

THE HYBORIAN WAR KINGDOM REPORT

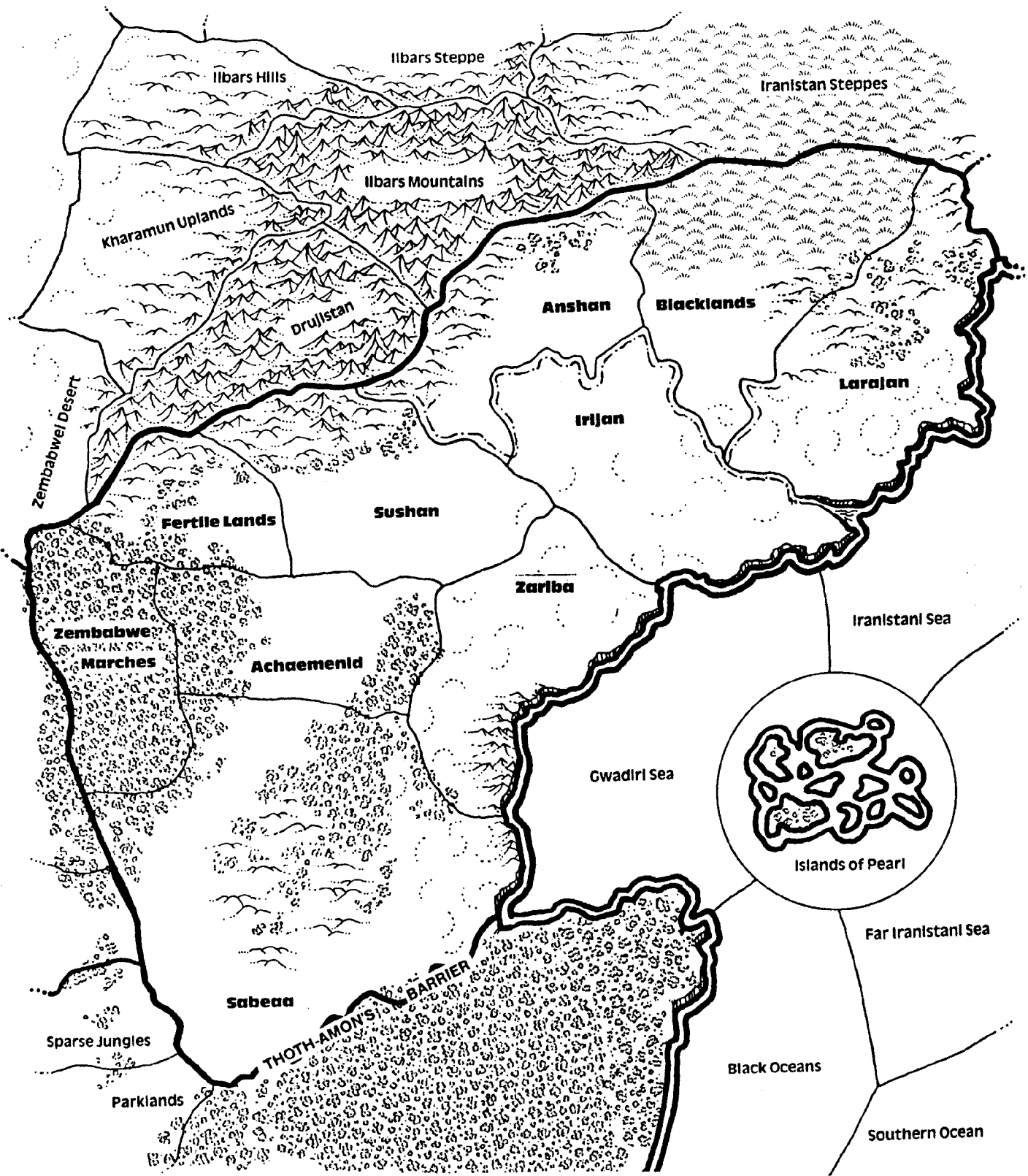
FOR

IRANISTAN





KINGDOM SIZE: MEDIUM







ABBREVIATION: IRAN





Iranistan

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

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

HYBORIAN WAR

Kingdom report for Iranistan

Turn: 1

Winter Warseason

NATIONAL HISTORY

Hear me, my Lord, thee who rules an ancient and wise race from thy golden capitol of Anshan. During the ages since great Acheron fell, while Stygia's power waned, it was tiny Iranistan who slowly, wisely expanded her borders to the current size.

