  
Magic : NONE

Name: Patrios Sevilris ID: CORI-7 Character Type: Wizard  
Age: middle aged Status: Alive Gender: Male Province of Birth: Western Corinthia  
Present location: The Corinthian Plain Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : GOOD  
Rulership : ADEQUATE  
Military Command : NONE  
Heroism : POOR  
Intrigue : POOR  
Magic : SUPERIOR

Patrios Sevilris may use the following spells: Far Sight, Bless, Missile Shield, Summon the Dead and Magic Weapon.

Name: Castilla Foulbreath ID: CORI-8 Character Type: Agent  
Age: old Status: Alive Gender: Female Province of Birth: Western Corinthia  
Present location: Akbatanan Assignment last turn: None  
Personal Combat : SUPERIOR  
Diplomacy : ADEQUATE  
Rulership : NONE  
Military Command : NONE  
Heroism : NONE  
Intrigue : SUPERIOR  
Magic : POOR

Castilla Foulbreath may use the following spells: Phantom Warriors (usable 4 times).

Name: Grevanos Sevilris ID: CORI-9 Character Type: Agent  
Age: young adult Status: Alive Gender: Male Province of Birth: Karpash  
Present location: The Corinthian Plain Assignment last turn: None  
Personal Combat : GOOD  
Diplomacy : POOR  
Rulership : POOR  
Military Command : NONE  
Heroism : NONE  
Intrigue : SUPERIOR  
Magic : POOR

Grevanos Sevilris may use the following spells: Force March.

Name: Amalias Rhazes ID: CORI-10 Character Type: Agent  
Age: old Status: Alive Gender: Male Province of Birth: Kamalla  
Present location: Kamalla Assignment last turn: None  
Personal Combat : GOOD  
Diplomacy : ADEQUATE  
Rulership : EXCELLENT  
Military Command : POOR  
Heroism : NONE  
Intrigue : EXCELLENT  
Magic : POOR

Amalias Rhazes is the Province Ruler of Kamalla.  
Amalias Rhazes may use the following spells: Diplomacy.

# TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 6 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.

**Corinthian Heavy** : Troop Type 1  
Troop Category : HC - Heavy Cavalry  
Missile Combat Ability : NONE  
Melee Combat Ability : EXCELLENT  
Morale : EXCELLENT  
Movement Rate : 5

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

**Corinthian Horse** : Troop Type 2  
Troop Category : MC - Medium Cavalry  
Missile Combat Ability : NONE  
Melee Combat Ability : GOOD  
Morale : GOOD  
Movement Rate : 6

Corinthian Horse must make up a minimum of 5% and may not exceed a maximum of 15% of your total number of troops.  
The cost to Train and outfit Corinthian Horse is MODERATE.

**Corinthian Militia** : Troop Type 3  
Troop Category : HIP - Heavy Infantry Pike  
Missile Combat Ability : NONE  
Melee Combat Ability : EXCELLENT  
Morale : GOOD  
Movement Rate : 2

Corinthian Militia must make up a minimum of 55% and may not exceed a maximum of 95% of your total number of troops.  
Corinthian Militia are well adapted to combat in Mountainous and will fight in that terrain with increased ability.  
The cost to Train and outfit Corinthian Militia is MODERATE.

**Elite Pikemen** : Troop Type 4  
Troop Category : HIP - Heavy Infantry Pike  
Missile Combat Ability : NONE  
Melee Combat Ability : GOOD  
Morale : SUPERIOR  
Movement Rate : 3

Elite Pikemen may not exceed a maximum of 30% of your total number of troops at any one time.  
The cost to Train and outfit Elite Pikemen is MODERATE.

**Mercenary Spears** : Troop Type 5  
Troop Category : HI - Heavy Infantry  
Missile Combat Ability : ADEQUATE  
Melee Combat Ability : GOOD  
Morale : EXCELLENT  
Movement Rate : 3

Mercenary Spears may not exceed a maximum of 3% of your total number of troops at any one time.  
Mercenary Spears cost no gold to raise but must be paid VERY HIGH wages each year.

**Mercenary Foot** : Troop Type 6  
Troop Category : HI - Heavy Infantry  
Missile Combat Ability : GOOD  
Melee Combat Ability : GOOD  
Morale : EXCELLENT  
Movement Rate : 3

Mercenary Foot may not exceed a maximum of 3% of your total number of troops at any one time.  
Mercenary Foot 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.

