HYBORIAN WAR - ORDER CHECKLIST

Last Revision: Version 1 (November 15th, 2026)

TURN SHEET

[ ] Game number, turn number, kingdom name
[ ] Player name, account number, signature
[ ] Authentication code (11 digits, required on email orders)
[ ] Provinces owned list matches your records
[ ] Address requests (up to two kingdoms) or Privacy Option
[ ] Orders typed in turn-sheet order, spaces not tabs, plain ASCII
[ ] Extra declarations on a separate sheet, same format

COMMANDS

[ ] Active Rule ..... A R
[ ] Adventure ..... A
[ ] Assassinate ..... P (xyz) A (cid)
[ ] Avoid Influence ..... A I (kac)
[ ] Bless ..... B (xyz)
[ ] Break Alliance ..... B A (kac) (kac)
[ ] Counterspy (Kingdom) ..... C K
[ ] Counterspy (Province) ..... C P (xyz)
[ ] Counterspy (Court) ..... C C
[ ] Curse ..... C (xyz)
[ ] Diplomacy ..... C D (cid)
[ ] Dispel Magic ..... P (xyz) D (cid)
[ ] Disrupt Warpact ..... D W
[ ] Far Sight (Province) ..... F S (xyz)
[ ] Foment Unrest ..... F U (xyz)
[ ] Join Army (character) ..... J (aid)
[ ] Kidnap ..... P (xyz) K (cid)
[ ] Long Life ..... C L L (cid)
[ ] Negotiate Peace ..... N P (kac)
[ ] None (no command) ..... N
[ ] Prophecy (World) ..... P W
[ ] Prophecy (Kingdom) ..... P K (kac)
[ ] Protection ..... P P (xyz)
[ ] Rains (Province) ..... C R (xyz)
[ ] Reincarnation ..... C R (cid)
[ ] Rescue ..... P (xyz) R (cid)
[ ] Spying (World) ..... W S
[ ] Spying (Kingdom Treasury) ..... S K T (kac)
[ ] Spying (Kingdom Military) ..... S K M (kac)
[ ] Spying (Province Territory) ..... S (xyz) T
[ ] Spying (Province Military) ..... S (xyz) M
[ ] Spying (Court) ..... S C (kac)
[ ] Sunbane (Province) ..... C S (xyz)

Below the character commands:

[ ] Move Army (imperial army) ..... M P (xyz)
[ ] Assign Troops (at capital) ..... (troop name) J (aid)
e.g. Brotherhood 16th Mailed Cavalry J PA-180

DECLARATIONS

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[ ] Assign Monarch ..................... (cid) M
[ ] Assign Province Ruler .............. (cid) R P (xyz)
[ ] Black Death (Strategic) ............ B D S (cid)
[ ] Change Army Status ................. C S (aid)
[ ] Conscript Troops ................... C T (xyz)
[ ] Detach Troops ...................... (ntu) (tt#) D (aid)
[ ] Disband Mercenaries ................ (tt#) D (aid)
[ ] Exile .............................. E
[ ] Far Sight (Strategic) .............. F S S (cid)
[ ] Force March (Strategic) ............ F M S (cid)
[ ] Gift ............................... (gl) G (kac)
[ ] Intent to Ally ..................... I A (kac)
[ ] Intent to Break Alliance ........... I B A (kac)
[ ] Intent to Invade ................... I I (xyz)
[ ] Intent to Raid ..................... I R (xyz)
[ ] Move Character ..................... (cid) M P (xyz)
[ ] Pay Ransom ......................... (gl) R (cid)
[ ] Pay Tribute (Full) ................. F T (kac)
[ ] Pay Tribute (Half) ................. H T (kac)
[ ] Rains (Strategic) .................. R S (cid)
[ ] Raise Troop ........................ (ntu) T (tt#) R
[ ] Set Ransom (captured character) ..... P/A/G/E/S or NONE
[ ] Sunbane (Strategic) ................ S S (cid)
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PROVINCE DEFENSE ORDERS (per province)

