

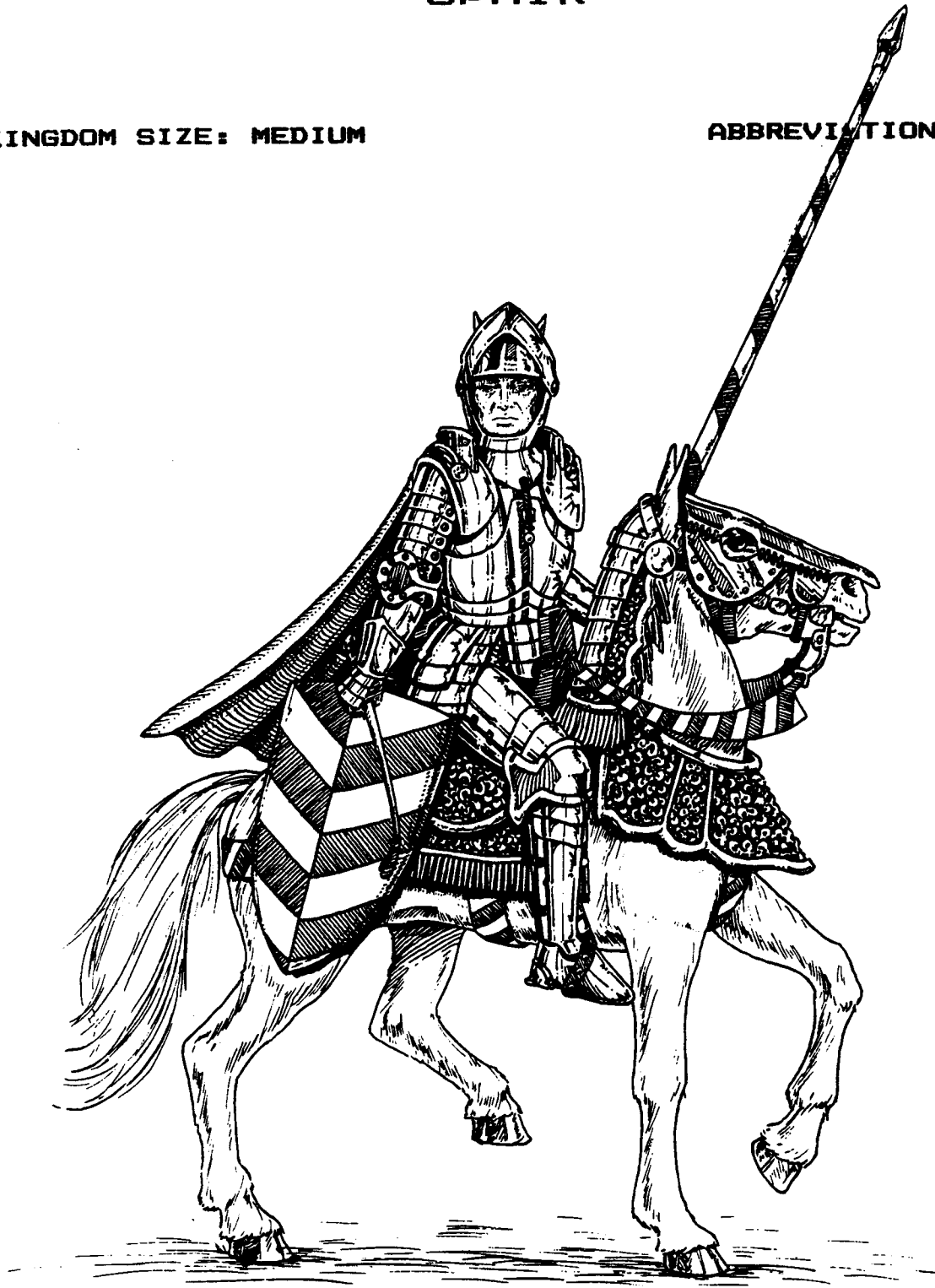
THE HYBORIAN WAR KINGDOM REPORT

FOR


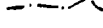


OPHIR

KINGDOM SIZE: MEDIUM

ABBREVIATION: OPHI



Ophir

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



Mountains



Forest



Steppe



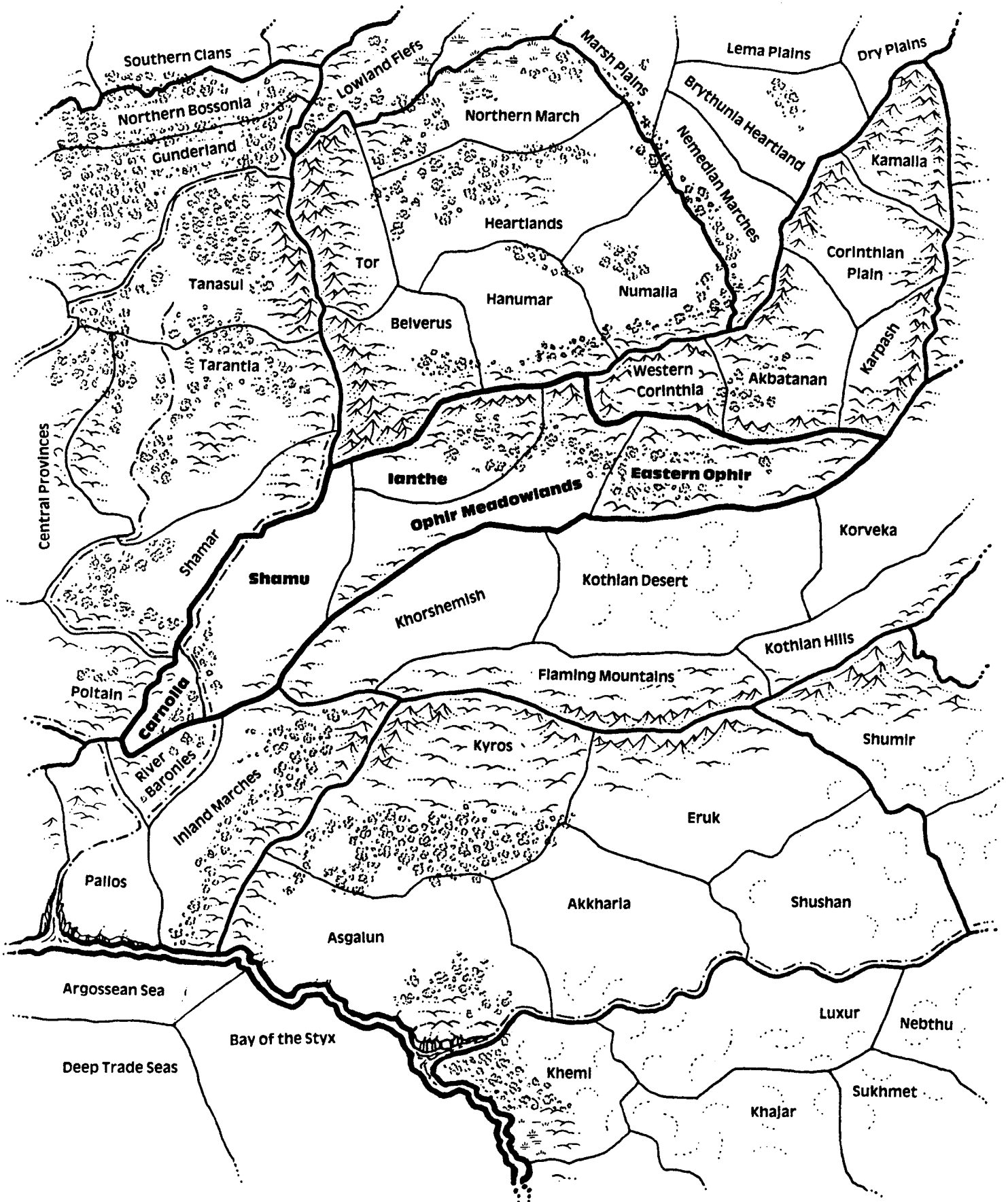
Hills



Desert



Swamp or Bog



HYBORIAN WAR

Kingdom report for Ophir

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, my Lord, of the history and glory of thy kingdom, jewel strewn Ophir, Pearl of the Hyborian Age! Ophir was founded long, long ago, before even the hated Stygians swept into this part of the world from out of the mist-shrouded east.

Ophir was built upon the ruins of the great and noble Valusian Empire, destroyed almost seven thousand years ago in the Great Cataclysm which shook the earth and changed the very face of the land. The few surviving Valusians of that day were the forefathers of thy people. After the Cataclysm, they scattered into wandering tribes and roamed the meadowlands for over two thousand years before uniting once more to build the city of Ianthe and establish the young kingdom of Ophir.

