

THE HYBORIAN WAR KINGDOM REPORT

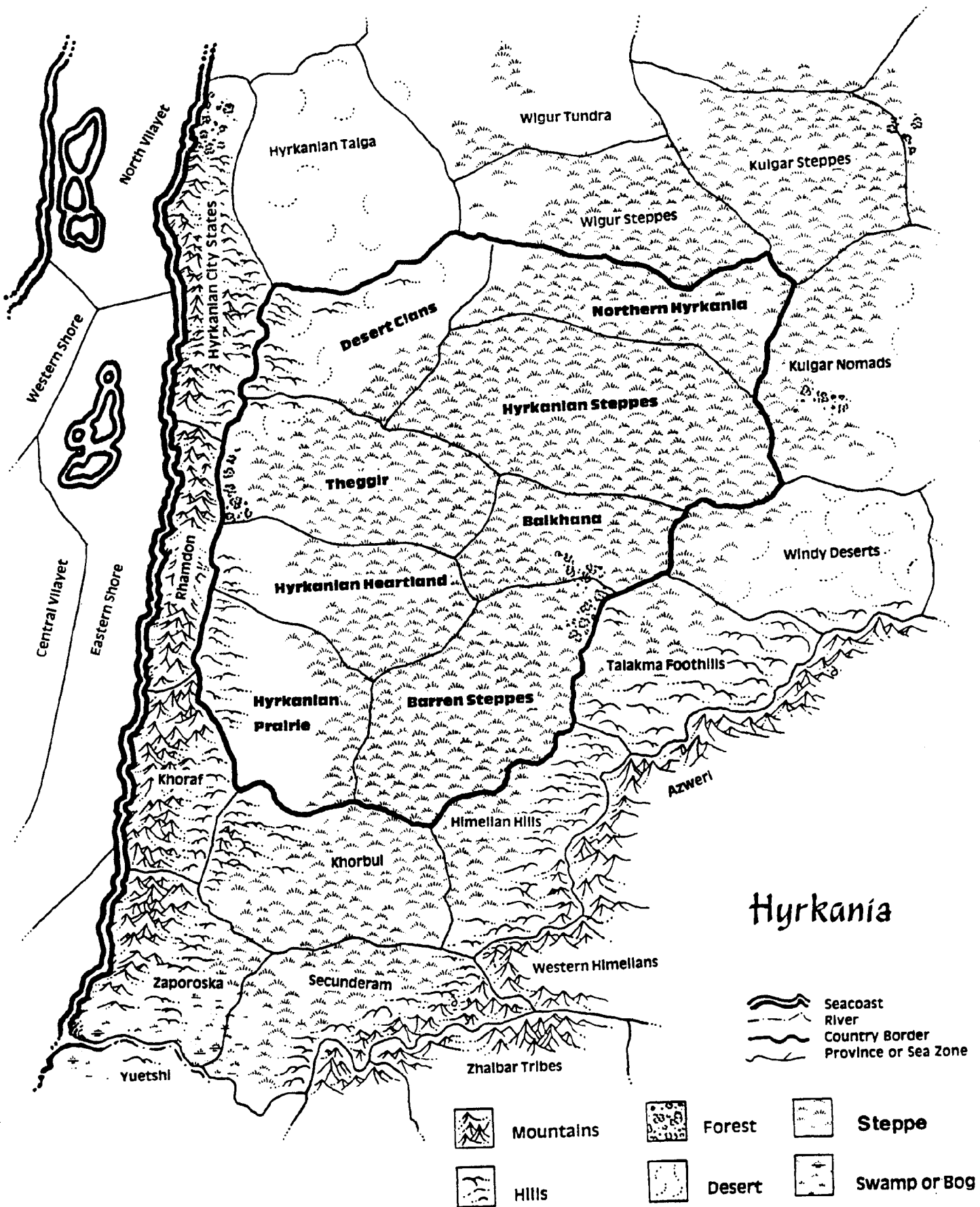
FOR

HYRKANIA

KINGDOM SIZE: MEDIUM

ABBREVIATION: HYRK





North Vilayet
 Hyrkanian City States
 Rhamdon
 Khoraf
 Zaporoska
 Yuetslhi
 Western Shore
 Central Vilayet
 Eastern Shore

