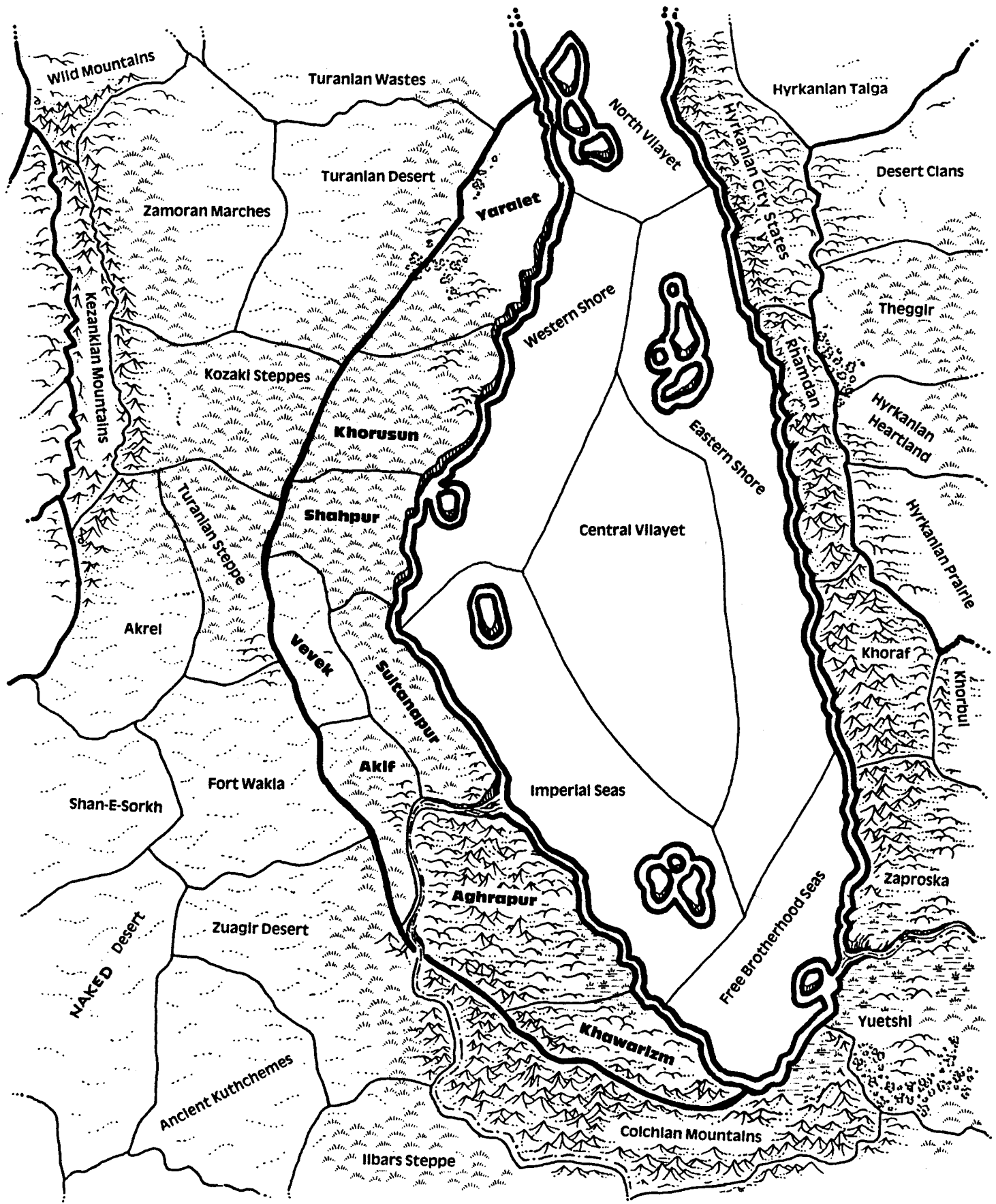



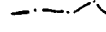


THE HYBORIAN WAR KINGDOM REPORT
FOR
TURAN

KINGDOM SIZE: LARGE







ABBREVIATION: TURA





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

Turan

- | | | | | | |
|---|------------------|---|---------------|---|---------------------|
|  | Mountains |  | Forest |  | Steppe |
|  | Hills |  | Desert |  | Swamp or Bog |

HYBORIAN™ WAR

Kingdom report for Turan

Turn: 1

Winter Warseason

NATIONAL HISTORY

Listen, young Shah, to the heritage and history of thy people and the kingdom which thou wast born to rule. Thy people are of the Hyrkanian race, children of horse and bow, the tribe of Turan. A thousand years ago thy forefathers swept southwest along the shores of the Vilayet Sea and then north along the Vilayet's western shore, where they came to rest and founded the mighty kingdom of Turan. Of the time before then there are only legends, speaking of an oceanic empire called Lemuria, and an ancient and hated dominator cast down millenia after a Great Cataclysm.