It was at this time that the Stygians came unto the western world with their sophisticated armies and great magics, overwhelming our forefathers before they could defend themselves. Our ancestors became slaves of the northern portion of the Stygian empire which in time came to be known as Acheron (cursed be the name!) and lived out an age of over two thousand five hundred years in grim bondage to these stern masters.

The other half of our Ophirian heritage may be found in the Hybori tribes which began their great migrations from the northlands into the south during this epoch. Falling upon the northeastern part of the evil Acheron empire, these first Hyborians warred for two thousand of the years of our bondage until at last, in a series of major victories, the might of Acheron was smashed and the purple towers of Phthon the Great were torn down into dust. Our Ophirian forefathers chose this time to revolt, and in a great battle, fighting side by side with the sister states of Koth and Corinthia, our people regained the independence they had lost eons before.

In time, the migrations of Hyborian tribes continued ever southward to swell as a tide into Ophir, as with all the other kingdoms of the day. Ophir became a Hyborian state; however, within a few generations the most ancient of Valusian blood had mixed with the bloodlines of the Hybori to give bloom to a us, a new generation of Ophireans. Thy people are proud and strong among the nations of the earth. Heed well now my words, Great One, as I report to thee of the length and breadth of thy new kingdom.

ROYAL TREASURY

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

Know further that trade routes are established to provide income to thy kingdom through the following provinces:

The Flaming Mountains of Koth

POLITICS

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

Ophir can avoid the influence of Nemedra at a **ADEQUATE** level.

Ophir has no formal allies.

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

Your kingdom has assurances of peace from Aquilonia 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 Ophir is:

Name: Ranxal Alarkar	ID: OPHI-CHA	Character Type: Priest
Age: middle aged	Status: Alive	Province of Birth: Ianthe
Present location: Ianthe	Gender: Male	Assignment last turn: None

Ranxal Alarkar is the Province Ruler of Ianthe.

The ADJUTANT GENERAL of Ophir is:

Name: Balg Mecanta	ID: OPHI-ADJ	Character Type: General
Age: young adult	Status: Alive	Province of Birth: Carnolla
Present location: Ianthe	Gender: Male	Assignment last turn: None

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

Name: Carmon Ludovic	ID: OPHI-1	Character Type: Noble
Age: young adult	Status: Alive	Province of Birth: Ianthe
Present location: Ianthe	Gender: Male	Assignment last turn: None
Personal Combat	: NONE	
Diplomacy	: POOR	
Rulership	: ADEQUATE	
Military Command	: NONE	
Heroism	: SUPERIOR	
Intrigue	: POOR	
Magic	: NONE	

Carmon Ludovic is the current Monarch of Ophir.

Name: Sanhai Terson	ID: OPHI-2	Character Type: Noble
Age: young adult	Status: Alive	Province of Birth: The Ophir Meadowlands
Present location: The Ophir Meadowlands	Gender: Male	Assignment last turn: None
Personal Combat	: ADEQUATE	
Diplomacy	: GOOD	
Rulership	: GOOD	
Military Command	: ADEQUATE	
Heroism	: GOOD	
Intrigue	: POOR	
Magic	: NONE	

Sanhai Terson is the Province Ruler of The Ophir Meadowlands.

Name: Qazael Amalrus	ID: OPHI-3	Character Type: Noble
Age: young adult	Status: Alive	Province of Birth: The Shamu Region
Present location: The Shamu Region	Gender: Male	Assignment last turn: None
Personal Combat	: NONE	
Diplomacy	: EXCELLENT	
Rulership	: SUPERIOR	
Military Command	: EXCELLENT	
Heroism	: SUPERIOR	
Intrigue	: POOR	
Magic	: NONE	

Qazael Amalrus is the Province Ruler of The Shamu Region.

Name: Lord Falco Amalrus	ID: OPHI-4	Character Type: Noble
Age: old	Status: Alive	Province of Birth: Ianthe
Present location: Ianthe	Gender: Male	Assignment last turn: None
Personal Combat	: ADEQUATE	
Diplomacy	: POOR	
Rulership	: GOOD	
Military Command	: POOR	
Heroism	: EXCELLENT	

Intrigue : GOOD
Magic : NONE

Lord Falco Amalrus is the Province Ruler of Carnolla.

Name: Monzal Moranthes ID: OPHI-5 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: Eastern Ophir
Present location: Eastern Ophir Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : GOOD
Military Command : NONE
Heroism : NONE
Intrigue : GOOD
Magic : POOR

Monzal Moranthes is the Province Ruler of Eastern Ophir.
Monzal Moranthes may use the following spells: Phantom Warriors (usable 4 times).

