

THE HYBORIAN WAR KINGDOM REPORT

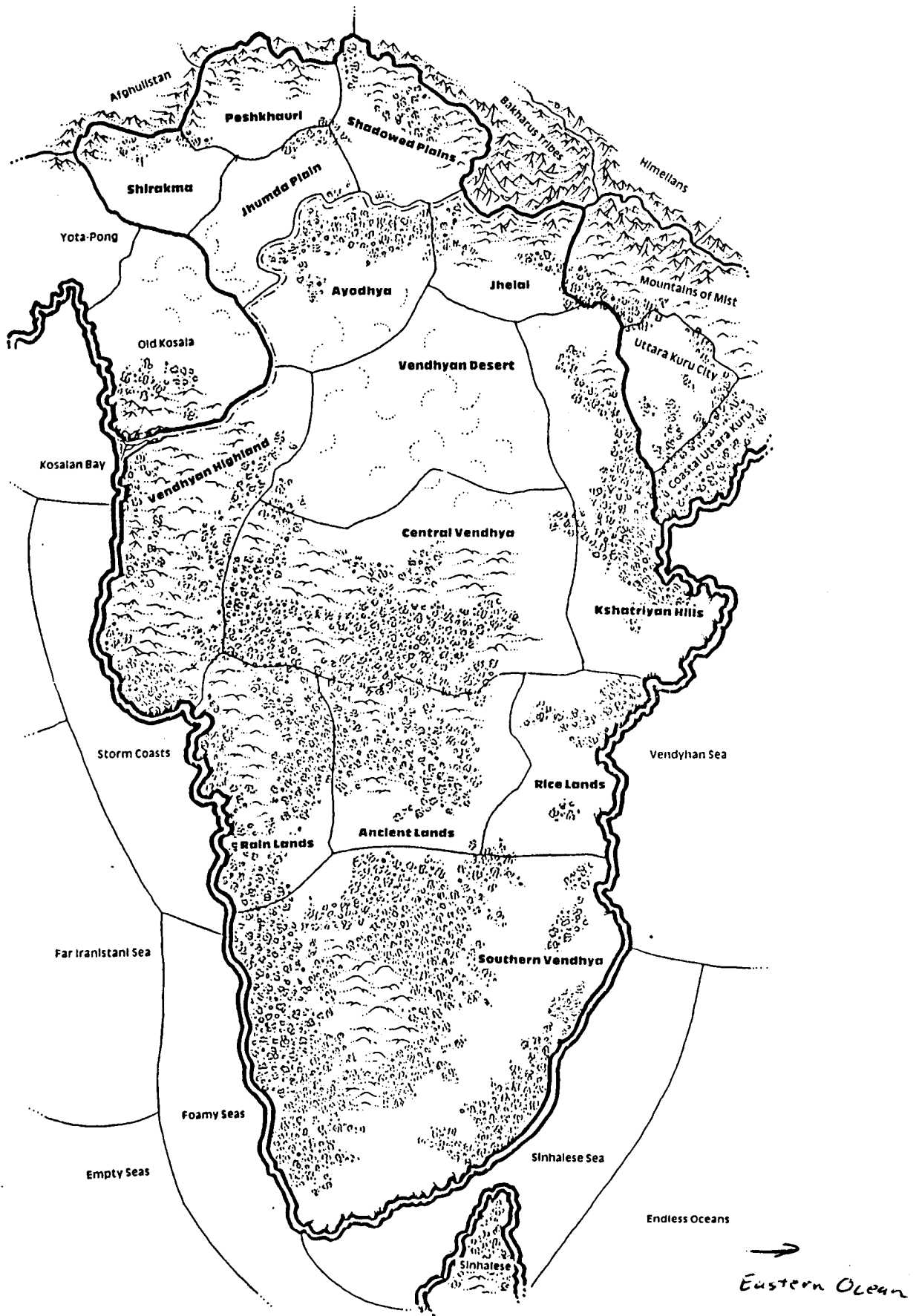
FOR

VENDHYA

KINGDOM SIZE: LARGE

ABBREVIATION: VEND





Vendhya

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



Mountains



Hills



Forest



Desert



Steppe



Swamp or Bog

HYBORIAN™ WAR

Kingdom report for Vendhya

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, O Lord, of the heritage and history of thy people. The Vendhyan sub-continent is an ancient land, and there have been great races and civilizations in the land to the south of the Himelians for over ten thousand years! Our people, the Vendhya, began their rise to power in the south, in the Ancient Lands, some three thousand years ago. We swept aside all foes before us and came to control all of the south. In another one thousand years we established Ayodhya and then pushed on to Peshkhauri, under the very lip of the Himelians. We have never been a prolific race but we are now the greatest empire in the entire world! Our people are content, there is land and comfort for all, they are well ruled by the Nobles, and the Hyrkanians who desire our lands have no power against our Kshatriyan armies.

