

THE HYBORIAN WAR KINGDOM REPORT

FOR

KOSALA

KINGDOM SIZE: MEDIUM

ABBREVIATION: KOSA



# Kosala

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



Mountains



Forest



Steppe



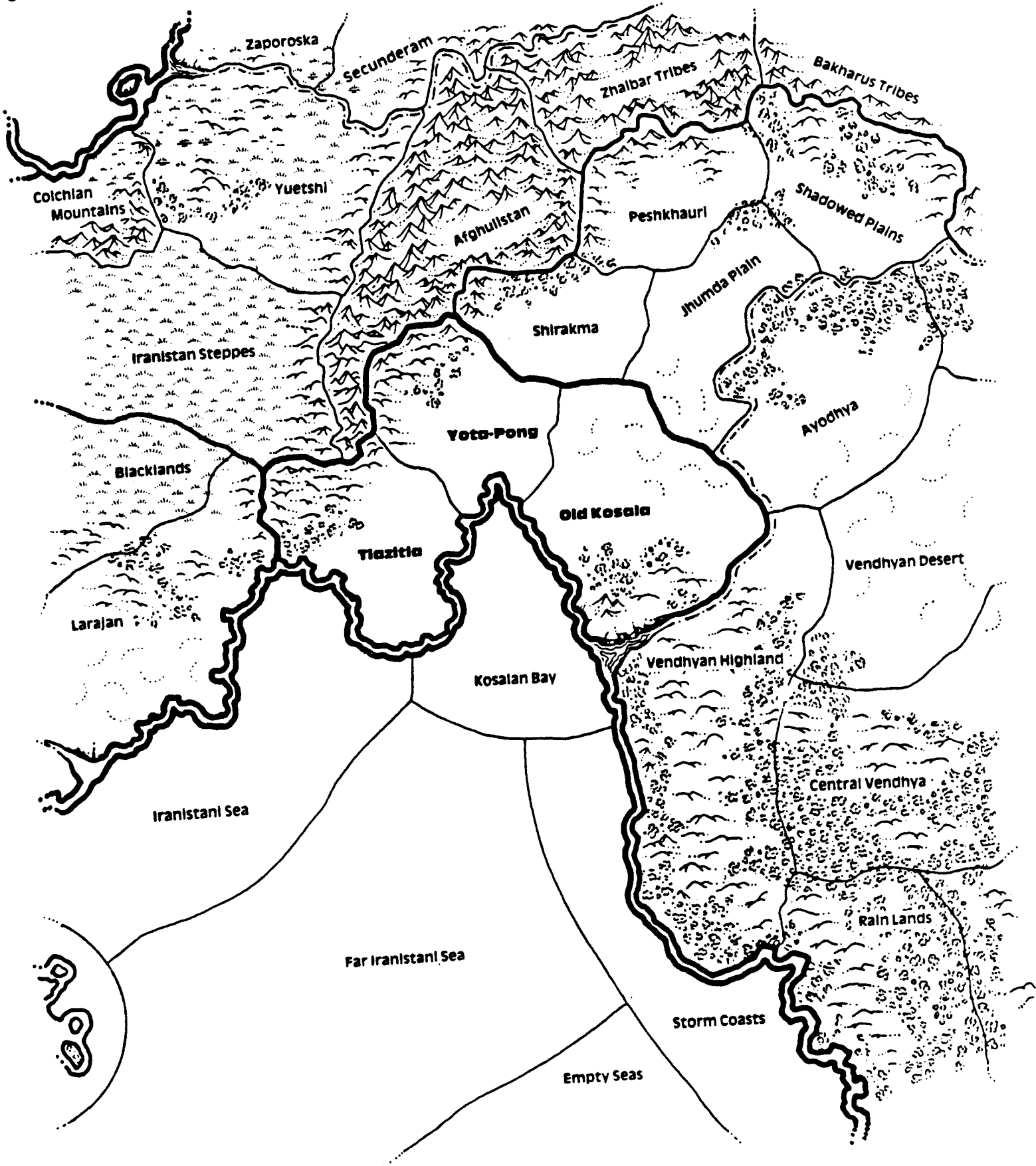
Hills



Desert



Swamp or Bog



# HYRKANIAN WAR

## Kingdom report for Kosala

Turn: 1

Winter Warseason

### NATIONAL HISTORY

Listen, O Lord of the noble blood, and thy heritage will unfold before thee. In the dawn of time, before the rise of Vendhya, when Anshan was but a mud-thatched village, and the Hyrkanians pitched their tents in the far east while warring with Khitai tirelessly, Kosala lived on the earth.