Swiftly have we become more civilized than our Hyrkanian kindred whom we left behind us in the east, becoming builders, scholars, diplomats, and makers of many things. We have tamed the Vilayet Sea with our proud fleet, and our swift armies have on occasion probed as far west as Zamboula, Arenjun, and the Hyperbor Valley. We hold sway over the trade routes of the world, in the Vilayet Sea and on the Ilbars steppe.

How swiftly we have surpassed our ignorant Hyrkanian kin, and now our destiny is clear before us: to rule all the land from the sea to the Hyborian kingdoms, perhaps even to the oceans beyond! Heed well now my words, O Shah, as I report to thee of the present state of thy new kingdom.

ROYAL TREASURY

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

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

The Iranistan Steppes of Southern Kozaki
Rhamdan of The Eastern Vilayet Cities
The Eastern Shore Region of Vilayet

POLITICS

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

Turan can avoid the influence of Brythunia at a ADEQUATE level.
Turan can avoid the influence of Iranistan at a ADEQUATE level.
Turan can avoid the influence of Vendhya at a ADEQUATE level.
Turan can avoid the influence of Zamora at a ADEQUATE level.

Turan stands in formal alliance with Hyrkania, and Zamboula.

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

Your kingdom has assurances of peace from Hyrkania 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 Turan is:

Name: Vizier Amal ID: TURA-CHA Character Type: Priest
Age: youth Status: Alive Gender: Male Province of Birth: Aghrapur
Present location: Aghrapur Assignment last turn: None
Vizier Amal is the Province Ruler of Aghrapur.
Vizier Amal may use the following spells: Force March.

The ADJUTANT GENERAL of Turan is:

Name: Salzir Artaban ID: TURA-ADJ Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: Khorusun
Present location: Aghrapur Assignment last turn: None

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

Name: Lord Jehungir Yiidiz ID: TURA-1 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: Aghrapur
Present location: Aghrapur Assignment last turn: None
Personal Combat : GOOD
Diplomacy : NONE
Rulership : GOOD
Military Command : NONE
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Lord Jehungir Yiidiz is the current Monarch of Turan.

Name: Kambur Munthassem ID: TURA-2 Character Type: Noble
Age: young adult Status: Alive Gender: Male Province of Birth: Aghrapur
Present location: Akif Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : EXCELLENT
Rulership : GOOD
Military Command : ADEQUATE
Heroism : POOR
Intrigue : POOR
Magic : NONE

Kambur Munthassem is the Province Ruler of Akif.

Name: Jillad Amal ID: TURA-3 Character Type: Noble
Age: old Status: Alive Gender: Male Province of Birth: Khorusun
Present location: Khorusun Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : SUPERIOR
Rulership : ADEQUATE
Military Command : ADEQUATE
Heroism : GOOD
Intrigue : POOR
Magic : NONE

Jillad Amal is the Province Ruler of Khorusun.

Name: Uthghiz Amurath ID: TURA-4 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: Yaralet
Present location: Vevek Assignment last turn: With the 2nd Imperial Army
Personal Combat : POOR
Diplomacy : POOR
Rulership : NONE
Military Command : ADEQUATE
Heroism : GOOD
Intrigue : POOR
Magic : NONE

Name: Lord Jelal Yiidiz ID: TURA-5 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: Sultanapur
Present location: Vevek Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE

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

Name: Lord Arshak Yiidiz ID: TURA-6 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: Khawarizm
Present location: Khawarizm Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : ADEQUATE
Rulership : ADEQUATE
Military Command : GOOD
Heroism : SUPERIOR
Intrigue : NONE
Magic : NONE

Lord Arshak Yiidiz is the Province Ruler of Khawarizm.