But of the future our prophets tell us that an age of empire will rock the earth and that we the Vendhya must also be swept up in the rage of war. Else our fast-growing population will first starve, and then later be crushed under the heels of foreign armies who will slaughter all before them.

To our west lies Kosala, who has ever been our ally, both because of similar culture and because of the many intermarriages which exist between their royal houses and ours. Northwards, the Ghulistan mountain tribes have no reason to love us. Our fathers have deceived them too often and now their hatred of our race is implacable. To the east, mysterious Uttara Kuru is neither friend nor foe. Her diplomats have skirted conflict with our Vendhyan armies for centuries. Heed well now my words, Great One, and I will report to thee of the present state of thy 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:

Yota-Pong of Kosala
Secunderam of The Eastern Hilllands

POLITICS

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

Vendhya can avoid the influence of Hyrkania at a ADEQUATE level.
Vendhya can avoid the influence of Turan at a ADEQUATE level.

Vendhya stands in formal alliance with Kosala.

Your kingdom of Vendhya is bound in peace treaty with Kosala, and Uttara Kuru and may not invade provinces owned by them.

Your kingdom has assurances of peace from Kosala 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 Vendhya is:

Name: Jaipursa Jamaner ID: VEND-CHA Character Type: Priest
Age: ancient Status: Alive Gender: Female Province of Birth: Ayodhya
Present location: Ayodhya Assignment last turn: None
Jaipursa Jamaner is the Province Ruler of Ayodhya.

The ADJUTANT GENERAL of Vendhya is:

Name: Shahal Shan ID: VEND-ADJ Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: The Vendhyan Highland
Present location: Ayodhya Assignment last turn: None

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

Name: Noble Enam Chand ID: VEND-1 Character Type: Noble
Age: young adult Status: Alive Gender: Male Province of Birth: The Kshatriyan Hills
Present location: Ayodhya Assignment last turn: None
Personal Combat : GOOD
Diplomacy : NONE
Rulership : ADEQUATE
Military Command : SUPERIOR
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Noble Enam Chand is the current Monarch of Vendhya.

Name: Gitara Bal ID: VEND-2 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: The Ancient Lands
Present location: The Ancient Lands Assignment last turn: None
Personal Combat : NONE
Diplomacy : POOR
Rulership : SUPERIOR
Military Command : GOOD
Heroism : SUPERIOR
Intrigue : POOR
Magic : NONE

Gitara Bal is the Province Ruler of The Ancient Lands.

Name: Naipa Chand ID: VEND-3 Character Type: Noble
Age: young adult Status: Alive Gender: Female Province of Birth: The Kshatriyan Hills
Present location: The Kshatriyan Hills Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : SUPERIOR
Military Command : ADEQUATE
Heroism : ADEQUATE
Intrigue : GOOD
Magic : POOR

Naipa Chand is the Province Ruler of The Kshatriyan Hills.
Naipa Chand may use the following spells: Bless.

Name: Jaihan Shan ID: VEND-4 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: Central Vendhya
Present location: Central Vendhya Assignment last turn: None
Personal Combat : POOR
Diplomacy : GOOD
Rulership : EXCELLENT
Military Command : GOOD
Heroism : EXCELLENT
Intrigue : NONE
Magic : POOR

Jaihan Shan is the Province Ruler of Central Vendhya.
Jaihan Shan may use the following spells: Dispel Magic.

Name: Punjar Khan ID: VEND-5 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: The Vendhyan Highland
Present location: The Vendhyan Highland Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : EXCELLENT
Heroism : POOR
Intrigue : POOR
Magic : POOR

Punjar Khan is the Province Ruler of The Vendhyan Highland.
Punjar Khan may use the following spells: Diplomacy.