Hyrkanian Taiga
 Wigur Tundra
 Kulgar Steppes
 Wigur Steppes
 Northern Hyrkania
 Kulgar Nomads
 Desert Clans
 Hyrkanian Steppes
 Theggir
 Balkhana
 Hyrkanian Heartland
 Windy Deserts
 Hyrkanian Prairie
 Barren Steppes
 Talakma Foothills
 Khorbul
 Himellian Hills
 Azweri
 Western Himellians
 Zhalbar Tribes
 Secunderam

HYRKANIAN WAR

Kingdom report for Hyrkania

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, my savage lord, of the ways and history of thy people. Thy people were born of ancient Lemuria, one of the mightiest empires among the ancients. Long ago, perhaps six thousand years, the civilization of Lemuria perished in the rage of the Great Cataclysm which shook the world, tore down great mountains, rose up the oceans to swallow whole continents, and forever changed the face of the earth. Lemuria, like Atlantis, was drowned in the ocean leaving only a few survivors remaining to sail to the mainland. In the mainland our Lemurian fathers were immediately enslaved by an evil and ancient culture whose children's children were to form the kingdom of Khitai.

For thousands of years we toiled in brutal servitude, becoming almost as the beasts of the earth in bondage to that hated race. But one day began a time of slaying, of longed-for revenge, of general uprising throughout the land until everywhere the masters fled into uncharted lands or died beneath our swords of vengeance. These refugees were later to form the kingdoms of Stygia and the since fallen empire of Acheron. Our forefathers stood amidst the ruins of cities, of a civilization in which they had never been allowed to share, and were dumbfounded. Forsaking in disgust the empire they had laid to waste, your Hyrkanian fathers moved west to their present land and became gradually a new people, a people of horse and bow upon the vast steppes of the eastern continent.

Some traitorous few of our people remained behind to join with our former masters in building the empire of Khitai. Moving westward, we left them and our mongrel kin, the Wigur and the Kuigar, behind us. One of our Hyrkanian tribes pushed south around the Vilayet Sea and began what is now Turan. Turan is kin to us but of late they have grown arrogant, calling themselves foremost of Hyrkanian descent, as if they could command us. We will never be slaves again! Each year our people have continued to drift west. There, around the north of the Vilayet Sea, we are ever drawn to our future and our destiny. Heed well now my words, my Liege, as I report to thee of the length and breadth of thy land.

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:

Hyrkania can avoid the influence of Iranistan at a **ADEQUATE** level.
Hyrkania can avoid the influence of Khitai at a **GOOD** level.
Hyrkania can avoid the influence of Vendhya at a **ADEQUATE** level.
Hyrkania can avoid the influence of The Cold Lands at a **GOOD** level.

Hyrkania stands in formal alliance with Turan.

Your kingdom of Hyrkania is bound in peace treaty with Turan, and The Eastern Vilayet Cities and may not invade provinces owned by them.

Your kingdom has assurances of peace from Turan, and The Eastern Vilayet Cities 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 Hyrkania is:

Name: Bamdan Thneyham ID: HYRK-CHA Character Type: Priest
Age: young adult Status: Alive Gender: Male Province of Birth: The Hyrkanian Heartland
Present location: The Hyrkanian Heartland Assignment last turn: None
Bamdan Thneyham is the Province Ruler of The Hyrkanian Heartland.
Bamdan Thneyham may use the following spells: Long Life (usable 4 times).

The ADJUTANT GENERAL of Hyrkania is:

Name: Keran Perzahak ID: HYRK-ADJ Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: The Hyrkanian Heartland
Present location: The Hyrkanian Heartland Assignment last turn: None

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

Name: Warrior Dayuki Katar ID: HYRK-1 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: The Hyrkanian Prairie
Present location: The Hyrkanian Heartland Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : GOOD
Heroism : SUPERIOR
Intrigue : ADEQUATE
Magic : POOR

Warrior Dayuki Katar is the current Monarch of Hyrkania.
Warrior Dayuki Katar may use the following spells: Fanaticism.