Name: Lord Barus Amalrus ID: OPHI-6 Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: Ianthe
Present location: The Shamu Region Assignment last turn: With the 1st Imperial Army
Personal Combat : POOR
Diplomacy : NONE
Rulership : EXCELLENT
Military Command : GOOD
Heroism : POOR
Intrigue : NONE
Magic : NONE

Name: Christo Terson ID: OPHI-7 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: The Shamu Region
Present location: The Shamu Region Assignment last turn: With the 1st Imperial Army
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : POOR
Military Command : EXCELLENT
Heroism : SUPERIOR
Intrigue : POOR
Magic : NONE

Name: Ulrich Ludovic ID: OPHI-8 Character Type: Hero
Age: prime of life Status: Alive Gender: Male Province of Birth: Ianthe
Present location: The Shamu Region Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : POOR
Military Command : EXCELLENT
Heroism : ADEQUATE
Intrigue : NONE
Magic : NONE

Name: Zanael Terson ID: OPHI-9 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: Carnolla
Present location: The Shamu Region Assignment last turn: None
Personal Combat : POOR
Diplomacy : SUPERIOR
Rulership : ADEQUATE
Military Command : POOR
Heroism : NONE
Intrigue : ADEQUATE
Magic : POOR

Zanael Terson may use the following spells: Prophecy.

Name: Bladik Alarkar ID: OPHI-10 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: Carnolla
Present location: The Shamu Region Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR

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

Name: Redmin Zarus ID: OPHI-11 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: The Shamu Region
Present location: The Shamu Region Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : ADEQUATE
Magic : SUPERIOR

Redmin Zarus may use the following spells: Phantom Warriors (usable 6 times), Far Sight, Fire Wall, Magic Sleep and Magic Weapon.

Name: Sherila Chelkus ID: OPHI-12 Character Type: Agent
Age: middle aged Status: Alive Gender: Female Province of Birth: Eastern Ophir
Present location: The Ophir Meadowlands Assignment last turn: None
Personal Combat : POOR
Diplomacy : GOOD
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : GOOD
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.

Elite Knights : Troop Type 1
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : EXCELLENT
Morale : SUPERIOR
Movement Rate : 5

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

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

Ophirian Mailed Knights must make up a minimum of 20% and may not exceed a maximum of 35% of your total number of troops. The cost to Train and outfit Ophirian Mailed Knights is MODERATE.

Ophirian Archers : Troop Type 3
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : SUPERIOR
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 4

Ophirian Archers must make up a minimum of 20% and may not exceed a maximum of 35% of your total number of troops. The cost to Train and outfit Ophirian Archers is MODERATE.

Ophir Royal Guard : Troop Type 4

Troop Category : HI - Heavy Infantry
 Missile Combat Ability : ADEQUATE
 Melee Combat Ability : GOOD
 Morale : SUPERIOR
 Movement Rate : 3

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

Ophir Foot : Troop Type 5
 Troop Category : HI - Heavy Infantry
 Missile Combat Ability : NONE
 Melee Combat Ability : GOOD
 Morale : GOOD
 Movement Rate : 2

Ophir Foot must make up a minimum of 10% and may not exceed a maximum of 25% of your total number of troops.
 The cost to Train and outfit Ophir Foot is LOW.

Ophir Light Foot : Troop Type 6
 Troop Category : MI - Medium Infantry
 Missile Combat Ability : NONE
 Melee Combat Ability : GOOD
 Morale : GOOD
 Movement Rate : 3

Ophir Light Foot must make up a minimum of 10% and may not exceed a maximum of 25% of your total number of troops.
 The cost to Train and outfit Ophir Light Foot is LOW.

MERCENARY TROOPS

In addition do your Ophirean troops, you may hire any of the mercenary troop types listed below. Mercenaries may not exceed a certian percentage of your total number of troops at one time. Our kingdom can support a total of 1% of standard mercenaries at any given time.

Mercenary Spears : Troop Type M1
 Troop Category : HI - Heavy Infantry
 Missile Combat Ability : ADEQUATE
 Melee Combat Ability : GOOD
 Morale : EXCELLENT
 Movement Rate : 3

Mercenary Spears cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Lancers : Troop Type M2
 Troop Category : HC - Heavy Cavalry
 Missile Combat Ability : ADEQUATE
 Melee Combat Ability : EXCELLENT
 Morale : EXCELLENT
 Movement Rate : 5

Mercenary Lancers cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Foot : Troop Type M3
 Troop Category : HI - Heavy Infantry
 Missile Combat Ability : GOOD
 Melee Combat Ability : GOOD
 Morale : EXCELLENT
 Movement Rate : 3

Mercenary Foot cost no gold to raise but must be paid VERY HIGH wages each year.

