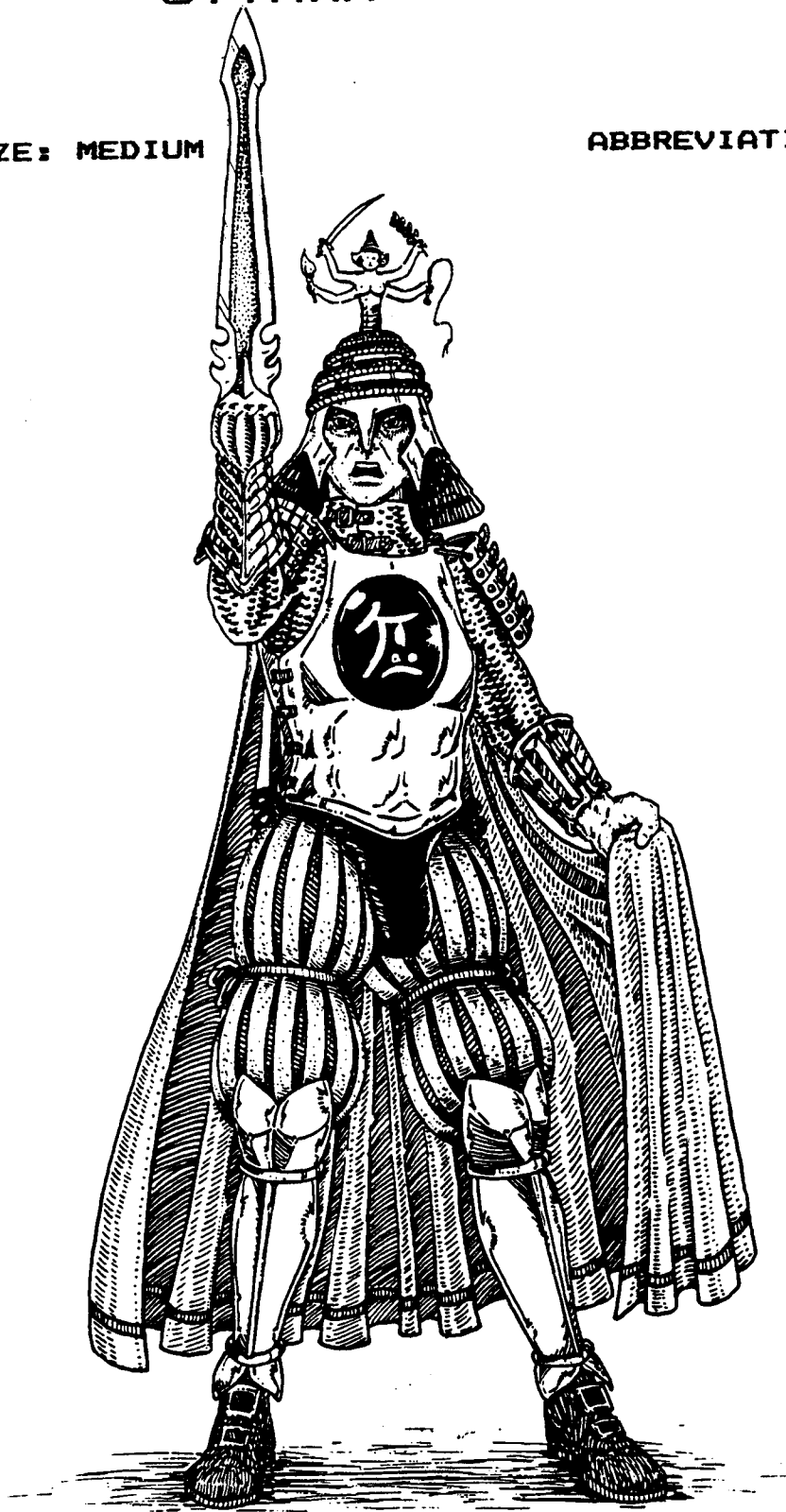












THE HYBORIAN WAR KINGDOM REPORT
FOR
UTTARA KURU

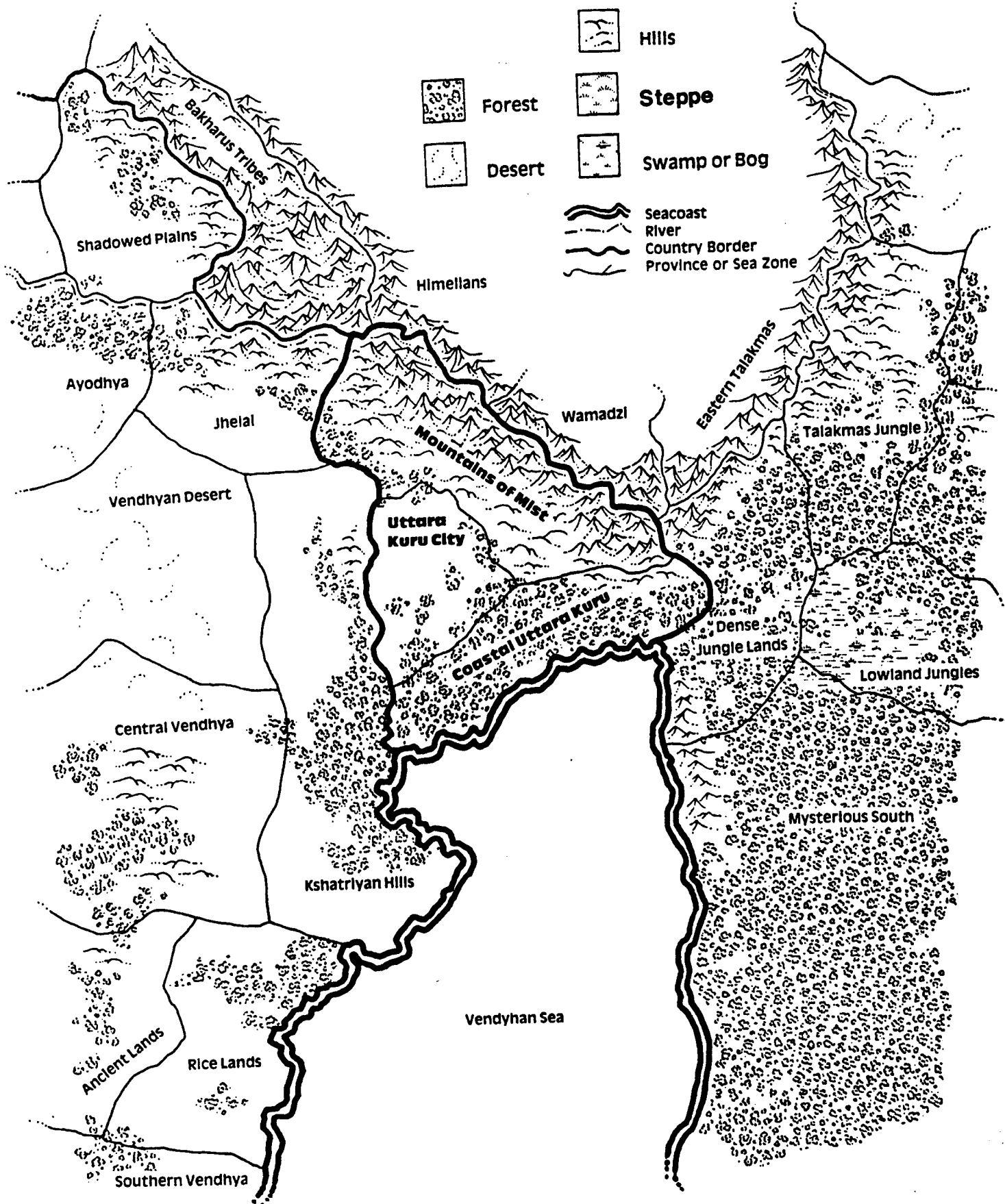
KINGDOM SIZE: MEDIUM

ABBREVIATION: UTTA



Uttara Kuru

-  Mountains
-  Hills
-  Forest
-  Steppe
-  Desert
-  Swamp or Bog
-  Seacoast
-  River
-  Country Border
-  Province or Sea Zone