Name: Antal Munthassem ID: TURA-7 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: Shahpur
Present location: Aghrapur Assignment last turn: With the 1st Imperial Navy
Personal Combat : GOOD
Diplomacy : POOR
Rulership : POOR
Military Command : GOOD
Heroism : EXCELLENT
Intrigue : SUPERIOR
Magic : NONE

Name: Kurkan Ardashir ID: TURA-8 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: Yaralet
Present location: Aghrapur Assignment last turn: None
Personal Combat : NONE
Diplomacy : NONE
Rulership : POOR
Military Command : POOR
Heroism : EXCELLENT
Intrigue : GOOD
Magic : NONE

Name: Sarid Munthassem ID: TURA-9 Character Type: Hero
Age: prime of life Status: Alive Gender: Male Province of Birth: Shahpur
Present location: Aghrapur Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : POOR
Military Command : POOR
Heroism : EXCELLENT
Intrigue : NONE
Magic : NONE

Name: Malavan Ardashir ID: TURA-10 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: Sultanapur
Present location: Sultanapur Assignment last turn: None
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : EXCELLENT
Military Command : POOR
Heroism : ADEQUATE
Intrigue : ADEQUATE
Magic : NONE

Malavan Ardashir is the Province Ruler of Sultanapur.

Name: Abdul Yezdigerd ID: TURA-11 Character Type: Priest
Age: old Status: Alive Gender: Male Province of Birth: Yaralet
Present location: Aghrapur Assignment last turn: None
Personal Combat : GOOD

Diplomacy : ADEQUATE
Rulership : POOR
Military Command : POOR
Heroism : POOR
Intrigue : NONE
Magic : POOR

Abdul Yezdigerd may use the following spells: Bless.

Name: Murad Yezdigerd ID: TURA-12 Character Type: Wizard
Age: ancient Status: Alive Gender: Male Province of Birth: Yaralet
Present location: Aghrapur Assignment last turn: None
Personal Combat : NONE
Diplomacy : POOR
Rulership : NONE
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : SUPERIOR

Murad Yezdigerd may use the following spells: Diplomacy, Earth Demon, Far Sight, Fear, Arcane Blasts and The Open Hand.

Name: Uskuda Bey ID: TURA-13 Character Type: Wizard
Age: old Status: Alive Gender: Male Province of Birth: Yaralet
Present location: Vevek Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : NONE
Rulership : NONE
Military Command : NONE
Heroism : ADEQUATE
Intrigue : NONE
Magic : SUPERIOR

Uskuda Bey may use the following spells: Black Death (usable 3 times), Reincarnate (usable 5 times), Earth Demon, Far Sight and Prophecy.

Name: Tureg Angharzeb ID: TURA-14 Character Type: Wizard
Age: young adult Status: Alive Gender: Male Province of Birth: Akif
Present location: Khorusun Assignment last turn: With the 3rd Imperial Army
Personal Combat : POOR
Diplomacy : EXCELLENT
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : EXCELLENT

Tureg Angharzeb may use the following spells: Fear, Force March, Arcane Blasts and The Open Hand.

Name: Bafara Ardashir ID: TURA-15 Character Type: Agent
Age: young adult Status: Alive Gender: Female Province of Birth: Akif
Present location: Khorusun Assignment last turn: With the 3rd Imperial Army
Personal Combat : GOOD
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : GOOD
Heroism : NONE
Intrigue : SUPERIOR
Magic : ADEQUATE

Bafara Ardashir may use the following spells: Fire Wall and Magic Sleep.

Name: Shusta Bey ID: TURA-16 Character Type: Agent
Age: youth Status: Alive Gender: Female Province of Birth: Akif
Present location: Aghrapur Assignment last turn: None
Personal Combat : POOR
Diplomacy : GOOD
Rulership : POOR
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 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.

Imperial Guards : Troop Type 1
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : POOR
Melee Combat Ability : EXCELLENT
Morale : SUPERIOR
Movement Rate : 5

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

Turanian Mailed Cavalry : Troop Type 2
Troop Category : HC - Heavy Cavalry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : EXCELLENT
Morale : GOOD
Movement Rate : 5

Turanian Mailed Cavalry must make up a minimum of 10% and may not exceed a maximum of 45% of your total number of troops.
The cost to Train and outfit Turanian Mailed Cavalry is MODERATE.

Turanian Horse Archers : Troop Type 3
Troop Category : MCA - Medium Cavalry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 6

Turanian Horse Archers must make up a minimum of 5% and may not exceed a maximum of 25% of your total number of troops.
Turanian Horse Archers are well adapted to combat in Steppe and will fight in that terrain with increased ability.
The cost to Train and outfit Turanian Horse Archers is MODERATE.

