

THE HYBORIAN WAR KINGDOM REPORT

FOR
KHITAI

KINGDOM SIZE: LARGE

ABBREVIATION: KHIT



HYBORIAN WAR

Kingdom report for Khitai

Turn: 1

Winter Warseason

NATIONAL HISTORY

Listen, my Lord, the origins of Khitai, the land of the dragon. Long, very long ago, our esteemed ancestors lived in great, shimmering cities on the shores of the Eastern Ocean. In that ocean there dwelt a savage race, the Lemurians, who lived on a chain of islands and excelled too well in warfare. Far to the west were the great empires of Valusia, Commoria, and their sister states. To the south dwelt the Kambuljans, deep within their jungles, an ancient and decadent people even then.

It was over five thousand years ago that our histories record the Great Cataclysm which shook the entire earth like the whipping of a dragon's tail, utterly destroying the western empires and changing the face of the earth. One of these mighty changes was the sinking of the islands of the Lemurians. Many of the Lemurians survived the Cataclysm and threw themselves on our mercy. We were merciful, and though they were barbarians unworthy of attention, our ancient fathers allowed them to be our slaves, and used them to rebuild our own broken cities. We rebuilt our empire, and the Khitai culture reached heights which have never been scaled again.

Meanwhile, the Lemurians proved to be poor slaves, warlike and unable to learn civilized ways. We were forced to be harsh masters, and still they could not learn. For two thousand years we ruled over the Lemurians, and became the greatest civilization the world would ever know. And then that golden age came to a senseless and brutal end. We had come to view the Lemurians as subhuman; they never talked, and went about their tasks in a stupid trance. But without warning they turned on us, a mad bestial horde! We slew, and slew, and did not stop. But at last we were pulled down, our fabulous kingdom in ruins, and those who remained were hunted day and night by howling Lemurians. Only one in twenty emerged from that terrible slaughter.

Those of our ancestors who survived fled in two bodies. First many marched west, thousands formed around our few remaining armies, sweeping like a windblown grass fire to the western sea. There they met and crushed a race of snake men, and in time established the great empires of Acheron and Stygia. Our own fathers were of the second group, who fled south to live in exile among the Kambuljans. As the barbaric Lemurians began streaming slowly westward, we fought back into our homeland, armed with Kambuljan weapons, and defeated what Lemurians remained on the eastern coast. To our surprise, some of these proved to be civilized, and we allowed them to join our young kingdom.

Still there roamed the unregenerate Hyrkanians, as the Lemurians now called themselves, to our west, and we were forced to erect huge walls for protection. As the years rolled on, the Hyrkanians flowed ever westward, and we built more walls behind them, for they would raid unceasingly had we not.

Our time in Kambulja taught us the value of arcane lore, and now our wizards are indisputably the greatest in the world. We have built upon the Kambuljans' Secrets of the Scarlet Circle an impregnable defense of magic.

In recent years we have been racked by internal rivalries. This has slowed our expansion and allowed our neighboring Kambuljans to believe they can match us. This thou must change. Ours is the only true empire born to rule on this continent. Before our iron-shod armies and supreme wizards no kingdom may stand! Hear now my words, and I will report to thee in full on the present state of thy kingdom.

ROYAL TREASURY

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

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

Kusan of Kusan
The Iranistan Steppes of Southern Kozaki

POLITICS

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

Khitai can avoid the influence of Kambulja at a GOOD level.

Khitai has no formal allies.

Your kingdom of Khitai is bound in peace treaty with Kusan and may not invade provinces owned by them.

Your kingdom has assurances of peace from Kusan 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 Khitai is:

Name: Shaou La-Gu	ID: KHIT-CHA	Character Type: Priest
Age: prime of life	Status: Alive	Gender: Male
Present location: Paikang		Province of Birth: Paikang
		Assignment last turn: None

Shaou La-Gu is the Province Ruler of Paikang.