In that time we were a beautiful people, olive skinned, slender, and well-formed. In our youth we Kosalans were fierce and warlike, but centuries made us wiser, more relaxed, capable of enjoying life as man was meant to do. Then, still long ago, a brown people invaded from the south, crushing our high walls and burning our fair cities. Many fled west, into Tiazitia, and many more went farther, never to be seen again. But we stayed, and in time rose to dominance as the ruling caste of our now-hybrid people.

Years and years passed, and we fought against, then married with the Vendhyans; to the west Anshan of Iranistan grew to its current golden splendor, and the Hyrkanians migrated west, occasionally raiding our outposts. Our own two cultures have much intermarried, and today Kosalans, save for we rulers, are a large, handsome, golden-skinned race. We of the nobility remain as before. Many years ago we moved our capitol to Yota-Pong, and our seaport to the Kosalan Bay. Here and wherever Kosalans wander, we devoutly worship the god Yajur and dedicate all of our works to that name. Now listen as I reveal further the knowledge of the land.

### ROYAL TREASURY

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

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

Ayodhya of Vendhya  
The Blacklands of Iranistan

### POLITICS

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

Kosala can avoid the influence of Hyrkania at a **ADEQUATE** level.  
Kosala can avoid the influence of Afghulistan at a **GOOD** level.

Kosala stands in formal alliance with Vendhya.

Your kingdom of Kosala is bound in peace treaty with Iranistan, and Vendhya and may not invade provinces owned by them.

Your kingdom has assurances of peace from Vendhya 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 Kosala is:

Name: Tirup Yajora ID: KOSA-CHA Character Type: Priest  
Age: middle aged Status: Alive Gender: Male Province of Birth: Yota-Pong  
Present location: Yota-Pong Assignment last turn: None  
Tirup Yajora is the Province Ruler of Yota-Pong.  
Tirup Yajora may use the following spells: Dispel Magic and Mesmerism.

### The ADJUTANT GENERAL of Kosala is:

Name: High Lord Layan Matsya ID: KOSA-ADJ Character Type: General  
Age: middle aged Status: Alive Gender: Male Province of Birth: Old Kosala  
Present location: Yota-Pong Assignment last turn: None

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

Name: Lord Ekto Matsya ID: KOSA-1 Character Type: Noble  
Age: young adult Status: Alive Gender: Male Province of Birth: Tiazitia  
Present location: Yota-Pong Assignment last turn: None  
Personal Combat : ADEQUATE  
Diplomacy : NONE  
Rulership : SUPERIOR  
Military Command : POOR  
Heroism : GOOD  
Intrigue : ADEQUATE  
Magic : NONE

Lord Ekto Matsya is the current Monarch of Kosala.

Name: Amritar Matsya ID: KOSA-2 Character Type: Noble  
Age: youth Status: Alive Gender: Female Province of Birth: Yota-Pong  
Present location: Tiazitia Assignment last turn: With the 1st Imperial Army  
Personal Combat : POOR  
Diplomacy : POOR  
Rulership : ADEQUATE  
Military Command : ADEQUATE  
Heroism : POOR  
Intrigue : NONE  
Magic : ADEQUATE

Amritar Matsya may use the following spells: Diplomacy and Fanaticism.