Name: Uttar Bomanpur ID: VEND-6 Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: Ayodhya
Present location: The Vendhyan Highland Assignment last turn: With the 1st Imperial Navy
Personal Combat : EXCELLENT
Diplomacy : NONE
Rulership : POOR
Military Command : GOOD
Heroism : ADEQUATE
Intrigue : NONE
Magic : NONE

Name: Shahal Chand ID: VEND-7 Character Type: Hero
Age: prime of life Status: Alive Gender: Male Province of Birth: The Vendhyan Highland
Present location: Ayodhya Assignment last turn: None
Personal Combat : POOR
Diplomacy : EXCELLENT
Rulership : NONE
Military Command : POOR
Heroism : POOR
Intrigue : NONE
Magic : NONE

Name: Palan Patiangi ID: VEND-8 Character Type: Hero
Age: middle aged Status: Alive Gender: Male Province of Birth: The Ancient Lands
Present location: Ayodhya Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : POOR
Heroism : POOR
Intrigue : POOR
Magic : NONE

Name: Lord Goram Bhandarkar ID: VEND-9 Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: Central Vendhya
Present location: Southern Vendhya Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : SUPERIOR
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : NONE

Lord Goram Bhandarkar is the Province Ruler of Southern Vendhya.

Name: Punjar Bomanpur ID: VEND-10 Character Type: Priest
Age: prime of life Status: Alive Gender: Male Province of Birth: Jheiai
Present location: Jheiai Assignment last turn: None
Personal Combat : NONE
Diplomacy : EXCELLENT
Rulership : EXCELLENT
Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

Punjar Bomanpur is the Province Ruler of Jheiai.

Name: Dian Bal ID: VEND-11 Character Type: Wizard
Age: middle aged Status: Alive Gender: Female Province of Birth: The Vendhyan Highland
Present location: Peshkhauri Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : POOR
Military Command : NONE
Heroism : POOR
Intrigue : NONE
Magic : GOOD

Dian Bal may use the following spells: Dispel Magic, Earth Demon and Prophecy.

Name: Shalpun Bal ID: VEND-12 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: Peshkhauri
Present location: Southern Vendhya Assignment last turn: None
Personal Combat : NONE
Diplomacy : POOR
Rulership : POOR
Military Command : ADEQUATE
Heroism : POOR
Intrigue : POOR
Magic : EXCELLENT

Shalpun Bal may use the following spells: Diplomacy, Far Sight, Bless and Rains.

Name: Jhalpur Bal ID: VEND-13 Character Type: Agent
Age: prime of life Status: Alive Gender: Male Province of Birth: Ayodhya
Present location: Ayodhya Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : GOOD
Rulership : POOR
Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

Name: Enam Shan ID: VEND-14 Character Type: Agent
Age: young adult Status: Alive Gender: Male Province of Birth: Peshkhauri
Present location: Peshkhauri Assignment last turn: None
Personal Combat : NONE
Diplomacy : ADEQUATE
Rulership : ADEQUATE
Military Command : GOOD
Heroism : POOR
Intrigue : SUPERIOR
Magic : NONE

Enam Shan is the Province Ruler of Peshkhauri.

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.

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

Kshatriyan Infantry must make up a minimum of 60% and may not exceed a maximum of 85% of your total number of troops.

The cost to Train and outfit Kshatriyan Infantry is LOW.

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

Kshatriyan Archers 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 Kshatriyan Archers is LOW.

The Royal Guard : Troop Type 3
Troop Category : HI - Heavy Infantry
Missile Combat Ability : POOR
Melee Combat Ability : GOOD
Morale : SUPERIOR
Movement Rate : 3

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

Woolly Mammoths : Troop Type 4
Troop Category : MAM - Light Mammoths
Missile Combat Ability : ADEQUATE
Melee Combat Ability : SUPERIOR
Morale : ADEQUATE
Movement Rate : 4

Woolly Mammoths may not exceed a maximum of 5% of your total number of troops at any one time.
The cost to Train and outfit Woolly Mammoths is MODERATE.