Iranistan's wealth is beyond compare, but it is ancient, hoarded wealth and must be used with discretion. Thy lands are for the most part unremarkable, and of only modest value. Thy cultural traditions also allow thee to tax thy various provinces only lightly. Thy population has grown, but there is still plenty of unclaimed farming and grazing land within thy borders, thus, thy people are not eager for expansion. Such boorishness has been beyond the policy of Iranistan. We have endured with patience where other kingdoms burgeoned with ambition and a generation later blew away with the first great wind; always this happens, only we have avoided such foolhardiness.

Thy predecessors have watched with concern the westward movement of the Hyrkanians, the Turanians, and of the other Hyrkanian tribes, spawn of Lemuria. They have become a constant threat to thy peaceful kingdom's existence. Be vigilant, Great One, in their direction!

Thine once-feared Horse Warriors have grown slack over the generations, thus thy kingdom today hires barbarian mercenary horsemen as the need arises. However, there is a growing faction in thy court that favors rapid expansion. Thou may choose to follow -- for a prudent interval -- the course they propose with a possibility at least of success. Thou may otherwise choose to follow the course of thy fathers and expand only slowly as the other kingdoms of the world expend their strength in useless gestures.

Heed well my words and I will tell 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 **SUPERIOR**.

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

The Iranistan Steppes of Southern Kozaki

POLITICS

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

Iranistan can avoid the influence of The Ilbars Mountains at a GOOD level.

Iranistan stands in formal alliance with The Ilbars Mountains, and Southern Kozaki.

Your kingdom of Iranistan is bound in peace treaty with The Ilbars Mountains, and Southern Kozaki and may not invade provinces owned by them.

Your kingdom has assurances of peace from Kosala 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 Iranistan is:

Name: Ashar Gudiya ID: IRAN-CHA Character Type: Priest
Age: ancient Status: Alive Gender: Male Province of Birth: Anshan
Present location: Anshan Assignment last turn: None
Ashar Gudiya is the Province Ruler of Anshan.

The ADJUTANT GENERAL of Iranistan is:

Name: Arshak Shahbad ID: IRAN-ADJ Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: Achaemenid
Present location: Anshan Assignment last turn: None

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

Name: King Bardiya Shahbad ID: IRAN-1 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: The Fertile Lands
Present location: Anshan Assignment last turn: None
Personal Combat : NONE
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : POOR
Heroism : GOOD
Intrigue : POOR
Magic : NONE

King Bardiya Shahbad is the current Monarch of Iranistan.

Name: Abbas Arsacesa ID: IRAN-2 Character Type: Noble
Age: prime of life Status: Alive Gender: Female Province of Birth: Larajan
Present location: Larajan Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : GOOD
Military Command : ADEQUATE
Heroism : NONE
Intrigue : NONE
Magic : POOR

Abbas Arsacesa is the Province Ruler of Larajan.
Abbas Arsacesa may use the following spells: Far Sight.

Name: Qayun Gotarz ID: IRAN-3 Character Type: General
Age: youth Status: Alive Gender: Female Province of Birth: Zariba
Present location: Zariba Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : NONE
Heroism : POOR
Intrigue : NONE
Magic : NONE

Qayun Gotarz is the Province Ruler of Zariba.

Name: Al Bah Accseses ID: IRAN-4 Character Type: Hero
Age: old Status: Alive Gender: Male Province of Birth: Larajan
Present location: Anshan Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : POOR
Heroism : GOOD
Intrigue : POOR
Magic : NONE

Name: Rafzah Ajhinusa ID: IRAN-5 Character Type: Priest
Age: old Status: Alive Gender: Female Province of Birth: The Fertile Lands
Present location: Anshan Assignment last turn: None
Personal Combat : POOR
Diplomacy : SUPERIOR
Rulership : POOR
Military Command : POOR
Heroism : POOR
Intrigue : POOR
Magic : POOR

Rafzah Ajhinusa may use the following spells: Prophecy.