The ADJUTANT GENERAL of Khitai is:

Name: Shan Chi	ID: KHIT-ADJ	Character Type: General
Age: old	Status: Alive	Gender: Male
Present location: Paikang		Province of Birth: The Khitain Grasslands
		Assignment last turn: None

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

Name: Hsin La-Gu	ID: KHIT-1	Character Type: Noble
Age: prime of life	Status: Alive	Gender: Male
Present location: The Rolling Plains		Province of Birth: The Rolling Plains
		Assignment last turn: None
Personal Combat	: NONE	
Diplomacy	: POOR	
Rulership	: EXCELLENT	
Military Command	: EXCELLENT	
Heroism	: ADEQUATE	
Intrigue	: GOOD	
Magic	: POOR	

Hsin La-Gu is the Province Ruler of The Rolling Plains.
Hsin La-Gu may use the following spells: Curse.

Name: Ching Kuie	ID: KHIT-2	Character Type: Noble
Age: old	Status: Alive	Gender: Male
Present location: Paikang		Province of Birth: Chosan
		Assignment last turn: With the 1st Imperial Navy
Personal Combat	: GOOD	
Diplomacy	: ADEQUATE	
Rulership	: GOOD	
Military Command	: SUPERIOR	
Heroism	: NONE	
Intrigue	: ADEQUATE	
Magic	: NONE	

Ching Kuie is the Province Ruler of Chosan.

Name: Master Hsi Jong	ID: KHIT-3	Character Type: Noble
Age: youth	Status: Alive	Gender: Male
Present location: Ruo-Gen		Province of Birth: Ruo-Gen
		Assignment last turn: None

Personal Combat : POOR
Diplomacy : GOOD
Rulership : EXCELLENT
Military Command : NONE
Heroism : POOR
Intrigue : SUPERIOR
Magic : NONE

Master Hsi Jong is the Province Ruler of Ruo-Gen.

Name: Naun Luneng ID: KHIT-4 Character Type: Noble
Age: young adult Status: Alive Gender: Male Province of Birth: The Khitain Croplands
Present location: The Khitain Croplands Assignment last turn: None
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : EXCELLENT
Military Command : EXCELLENT
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Naun Luneng is the Province Ruler of The Khitain Croplands.

Name: Khinyang Hsiu ID: KHIT-5 Character Type: Noble
Age: young adult Status: Alive Gender: Female Province of Birth: Shu-Chen
Present location: Shu-Chen Assignment last turn: None
Personal Combat : POOR
Diplomacy : NONE
Rulership : SUPERIOR
Military Command : NONE
Heroism : GOOD
Intrigue : POOR
Magic : NONE

Khinyang Hsiu is the Province Ruler of Shu-Chen.

Name: Lord Chieng Lou-Dze ID: KHIT-6 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: Shu-Chen
Present location: Paikang Assignment last turn: With the 1st Imperial Navy
Personal Combat : NONE
Diplomacy : POOR
Rulership : GOOD
Military Command : ADEQUATE
Heroism : GOOD
Intrigue : NONE
Magic : NONE

Name: Ch'uan Yah ID: KHIT-7 Character Type: General
Age: old Status: Alive Gender: Male Province of Birth: The Great Desert
Present location: The Kambuljan Marches Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : POOR
Rulership : POOR
Military Command : SUPERIOR
Heroism : POOR
Intrigue : NONE
Magic : NONE

Name: Lord Kang Lou-Dze ID: KHIT-8 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: Ruo-Gen
Present location: The Kambuljan Marches Assignment last turn: None
Personal Combat : GOOD
Diplomacy : NONE
Rulership : SUPERIOR
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Lord Kang Lou-Dze is the Province Ruler of The Kambuljan Marches.

Name: Lou Jong ID: KHIT-9 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: The Rolling Plains
Present location: The Khitai Escarpment Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : NONE
Rulership : GOOD
Military Command : NONE
Heroism : NONE
Intrigue : NONE
Magic : NONE

Lou Jong is the Province Ruler of The Khitai Escarpment.