HYBORIAN™ WAR

Kingdom report for Uttara Kuru

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, my Lord, of the heritage and history of thy people. Uttara Kuru is an ancient kingdom. Our histories record as far back as the events of the Great Cataclysm which rocked the world's foundations and changed the face of the earth over seven thousand years ago. Our origins are humble.

Our people began as simple cave dwellers high upon the mountains of mist, keeping ever to themselves and the seclusion of the high reaches. We have always kept our own counsel and remained apart from other kingdoms. We trust in our own ways and magics, knowledge which was old when Vendhya was but a wandering tribe in the ancient lands to the south. We trade but little with the outside world and only with the people of Meru, who, like us, prefer to remain apart from the other kingdoms of the earth.

Over the centuries, neighboring Vendhya has grown great in power and her Kshatriyan warriors dream of enslaving our ancient home. But we are the great Nobles of Uttara Kuru! Our greatest magic is the magic of speech and persuasion. For thousands of years we have kept the invasion armies of Vendhya at bay through our magic and our diplomats. Heed well now my words, Great One, as I report to thee in full on the present state of thy new kingdom.

ROYAL TREASURY

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

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

Paliana of Meru

POLITICS

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

Uttara Kuru can avoid the influence of The Eastern Talakamas at a GOOD level.

Uttara Kuru can avoid the influence of Meru at a GOOD level.

Uttara Kuru can avoid the influence of Wamadzi at a GOOD level.

Uttara Kuru has no formal allies.

Your kingdom has assurances of peace from Vendhya, and Wamadzi 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 renown 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 Uttara Kuru is:

Name: Lord Manvi Tark

ID: UTTA-CHA

Character Type: Priest

Age: prime of life Status: Alive

Gender: Male

Province of Birth: The Uttara Kuru City Region

Intrigue : NONE
Magic : NONE

Name: Tal Johdahr ID: UTTA-6 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: The Mountains of Mist
Present location: Coastal Uttara Kuru Assignment last turn: With the 1st Imperial Navy
Personal Combat : POOR
Diplomacy : NONE
Rulership : POOR
Military Command : SUPERIOR
Heroism : POOR
Intrigue : NONE
Magic : SUPERIOR

Tal Johdahr may use the following spells: Phantom Warriors (usable 3 times), Diplomacy, Fanaticism, Strength and Magic Weapon.

Name: Jhan Khor ID: UTTA-7 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: Coastal Uttara Kuru
Present location: The Mountains of Mist Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : NONE
Rulership : NONE
Military Command : POOR
Heroism : POOR
Intrigue : ADEQUATE
Magic : NONE

Name: Kotan Gharu ID: UTTA-8 Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: Coastal Uttara Kuru
Present location: Coastal Uttara Kuru Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : SUPERIOR
Rulership : EXCELLENT
Military Command : GOOD
Heroism : NONE
Intrigue : POOR
Magic : SUPERIOR

Kotan Gharu is the Province Ruler of Coastal Uttara Kuru.
Kotan Gharu may use the following spells: Diplomacy, Dispel Magic, Fanaticism, Curse, Prophecy and Rains.

Name: Asthan Mahura ID: UTTA-9 Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: The Mountains of Mist
Present location: The Uttara Kuru City Region Assignment last turn: None
Personal Combat : GOOD
Diplomacy : ADEQUATE
Rulership : GOOD
Military Command : SUPERIOR
Heroism : POOR
Intrigue : GOOD
Magic : EXCELLENT

Asthan Mahura may use the following spells: Diplomacy, Far Sight, Bless and Magic Sleep.