Name: Shushful Qolleh ID: IRAN-6 Character Type: Wizard
Age: middle aged Status: Alive Gender: Male Province of Birth: The Zembabwe Marshes
Present location: Anshan Assignment last turn: None
Personal Combat : NONE
Diplomacy : ADEQUATE
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : SUPERIOR

Shushful Qolleh may use the following spells: Black Death (usable 4 times), Long Life (usable 6 times), Far Sight, Rains and Sunbane.

Name: Medina Banidar ID: IRAN-7 Character Type: Wizard
Age: old Status: Alive Gender: Male Province of Birth: Larajan
Present location: Sabeaa Assignment last turn: With the 1st Imperial Army
Personal Combat : NONE
Diplomacy : POOR
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : EXCELLENT
Magic : SUPERIOR

Medina Banidar may use the following spells: Long Life (usable 5 times), Earth Demon, Far Sight, Missile Shield and Magic Armor.

Name: Unayma Dashkavir ID: IRAN-8 Character Type: Agent
Age: young adult Status: Alive Gender: Male Province of Birth: Anshan
Present location: Larajan Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : SUPERIOR
Rulership : NONE
Military Command : NONE
Heroism : POOR
Intrigue : SUPERIOR
Magic : POOR

Unayma Dashkavir may use the following spells: Phantom Warriors (usable 4 times).

Name: Riga Banidar ID: IRAN-9 Character Type: Agent
Age: middle aged Status: Alive Gender: Female Province of Birth: Achaemenid
Present location: Sabeaa Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : POOR
Heroism : NONE
Intrigue : POOR
Magic : NONE

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 10 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.

Warriors of Asura : Troop Type 1
Troop Category : HI - Heavy Infantry
Missile Combat Ability : POOR
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 2

Warriors of Asura must make up a minimum of 10% and may not exceed a maximum of 30% of your total number of troops.
The cost to Train and outfit Warriors of Asura is MODERATE.

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

Iranistan Foot must make up a minimum of 10% and may not exceed a maximum of 30% of your total number of troops.
The cost to Train and outfit Iranistan Foot is MODERATE.

Royal Guard : Troop Type 3
Troop Category : HI - Heavy Infantry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 2

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

Royal Horse : Troop Type 4
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : EXCELLENT
Melee Combat Ability : EXCELLENT
Morale : SUPERIOR
Movement Rate : 5

Royal Horse troop is unique. Only one troop of this type may exist at any time.
The cost to Train and outfit Royal Horse is VERY HIGH.

Free Desert Riders : Troop Type 5
Troop Category : MC - Medium Cavalry
Missile Combat Ability : POOR
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 5

Free Desert Riders must make up a minimum of 20% and may not exceed a maximum of 50% of your total number of troops.
The cost to Train and outfit Free Desert Riders is MODERATE.

Iranistan Archers : Troop Type 6
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 4

Iranistan Archers must make up a minimum of 10% and may not exceed a maximum of 30% of your total number of troops.
The cost to Train and outfit Iranistan Archers is LOW.

Desert Horsemen : Troop Type 7
Troop Category : LC - Light Cavalry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

Desert Horsemen may not exceed a maximum of 10% of your total number of troops at any one time.
Desert Horsemen are well adapted to combat in Desert and will fight in that terrain with increased ability.
Desert Horsemen cost no gold to raise but must be paid HIGH wages each year.

Kossak Mercenaries : Troop Type 8
Troop Category : LCA - Light Cavalry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : ADEQUATE
Morale : GOOD
Movement Rate : 7

Kossak Mercenaries may not exceed a maximum of 10% of your total number of troops at any one time.
Kossak Mercenaries are well adapted to combat in Marsh and will fight in that terrain with increased ability.
Kossak Mercenaries cost no gold to raise but must be paid HIGH wages each year.

