

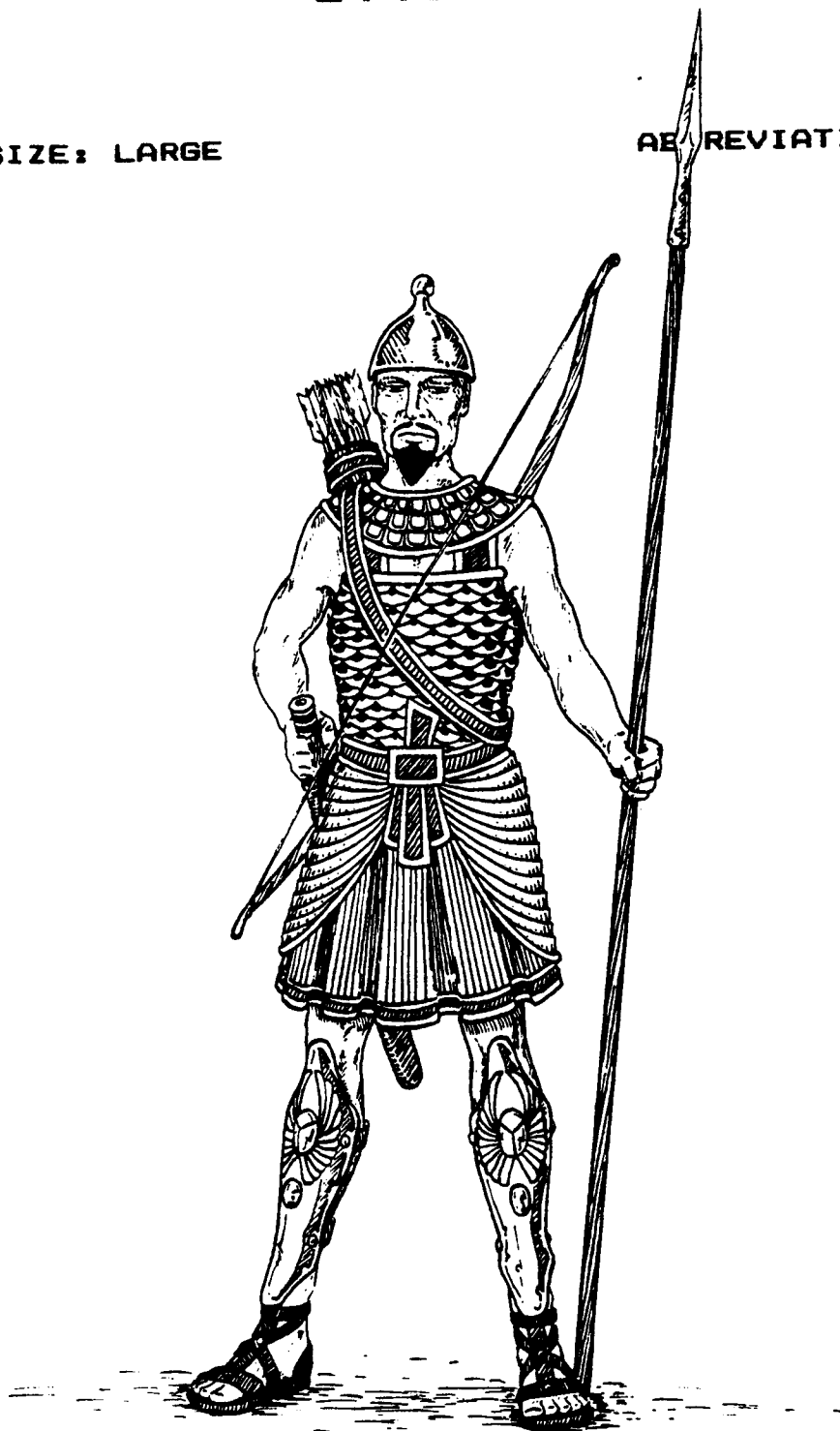
THE HYBORIAN WAR KINGDOM REPORT

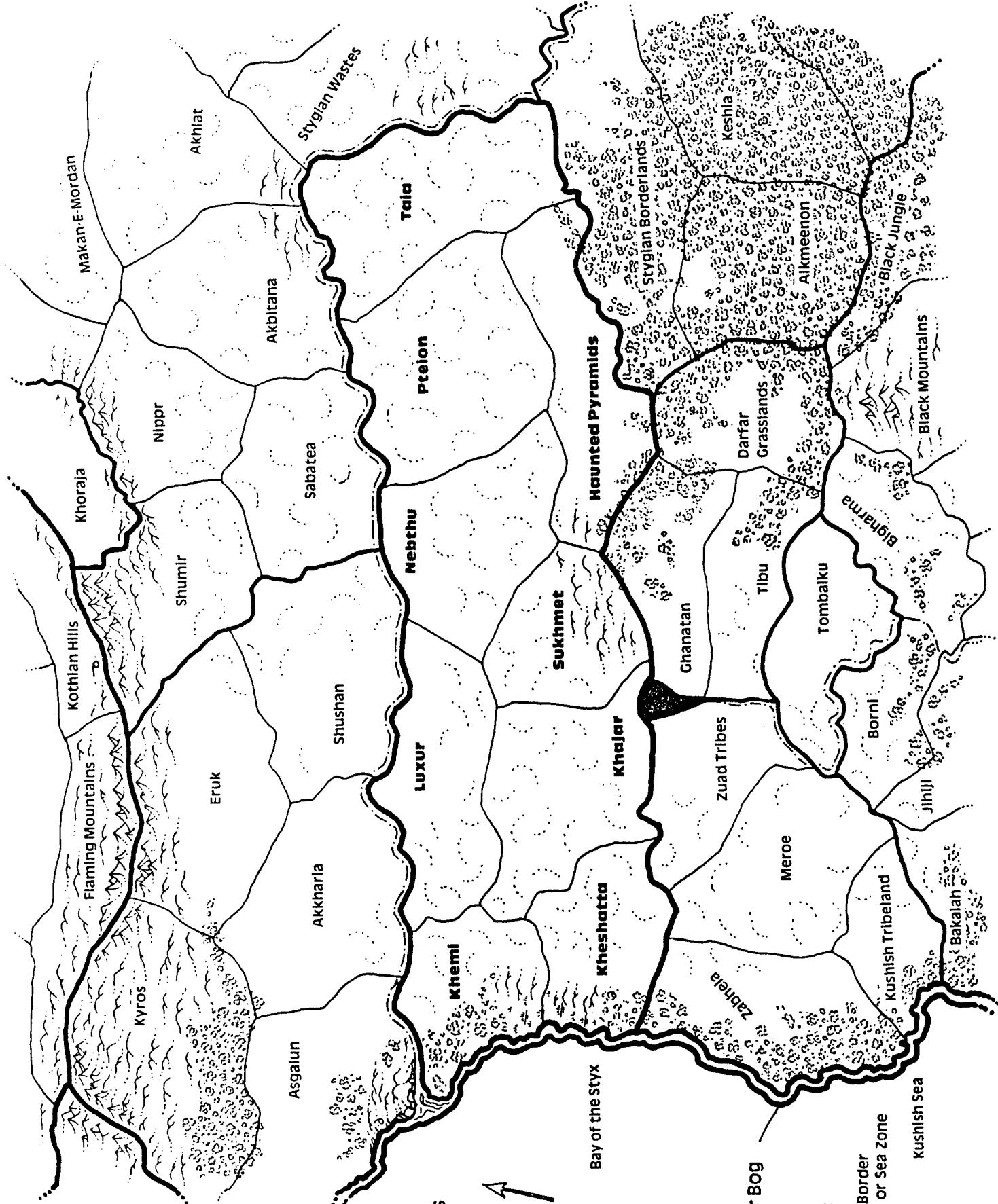
FOR

STYGIA







KINGDOM SIZE: LARGE

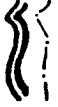



ABBREVIATION: STYG





Stygia

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

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



Bay of the Styx

Kushish Sea

HYBORIAN™ WAR

Kingdom report for Stygia

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, my Lord, of the beginning of time and of Stygia. Once long ago, our forbears lived far to the east on the shores of the Eastern Ocean, a people ancient and wise even then in the youth of this age. These, our fathers, ruled an empire beyond measure, taking as their servants uncounted numbers of Lemurians. The Lemurians were a homeless race, smashed by the Great Cataclysm which had brought low many of the mighty in their era, and seemed well suited to their servitude.

