

THE HYBORIAN WAR KINGDOM REPORT

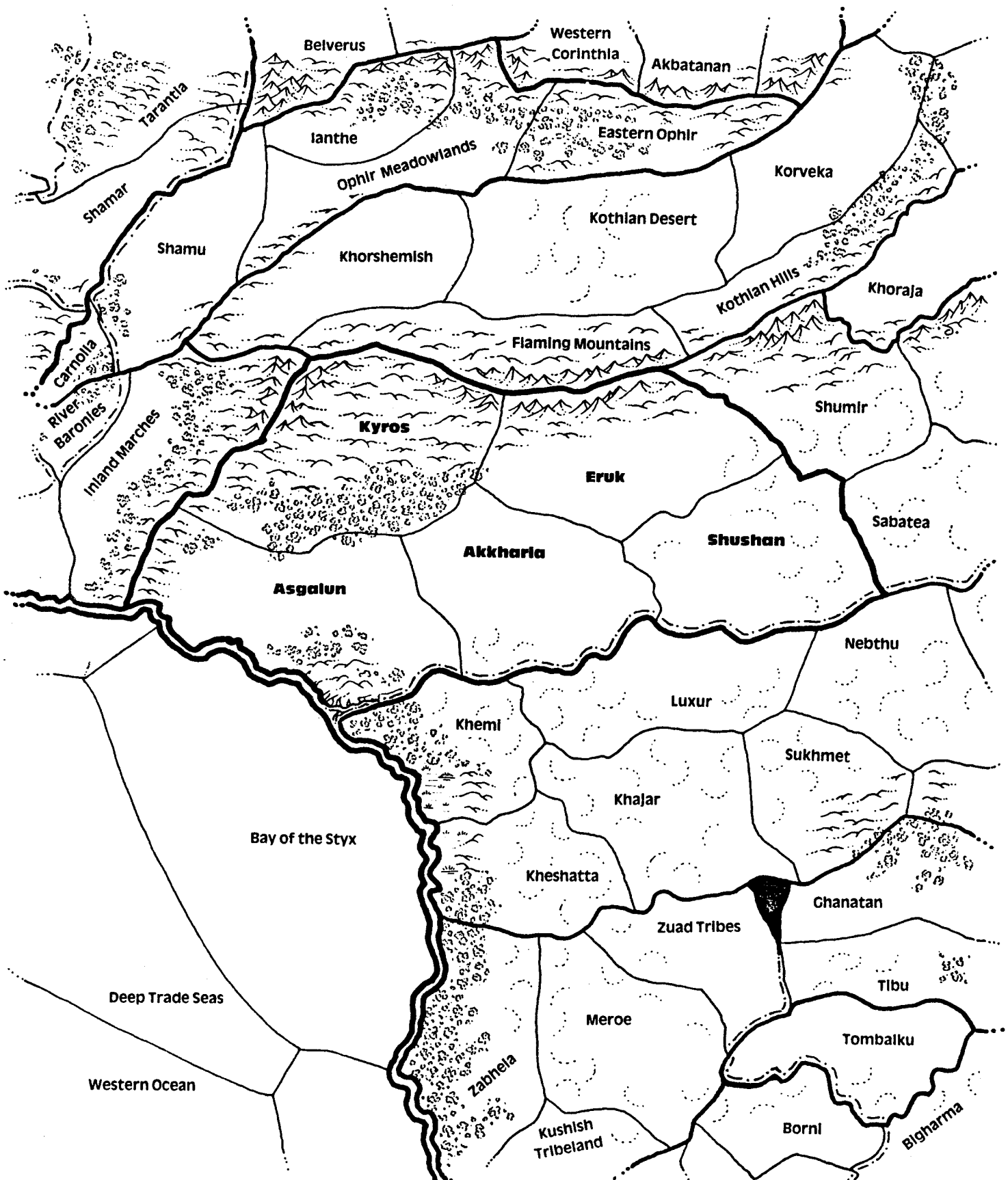
FOR


SHEM

KINGDOM SIZE: MEDIUM







ABBREVIATION: SHEM





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

**Shem**

- |   |                  |   |               |   |                     |
|---|------------------|---|---------------|---|---------------------|
|  | <b>Mountains</b> |  | <b>Forest</b> |  | <b>Steppe</b>       |
|  | <b>Hills</b>     |  | <b>Desert</b> |  | <b>Swamp or Bog</b> |