Name: Rattlohm Thak ID: UTTA-10 Character Type: Priest
Age: young adult Status: Alive Gender: Male Province of Birth: Coastal Uttara Kuru
Present location: Coastal Uttara Kuru Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : NONE
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : POOR
Magic : EXCELLENT

Rattlohm Thak may use the following spells: Reincarnate (usable 4 times), Long Life (usable 7 times), Bless and Sunbane.

Name: Kahsan Urt ID: UTTA-11 Character Type: Wizard
Age: old Status: Alive Gender: Male Province of Birth: Coastal Uttara Kuru

Present location: The Uttara Kuru City Region Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : NONE
Rulership : GOOD
Military Command : NONE
Heroism : GOOD
Intrigue : GOOD
Magic : POOR

Kahsan Urt may use the following spells: Long Life (usable 4 times).

Name: Garan Johdahr ID: UTТА-12 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: Coastal Uttara Kuru
Present location: The Uttara Kuru City Region Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : NONE
Magic : SUPERIOR

Garan Johdahr may use the following spells: Phantom Warriors (usable 4 times), Long Life (usable 8 times), Diplomacy, Earth Demon, Curse and Mesmerism.

Name: Tenai Urt ID: UTТА-13 Character Type: Wizard
Age: old Status: Alive Gender: Male Province of Birth: Coastal Uttara Kuru
Present location: The Mountains of Mist Assignment last turn: With the 2nd Imperial Army
Personal Combat : NONE
Diplomacy : ADEQUATE
Rulership : NONE
Military Command : NONE
Heroism : EXCELLENT
Intrigue : POOR
Magic : EXCELLENT

Tenai Urt may use the following spells: Fanaticism, Fire Wall, Magic Sleep and Missile Shield.

Name: Pokanta Thak ID: UTТА-14 Character Type: Wizard
Age: old Status: Alive Gender: Female Province of Birth: Coastal Uttara Kuru
Present location: Coastal Uttara Kuru Assignment last turn: None
Personal Combat : NONE
Diplomacy : ADEQUATE
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : GOOD

Pokanta Thak may use the following spells: Long Life (usable 4 times), Force March and Rains.

Name: Hinahgar Khor ID: UTТА-15 Character Type: Agent
Age: youth Status: Alive Gender: Male Province of Birth: The Uttara Kuru City Region
Present location: The Uttara Kuru City Region Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : ADEQUATE
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : ADEQUATE
Magic : ADEQUATE

Hinahgar Khor may use the following spells: Reincarnate (usable 4 times) and Prophecy.

Name: Itarsan Thak ID: UTТА-16 Character Type: Agent
Age: middle aged Status: Alive Gender: Male Province of Birth: The Mountains of Mist
Present location: The Uttara Kuru City Region Assignment last turn: None
Personal Combat : POOR
Diplomacy : ADEQUATE
Rulership : NONE

Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : ADEQUATE

Itarsan Thak may use the following spells: Phantom Warriors (usable 4 times) and Diplomacy.

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 5 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.

Lord's High Lancers : Troop Type 1
Troop Category : MC - Medium Cavalry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : EXCELLENT
Morale : EXCELLENT
Movement Rate : 5

Lord's High Lancers may not exceed a maximum of 30% of your total number of troops at any one time.
The cost to Train and outfit Lord's High Lancers is MODERATE.

Common Spearmen : Troop Type 2
Troop Category : MI - Medium Infantry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Common Spearmen must make up a minimum of 20% and may not exceed a maximum of 50% of your total number of troops.
Common Spearmen are well adapted to combat in Hill and will fight in that terrain with increased ability.
The cost to Train and outfit Common Spearmen is LOW.

True Arrows : Troop Type 3
Troop Category : LCA - Light Cavalry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : ADEQUATE
Morale : EXCELLENT
Movement Rate : 6

True Arrows must make up a minimum of 20% and may not exceed a maximum of 40% of your total number of troops.
True Arrows are well adapted to combat in Mountainous and will fight in that terrain with increased ability.
The cost to Train and outfit True Arrows is MODERATE.