Ilbars Mercenaries : Troop Type 9
Troop Category : LCA - Light Cavalry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 6

Ilbars Mercenaries may not exceed a maximum of 10% of your total number of troops at any one time.
Ilbars Mercenaries are well adapted to combat in Hill and will fight in that terrain with increased ability.
Ilbars Mercenaries cost no gold to raise but must be paid HIGH wages each year.

Iranistan Warships : Troop Type 10
Troop Category : LN - Light Sea
Missile Combat Ability : GOOD
Melee Combat Ability : ADEQUATE
Morale : GOOD
Movement Rate : 4

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

Anshan Province 58 Province Type: Land

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

Has some areas of steppe	- ADEQUATE chance to reach Steppe terrain.
Has large areas of open grassland	- EXCELLENT chance to reach Open terrain.
Is cut by large river tributaries	- EXCELLENT chance to reach River terrain.
Has several areas of hills	- GOOD chance to reach Hill terrain.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of Anshan currently have HIGH loyalty to the throne.
Approximately once every five years Anshan levys Warriors of Asura.
The average wealth production in Anshan is SUPERIOR.

The 58th Provincial Army ID: PA-58 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Kalar's Warriors of Asura	1	Fine 11th Warriors of Asura	1	7th Wild Warriors of Asura	1
Mordant Warriors of Asura	1	Royal Guard	3	Royal Horse	4

Anshan has standing Province Defense Orders as follows:

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

Sushan Province 59 Province Type: Land

Is dominated by areas of open grassland - SUPERIOR chance to reach Open terrain.

Is a land of few mountains
Has some areas of hills
Has a few scant areas of desert
Has a few scant areas of forest

- ADEQUATE chance to reach Mountainous terrain.
- ADEQUATE chance to reach Hill terrain.
- POOR chance to reach Desert terrain.
- POOR chance to reach Forest terrain.

The people of Sushan currently have MODERATE loyalty to the throne.
Very infrequently Sushan levys Warriors of Asura.
The average wealth production in Sushan is EXCELLENT.

The 59th Provincial Army ID: PA-59 **Total troops with Army: 2**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Venom Warriors of Asura	1	Guild 26th Warriors of Asura	1		

Sushan has standing Province Defense Orders as follows:

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

Our 3rd Imperial Army is encamped in Sushan.

Irijan **Province 60** **Province Type: Coast**

Is the location of the Imperial Harbor and the ship building yards of the kingdom.

Is dominated by areas of open grassland
Has large areas of desert
Has a few scant areas of steppe
Is a land of mighty rivers
Has one remote fort (Fort Class B)

- SUPERIOR chance to reach Open terrain.
- EXCELLENT chance to reach Desert terrain.
- POOR chance to reach Steppe terrain.
- SUPERIOR chance to reach River terrain.
- POOR chance to reach Fortified terrain.

The people of Irijan currently have MODERATE loyalty to the throne.
Very infrequently Irijan levys Free Desert Riders.
The average wealth production in Irijan is GOOD.

The 60th Provincial Army ID: PA-60 **Total troops with Army: 2**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Golden 14th Free Desert Riders	5	Ta'ul's Free Desert Riders	5		

Irijan 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 2nd Imperial Navy is encamped in Irijan.

Larajan **Province 61** **Province Type: Coast**

Has large areas of desert
Has some areas of open grassland
Has some areas of hills
Has several areas of forest
Is crisscrossed with rivers

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

The people of Larajan currently have MODERATE loyalty to the throne.
Very infrequently Larajan levys Free Desert Riders.
The average wealth production in Larajan is GOOD.

The 61st Provincial Army ID: PA-61 **Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Raiding Free Desert Riders	5	Flag 7th Free Desert Riders	5	White Scorpion Free Desert Riders	5
Stone 5th Free Desert Riders	5				

Larajan has standing Province Defense Orders as follows:

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

Zariba **Province 62** **Province Type: Coast**

Has large areas of open grassland
 Has several areas of desert
 Has a few scant 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 Desert terrain.
- POOR chance to reach Forest terrain.
- ADEQUATE chance to reach Hill terrain.
- POOR chance to reach Fortified terrain.

