

THE HYBORIAN WAR KINGDOM REPORT

FOR





CIMMERIA

KINGDOM SIZE: MEDIUM

ABBREVIATION: CIMM



Cimmeria

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



Mountains



Forest



Steppe



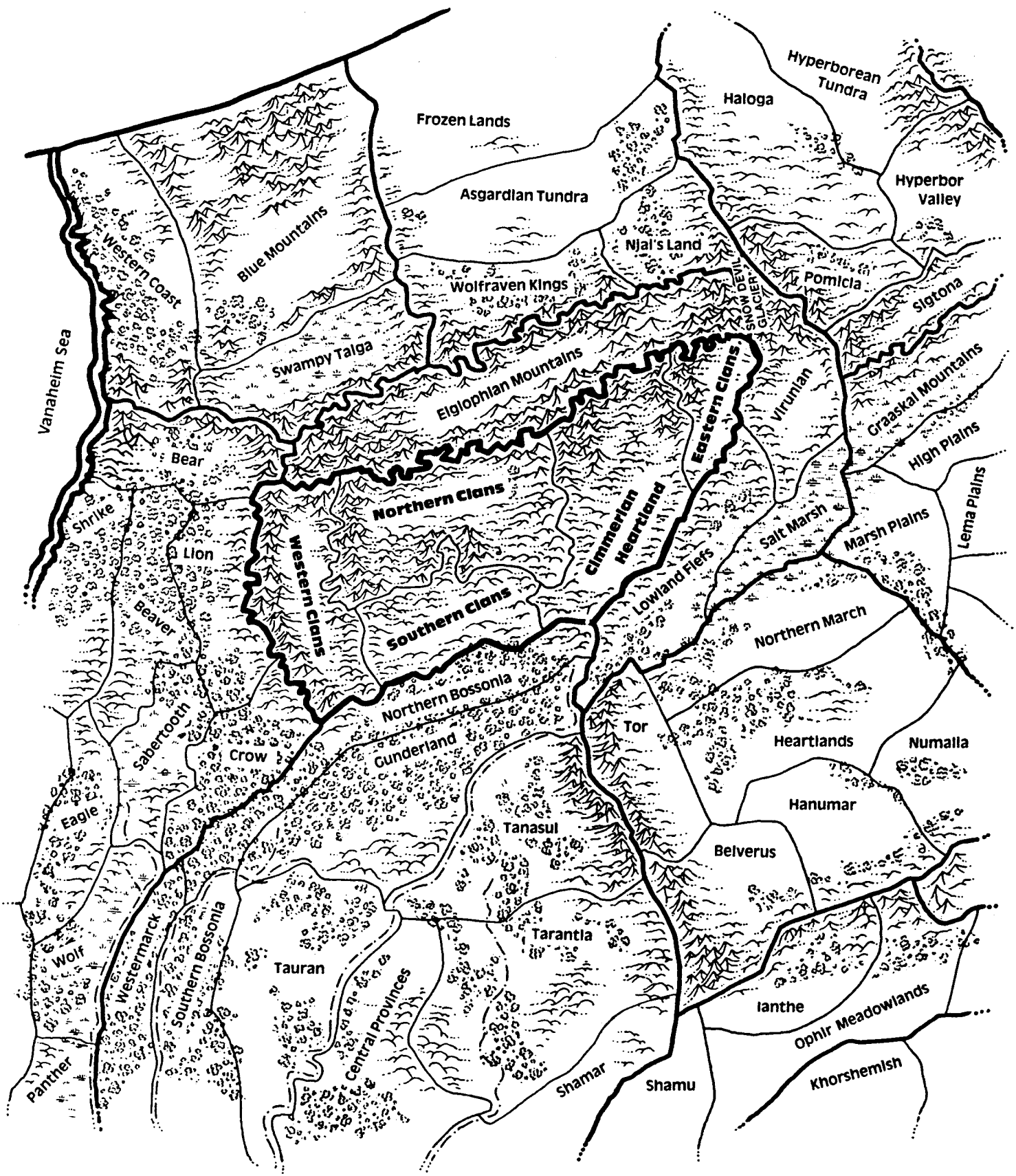
Hills



Desert



Swamp or Bog



HYBORIAN WAR™

Kingdom report for Cimmeria

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, my Lord, that thy people are descended of the might of Atlantis. Atlantis, whose gleaming spires the oceans drank in the Great Cataclysm which shook the world many thousands of years past. Long lost is Atlantis, and among her children not even the legend remains, only war and unending war with all their neighbors.