Mercenary Horse : Troop Type M4
 Troop Category : HC - Heavy Cavalry
 Missile Combat Ability : GOOD
 Melee Combat Ability : GOOD
 Morale : EXCELLENT
 Movement Rate : 5

Mercenary Horse cost no gold to raise but must be paid VERY HIGH wages each year.

PROVINCES

Look upon your land, my Liege, and study well the terrain map that I place in your hands with this report. For knowing the land will help you prepare for battle. May you maneuver thy armies to the best advantage that the land provides. I have painstakingly recorded below a list of each of your provinces. Furthermore, I have noted the predominant terrain, the type of troops levied, the usual amount of wealth produced in each province, and the composition of each provincial army.

Ianthe

Province 116 Province Type: Land

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

Has large areas of open grassland
Has some areas of hills
Boasts of high mountains
Has some areas of forest
Is heavily fortified (Fort Class A)

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

The people of Ianthe currently have HIGH loyalty to the throne.
Approximately once every five years Ianthe levys Ophirian Mailed Knights.
The average wealth production in Ianthe is EXCELLENT.

Ianthe is a trade center. This province has a total of 2 foreign Trade Routes.

The 116th Provincial Army ID: PA-116 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
High 21st Mailed Knights	2	37th Yellow Hawk Mailed Knights	2	Stone 21st Mailed Knights	2
Maroon Mailed Knights	2	Royal Guard	4	Night 25th Elite Knights	1
Raging Foot	5	Regular 46th Foot	5		

Ianthe has standing Province Defense Orders as follows:

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

Our 2nd Imperial Army is encamped in Ianthe.

The Ophir Meadowlands

Province 117 Province Type: Land

Is dominated by areas of open grassland
Has some areas of hills
Has a few scant areas of forest
Has a few scant areas of bog
Is heavily fortified (Fort Class A)

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

The people of The Ophir Meadowlands currently have MODERATE loyalty to the throne.
Approximately once every five years The Ophir Meadowlands levys Ophirian Mailed Knights.
The average wealth production in The Ophir Meadowlands is EXCELLENT.

The 117th Provincial Army ID: PA-117 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
5th Mailed Knights	2	Grolde's 7th Mailed Knights	2	Bravest Ghouls Mailed Knights	2
Proud Mailed Knights	2	43rd Foot	5	Last Fox Foot	5
Royal Hawk Archers	3	Fine Archers	3		

The Ophir Meadowlands has standing Province Defense Orders as follows:

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

The Shamu Region

Province 118 Province Type: Land

Is dominated by areas of open grassland
Is cut by large river tributaries
Has a few scant areas of hills
Has a few scant areas of forest
Has several scattered forts (Fort Class B)

- SUPERIOR chance to reach Open terrain.
- EXCELLENT chance to reach River terrain.
- POOR chance to reach Hill terrain.
- POOR chance to reach Forest terrain.
- GOOD chance to reach Fortified terrain.

The people of The Shamu Region currently have MODERATE loyalty to the throne.
 Approximately once every five years The Shamu Region levys Ophir Foot.
 The average wealth production in The Shamu Region is EXCELLENT.

The Shamu Region is a trade center. A single foreign Trade Route runs through this province.

The 118th Provincial Army ID: PA-118 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Burning Crow Foot	5	Tan Raging 48th Foot	5	Mask Foot	5
Bond Foot	5	3rd Alert Olive Mailed Knights	2	27th Wolf Mailed Knights	2
Invincible Light Foot	6	Mantle Light Foot	6		

The Shamu Region has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in The Shamu Region.

Eastern Ophir Province 119 Province Type: Land

- | | |
|----------------------------------|--|
| Has large areas of hills | - EXCELLENT chance to reach Hill terrain. |
| Has several areas of forest | - GOOD 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 Eastern Ophir currently have MODERATE loyalty to the throne.
 Approximately once every five years Eastern Ophir levys Ophir Light Foot.
 The average wealth production in Eastern Ophir is EXCELLENT.