Free Swords : Troop Type 4
Troop Category : LC - Light Cavalry
Missile Combat Ability : GOOD
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

Free Swords must make up a minimum of 10% and may not exceed a maximum of 40% of your total number of troops.
The cost to Train and outfit Free Swords is MODERATE.

Uttara Kuru Warships : Troop Type 5
Troop Category : LN - Light Sea
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 4

Uttara Kuru Warships may not exceed a maximum of 5% of your total number of troops at any one time.
The cost to Train and outfit Uttara Kuru Warships 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 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.

The Uttara Kuru City Region Province 159 Province Type: Land

Is the Capital Province of Uttara Kuru 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 a few scant areas of hills	- POOR chance to reach Hill terrain.
Is virtually bereft of running waters	- POOR chance to reach River terrain.
Is heavily fortified (Fort Class A)	- SUPERIOR chance to reach Fortified terrain.

The people of The Uttara Kuru City Region currently have MODERATE loyalty to the throne.
 Approximately twice every three years The Uttara Kuru City Region levys Lord's High Lancers.
 The average wealth production in The Uttara Kuru City Region is EXCELLENT.

The 159th Provincial Army ID: PA-159 Total troops with Army: 13

Troop Name	Type	Troop Name	Type	Troop Name	Type
38th Bear Lancers	1	Mask 34th Lancers	1	Tenai's 50th Lancers	1
27th Falcon Lancers	1	6th Lancers	1	Jaelihk's 35th Noble Spearmen	2
Ragged Spearmen	2	Scarlet 35th Spearmen	2	Fiercest 15th Spearmen	2
Flag 8th Arrows	3	Skull 18th Arrows	3	Death 15th Arrows	3
Bond 23rd Arrows	3				

The Uttara Kuru City Region has standing Province Defense Orders as follows:

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

Coastal Uttara Kuru Province 160 Province Type: Coast

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

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

The people of Coastal Uttara Kuru currently have MODERATE loyalty to the throne.
 Approximately twice every three years Coastal Uttara Kuru levys Free Swords.
 The average wealth production in Coastal Uttara Kuru is GOOD.

The 160th Provincial Army ID: PA-160 Total troops with Army: 13

Troop Name	Type	Troop Name	Type	Troop Name	Type
Last Verdigris 24th Swords	4	Tryst 21st Swords	4	Unstoppable Mantis Swords	4
Azure Swords	4	Night 18th Swords	4	Jade Swords	4
37th Eagle Swords	4	Capital Swords	4	Raiding Spearmen	2
Kotan's 47th Charging Spearmen	2	Gharaji's 18th Spearmen	2	Stone 49th Spearmen	2
Sentinel Spearmen	2				

Coastal Uttara Kuru has standing Province Defense Orders as follows:

Decline battle if possible.
 Maneuver to Forest terrain if attacked.
 Engage the enemy at the Province Commanders Discretion.

Our 1st Imperial Navy is encamped in Coastal Uttara Kuru.

The Mountains of Mist Province 161 Province Type: Land

Is a land of great mountains	- EXCELLENT chance to reach Mountainous terrain.
Is dominated by areas of hills	- SUPERIOR chance to reach Hill terrain.
Has several areas of forest	- GOOD chance to reach Forest terrain.
Has a few scant areas of open grassland	- POOR chance to reach Open terrain.

Is virtually bereft of running waters

- POOR chance to reach River terrain.

The people of The Mountains of Mist currently have LOW loyalty to the throne.
Approximately twice every three years The Mountains of Mist levys Common Spearmen.
The average wealth production in The Mountains of Mist is ADEQUATE.