Name: High Lord Pakhi Matsya ID: KOSA-3 Character Type: General  
Age: middle aged Status: Alive Gender: Male Province of Birth: Yota-Pong  
Present location: Yota-Pong Assignment last turn: With the 2nd Imperial Navy  
Personal Combat : POOR  
Diplomacy : ADEQUATE  
Rulership : NONE  
Military Command : GOOD  
Heroism : ADEQUATE  
Intrigue : NONE  
Magic : NONE

Name: Lazahbad Yata ID: KOSA-4 Character Type: Hero  
Age: young adult Status: Alive Gender: Male Province of Birth: Tiazitia  
Present location: Tiazitia Assignment last turn: None  
Personal Combat : SUPERIOR  
Diplomacy : ADEQUATE  
Rulership : GOOD  
Military Command : ADEQUATE  
Heroism : ADEQUATE  
Intrigue : POOR  
Magic : NONE

Lazahbad Yata is the Province Ruler of Tiazitia.

Name: Wazir Virata ID: KOSA-5 Character Type: Priest  
Age: young adult Status: Alive Gender: Male Province of Birth: Tiazitia  
Present location: Old Kosala Assignment last turn: None  
Personal Combat : SUPERIOR  
Diplomacy : GOOD

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

Name: Morodar Vedasa ID: KOSA-6 Character Type: Priest  
Age: middle aged Status: Alive Gender: Male Province of Birth: Old Kosala  
Present location: Old Kosala Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : SUPERIOR  
Rulership : GOOD  
Military Command : GOOD  
Heroism : POOR  
Intrigue : NONE  
Magic : POOR

Morodar Vedasa is the Province Ruler of Old Kosala.  
Morodar Vedasa may use the following spells: Rains.

Name: Tanabas Harata ID: KOSA-7 Character Type: Priest  
Age: youth Status: Alive Gender: Male Province of Birth: Yota-Pong  
Present location: Yota-Pong Assignment last turn: None  
Personal Combat : SUPERIOR  
Diplomacy : GOOD  
Rulership : SUPERIOR  
Military Command : NONE  
Heroism : NONE  
Intrigue : ADEQUATE  
Magic : ADEQUATE

Tanabas Harata may use the following spells: Dispel Magic and Prophecy.

Name: Kathpire Narava ID: KOSA-8 Character Type: Priest  
Age: ancient Status: Alive Gender: Male Province of Birth: Yota-Pong  
Present location: Tiazitia Assignment last turn: None  
Personal Combat : EXCELLENT  
Diplomacy : SUPERIOR  
Rulership : POOR  
Military Command : POOR  
Heroism : POOR  
Intrigue : POOR  
Magic : POOR

Kathpire Narava may use the following spells: Rains.

Name: Lord Kachan Matsya ID: KOSA-9 Character Type: Priest  
Age: old Status: Alive Gender: Male Province of Birth: Old Kosala  
Present location: Yota-Pong Assignment last turn: None  
Personal Combat : EXCELLENT  
Diplomacy : POOR  
Rulership : POOR  
Military Command : NONE  
Heroism : NONE  
Intrigue : NONE  
Magic : POOR

Lord Kachan Matsya may use the following spells: Prophecy.

Name: Chand Moro Vedasa ID: KOSA-10 Character Type: Priest  
Age: old Status: Alive Gender: Male Province of Birth: Yota-Pong  
Present location: Yota-Pong Assignment last turn: None  
Personal Combat : POOR  
Diplomacy : GOOD  
Rulership : GOOD  
Military Command : NONE  
Heroism : NONE  
Intrigue : GOOD  
Magic : EXCELLENT

Chand Moro Vedasa may use the following spells: Dispel Magic, Curse, Rains and Mesmerism.

Name: Sirhar Yata ID: KOSA-11 Character Type: Wizard  
 Age: middle aged Status: Alive Gender: Male Province of Birth: Tiazitia  
 Present location: Tiazitia Assignment last turn: With the 1st Imperial Army  
 Personal Combat : POOR  
 Diplomacy : NONE  
 Rulership : NONE  
 Military Command : NONE  
 Heroism : NONE  
 Intrigue : POOR  
 Magic : GOOD

Sirhar Yata may use the following spells: Long Life (usable 4 times), Fear and Mesmerism.