Lo, on one bitter day these Lemurians turned mad and began slaying their masters across the length and breadth of the land. One legion alone of our elders' brightly shining armies survived the onslaught, and with these brave warriors our direct forefathers traveled the entire length on the continent until at last they came to the great river Styx. Here they found the land to be good, and our people began to claim it for their own.

Some of our kin migrated farther north, to found the empire of Acheron, whose evil power was to dominate the northwestern world for thousands of years. Thy Stygian people crossed the river Styx and began to contest for the land which we now call home with a pre-human race -- a race of man and snake. These snake men were great warriors and held much ancient knowledge. The battle for the land was long and hard until we finally prevailed. In the aftermath of war, our fathers began to rebuild the cities they had torn down and to delve deeply into the black secrets which the ancient race had left behind. When at last our people began to worship the very god upon whom our snakelike foes had called in vain, the deeper mysteries of the Black Ring were revealed and great power became ours. Praise be to Set!

During all this time our kindred, Acheron, had grown strong in the north and then their power waned as wild Hyborian tribes crashed upon her northern borders. For a thousand years Acheron's power slowly weakened under the hammer blows of the Hyborian hordes. As Acheron weakened, Stygia expanded, taking up the void of lands vacated by Acheron's armies as they were called up to fight in the north. Thus we came to rule an empire which encompassed all of Shem, eastern Koth, Zamboula, and much of the eastern desert.

Sister Acheron was broken at last. The Hyborian tribes utterly consumed her in fire and sword. In time our fathers were forced to retreat back behind the brooding Styx river that today forms our northern border.

In the thousands of years in which we have dwelt in this land we have adventured much and taken many slaves in raids upon the black kingdoms. Never have our people been plentiful and always has our land been parched. Our strength lies in Set, with whose power we are invincible.

Lo, we have gathered our strength through the generations, holding our silent counsel even when the upstart Turanians separated Zamboula from our power. The time of empire is nearly upon us (once more) as indeed the entire world is torn by war and visions of imperial ambition. May Set grant that we are equal to the tasks ahead! Heed well now my words, Great One, and I will 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:

Zamboula of Zamboula

POLITICS

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

Stygia can avoid the influence of Darfar at a ADEQUATE level.
Stygia can avoid the influence of Keshan at a ADEQUATE level.
Stygia can avoid the influence of Shem at a ADEQUATE level.

Stygia has no formal allies.

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

Your kingdom has assurances of peace from Zamboula 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 Stygia is:

Name: Parasan Ctesphon ID: STYG-CHA Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: Luxur
Present location: Luxur Assignment last turn: None
Parasan Ctesphon is the Province Ruler of Luxur.
Parasan Ctesphon may use the following spells: Black Death (usable 5 times), Reincarnate (usable 3 times), Fear and Missile Shield.

The ADJUTANT GENERAL of Stygia is:

Name: Thothmekri Kutamun ID: STYG-ADJ Character Type: General
Age: old Status: Alive Gender: Male Province of Birth: The Haunted Pyramids Region
Present location: Luxur Assignment last turn: None
Thothmekri Kutamun may use the following spells: Force March.

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

Name: Lord Thugra Mentuphera ID: STYG-1 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: Khemi
Present location: Luxur Assignment last turn: None
Personal Combat : NONE
Diplomacy : POOR
Rulership : SUPERIOR
Military Command : POOR
Heroism : NONE
Intrigue : POOR
Magic : POOR

Lord Thugra Mentuphera is the current Monarch of Stygia.
Lord Thugra Mentuphera may use the following spells: Strength.

Name: Prince Hotep Mentuphera ID: STYG-2 Character Type: Noble
Age: prime of life Status: Alive Gender: Male Province of Birth: Nebthu
Present location: Luxur Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : SUPERIOR
Rulership : POOR
Military Command : POOR
Heroism : ADEQUATE
Intrigue : EXCELLENT
Magic : NONE

Name: Hafa Tothapis ID: STYG-3 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: The Sukhmet Region

Present location: Taia
Personal Combat : POOR
Diplomacy : SUPERIOR
Rulership : POOR
Military Command : SUPERIOR
Heroism : POOR
Intrigue : POOR
Magic : NONE

Assignment last turn: With the 3rd Imperial Army

Name: Ahashim Bel Doqh ID: STYG-4
Age: middle aged Status: Alive Gender: Male
Present location: Kheshatta
Personal Combat : SUPERIOR
Diplomacy : NONE
Rulership : EXCELLENT
Military Command : SUPERIOR
Heroism : POOR
Intrigue : EXCELLENT
Magic : NONE

Character Type: General
Province of Birth: Kheshatta
Assignment last turn: None

Ahashim Bel Doqh is the Province Ruler of Kheshatta.