Name: Chisan Shaukhi ID: KHIT-10 Character Type: Priest
Age: prime of life Status: Alive Gender: Male Province of Birth: Chosan
Present location: Paikang Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : GOOD
Rulership : POOR
Military Command : POOR
Heroism : EXCELLENT
Intrigue : POOR
Magic : NONE

Name: Leng Jong ID: KHIT-11 Character Type: Priest
Age: ancient Status: Alive Gender: Male Province of Birth: Paikang
Present location: The Khitain Grasslands Assignment last turn: With the 4th Imperial Army
Personal Combat : NONE
Diplomacy : NONE
Rulership : ADEQUATE
Military Command : NONE
Heroism : GOOD
Intrigue : NONE
Magic : NONE

Name: Meiling Chi ID: KHIT-12 Character Type: Wizard
Age: young adult Status: Alive Gender: Male Province of Birth: Paikang
Present location: The Kambuljan Marches Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : NONE
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : SUPERIOR

Meiling Chi may use the following spells: Long Life (usable 9 times), Earth Demon, Far Sight, Magic Blast, Missile Shield and Curse.

Name: Lord Yo Lou-Dze ID: KHIT-13 Character Type: Wizard
Age: young adult Status: Alive Gender: Male Province of Birth: Ruo-Gen
Present location: Paikang Assignment last turn: None
Personal Combat : NONE
Diplomacy : GOOD
Rulership : GOOD
Military Command : NONE
Heroism : POOR
Intrigue : NONE
Magic : SUPERIOR

Lord Yo Lou-Dze is the current Monarch of Khitai.

Lord Yo Lou-Dze may use the following spells: Long Life (usable 8 times), Far Sight, Curse, Summon the Dead, Sunbane and Arcane Blasts.

Name: Master Kou Lou-Dze ID: KHIT-14 Character Type: Wizard
Age: ancient Status: Alive Gender: Male Province of Birth: Ruo-Gen
Present location: The Desert Marches Assignment last turn: With the 3rd Imperial Army
Personal Combat : POOR
Diplomacy : NONE
Rulership : POOR

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

Master Kou Lou-Dze may use the following spells: Phantom Warriors (usable 5 times), Fanaticism, Magic Blast and Curse.

Name: Chian Yah ID: KHIT-15 Character Type: Priest
Age: young adult Status: Alive Gender: Male Province of Birth: The Desert Marches
Present location: Paikang Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : GOOD
Magic : POOR

Chian Yah may use the following spells: Long Life (usable 2 times).

Name: Chan Shanukhi ID: KHIT-16 Character Type: Priest
Age: young adult Status: Alive Gender: Male Province of Birth: Ruo-Gen
Present location: The Desert Marches Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : POOR
Heroism : NONE
Intrigue : POOR
Magic : ADEQUATE

Chan Shanukhi may use the following spells: Fear and Sunbane.

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 11 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.

Khitain Swordsmen : Troop Type 1
Troop Category : HI - Heavy Infantry
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 2

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

Khitain Troops : Troop Type 2
Troop Category : MI - Medium Infantry
Missile Combat Ability : POOR
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Khitain Troops must make up a minimum of 30% and may not exceed a maximum of 50% of your total number of troops.
The cost to Train and outfit Khitain Troops is LOW.

Khitain Village Troops : Troop Type 3
Troop Category : LI - Light Infantry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : ADEQUATE
Morale : ADEQUATE
Movement Rate : 4

Khitain Village Troops 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 Khitain Village Troops is LOW.

Khitain Archers : **Troop Type 4**
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 3

Khitain Archers may not exceed a maximum of 20% of your total number of troops at any one time.
The cost to Train and outfit Khitain Archers is LOW.

Khitain Desert Horsemen : **Troop Type 5**
Troop Category : LCA - Light Cavalry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 6

Khitain Desert Horsemen may not exceed a maximum of 20% of your total number of troops at any one time.
Khitain Desert Horsemen are well adapted to combat in Desert and will fight in that terrain with increased ability.
The cost to Train and outfit Khitain Desert Horsemen is LOW.