Name: Dargil Kosasura ID: KOSA-12 Character Type: Wizard  
 Age: old Status: Alive Gender: Male Province of Birth: Old Kosala  
 Present location: Tiazitia Assignment last turn: With the 1st Imperial Army  
 Personal Combat : NONE  
 Diplomacy : EXCELLENT  
 Rulership : POOR  
 Military Command : NONE  
 Heroism : NONE  
 Intrigue : POOR  
 Magic : GOOD

Dargil Kosasura may use the following spells: Fire Wall, Force March and Mesmerism.

Name: Bhaure Vati ID: KOSA-13 Character Type: Agent  
 Age: prime of life Status: Alive Gender: Male Province of Birth: Yota-Pong  
 Present location: Old Kosala Assignment last turn: None  
 Personal Combat : SUPERIOR  
 Diplomacy : ADEQUATE  
 Rulership : POOR  
 Military Command : NONE  
 Heroism : NONE  
 Intrigue : POOR  
 Magic : NONE

## TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 6 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.

**Kosalan Converts** : Troop Type 1  
 Troop Category : LI - Light Infantry  
 Missile Combat Ability : GOOD  
 Melee Combat Ability : GOOD  
 Morale : EXCELLENT  
 Movement Rate : 3

Kosalan Converts must make up a minimum of 10% and may not exceed a maximum of 20% of your total number of troops. The cost to Train and outfit Kosalan Converts is MODERATE.

**Kosalan Levies** : Troop Type 2  
 Troop Category : MI - Medium Infantry  
 Missile Combat Ability : NONE  
 Melee Combat Ability : GOOD  
 Morale : ADEQUATE  
 Movement Rate : 3

Kosalan Levies must make up a minimum of 20% and may not exceed a maximum of 60% of your total number of troops. The cost to Train and outfit Kosalan Levies is LOW.

**Kosalan Archers** : Troop Type 3  
 Troop Category : LIA - Light Infantry Archer  
 Missile Combat Ability : GOOD  
 Melee Combat Ability : POOR

Morale : GOOD  
 Movement Rate : 4

Kosalan 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 Kosalan Archers is LOW.

**Kosalan Horsemen : Troop Type 4**  
 Troop Category : MC - Medium Cavalry  
 Missile Combat Ability : ADEQUATE  
 Melee Combat Ability : GOOD  
 Morale : GOOD  
 Movement Rate : 6

Kosalan Horsemen 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 Kosalan Horsemen is MODERATE.

**Whips of Yajur : Troop Type 5**  
 Troop Category : LC - Light Cavalry  
 Missile Combat Ability : EXCELLENT  
 Melee Combat Ability : GOOD  
 Morale : EXCELLENT  
 Movement Rate : 6

Whips of Yajur must make up a minimum of 10% and may not exceed a maximum of 20% of your total number of troops.  
 The cost to Train and outfit Whips of Yajur is MODERATE.

**Kosalan Naval Galleons : Troop Type 6**  
 Troop Category : LN - Light Sea  
 Missile Combat Ability : POOR  
 Melee Combat Ability : GOOD  
 Morale : GOOD  
 Movement Rate : 4

Kosalan Naval Galleons may not exceed a maximum of 5% of your total number of troops at any one time.  
 The cost to Train and outfit Kosalan Naval Galleons 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 manuver 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.

### Yota-Pong

Province 95

Province Type: Coast

Is the Capital Province of Kosala 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 open grassland - EXCELLENT chance to reach Open terrain.  
 Has some areas of forest - ADEQUATE chance to reach Forest terrain.  
 Has some areas of hills - ADEQUATE chance to reach Hill terrain.  
 Rarely lifts a mountain peak into the sky - POOR chance to reach Mountainous terrain.  
 Is heavily fortified (Fort Class A) - SUPERIOR chance to reach Fortified terrain.

The people of Yota-Pong currently have MODERATE loyalty to the throne.  
 Approximately once every five years Yota-Pong levys Kosalan Converts.  
 The average wealth production in Yota-Pong is EXCELLENT.

Yota-Pong is a center for trade. A single foreign Trade Route runs through this province.