The people of Zariba currently have LOW loyalty to the throne.
 Very infrequently Zariba levys Free Desert Riders.
 The average wealth production in Zariba is GOOD.

The 62nd Provincial Army ID: PA-62 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
High 30th Free Desert Riders	5	Golden 2nd Free Desert Riders	5		

Zariba has standing Province Defense Orders as follows:

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

Achaemenid Province 63 Province Type: Land

Has large areas of open grassland
 Has large areas of forest
 Has a few scant areas of desert
 Has a few scant areas of hills
 Has one remote fort (Fort Class B)

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

The people of Achaemenid currently have LOW loyalty to the throne.
 Very infrequently Achaemenid levys Iranistan Foot.
 The average wealth production in Achaemenid is GOOD.

The 63rd Provincial Army ID: PA-63 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
Ajhindar's 41st Foot	2	Qayun's Blood Foot	2		

Achaemenid has standing Province Defense Orders as follows:

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

The Fertile Lands Province 64 Province Type: Land

Rarely lifts a mountain peak into the sky
 Has some areas of hills
 Has large areas of forest
 Has large areas of open grassland
 Has one remote fort (Fort Class B)

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

The people of The Fertile Lands currently have LOW loyalty to the throne.
 Very infrequently The Fertile Lands levys Free Desert Riders.
 The average wealth production in The Fertile Lands is EXCELLENT.

The 64th Provincial Army ID: PA-64 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Ebon Free Desert Riders	5	Pure Free Desert Riders	5	Hyacinth Lion Free Desert Riders	5
Night 50th Free Desert Riders	5				

The Fertile Lands has standing Province Defense Orders as follows:

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

The Blacklands Province 65 Province Type: Land

Has large areas of steppe
 Has some areas of hills

- EXCELLENT chance to reach Steppe terrain.
- ADEQUATE chance to reach Hill terrain.

Has several areas of open grassland
Is home to an occasional running stream
Has a few scant areas of forest

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

The people of The Blacklands currently have LOW loyalty to the throne.
Very infrequently The Blacklands levys Free Desert Riders.
The average wealth production in The Blacklands is GOOD.

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

The 65th Provincial Army ID: PA-65 **Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Tempest 2nd Free Desert Riders	5	Slaying 27th Free Desert Riders	5	33rd Elite Free Desert Riders	5
Shock Free Desert Riders	5				

The Blacklands has standing Province Defense Orders as follows:

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

Sabeaa Province 66 **Province Type: Coast**

Has large areas of hills - EXCELLENT chance to reach Hill terrain.
Has large areas of forest - EXCELLENT chance to reach Forest terrain.
Has large areas of open grassland - EXCELLENT chance to reach Open terrain.
Has several areas of desert - GOOD chance to reach Desert terrain.
Rarely lifts a mountain peak into the sky - POOR chance to reach Mountainous terrain.

The people of Sabeaa currently have LOW loyalty to the throne.
Let he who has wisdom take note: A spell barrier laid by the Wizard Thoth-Amon prohibits movement from Sabeaa province to the Land of No Return
Very infrequently Sabeaa levys Iranistan Foot.
The average wealth production in Sabeaa is EXCELLENT.

The 66th Provincial Army ID: PA-66 **Total troops with Army: 2**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Regular 47th Foot	2	Destar's Loyal Foot	2		

Sabeaa has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in Sabeaa.

The Zembabwe Marshes Province 67 **Province Type: Land**

Is dominated by areas of forest - SUPERIOR chance to reach Forest terrain.
Has a few scant areas of open grassland - POOR chance to reach Open terrain.
Is virtually bereft of running waters - POOR chance to reach River 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 Zembabwe Marshes currently have LOW loyalty to the throne.
Very infrequently The Zembabwe Marshes levys Iranistan Archers.
The average wealth production in The Zembabwe Marshes is ADEQUATE.

