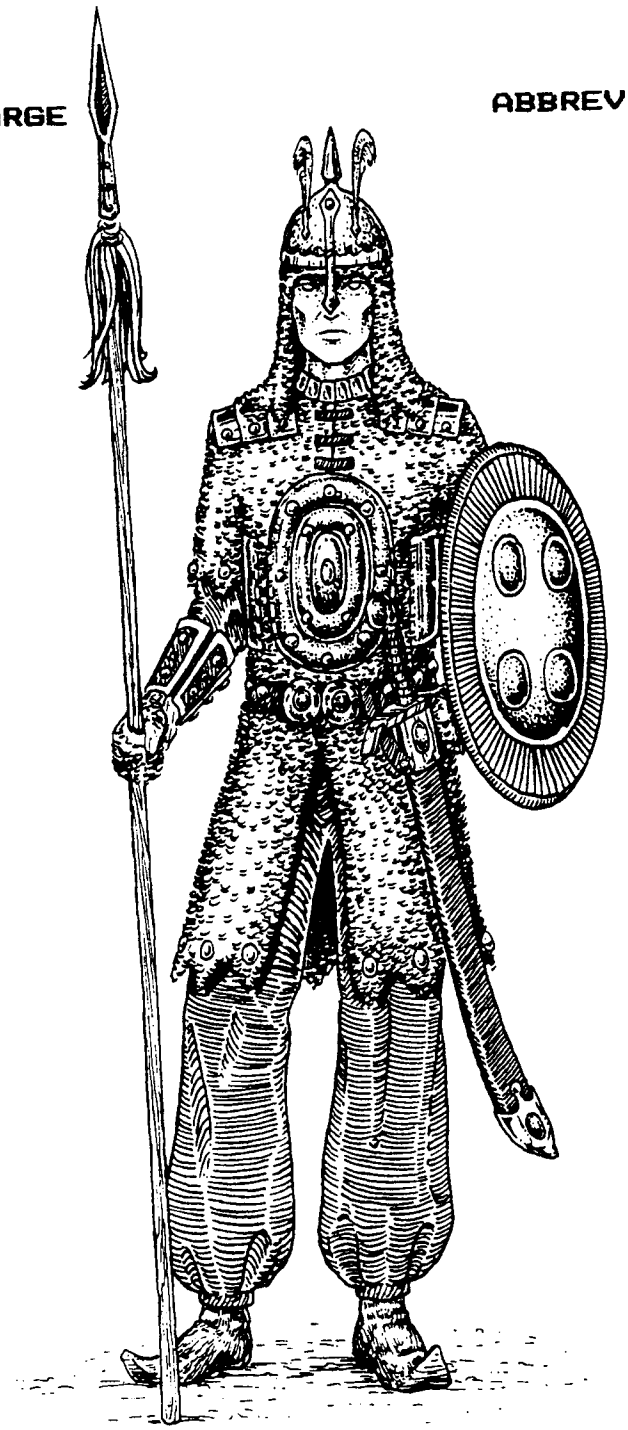
THE HYBORIAN WAR KINGDOM REPORT

FOR

KOTH

KINGDOM SIZE: LARGE

ABBREVIATION: KOTH



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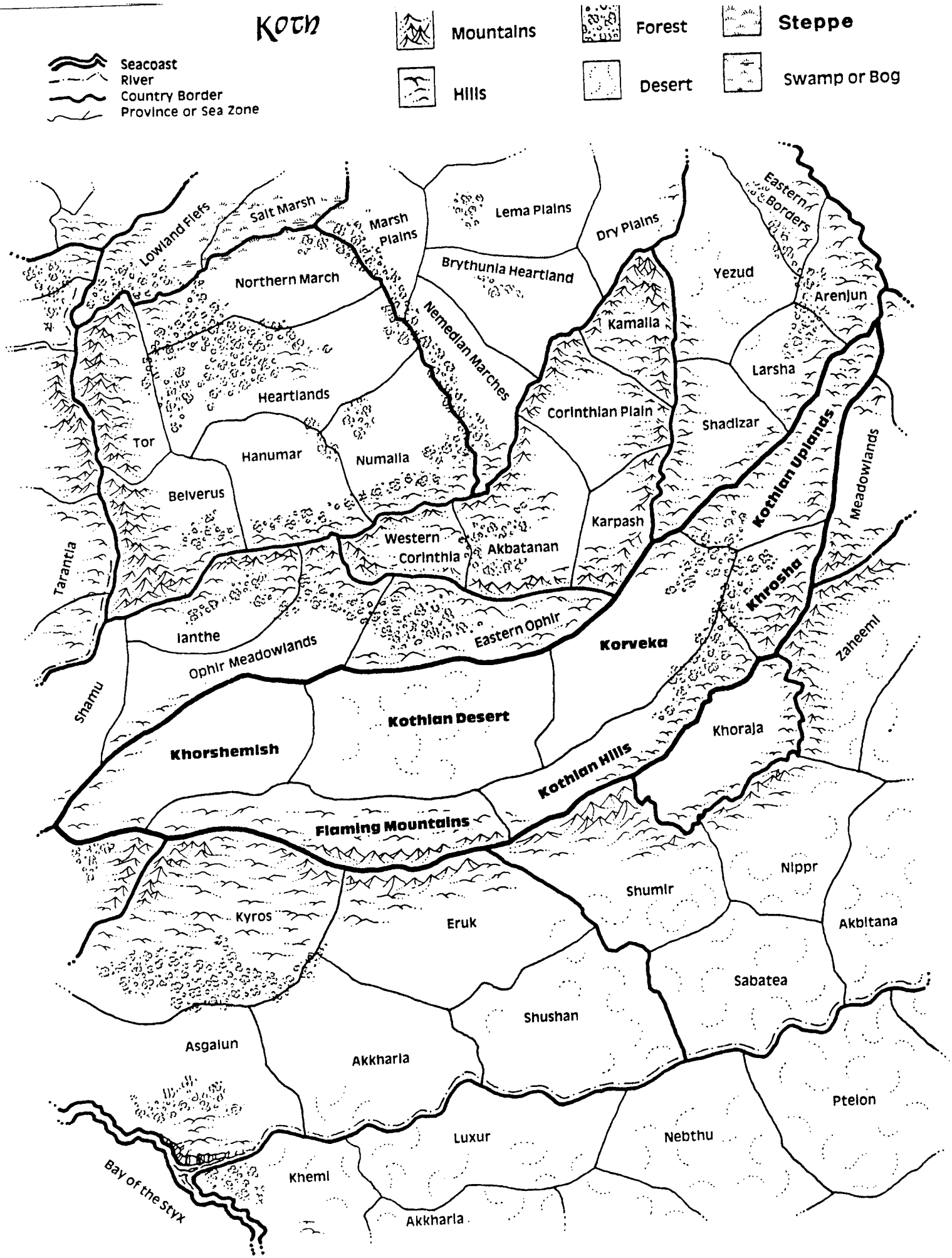
Koth
Seacoast
River
Country Border
Province or Sea Zone
Mountains
Hills
Forest
Desert
Steppe
Swamp or Bog
Lowland Fiefs
Salt Marsh
Marsh Plains
Lema Plains
Dry Plains
Eastern Borders
Northern March
Brythunia Heartland
Yezud
Arenjun
Nemedian Marches
Kamalla
Larsha
Heartlands
Corinthian Plain
Shadizar
Kothian Uplands
Meadowlands
Tor
Hanumar
Numalla
Belverus
Karpash
Tarantia
Western Corinthia
Akbatanan
Khrosha
Ianthe
Eastern Ophir
Ophir Meadowlands
Korveka
Zaheemi
Shamu
Kothian Desert
Khoraja
Khorshemish
Kothian Hills
Flaming Mountains
Nippr
Shumir
Kyros
Eruk
Akbitana
Sabatea
Shushan
Asgalun
Akkharla
Ptelon
Luxur
Nebthu
Bay of the Styx
Khemi
Akkharla

HYBORIAN WAR™

Kingdom report for Koth

Turn: 1 Winter Warseason

NATIONAL HISTORY

Hear me, my Lord, as I speak of thy heritage, and the history of thy people. Koth was carved from out of that evil empire of Acheron, many thousands of years ago.

