

THE HYBORIAN WAR KINGDOM REPORT

FOR

KHAURAN

KINGDOM SIZE: MEDIUM

ABBREVIATION: KHAU



Khauran



Mountains



Forest



Steppe



Seacoast
River
Country Border
Province or Sea Zone



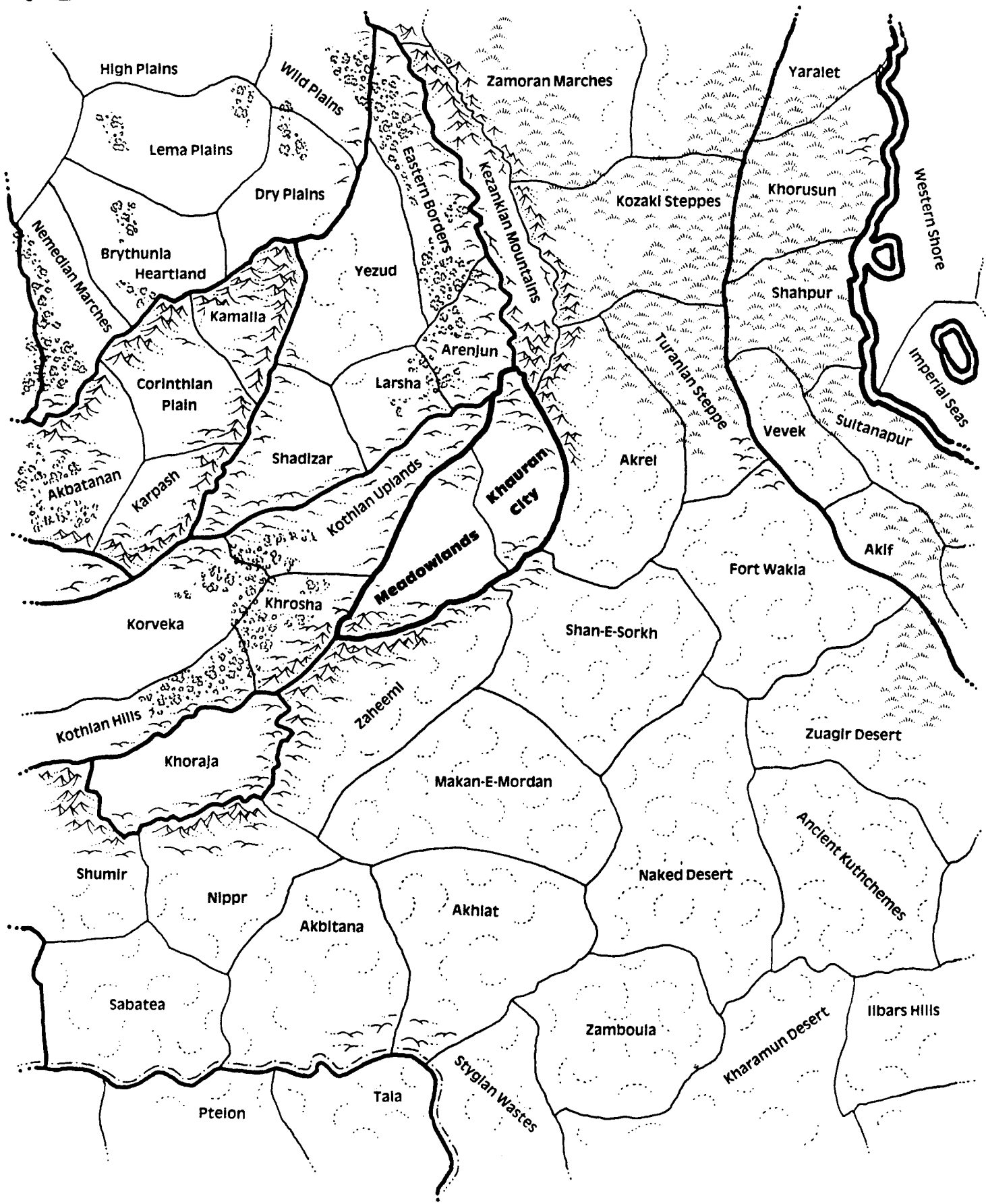
Hills



Desert



Swamp or Bog



HYBORIAN WAR

Kingdom report for Khauran

Turn: 1

Winter Warseason

NATIONAL HISTORY

Hear me, my Lady, and learn well the knowledge thou will need for wisdom in your rule!

