

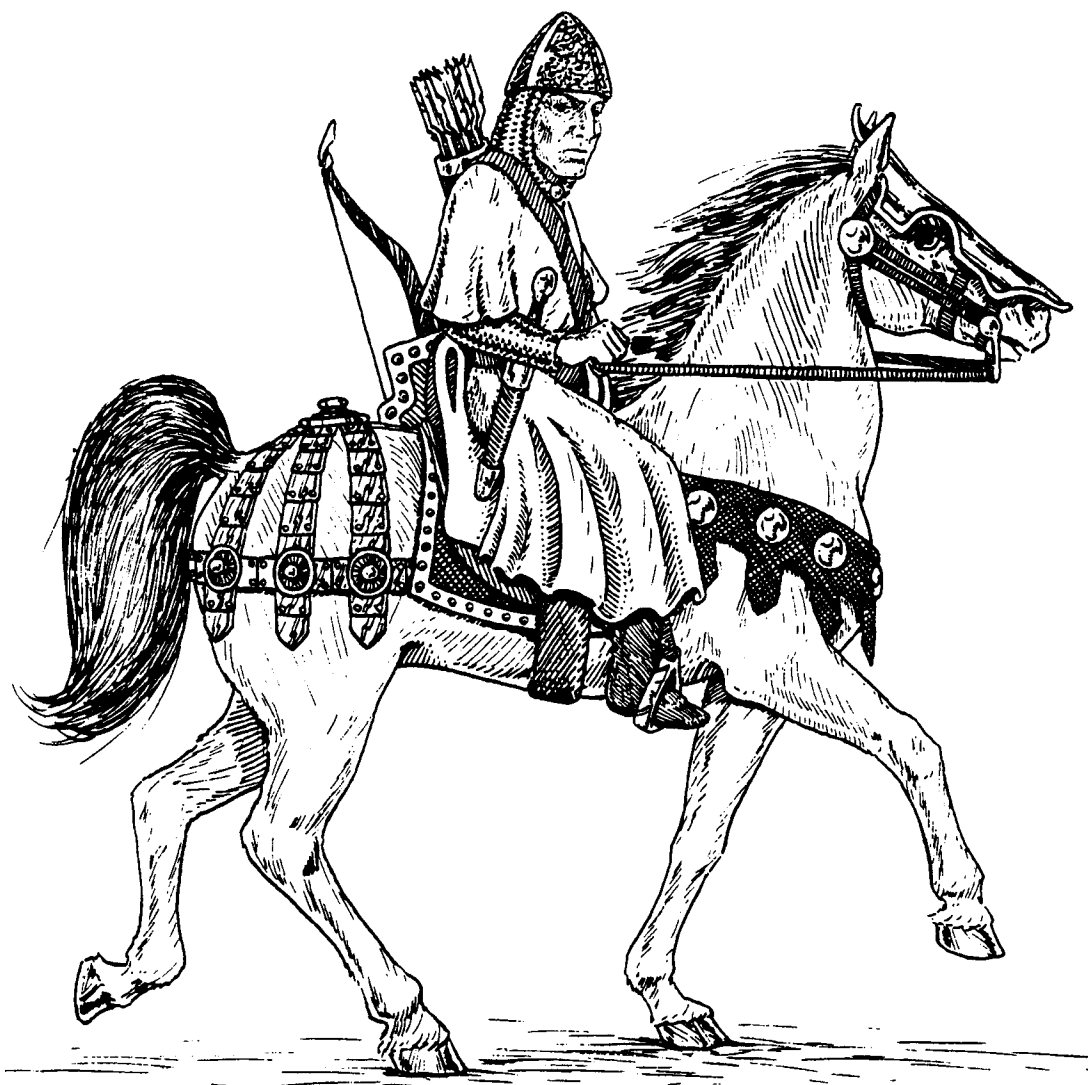
THE HYBORIAN WAR KINGDOM REPORT

FOR

KHORAJA

KINGDOM SIZE: SMALL

ABBREVIATION: RAJA



# Khoraja

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



Mountains



Forest



Steppe



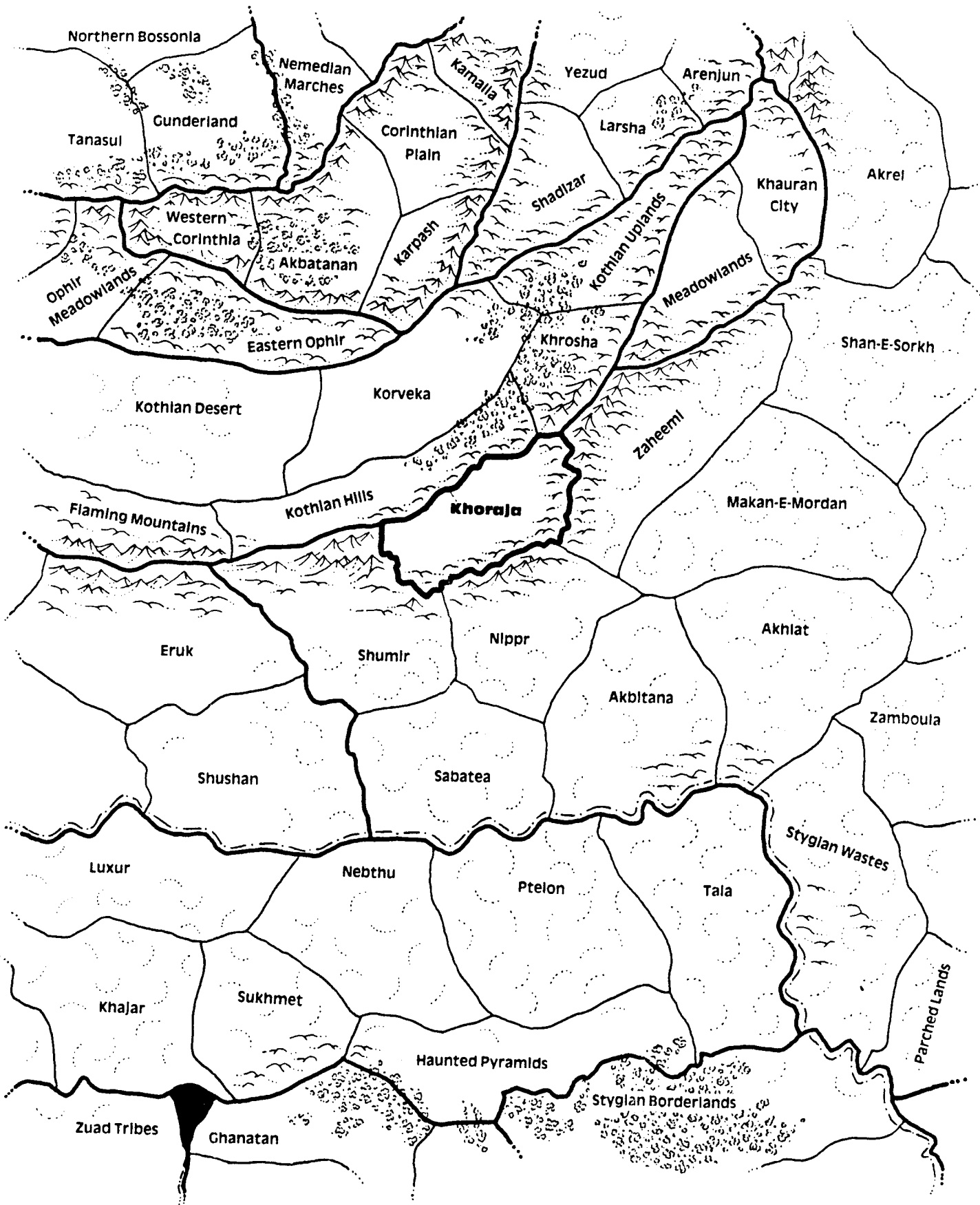
Hills



Desert



Swamp or Bog



# HYBORIAN™ WAR

## Kingdom report for Khoraja

Turn: 1

Winter Warseason

### NATIONAL HISTORY

Listen, my Lady, and I will tell thee of thy forefathers, thy kingdom, and thy heritage.

When the Hybori overthrew that evil of Acheron, they founded many kingdoms in its ruins. Our proud forebears began the Kothic empire. Perhaps among all the Hyborian people, the Kothic nature runs most toward adventure, as countless Kothic noblemen have wandered into the wilderness, never to return. Some actually succeeded in carving out empires to rule. Thy royal sires were such a group who traveled southeast. There they found a gentle people working a rich farmland, but ruled by Shemish men-at-arms. They defeated the Shemites and in time came to rule both farmers and Shemites, thus founding the tiny kingdom of Khoraja.