The 119th Provincial Army ID: PA-119 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Emerald 30th Light Foot	6	Zanael's 29th Lizard Light Foot	6	Venom Light Foot	6
Trelin's Light Foot	6	Charging Light Foot	6	Shining Light Foot	6
Blue Alert 15th Archers	3	Singing Archers	3		

Eastern Ophir has standing Province Defense Orders as follows:

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

Carnolla Province 120 Province Type: Land

- | | |
|---|---|
| Is a land of mighty rivers | - SUPERIOR chance to reach River terrain. |
| Has several areas of forest | - GOOD chance to reach Forest terrain. |
| Has several areas of hills | - GOOD chance to reach Hill terrain. |
| Has some areas of open grassland | - ADEQUATE chance to reach Open terrain. |
| Has a centrally located fort (Fort Class A) | - ADEQUATE chance to reach Fortified terrain. |

The people of Carnolla currently have MODERATE loyalty to the throne.
 Approximately once every five years Carnolla levys Ophir Light Foot.
 The average wealth production in Carnolla is GOOD.

The 120th Provincial Army ID: PA-120 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Middle Falcon Light Foot	6	Elite 37th Light Foot	6	11th Brown Lizard Light Foot	6
Bloody Light Foot	6	Invincible 6th Light Foot	6	Proud Ghost Light Foot	6
Capital 17th Archers	3	Capital 48th Archers	3		

Carnolla has standing Province Defense Orders as follows:

- Maneuver to River 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
Location: The Shamu Region

ID: IA-1

Total troops with Army: 15

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Death 26th Foot	5	Finest Snake Foot	5	Sentinel 36th Elite Knights	1
6th Elite Elite Knights	1	Special 23rd Elite Knights	1	Charging Scorpion Elite Knights	1
First 30th Mailed Knights	2	High 34th Mailed Knights	2	First Wolf Mailed Knights	2
Mantle 48th Mailed Knights	2	Tosara's Gilded Archers	3	Elite 2nd Archers	3
True Raiding 25th Archers	3	Gilded 21st Archers	3	Royal 47th Archers	3

The 2nd Imperial Army
Location: Ianthe

ID: IA-2

Total troops with Army: 15

Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Green 47th Foot	5	Mordant Foot	5	4th Middle Foot	5
Beryl Foot	5	Silver 20th Mailed Knights	2	Burning Mailed Knights	2
Shining 17th Mailed Knights	2	2nd Magenta Eagle Mailed Knights	2	Alert 28th Archers	3
Sentinel 15th Archers	3	Virmillion Archers	3	Gilded 2nd Archers	3
Disciple 29th Archers	3	Unstoppable 16th Archers	3	Blue Scorpion Archers	3

Total Number of Troops : 70
Number of Standard Troops : 69
Number of Unique Troops : 1

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Elite Knights	1	5	7%	0%	10%
Ophirian Mailed Knights	2	18	26%	20%	35%
Ophirian Archers	3	18	26%	20%	35%
Ophir Royal Guard	4	1		0 units	1 unit
Ophir Foot	5	14	20%	10%	25%
Ophir Light Foot	6	14	20%	10%	25%
Mercenary Troops	M1-M4	0		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 Ophir ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Ophir.

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

The Central Provinces of Aquilonia
Belverus of Nemedra

If successful in achieving these goals, Ophir 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 Ophir

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: 116 117 118 119 120

- I Command Ranxal Alarkar OPHI-CHA to () _____ () _____ () _____ () _____
- I Command Balg Mecanta OPHI-ADJ to () _____ () _____ () _____ () _____
- I Command Carmon Ludovic OPHI-1 to () _____ () _____ () _____ () _____
- I Command Sanhai Terson OPHI-2 to () _____ () _____ () _____ () _____
- I Command Qazael Amalrus OPHI-3 to () _____ () _____ () _____ () _____
- I Command Lord Falco Amalrus OPHI-4 to () _____ () _____ () _____ () _____
- I Command Monzal Moranthes OPHI-5 to () _____ () _____ () _____ () _____
- I Command Lord Barus Amalrus OPHI-6 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Christo Terson OPHI-7 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Ulrich Ludovic OPHI-8 to () _____ () _____ () _____ () _____
- I Command Zanael Terson OPHI-9 to () _____ () _____ () _____ () _____
- I Command Bladik Alarkar OPHI-10 to () _____ () _____ () _____ () _____
- I Command Redmin Zarus OPHI-11 to () _____ () _____ () _____ () _____
- I Command Sherila Chelkus OPHI-12 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 118 to (M)ove to (P)rovince () _____

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

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