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[ ] Ambush ............................. A (xyz)
[ ] No Ambush .......................... N A (xyz)
[ ] Hidden Movement .................... H M (xyz)
[ ] No Hidden Movement ................. N H M (xyz)
[ ] Decline Battle ..................... D B (xyz)
[ ] No Decline Battle .................. N D B (xyz)
[ ] Preferred Terrain .................. T (terrain code) (xyz)
[ ] Commander's Discretion ............. C D (xyz)
[ ] Open Field ......................... O F (xyz)
[ ] Set Piece .......................... S P (xyz)
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RAID ORDERS (one form per raid)

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[ ] Intent to Raid was declared last turn
[ ] Target province .................... (xyz)
[ ] Raid type (mark one)
      [ ] Province   [ ] Trade Routes
[ ] Battle selection (mark one)
      [ ] Dispersal   [ ] Open Field   [ ] Set Piece
[ ] Raiding army ....................... (aid)
[ ] Raid commander (optional) .......... (cid)
[ ] Cancel raid (if not raiding)
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INVASION ORDERS (one form per invasion)

[ ] Intent to Invade was declared last turn
[ ] Target province ..... (xyz)
[ ] Invasion commander ..... (cid)
[ ] Invading armies (up to six) ..... (aid)
[ ] Battle type (mark one)
  [ ] Commander's Discretion [ ] Open Field [ ] Set Piece
[ ] Preferred terrain ..... (terrain code)
[ ] Patrols (up to six) ..... (tt#) (ntu)
[ ] Hidden Movement ..... [ ] Yes [ ] No
[ ] Decline Battle ..... [ ] Yes [ ] No
[ ] Cancel invasion (if not invading)

NAVAL ORDERS

[ ] Seazone navy raid (another seazone or adjacent coastal province)
[ ] Conscript seazone navy to harbor .... C T (seazone)
[ ] Intent to Invade declared for coastland province (naval invasion)
[ ] Imperial navy move through friendly coastland provinces

BATTLE ORDERS

[ ] Check battle number, province and terrain
[ ] Troop placement: write Force Pool troop numbers into the columns
  L-FLANK L-LINE CENTER R-LINE R-FLANK
  (front row first, then rows behind)
[ ] Reserves: list Force Pool troop numbers held back
  (each troop used only once)
[ ] Reinforcements: Assign Troops from capital to the army in battle
[ ] Disengage and Advance? (mark which)
  [ ] All [ ] Left Flank [ ] Right Flank
  [ ] Center [ ] Left Line [ ] Right Line
[ ] When to disengage and advance? (mark one)
  [ ] Closing [ ] Hour 1
[ ] Assign each character to a troop (by Force Pool number)
  (troop on the field, not in reserves; unassigned = random)
[ ] Army Commander ..... (character #)
[ ] Archery Commander ..... (character #)
[ ] Cavalry Commander ..... (character #)
  (second battle line only)
[ ] Right Flank Commander ..... (character #)
[ ] Left Flank Commander ..... (character #)
[ ] Battle Magic: mark spells for each available caster
  (max two per character, only one from each group)
  Group 1: Firewall / Earth Demon
  Group 2: Magic Sleep / Fear / Fanaticism
  Group 3: Missile Shield / Magic Blast
  Group 4: Summon the Dead / Phantom Warriors
[ ] Loss Acceptance (mark one)
  [ ] Light [ ] Standard [ ] Heavy [ ] Total

Note: When defending in a set piece battle with no time for orders to reach the field, you may only set Loss Acceptance and Battle Magic. Your characters decide the rest.