Yea, many Hyborian swords cut down the arcane might of Acheron, and upon the very heels of her defeat, vassal states of Argos, Ophir, Corinthia, and Koth (then little more than a Korshemish province) revolted. Nemedia and Aquilonia were made Hyborian kingdoms, and Argos fell to Hyborian conquerors soon after. But Ophir, Corinthia, and Koth remained independent for hundreds of years, peopled by a mixed raced of Acheronian and Valusian descent. This was a curious time in our history. Finally, however, our Hyborian ancestors surged across these very borders, crushed the remaining vassal states, and threw down the last vestiges of Acheron evil!

Those surviving were put to rebuilding their broken cities; our hot-blooded grandsires had learned to appreciate the rude cities and luxuries afforded by their Hyborian kin in Nemedia and Aquilonia during their forced transmigration. The rebuilding was swift, outpacing even the northern neighbors so recently fled, and Koth as a result has been called by some the first true Hyborian kingdom established. Our people swept east to the Kothian uplands, then in a red tide south into the Shemish lands to drive the accursed Stygians south even of the vile river Styx. The Shemite states grew so in power and arrogance under our protection that we were forced in time to abandon our garrisons and march north of the Kothian hills.

Khoraja and Khauran remain independent Kothic states, valuable as trading partners but untrustworthy always, and bothersome in time of Kothic expansion.

Ours is an august tradition, foremost among our peers and beneficient to our inferiors, sometimes to a fault. But always we remain the pride of the Hyborian southern world! Now hearken and learn the length and breadth of thy land.

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:

Ianthe of Ophir
Messantia of Argos
The Ilbars Steppe of Southern Kozaki

POLITICS

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

Koth can avoid the influence of Aquilonia at a ADEQUATE level.
Koth can avoid the influence of Shem at a ADEQUATE level.

Koth stands in formal alliance with Khauran, and Khoraja.

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

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

Name: Sarventos Sabaninus ID: KOTH-CHA Character Type: Priest
Age: young adult Status: Alive Gender: Male Province of Birth: Khorshemish
Present location: Khorshemish Assignment last turn: None
Sarventos Sabaninus is the Province Ruler of Khorshemish.
Sarventos Sabaninus may use the following spells: Rains.

The ADJUTANT GENERAL of Koth is:

Name: Lord Antonn Strabonus ID: KOTH-ADJ Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: Khrosha
Present location: Khorshemish Assignment last turn: None

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

Name: Count Anturn Strabonus ID: KOTH-1 Character Type: Noble
Age: prime of life Status: Alive Gender: Male Province of Birth: The Kothian Uplands
Present location: Khorshemish Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : ADEQUATE
Magic : NONE

Count Anturn Strabonus is the current Monarch of Koth.

Name: Kaladales Ben Zuan ID: KOTH-2 Character Type: Noble
Age: prime of life Status: Alive Gender: Male Province of Birth: The Kothian Desert
Present location: The Kothian Desert Assignment last turn: None
Personal Combat : POOR
Diplomacy : GOOD
Rulership : EXCELLENT
Military Command : SUPERIOR
Heroism : POOR
Intrigue : POOR
Magic : NONE

Kaladales Ben Zuan is the Province Ruler of The Kothian Desert.

Name: Khanus Kastorina ID: KOTH-3 Character Type: Noble
Age: prime of life Status: Alive Gender: Male Province of Birth: The Kothian Uplands
Present location: The Kothian Uplands Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : ADEQUATE
Rulership : ADEQUATE
Military Command : EXCELLENT
Heroism : POOR
Intrigue : GOOD
Magic : NONE

Khanus Kastorina is the Province Ruler of The Kothian Uplands.

Name: Prince Speloso Strabonus ID: KOTH-4 Character Type: Noble
Age: young adult Status: Alive Gender: Male Province of Birth: Khorshemish
Present location: The Kothian Hills Assignment last turn: None
Personal Combat : NONE
Diplomacy : NONE
Rulership : SUPERIOR
Military Command : GOOD

Heroism : POOR
Intrigue : GOOD
Magic : NONE

Prince Speloso Strabonus is the Province Ruler of The Kothian Hills.

