

THE HYBORIAN WAR KINGDOM REPORT

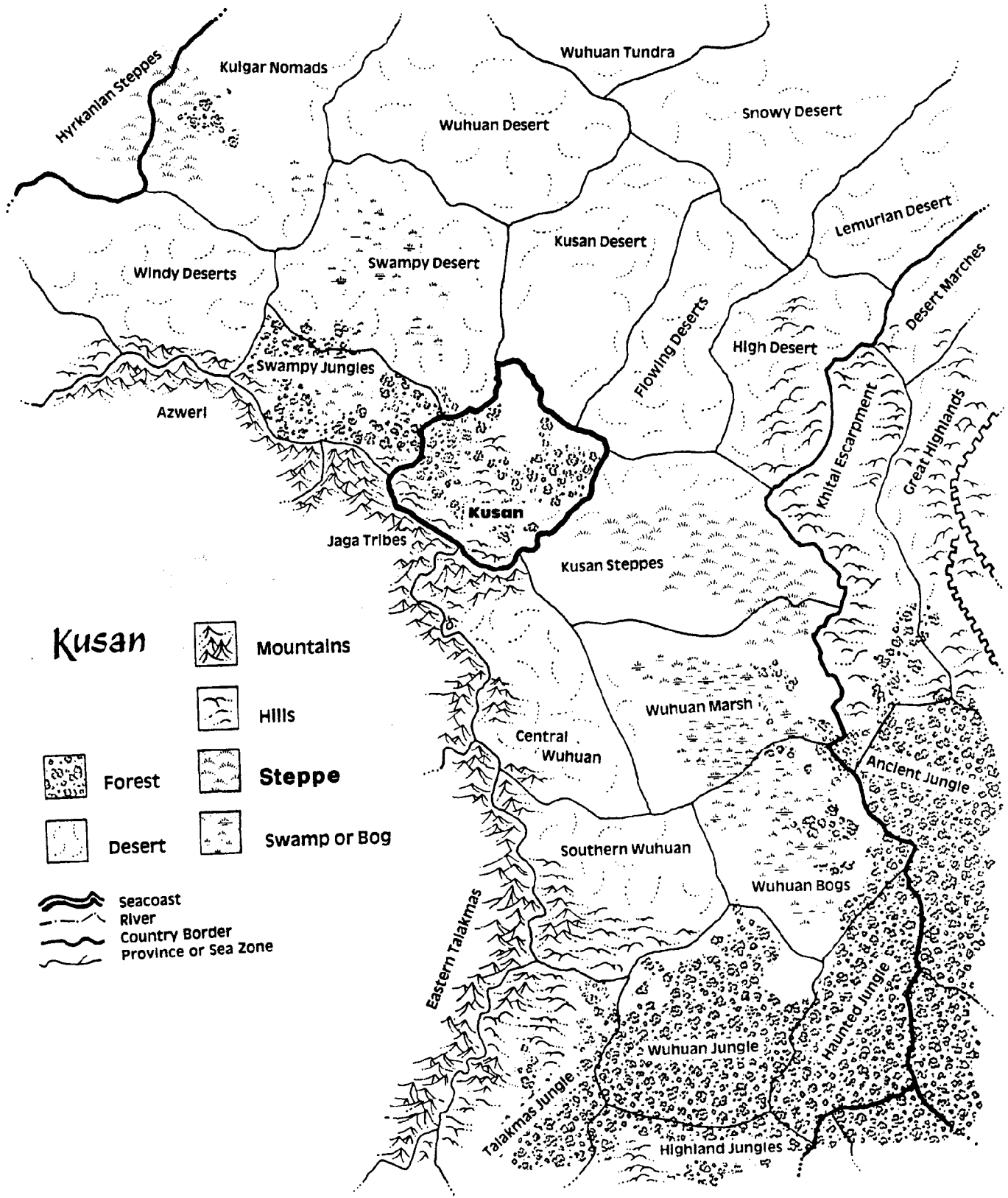
FOR

KUSAN

KINGDOM SIZE: SMALL

ABBREVIATION: KUSA





HYBORICAN WAR

Kingdom report for Kusan

Turn: 1

Winter Warseason

NATIONAL HISTORY

Listen, most tender branch of the noble tree of Kusan, of thy heritage, of thy people, and in all things of thyself. We are Khitaian, our own royal family of the same descent as the emperors in Paikang, Shu-Chen, and Ruo-Gen. We trace our history to the very beginnings of Khitai, more than five thousands of years in the past.