Koth waxed in power and might, and for a time Khoraja was but a province. The wealth of many trade routes from the south is channeled through her offices, however, and it was through wise manipulation of those that independence was restored for Khoraja. (Perhaps recent setbacks for Koth in western Shem might also have had some small effect).

Today Khoraja remains a rich kingdom, coveted as ever by Koth as well as the Shemites. It is easily defensible, however, ringed as it is by hills, and can afford to be not too well loved by its Shemite enemies of old. Remember always, royal sire, where thy power comes from, and forget not that it can only be maintained with the same diligence. Now listen, as I tell of the length and breadth of thy 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:

Zaheemi of The Desert Steppes  
Zamboula of Zamboula  
The Iranistan Steppes of Southern Kozaki  
The Ilbars Steppe of Southern Kozaki

### POLITICS

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

Khoraja can avoid the influence of The Eastern Shemish Nations at a GOOD level.

Khoraja stands in formal alliance with Khauran, and Koth.

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

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

Name: Wuhan Altaku ID: RAJA-CHA Character Type: Priest  
Age: old Status: Alive Gender: Male Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: None  
Wuhan Altaku is the Province Ruler of Khoraja.  
Wuhan Altaku may use the following spells: Long Life (usable 4 times), Bless and Prophecy.

### The ADJUTANT GENERAL of Khoraja is:

Name: Banaric Thespides ID: RAJA-ADJ Character Type: General  
Age: old Status: Alive Gender: Male Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: None

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

Name: Lady Khosala Thespides ID: RAJA-1 Character Type: Noble  
Age: young adult Status: Alive Gender: Female Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: None  
Personal Combat : NONE  
Diplomacy : GOOD  
Rulership : SUPERIOR  
Military Command : POOR  
Heroism : POOR  
Intrigue : NONE  
Magic : NONE

Lady Khosala Thespides is the current Monarch of Khoraja.

Name: Dern Thespides ID: RAJA-2 Character Type: General  
Age: youth Status: Alive Gender: Male Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: With the 1st Imperial Army  
Personal Combat : ADEQUATE  
Diplomacy : NONE  
Rulership : NONE  
Military Command : ADEQUATE  
Heroism : SUPERIOR  
Intrigue : POOR  
Magic : NONE

Name: Anshan Almivas ID: RAJA-3 Character Type: General  
Age: prime of life Status: Alive Gender: Male Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: With the 1st Imperial Army  
Personal Combat : GOOD  
Diplomacy : GOOD  
Rulership : NONE  
Military Command : SUPERIOR  
Heroism : GOOD  
Intrigue : GOOD  
Magic : NONE

Name: Voloso Aghaku ID: RAJA-4 Character Type: Hero  
Age: youth Status: Alive Gender: Male Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: With the 2nd Imperial Army  
Personal Combat : GOOD  
Diplomacy : ADEQUATE  
Rulership : GOOD  
Military Command : ADEQUATE  
Heroism : NONE  
Intrigue : NONE  
Magic : NONE

Name: Altai Almivas ID: RAJA-5 Character Type: Priest  
Age: old Status: Alive Gender: Female Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: None  
Personal Combat : NONE  
Diplomacy : SUPERIOR

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

Altai Almivas may use the following spells: Fanaticism.

Name: Ata Alkhaku ID: RAJA-6 Character Type: Priest  
Age: young adult Status: Alive Gender: Female Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : ADEQUATE  
Rulership : POOR  
Military Command : NONE  
Heroism : GOOD  
Intrigue : POOR  
Magic : POOR

Ata Alkhaku may use the following spells: Rains.

Name: Khacca Alkhaku ID: RAJA-7 Character Type: Priest  
Age: middle aged Status: Alive Gender: Male Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : EXCELLENT  
Rulership : GOOD  
Military Command : POOR  
Heroism : POOR  
Intrigue : ADEQUATE  
Magic : POOR

Khacca Alkhaku may use the following spells: Prophecy.

