

Kingdoms of the Hyborian Age

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AQUILONIA (Large Kingdom)

Imperial Goals

Nemedian Marches
Lowland Fiefs

Victory Conditions

Major Progress

Tarantia
Northern Clans
Pomicia
Eagle

The number of provinces under your control.

Negative Victory Conditions

None

AMAZONIA (Small Kingdom)

Imperial Goals

Atlaia
Grasslands of Amazonia

Victory Conditions

Major Progress

Amazonia
Parklands
Jungle Tribes
Grasslands of Amazonia

The number of provinces under your control.

Negative Victory Conditions

None

ARGOS (Medium Kingdom)

Imperial Goals

Zingaran Sea
Kushish Sea
Argossean Sea

Victory Conditions

Increasing and fostering the economic strength of your kingdom.

[Conquering new and rich provinces.]

[Protecting your trade routes.]

[Seeing to the prosperity and productivity of your kingdom.]

Fostering the amount of wealth contained in your kingdom's treasury.

Negative Victory Conditions

None

ASGARD (Medium Kingdom)

Imperial Goals

Swampy Taiga
Hyperbor valley
Pomicia

Victory Conditions

The number of provinces under your control.

Conquering home provinces of any large kingdom.

Ice Age - Migrate to the lands of a single large kingdom at that time,
by focusing your efforts on that kingdom's home provinces.

Negative Victory Conditions

None

BORDER KINGDOM (Small Kingdom)

Imperial Goals

Cimmerian Heartland
Nemedian Marches

Victory Conditions

Increasing and fostering the economic strength of your kingdom.
[Conquering new and rich provinces.]
[Protecting your trade routes.]
[Seeing to the prosperity and productivity of your kingdom.]

Controlling provinces which you conquer from other kingdoms.

Negative Victory Conditions

None

BRYTHUNIA (Medium Kingdom)

Imperial Goals

Shadizar
Zamorian Marches

Victory Conditions

Major Progress
Brythunia Heartland
High Plains
Eastern Borders
Turanian Wastes

The number of provinces under your control.

Negative Victory Conditions

None

CIMMERIA (Medium Kingdom)

Imperial Goals

Gunderland
Tor

Victory Conditions

The number of provinces under your control.

Conquering home provinces of any large kingdom.

Ice Age - Migrate to the lands of a single large kingdom at that time, by focusing your efforts on that kingdom's home provinces.

Negative Victory Conditions

None

CORINTHIA (Medium Kingdom)

Imperial Goals

Kothian Desert
Numalia

Victory Conditions

Increasing and fostering the economic strength of your kingdom through its provinces.

[Conquering new provinces.]

[Seeing to the prosperity and productivity of provinces that you now control.]

Conquering and controlling the initial capital of player kingdoms.

Negative Victory Conditions

None

DARFAR (Small Kingdom)

Imperial Goals

Jimiji
Empty Jungle

Victory Conditions

Major Progress
Darfar Grasslands
Keshia
Sukhmet
Tombalku

The number of provinces under your control.

Negative Victory Conditions

None

HYPERBOREA (Large Kingdom)

Imperial Goals

Virunian
Njal's Land
Hyperborean Wastes

Victory Conditions

Major Progress
Tanasul
Virunian
Hyperbor Valley
Icy Desert

Increasing and fostering the economic strength of your kingdom through its provinces.

[Conquering new provinces.]

[Seeing to the prosperity and productivity of the provinces you now control.]

Negative Victory Conditions

None

HYRKANIA (Medium Kingdom)

Imperial Goals

Turanian Wastes
Hyrkanian Heartland

Victory Conditions

The number of provinces under your control.

Increasing and fostering the economic strength of your kingdom.

[Conquering new and rich provinces.]

[Protecting your trade routes.]

[Seeing to the prosperity and productivity of your kingdom.]

Negative Victory Conditions

None

IRANISTAN (Medium Kingdom)

Imperial Goals

Islands of Pearl
Ilbars Steppes

Victory Conditions

Increasing and fostering the economic strength of your kingdom through its provinces.

[Conquering new provinces.]

[Seeing to the prosperity and productivity of the provinces you now control.]

Negative Victory Conditions

None

JUMA'S KINGDOM (Small Kingdom)

Imperial Goals

Black Coast
Jungle Coast

Victory Conditions

Major Progress

Amazonia
Black Coast
Black Kingdoms
Jungle Coast

Increasing and fostering the economic strength of your kingdom through its provinces.