Kusan was but a farflung outpost when Khitai's fate brought a furious Lemurian revolution. Kusan alone survived the bloody, senseless, revolution intact, and accepted many refugees from the broken empire. We lived in cultured peace for hundreds of years until the savage Lemurians, newly renamed Hyrkanians, clashed with our armies on their migratory path to the west. For thousands of years we were beset by this inhuman tide, beating it back sometimes as far as the Kusan Desert and Steppes and sometimes only as far as the other side of our capitol Kusan City's walls.

As last they passed us by, and some of our kinsmen recaptured their ancient Khitai homeland. Powerful once again, they seek to command us, their benefactors. If not their betters, we are at least their peers, we of the oldest intact culture on the earth today.

We know the hand which wields the sword must have the will to drive it. Age has given us this wisdom, and so we negotiate, and spy, and bribe where other younger, more foolish realms would invade, battle, and -- for but a fleeting moment in history's reckoning -- conquer. Now lend thy wisdom to hearing my report of the present state of thy treasured 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:

The Kusan Steppes of The Eastern Deserts
The Jaga Tribes Region of The Jaga Tribes

POLITICS

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

Kusan has no formal allies.

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

Your kingdom has assurances of peace from Khitai 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 Kusan is:

Name: Yu Min Shu ID: KUSA-CHA Character Type: Priest
Age: youth Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: None
Yu Min Shu is the Province Ruler of Kusan.

The ADJUTANT GENERAL of Kusan is:

Name: K'ang Chintao ID: KUSA-ADJ Character Type: General
Age: ancient Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: None

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

Name: Mingshan K'angyuan ID: KUSA-1 Character Type: Noble
Age: young adult Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: None
Personal Combat : POOR
Diplomacy : EXCELLENT
Rulership : ADEQUATE
Military Command : NONE
Heroism : POOR
Intrigue : ADEQUATE
Magic : NONE

Name: Master Hu Feng Chintao ID: KUSA 2 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: None
Personal Combat : POOR
Diplomacy : SUPERIOR
Rulership : SUPERIOR
Military Command : EXCELLENT
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Master Hu Feng Chintao is the current Monarch of Kusan.

Name: Ming Chintao ID: KUSA-3 Character Type: Noble
Age: youth Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: With the 2nd Imperial Army
Personal Combat : GOOD
Diplomacy : GOOD
Rulership : SUPERIOR
Military Command : POOR
Heroism : SUPERIOR
Intrigue : GOOD
Magic : NONE

Name: Pei Peng Shanana ID: KUSA-4 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: With the 2nd Imperial Army
Personal Combat : POOR
Diplomacy : SUPERIOR
Rulership : SUPERIOR
Military Command : GOOD
Heroism : POOR
Intrigue : POOR
Magic : NONE

Name: Ch'ang Tu Chekien ID: KUSA-5 Character Type: Noble
Age: prime of life Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : SUPERIOR
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : GOOD
Magic : POOR

Ch'ang Tu Chekien may use the following spells: Strength.

Name: Lord Ying Hsia ID: KUSA-6 Character Type: Noble
Age: ancient Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : ADEQUATE
Rulership : GOOD
Military Command : ADEQUATE
Heroism : POOR
Intrigue : ADEQUATE
Magic : NONE

Name: K'chin Pantung ID: KUSA-7 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: With the 105th Provincial Army
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : GOOD
Military Command : GOOD
Heroism : GOOD
Intrigue : EXCELLENT
Magic : POOR

K'chin Pantung may use the following spells: Fanaticism.

Name: Hung Su Ch'ing ID: KUSA-8 Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : ADEQUATE
Magic : POOR

Hung Su Ch'ing may use the following spells: Diplomacy.