Vendhyan Lancers : Troop Type 5
Troop Category : MC - Medium Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

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

Mercenary Raiders : Troop Type 6
Troop Category : LCA - Light Cavalry Archer
Missile Combat Ability : GOOD
Melee Combat Ability : ADEQUATE
Morale : GOOD
Movement Rate : 7

Mercenary Raiders troop is unique. Only one troop of this type may exist at any time.
Mercenary Raiders cost no gold to raise but must be paid HIGH wages each year.

Vendhyan Carracks : Troop Type 7
Troop Category : MNA - Medium Sea Archer
Missile Combat Ability : GOOD
Melee Combat Ability : ADEQUATE
Morale : GOOD
Movement Rate : 3

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

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.

Ayodhya

Province 165

Province Type: Land

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

Has several areas of open grassland	- GOOD chance to reach Open terrain.
Has several areas of forest	- GOOD chance to reach Forest terrain.
Has some areas of desert	- ADEQUATE chance to reach Desert 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 Ayodhya currently have MODERATE loyalty to the throne.
Approximately once every five years Ayodhya levys Kshatriyan Infantry.
The average wealth production in Ayodhya is SUPERIOR.

Ayodhya is a center for trade. A single foreign Trade Route runs through this province.

The 165th Provincial Army ID: PA-165 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
2nd Peacock Infantry	1	Loyal 9th Infantry	1	Jade Infantry	1
Diamond 18th Infantry	1				

Ayodhya 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 Ayodhya.

The Ancient Lands Province 166 Province Type: Land

Has several areas of open grassland	- GOOD chance to reach Open terrain.
Has large areas of forest	- EXCELLENT chance to reach Forest terrain.
Has some areas of hills	- ADEQUATE chance to reach Hill terrain.
Is virtually berefit of running waters	- POOR chance to reach River terrain.
Has a few scant areas of swamplands	- POOR chance to reach Swamp terrain.

The people of The Ancient Lands currently have MODERATE loyalty to the throne.
Very infrequently The Ancient Lands levys Kshatriyan Infantry.
The average wealth production in The Ancient Lands is EXCELLENT.

The 166th Provincial Army ID: PA-166 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
Slaying 19th Infantry	1	Kohla's Stone Infantry	1		

The Ancient Lands has standing Province Defense Orders as follows:

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

Our 5th Imperial Army is encamped in The Ancient Lands.

Central Vendhya Province 167 Province Type: Land

Has some areas of open grassland	- ADEQUATE chance to reach Open terrain.
Has large areas of forest	- EXCELLENT chance to reach Forest terrain.
Has several areas of hills	- GOOD chance to reach Hill terrain.
Has a few scant areas of desert	- POOR chance to reach Desert terrain.
Is virtually berefit of running waters	- POOR chance to reach River terrain.

The people of Central Vendhya currently have MODERATE loyalty to the throne.
Approximately once every five years Central Vendhya levys Kshatriyan Infantry.
The average wealth production in Central Vendhya is SUPERIOR.

The 167th Provincial Army ID: PA-167 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
7th Finest Infantry	1	50th Infantry	1		

Central Vendhya has standing Province Defense Orders as follows:

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

The Kshatriyan Hills

Province 168

Province Type: Coast

Has several areas of open grassland
Has several areas of forest
Has some areas of hills
Is virtually bereft of running waters
Has a few scant areas of desert

- GOOD chance to reach Open terrain.
- GOOD chance to reach Forest terrain.
- ADEQUATE chance to reach Hill terrain.
- POOR chance to reach River terrain.
- POOR chance to reach Desert terrain.

The people of The Kshatriyan Hills currently have HIGH loyalty to the throne.
Approximately once every three years The Kshatriyan Hills levys Kshatriyan Infantry.
The average wealth production in The Kshatriyan Hills is EXCELLENT.

The 168th Provincial Army ID: PA-168 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
37th Wolf Infantry	1	Jharim's Personal Black Infantry	1	Kashatriyan Infantry	1
Goram's Kashatriyan Infantry	1				

The Kshatriyan Hills has standing Province Defense Orders as follows:

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

Southern Vendhya

Province 169

Province Type: Coast

Has some areas of open grassland
Has several areas of forest
Has several areas of hills
Is virtually bereft of running waters
Has a few scant areas of swamplands

- ADEQUATE chance to reach Open terrain.
- GOOD chance to reach Forest terrain.
- GOOD chance to reach Hill terrain.
- POOR chance to reach River terrain.
- POOR chance to reach Swamp terrain.