Name: Dzhamak Taruz ID: HYRK-2 Character Type: General
Age: old Status: Alive Gender: Male Province of Birth: The Hyrkanian Steppes
Present location: The Desert Clans Assignment last turn: With the 1st Imperial Army
Personal Combat : POOR
Diplomacy : POOR
Rulership : NONE
Military Command : POOR
Heroism : GOOD
Intrigue : POOR
Magic : NONE

Name: Lord Farouz Katar ID: HYRK-3 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: Theggir
Present location: Theggir Assignment last turn: With the 2nd Imperial Army
Personal Combat : POOR
Diplomacy : NONE
Rulership : POOR
Military Command : SUPERIOR
Heroism : POOR
Intrigue : NONE
Magic : NONE

Name: Zandar Thneyham ID: HYRK-4 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: Theggir
Present location: The Hyrkanian Prairie Assignment last turn: With the 3rd Imperial Army
Personal Combat : POOR
Diplomacy : GOOD
Rulership : POOR
Military Command : SUPERIOR
Heroism : SUPERIOR
Intrigue : NONE
Magic : NONE

Name: Gordag Jandzah ID: HYRK-5 Character Type: Hero

Age: prime of life Status: Alive Gender: Male Province of Birth: Balkhana
Present location: The Desert Clans Assignment last turn: With the 1st Imperial Army
Personal Combat : POOR
Diplomacy : EXCELLENT
Rulership : NONE
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : NONE
Magic : NONE

Name: Giyune Katar ID: HYRK-6 Character Type: Priest
Age: prime of life Status: Alive Gender: Male Province of Birth: The Barren Steppes
Present location: The Hyrkanian Heartland Assignment last turn: None
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : POOR

Giyune Katar may use the following spells: The Open Hand.

Name: Afruz Peroz ID: HYRK-7 Character Type: Wizard
Age: young adult Status: Alive Gender: Male Province of Birth: Northern Hyrkania
Present location: The Hyrkanian Prairie Assignment last turn: With the 3rd Imperial Army
Personal Combat : POOR
Diplomacy : GOOD
Rulership : POOR
Military Command : POOR
Heroism : POOR
Intrigue : NONE
Magic : GOOD

Afruz Peroz may use the following spells: Earth Demon, Far Sight and Missile Shield.

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 5 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.

Home Spear : **Troop Type 1**
Troop Category : MI - Medium Infantry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Home Spear must make up a minimum of 10% and may not exceed a maximum of 45% of your total number of troops.
The cost to Train and outfit Home Spear is LOW.

Old Archers : **Troop Type 2**
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : POOR
Morale : ADEQUATE
Movement Rate : 4

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

Seasoned Horse Archers : **Troop Type 3**
Troop Category : MCA - Medium Cavalry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 6

Seasoned Horse Archers may not exceed a maximum of 35% of your total number of troops at any one time.
 Seasoned Horse Archers are well adapted to combat in Steppe and will fight in that terrain with increased ability.
 The cost to Train and outfit Seasoned Horse Archers is VERY HIGH.

Young Horse Archers : Troop Type 4
 Troop Category : MCA - Medium Cavalry Archer
 Missile Combat Ability : EXCELLENT
 Melee Combat Ability : GOOD
 Morale : GOOD
 Movement Rate : 6

Young Horse Archers may not exceed a maximum of 35% of your total number of troops at any one time.
 Young Horse Archers are well adapted to combat in Steppe and will fight in that terrain with increased ability.
 The cost to Train and outfit Young Horse Archers is MODERATE.

Hyrkanian Irregulars : Troop Type 5
 Troop Category : MCA - Medium Cavalry Archer
 Missile Combat Ability : SUPERIOR
 Melee Combat Ability : GOOD
 Morale : ADEQUATE
 Movement Rate : 7

Hyrkanian Irregulars must make up a minimum of 30% and may not exceed a maximum of 90% of your total number of troops.
 Hyrkanian Irregulars are well adapted to combat in Steppe and will fight in that terrain with increased ability.
 The cost to Train and outfit Hyrkanian Irregulars is HIGH.