Noble Warriors : **Troop Type 6**
Troop Category : MC - Medium Cavalry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 6

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

Kambuljan Renegades : **Troop Type 7**
Troop Category : LI - Light Infantry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Kambuljan Renegades may not exceed a maximum of 3% of your total number of troops at any one time.
Kambuljan Renegades are well adapted to combat in Forest and will fight in that terrain with increased ability.
Kambuljan Renegades cost no gold to raise but must be paid MODERATE wages each year.

Hyrkanian Mercenaries : **Troop Type 8**
Troop Category : MCA - Medium Cavalry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : GOOD
Morale : ADEQUATE
Movement Rate : 6

Hyrkanian Mercenaries may not exceed a maximum of 2% of your total number of troops at any one time.
Hyrkanian Mercenaries are well adapted to combat in Steppe and will fight in that terrain with increased ability.
Hyrkanian Mercenaries cost no gold to raise but must be paid HIGH wages each year.

Nigur Outcasts : **Troop Type 9**
Troop Category : LCA - Light Cavalry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : GOOD
Morale : ADEQUATE
Movement Rate : 6

Nigur Outcasts may not exceed a maximum of 2% of your total number of troops at any one time.
Nigur Outcasts are well adapted to combat in Tundra and will fight in that terrain with increased ability.
Nigur Outcasts cost no gold to raise but must be paid HIGH wages each year.

Wigur Vassal Tribes : **Troop Type 10**
Troop Category : LI - Light Infantry
Missile Combat Ability : GOOD
Melee Combat Ability : ADEQUATE
Morale : GOOD
Movement Rate : 4

Wigur Vassal Tribes may not exceed a maximum of 3% of your total number of troops at any one time.
Wigur Vassal Tribes are well adapted to combat in Desert and will fight in that terrain with increased ability.
Wigur Vassal Tribes cost no gold to raise but must be paid HIGH wages each year.

Khitain Warships : **Troop Type 11**

Troop Category : LNA - Light Sea Archer
 Missile Combat Ability : GOOD
 Melee Combat Ability : ADEQUATE
 Morale : GOOD
 Movement Rate : 4

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

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.

Paikang Province 79 Province Type: Coast

Is the Capital Province of Khitai and the seat of your national government.
 Is the location of the Imperial Harbor and the ship building yards of the kingdom.

Has large areas of forest - EXCELLENT chance to reach Forest terrain.
 Has several areas of open grassland - GOOD chance to reach Open terrain.
 Has a few scant areas of swamplands - POOR chance to reach Swamp terrain.
 Has a few scant areas of hills - POOR chance to reach Hill terrain.
 Is heavily fortified (Fort Class A) - SUPERIOR chance to reach Fortified terrain.

The people of Paikang currently have MODERATE loyalty to the throne.
 Approximately once every five years Paikang levys Khitain Swordsmen.
 The average wealth production in Paikang is EXCELLENT.

The 79th Provincial Army ID: PA-79 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Fine Mordant 9th Swordsmen	1	Disciple 17th Swordsmen	1	Death Troops	2
Mantle 43rd Troops	2				

Paikang has standing Province Defense Orders as follows:

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

Our 1st Imperial Navy is encamped in Paikang.

Shu-Chen Province 80 Province Type: Coast

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 few scant areas of swamplands - POOR chance to reach Swamp terrain.
 Is virtually bereft of running waters - POOR chance to reach River terrain.
 Is heavily fortified (Fort Class A) - SUPERIOR chance to reach Fortified terrain.

The people of Shu-Chen currently have MODERATE loyalty to the throne.
 Approximately once every five years Shu-Chen levys Khitain Troops.
 The average wealth production in Shu-Chen is EXCELLENT.