The 67th Provincial Army ID: PA-67 **Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Wadsul's Archers	6	Adudu's Archers	6	Blood 50th Archers	6
Yadeth's 13th Obsidian Archers	6	Oath Warriors of Asura	1	Murah's Warriors of Asura	1

The Zembabwe Marshes 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: 10
Location: Sabeaa Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Charging Warriors of Asura	1	Sentinel 45th Warriors of Asura	1	Last Falcon Foot	2
Venom 49th Foot	2	Invincible Otter Foot	2	Ashaer's Personal Blue Foot	2
Wadsul's Night Foot	2	High Hyacinth 49th Foot	2	5th Archers	6
Sa'lat's Ragged Archers	6				

The 2nd Imperial Navy ID: IN-2 Total troops with Army: 6
Location: Irijan Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Golden 44th Iranistan Warships	10	Capital 44th Iranistan Warships	10	Scarlet 20th Iranistan Warships	10
Night Iranistan Warships	10	5th Golden Iranistan Warships	10	Death 34th Iranistan Warships	10

The 3rd Imperial Army ID: IA-3 Total troops with Army: 15
Location: Sushan Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Ruby Venom 27th Warriors of Asura	1	Flaj's Beryl Warriors of Asura	1	Mantle 44th Foot	2
Riga's Foot	2	34th Archers	6	Blood 11th Archers	6
38th Archers	6	Venom 1st Archers	6	Flaj's 42nd Tiger Archers	6
44th Kossak Mercenaries	8	40th Kossak Mercenaries	8	Diamond 17th Kossak Mercenaries	8
Fiercest 34th Ilbars Mercenaries	9	Damned 22nd Ilbars Mercenaries	9	5th Mantle Ilbars Mercenaries	9

Total Number of Troops : 65
Number of Standard Troops : 63
Number of Unique Troops : 2

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Warriors of Asura	1	12	19%	10%	30%
Iranistan Foot	2	12	19%	10%	30%
Royal Guard	3	1		0 units	1 unit
Royal Horse	4	1		0 units	1 unit
Free Desert Riders	5	16	25%	20%	50%
Iranistan Archers	6	11	17%	10%	30%
Desert Horsemen	7	0	0%	0%	10%
Kossak Mercenaries	8	3	5%	0%	10%
Ilbars Mercenaries	9	3	5%	0%	10%
Iranistan Warships	10	6	10%	0%	10%

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

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

The Islands of Pearl of The Southern and Endless Ocean
The Ilbars Steppe of Southern Kozaki

If successful in achieving these goals, Iranistan 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 fostering the amount of wealth contained in your kingdom's treasury.

THE HYBORIAN WAR COMMAND SHEET

Orders For Iranistan

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: 58 59 60 61 62 63 64 65 66 67

I Command Ashar Gudiya	IRAN-CHA	to	()	()	()	()	()	()
I Command Arshak Shahbad	IRAN-ADJ	to	()	()	()	()	()	()
I Command King Bardiya Shahbad	IRAN-1	to	()	()	()	()	()	()
I Command Abbas Arsacesa	IRAN-2	to	()	()	()	()	()	()
I Command Qayun Gotarz	IRAN-3	to	()	()	()	()	()	()
I Command Al Bah Aceszes	IRAN-4	to	()	()	()	()	()	()
I Command Rafzah Ajhinusa	IRAN-5	to	()	()	()	()	()	()
I Command Shushful Qolleh	IRAN-6	to	()	()	()	()	()	()
I Command Medina Banidar (Currently with IA-1)	IRAN-7	to	()	()	()	()	()	()
I Command Unayma Dashkavir	IRAN-8	to	()	()	()	()	()	()
I Command Riga Banidar	IRAN-9	to	()	()	()	()	()	()

I Command 1st Imperial Army in province 66 to (M)ove to (P)rovince ()

I Command 2nd Imperial Navy in province 60 to (M)ove to (P)rovince ()

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

I Declare () (R)ule (P)rovince (59)

I Declare () (R)ule (P)rovince (60)

I Declare () (R)ule (P)rovince (63)

I Declare () (R)ule (P)rovince (64)

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