# HYBORIAN WAR

## Kingdom report for Shem

Turn: 1

Winter Warseason

### NATIONAL HISTORY

Know, Lord of the blue beard, thou art a true son of Shem, thy lineage untainted and counted from the days of the beginning. Long ago, thy fathers migrated west through the burning sands of the Naked Desert to our beloved meadowland between the Kothic Hills and the mighty Styx river. In that distant age there was war to the north as the evil empire of Acheron marched to subjugate ancient Ophir. To the south, Stygia strove in great slaughter with a mysterious pre-human race. Our way was clear between these warring nations and so we migrated west.

Many of thy forefathers traveled as far as the Zingg valley to settle in a land which would one day come to be known as the kingdom of Zingara. The two thousand years following the original journey to the lands we now call our home became increasingly harsh as first mighty Acheron came to conquer us, and then, while Hyborian warriors began to press Acheron in the north, malevolent Stygia sent her wizards and bright legions of soldiers to rule over us. At the hands of these oppressors we learned to build in stone and began to settle in crude villages; we grazed our cattle and sheep, as well as planting and tending wine vineyards. Five hundred years after the final collapse of Acheron under the weight of the Hyborian tribes, the newly founded kingdom of Koth swept south to overrun our Stygian masters and take the yoke of our bondage up into their own hands.

Under the gentler rule of these Kothic masters, our people learned the higher arts of civilization, castle building, trade, administration, and warfare. Fighting alongside Kothic armies in countless battles against the twice-cursed Stygians, our fierce Asshuri warriors soon began to gain fame across the Hyborian world. The next one thousand years saw the development of Shem as we know it today.

Asgalun became the center of government. In the Kyros region the making of wine became a high art. In Eruk, weapons-making and trade has become highly advanced. In Akkharia, farming and manufacturing are at the fore, while at ancient Shushan (the former center of Stygian administration), international trade has grown to great import. Our sister states of Shumir, Nippr, Sabatea, and Akbitana are all important trade sites and allies but they are too independent to be relied upon in times of war. The Zuigar and Kharamun tribes of the eastern deserts are also sons of Shem, although there is little love lost between thy people and those homeless vagabonds of the eastern reaches.

During the last one thousand years we have thrown off the hated yoke of slavery. Koth has withdrawn her armies north to the flaming mountains in the face of our growing power and the burning desire within us for freedom and greatness! We will never be enslaved again. Our Asshuri warriors and Shemish archers are now legendary in the world, eagerly hired by most kingdoms as a bulwark for their armies. Perhaps now we move into a time when we shall be the rulers rather than the ruled? Only thou can say, my Liege. Heed well now my words and I will report to thee on the present state of thy new kingdom.

### ROYAL TREASURY

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

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

Nippr of The Eastern Shemish Nations

## POLITICS

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

Shem can avoid the influence of Khoraja at a ADEQUATE level.  
Shem can avoid the influence of Koth at a GOOD level.  
Shem can avoid the influence of Stygia at a GOOD level.

Shem stands in formal alliance with The Eastern Shemish Nations.

Your kingdom of Shem is bound in peace treaty with The Eastern Talakamas and may not invade provinces owned by them.

## 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 Shem is:**

Name: Gesh Khumbanigash	ID: SHEM-CHA	Character Type: Priest
Age: middle aged	Status: Alive	Gender: Male
Province of Birth: Asgalun	Present location: Asgalun	Assignment last turn: None

Gesh Khumbanigash is the Province Ruler of Asgalun.