The 80th Provincial Army ID: PA-80 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Burning 8th Troops	2	Naun's Troops	2	Disciple 8th Troops	2
Mask 31st Swordsmen	1				

Shu-Chen has standing Province Defense Orders as follows:

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

Ruo-Gen**Province 81****Province Type: Coast**

Is dominated by areas of forest
 Has several areas of open grassland
 Has a few scant areas of swamplands
 Is virtually bereft of running waters
 Is heavily fortified (Fort Class A)

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

The people of Ruo-Gen currently have MODERATE loyalty to the throne.
 Approximately once every five years Ruo-Gen levys Khitain Troops.
 The average wealth production in Ruo-Gen is EXCELLENT.

The 81st Provincial Army**ID: PA-81****Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Mask 45th Troops	2	Diamond Troops	2	Special Troops	2
Raiding 9th Swordsmen	1				

Ruo-Gen has standing Province Defense Orders as follows:

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

Chosan**Province 82****Province Type: Coast**

Has some areas of hills
 Has several areas of forest
 Has several areas of open grassland
 Has some areas of swamplands
 Is heavily fortified (Fort Class A)

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

The people of Chosan currently have MODERATE loyalty to the throne.
 Approximately once every five years Chosan levys Khitain Troops.
 The average wealth production in Chosan is EXCELLENT.

The 82nd Provincial Army**ID: PA-82****Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Lord Yo's Ancient Troops	2	Guild 40th Troops	2	Stone 10th Troops	2
35th Troops	2				

Chosan has standing Province Defense Orders as follows:

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

The Rolling Plains**Province 83****Province Type: Land**

Has several areas of hills
 Has large areas of forest
 Has several areas of open grassland
 Has some areas of desert
 Is heavily fortified (Fort Class A)

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

The people of The Rolling Plains currently have MODERATE loyalty to the throne.
 Approximately once every five years The Rolling Plains levys Khitain Troops.
 The average wealth production in The Rolling Plains is EXCELLENT.

The 83rd Provincial Army**ID: PA-83****Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Wild 21st Troops	2	Faithful Argent 21st Troops	2	8th Black Toad Troops	2
Sentinel 38th Troops	2				

The Rolling Plains has standing Province Defense Orders as follows:

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

Our 5th Imperial Army is encamped in The Rolling Plains.

The Khitain Croplands**Province 84****Province Type: Land**

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

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

The people of The Khitain Croplands currently have MODERATE loyalty to the throne.
 Approximately once every seven years The Khitain Croplands levys Khitain Troops.
 The average wealth production in The Khitain Croplands is EXCELLENT.

The 84th Provincial Army**ID: PA-84****Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Hsan's 5th Troops	2	Blood 5th Troops	2	30th Troops	2
Bronze Eagle Troops	2	Cold 32nd Village Troops	3	Wild 22nd Village Troops	3

The Khitain Croplands has standing Province Defense Orders as follows:

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

The Khitain Grasslands**Province 85****Province Type: Land**

Has some areas of hills
 Is dominated by areas of open grassland
 Has a few scant areas of forest
 Has some areas of desert
 Is heavily fortified (Fort Class A)

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

The people of The Khitain Grasslands currently have MODERATE loyalty to the throne.
 Approximately once every five years The Khitain Grasslands levys Khitain Village Troops.
 The average wealth production in The Khitain Grasslands is GOOD.

The 85th Provincial Army**ID: PA-85****Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Yang's Village Troops	3	Indigo 21st Village Troops	3	Sin's 38th Village Troops	3
Elite 20th Village Troops	3				

The Khitain Grasslands has standing Province Defense Orders as follows:

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

Our 4th Imperial Army is encamped in The Khitain Grasslands.

The Great Highlands**Province 86****Province Type: Land**

Is dominated by areas of hills
 Has several areas of desert
 Has several areas of open grassland
 Has some areas of forest
 Is heavily fortified (Fort Class A)

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

The people of The Great Highlands currently have MODERATE loyalty to the throne.
 Approximately once every five years The Great Highlands levys Khitain Troops.
 The average wealth production in The Great Highlands is EXCELLENT.