Name: Thaburzo Otalieto ID: KOTH-5 Character Type: Noble
Age: old Status: Alive Gender: Male Province of Birth: Khrosha
Present location: Khrosha Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : SUPERIOR
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : GOOD
Magic : NONE

Thaburzo Otalieto is the Province Ruler of Khrosha.

Name: Apallos Sabaninus ID: KOTH-6 Character Type: General
Age: old Status: Alive Gender: Male Province of Birth: The Kothian Hills
Present location: The Flaming Mountains Assignment last turn: With the 2nd Imperial Army
Personal Combat : GOOD
Diplomacy : EXCELLENT
Rulership : NONE
Military Command : SUPERIOR
Heroism : GOOD
Intrigue : POOR
Magic : NONE

Name: Golfsero Dimida ID: KOTH-7 Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: The Kothian Hills
Present location: The Flaming Mountains Assignment last turn: With the 2nd Imperial Army
Personal Combat : ADEQUATE
Diplomacy : ADEQUATE
Rulership : ADEQUATE
Military Command : GOOD
Heroism : EXCELLENT
Intrigue : POOR
Magic : NONE

Name: Bagultan Sabaninus ID: KOTH-8 Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: The Flaming Mountains
Present location: The Flaming Mountains Assignment last turn: None
Personal Combat : POOR
Diplomacy : NONE
Rulership : GOOD
Military Command : EXCELLENT
Heroism : GOOD
Intrigue : POOR
Magic : NONE

Bagultan Sabaninus is the Province Ruler of The Flaming Mountains.

Name: Lord Anconto Strabonus ID: KOTH-9 Character Type: Hero
Age: ancient Status: Alive Gender: Male Province of Birth: The Kothian Uplands
Present location: Korveka Assignment last turn: With the 1st Imperial Army
Personal Combat : SUPERIOR
Diplomacy : NONE
Rulership : POOR
Military Command : NONE
Heroism : SUPERIOR
Intrigue : NONE
Magic : POOR

Lord Anconto Strabonus may use the following spells: Force March.

Name: Kerend Ben Zuan ID: KOTH-10 Character Type: Hero
Age: old Status: Alive Gender: Male Province of Birth: Khorshemish
Present location: Khorshemish Assignment last turn: None

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

Name: Valilado Sabaninus ID: KOTH-11 Character Type: Hero
Age: old Status: Alive Gender: Male Province of Birth: Korveka
Present location: Korveka Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : NONE
Rulership : GOOD
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : POOR
Magic : POOR

Valilado Sabaninus is the Province Ruler of Korveka.
Valilado Sabaninus may use the following spells: Fanaticism.

Name: Anthos Sabaninus ID: KOTH-12 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: Korveka
Present location: Korveka Assignment last turn: With the 1st Imperial Army
Personal Combat : POOR
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : EXCELLENT
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Name: Christo Thosos ID: KOTH-13 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: Khrosha
Present location: Khorshemish Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : NONE
Rulership : ADEQUATE
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : EXCELLENT

Christo Thosos may use the following spells: Long Life (usable 6 times), Diplomacy, Far Sight and Arcane Blasts.

Name: Solanika Otalieto ID: KOTH-14 Character Type: Wizard
Age: old Status: Alive Gender: Female Province of Birth: The Kothian Desert
Present location: The Kothian Desert Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : POOR
Rulership : GOOD
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : POOR

Solanika Otalieto may use the following spells: Far Sight.

Name: Bolgodo Tyra ID: KOTH-15 Character Type: Wizard
Age: young adult Status: Alive Gender: Male Province of Birth: The Flaming Mountains
Present location: Khorshemish Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : NONE
Heroism : ADEQUATE
Intrigue : POOR
Magic : ADEQUATE

Bolgodo Tyra may use the following spells: Bless and Strength.