Name: Khafad Uminankh ID: STYG-5
Age: prime of life Status: Alive Gender: Male
Present location: Luxur
Personal Combat : GOOD
Diplomacy : NONE
Rulership : GOOD
Military Command : NONE
Heroism : EXCELLENT
Intrigue : NONE
Magic : NONE

Character Type: Hero
Province of Birth: Khemi
Assignment last turn: None

Name: Dumakh Nehekba ID: STYG-6
Age: prime of life Status: Alive Gender: Male
Present location: Luxur
Personal Combat : ADEQUATE
Diplomacy : SUPERIOR
Rulership : ADEQUATE
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : NONE

Character Type: Priest
Province of Birth: Luxur
Assignment last turn: None

Name: Quasyar Thututhmes ID: STYG-7
Age: old Status: Alive Gender: Male
Present location: Khemi
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : GOOD
Military Command : NONE
Heroism : POOR
Intrigue : ADEQUATE
Magic : GOOD

Character Type: Priest
Province of Birth: Khemi
Assignment last turn: None

Quasyar Thututhmes is the Province Ruler of Khemi.

Quasyar Thututhmes may use the following spells: Black Death (usable 2 times), Reincarnate (usable 4 times) and Long Life (usable 4 times).

Name: Aton Ctesphon ID: STYG-8
Age: old Status: Alive Gender: Male
Present location: Nebthu
Personal Combat : NONE
Diplomacy : SUPERIOR
Rulership : GOOD
Military Command : NONE
Heroism : GOOD
Intrigue : NONE
Magic : POOR

Character Type: Priest
Province of Birth: Nebthu
Assignment last turn: None

Aton Ctesphon is the Province Ruler of Nebthu.

Aton Ctesphon may use the following spells: Sunbane.

Name: Ypte Tothapis	ID: STYG-9	Character Type: Priest
Age: middle aged	Status: Alive	Province of Birth: Kheshatta
Present location: Luxur	Gender: Male	Assignment last turn: None
Personal Combat	: NONE	
Diplomacy	: ADEQUATE	
Rulership	: POOR	
Military Command	: POOR	
Heroism	: NONE	
Intrigue	: ADEQUATE	
Magic	: POOR	

Ypte Tothapis may use the following spells: Diplomacy.

Name: Prince Khaza Mentuphera	ID: STYG-10	Character Type: Priest
Age: young adult	Status: Alive	Province of Birth: Taia
Present location: Kheshatta	Gender: Male	Assignment last turn: None
Personal Combat	: POOR	
Diplomacy	: POOR	
Rulership	: NONE	
Military Command	: POOR	
Heroism	: POOR	
Intrigue	: NONE	
Magic	: ADEQUATE	

Prince Khaza Mentuphera may use the following spells: Prophecy and Rains.

Name: Mena Kutamun	ID: STYG-11	Character Type: Wizard
Age: prime of life	Status: Alive	Province of Birth: Khemi
Present location: The Sukhmet Region	Gender: Male	Assignment last turn: With the 2nd Imperial Army
Personal Combat	: NONE	
Diplomacy	: NONE	
Rulership	: POOR	
Military Command	: NONE	
Heroism	: POOR	
Intrigue	: POOR	
Magic	: EXCELLENT	

Mena Kutamun may use the following spells: Black Death (usable 5 times), Reincarnate (usable 4 times), Curse and The Open Hand.

Name: Thebus Thututhmes	ID: STYG-12	Character Type: Wizard
Age: prime of life	Status: Alive	Province of Birth: Luxur
Present location: The Sukhmet Region	Gender: Female	Assignment last turn: With the 2nd Imperial Army
Personal Combat	: GOOD	
Diplomacy	: GOOD	
Rulership	: GOOD	
Military Command	: POOR	
Heroism	: GOOD	
Intrigue	: GOOD	
Magic	: GOOD	

Thebus Thututhmes may use the following spells: Black Death (usable 3 times), Reincarnate (usable 5 times) and The Open Hand.