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 Hyrkanian Heartland Province 50 Province Type: Land

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

Has large areas of steppe	EXCELLENT chance to reach Steppe terrain.
Has large areas of open grassland	- EXCELLENT chance to reach Open terrain.
Has a few scant areas of hills	- POOR chance to reach Hill 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 Hyrkanian Heartland currently have LOW loyalty to the throne.
 Approximately once every three years The Hyrkanian Heartland levys Home Spear.
 The average wealth production in The Hyrkanian Heartland is GOOD.

The 50th Provincial Army		ID: PA-50	Total troops with Army: 6		
Troop Name	Type	Troop Name	Type	Troop Name	Type
Damned Cardinal Home Spear	1	Savage Mantis Home Spear	1	Shock 28th Home Spear	1
Faithful Shrike Home Spear	1	Keran's Horse Old Archers	2	Yellow Old Archers	2

The Hyrkanian Heartland has standing Province Defense Orders as follows:

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

The Hyrkanian Steppes Province 51 Province Type: Land

Is dominated by areas of steppe	SUPERIOR chance to reach Steppe 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 a few scant areas of desert	- POOR chance to reach Desert terrain.
Has one remote fort (Fort Class B)	- POOR chance to reach Fortified terrain.

The people of The Hyrkanian Steppes currently have LOW loyalty to the throne.

Approximately once every three years The Hyrkanian Steppes levys Hyrkanian Irregulars.
The average wealth production in The Hyrkanian Steppes is GOOD.

The 51st Provincial Army		ID: PA-51	Total troops with Army: 8		
Troop Name	Type	Troop Name	Type	Troop Name	Type
Copper Toad Hyrkanian Irregulars	5	10th Horse Hyrkanian Irregulars	5	Shock Hyrkanian Irregulars	5
Green Hyrkanian Irregulars	5	Horse 31st Hyrkanian Irregulars	5	Gold Fox Young Horse Archers	4
Turkhte's Young Horse Archers	4	Hery's Bloody Young Horse Archers	4		

The Hyrkanian Steppes has standing Province Defense Orders as follows:

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

Balkhana Province 52 Province Type: Land

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

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

The people of Balkhana currently have LOW loyalty to the throne.
Approximately once every three years Balkhana levys Hyrkanian Irregulars.
The average wealth production in Balkhana is ADEQUATE.

The 52nd Provincial Army		ID: PA-52	Total troops with Army: 6		
Troop Name	Type	Troop Name	Type	Troop Name	Type
Bond 28th Hyrkanian Irregulars	5	38th Hyrkanian Irregulars	5	32nd Horse Old Archers	2
Proud Home Spear	1	First Elite 25th Home Spear	1	40th Mask Home Spear	1

Balkhana has standing Province Defense Orders as follows:

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

Theggir Province 53 Province Type: Land

Is dominated by areas of steppe
Has a few scant areas of forest
Has a few scant areas of desert
Rarely lifts a mountain peak into the sky
Has a few scant areas of hills

- SUPERIOR chance to reach Steppe terrain.
- POOR chance to reach Forest terrain.
- POOR chance to reach Desert terrain.
- POOR chance to reach Mountainous terrain.
- POOR chance to reach Hill terrain.

The people of Theggir currently have LOW loyalty to the throne.
Approximately once every three years Theggir levys Hyrkanian Irregulars.
The average wealth production in Theggir is ADEQUATE.

The 53rd Provincial Army		ID: PA-53	Total troops with Army: 3		
Troop Name	Type	Troop Name	Type	Troop Name	Type
Royal Hyrkanian Irregulars	5	Gold Home Spear	1	Royal Shock 11th Home Spear	1

Theggir has standing Province Defense Orders as follows:

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

Our 2nd Imperial Army is encamped in Theggir.