Name: Sulakirlos Thosos ID: KOTH-16 Character Type: Agent
Age: youth Status: Alive Gender: Male Province of Birth: Khrosha
Present location: The Kothian Hills Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : GOOD
Magic : NONE

Name: Ninevah Dimida ID: KOTH-17 Character Type: Agent
Age: young adult Status: Alive Gender: Male Province of Birth: Khrosha
Present location: The Flaming Mountains Assignment last turn: With the 2nd Imperial Army
Personal Combat : POOR
Diplomacy : POOR
Rulership : SUPERIOR
Military Command : ADEQUATE
Heroism : NONE
Intrigue : POOR
Magic : POOR

Ninevah Dimida may use the following spells: Fanaticism.

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 5 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.

Kothic Royal Cavalry : Troop Type 1

Troop Category : HC - Heavy Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 5

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

Kothic Archers : Troop Type 2

Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : SUPERIOR
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 4

Kothic Archers must make up a minimum of 40% and may not exceed a maximum of 60% of your total number of troops.
The cost to Train and outfit Kothic Archers is MODERATE.

Kothic Spears : Troop Type 3

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

Kothic Spears must make up a minimum of 40% and may not exceed a maximum of 50% of your total number of troops.
The cost to Train and outfit Kothic Spears is LOW.

Kothic War Chariots : Troop Type 4

Troop Category : HCH - Heavy Chariots
Missile Combat Ability : GOOD
Melee Combat Ability : EXCELLENT
Morale : GOOD
Movement Rate : 4

Kothic War Chariots may not exceed a maximum of 10% of your total number of troops at any one time.

The cost to Train and outfit Kothic War Chariots is HIGH.

Desert Mercenaries	**: Troop Type 5**
Troop Category	: LC - Light Cavalry
Missile Combat Ability	: GOOD
Melee Combat Ability	: GOOD
Morale	: GOOD
Movement Rate	: 6

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

Khorshemish — Province 98 — Province Type: Land

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

Is dominated by areas of open grassland	- SUPERIOR chance to reach Open terrain.
Has some areas of hills	- ADEQUATE chance to reach Hill terrain.
Has a few scant areas of desert	- POOR chance to reach Desert terrain.
Has a few scant areas of forest	- POOR chance to reach Forest terrain.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of Khorshemish currently have HIGH loyalty to the throne.
Approximately once every two years Khorshemish levys Kothic Royal Cavalry.
The average wealth production in Khorshemish is SUPERIOR.

The 98th Provincial Army — ID: PA-98 — Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Diamond Royal Cavalry	1	Ebon Royal Cavalry	1	Bond 19th Archers	2
Fighting Cardinal Archers	2	Indigo Beaver Archers	2	Royal 25th Archers	2
8th Special Saphire Archers	2	Fierce Archers	2		

Khorshemish has standing Province Defense Orders as follows:

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

The Kothian Uplands — Province 99 — Province Type: Land

Is dominated by areas of hills	- SUPERIOR chance to reach Hill terrain.
Has some areas of forest	- ADEQUATE chance to reach Forest terrain.
Has a few scant areas of open grassland	- POOR chance to reach Open terrain.
Has a few scant areas of desert	- POOR chance to reach Desert terrain.
Has one remote fort (Fort Class B)	- POOR chance to reach Fortified terrain.

The people of The Kothian Uplands currently have MODERATE loyalty to the throne.
Approximately once every three years The Kothian Uplands levys Kothic Spears.
The average wealth production in The Kothian Uplands is POOR.

The 99th Provincial Army — ID: PA-99 — Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Christo's Spears	3	Fine 21st Spears	3	47th Azure Spears	3
Stone 35th Spears	3				

The Kothian Uplands has standing Province Defense Orders as follows:

Maneuver to Hill terrain if attacked.

Engage the enemy at the Province Commanders Discretion.

Korveka — Province 100 — Province Type: Land

Is dominated by areas of open grassland - SUPERIOR chance to reach Open terrain.
Has a few scant areas of hills - POOR chance to reach Hill terrain.
Has some areas of forest - ADEQUATE chance to reach Forest terrain.
Has a few scant areas of desert - POOR chance to reach Desert terrain.
Has one remote fort (Fort Class B) - POOR chance to reach Fortified terrain.

The people of Korveka currently have MODERATE loyalty to the throne.
Approximately once every five years Korveka levys Kothic Spears.
The average wealth production in Korveka is EXCELLENT.