Name: Prince Menkara Ctesphon	ID: STYG-13	Character Type: Wizard
Age: middle aged	Status: Alive	Province of Birth: Khemi
Present location: Khemi	Gender: Male	Assignment last turn: With the 1st Imperial Navy
Personal Combat	: NONE	
Diplomacy	: NONE	
Rulership	: NONE	
Military Command	: NONE	
Heroism	: POOR	
Intrigue	: SUPERIOR	
Magic	: EXCELLENT	

Prince Menkara Ctesphon may use the following spells: Long Life (usable 7 times), Earth Demon, Far Sight and Missile Shield.

Name: Sawayuf Thututhmes ID: STYG-14 Character Type: Wizard
 Age: ancient Status: Alive Gender: Male Province of Birth: Taia
 Present location: The Haunted Pyramids Region Assignment last turn: None
 Personal Combat : POOR
 Diplomacy : NONE
 Rulership : POOR
 Military Command : NONE
 Heroism : NONE
 Intrigue : POOR
 Magic : ADEQUATE

Sawayuf Thututhmes may use the following spells: Earth Demon and Rains.

Name: Safaji Thututhmes ID: STYG-15 Character Type: Wizard
 Age: young adult Status: Alive Gender: Male Province of Birth: The Haunted Pyramids Region
 Present location: The Haunted Pyramids Region Assignment last turn: None
 Personal Combat : ADEQUATE
 Diplomacy : POOR
 Rulership : GOOD
 Military Command : NONE
 Heroism : POOR
 Intrigue : POOR
 Magic : SUPERIOR

Safaji Thututhmes is the Province Ruler of The Haunted Pyramids Region.
 Safaji Thututhmes may use the following spells: Black Death (usable 4 times), Long Life (usable 6 times), Earth Demon, Bless and The Open Hand.

Name: Manshur Nehekba ID: STYG-16 Character Type: Wizard
 Age: old Status: Alive Gender: Male Province of Birth: Luxur
 Present location: Luxur Assignment last turn: None
 Personal Combat : POOR
 Diplomacy : POOR
 Rulership : NONE
 Military Command : NONE
 Heroism : POOR
 Intrigue : NONE
 Magic : SUPERIOR

Manshur Nehekba may use the following spells: Phantom Warriors (usable 6 times), Diplomacy, Dispel Magic, Fear and Magic Blast.

Name: Karanthes Mentuphera ID: STYG-17 Character Type: Wizard
 Age: young adult Status: Alive Gender: Male Province of Birth: Nebthu
 Present location: Luxur Assignment last turn: None
 Personal Combat : POOR
 Diplomacy : NONE
 Rulership : POOR
 Military Command : POOR
 Heroism : POOR
 Intrigue : NONE
 Magic : SUPERIOR

Karanthes Mentuphera may use the following spells: Reincarnate (usable 6 times), Diplomacy, Far Sight, Magic Blast, Prophecy and Summon the Dead.

Name: Banisha Hakketh ID: STYG-18 Character Type: Agent
 Age: young adult Status: Alive Gender: Male Province of Birth: Luxur
 Present location: Luxur Assignment last turn: None
 Personal Combat : POOR
 Diplomacy : POOR
 Rulership : POOR
 Military Command : NONE
 Heroism : ADEQUATE
 Intrigue : SUPERIOR
 Magic : NONE

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 4 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.

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

Stygian Spears must make up a minimum of 50% and may not exceed a maximum of 65% of your total number of troops.
The cost to Train and outfit Stygian Spears is LOW.

Stygian Archers : Troop Type 2
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 4

Stygian 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 Stygian Archers is LOW.

Stygian Noble Warriors : Troop Type 3
Troop Category : LCHA - Light Chariots Archer
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 5

Stygian Noble Warriors 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 Stygian Noble Warriors is HIGH.

Stygian War Galleys : Troop Type 4
Troop Category : HN - Heavy Sea
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Stygian War Galleys may not exceed a maximum of 15% of your total number of troops at any one time.
Stygian War Galleys are well adapted to combat in Shallow Ocean and will fight in that terrain with increased ability.
The cost to Train and outfit Stygian War Galleys is MODERATE.