[Conquering new provinces.]

[Seeing to the prosperity and productivity of the provinces you now control.]

Negative Victory Conditions

None

KAMBULJA (Medium Kingdom)

Imperial Goals

Dense Jungles
Ancient Jungle

Victory Conditions

Major Progress

Angkhor
Paikang
Ancient Jungle
Great Desert

Negative Victory Conditions

None

KESHAN (Medium Kingdom)

Imperial Goals

Marshland
Taia

Victory Conditions

Major Progress

Gold Hills
Taia
Zamboula
Grasslands of Amazonia

Increasing and fostering the economic strength of your kingdom through its provinces.

[Conquering new provinces.]

[Seeing to the prosperity and productivity of the provinces you now control.]

Negative Victory Conditions

None

KHAURAN (Medium Kingdom)

Imperial Goals

Fort Wakla
Naked Desert
Khauran City

Victory Conditions

Increasing and fostering the economic strength of your kingdom.

[Conquering new and rich provinces.]

[Protecting your trade routes.]

[Seeing to the prosperity and productivity of your kingdom.]

Fostering the amount of wealth contained in your kingdom's treasury.

Negative Victory Conditions

None

KHITAI (Large Kingdom)

Imperial Goals

Kambuljan Hills
Loulan Plateau
Wuhuan Desert

Victory Conditions

Major Progress
Kuigar Nomads
Wigur Nomads
Colchian Mountains

The number of provinces under your control.

Negative Victory Conditions

None

KHORAJA (Small Kingdom)

Imperial Goals

Sabatea
Akbitana
Khoraja

Victory Conditions

Increasing and fostering the economic strength of your kingdom.
[Conquering new and rich provinces.]
[Protecting your trade routes.]
[Seeing to the prosperity and productivity of your kingdom.]

Increasing and fostering the economic strength of your kingdom through its provinces.
[Conquering new provinces.]
[Seeing to the prosperity and productivity of the provinces you now control.]

Negative Victory Conditions

None

KOSALA (Medium Kingdom)

Imperial Goals

Yuetshi
Shirakma

Victory Conditions

Increasing and fostering the economic strength of your kingdom through its provinces.

[Conquering new provinces.]

[Seeing to the prosperity and productivity of the provinces you now control.]

Fostering the amount of wealth contained in your kingdom's treasury.

Negative Victory Conditions

None

KOTH (Large Kingdom)

Imperial Goals

Makan-E-Mordan
Akkharia

Victory Conditions

The number of provinces under your control.

Negative Victory Conditions

Lose Much Progress
Khauran City
Meadowlands
Khoraja

KUSAN (Small Kingdom)

Imperial Goals

Kusan Desert
Kusan Steppes
Swampy Jungles

Victory Conditions

Major Progress

Kusan
Swampy Jungles
Kusan Desert
Kusan Steppes

Increasing and fostering the economic strength of your kingdom through its provinces.

[Conquering new provinces.]

[Seeing to the prosperity and productivity of the provinces you now control.]

Negative Victory Conditions

None

KUSH (Medium Kingdom)

Imperial Goals

Pteion
Bamula

Victory Conditions

The number of provinces under your control.

Increasing and fostering the economic strength of your kingdom.

[Conquering new and rich provinces.]

[Protecting your trade routes.]

[Seeing to the prosperity and productivity of your kingdom.]

Negative Victory Conditions

None

NEMEDIA (Large Kingdom)

Imperial Goals

Nemedian Marches
Hanumar
Tarantia

Victory Conditions

Major Progress
Central Provinces
Belverus
Numalia
Shadizar

Negative Victory Conditions

Lose Much Progress
Lowland Fiefs
Virunian
Salt Marsh

OPHIR (Medium Kingdom)

Imperial Goals

Central Provinces
Belverus

Victory Conditions

Increasing and fostering the economic strength of your kingdom through its provinces.

[Conquering new provinces.]

[Seeing to the prosperity and productivity of the provinces you now control.]

Fostering the amount of wealth contained in your kingdom's treasury.

Negative Victory Conditions

None

PICTLAND (Medium Kingdom)

Imperial Goals

Central Provinces

Victory Conditions

Major Progress

Westermarck

The number of provinces under your control.

Conquering home provinces of any large kingdom.

Ice Age - Migrate to the lands of a single large kingdom at that time, by focusing your efforts on that kingdom's home provinces.