The people of Southern Vendhya currently have MODERATE loyalty to the throne.
Very infrequently Southern Vendhya levys Kshatriyan Infantry.
The average wealth production in Southern Vendhya is SUPERIOR.

The 169th Provincial Army ID: PA-169 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
8th Falcon Infantry	1	Yellow Infantry	1		

Southern Vendhya has standing Province Defense Orders as follows:

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

The Vendhyan Highland

Province 170

Province Type: Coast

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

Has a few scant areas of open grassland
Has several areas of forest
Has several areas of hills
Rarely lifts a mountain peak into the sky
Has a few scant areas of desert

- POOR chance to reach Open terrain.
- GOOD chance to reach Forest terrain.
- GOOD chance to reach Hill terrain.
- POOR chance to reach Mountainous terrain.
- POOR chance to reach Desert terrain.

The people of The Vendhyan Highland currently have MODERATE loyalty to the throne.
Very infrequently The Vendhyan Highland levys Kshatriyan Infantry.
The average wealth production in The Vendhyan Highland is EXCELLENT.

The 170th Provincial Army ID: PA-170 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
40th Kashatriyan Infantry	1	Oath 48th Infantry	1		

The Vendhyan Highland has standing Province Defense Orders as follows:

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

Our 1st Imperial Navy is encamped in The Vendhyan Highland.

Jheiai

Province 171 Province Type: Land

Has several areas of open grassland
Has several areas of forest
Has several areas of hills
Rarely lifts a mountain peak into the sky
Is crisscrossed with rivers

- GOOD chance to reach Open terrain.
- GOOD chance to reach Forest terrain.
- GOOD chance to reach Hill terrain.
- POOR chance to reach Mountainous terrain.
- GOOD chance to reach River terrain.

The people of Jheiai currently have MODERATE loyalty to the throne.
Very infrequently Jheiai levys Kshatriyan Infantry.
The average wealth production in Jheiai is GOOD.

The 171st Provincial Army ID: PA-171 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Jaihan's Burning Infantry	1	Singh's 38th Saphire Infantry	1	25th Amber Hawk Infantry	1
Aimpur's 45th Pure Infantry	1	10th Damned Infantry	1	Katar's 43rd Infantry	1

Jheiai has standing Province Defense Orders as follows:

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

Our 4th Imperial Army is encamped in Jheiai.

The Rice Lands

Province 172 Province Type: Coast

Has a few scant areas of open grassland
Has several areas of forest
Has some areas of hills
Is virtually bereft of running waters
Has a few scant areas of swamplands

- POOR chance to reach Open terrain.
- GOOD chance to reach Forest terrain.
- ADEQUATE chance to reach Hill terrain.
- POOR chance to reach River terrain.
- POOR chance to reach Swamp terrain.

The people of The Rice Lands currently have MODERATE loyalty to the throne.
Very infrequently The Rice Lands levys Kshatriyan Archers.
The average wealth production in The Rice Lands is EXCELLENT.

The 172nd Provincial Army ID: PA-172 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
Loyal Fox Archers	2	23rd Amber Archers	2		

The Rice Lands has standing Province Defense Orders as follows:

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

The Jhumda Plain

Province 173 Province Type: Land

Has large areas of open grassland
Has some areas of forest
Has some areas of desert
Has a few scant areas of hills
Is crisscrossed with rivers

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

The people of The Jhumda Plain currently have MODERATE loyalty to the throne.
Very infrequently The Jhumda Plain levys Kshatriyan Infantry.
The average wealth production in The Jhumda Plain is GOOD.

The 173rd Provincial Army ID: PA-173 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
31st Last Tan Infantry	1	25th Ruby Infantry	1		

The Jhumda Plain has standing Province Defense Orders as follows:

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

Shirakma

Province 174

Province Type: Land

Is dominated by areas of open grassland
Has some areas of forest
Has a few scant areas of hills
Rarely lifts a mountain peak into the sky
Has a few scant areas of desert

- SUPERIOR chance to reach Open terrain.
- ADEQUATE chance to reach Forest terrain.
- POOR chance to reach Hill terrain.
- POOR chance to reach Mountainous terrain.
- POOR chance to reach Desert terrain.