PROVINCES

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

Luxur Province 141 Province Type: Land

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

Has large areas of desert	- EXCELLENT chance to reach Desert terrain.
Has several areas of open grassland	- GOOD chance to reach Open terrain.
Is cut by large river tributaries	- EXCELLENT chance to reach River terrain.
Has a few scant areas of hills	- POOR chance to reach Hill terrain.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of Luxur currently have MODERATE loyalty to the throne.
Approximately once every seven years Luxur levys Stygian Spears.
The average wealth production in Luxur is EXCELLENT.

The 141st Provincial Army ID: PA-141 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Thutmekri's Spears	1	Ayfar's Spears	1	45th Spears	1
Ruby Ghost Spears	1	Raiding 6th Spears	1	First Spears	1

Luxur has standing Province Defense Orders as follows:

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

Khemi Province 142 Province Type: Coast

Is the location of the Imperial Harbor and the ship building yards of the kingdom.

Has several areas of desert	- GOOD chance to reach Desert terrain.
Has some areas of hills	- ADEQUATE chance to reach Hill terrain.
Has some areas of forest	- ADEQUATE chance to reach Forest terrain.
Is a land of mighty rivers	- SUPERIOR chance to reach River terrain.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of Khemi currently have MODERATE loyalty to the throne.
Approximately once every years Khemi levys Stygian Spears.
The average wealth production in Khemi is SUPERIOR.

The 142nd Provincial Army ID: PA-142 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Shock 44th Spears	1	Royal Spears	1	10th Green Peacock Spears	1
Elite 1st Spears	1	Arcane 47th Spears	1	Charging Otter 3rd Spears	1

Khemi 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 Khemi.

The Pteion Region Province 143 Province Type: Land

Is dominated by areas of desert	- SUPERIOR chance to reach Desert terrain.
Has some areas of open grassland	- ADEQUATE chance to reach Open terrain.
Is crisscrossed with rivers	- GOOD chance to reach River terrain.
Has a few scant areas of hills	- POOR chance to reach Hill terrain.
Has a centrally located fort (Fort Class B)	- ADEQUATE chance to reach Fortified terrain.

The people of The Pteion Region currently have MODERATE loyalty to the throne.
Very infrequently The Pteion Region levys Stygian Spears.
The average wealth production in The Pteion Region is GOOD.

The 143rd Provincial Army ID: PA-143 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Black Spears	1	Shanji's Arcane Spears	1	Death 3rd Spears	1
Khafad's Copper Spears	1				

The Pteion Region has standing Province Defense Orders as follows:

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

Nebthu Province 144 Province Type: Land

Has large areas of desert	- EXCELLENT chance to reach Desert terrain.
Has several areas of open grassland	- GOOD chance to reach Open terrain.
Is crisscrossed with rivers	- GOOD chance to reach River terrain.
Has a few scant areas of hills	- POOR chance to reach Hill terrain.
Has a centrally located fort (Fort Class B)	- ADEQUATE chance to reach Fortified terrain.

The people of Nebthu currently have MODERATE loyalty to the throne.
Very infrequently Nebthu levys Stygian Spears.
The average wealth production in Nebthu is GOOD.

The 144th Provincial Army **ID: PA-144** **Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Green 4th Spears	1	Magenta Wolf Spears	1	Bronze 38th Spears	1
45th Copper Tiger Spears	1				

Nebthu has standing Province Defense Orders as follows:

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

Kheshatta **Province 145** **Province Type: Coast**

- | | |
|-------------------------------------|--|
| Has large areas of desert | - EXCELLENT chance to reach Desert terrain. |
| Has a few scant areas of hills | - POOR chance to reach Hill terrain. |
| Has a few scant areas of swamplands | - POOR chance to reach Swamp terrain. |
| Has a few scant areas of forest | - POOR chance to reach Forest terrain. |
| Is well fortified (Fort Class B) | - EXCELLENT chance to reach Fortified terrain. |

The people of Kheshatta currently have MODERATE loyalty to the throne.
Approximately once every seven years Kheshatta levys Stygian Archers.
The average wealth production in Kheshatta is EXCELLENT.