Lo, for five thousand years there has run a river of blood between thy people and the Picts. Amongst the ruins of ancient Valusia, the forefathers of the Picts and Cimmerians crashed upon one another to destroy each other's kingdoms and return both cultures to savagery and barbarism far removed from the works of their fathers. The sires of Cimmeria were driven back from the coast by the seemingly innumerable hordes of the Picts, whose legions to this day go uncounted, into the grim, moody, grey-skied hills where they chose to go no farther.

Thy people have made this land their home, and even Acheron, its empire growing to full power and falling over twenty-five hundred years, never once boasted defeat of thy Cimmerians. Other Hyborian kingdoms have been slow to encroach upon the unappealing Cimmerian hills, and after tasting harsh defeat, have bypassed this grim land and its even grimmer people. It is true, however, by Crom's will or against it, that over the last thousand years thy people have become more civilized -- slightly -- by their contact with the Hyborian Kingdoms.

Thy Cimmerians worship Crom, a god suited to their grim disposition. Above all, thy people retain the soul of the savage, instinctively knowing what more civilized men have forgotten. It is easier to take a civilization by force of arms than to build one . . . Heed well now the words of thy counsellor as I 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 **ADEQUATE**.

POLITICS

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

Cimmeria can avoid the influence of Aquilonia at a **ADEQUATE** level.
Cimmeria can avoid the influence of Pictland at a **GOOD** level.
Cimmeria can avoid the influence of Vanaheim at a **ADEQUATE** level.

Cimmeria has no formal allies.

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

Your kingdom has assurances of peace from Asgard 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 Cimmeria is:

Name: Lord Iberan Nan ID: CIMM-CHA Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: The Cimmerian Heartland
Present location: The Cimmerian Heartland Assignment last turn: None
Lord Iberan Nan is the Province Ruler of The Cimmerian Heartland.
Lord Iberan Nan may use the following spells: Prophecy.

The ADJUTANT GENERAL of Cimmeria is:

Name: Roth Dronanol ID: CIMM-ADJ Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: The Southern Clans
Present location: The Cimmerian Heartland Assignment last turn: None

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

Name: Warleader Athta Connan ID: CIMM-1 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: The Southern Clans
Present location: The Cimmerian Heartland Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : EXCELLENT
Rulership : ADEQUATE
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : NONE

Warleader Athta Connan is the current Monarch of Cimmeria.

Name: Gall Nan ID: CIMM-2 Character Type: Noble
Age: middle aged Status: Alive Gender: Male Province of Birth: The Eastern Clans
Present location: The Eastern Clans Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : POOR
Rulership : EXCELLENT
Military Command : NONE
Heroism : NONE
Intrigue : POOR
Magic : NONE

Gall Nan is the Province Ruler of The Eastern Clans.

Name: Asloe Konanin ID: CIMM-3 Character Type: General
Age: middle aged Status: Alive Gender: Male Province of Birth: The Cimmerian Heartland
Present location: The Western Clans Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : NONE
Rulership : ADEQUATE
Military Command : ADEQUATE
Heroism : GOOD
Intrigue : POOR
Magic : NONE

Asloe Konanin is the Province Ruler of The Western Clans.

Name: Mullet Drogin ID: CIMM-4 Character Type: General
Age: prime of life Status: Alive Gender: Male Province of Birth: The Northern Clans
Present location: The Western Clans Assignment last turn: With the 1st Imperial Army
Personal Combat : EXCELLENT
Diplomacy : POOR
Rulership : POOR
Military Command : SUPERIOR
Heroism : GOOD
Intrigue : ADEQUATE
Magic : NONE

Name: Kerrom Macorgin ID: CIMM-5 Character Type: Hero
Age: middle aged Status: Alive Gender: Male Province of Birth: The Southern Clans
Present location: The Cimmerian Heartland Assignment last turn: None

Personal Combat : GOOD
Diplomacy : NONE
Rulership : NONE
Military Command : POOR
Heroism : ADEQUATE
Intrigue : POOR
Magic : NONE

Name: Wigin Kullan ID: CIMM-6 Character Type: Hero
Age: prime of life Status: Alive Gender: Male Province of Birth: The Cimmerian Heartland
Present location: The Cimmerian Heartland Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : EXCELLENT
Rulership : POOR
Military Command : POOR
Heroism : SUPERIOR
Intrigue : NONE
Magic : NONE

Name: Shelin Toran ID: CIMM-7 Character Type: Hero
Age: youth Status: Alive Gender: Male Province of Birth: The Southern Clans
Present location: The Southern Clans Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : NONE
Rulership : POOR
Military Command : POOR
Heroism : SUPERIOR
Intrigue : NONE
Magic : NONE

Shelin Toran is the Province Ruler of The Southern Clans.