The 86th Provincial Army**ID: PA-86****Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Ancient 16th Troops	2	Naun's 44th Green Troops	2	18th Village Troops	3
Scarlet Toad Village Troops	3				

The Great Highlands has standing Province Defense Orders as follows:

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

The Ancient Jungle Region**Province 87****Province Type: Land**

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

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

The people of The Ancient Jungle Region currently have LOW loyalty to the throne.
 Approximately once every five years The Ancient Jungle Region levys Khitain Village Troops.
 The average wealth production in The Ancient Jungle Region is GOOD.

The 87th Provincial Army**ID: PA-87****Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Pieh's High Village Troops	3	Special 6th Village Troops	3	Bond 13th Village Troops	3
Magenta Cold 34th Village Troops	3	Raiding Village Troops	3	Magenta Village Troops	3
Master Zang's Ancient Troops	2	Emerald Wolf Troops	2		

The Ancient Jungle Region has standing Province Defense Orders as follows:

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

The Great Desert**Province 88****Province Type: Land**

Is dominated by areas of desert
 Has some areas of forest
 Has a few scant areas of swamplands
 Has some areas of open grassland
 Is heavily fortified (Fort Class A)

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

The people of The Great Desert currently have MODERATE loyalty to the throne.
 Approximately once every five years The Great Desert levys Khitain Village Troops.
 The average wealth production in The Great Desert is GOOD.

The 88th Provincial Army**ID: PA-88****Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bond 39th Village Troops	3	Triumphant Village Troops	3	T'sin's Village Troops	3
45th Leopard Village Troops	3				

The Great Desert has standing Province Defense Orders as follows:

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

The Khitain Swamps**Province 89****Province Type: Coast**

Is dominated by areas of swamplands
 Has large areas of forest
 Has a few scant areas of open grassland
 Is home to an occasional running stream
 Has one remote fort (Fort Class B)

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

The people of The Khitain Swamps currently have MODERATE loyalty to the throne.
 Approximately once every five years The Khitain Swamps levys Khitain Archers.
 The average wealth production in The Khitain Swamps is GOOD.

The 89th Provincial Army**ID: PA-89****Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Ch'an's Khitain Archers	4	Swan's Khitain Archers	4	T'ow's Cold Village Troops	3
Oath 7th Village Troops	3				

The Khitain Swamps has standing Province Defense Orders as follows:

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

The Khitai Escarpment**Province 90****Province Type: Land**

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

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

The people of The Khitai Escarpment currently have MODERATE loyalty to the throne.
 Approximately once every five years The Khitai Escarpment levys Khitain Village Troops.
 The average wealth production in The Khitai Escarpment is ADEQUATE.

The 90th Provincial Army**ID: PA-90****Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
30th Ebon Village Troops	3	Sentinel 10th Village Troops	3	Proud 15th Village Troops	3
Stone 9th Village Troops	3	Ancient 22nd Village Troops	3	Yellow Village Troops	3
Mantle 1st Troops	2	White 37th Troops	2		

The Khitai Escarpment has standing Province Defense Orders as follows:

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

The Kambuljan Marches**Province 91****Province Type: Land**

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

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

The people of The Kambuljan Marches currently have MODERATE loyalty to the throne.
 Very infrequently The Kambuljan Marches levys Khitain Village Troops.
 The average wealth production in The Kambuljan Marches is ADEQUATE.

The 91st Provincial Army**ID: PA-91****Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Kiang's Village Troops	3	46th Special Village Troops	3	9th Village Troops	3
Fierce 42nd Village Troops	3	21st Ancient Village Troops	3	Savage Village Troops	3
Virmillion Troops	2	Elite 10th Troops	2		

The Kambuljan Marches has standing Province Defense Orders as follows:

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

Our 2nd Imperial Army is encamped in The Kambuljan Marches.

The Dense Jungles Region**Province 92****Province Type: Coast**

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

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

The people of The Dense Jungles Region currently have MODERATE loyalty to the throne.
 Approximately once every seven years The Dense Jungles Region levys Khitain Village Troops.
 The average wealth production in The Dense Jungles Region is ADEQUATE.