Khauran is a small kingdom with very rich farmlands producing up to three and four crops a year. Most of the trade routes of the Hyborian world snake through Khauran City. The eastern Shemite desert tribes (Zuagirs and others) covet the wealth of thy Khauran, but have been unable to overcome Khauran City's high walls or well-drilled Khaurani troops.

Khauran is the product of Kothic expansion in the past. The Hyborian kingdom of Koth was founded a few hundred years after its predecessors of Argos, Nemedra, and Aquilonia. A young kingdom, its people have always proved adventurous, and many a Kothic nobleman has wandered off, never to be seen again. However, many such Kothic adventurers carved Khauran out from a land inhabited by mixed, aboriginal people east of the Kothic uplands. In time Koth itself overran her outpost and Khauran became a province for hundreds of years. Through adroit political machinations timed to Kothic setbacks in western Shem, Khauran regained her independence.

Khauran today is valuable to Koth, acting as middleman to the great eastern trade which would go north, without Khauran contacts, to Arenjun in Zamora. Still, Kothic kings covet Khauran, and ever seek to absorb it in their empire. Only the most clever economic and political manipulations hold Koth at bay, for now. Now listen, as I tell of the length and breadth of thy land.

ROYAL TREASURY

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

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

- The Iranistan Steppes of Southern Kozaki
- The Ilbars Steppe of Southern Kozaki
- The Zuagir Desert of The Zuagir Tribesmen
- Zamboula of Zamboula
- Numalia of Nemedra
- Arkrel of The Zuagir Tribesmen

POLITICS

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

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

Khauran can avoid the influence of The Zuagir Tribesmen at a **ADEQUATE** level.

Khauran stands in formal alliance with Khoraja, and Koth.

Your kingdom of Khauran is bound in peace treaty with Khoraja, and Koth and may not invade provinces owned by them.

Your kingdom has assurances of peace from Khoraja, and Koth 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 Khauran is:

Name: Peries Arkhaurus ID: KHAU-CHA Character Type: Priest
Age: youth Status: Alive Gender: Male Province of Birth: The Khauran City Region
Present location: The Khauran City Region Assignment last turn: None
Peries Arkhaurus is the Province Ruler of The Khauran City Region.
Peries Arkhaurus may use the following spells: Missile Shield.

The ADJUTANT GENERAL of Khauran is:

Name: Assyur Mishelldius ID: KHAU-ADJ Character Type: General
Age: ancient Status: Alive Gender: Male Province of Birth: The Khauran City Region
Present location: The Khauran City Region Assignment last turn: None

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

Name: Lady Khashtria Herodias ID: KHAU-1 Character Type: Noble
Age: prime of life Status: Alive Gender: Female Province of Birth: The Meadowlands
Present location: The Khauran City Region Assignment last turn: None
Personal Combat : POOR
Diplomacy : GOOD
Rulership : SUPERIOR
Military Command : POOR
Heroism : POOR
Intrigue : GOOD
Magic : NONE

Lady Khashtria Herodias is the current Monarch of Khauran.

Name: Count Nardius Askhaurian ID: KHAU-2 Character Type: Noble
Age: prime of life Status: Alive Gender: Male Province of Birth: The Meadowlands
Present location: The Khauran City Region Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : SUPERIOR
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : NONE

Name: Taramis Mishelldius ID: KHAU-3 Character Type: Noble
Age: young adult Status: Alive Gender: Female Province of Birth: The Khauran City Region
Present location: The Khauran City Region Assignment last turn: None
Personal Combat : NONE
Diplomacy : POOR
Rulership : GOOD
Military Command : POOR
Heroism : ADEQUATE
Intrigue : SUPERIOR
Magic : NONE

Name: Amric Khashtria ID: KHAU-4 Character Type: Noble
Age: ancient Status: Alive Gender: Male Province of Birth: The Khauran City Region
Present location: The Khauran City Region Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : GOOD
Rulership : ADEQUATE
Military Command : NONE
Heroism : SUPERIOR
Intrigue : NONE
Magic : NONE

Name: Almuric Askhaurian ID: KHAU-5 Character Type: Noble
Age: youth Status: Alive Gender: Male Province of Birth: The Khauran City Region

Rizan Riandade may use the following spells: Reincarnate (usable 3 times), Bless and Prophecy.