Turanian Spears : Troop Type 4
Troop Category : MI - Medium Infantry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Turanian Spears must make up a minimum of 30% and may not exceed a maximum of 55% of your total number of troops.
The cost to Train and outfit Turanian Spears is LOW.

The Immortals : Troop Type 5
Troop Category : HI - Heavy Infantry
Missile Combat Ability : POOR
Melee Combat Ability : EXCELLENT
Morale : SUPERIOR
Movement Rate : 3

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

Foot Archers : Troop Type 6
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : POOR
Morale : ADEQUATE
Movement Rate : 4

Foot Archers must make up a minimum of 15% and may not exceed a maximum of 25% of your total number of troops.
The cost to Train and outfit Foot Archers is LOW.

Patrol Cavalry : **Troop Type 7**
Troop Category : MC - Medium Cavalry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

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

Turanian War Galleys : **Troop Type 8**
Troop Category : HN - Heavy Sea
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

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

MERCENARY TROOPS

In addition do your Turanian troops, you may hire any of the mercenary troop types listed below. Mercenaries may not exceed a certain percentage of your total number of troops at one time. Our kingdom can support a total of 25% 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.

Aghrapur

Province 151 Province Type: Coast

Is the Capital Province of Turan and the seat of your national government.
Is the location of the Imperial Harbor and the ship building yards of the kingdom.

Boasts of high mountains - GOOD chance to reach Mountainous terrain.
Has large areas of hills - EXCELLENT chance to reach Hill terrain.
Has some areas of swamplands - ADEQUATE chance to reach Swamp terrain.
Is cut by large river tributaries - EXCELLENT chance to reach River terrain.
Is heavily fortified (Fort Class A) - SUPERIOR chance to reach Fortified terrain.

The people of Aghrapur currently have MODERATE loyalty to the throne.
Approximately once every five years Aghrapur levys Turanian Mailed Cavalry.
The average wealth production in Aghrapur is EXCELLENT.

The 151st Provincial Army ID: PA-151 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Brotherhood 41st Mailed Cavalry	2	41st Mailed Cavalry	2	Antak's 48th Spears	4
Burning Demon 28th Spears	4	Proud Argent 5th Spears	4	Mask 28th Spears	4

Aghrapur has standing Province Defense Orders as follows:

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

Our 1st Imperial Navy is encamped in Aghrapur.

Sultanapur

Province 152 Province Type: Coast

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

The people of Sultanapur currently have MODERATE loyalty to the throne.
Approximately once every three years Sultanapur levys Imperial Guards.
The average wealth production in Sultanapur is SUPERIOR.

The 152nd Provincial Army ID: PA-152 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Silver Imperial Guards	1	Mordant Imperial Guards	1	Disciple Spears	4
Faithful Wolf Spears	4	Invincible Beaver Spears	4	Solaymon's Own Spears	4

Sultanapur has standing Province Defense Orders as follows:

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

Khawarizm

Province 153 Province Type: Coast

Boasts of high mountains - GOOD chance to reach Mountainous terrain.
Is dominated by areas of hills - SUPERIOR chance to reach Hill terrain.
Has a few scant areas of swamplands - POOR chance to reach Swamp terrain.
Has a few scant areas of open grassland - POOR chance to reach Open terrain.
Is well fortified (Fort Class A) - EXCELLENT chance to reach Fortified terrain.

The people of Khawarizm currently have MODERATE loyalty to the throne.
Very infrequently Khawarizm levys Turanian Spears.
The average wealth production in Khawarizm is EXCELLENT.

The 153rd Provincial Army ID: PA-153 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
38th Independant Raven Spears	4	19th Independant Falcon Spears	4	Mask 36th Spears	4
Damned Spears	4	Brown 26th Foot Archers	6	22nd Turanian Foot Archers	6

Khawarizm has standing Province Defense Orders as follows:

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

Khorusun

Province 154 Province Type: Coast

Is dominated by areas of steppe
Has some areas of hills
Has a few scant areas of open grassland
Is dominated by areas of forest
Has several scattered forts (Fort Class A)

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

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

The 154th Provincial Army ID: PA-154 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Night Spears	4	Diamond 43rd Spears	4	48th Elite Spears	4
Guild Spears	4	50th True Spears	4	Iskala's Flag Spears	4

Khorusun has standing Province Defense Orders as follows:

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

Our 3rd Imperial Army is encamped in Khorusun.

