

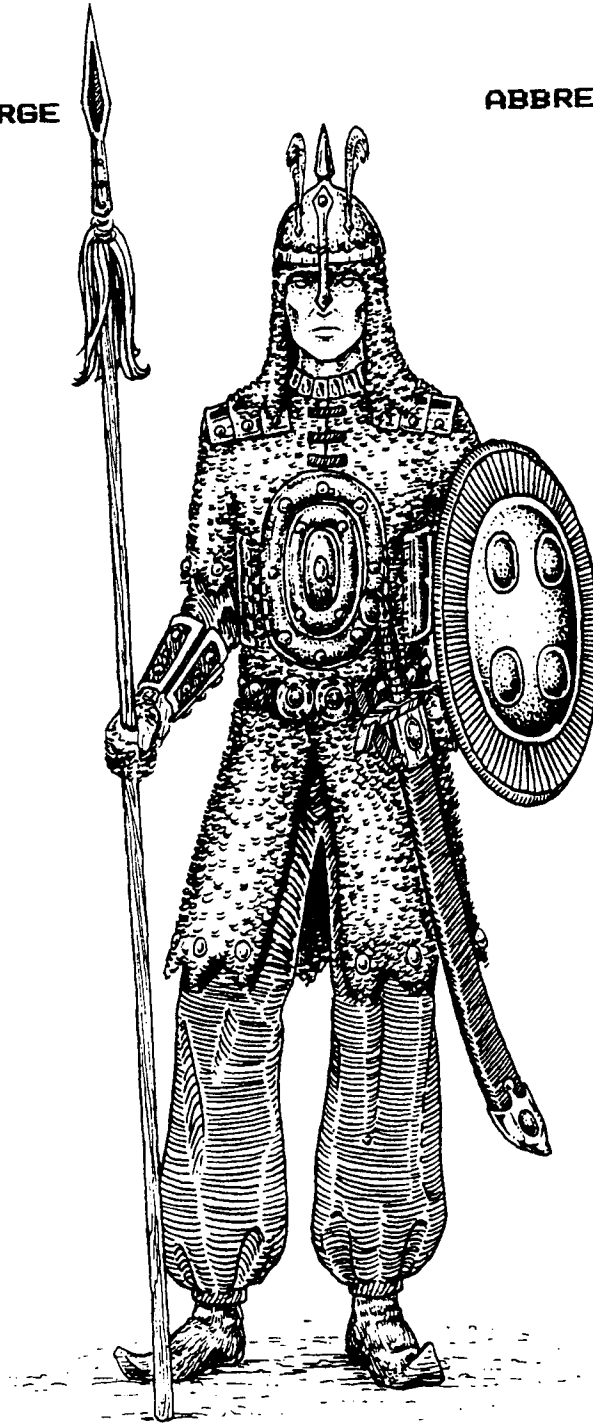
THE HYBORIAN WAR KINGDOM REPORT

FOR





KOTH

KINGDOM SIZE: LARGE

ABBREVIATION: KOTH



# KOTH

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



Mountains



Forest



Steppe



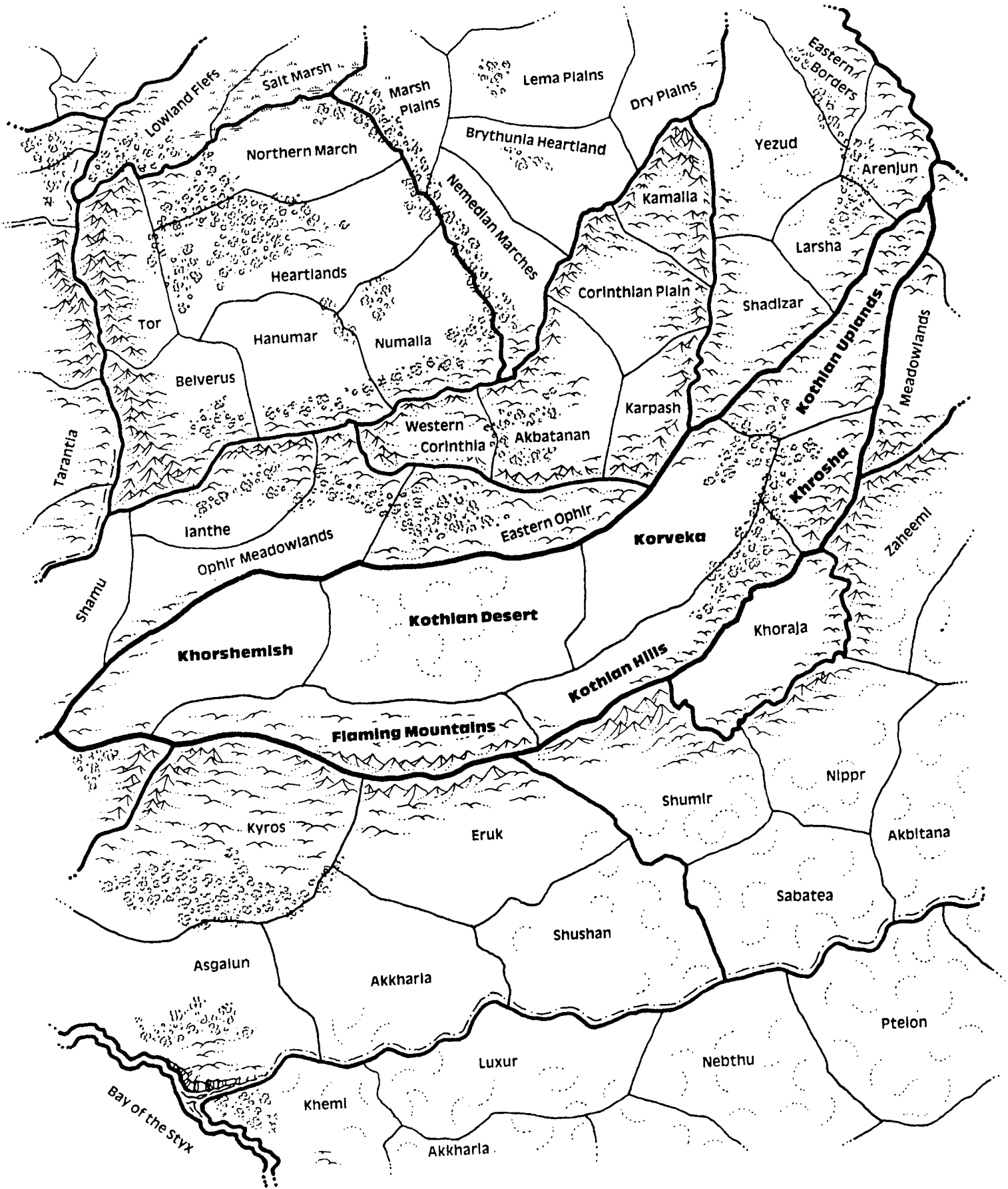
Hills



Desert



Swamp or Bog



# 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. Nemedra 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 Nemedra 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 beneficent 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: Khrossha  
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 Otaliesto 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 Otaliesto 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: Khrossha  
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 Otalieta 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 Otalieta 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.

<b>Desert Mercenaries</b>	<b>: Troop Type 5</b>
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  
Has a few scant areas of hills  
Has some areas of forest  
Has a few scant areas of desert  
Has one remote fort (Fort Class B)

- SUPERIOR chance to reach Open terrain.
- POOR chance to reach Hill terrain.
- ADEQUATE chance to reach Forest terrain.
- POOR chance to reach Desert terrain.
- 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  
Has several areas of hills  
Has large areas of forest  
Has a few scant areas of open grassland  
Has one remote fort (Fort Class B)

- GOOD chance to reach Mountainous terrain.
- GOOD chance to reach Hill terrain.
- EXCELLENT chance to reach Forest terrain.
- POOR chance to reach Open terrain.
- 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  
Has large areas of hills  
Has some areas of open grassland  
Has a few scant areas of forest  
Has a few scant areas of desert

- GOOD chance to reach Mountainous terrain.
- EXCELLENT chance to reach Hill terrain.
- ADEQUATE chance to reach Open terrain.
- POOR chance to reach Forest terrain.
- 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	Unstoppable 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  
Has large areas of open grassland  
Has a few scant areas of hills  
Is virtually bereft of running waters  
Has one remote fort (Fort Class B)

- SUPERIOR chance to reach Desert terrain.
- EXCELLENT chance to reach Open terrain.
- POOR chance to reach Hill terrain.
- POOR chance to reach River terrain.
- 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  
Has several areas of open grassland  
Has some areas of forest  
Has a few scant areas of desert  
Has a centrally located fort (Fort Class B)

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

2  
 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  
 Akkharria 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 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 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 Otaliesto 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 Otaliesto 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 ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Declare ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Declare ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Declare ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Declare ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Declare ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Declare ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Declare ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_

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