The 92nd Provincial Army**ID: PA-92****Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Ancient 19th Village Troops	3	Lord Leng's Mask Village Troops	3	Beryl Fox Village Troops	3
Slaying Village Troops	3				

The Dense Jungles Region has standing Province Defense Orders as follows:

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

The Desert Marches

Province 93

Province Type: Land

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

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

The people of The Desert Marches currently have LOW loyalty to the throne.
Approximately once every five years The Desert Marches levys Khitain Desert Horsemen.
The average wealth production in The Desert Marches is ADEQUATE.

The 93rd Provincial Army

ID: PA-93

Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Anshum's Desert Horsemen	5	Guild 21st Desert Horsemen	5	Mantle 50th Desert Horsemen	5
Ancient 25th Desert Horsemen	5	Tempest 19th Village Troops	3	Shock 28th Village Troops	3

The Desert Marches has standing Province Defense Orders as follows:

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

Our 3rd Imperial Army is encamped in The Desert Marches.

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 Navy

ID: IN-1

Total troops with Army: 2

Location: Paikang

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Burning 2nd Warships	11	Sentinel Warships	11		

The 2nd Imperial Army

ID: IA-2

Total troops with Army: 25

Location: The Kambuljan Marches

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Flaming Swordsmen	1	Venom Noble Warriors	6	Capital 21st Noble Warriors	6
Charging Noble Warriors	6	36th Indigo Tiger Noble Warriors	6	33rd Rat Noble Warriors	6
3rd Noble Warriors	6	Gold Noble Warriors	6	Regular 16th Noble Warriors	6
Ancient 17th Khitain Archers	4	Tryst Khitain Archers	4	Ko's Khitain Archers	4
Mordant 18th Khitain Archers	4	Last Seal Khitain Archers	4	Fierce Khitain Archers	4
Bond Khitain Archers	4	14th Khitain Archers	4	Tu'feng's 3rd Night Troops	2
Ancient 41st Troops	2	Mordant Troops	2	Pure Troops	2
Raiding 46th Troops	2	Regular 17th Troops	2	Mask 34th Troops	2
Chian's 33rd Ragged Troops	2				

The 3rd Imperial Army

ID: IA-3

Total troops with Army: 8

Location: The Desert Marches

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Death 29th Desert Horsemen	5	Shock 46th Desert Horsemen	5	Slaying 49th Desert Horsemen	5
First 13th Desert Horsemen	5	Chan's 23rd Sable Desert Horsemen	5	Cold Desert Horsemen	5
Singing Bear Noble Warriors	6	13th Ghoul Noble Warriors	6		

The 4th Imperial Army

ID: IA-4

Total troops with Army: 15

Location: The Khitain Grasslands

Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Shasan's Oath Swordsmen	1	Middle Desert Horsemen	5	36th Khitain Archers	4
Mask 18th Noble Warriors	6	Chou's Tempest Noble Warriors	6	Mask Noble Warriors	

First Noble Warriors	6	Brotherhood Troops	2	Royal 22nd Troops	2
Elite 11th Troops	2	Death 9th Troops	2	Macua's Beryl Village Troops	3
Maroon Eagle 28th Village Troops	3	Finest 49th Village Troops	3	Diamond 11th Village Troops	3

The 5th Imperial Army
Location: The Rolling Plains

ID: IA-5

Total troops with Army: 16

Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bravest Swordsmen	1	Wild Spider Noble Warriors	6	Ragged 48th Noble Warriors	6
Maroon 19th Noble Warriors	6	Shasan's Sentinel Noble Warriors	6	Damned Ghost Village Troops	3
Ancient Troops	2	Stone 49th Troops	2	Stone 6th Troops	2
Death 5th Troops	2	Singing Beaver Troops	2	Ho's 39th High Troops	2
16th Green Troops	2	Siam's Troops	2	Singing Troops	2
Elite 28th Troops	2				