Akif

Province 155 Province Type: Land

Has large areas of steppe
Has some areas of hills
Has some areas of desert
Is cut by large river tributaries
Is well fortified (Fort Class B)

- EXCELLENT chance to reach Steppe terrain.
- ADEQUATE chance to reach Hill terrain.
- ADEQUATE chance to reach Desert terrain.
- EXCELLENT chance to reach River terrain.
- EXCELLENT chance to reach Fortified terrain.

The people of Akif currently have MODERATE loyalty to the throne.
Approximately once every three years Akif levys Foot Archers.
The average wealth production in Akif is ADEQUATE.

The 155th Provincial Army ID: PA-155 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Xanara's First Foot Archers	6	Diamond 39th Foot Archers	6	49th Spears	4
30th Spears	4	38th Spears	4	16th Spears	4

Akif has standing Province Defense Orders as follows:

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

Shahpur

Province 156 Province Type: Coast

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

- SUPERIOR chance to reach Steppe terrain.
- POOR chance to reach Desert terrain.
- POOR chance to reach Open terrain.
- POOR chance to reach Forest terrain.
- EXCELLENT chance to reach Fortified terrain.

The people of Shahpur currently have MODERATE loyalty to the throne.
Approximately once every five years Shahpur levys Turanian Mailed Cavalry.
The average wealth production in Shahpur is EXCELLENT.

The 156th Provincial Army ID: PA-156 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Inkana's 2nd Azure Mailed Cavalry	2	9th White Eagle Mailed Cavalry	2	Diamond 16th Mailed Cavalry	2
Khogar's Mailed Cavalry	2	Elite Mailed Cavalry	2	Iskul's Mailed Cavalry	2

Shahpur has standing Province Defense Orders as follows:

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

Yaralet

Province 157 Province Type: Coast

Has some areas of steppe
Has several areas of hills
Has several areas of open grassland
Has some areas of forest
Has several scattered forts (Fort Class A)

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

The people of Yaralet currently have LOW loyalty to the throne.
Very infrequently Yaralet levys Turanian Spears.
The average wealth production in Yaralet is ADEQUATE.

The 157th Provincial Army ID: PA-157 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Hafar's Fierce Spears	4	First 37th Spears	4	Jillad's Spears	4
Inkana's Spears	4	Magenta Seal Foot Archers	6	24th Foot Archers	6

Yaralet has standing Province Defense Orders as follows:

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

Vevek

Province 158 Province Type: Land

Has some areas of steppe
Has a few scant areas of hills
Is dominated by areas of desert
Has a few scant areas of open grassland
Is well fortified (Fort Class B)

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

The people of Vevek currently have LOW loyalty to the throne.
Approximately once every five years Vevek levys Turanian Horse Archers.
The average wealth production in Vevek is GOOD.

The 158th Provincial Army ID: PA-158 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Copper Crow Horse Archers	3	14th Mordant Horse Archers	3	Khallid's Brave Horse Archers	3
Purple 9th Horse Archers	3	Ragged Imperial Guards	1	11th Spears	4

Vevek has standing Province Defense Orders as follows:

Maneuver to Desert terrain if attacked.
Engage the enemy in Open Field battle.

Our 2nd Imperial Army is encamped in Vevek.

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 Navy ID: IN-1 Total troops with Army: 10
Location: Aghrapur Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Khallid's 4th Savage War Galleys	8	Tryst 5th War Galleys	8	Argent War Galleys	8
Elbez's 24th War Galleys	8	4th Turanian War Galleys	8	Oath War Galleys	8
Death War Galleys	8	Sentinel War Galleys	8	Iskala's 8th Royal War Galleys	8
Diamond 14th War Galleys	8				

The 2nd Imperial Army ID: IA-2 Total troops with Army: 20
Location: Vevek Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
28th Imperial Guards	1	Tarem's Personal Imperial Guards	1	Venom 14th Mailed Cavalry	2
Ghurran's Mailed Cavalry	2	Irak's 26th Mailed Cavalry	2	Indigo Mailed Cavalry	2
Mantle 25th Mailed Cavalry	2	Mantle Mailed Cavalry	2	Disciple 14th Mailed Cavalry	2
Royal Spider 48th Mailed Cavalry	2	Diamond 44th Mailed Cavalry	2	Immortals	5
Skull 9th Foot Archers	6	Mask 31st Foot Archers	6	Bond 15th Foot Archers	6
Diamond 21st Foot Archers	6	Raiding Foot Archers	6	Indigo Falcon Foot Archers	6
Amber Fox Foot Archers	6	Saphire Foot Archers	6		