**The ADJUTANT GENERAL of Shem is:**

Name: Gilzan Totrasmek	ID: SHEM-ADJ	Character Type: General
Age: middle aged	Status: Alive	Gender: Male
Province of Birth: Asgalun	Present location: Asgalun	Assignment last turn: None

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

Name: Lord Tareth Akhirom	ID: SHEM-1	Character Type: Noble
Age: young adult	Status: Alive	Gender: Male
Province of Birth: Asgalun	Present location: Asgalun	Assignment last turn: None
Personal Combat	: NONE	
Diplomacy	: POOR	
Rulership	: ADEQUATE	
Military Command	: POOR	
Heroism	: ADEQUATE	
Intrigue	: EXCELLENT	
Magic	: NONE	

Lord Tareth Akhirom is the current Monarch of Shem.

Name: Lord Ashto Akhirom	ID: SHEM-2	Character Type: Noble
Age: middle aged	Status: Alive	Gender: Male
Province of Birth: Asgalun	Present location: Akkharria	Assignment last turn: None
Personal Combat	: ADEQUATE	
Diplomacy	: POOR	
Rulership	: ADEQUATE	
Military Command	: GOOD	
Heroism	: GOOD	
Intrigue	: POOR	
Magic	: POOR	

Lord Ashto Akhirom may use the following spells: Dispel Magic.

Name: Garr Baldarr	ID: SHEM-3	Character Type: General
Age: prime of life	Status: Alive	Gender: Male
Province of Birth: Akkharria	Present location: Akkharria	Assignment last turn: With the 1st Imperial Army
Personal Combat	: ADEQUATE	
Diplomacy	: POOR	
Rulership	: POOR	
Military Command	: SUPERIOR	
Heroism	: GOOD	
Intrigue	: ADEQUATE	
Magic	: NONE	

Name: Baal-Dorth Azumalek	ID: SHEM-4	Character Type: General
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Age: young adult      Status: Alive      Gender: Male      Province of Birth: Asgalun  
Present location: Akkharia      Assignment last turn: None  
Personal Combat      : SUPERIOR  
Diplomacy            : POOR  
Rulership            : NONE  
Military Command    : EXCELLENT  
Heroism              : ADEQUATE  
Intrigue             : NONE  
Magic                : NONE

Name: Baldas Baldarr      ID: SHEM-5      Character Type: General  
Age: young adult      Status: Alive      Gender: Male      Province of Birth: Eruk  
Present location: Akkharia      Assignment last turn: With the 1st Imperial Army  
Personal Combat      : POOR  
Diplomacy            : POOR  
Rulership            : NONE  
Military Command    : EXCELLENT  
Heroism              : GOOD  
Intrigue             : ADEQUATE  
Magic                : NONE

Name: Jehanan Uriaz      ID: SHEM-6      Character Type: Hero  
Age: prime of life      Status: Alive      Gender: Male      Province of Birth: Akkharia  
Present location: Akkharia      Assignment last turn: None  
Personal Combat      : ADEQUATE  
Diplomacy            : NONE  
Rulership            : ADEQUATE  
Military Command    : GOOD  
Heroism              : POOR  
Intrigue             : POOR  
Magic                : NONE

Jehanan Uriaz is the Province Ruler of Akkharia.

Name: Valiana Khumbanigash      ID: SHEM-7      Character Type: Hero  
Age: young adult      Status: Alive      Gender: Female      Province of Birth: Asgalun  
Present location: Kyros      Assignment last turn: With the 2nd Imperial Army  
Personal Combat      : ADEQUATE  
Diplomacy            : GOOD  
Rulership            : ADEQUATE  
Military Command    : ADEQUATE  
Heroism              : POOR  
Intrigue             : GOOD  
Magic                : NONE

Name: Abodashtarh Thuthamon      ID: SHEM-8      Character Type: Priest  
Age: prime of life      Status: Alive      Gender: Male      Province of Birth: Eruk  
Present location: Eruk      Assignment last turn: None  
Personal Combat      : POOR  
Diplomacy            : POOR  
Rulership            : ADEQUATE  
Military Command    : NONE  
Heroism              : GOOD  
Intrigue             : SUPERIOR  
Magic                : POOR

Abodashtarh Thuthamon is the Province Ruler of Eruk.  
Abodashtarh Thuthamon may use the following spells: Far Sight.