Name: Thebe Alkhaku ID: RAJA-8 Character Type: Priest  
Age: young adult Status: Alive Gender: Male Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : POOR  
Rulership : ADEQUATE  
Military Command : POOR  
Heroism : EXCELLENT  
Intrigue : NONE  
Magic : NONE

Name: Liktok Khanyria ID: RAJA-9 Character Type: Wizard  
Age: prime of life Status: Alive Gender: Male Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : NONE  
Rulership : GOOD  
Military Command : NONE  
Heroism : POOR  
Intrigue : POOR  
Magic : GOOD

Liktok Khanyria may use the following spells: Long Life (usable 6 times), Fire Wall and Prophecy.

Name: Banaric Fargora ID: RAJA-10 Character Type: Wizard  
Age: young adult Status: Alive Gender: Male Province of Birth: Khoraja  
Present location: Khoraja Assignment last turn: With the 2nd Imperial Army  
Personal Combat : NONE  
Diplomacy : NONE  
Rulership : NONE  
Military Command : NONE  
Heroism : POOR  
Intrigue : POOR  
Magic : ADEQUATE

Banaric Fargora may use the following spells: Black Death (usable 4 times) and Prophecy.

Name: Insk Altaku ID: RAJA-11 Character Type: Wizard  
 Age: middle aged Status: Alive Gender: Male Province of Birth: Khoraja  
 Present location: Khoraja Assignment last turn: None  
 Personal Combat : POOR  
 Diplomacy : NONE  
 Rulership : POOR  
 Military Command : NONE  
 Heroism : POOR  
 Intrigue : NONE  
 Magic : SUPERIOR

Insk Altaku may use the following spells: Reincarnate (usable 5 times), Fanaticism, Far Sight, Bless and Curse.

Name: Paxoi Shupras ID: RAJA-12 Character Type: Agent  
 Age: young adult Status: Alive Gender: Male Province of Birth: Khoraja  
 Present location: Khoraja Assignment last turn: None  
 Personal Combat : ADEQUATE  
 Diplomacy : ADEQUATE  
 Rulership : POOR  
 Military Command : POOR  
 Heroism : NONE  
 Intrigue : SUPERIOR  
 Magic : NONE

## TROOPS

Know, my Lady, that from old your people have been warriors. All told, there are 8 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.

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

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

**Mailed Lancers : Troop Type 2**  
 Troop Category : HC - Heavy Cavalry  
 Missile Combat Ability : NONE  
 Melee Combat Ability : EXCELLENT  
 Morale : GOOD  
 Movement Rate : 5

Mailed Lancers may not exceed a maximum of 15% of your total number of troops at any one time. The cost to Train and outfit Mailed Lancers is MODERATE.

**Young Knights : Troop Type 3**  
 Troop Category : MC - Medium Cavalry  
 Missile Combat Ability : ADEQUATE  
 Melee Combat Ability : GOOD  
 Morale : GOOD  
 Movement Rate : 6

Young Knights 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 Young Knights is MODERATE.

**Zaheemi Warriors : Troop Type 4**  
 Troop Category : MCA - Medium Cavalry Archer  
 Missile Combat Ability : EXCELLENT  
 Melee Combat Ability : ADEQUATE  
 Morale : GOOD  
 Movement Rate : 6

Zaheemi Warriors must make up a minimum of 20% and may not exceed a maximum of 35% of your total number of troops. Zaheemi Warriors are well adapted to combat in Hill and will fight in that terrain with increased ability.

The cost to Train and outfit Zaheemi Warriors is MODERATE.

**Zaheemi Tribesmen** : **Troop Type 5**  
Troop Category : LCA - Light Cavalry Archer  
Missile Combat Ability : EXCELLENT  
Melee Combat Ability : POOR  
Morale : GOOD  
Movement Rate : 7

Zaheemi Tribesmen may not exceed a maximum of 5% of your total number of troops at any one time.  
Zaheemi Tribesmen are well adapted to combat in Hill and will fight in that terrain with increased ability.  
The cost to Train and outfit Zaheemi Tribesmen is MODERATE.

**Free Nobles** : **Troop Type 6**  
Troop Category : MI - Medium Infantry  
Missile Combat Ability : NONE  
Melee Combat Ability : GOOD  
Morale : GOOD  
Movement Rate : 3

Free Nobles must make up a minimum of 15% and may not exceed a maximum of 30% of your total number of troops.  
The cost to Train and outfit Free Nobles is LOW.