## Akbatanan

Province 37

Province Type: Land

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

Is a land of great mountains	- EXCELLENT chance to reach Mountainous terrain.
Has several areas of hills	- GOOD chance to reach Hill terrain.
Has large areas of open grassland	- EXCELLENT chance to reach Open terrain.
Has large areas of forest	- EXCELLENT chance to reach Forest terrain.
Has a centrally located fort (Fort Class A)	- ADEQUATE chance to reach Fortified terrain.

The people of Akbatanan currently have MODERATE loyalty to the throne.  
Approximately once every five years Akbatanan levys Corinthian Militia.  
The average wealth production in Akbatanan is EXCELLENT.

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

### The 37th Provincial Army

ID: PA-37

Total troops with Army: 3

Troop Name	Type	Troop Name	Type	Troop Name	Type
Invincible Corinthian Militia	3	Olive 44th Corinthian Militia	3	Siros's Corinthian Militia	3

### Akbatanan has standing Province Defense Orders as follows:

Maneuver to Hill terrain if attacked.  
Engage the enemy in Set Piece Battle.

Our 1st Imperial Army is encamped in Akbatanan.

## The Corinthian Plain

Province 38

Province Type: Land

Is a land of great mountains	- EXCELLENT chance to reach Mountainous terrain.
Has large areas of hills	- EXCELLENT chance to reach Hill terrain.
Is dominated by areas of open grassland	- SUPERIOR chance to reach Open terrain.
Has some areas of forest	- ADEQUATE chance to reach Forest terrain.
Has a centrally located fort (Fort Class B)	- ADEQUATE chance to reach Fortified terrain.

The people of The Corinthian Plain currently have MODERATE loyalty to the throne.  
Approximately once every five years The Corinthian Plain levys Corinthian Militia.  
The average wealth production in The Corinthian Plain is EXCELLENT.

### The 38th Provincial Army

ID: PA-38

Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
21st Corinthian Militia	3	Night 44th Corinthian Militia	3	Wild Corinthian Militia	3
Flaming Corinthian Militia	3	Sentinel 32nd Corinthian Militia	3	Mask 43rd Corinthian Militia	3
31st Mordant Corinthian Militia	3	Tryst Corinthian Militia	3		

### The Corinthian Plain has standing Province Defense Orders as follows:

Maneuver to Mountainous terrain if attacked.  
Engage the enemy in Set Piece Battle.

## Karpash

Province 39

Province Type: Land

Is dominated by the peaks of mountains	- SUPERIOR chance to reach Mountainous terrain.
Has large areas of hills	- EXCELLENT chance to reach Hill terrain.
Is dominated by areas of open grassland	- SUPERIOR chance to reach Open terrain.
Has several areas of forest	- GOOD chance to reach Forest terrain.
Has a centrally located fort (Fort Class B)	- ADEQUATE chance to reach Fortified terrain.

The people of Karpash currently have MODERATE loyalty to the throne.  
Approximately once every five years Karpash levys Corinthian Militia.  
The average wealth production in Karpash is GOOD.

**The 39th Provincial Army** ID: PA-39 Total troops with Army: 3

Troop Name	Type	Troop Name	Type	Troop Name	Type
Mantle 32nd Corinthian Militia	3	Guild Corinthian Militia	3	Red Nightbird Corinthian Militia	3

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

Conceal movements from attacking enemies.  
 Maneuver to Mountainous terrain if attacked.  
 Engage the enemy at the Province Commanders Discretion.

Our 2nd Imperial Army is encamped in Karpash.

**Kamalla** Province 40 Province Type: Land

Is dominated by the peaks of mountains	- SUPERIOR chance to reach Mountainous terrain.
Is dominated by areas of hills	- SUPERIOR chance to reach Hill terrain.
Has large areas of open grassland	- EXCELLENT chance to reach Open terrain.
Has several areas of forest	- GOOD chance to reach Forest terrain.
Has one remote fort (Fort Class B)	- POOR chance to reach Fortified terrain.

The people of Kamalla currently have MODERATE loyalty to the throne.  
 Approximately once every three years Kamalla levys Corinthian Militia.  
 The average wealth production in Kamalla is EXCELLENT.