Name: Trye Tuthamon      ID: SHEM-9      Character Type: Priest  
Age: youth      Status: Alive      Gender: Female      Province of Birth: Asgalun  
Present location: Kyros      Assignment last turn: With the 2nd Imperial Army  
Personal Combat      : POOR  
Diplomacy            : ADEQUATE  
Rulership            : GOOD  
Military Command    : POOR  
Heroism              : POOR  
Intrigue             : ADEQUATE  
Magic                : ADEQUATE

Trye Tuthamon may use the following spells: Phantom Warriors (usable 2 times) and Far Sight.

Name: Lord Donis Akhirom ID: SHEM-10 Character Type: Wizard  
 Age: middle aged Status: Alive Gender: Male Province of Birth: Eruk  
 Present location: Kyros Assignment last turn: None  
 Personal Combat : POOR  
 Diplomacy : ADEQUATE  
 Rulership : POOR  
 Military Command : NONE  
 Heroism : NONE  
 Intrigue : GOOD  
 Magic : SUPERIOR

Lord Donis Akhirom may use the following spells: Long Life (usable 5 times), Far Sight, Fire Wall, Magic Blast and Strength.

Name: Shaaphi Baldarr ID: SHEM-11 Character Type: Agent  
 Age: old Status: Alive Gender: Male Province of Birth: Eruk  
 Present location: Kyros Assignment last turn: None  
 Personal Combat : SUPERIOR  
 Diplomacy : NONE  
 Rulership : EXCELLENT  
 Military Command : NONE  
 Heroism : NONE  
 Intrigue : ADEQUATE  
 Magic : NONE

## TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 7 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.

**Shemish Mailed Lancers : Troop Type 1**  
 Troop Category : HC - Heavy Cavalry  
 Missile Combat Ability : ADEQUATE  
 Melee Combat Ability : EXCELLENT  
 Morale : GOOD  
 Movement Rate : 5

Shemish Mailed Lancers must make up a minimum of 30% and may not exceed a maximum of 40% of your total number of troops. The cost to Train and outfit Shemish Mailed Lancers is MODERATE.

**Shemish Elite Lancers : Troop Type 2**  
 Troop Category : HC - Heavy Cavalry  
 Missile Combat Ability : NONE  
 Melee Combat Ability : EXCELLENT  
 Morale : SUPERIOR  
 Movement Rate : 5

Shemish Elite Lancers troop is unique. Only one troop of this type may exist at any time. The cost to Train and outfit Shemish Elite Lancers is MODERATE.

**Shemish Heavy Foot : Troop Type 3**  
 Troop Category : HI - Heavy Infantry  
 Missile Combat Ability : ADEQUATE  
 Melee Combat Ability : GOOD  
 Morale : GOOD  
 Movement Rate : 2

Shemish Heavy Foot must make up a minimum of 30% and may not exceed a maximum of 60% of your total number of troops. The cost to Train and outfit Shemish Heavy Foot is LOW.

**Asgalun Foot : Troop Type 4**  
 Troop Category : HI - Heavy Infantry  
 Missile Combat Ability : POOR  
 Melee Combat Ability : GOOD  
 Morale : SUPERIOR  
 Movement Rate : 2

Asgalun Foot troop is unique. Only one troop of this type may exist at any time.  
 The cost to Train and outfit Asgalun Foot is MODERATE.

**Shemish Archers** : **Troop Type 5**  
 Troop Category : LIA - Light Infantry Archer  
 Missile Combat Ability : SUPERIOR  
 Melee Combat Ability : POOR  
 Morale : EXCELLENT  
 Movement Rate : 4

Shemish Archers must make up a minimum of 10% and may not exceed a maximum of 30% of your total number of troops.  
 The cost to Train and outfit Shemish Archers is MODERATE.

**Mercenary Darfaric Horse** : **Troop Type 6**  
 Troop Category : LC - Light Cavalry  
 Missile Combat Ability : NONE  
 Melee Combat Ability : GOOD  
 Morale : GOOD  
 Movement Rate : 6

Mercenary Darfaric Horse may not exceed a maximum of 5% of your total number of troops at any one time.  
 Mercenary Darfaric Horse cost no gold to raise but must be paid MODERATE wages each year.