Name: Lanti Arkhaurus ID: KHAU-11 Character Type: Wizard
Age: young adult Status: Alive Gender: Female Province of Birth: The Meadowlands
Present location: The Khauran City Region Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : POOR

Lanti Arkhaurus may use the following spells: Arcane Blasts.

Name: Kishnav Ashbabade ID: KHAU-12 Character Type: Agent
Age: middle aged Status: Alive Gender: Male Province of Birth: The Khauran City Region
Present location: The Meadowlands Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

Name: Zoratha Khashtria ID: KHAU-13 Character Type: Agent
Age: young adult Status: Alive Gender: Female Province of Birth: The Meadowlands
Present location: The Khauran City Region Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

TROOPS

Know, my Lady, 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.

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

Khauran Spear must make up a minimum of 50% and may not exceed a maximum of 70% of your total number of troops.
The cost to Train and outfit Khauran Spear is LOW.

Khauran Archers : Troop Type 2
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 4

Khauran Archers must make up a minimum of 20% and may not exceed a maximum of 40% of your total number of troops.
The cost to Train and outfit Khauran Archers is LOW.

Khauran Heavy Horse : Troop Type 3
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD

Morale : GOOD
Movement Rate : 5

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

Khauran Nobles : **Troop Type 4**
Troop Category : MC - Medium Cavalry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 5

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

Khauran Guards : **Troop Type 5**
Troop Category : HI - Heavy Infantry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : SUPERIOR
Movement Rate : 3

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

Khauran Tribesmen : **Troop Type 6**
Troop Category : LCA - Light Cavalry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

Khauran Tribesmen troop is unique. Only one troop of this type may exist at any time.
Khauran Tribesmen are well adapted to combat in Desert and will fight in that terrain with increased ability.
Khauran Tribesmen cost no gold to raise but must be paid HIGH wages each year.

Khaurani Kossaks : **Troop Type 7**
Troop Category : MCA - Medium Cavalry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

Khaurani Kossaks troop is unique. Only one troop of this type may exist at any time.
Khaurani Kossaks are well adapted to combat in Steppe and will fight in that terrain with increased ability.
Khaurani Kossaks cost no gold to raise but must be paid VERY HIGH wages each year.

MERCENARY TROOPS

In addition do your Khaurani troops, you may hire any of the mercenary troop types listed below. Mercenaries may not exceed a certain percentage of your total number of troops at one time. Our kingdom can support a total of 20% of standard mercenaries at any given time.

Mercenary Spears : **Troop Type M1**
Troop Category : HI - Heavy Infantry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 3

Mercenary Spears cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Lancers : **Troop Type M2**
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 5

Mercenary Lancers cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Foot : Troop Type M3
Troop Category : HI - Heavy Infantry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 3

Mercenary Foot cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Horse : Troop Type M4
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 5

Mercenary Horse cost no gold to raise but must be paid VERY HIGH wages each year.

PROVINCES

Look upon your land, my Liege, and study well the terrain map that I place in your hands with this report. For knowing the land will help you prepare for battle. May you maneuver thy armies to the best advantage that the land provides. I have painstakingly recorded below a list of each of your provinces. Furthermore, I have noted the predominant terrain, the type of troops levied, the usual amount of wealth produced in each province, and the composition of each provincial army.

The Khauran City Region Province 77 Province Type: Land

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

Is a land of few mountains - ADEQUATE chance to reach Mountainous terrain.
Has large areas of hills - EXCELLENT chance to reach Hill terrain.
Has several areas of open grassland - GOOD chance to reach Open terrain.
Is home to an occasional running stream - ADEQUATE chance to reach River terrain.
Is heavily fortified (Fort Class A) - SUPERIOR chance to reach Fortified terrain.

The people of The Khauran City Region currently have MODERATE loyalty to the throne.
Approximately once every three years The Khauran City Region levys Khauran Nobles.
The average wealth production in The Khauran City Region is SUPERIOR.

The 77th Provincial Army ID: PA-77 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
8th Crimson Toad Nobles	4	Khauran Guards	5		

The Khauran City Region has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in The Khauran City Region.

The Meadowlands Province 78 Province Type: Land

Is dominated by areas of hills - SUPERIOR chance to reach Hill terrain.
Is dominated by areas of open grassland - SUPERIOR 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.
Rarely lifts a mountain peak into the sky - POOR chance to reach Mountainous terrain.