Name: Skornin Drogin ID: CIMM-8 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: The Northern Clans
Present location: The Northern Clans Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : POOR
Military Command : POOR
Heroism : POOR
Intrigue : POOR
Magic : NONE

Skornin Drogin is the Province Ruler of The Northern Clans.

Name: Negal Konanin ID: CIMM-9 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: The Southern Clans
Present location: The Cimmerian Heartland Assignment last turn: With the 2nd Imperial Army
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : POOR
Military Command : GOOD
Heroism : SUPERIOR
Intrigue : POOR
Magic : NONE

Name: Shehagin Kullan ID: CIMM-10 Character Type: Hero
Age: middle aged Status: Alive Gender: Male Province of Birth: The Eastern Clans
Present location: The Cimmerian Heartland Assignment last turn: None
Personal Combat : SUPERIOR
Diplomacy : POOR
Rulership : POOR
Military Command : EXCELLENT
Heroism : SUPERIOR
Intrigue : POOR
Magic : NONE

Name: Ennia Nan ID: CIMM-11 Character Type: Priest
Age: prime of life Status: Alive Gender: Female Province of Birth: The Southern Clans
Present location: The Cimmerian Heartland Assignment last turn: None

Personal Combat : POOR
 Diplomacy : SUPERIOR
 Rulership : NONE
 Military Command : NONE
 Heroism : POOR
 Intrigue : GOOD
 Magic : ADEQUATE

Ennia Nan may use the following spells: Phantom Warriors (usable 2 times) and Fear.

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.

Young Warriors : Troop Type 1
 Troop Category : HI - Heavy Infantry
 Missile Combat Ability : NONE
 Melee Combat Ability : GOOD
 Morale : EXCELLENT
 Movement Rate : 2

Young Warriors must make up a minimum of 5% and may not exceed a maximum of 40% of your total number of troops.
 Young Warriors are well adapted to combat in Hill and will fight in that terrain with increased ability.
 The cost to Train and outfit Young Warriors is LOW.

Old Warriors : Troop Type 2
 Troop Category : HI - Heavy Infantry
 Missile Combat Ability : NONE
 Melee Combat Ability : EXCELLENT
 Morale : SUPERIOR
 Movement Rate : 2

Old Warriors must make up a minimum of 10% and may not exceed a maximum of 40% of your total number of troops.
 Old Warriors are well adapted to combat in Hill and will fight in that terrain with increased ability.
 The cost to Train and outfit Old Warriors is MODERATE.

Western Clansmen : Troop Type 3
 Troop Category : MIA - Medium Infantry Archer
 Missile Combat Ability : GOOD
 Melee Combat Ability : GOOD
 Morale : EXCELLENT
 Movement Rate : 3

Western Clansmen must make up a minimum of 10% and may not exceed a maximum of 20% of your total number of troops.
 Western Clansmen are well adapted to combat in Hill and will fight in that terrain with increased ability.
 The cost to Train and outfit Western Clansmen is MODERATE.

Central Clansmen : Troop Type 4
 Troop Category : HIA - Heavy Infantry Archer
 Missile Combat Ability : GOOD
 Melee Combat Ability : GOOD
 Morale : EXCELLENT
 Movement Rate : 2

Central Clansmen must make up a minimum of 25% and may not exceed a maximum of 45% of your total number of troops.
 Central Clansmen are well adapted to combat in Hill and will fight in that terrain with increased ability.
 The cost to Train and outfit Central Clansmen is HIGH.