**Village Archers** : **Troop Type 7**  
Troop Category : LIA - Light Infantry Archer  
Missile Combat Ability : GOOD  
Melee Combat Ability : POOR  
Morale : ADEQUATE  
Movement Rate : 4

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

**Mercenary Desert Nomads** : **Troop Type 8**  
Troop Category : LC - Light Cavalry  
Missile Combat Ability : GOOD  
Melee Combat Ability : GOOD  
Morale : GOOD  
Movement Rate : 6

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

## MERCENARY TROOPS

In addition do your Khorajan 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.

### **Khoraja** Province 94 Province Type: Land

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

Is dominated by areas of hills - SUPERIOR chance to reach Hill terrain.  
Rarely lifts a mountain peak into the sky - POOR chance to reach Mountainous terrain.  
Is dominated by areas of open grassland - SUPERIOR chance to reach Open terrain.  
Has a few scant areas of desert - POOR chance to reach Desert terrain.  
Is well fortified (Fort Class A) - EXCELLENT chance to reach Fortified terrain.

The people of Khoraja currently have MODERATE loyalty to the throne.  
Approximately once every three years Khoraja levys Zaheemi Warriors.  
The average wealth production in Khoraja is EXCELLENT.

#### **The 94th Provincial Army ID: PA-94 Total troops with Army: 2**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Indigo 9th Zaheemi Warriors	4	Brave 26th Mailed Nobles	1		

#### **Khoraja 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 Khoraja.  
Our 2nd Imperial Army is encamped in Khoraja.

## 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: Khoraja Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Invincible 33rd Mercenary Lancers	M2	Mercenary Desert Nomads	8	47th Village Archers	7
Diamond 28th Village Archers	7	Independant Serpent Free Nobles	6	Fine 25th Free Nobles	6
Slaying Zaheemi Tribesmen	5	Middle 13th Zaheemi Warriors	4	Khorajan Zaheemi Warriors	4
Udelas's Mailed Lancers	2				

#### **The 2nd Imperial Army ID: IA-2 Total troops with Army: 10** Location: Khoraja Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type



6th Blood Young Knights	3	Jade Mantis Young Knights	3	42nd Brave Young Knights	3
True Young Knights	3	8th Magenta Crow Young Knights	3	Maroon 11th Young Knights	3
Fiercest Crow Zaheemi Warriors	4	Independant Crow Zaheemi Warriors	4	Ruby Free Nobles	6
First Crimson 35th Free Nobles	6				

Total Number of Troops : 22  
Number of Standard Troops : 21  
Number of Unique Troops : 1

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Mailed Nobles	1	1	5%	0%	10%
Mailed Lancers	2	1	5%	0%	15%
Young Knights	3	6	29%	20%	40%
Zaheemi Warriors	4	5	24%	20%	35%
Zaheemi Tribesmen	5	1	5%	0%	5%
Free Nobles	6	4	19%	15%	30%
Village Archers	7	2	10%	5%	15%
Mercenary Desert Nomads	8	1		0 units	1 unit
Mercenary Troops	M1-M4	1	5%	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 Khoraja ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Khoraja.

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

Sabatea of The Eastern Shemish Nations  
Akbitana of The Eastern Shemish Nations  
Khoraja of Khoraja

If successful in achieving these goals, Khoraja 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 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.

# THE HYBORIAN WAR COMMAND SHEET

## Orders For Khoraja

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: 94

- I Command Wuhan Altaku RAJA-CHA to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Banaric Thespides RAJA-ADJ to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Lady Khosala Thespides RAJA-1 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Dern Thespides RAJA-2 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-1 )
- I Command Anshan Almivas RAJA-3 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-1 )
- I Command Voloso Aghaku RAJA-4 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-2 )
- I Command Altai Almivas RAJA-5 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Ata Alkhaku RAJA-6 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Khacca Alkhaku RAJA-7 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Thebe Alkhaku RAJA-8 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Liktok Khanyria RAJA-9 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Banaric Fargora RAJA-10 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-2 )
- I Command Insk Altaku RAJA-11 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Paxoi Shupras RAJA-12 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_

I Command 1st Imperial Army in province 94 to (M)ove to (P)rovince ( ) \_\_\_\_\_

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

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