The people of Shirakma currently have LOW loyalty to the throne.
Very infrequently Shirakma levys Kshatriyan Infantry.
The average wealth production in Shirakma is EXCELLENT.

The 174th Provincial Army

ID: PA-174

Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
15th Blue Hawk Infantry	1	43rd Infantry	1	Grey Infantry	1
Olive Peacock Infantry	1	Savage Scorpion Infantry	1	1st Copper Infantry	1

Shirakma has standing Province Defense Orders as follows:

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

Peshkhauri

Province 175

Province Type: Land

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

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

The people of Peshkhauri currently have LOW loyalty to the throne.
Very infrequently Peshkhauri levys Vendhyan Lancers.
The average wealth production in Peshkhauri is EXCELLENT.

The 175th Provincial Army

ID: PA-175

Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Tryst Lancers	5	Brown 31st Lancers	5	30th Kashatriyan Infantry	1
Triumphant Infantry	1	2nd Flaming Oath Infantry	1	34th Infantry	1

Peshkhauri has standing Province Defense Orders as follows:

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

Our 3rd Imperial Army is encamped in Peshkhauri.

The Rainlands

Province 176

Province Type: Coast

Has a few scant areas of open grassland
Has several areas of forest
Has some areas of hills
Is virtually bereft of running waters
Has a few scant areas of swamplands

- POOR chance to reach Open terrain.
- GOOD chance to reach Forest terrain.
- ADEQUATE chance to reach Hill terrain.
- POOR chance to reach River terrain.
- POOR chance to reach Swamp terrain.

The people of The Rainlands currently have MODERATE loyalty to the throne.
Very infrequently The Rainlands levys Kshatriyan Archers.
The average wealth production in The Rainlands is GOOD.

The 176th Provincial Army

ID: PA-176

Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
Ragged 49th Archers	2	Shahal's Archers	2		

The Rainlands has standing Province Defense Orders as follows:

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

The Shadowed Plains

Province 177

Province Type: Land

Has several areas of open grassland
 Has several areas of forest
 Has several areas of hills
 Rarely lifts a mountain peak into the sky
 Is home to an occasional running stream

- GOOD chance to reach Open terrain.
 - GOOD chance to reach Forest terrain.
 - GOOD chance to reach Hill terrain.
 - POOR chance to reach Mountainous terrain.
 - ADEQUATE chance to reach River terrain.

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

The 177th Provincial Army ID: PA-177 Total troops with Army: 4

Troop Name	Type	Troop Name	Type	Troop Name	Type
Disciple Archers	2	47th Sentinel Archers	2	Kashatriyan 13th Infantry	1
Jharim's 39th Infantry	1				

The Shadowed Plains has standing Province Defense Orders as follows:

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

The Vendhyan Desert Province 178 Province Type: Land

Has some areas of open grassland
 Has a few scant areas of forest
 Is dominated by areas of desert
 Has a few scant areas of hills
 Has one remote fort (Fort Class B)

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

The people of The Vendhyan Desert currently have LOW loyalty to the throne.
 Very infrequently The Vendhyan Desert levys Kshatriyan Archers.
 The average wealth production in The Vendhyan Desert is ADEQUATE.

The 178th Provincial Army ID: PA-178 Total troops with Army: 2

Troop Name	Type	Troop Name	Type	Troop Name	Type
24th Archers	2	20th Amber Dragon Archers	2		

The Vendhyan Desert has standing Province Defense Orders as follows:

Maneuver to Open 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 Navy ID: IN-1 Total troops with Army: 8 Status: Active

Location: The Vendhyan Highland

Troop Name	Type	Troop Name	Type	Troop Name	Type
Maydman's 39th Carracks	7	Waranpur's 16th Damned Carracks	7	Red Otter Carracks	7
Pradda's Carracks	7	43rd Raven Carracks	7	12th Carracks	7
Mask Carracks	7	14th Hyacinth Carracks	7		

The 2nd Imperial Army ID: IA-2 Total troops with Army: 10 Status: Defensive

Location: Ayodhya

Troop Name	Type	Troop Name	Type	Troop Name	Type
Royal Guard	3	Mercenary Raiders	6	29th Brotherhood Archers	2
36th Guild Archers	2	True Lizard Archers	2	Balaro's Kashatriyan Archers	2
Venom 12th Woolly Mammoths	4	24th Silver Infantry	1	Rahman's 33rd Skull Infantry	1
Hara's 27th Infantry	1				