**Hyrkanian Horsemen** : **Troop Type 7**  
 Troop Category : MCA - Medium Cavalry Archer  
 Missile Combat Ability : EXCELLENT  
 Melee Combat Ability : GOOD  
 Morale : EXCELLENT  
 Movement Rate : 6

Hyrkanian Horsemen may not exceed a maximum of 5% of your total number of troops at any one time.  
 Hyrkanian Horsemen are well adapted to combat in Steppe and will fight in that terrain with increased ability.  
 Hyrkanian Horsemen 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.

### Asgalun Province 136 Province Type: Coast

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

Has large areas of open grassland	- EXCELLENT chance to reach Open terrain.
Has several areas of forest	- GOOD chance to reach Forest terrain.
Has some areas of hills	- ADEQUATE chance to reach Hill terrain.
Is home to an occasional running stream	- ADEQUATE chance to reach River terrain.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of Asgalun currently have MODERATE loyalty to the throne.  
 Approximately once every five years Asgalun levys Shemish Mailed Lancers.  
 The average wealth production in Asgalun is SUPERIOR.

### The 136th Provincial Army ID: PA-136 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Silver Mailed Lancers	1	High 6th Mailed Lancers	1	Elite Lancers	2
Gebal's Raiding Archers	5	Sitrous's 6th Archers	5	Asgalun Foot	4
Independant Spider Heavy Foot	3	31st Heavy Foot	3		

### Asgalun has standing Province Defense Orders as follows:

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

## Shushan

Province 137 Province Type: Land

Has several areas of open grassland  
Has several areas of desert  
Has a few scant areas of forest  
Is crisscrossed with rivers  
Is well fortified (Fort Class B)

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

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

**The 137th Provincial Army ID: PA-137 Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Hanin's 8th Argent Heavy Foot	3	Capital 15th Heavy Foot	3	Bloody 47th Heavy Foot	3
Charging 2nd Heavy Foot	3	White Heavy Foot	3	Loyal 44th Heavy Foot	3
Slaying Archers	5	Raiding Archers	5		

**Shushan has standing Province Defense Orders as follows:**

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

## Akkharia

Province 138 Province Type: Land

Is dominated by areas of open grassland  
Has some areas of desert  
Has a few scant areas of forest  
Is crisscrossed with rivers  
Is well fortified (Fort Class B)

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

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

**The 138th Provincial Army ID: PA-138 Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Wild Heavy Foot	3	Flag 23rd Heavy Foot	3	Raging Heavy Foot	3
Fighting Lynx Heavy Foot	3	Venom 27th Heavy Foot	3	33rd Heavy Foot	3
Middle Demon Archers	5	Raging Guild 38th Archers	5		

**Akkharia 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 Akkharia.

## Kyros

Province 139 Province Type: Land

Has some areas of open grassland  
Has several areas of forest  
Has large areas of hills  
Is a land of few mountains  
Is well fortified (Fort Class B)

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

The people of Kyros currently have MODERATE loyalty to the throne.  
Approximately once every five years Kyros levys Shemish Archers.  
The average wealth production in Kyros is EXCELLENT.

**The 139th Provincial Army ID: PA-139 Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
30th Archers	5	45th Archers	5	24th Skull Archers	5
Anthas's 24th Raiding Archers	5	Silver Serpent Heavy Foot	3	Faithful 4th Heavy Foot	3
45th Cold Stone Heavy Foot	3	Bravest Heavy Foot	3		

**Kyros has standing Province Defense Orders as follows:**

Maneuver to Fortified terrain if attacked.



Engage the enemy at the Province Commanders Discretion.

Our 2nd Imperial Army is encamped in Kyros.