The Hyrkanian Prairie Province 54 Province Type: Land

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

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

The people of The Hyrkanian Prairie currently have LOW loyalty to the throne.

Approximately once every three years The Hyrkanian Prairie levys Hyrkanian Irregulars.
The average wealth production in The Hyrkanian Prairie is GOOD.

The 54th Provincial Army ID: PA-54 Total troops with Army: 3

Troop Name	Type	Troop Name	Type	Troop Name	Type
2nd Hyrkanian Irregulars	5	Afruz's Bravest Home Spear	1	Scarlet Peacock Home Spear	1

The Hyrkanian Prairie has standing Province Defense Orders as follows:

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

Our 3rd Imperial Army is encamped in The Hyrkanian Prairie.

Northern Hyrkania Province 55 Province Type: Land

- | | |
|---|--|
| Is dominated by areas of steppe | - SUPERIOR chance to reach Steppe 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 a few scant areas of tundra | - POOR chance to reach Tundra terrain. |
| Has one remote fort (Fort Class B) | - POOR chance to reach Fortified terrain. |

The people of Northern Hyrkania currently have LOW loyalty to the throne.
Approximately once every three years Northern Hyrkania levys Hyrkanian Irregulars.
The average wealth production in Northern Hyrkania is ADEQUATE.

The 55th Provincial Army ID: PA-55 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
11th Red Dog Hyrkanian Irregulars	5	Fashtta's Hyrkanian Irregulars	5	Bloody 24th Old Archers	2
Bond 2nd Home Spear	1	4th Sapphire Serpent Home Spear	1	Dangaut's Young Horse Archers	4

Northern Hyrkania has standing Province Defense Orders as follows:

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

The Barren Steppes Province 56 Province Type: Land

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

The people of The Barren Steppes currently have LOW loyalty to the throne.
Approximately once every three years The Barren Steppes levys Hyrkanian Irregulars.
The average wealth production in The Barren Steppes is POOR.

The 56th Provincial Army ID: PA-56 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Loyal Lynx Hyrkanian Irregulars	5	Brown Hyrkanian Irregulars	5	Night Old Archers	2
46th Young Horse Archers	4	Indigo Young Horse Archers	4	Dama's Savage Young Horse Archers	4

The Barren Steppes has standing Province Defense Orders as follows:

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

The Desert Clans Province 57 Province Type: Land

- | | |
|------------------------------------|--|
| Has several areas of hills | - GOOD chance to reach Hill terrain. |
| Has several areas of steppe | - GOOD chance to reach Steppe terrain. |
| Has large areas of open grassland | - EXCELLENT chance to reach Open terrain. |
| Has some areas of desert | - ADEQUATE chance to reach Desert terrain. |
| Has one remote fort (Fort Class B) | - POOR chance to reach Fortified terrain. |

The people of The Desert Clans currently have LOW loyalty to the throne.

Approximately once every three years The Desert Clans levys Hyrkanian Irregulars.
The average wealth production in The Desert Clans is ADEQUATE.

The 57th Provincial Army ID: PA-57 **Total troops with Army: 3**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Shining 27th Hyrkanian Irregulars	5	Karakim's Hyacinth Home Spear	1	Pure Bear Home Spear	1

The Desert Clans has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in The Desert Clans.

DISPOSITION OF IMPERIAL ARMIES

Know, my liege, that on this day thou hast troops stationed throughout the kingdom awaiting your commands. Let me now make full report of the type, number, and location of these troops and the present organization and assignment of these troops into Imperial Armies.