The 3rd Imperial Army

Location: Khorusun

ID: IA-3

Total troops with Army: 20

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Lord Arshak's Horse Archers	3	Brave Horse Archers	3	Azure Horse Archers	3
Tavik's Raging Horse Archers	3	Night 34th Horse Archers	3	Kermon's Horse Archers	3
Night 5th Horse Archers	3	Beryl Horse Archers	3	Zara's Purple Horse Archers	3
Raiding 45th Horse Archers	3	Burning Crow Horse Archers	3	Kamali's Foot Archers	6
Diamond 18th Foot Archers	6	Mantle 46th Spears	4	Disciple 46th Spears	4
Kankria's Damned Spears	4	Regular Spears	4	Death 18th Spears	4
Stone Spears	4	Antak's Bond Spears	4		

Total Number of Troops : 98

Number of Standard Troops : 97

Number of Unique Troops : 1

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Imperial Guards	1	5	5%	0%	10%
Turanian Mailed Cavalry	2	17	18%	10%	45%
Turanian Horse Archers	3	15	15%	5%	25%
Turanian Spears	4	34	35%	30%	55%
The Immortals	5	1		0 units	1 unit
Foot Archers	6	16	16%	15%	25%
Patrol Cavalry	7	0	0%	0%	10%
Turanian War Galleys	8	10	10%	0%	15%
Mercenary Troops	M1-M4	0	0%	0%	25%

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

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

The Naked Desert of The Zuagir Tribesmen
Secunderam of The Eastern Hilllands

If successful in achieving these goals, Turan 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 move closer to victory by increasing and fostering the economic strength of your kingdom. You may do this by conquering new and rich provinces, protecting your trade routes, and seeing to the prosperity and productivity of your kingdom.

THE HYBORIAN WAR COMMAND SHEET

Orders For Turan

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: 151 152 153 154 155 156 157 158

- I Command Vizier Amal TURA-CHA to () _____ () _____ () _____ () _____
- I Command Salzir Artaban TURA-ADJ to () _____ () _____ () _____ () _____
- I Command Lord Jehungir Yiidiz TURA-1 to () _____ () _____ () _____ () _____
- I Command Kambur Munthassem TURA-2 to () _____ () _____ () _____ () _____
- I Command Jillad Amal TURA-3 to () _____ () _____ () _____ () _____
- I Command Uthghiz Amurath (Currently with IA-2) TURA-4 to () _____ () _____ () _____ () _____
- I Command Lord Jelal Yiidiz (Currently with IA-2) TURA-5 to () _____ () _____ () _____ () _____
- I Command Lord Arshak Yiidiz TURA-6 to () _____ () _____ () _____ () _____
- I Command Antal Munthassem (Currently with IN-1) TURA-7 to () _____ () _____ () _____ () _____
- I Command Kurkan Ardashir TURA-8 to () _____ () _____ () _____ () _____
- I Command Sarid Munthassem TURA-9 to () _____ () _____ () _____ () _____
- I Command Malavan Ardashir TURA-10 to () _____ () _____ () _____ () _____
- I Command Abdul Yezdigerd TURA-11 to () _____ () _____ () _____ () _____
- I Command Murad Yezdigerd TURA-12 to () _____ () _____ () _____ () _____
- I Command Uskuda Bey (Currently with IA-2) TURA-13 to () _____ () _____ () _____ () _____
- I Command Tureg Angharzeb (Currently with IA-3) TURA-14 to () _____ () _____ () _____ () _____
- I Command Bafara Ardashir (Currently with IA-3) TURA-15 to () _____ () _____ () _____ () _____
- I Command Shusta Bey TURA-16 to () _____ () _____ () _____ () _____

I Command 1st Imperial Navy in province 151 to (M)ove to (P)rovince () _____

I Command 2nd Imperial Army in province 158 to (M)ove to (P)rovince () _____

I Command 3rd Imperial Army in province 154 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (156)

I Declare () _____ (R)ule (P)rovince (157)

I Declare () _____ (R)ule (P)rovince (158)

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

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

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

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

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

The Abyss -- Turan
Account: 13 Maintenance: No
Due ASAP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