The 3rd Imperial Army

Location: Peshkhauri

ID: IA-3

Total troops with Army: 10

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bronze Lancers	5	Guild 7th Lancers	5	Tryst 43rd Archers	2
Tempest 40th Archers	2	Amal's 24th Jade Archers	2	28th Infantry	1
Flaming 30th Infantry	1	Argent Infantry	1	27th Sapphire Infantry	1
18th Infantry	1				

The 4th Imperial Army

Location: Jheiai

ID: IA-4

Total troops with Army: 10

Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Mantle Infantry	1	36th Infantry	1	Black 40th Infantry	1
Faithful 12th Infantry	1	Vinrayati's 38th Slaying Infantry	1	Jaipursa's 36th Obsidian Infantry	1
Bond Infantry	1	6th Hawk Infantry	1	29th Tan Woolly Mammoths	4
Hara's Shock Woolly Mammoths	4				

The 5th Imperial Army

Location: The Ancient Lands

ID: IA-5

Total troops with Army: 10

Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Rahman's Kashatriyan Infantry	1	Patil's 15th Kashatriyan Infantry	1	Indigo Demon 9th Infantry	1
Disciple 41st Infantry	1	Crimson Peacock Infantry	1	14th Infantry	1
31st Jade Mantis Infantry	1	Tryst 13th Infantry	1	Emerald 40th Infantry	1
Skull 37th Infantry	1				

Total Number of Troops : 94

Number of Standard Troops : 92

Number of Unique Troops : 2

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Kshatriyan Infantry	1	62	67%	60%	85%
Kshatriyan Archers	2	15	16%	10%	25%
The Royal Guard	3	1		0 units	1 unit
Woolly Mammoths	4	3	3%	0%	5%
Vendhyan Lancers	5	4	4%	0%	10%
Mercenary Raiders	6	1		0 units	1 unit
Vendhyan Carracks	7	8	9%	0%	10%

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

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

Secunderam of The Eastern Hilllands
The Dense Jungle Lands of The Eastern Jungles

If successful in achieving these goals, Vendhya 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 Vendhya

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: 165 166 167 168 169 170 171 172 173 174 175 176 177
178

I Command Jaipursa Jamaner VEND-CHA to () _____ () _____ () _____ () _____
I Command Shahal Shan VEND-ADJ to () _____ () _____ () _____ () _____
I Command Noble Enam Chand VEND-1 to () _____ () _____ () _____ () _____
I Command Gitara Bal VEND-2 to () _____ () _____ () _____ () _____
I Command Naipa Chand VEND-3 to () _____ () _____ () _____ () _____
I Command Jaihan Shan VEND-4 to () _____ () _____ () _____ () _____
I Command Punjab Khan VEND-5 to () _____ () _____ () _____ () _____
I Command Uttar Bomanpur (Currently with IN-1) VEND-6 to () _____ () _____ () _____ () _____
I Command Shahal Chand VEND-7 to () _____ () _____ () _____ () _____
I Command Palan Patiangi VEND-8 to () _____ () _____ () _____ () _____
I Command Lord Goram Bhandarkar VEND-9 to () _____ () _____ () _____ () _____
I Command Punjab Bomanpur VEND-10 to () _____ () _____ () _____ () _____
I Command Dian Bal VEND-11 to () _____ () _____ () _____ () _____
I Command Shalpun Bal VEND-12 to () _____ () _____ () _____ () _____
I Command Jhalpur Bal VEND-13 to () _____ () _____ () _____ () _____
I Command Enam Shan VEND-14 to () _____ () _____ () _____ () _____

I Command 1st Imperial Navy in province 170 to (M)ove to (P)rovince () _____

I Command 3rd Imperial Army in province 175 to (M)ove to (P)rovince () _____

I Command 4th Imperial Army in province 171 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (172)

I Declare () _____ (R)ule (P)rovince (173)

I Declare () _____ (R)ule (P)rovince (174)

I Declare () _____ (R)ule (P)rovince (176)

I Declare () _____ (R)ule (P)rovince (177)

I Declare () _____ (R)ule (P)rovince (178)

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

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

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

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