The 145th Provincial Army **ID: PA-145** **Total troops with Army: 8**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Guild 18th Archers	2	Sable Rat Archers	2	Tempest 48th Archers	2
Copper 27th Archers	2	True 7th Spears	1	Blue Spears	1
Yakana's 24th Oath Spears	1	Kutha's Own Spears	1		

Kheshatta has standing Province Defense Orders as follows:

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

The Sukhmet Region **Province 146** **Province Type: Land**

- | | |
|--|--|
| Has several areas of desert | - GOOD chance to reach Desert terrain. |
| Has several areas of hills | - GOOD chance to reach Hill terrain. |
| Has a few scant areas of open grassland | - POOR chance to reach Open terrain. |
| Has some areas of forest | - ADEQUATE chance to reach Forest terrain. |
| Has several scattered forts (Fort Class B) | - GOOD chance to reach Fortified terrain. |

The people of The Sukhmet Region currently have MODERATE loyalty to the throne.
Approximately once every seven years The Sukhmet Region levys Stygian Spears.
The average wealth production in The Sukhmet Region is EXCELLENT.

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

The 146th Provincial Army **ID: PA-146** **Total troops with Army: 4**

Troop Name	Type	Troop Name	Type	Troop Name	Type
B'rrah's 31st High Spears	1	38th Spears	1	Emerald Mammoth Spears	1
Azure Wolf Spears	1				

The Sukhmet Region 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 The Sukhmet Region.

The Haunted Pyramids Region **Province 147** **Province Type: Land**

- | | |
|---|---|
| Has some areas of desert | - ADEQUATE chance to reach Desert terrain. |
| Has a few scant areas of hills | - POOR chance to reach Hill terrain. |
| Is dominated by areas of open grassland | - SUPERIOR chance to reach Open terrain. |
| Has some areas of forest | - ADEQUATE chance to reach Forest terrain. |
| Has a centrally located fort (Fort Class B) | - ADEQUATE chance to reach Fortified terrain. |

The people of The Haunted Pyramids Region currently have MODERATE loyalty to the throne.
 Very infrequently The Haunted Pyramids Region levys Stygian Archers.
 The average wealth production in The Haunted Pyramids Region is GOOD.

The 147th Provincial Army ID: PA-147 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Apisha's Ruby Archers	2	Phonakh's Special Archers	2	Jagunbah's Spears	1
Copper Peacock Spears	1				

The Haunted Pyramids Region has standing Province Defense Orders as follows:

Conceal movements from attacking enemies.
 Maneuver to Open terrain if attacked.
 Engage the enemy in Open Field battle.

Khajar Province 148 Province Type: Land

Is dominated by areas of desert - SUPERIOR chance to reach Desert terrain.
 Has some areas of open grassland - ADEQUATE chance to reach Open terrain.
 Is virtually bereft of running waters - POOR chance to reach River terrain.
 Has a few scant areas of hills - POOR chance to reach Hill terrain.
 Has one remote fort (Fort Class B) - POOR chance to reach Fortified terrain.

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

The 148th Provincial Army ID: PA-148 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
8th Scarlet Ghost Spears	1	Verdigris Dog Spears	1	Silver Noble Warriors	3
Virmillion 2nd Noble Warriors	3				

Khajar has standing Province Defense Orders as follows:

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

Taia Province 149 Province Type: Land

Is dominated by areas of desert - SUPERIOR chance to reach Desert terrain.
 Has a few scant areas of hills - POOR chance to reach Hill terrain.
 Has a few scant areas of open grassland - POOR chance to reach Open terrain.
 Is a land of mighty rivers - SUPERIOR chance to reach River terrain.
 Has one remote fort (Fort Class B) - POOR chance to reach Fortified terrain.

The people of Taia currently have LOW loyalty to the throne.
 Very infrequently Taia levys Stygian Archers.
 The average wealth production in Taia is GOOD.

The 149th Provincial Army ID: PA-149 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Beryl Archers	2	Banasha's 24th Arcane Archers	2	Cold 5th Spears	1
Ebon Spears	1	Sentinel Spears	1	39th Arcane Spears	1

Taia has standing Province Defense Orders as follows:

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

Our 3rd Imperial Army is encamped in Taia.