**The 40th Provincial Army** ID: PA-40 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Elite 47th Corinthian Militia	3	Saranos's High Corinthian Militia	3	Kimina's Own Corinthian Militia	3
Tempest 9th Corinthian Militia	3	Regular 2nd Corinthian Militia	3	18th Corinthian Militia	3
Benitos's 7th Corinthian Militia	3	High 32nd Corinthian Militia	3		

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

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

**Western Corinthia** Province 41 Province Type: Land

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

The people of Western Corinthia currently have MODERATE loyalty to the throne.  
 Approximately once every five years Western Corinthia levys Corinthian Militia.  
 The average wealth production in Western Corinthia is EXCELLENT.

**The 41st Provincial Army** ID: PA-41 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Elite 27th Corinthian Militia	3	First Serpent Corinthian Militia	3	37th Corinthian Militia	3
30th High Corinthian Militia	3	High Corinthian Militia	3	Stone 4th Corinthian Militia	3
Mantle 36th Corinthian Militia	3	40th Beaver Corinthian Militia	3		

**Western Corinthia has standing Province Defense Orders as follows:**

Maneuver to Mountainous 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: Akbatanan Status: Defensive



Troop Name	Type	Troop Name	Type	Troop Name	Type
Tudanos's Corinthian Heavy	1	Magenta 12th Corinthian Heavy	1	2nd Bear Corinthian Horse	2
12th Brown Corinthian Horse	2	Sable Hawk Corinthian Horse	2	Night 33rd Corinthian Horse	2
26th Ragged Elite Pikemen	4	Terana's 24th Oath Elite Pikemen	4	15th Independant Elite Pikemen	4
Oath 42nd Elite Pikemen	4	Evvikos's 5th Elite Pikemen	4	Tempest 49th Elite Pikemen	4
Black Tiger Corinthian Militia	3	Magenta Corinthian Militia	3	First 22nd Corinthian Militia	3

**The 2nd Imperial Army**  
Location: Karpash

**ID: IA-2**

**Total troops with Army: 15**

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Pure Mammoth Corinthian Horse	2	24th Corinthian Horse	2	Ragged Elite Pikemen	4
Sentinel 43rd Elite Pikemen	4	Duke Bernek's Elite Pikemen	4	Copper Wolf Corinthian Militia	3
Estepho's Corinthian Militia	3	Diamond 46th Corinthian Militia	3	Ebon Corinthian Militia	3
19th Corinthian Militia	3	Ithnos's Corinthian Militia	3	Skull 38th Corinthian Militia	3
9th Corinthian Militia	3	Porthos's Corinthian Militia	3	Dramina's Corinthian Militia	3

Total Number of Troops : 60

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Corinthian Heavy	1	2	3%	0%	5%
Corinthian Horse	2	6	10%	5%	15%
Corinthian Militia	3	43	72%	55%	95%
Elite Pikemen	4	9	15%	0%	30%
Mercenary Spears	5	0	0%	0%	3%
Mercenary Foot	6	0	0%	0%	3%

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

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

The Kothian Desert of Koth  
Numalia of Nemedra

If successful in achieving these goals, Corinthia 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 through it's provinces. You may do this by conquering new provinces and seeing to the prosperity and productivity of the ones which you now control.

You will move closer to victory by conquering and controlling the initial capital provinces of player kingdoms.

# THE HYBORIAN WAR COMMAND SHEET

## Orders For Corinthia

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: 37 38 39 40 41

- I Command Count Derlok Nyad CORI-CHA to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Athos Zyras CORI-ADJ to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Fissa Khalros CORI-1 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Zakinos Rhazes CORI-2 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Andros Rayak CORI-3 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Villapos Petreus CORI-4 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Dramina Rayak CORI-5 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Tripana Rhazes CORI-6 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Patrios Sevilris CORI-7 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Castilla Foulbreath CORI-8 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Grevanos Sevilris CORI-9 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Amalias Rhazes CORI-10 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_

I Command 2nd Imperial Army in province 39 to (M)ove to (P)rovince ( ) \_\_\_\_\_

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

I Declare ( ) \_\_\_\_\_ (R)ule (P)rovince (39)

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