### The 95th Provincial Army

ID: PA-95

Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
18th Brown Converts	1	45th Converts	1	Katan's Converts	1
8th Bravest Levies	2	41st Levies	2	Simla's Levies	2
26th Whips of Yajur	5	Bhitin's Olive Whips of Yajur	5		

Yota-Pong has standing Province Defense Orders as follows:

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

Our 2nd Imperial Navy is encamped in Yota-Pong.

## Old Kosala

Province 96

Province Type: Coast

Has large areas of open grassland  
Has several areas of desert  
Has some areas of hills  
Is cut by large river tributaries  
Has some areas of forest

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

The people of Old Kosala currently have LOW loyalty to the throne.  
Approximately once every five years Old Kosala levys Kosalan Levies.  
The average wealth production in Old Kosala is EXCELLENT.

### The 96th Provincial Army

ID: PA-96

Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
37th Levies	2	Bhitin's Argent Levies	2	Noronda's Own Levies	2
Bond 5th Converts	1				

### Old Kosala has standing Province Defense Orders as follows:

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

## Tiazitia

Province 97

Province Type: Coast

Is dominated by areas of open grassland  
Has some areas of forest  
Has some areas of hills  
Rarely lifts a mountain peak into the sky  
Is well fortified (Fort Class B)

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

The people of Tiazitia currently have MODERATE loyalty to the throne.  
Approximately once every five years Tiazitia levys Kosalan Levies.  
The average wealth production in Tiazitia is EXCELLENT.

### The 97th Provincial Army

ID: PA-97

Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Pirewara's Levies	2	Ruby Brotherhood 13th Levies	2	Magaur's 35th Alert Levies	2
Shining Dragon Converts	1	Bhitin's Horsemen	4	Rhana's Personal Flaming Horsemen	4
Magha's Own Horsemen	4	11th Horsemen	4		

### Tiazitia 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 Tiazitia.

## 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: Tiazitia

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Saha's 38th Yajurs Levies	2	Noronda's 35th Yajurs Levies	2	42nd Hawk Levies	2
9th Gold Ghost Levies	2	43rd Yajurs Archers	3	Igarh's Archers	3
2nd Brave Mantis Archers	3	25th Ebon Archers	3	27th Yajurs Archers	3
31st Archers	3	4th Last Horsemen	4	36th Mask Horsemen	4
Indigo Death 24th Whips of Yajur	5	3rd Disciple Whips of Yajur	5	Royal Whips of Yajur	5



**The 2nd Imperial Navy**  
Location: Yota-Pong

ID: IN-2

**Total troops with Army: 1**  
Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Tolzar's Naval Galleons	6				

Total Number of Troops : 36

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Kosalan Converts	1	5	14%	10%	20%
Kosalan Levies	2	13	36%	20%	60%
Kosalan Archers	3	6	17%	10%	30%
Kosalan Horsemen	4	6	17%	10%	30%
Whips of Yajur	5	5	14%	10%	20%
Kosalan Naval Galleons	6	1	3%	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 Kosala ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Kosala.

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

Yuetshi of Southern Kozaki  
Shirakma of Vendhya

If successful in achieving these goals, Kosala 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 Kosala

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: 95 96 97

- I Command Tirup Yajora KOSA-CHA to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command High Lord Layan Matsya KOSA-ADJ to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Lord Ekto Matsya KOSA-1 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Amritar Matsya KOSA-2 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-1 )
- I Command High Lord Pakhi Matsya KOSA-3 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IN-2 )
- I Command Lazahbad Yata KOSA-4 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Wazir Virata KOSA-5 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Morodar Vedasa KOSA-6 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Tanabas Harata KOSA-7 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Kathpire Narava KOSA-8 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Lord Kachan Matsya KOSA-9 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Chand Moro Vedasa KOSA-10 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Sirhar Yata KOSA-11 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-1 )
- I Command Dargil Kosasura KOSA-12 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-1 )
- I Command Bhaure Vati KOSA-13 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_

I Command 1st Imperial Army in province 97 to (M)ove to (P)rovince ( ) \_\_\_\_\_

I Command 2nd Imperial Navy in province 95 to (M)ove to (P)rovince ( ) \_\_\_\_\_

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

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