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

Location: Khemi

ID: IN-1

Total troops with Army: 7

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Capital War Galleys	4	Munkha's Blood War Galleys	4	Black 27th War Galleys	4
Black Demon War Galleys	4	Jade War Galleys	4	Mantle 45th War Galleys	4
Fine War Galleys	4				

The 2nd Imperial Army

Location: The Sukhmet Region

ID: IA-2

Total troops with Army: 10

Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Green Ghost 27th Spears	1	Ebon Scorpion Spears	1	Sapphire 12th Spears	1
Gold 30th Archers	2	Unstoppable Archers	2	2nd Emerald Falcon Noble Warriors	3
Damned 4th Noble Warriors	3	Black Dog 25th Noble Warriors	3	True Cormorant Noble Warriors	3
19th Bloody Grey Noble Warriors	3				

The 3rd Imperial Army

Location: Taia

ID: IA-3

Total troops with Army: 15

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Regular 23rd Spears	1	Virmillion Spears	1	Purple Spears	1
Indigo Archers	2	5th Archers	2	Alert Toad Archers	2
Qinakh's 39th Arcane Archers	2	37th Archers	2	Thothmekri's 47th Archers	2
Olive Hawk Archers	2	Guild Archers	2	White 8th Noble Warriors	3
Sentinel 44th Noble Warriors	3	20th Noble Warriors	3	44th Arcane Noble Warriors	3

Total Number of Troops : 78

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Stygian Spears	1	42	54%	50%	65%
Stygian Archers	2	18	23%	20%	35%
Stygian Noble Warriors	3	11	14%	10%	25%
Stygian War Galleys	4	7	9%	0%	15%

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

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

Zamboula of Zamboula
Eruk of Shem

If successful in achieving these goals, Stygia 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 fostering the amount of wealth contained in your kingdom's treasury.

THE HYBORIAN WAR COMMAND SHEET

Orders For Stygia

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: 141 142 143 144 145 146 147 148 149

I Command Parasan Ctesphon STYG-CHA to () _____ () _____ () _____ () _____ () _____
I Command Thothmekri Kutamun STYG-ADJ to () _____ () _____ () _____ () _____ () _____
I Command Lord Thugra Mentuphera STYG-1 to () _____ () _____ () _____ () _____ () _____
I Command Prince Hotep Mentuphera STYG-2 to () _____ () _____ () _____ () _____ () _____
I Command Hafa Tothapis STYG-3 to () _____ () _____ () _____ () _____ () _____
(Currently with IA-3)
I Command Ahashim Bel Doqh STYG-4 to () _____ () _____ () _____ () _____ () _____
I Command Khafad Uminankh STYG-5 to () _____ () _____ () _____ () _____ () _____
I Command Dumakh Nehekba STYG-6 to () _____ () _____ () _____ () _____ () _____
I Command Quasyar Thututhmes STYG-7 to () _____ () _____ () _____ () _____ () _____
I Command Aton Ctesphon STYG-8 to () _____ () _____ () _____ () _____ () _____
I Command Ypte Tothapis STYG-9 to () _____ () _____ () _____ () _____ () _____
I Command Prince Khaza Mentuphera STYG-10 to () _____ () _____ () _____ () _____ () _____
I Command Mena Kutamun STYG-11 to () _____ () _____ () _____ () _____ () _____
(Currently with IA-2)
I Command Thebus Thututhmes STYG-12 to () _____ () _____ () _____ () _____ () _____
(Currently with IA-2)
I Command Prince Menkara Ctesphon STYG-13 to () _____ () _____ () _____ () _____ () _____
(Currently with IN-1)
I Command Sawayuf Thututhmes STYG-14 to () _____ () _____ () _____ () _____ () _____
I Command Safaji Thututhmes STYG-15 to () _____ () _____ () _____ () _____ () _____
I Command Manshur Nehekba STYG-16 to () _____ () _____ () _____ () _____ () _____
I Command Karanthes Mentuphera STYG-17 to () _____ () _____ () _____ () _____ () _____
I Command Banisha Hakketh STYG-18 to () _____ () _____ () _____ () _____ () _____

I Command 1st Imperial Navy in province 142 to (M)ove to (P)rovince () _____

I Command 3rd Imperial Army in province 149 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (143)

I Declare () _____ (R)ule (P)rovince (146)

I Declare () _____ (R)ule (P)rovince (148)

I Declare () _____ (R)ule (P)rovince (149)

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

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

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