The people of The Meadowlands currently have MODERATE loyalty to the throne.
Approximately once every seven years The Meadowlands levys Khauran Spear.
The average wealth production in The Meadowlands is EXCELLENT.

The 78th Provincial Army ID: PA-78 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
Night 8th Spear	1	40th Rat Spear	1		

The Meadowlands has standing Province Defense Orders as follows:

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

Our 2nd Imperial Army is encamped in The Meadowlands.

DISPOSITION OF IMPERIAL ARMIES

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

The 1st Imperial Army ID: IA-1 Total troops with Army: 15
Location: The Khauran City Region Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bond 48th Spear	1	46th Spear	1	Charging Hawk Spear	1
Tazz's Spear	1	Brown Spear	1	1st Spear	1
Capital Spear	1	Elite 10th Archers	2	31st Archers	2
Mantle 38th Archers	2	36th Flag Archers	2	Lady Salome's Archers	2
Special 32nd Archers	2	3rd Archers	2	Azure 28th Archers	2

The 2nd Imperial Army ID: IA-2 Total troops with Army: 10
Location: The Meadowlands Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
8th Queens Spear	1	35th Special Spear	1	Brave 2nd Spear	1
Copper Spear	1	Argent 43rd Spear	1	Purple 28th Spear	1
21st Brotherhood Archers	2	Queens 49th Heavy Horse	3	Khauran Tribesmen	6
Khaurani Kossaks	7				

Total Number of Troops : 29
Number of Standard Troops : 26
Number of Unique Troops : 3

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Khauran Spear	1	15	58%	50%	70%
Khauran Archers	2	9	35%	20%	40%
Khauran Heavy Horse	3	1	4%	0%	5%
Khauran Nobles	4	1	4%	0%	5%
Khauran Guards	5	1		0 units	1 unit
Khauran Tribesmen	6	1		0 units	1 unit
Khaurani Kossaks	7	1		0 units	1 unit
Mercenary Troops	M1-M4	0	0%	0%	20%

IMPERIAL GOALS

Let me tell thee of the dreams of your sires and the dreams of their fathers before them. It is known, my Lady, 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 Khauran ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Khauran.

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

The Fort Wakla Region of The Zuagir Tribesmen
The Naked Desert of The Zuagir Tribesmen
The Khauran City Region of Khauran

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

VICTORY CONDITIONS

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

factors will either benefit or adversely affect the victory of thy kingdom.

You will move closer to victory by increasing and fostering the economic strength of your kingdom. You may do this by conquering new and rich provinces, protecting your trade routes, and seeing to the prosperity and productivity of your kingdom.

You will move closer to victory by fostering the amount of wealth contained in your kingdom's treasury.

THE HYBORIAN WAR COMMAND SHEET

Orders For Khauran

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: 77 78

- I Command Peries Arkhaurus KHAU-CHA to () _____ () _____ () _____ () _____
- I Command Assyur Mishelldius KHAU-ADJ to () _____ () _____ () _____ () _____
- I Command Lady Khashtria Herodias KHAU-1 to () _____ () _____ () _____ () _____
- I Command Count Nardius Askhaurian KHAU-2 to () _____ () _____ () _____ () _____
- I Command Taramis Mishelldius KHAU-3 to () _____ () _____ () _____ () _____
- I Command Amric Khashtria KHAU-4 to () _____ () _____ () _____ () _____
- I Command Almuric Askhaurian KHAU-5 to () _____ () _____ () _____ () _____
- I Command Lord Vernes Askhaurian KHAU-6 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Lady Haurian Askhaurian KHAU-7 to () _____ () _____ () _____ () _____
- I Command Urhiah Arkhaurus KHAU-8 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Arzhabath Krallides KHAU-9 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Rizan Riandade KHAU-10 to () _____ () _____ () _____ () _____
- I Command Lanti Arkhaurus KHAU-11 to () _____ () _____ () _____ () _____
- I Command Kishnav Ashbabade KHAU-12 to () _____ () _____ () _____ () _____
- I Command Zoratha Khashtria KHAU-13 to () _____ () _____ () _____ () _____

I Command 2nd Imperial Army in province 78 to (M)ove to (P)rovince () _____

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

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