Negative Victory Conditions

None

PUNT (Small Kingdom)

Imperial Goals

Rain Forest

Kharamun Desert

Victory Conditions

Major Progress

Keshia

Gold Hills

Zamboula

Grasslands of Amazonia

Increasing and fostering the economic strength of your kingdom.

[Conquering new and rich provinces.]

[Protecting your trade routes.]

[Seeing to the prosperity and productivity of your kingdom.]

Negative Victory Conditions

None

SHEM (Medium Kingdom)

Imperial Goals

Kothian Desert
Akhlal

Victory Conditions

The number of provinces under your control.

Negative Victory Conditions

Lose Much Progress
Shumir
Sabatea
Nippr
Akbitana

STYGIA (Large Kingdom)

Imperial Goals

Zamboula
Eruk

Victory Conditions

The number of provinces under your control.

Fostering the amount of wealth contained in your kingdom's treasury.

Negative Victory Conditions

None

TOMBALKU (Small Kingdom)

Imperial Goals

Zabhela

Tibu

Victory Conditions

Major Progress

Ghanatan

Meroe

Bamula

Empty Jungle

The number of provinces under your control.

Negative Victory Conditions

None

TURAN (Large Kingdom)

Imperial Goals

Naked Desert

Secunderam

Victory Conditions

The number of provinces under your control.

Increasing and fostering the economic strength of your kingdom.

[Conquering new and rich provinces.]

[Protecting your trade routes.]

[Seeing to the prosperity and productivity of your kingdom.]

Negative Victory Conditions

None

UTTARA KURU (Medium Kingdom)

Imperial Goals

Issedon

Talakmas Jungle

Victory Conditions

Major Progress

Kshatriyan Hills

Issedon

Wamadzi

Southern Wuhuan

The number of provinces under your control.

Negative Victory Conditions

None

VANAHEIM (Medium Kingdom)

Imperial Goals

Bear

Eiglophian Mountains

Wolfraven Kings

Victory Conditions

The number of provinces under your control.

Conquering home provinces of any large kingdom.

Ice Age - Migrate to the lands of a single large kingdom at that time, by focusing your efforts on that kingdom's home provinces.

Negative Victory Conditions

None

VENDHYA (Large Kingdom)

Imperial Goals

Secunderam
Dense Jungle Lands

Victory Conditions

The number of provinces under your control.

Increasing and fostering the economic strength of your kingdom.

[Conquering new and rich provinces.]

[Protecting your trade routes.]

[Seeing to the prosperity and productivity of your kingdom.]

Negative Victory Conditions

None

ZAMORA (Medium Kingdom)

Imperial Goals

Kezankian Mountains
Zamorian Marches
Wild Plains

Victory Conditions

Major Progress

Dry Plains

Yezud

Kezankian Mountains

Zamorian Marches

Increasing and fostering the economic strength of your kingdom through its provinces.

[Conquering new provinces.]

[Seeing to the prosperity and productivity of the provinces you now control.]

Negative Victory Conditions

None

ZEMBABWEI (Medium Kingdom)

Imperial Goals

Kchaka
Zembabwei Desert
Zembabwe Marches

Victory Conditions

Major Progress
Zembabwe Marches
Kchaka
Zembabwei Desert
Parklands

The number of provinces under your control.

Negative Victory Conditions

None

ZINGARA (Medium Kingdom)

Imperial Goals

Pirate Sea
Poitain
Rabirian Highlands

Victory Conditions

The number of provinces under your control.

Fostering the amount of wealth contained in your kingdom's treasury.

Negative Victory Conditions

None

Glossary of Important Terms and Distinctions about Victory

- Lose much progress towards victory.
- Make major progress by controlling.
- The number of provinces under your control.
- Conquering new provinces.
- Conquering new and rich provinces.
- Conquering home provinces of any large kingdom.
- Controlling provinces which you conquer from other kingdoms.
- Conquering and controlling the initial capital of player kingdoms.
- Protecting your trade routes.
- Seeing to the prosperity and productivity of your kingdom.
- Fostering the amount of wealth contained in your kingdom's treasury.
- Increasing and fostering the economic strength of your kingdom.
- Increasing and fostering the economic strength of your kingdom through its provinces.
- Seeing to the prosperity and productivity of provinces that you now control.
- Ice Age - Migrate to the lands of a single large kingdom at that time, by focusing your efforts on that kingdom's home provinces.