The 1st Imperial Army ID: IA-1 **Total troops with Army: 8**
Location: The Desert Clans Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
32nd Brown Seasoned Horse Archers	3	28th Seasoned Horse Archers	3	Novodvak's Seasoned Horse Archers	3
Faran's Seasoned Horse Archers	3	Saphire Lynx Young Horse Archers	4	29th Indigo Hyrkanian Irregulars	5
Alert Hyrkanian Irregulars	5	30th First Hyrkanian Irregulars	5		

The 2nd Imperial Army ID: IA-2 **Total troops with Army: 15**
Location: Theggir Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
21st Seasoned Horse Archers	3	5th Spirit Seasoned Horse Archers	3	16th Horse Seasoned Horse Archers	3
48th Seasoned Horse Archers	3	Dzhamak's Own Young Horse Archers	4	Venom Hyrkanian Irregulars	5
Purple Toad Hyrkanian Irregulars	5	Disciple Hyrkanian Irregulars	5	Carachi's Hyrkanian Irregulars	5
Blood 32nd Hyrkanian Irregulars	5	27th Horse Hyrkanian Irregulars	5	Ustan's Pure Hyrkanian Irregulars	5
Pure Mammoth Hyrkanian Irregulars	5	Quetta's Hyrkanian Irregulars	5	Bingh's Hyrkanian Irregulars	5

The 3rd Imperial Army ID: IA-3 **Total troops with Army: 15**
Location: The Hyrkanian Prairie Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
39th Old Archers	2	Guild Old Archers	2	Samarku's Horse Old Archers	2
Blood 39th Seasoned Horse Archers	3	Foroak's Hyrkanian Irregulars	5	Middle Tiger Hyrkanian Irregulars	5
Amber Raven Hyrkanian Irregulars	5	Horse Hyrkanian Irregulars	5	Guild 3rd Hyrkanian Irregulars	5
Hyacinth Hyrkanian Irregulars	5	Horse 30th Hyrkanian Irregulars	5	Pasku's Hyrkanian Irregulars	5
Tempest 28th Hyrkanian Irregulars	5	Sonja's Hyrkanian Irregulars	5	Night 6th Hyrkanian Irregulars	5

Total Number of Troops : 79

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Home Spear	1	15	19%	10%	45%
Old Archers	2	8	10%	0%	30%
Seasoned Horse Archers	3	9	11%	0%	35%
Young Horse Archers	4	9	11%	0%	35%
Hyrkanian Irregulars	5	38	48%	30%	90%

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

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

The Turanian Wastes of The Desert Steppes
The Hyrkanian Heartland of Hyrkania

If successful in achieving these goals, Hyrkania will truly become an empire and will be immediately able to raise ten Imperial Troops of a type presently unknown to us.

VICTORY CONDITIONS

Know, Great One, that from days of old it has been prophesied that one would come to us, one who would lead us to glory and victory over all our enemies. Word already spreads throughout the land and among our people that you indeed may be this one. If you would lead us to victory, heed closely to what I now impart to thee. Below I have listed which factors will either benefit or adversely affect the victory of thy kingdom.

The victory of your kingdom will depend upon the number of provinces under your control.

You will move closer to victory by 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.

THE HYBORIAN WAR COMMAND SHEET

Orders For Hyrkania

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: 50 51 52 53 54 55 56 57

- I Command Bamdan Thneyham HYRK-CHA to () _____ () _____ () _____ () _____
- I Command Keran Perzahak HYRK-ADJ to () _____ () _____ () _____ () _____
- I Command Warrior Dayuki Katar HYRK-1 to () _____ () _____ () _____ () _____
- I Command Dzhamak Taruz (Currently with IA-1) HYRK-2 to () _____ () _____ () _____ () _____
- I Command Lord Farouz Katar (Currently with IA-2) HYRK-3 to () _____ () _____ () _____ () _____
- I Command Zandar Thneyham (Currently with IA-3) HYRK-4 to () _____ () _____ () _____ () _____
- I Command Gordag Jandzah (Currently with IA-1) HYRK-5 to () _____ () _____ () _____ () _____
- I Command Giyune Katar HYRK-6 to () _____ () _____ () _____ () _____
- I Command Afruz Peroz (Currently with IA-3) HYRK-7 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 57 to (M)ove to (P)rovince () _____

I Command 2nd Imperial Army in province 53 to (M)ove to (P)rovince () _____

I Command 3rd Imperial Army in province 54 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (51)

I Declare () _____ (R)ule (P)rovince (52)

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The Abyss -- Hyrkania
Account: 13 Maintenance: Yes
Due AS/AP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