Eastern Clansmen : Troop Type 5
 Troop Category : MI - Medium Infantry
 Missile Combat Ability : ADEQUATE
 Melee Combat Ability : GOOD
 Morale : EXCELLENT
 Movement Rate : 3

Eastern Clansmen must make up a minimum of 5% and may not exceed a maximum of 10% of your total number of troops.
 Eastern Clansmen are well adapted to combat in Hill and will fight in that terrain with increased ability.
 The cost to Train and outfit Eastern Clansmen 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 Cimmerian Heartland Province 32 Province Type: Land

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

Boasts of high mountains	- GOOD 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 marsh	- POOR chance to reach Marsh terrain.
Has one remote fort (Fort Class B)	- POOR chance to reach Fortified terrain.

The people of The Cimmerian Heartland currently have HIGH loyalty to the throne.
Approximately once every three years The Cimmerian Heartland levys Central Clansmen.
The average wealth production in The Cimmerian Heartland is EXCELLENT.

The 32nd Provincial Army ID: PA-32 Total troops with Army: 3

Troop Name	Type	Troop Name	Type	Troop Name	Type
High Clan 7th Central Clansmen	4	Brotherhood Central Clansmen	4	Scarlet Central Clansmen	4

The Cimmerian Heartland has standing Province Defense Orders as follows:

Conceal movements from attacking enemies.
Maneuver to Hill terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Our 2nd Imperial Army is encamped in The Cimmerian Heartland.

The Southern Clans Province 33 Province Type: Land

Rarely lifts a mountain peak into the sky	- POOR chance to reach Mountainous terrain.
Is dominated by areas of hills	- SUPERIOR chance to reach Hill terrain.
Has large areas of forest	- EXCELLENT chance to reach Forest terrain.
Has some areas of marsh	- ADEQUATE chance to reach Marsh terrain.
Has a few scant areas of open grassland	- POOR chance to reach Open terrain.

The people of The Southern Clans currently have LOW loyalty to the throne.
Approximately once every three years The Southern Clans levys Young Warriors.
The average wealth production in The Southern Clans is EXCELLENT.

The 33rd Provincial Army ID: PA-33 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bond 40th Young Warriors	1	Wild 16th Young Warriors	1	Mantis Young Warriors	1
Blood 30th Young Warriors	1	Obsidian 50th Young Warriors	1	Achil's Young Warriors	1
Slaying 8th Central Clansmen	4	Ghost 23rd Central Clansmen	4		

The Southern Clans has standing Province Defense Orders as follows:

Conceal movements from attacking enemies.
Maneuver to Hill terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

The Western Clans Province 34 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 some areas of forest	- ADEQUATE chance to reach Forest terrain.
Has a few scant areas of marsh	- POOR chance to reach Marsh terrain.
Is virtually bereft of running waters	- POOR chance to reach River terrain.

The people of The Western Clans currently have MODERATE loyalty to the throne.
 Approximately once every three years The Western Clans levys Western Clansmen.
 The average wealth production in The Western Clans is EXCELLENT.

The 34th Provincial Army ID: PA-34 Total troops with Army: 3

Troop Name	Type	Troop Name	Type	Troop Name	Type
Capital 8th Western Clansmen	3	Seal 49th Western Clansmen	3	Malana's Western Clansmen	3

The Western Clans has standing Province Defense Orders as follows:

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

Our 1st Imperial Army is encamped in The Western Clans.

The Northern Clans Province 35 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 some areas of forest - ADEQUATE chance to reach Forest terrain.
 Has a few scant areas of marsh - POOR chance to reach Marsh terrain.
 Has one remote fort (Fort Class B) - POOR chance to reach Fortified terrain.

The people of The Northern Clans currently have MODERATE loyalty to the throne.
 Approximately once every three years The Northern Clans levys Central Clansmen.
 The average wealth production in The Northern Clans is GOOD.

The 35th Provincial Army ID: PA-35 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
High Clan 46th Central Clansmen	4	Blue Crow Central Clansmen	4	Strabon's Central Clansmen	4
Sable Panther Central Clansmen	4	Lynx 45th Central Clansmen	4	Virmillion Central Clansmen	4
Disciple 39th Young Warriors	1	Skull 14th Young Warriors	1		

The Northern Clans has standing Province Defense Orders as follows:

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

The Eastern Clans Province 36 Province Type: Land

Is dominated by the peaks of mountains - SUPERIOR 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 some areas of marsh - ADEQUATE chance to reach Marsh terrain.
 Has one remote fort (Fort Class B) - POOR chance to reach Fortified terrain.