Name: Sin Hu Ch'ing ID: KUSA-9 Character Type: Priest
Age: young adult Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: None
Personal Combat : NONE
Diplomacy : SUPERIOR
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : NONE

Name: Tien Pai Pantung ID: KUSA-10 Character Type: Wizard
Age: young adult Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: None
Personal Combat : NONE
Diplomacy : ADEQUATE
Rulership : NONE
Military Command : POOR
Heroism : NONE
Intrigue : SUPERIOR
Magic : SUPERIOR

Tien Pai Pantung may use the following spells: Long Life (usable 6 times), Fear, Missile Shield, Rains and Arcane Blasts.

Name: Kuan Fen Feng ID: KUSA-11 Character Type: Wizard
Age: middle aged Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : POOR
Rulership : NONE

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

Kuan Fen Feng may use the following spells: Earth Demon, Force March, Missile Shield, Curse and Rains.

Name: Chu Lan Paaniang ID: KUSA-12 Character Type: Wizard
Age: young adult Status: Alive Gender: Female Province of Birth: Kusan
Present location: Kusan Assignment last turn: With the 1st Imperial Army
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : EXCELLENT
Military Command : NONE
Heroism : POOR
Intrigue : NONE
Magic : ADEQUATE

Chu Lan Paaniang may use the following spells: Black Death (usable 2 times) and Magic Sleep.

Name: Hu Min The Traveler ID: KUSA-13 Character Type: Agent
Age: prime of life Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: None
Personal Combat : POOR
Diplomacy : SUPERIOR
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

Name: Hsintao Shu ID: KUSA-14 Character Type: Agent
Age: old Status: Alive Gender: Female Province of Birth: Kusan
Present location: Kusan Assignment last turn: None
Personal Combat : NONE
Diplomacy : POOR
Rulership : GOOD
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : NONE

Name: Sai Li Shu ID: KUSA-15 Character Type: Agent
Age: young adult Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : GOOD
Rulership : ADEQUATE
Military Command : EXCELLENT
Heroism : NONE
Intrigue : ADEQUATE
Magic : NONE

Name: Taishu Chekien ID: KUSA-16 Character Type: Agent
Age: youth Status: Alive Gender: Male Province of Birth: Kusan
Present location: Kusan Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : EXCELLENT
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

TROOPS

Know, my Lord, 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.

Kusan Army : Troop Type 1
Troop Category : MI - Medium Infantry
Missile Combat Ability : POOR
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Kusan Army must make up a minimum of 50% and may not exceed a maximum of 90% of your total number of troops.
The cost to Train and outfit Kusan Army is LOW.

Kusan Patrol : Troop Type 2
Troop Category : LCA - Light Cavalry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 6

Kusan Patrol 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 Kusan Patrol is LOW.

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

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

Kusan Protectors : Troop Type 4
Troop Category : MI - Medium Infantry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : EXCELLENT
Morale : SUPERIOR
Movement Rate : 2

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

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

Khitain Mercenaries may not exceed a maximum of 4% of your total number of troops at any one time.
Khitain Mercenaries are well adapted to combat in Desert and will fight in that terrain with increased ability.
Khitain Mercenaries cost no gold to raise but must be paid HIGH wages each year.

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

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

Hyrkanian Mercenaries : Troop Type 7
Troop Category : MCA - Medium Cavalry Archer
Missile Combat Ability : SUPERIOR
Melee Combat Ability : GOOD
Morale : ADEQUATE
Movement Rate : 7

Hyrkanian Mercenaries may not exceed a maximum of 2% of your total number of troops at any one time.
Hyrkanian Mercenaries are well adapted to combat in Steppe and will fight in that terrain with increased ability.

Hyrkanian Mercenaries cost no gold to raise but must be paid VERY HIGH wages each year.

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

Turanian Mercenaries may not exceed a maximum of 1% of your total number of troops at any one time.
Turanian Mercenaries 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.

Kusan Province 105 Province Type: Land

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

Is dominated by areas of hills	- SUPERIOR chance to reach Hill terrain.
Has large areas of forest	- EXCELLENT chance to reach Forest terrain.
Has some areas of open grassland	- ADEQUATE 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 Kusan currently have MODERATE loyalty to the throne.
Approximately once every seven years Kusan levys Kusan Army.
The average wealth production in Kusan is EXCELLENT.