## Eruk

Province 140 Province Type: Land

Has large areas of open grassland  
 Has a few scant areas of desert  
 Has some areas of hills  
 Rarely lifts a mountain peak into the sky  
 Is well fortified (Fort Class B)

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

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

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

**The 140th Provincial Army ID: PA-140 Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bravest 12th Heavy Foot	3	Special 49th Heavy Foot	3	Green Nightbird Heavy Foot	3
Asshuri 28th Heavy Foot	3	Constantius's Heavy Foot	3	Asshuri 38th Heavy Foot	3

**Eruk has standing Province Defense Orders as follows:**

Ambush any attackers.  
 Maneuver to Fortified 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: 15**  
 Location: Akkharria Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
13th Ragged Demon Mailed Lancers	1	Bloody Serpent Mailed Lancers	1	Bululs's Mailed Lancers	1
Pierce 22nd Mailed Lancers	1	Grey Mailed Lancers	1	16th Asshuri Mailed Lancers	1
Baldas's Own 4th Bond Heavy Foot	3	Singing Jade 25th Heavy Foot	3	33rd Asshuri Heavy Foot	3
Unstoppable Heavy Foot	3	Argent Heavy Foot	3	Obsidian Flaming 24th Archers	5
Bronze Archers	5	Turas's Savage Archers	5	24th Invincible Archers	5

**The 2nd Imperial Army ID: IA-2 Total troops with Army: 15**  
 Location: Kyros Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Brave Maroon 45th Mailed Lancers	1	Diamond 31st Mailed Lancers	1	Proud 29th Mailed Lancers	1
Asshuri Mailed Lancers	1	Azure 41st Mailed Lancers	1	Brown 38th Mailed Lancers	1
Flaming Mailed Lancers	1	4th Diamond Mailed Lancers	1	Special Dog Mailed Lancers	1
29th Amber Mailed Lancers	1	Triumphant Crow Mailed Lancers	1	Last 38th Mailed Lancers	1
Slaying 7th Mailed Lancers	1	Shining Crow Mailed Lancers	1	Fighting 45th Mailed Lancers	1

Total Number of Troops : 68  
 Number of Standard Troops : 66  
 Number of Unique Troops : 2

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Shemish Mailed Lancers	1	23	35%	30%	40%
Shemish Elite Lancers	2	1		0 units	1 unit
Shemish Heavy Foot	3	29	44%	30%	60%
Asgalun Foot	4	1		0 units	1 unit
Shemish Archers	5	14	21%	10%	30%
Mercenary Darfaric Horse	6	0	0%	0%	5%
Hyrkanian Horsemen	7	0	0%	0%	5%

## IMPERIAL GOALS

Let me tell thee of the dreams of your sires and the dreams of their fathers before them. It is known, my Lord, that if only the following imperial goals can be achieved, a new age of glory and prosperity shall dawn upon the kingdom. Thus have the rulers of Shem ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Shem.

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

The Kothian Desert of Koth  
The Akhlat Region of The Zuagir Tribesmen

If successful in achieving these goals, Shem 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:

Shumir (203) of The Eastern Shemish Nations  
Sabatea (204) of The Eastern Shemish Nations  
Nippr (205) of The Eastern Shemish Nations  
Akbitana (206) of The Eastern Shemish Nations

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 Shem

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: 136 137 138 139 140

- I Command Gesh Khumbanigash SHEM-CHA to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Gilzan Totrasmek SHEM-ADJ to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Lord Tareth Akhirom SHEM-1 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Lord Ashto Akhirom SHEM-2 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Garr Baldarr SHEM-3 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-1 )
- I Command Baal-Dorth Azumalek SHEM-4 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Baldas Baldarr SHEM-5 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-1 )
- I Command Jehanan Uriaz SHEM-6 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Valiana Khumbanigash SHEM-7 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-2 )
- I Command Abodashtarh Thuthamon SHEM-8 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Trye Tuthamon SHEM-9 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_  
( Currently with IA-2 )
- I Command Lord Donis Akhirom SHEM-10 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_
- I Command Shaaphi Baldarr SHEM-11 to ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_ ( ) \_\_\_\_\_

I Command 1st Imperial Army in province 138 to (M)ove to (P)rovince ( ) \_\_\_\_\_

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

I Declare ( ) \_\_\_\_\_ (R)ule (P)rovince (137)

I Declare ( ) \_\_\_\_\_ (R)ule (P)rovince (139)

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