The 100th Provincial Army — ID: PA-100 — Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Elite Archers	2	Shining 48th Archers	2	Bloody 25th Archers	2
Ragged 45th Archers	2	Allos's Spears	3	42nd Fine Blood Spears	3
Disciple 38th Spears	3	Flag 43rd Spears	3		

Korveka has standing Province Defense Orders as follows:

Conceal movements from attacking enemies.
Maneuver to Open terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Our 1st Imperial Army is encamped in Korveka.

Khrosha — Province 101 — Province Type: Land

Boasts of high mountains - GOOD chance to reach Mountainous terrain.
Has several areas of hills - GOOD chance to reach Hill terrain.
Has large areas of forest - EXCELLENT chance to reach Forest terrain.
Has a few scant areas of open grassland - POOR chance to reach Open terrain.
Has one remote fort (Fort Class B) - POOR chance to reach Fortified terrain.

The people of Khrosha currently have LOW loyalty to the throne.
Approximately once every five years Khrosha levys Kothic Spears.
The average wealth production in Khrosha is GOOD.

The 101st Provincial Army — ID: PA-101 — Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Nineva's Own 35th Blood Spears	3	Bolgodo's 49th Purple Spears	3	Lucca's Spears	3
Brave 15th Spears	3				

Khrosha has standing Province Defense Orders as follows:

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

The Flaming Mountains — Province 102 — Province Type: Land

Boasts of high mountains - GOOD chance to reach Mountainous terrain.
Has large areas of hills - EXCELLENT chance to reach Hill terrain.
Has some areas of open grassland - ADEQUATE 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.

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

The Flaming Mountains is a center of trade. A single foreign Trade Route runs through this province.

The 102nd Provincial Army — ID: PA-102 — Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Blood 46th Archers	2	Unstopable Raven Archers	2	Molamas's Archers	2
3rd Crimson Sabertooth Archers	2	Guild 31st Spears	3	First Mammoth Spears	

The Flaming Mountains 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 Flaming Mountains.

The Kothian Desert — Province 103 — Province Type: Land

Is dominated by areas of desert - SUPERIOR chance to reach Desert terrain.
Has large areas of open grassland - EXCELLENT chance to reach Open terrain.
Has a few scant areas of hills - POOR chance to reach Hill terrain.
Is virtually berefit of running waters - POOR chance to reach River terrain.
Has one remote fort (Fort Class B) - POOR chance to reach Fortified terrain.

The people of The Kothian Desert currently have LOW loyalty to the throne.
Approximately once every three years The Kothian Desert levys Kothic Spears.
The average wealth production in The Kothian Desert is GOOD.

The 103rd Provincial Army ID: PA-103 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Lanoan's Shock Spears	3	Alert Spears	3	Khorshemish 45th Spears	3
Anthos's Spears	3	Oath 2nd Archers	2	Crimson Archers	2

The Kothian Desert has standing Province Defense Orders as follows:

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

The Kothian Hills — Province 104 — Province Type: Land

Has large areas of hills - EXCELLENT chance to reach Hill terrain.
Has several areas of open grassland - GOOD chance to reach Open terrain.
Has some areas of forest - ADEQUATE chance to reach Forest terrain.
Has a few scant areas of desert - POOR chance to reach Desert terrain.
Has a centrally located fort (Fort Class B) - ADEQUATE chance to reach Fortified terrain.

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

The 104th Provincial Army ID: PA-104 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Special Archers	2	Oath Archers	2	44th Crow Archers	2
Tempest 28th Archers	2	Guild 38th Spears	3	Death 9th Spears	3

The Kothian Hills has standing Province Defense Orders as follows:

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

DISPOSITION OF IMPERIAL ARMIES

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

The 1st Imperial Army ID: IA-1 Total troops with Army: 20
Location: Korveka Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Brown Royal Cavalry	1	Savage 8th Royal Cavalry	1	43rd Cold Scarlet War Chariots	4
24th Skull War Chariots	4	Indigo Serpent Spears	3	Guild 25th Spears	3
Shock 35th Spears	3	Burning White 42nd Spears	3	Alphathan's 15th Spears	3
Olive Shrike 13th Spears	3	High Mantis Spears	3	46th Khorshemish Spears	3
Ragged Lynx 21st Archers	2	Cold Raven Archers	2	Raiding 4th Archers	2
Death Archers	2	Shining Archers	2	26th Archers	