Kusan is a center of trade. A single foreign Trade Route runs through this province.

The 105th Provincial Army		ID: PA-105	Total troops with Army: 4		
Troop Name	Type	Troop Name	Type	Troop Name	Type
Gold Dog Army	1	Hyacinth 36th Army	1	Fox Archers	3
Protectors	4				

Kusan 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 Kusan.
Our 2nd Imperial Army is encamped in Kusan.

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: Kusan			Status: Defensive		
Troop Name	Type	Troop Name	Type	Troop Name	Type
Amber Patrol	2	30th Otter Army	1	Chang's 41st Flag Army	1
Cormorant Army	1	Hyacinth 16th Army	1	46th Scarlet Army	1
Virmillion Eagle Army	1	Kusan Army	1	Amber Beaver Army	1
Sable 39th Army	1				

The 2nd Imperial Army		ID: IA-2	Total troops with Army: 10		
Location: Kusan			Status: Active		

Troop Name	Type	Troop Name	Type	Troop Name	Type
Yellow 41st Patrol	2	Verdigris Patrol	2	Olive High 1st Patrol	2
Leopard 46th Patrol	2	Sable 24th Archers	3	Ebon Demon Archers	3
Sable 42nd Army	1	Singing Beryl 4th Army	1	Crimson Army	1
Beryl Army	1				

Total Number of Troops : 24
Number of Standard Troops : 23
Number of Unique Troops : 1

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Kusan Army	1	15	65%	50%	90%
Kusan Patrol	2	5	22%	10%	30%
Kusan Archers	3	3	13%	0%	20%
Kusan Protectors	4	1		0 units	1 unit
Khitain Mercenaries	5	0	0%	0%	4%
Nigur Mercenaries	6	0	0%	0%	3%
Hyrkanian Mercenaries	7	0	0%	0%	2%
Turanian Mercenaries	8	0	0%	0%	1%

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

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

- The Kusan Desert of The Eastern Deserts
- The Kusan Steppes of The Eastern Deserts
- The Swampy Jungles of The Eastern Deserts

If successful in achieving these goals, Kusan 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 make major progress towards victory by controlling:

- Kusan (105) of Kusan.
- The Swampy Jungles (284) of The Eastern Deserts.
- The Kusan Desert (287) of The Eastern Deserts.
- The Kusan Steppes (293) of The Eastern Deserts.

THE HYBORIAN WAR COMMAND SHEET

Orders For Kusan

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: 105

- I Command Yu Min Shu KUSA-CHA to () _____ () _____ () _____ () _____
- I Command K'ang Chintao KUSA-ADJ to () _____ () _____ () _____ () _____
- I Command Mingshan K'angyuan KUSA-1 to () _____ () _____ () _____ () _____
- I Command Master Hu Peng Chintao KUSA-2 to () _____ () _____ () _____ () _____
- I Command Ming Chintao KUSA-3 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Pei Peng Shan'an KUSA-4 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Ch'ang Tu Chekien KUSA-5 to () _____ () _____ () _____ () _____
- I Command Lord Ying Hsia KUSA-6 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command K'chin Pantung KUSA-7 to () _____ () _____ () _____ () _____
(Currently with PA-105)
- I Command Hung Su Ch'ing KUSA-8 to () _____ () _____ () _____ () _____
- I Command Sin Hu Ch'ing KUSA-9 to () _____ () _____ () _____ () _____
- I Command Tien Pai Pantung KUSA-10 to () _____ () _____ () _____ () _____
- I Command Kuan Fen Feng KUSA-11 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Chu Lan Paaniang KUSA-12 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Hu Min The Traveler KUSA-13 to () _____ () _____ () _____ () _____
- I Command Hsintao Shu KUSA-14 to () _____ () _____ () _____ () _____
- I Command Sai Li Shu KUSA-15 to () _____ () _____ () _____ () _____
- I Command Taishu Chekien KUSA-16 to () _____ () _____ () _____ () _____

I Command 2nd Imperial Army in province 105 to (M)ove to (P)rovince () _____

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

- I Declare () _____ () _____ () _____ () _____
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The Abyss -- Kusan
Account: 13 Maintenance: No
Due ASAP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