Total Number of Troops : 142

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Khitain Swordsmen	1	7	5%	0%	10%
Khitain Troops	2	50	35%	30%	50%
Khitain Village Troops	3	43	30%	20%	50%
Khitain Archers	4	11	8%	0%	20%
Khitain Desert Horsemen	5	11	8%	0%	20%
Noble Warriors	6	18	13%	0%	30%
Kambuljan Renegades	7	0	0%	0%	3%
Hyrkanian Mercenaries	8	0	0%	0%	2%
Nigur Outcasts	9	0	0%	0%	2%
Wigur Vassal Tribes	10	0	0%	0%	3%
Khitain Warships	11	2	1%	0%	5%

IMPERIAL GOALS

Let me tell thee of the dreams of your sires and the dreams of their fathers before them. It is known, my Lord, that if only the following imperial goals can be achieved, a new age of glory and prosperity shall dawn upon the kingdom. Thus have the rulers of Khitai ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Khitai.

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

The Kambuljan Hills of Kambulja
The Loulan Plateau of The Cold Lands
The Wuhuan Desert of The Eastern Deserts

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

VICTORY CONDITIONS

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

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

You will make major progress towards victory by controlling:

The Kuigar Nomads Region (226) of The Kuigar Nomads.
The Wigur Nomads Region (245) of The Wigur Nomads.
The Colchian Mountains (274) of The Colchian Mountains.

THE HYBORIAN WAR COMMAND SHEET

Orders For Khitai

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: 79 80 81 82 83 84 85 86 87 88 89 90 91
92 93

I Command Shaou La-Gu KHIT-CHA to () _____ () _____ () _____ () _____
I Command Shan Chi KHIT-ADJ to () _____ () _____ () _____ () _____
I Command Hsin La-Gu KHIT-1 to () _____ () _____ () _____ () _____
I Command Ching Kuie KHIT-2 to () _____ () _____ () _____ () _____
(Currently with IN-1)
I Command Master Hsi Jong KHIT-3 to () _____ () _____ () _____ () _____
I Command Naun Luneng KHIT-4 to () _____ () _____ () _____ () _____
I Command Khinyang Hsiu KHIT-5 to () _____ () _____ () _____ () _____
I Command Lord Chieng Lou-Dze KHIT-6 to () _____ () _____ () _____ () _____
(Currently with IN-1)
I Command Ch'uan Yah KHIT-7 to () _____ () _____ () _____ () _____
(Currently with IA-2)
I Command Lord Kang Lou-Dze KHIT-8 to () _____ () _____ () _____ () _____
I Command Lou Jong KHIT-9 to () _____ () _____ () _____ () _____
I Command Chisan Shaukhi KHIT-10 to () _____ () _____ () _____ () _____
I Command Leng Jong KHIT-11 to () _____ () _____ () _____ () _____
(Currently with IA-4)
I Command Meiling Chi KHIT-12 to () _____ () _____ () _____ () _____
(Currently with IA-2)
I Command Lord Yo Lou-Dze KHIT-13 to () _____ () _____ () _____ () _____
I Command Master Kou Lou-Dze KHIT-14 to () _____ () _____ () _____ () _____
(Currently with IA-3)
I Command Chian Yah KHIT-15 to () _____ () _____ () _____ () _____
I Command Chan Shanukhi KHIT-16 to () _____ () _____ () _____ () _____

I Command 1st Imperial Navy in province 79 to (M)ove to (P)rovince () _____

I Command 2nd Imperial Army in province 91 to (M)ove to (P)rovince () _____

I Command 3rd Imperial Army in province 93 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (85)

I Declare () _____ (R)ule (P)rovince (86)

I Declare () _____ (R)ule (P)rovince (87)

I Declare () _____ (R)ule (P)rovince (88)

I Declare () _____ (R)ule (P)rovince (89)

I Declare () _____ (R)ule (P)rovince (92)

I Declare () _____ (R)ule (P)rovince (93)

I Declare () _____ () _____ () _____ () _____ () _____

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