The 161st Provincial Army ID: PA-161 **Total troops with Army: 13**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Stone 12th Spearmen	2	7th Fiercest Venom Spearmen	2	8th Spearmen	2
Railana's 28th Venom Spearmen	2	Mordant Spearmen	2	Koninia's Spearmen	2
Saphire Serpent Spearmen	2	Alert 47th Spearmen	2	Dark Arrows	3
Bond 9th Arrows	3	Ebon Night 30th Arrows	3	13th Otter Arrows	3
Farrojh's Arrows	3				

The Mountains of Mist has standing Province Defense Orders as follows:

Decline battle if possible.
Maneuver to Hill terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Our 2nd Imperial Army is encamped in The Mountains of Mist.

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: 3**
Location: Coastal Uttara Kuru Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Beryl Warships	5	27th Rat Warships	5	Noble 2nd Warships	5

The 2nd Imperial Army ID: IA-2 **Total troops with Army: 22**
Location: The Mountains of Mist Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Noble 3rd Lancers	1	Calkut's 40th Noble Lancers	1	Emerald Lynx Lancers	1
Yellow Cormorant 3rd Lancers	1	Mordant 47th Spearmen	2	Shock 40th Spearmen	2
Ebon 48th Spearmen	2	Invincible Arrows	3	Guild 23rd Arrows	3
Elite 13th Arrows	3	Gorakh's Tryst Arrows	3	Sentinel 45th Arrows	3
31st Purple Fox Arrows	3	Night 43rd Arrows	3	5th Alert Arrows	3
Arkojha's 35th Noble Arrows	3	31st Swords	4	Indigo Fox Swords	4
Fiercest 41st Swords	4	Flaming Verdigris 44th Swords	4	12th Blue Swords	4
Mordant 22nd Swords	4				

Total Number of Troops : 64

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Lord's High Lancers	1	9	14%	0%	30%
Common Spearmen	2	20	31%	20%	50%
True Arrows	3	18	28%	20%	40%
Free Swords	4	14	22%	10%	40%
Uttara Kuru Warships	5	3	5%	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 Uttara Kuru ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Uttara Kuru.

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

Issedon of Meru

The Talakmas Jungle of The Eastern Jungles

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

The Kshatriyan Hills (168) of Vendhya.
Issedon (233) of Meru.
The Wamadzi Region (243) of Wamadzi.
The Southern Wuhuan (296) of The Eastern Deserts.

THE HYBORIAN WAR COMMAND SHEET

Orders For Uttara Kuru

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: 159 160 161

I Command Lord Manvi Tark	UTTA-CHA	to	()	()	()	()	()
I Command Sanaj Nuboor	UTTA-ADJ	to	()	()	()	()	()
I Command Lord Hisan Tark	UTTA-1	to	()	()	()	()	()
I Command Ahlana Tark	UTTA-2	to	()	()	()	()	()
I Command Lord Palan Tark	UTTA-3	to	()	()	()	()	()
I Command Thanja Noh (Currently with IN-1)	UTTA-4	to	()	()	()	()	()
I Command Tamehl Menttala (Currently with IA-2)	UTTA-5	to	()	()	()	()	()
I Command Tal Johdahr (Currently with IN-1)	UTTA-6	to	()	()	()	()	()
I Command Jhan Khor	UTTA-7	to	()	()	()	()	()
I Command Kotan Gharu	UTTA-8	to	()	()	()	()	()
I Command Asthan Mahura	UTTA-9	to	()	()	()	()	()
I Command Rattlohm Thak	UTTA-10	to	()	()	()	()	()
I Command Kahsan Urt	UTTA-11	to	()	()	()	()	()
I Command Garan Johdahr	UTTA-12	to	()	()	()	()	()
I Command Tenai Urt (Currently with IA-2)	UTTA-13	to	()	()	()	()	()
I Command Pokanta Thak	UTTA-14	to	()	()	()	()	()
I Command Hinahgar Khor	UTTA-15	to	()	()	()	()	()
I Command Itarsan Thak	UTTA-16	to	()	()	()	()	()

I Command 1st Imperial Navy in province 160 to (M)ove to (P)rovince ()

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

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