FINAL CHECKS

General:

[ ] Only one command per character or army
[ ] Only one of each declaration type per character or army
[ ] No commands for characters or armies in a set piece battle
[ ] Spying and intrigue orders reissued (they last one turn)
[ ] No Assassinate, Kidnap or Dispel Magic on turn 1

Characters:

[ ] Every character line has a command (or None)
[ ] Monarch line filled in
[ ] Ruler assigned for every pre-printed unruled province line
[ ] Characters not on missions moved where needed (Move Character)
[ ] Characters meant to stay with an army have no other command
(any other command removes them from the army)
[ ] No character joins an army on a set piece battle turn
[ ] Orders given to imprisoned characters (carried out if freed)

Armies and Troops:

[ ] Every imperial army line has a move or is left blank on purpose
[ ] Only one detachment per imperial army this turn
[ ] Change Army Status not used while the army is in battle
(takes one turn to take effect)

Raids:

[ ] Intent to Raid declared one turn ahead
[ ] One Intent to Raid per army
[ ] No raid against a formal ally
[ ] Raid form has an army filled in (blank = raid cancelled)

Invasions:

[ ] Intent to Invade declared one turn ahead
[ ] No invasion against a formal ally
[ ] No invasion of provinces 201, 363, 364 or 365
[ ] Invasion includes an active imperial army or navy of 8+ troops
[ ] Provincial armies meant to invade are listed on the invasion form
alongside the 8+ troop imperial army or navy
[ ] Provincial armies are adjacent to the target and adjacent to
(or in) the province the imperial army invades from
[ ] Provincial armies join an imperial army, not an imperial navy
[ ] Provincial navies only join an imperial navy invading a coastal
province (not a seazone, and not with imperial armies)

Diplomacy and Wealth:

[ ] Intent to Ally: both kingdoms declare the same turn
(one per war season, three on a peace years turn)
[ ] Only one gift this turn
[ ] Tribute paid only with Negotiate Peace to the same kingdom
[ ] Gift and tribute not used if treasury is NONE or POOR

Magic:

[ ] Strategic magic casters are assigned to an army
[ ] Prophecy and Long Life only on a peace years turn
[ ] Diplomacy spell not cast on the caster
[ ] Reincarnation only on a character who died last turn

Provinces:

[ ] Province defense orders set for each province
(Adjutant-General fills blanks; changes cost treasury)
[ ] Exile only when holding one province

KEY

(cid) Character ID (aid) Army ID
(xyz) Province number (kac) Kingdom code
(tt#) Troop type (ntu) Troop units
(gl) Gift level: P/A/G/E/S (Poor/Adequate/Good/Excellent/Superior)

ID FORMATS

Character ... BORD-CHA (Chancellor), KHAU-ADJ (Adjutant-General), NEME-3, VEND-11
Army ..... IA-2 (imperial army), PA-179 (provincial army)
Navy ..... IN-1 (imperial navy), PA-340 (provincial navy)
Kingdom ..... AQUI, HYPE, KUSH, STYG, ZAMO

TERRAIN CODES

OP	Open	TU	Tundra
OA	Oasis	ST	Steppe
HI	Hill	DE	Desert
MO	Mountain	FO	Forest
MA	Marsh	BO	Bog
SW	Swamp	RI	River
FA	Fort A	FB	Fort B
SO	Shallow Ocean	DO	Deep Ocean

TROOP TYPES

HC	Heavy Cavalry	HI	Heavy Infantry
MC	Medium Cavalry	MI	Medium Infantry
LC	Light Cavalry	LI	Light Infantry
HCA	Heavy Cavalry Archers	HIA	Heavy Infantry Archers
MCA	Medium Cavalry Archers	MIA	Medium Infantry Archers
LCA	Light Cavalry Archers	LIA	Light Infantry Archers
HCH	Heavy Chariots	HIP	Heavy Infantry Pikemen
LCH	Light Chariots	MIP	Medium Infantry Pikemen
HCHA	Heavy Chariot Archers	UI	Undead Infantry
LCHA	Light Chariot Archers	MAM	Mammoths
HN	Heavy Naval	WR	Winged Reptiles
MN	Medium Naval	PW	Phantom Warriors
LN	Light Naval	HNA	Heavy Naval Archers
MNA	Medium Naval Archers	LNA	Light Naval Archers