The people of The Eastern Clans currently have MODERATE loyalty to the throne.
 Approximately once every three years The Eastern Clans levys Eastern Clansmen.
 The average wealth production in The Eastern Clans is GOOD.

The 36th Provincial Army ID: PA-36 Total troops with Army: 8

Troop Name	Type	Troop Name	Type	Troop Name	Type
Independant 49th Eastern Clansmen	5	Charging 8th Eastern Clansmen	5	Green 30th Eastern Clansmen	5
Tiger Young Warriors	1	Mammoth 30th Young Warriors	1	Ennia's Young Warriors	1
High Clan 8th Young Warriors	1	Seal Young Warriors	1		

The Eastern Clans has standing Province Defense Orders as follows:

Maneuver to Hill 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 Army
 Location: The Western Clans

ID: IA-1

Total troops with Army: 15
 Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Guild 47th Western Clansmen	3	Oath 6th Western Clansmen	3	Skornin's Western Clansmen	3
Skull 46th Western Clansmen	3	Proud Western Clansmen	3	Bear Western Clansmen	3
Arkan's Central Clansmen	4	Brotherhood 26th Central Clansmen	4	Connigon's Old Warriors	2
Disciple 47th Old Warriors	2	Congerin's Own Old Warriors	2	Tan Mammoth Old Warriors	2
Toad Old Warriors	2	Elite 1st Old Warriors	2	Bronze Old Warriors	2

The 2nd Imperial Army
 Location: The Cimmerian Heartland

ID: IA-2

Total troops with Army: 15
 Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Norena's Central Clansmen	4	Lion 44th Central Clansmen	4	Alwanin's Central Clansmen	4
Ragged Peacock Central Clansmen	4	Leopard 50th Central Clansmen	4	Regular 47th Central Clansmen	4
Raging Central Clansmen	4	Flag Central Clansmen	4	Death 25th Old Warriors	2
Indigo Mask 34th Old Warriors	2	Indigo Old Warriors	2	Ragged Old Warriors	2
Diamond 2nd Old Warriors	2	8th Proud Raiding Old Warriors	2	Azure Young Warriors	1

Total Number of Troops : 60

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Young Warriors	1	14	23%	5%	40%
Old Warriors	2	13	22%	10%	40%
Western Clansmen	3	9	15%	10%	20%
Central Clansmen	4	21	35%	25%	45%
Eastern Clansmen	5	3	5%	5%	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 Cimmeria ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Cimmeria.

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

Gunderland of Aquilonia
 Tor of Nemedra

If successful in achieving these goals, Cimmeria 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 conquering home provinces of any large kingdom. Should the Ice Age come, your people may decide to migrate to the lands of a single large kingdom at that time. You should then focus your efforts on that kingdom's home provinces.

THE HYBORIAN WAR COMMAND SHEET

Orders For Cimmeria

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: 32 33 34 35 36

- I Command Lord Iberan Nan C1MM-CHA to () _____ () _____ () _____ () _____
- I Command Roth Dronanol C1MM-ADJ to () _____ () _____ () _____ () _____
- I Command Warleader Athta Connan C1MM-1 to () _____ () _____ () _____ () _____
- I Command Gall Nan C1MM-2 to () _____ () _____ () _____ () _____
- I Command Asloe Konanin C1MM-3 to () _____ () _____ () _____ () _____
- I Command Mullet Drogin C1MM-4 to () _____ () _____ () _____ () _____
(Currently with IA-1)
- I Command Kerrom Macorgin C1MM-5 to () _____ () _____ () _____ () _____
- I Command Wiggin Kullan C1MM-6 to () _____ () _____ () _____ () _____
- I Command Shelin Toran C1MM-7 to () _____ () _____ () _____ () _____
- I Command Skornin Drogin C1MM-8 to () _____ () _____ () _____ () _____
- I Command Negal Konanin C1MM-9 to () _____ () _____ () _____ () _____
(Currently with IA-2)
- I Command Shehagin Kullan C1MM-10 to () _____ () _____ () _____ () _____
- I Command Ennia Nan C1MM-11 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 34 to (M)ove to (P)rovince () _____

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

- I Declare () _____ () _____ () _____ () _____
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The Abyss -- Cimmeria
Account: 13 Maintenance: Yes
Due ASAP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