2nd Bravest Skull Archers	2	47th Khorshemish Archers	2

The 2nd Imperial Army **ID: IA-2** **Total troops with Army: 15**

Location: The Flaming Mountains Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
15th Raiding Royal Cavalry	1	Athinai's Finest Royal Cavalry	1	Fighting Mantis War Chariots	4
Olive Spirit 41st War Chariots	4	Desert Mercenaries	5	50th Khorshemish Spears	3
High Toad Spears	3	Death 49th Spears	3	Anthos's 12th Demon Spears	3
Catan's Archers	2	18th Flag Archers	2	Raiding 46th Archers	2
Loyal 38th Archers	2	True Leopard Archers	2	Oath 40th Archers	2

Total Number of Troops : 77
Number of Standard Troops : 76
Number of Unique Troops : 1

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Kothic Royal Cavalry	1	6	8%	0%	15%
Kothic Archers	2	34	45%	40%	60%
Kothic Spears	3	32	42%	40%	50%
Kothic War Chariots	4	4	5%	0%	10%
Desert Mercenaries	5	1		0 units	1 unit

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

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

The Makan-E-Mordan of The Zuagir Tribesmen
Akkharia of Shem

If successful in achieving these goals, Koth 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 prophisied 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 lose much towards victory if the following neighboring nations lose control of these home provinces:

The Khauran City Region (**77**) of Khauran
The Meadowlands (**78**) of Khauran
Khoraja (**94**) of Khoraja

However, if someone else takes your neighbor's provinces, you may champion his provinces and conquer them for him.

THE HYBORIAN WAR COMMAND SHEET
Orders For Koth
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: **98 99 100 101 102 103 104**

I Command Sarventos Sabaninus KOTH-CHA to (__)_____(_____)_____(_____)_____(_____)

I Command Lord Antonn Strabonus KOTH-ADJ to (__)_____(_____)_____(_____)_____(_____)

I Command Count Anturn Strabonus KOTH-1 to (__)_____(_____)_____(_____)_____(_____)

I Command Kaladales Ben Zuan KOTH-2 to (__)_____(_____)_____(_____)_____(_____)

I Command Khanus Kastorina KOTH-3 to (__)_____(_____)_____(_____)_____(_____)

I Command Prince Speloso Strabonus KOTH-4 to (__)_____(_____)_____(_____)_____(_____)

I Command Thaburzo Otalieto KOTH-5 to (__)_____(_____)_____(_____)_____(_____)

I Command Apallos Sabaninus KOTH-6 to (__)_____(_____)_____(_____)_____(_____)
(Currently with IA-2)

I Command Golfsero Dimida KOTH-7 to (__)_____(_____)_____(_____)_____(_____)
(Currently with IA-2)

I Command Bagultan Sabaninus KOTH-8 to (__)_____(_____)_____(_____)_____(_____)

I Command Lord Anconto Strabonus KOTH-9 to (__)_____(_____)_____(_____)_____(_____)
(Currently with IA-1)

I Command Kerend Ben Zuan KOTH-10 to (__)_____(_____)_____(_____)_____(_____)

I Command Valilado Sabaninus KOTH-11 to (__)_____(_____)_____(_____)_____(_____)

I Command Anthos Sabaninus KOTH-12 to (__)_____(_____)_____(_____)_____(_____)
(Currently with IA-1)

I Command Christo Thosos KOTH-13 to (__)_____(_____)_____(_____)_____(_____)

I Command Solanika Otalieto KOTH-14 to (__)_____(_____)_____(_____)_____(_____)

I Command Bolgodo Tyra KOTH-15 to (__)_____(_____)_____(_____)_____(_____)

I Command Sulakirlos Thosos KOTH-16 to (__)_____(_____)_____(_____)_____(_____)

I Command Ninevah Dimida KOTH-17 to (__)_____(_____)_____(_____)_____(_____)
(Currently with IA-2)

I Command 2nd Imperial Army in province 102 to (**M**)ove to (**P**)rovince (_____)

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

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

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

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

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