

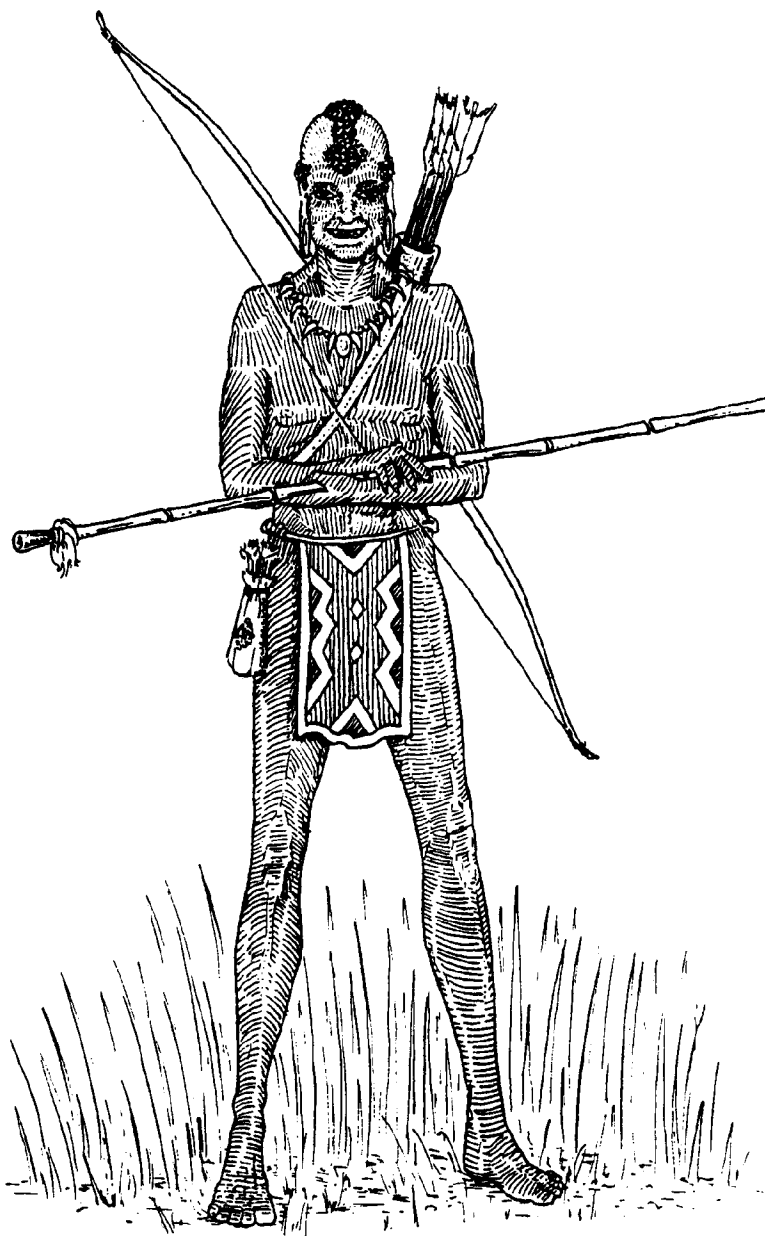
THE HYBORIAN WAR KINGDOM REPORT

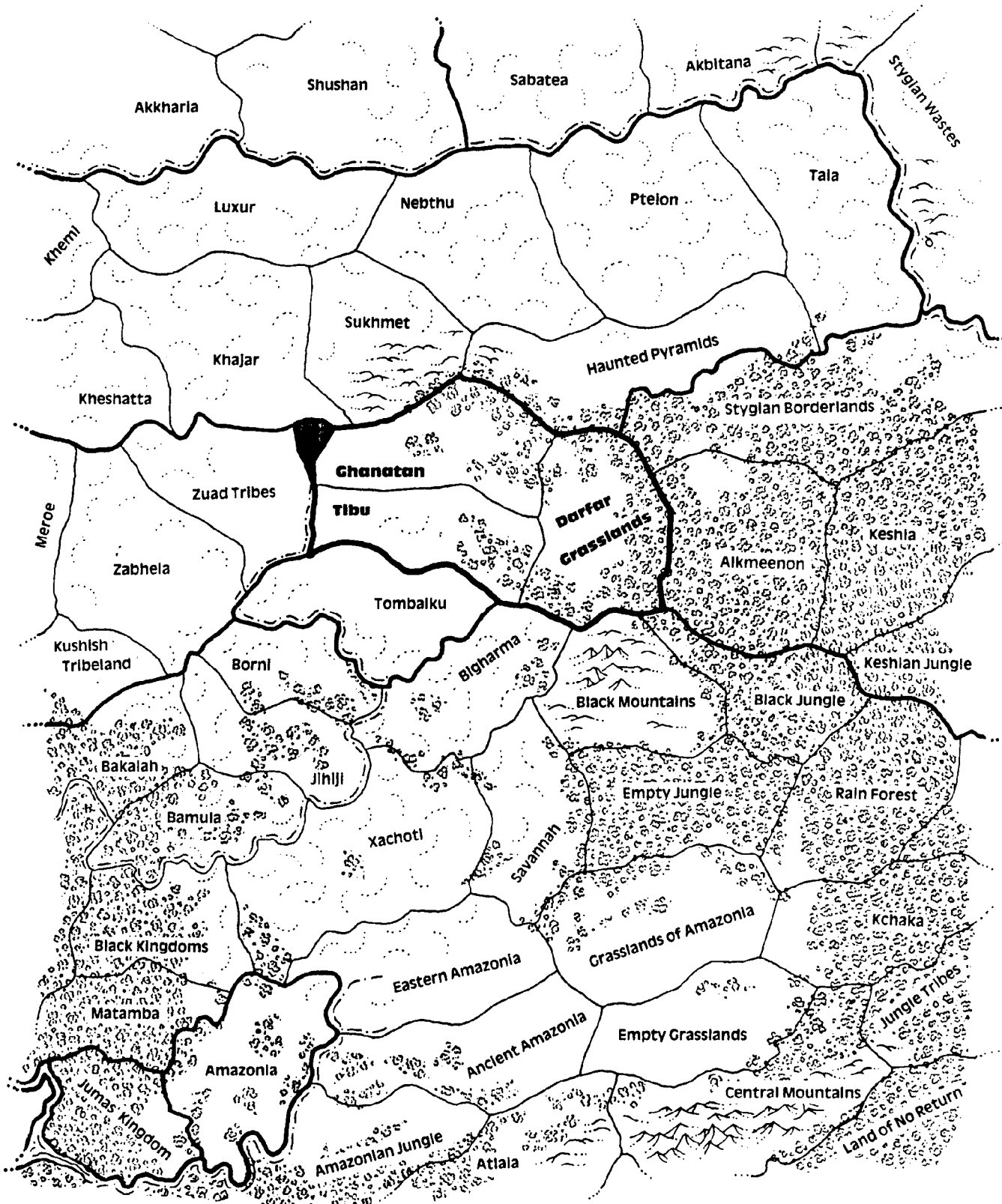
FOR

DARFAR


KINGDOM SIZE: SMALL

ABBREVIATION: DARF





Darfar

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



Mountains



Forest



Steppe



Hills



Desert



Swamp or Bog

HYBORIAN WAR

Kingdom report for Darfar

Turn: 1

Winter Warseason

NATIONAL HISTORY

Know, O Lord of Darfar, that thy people are an ancient and terrible race, descendants of great warriors and hunters. Thy kingdom consists of a loosely forged alliance between three major ethnic groups, the fierce Ghanatan warriors, the Black Tibu horsemen, and the mixed savage tribes of the Darfar grasslands. The Ghanatan and the Tibu are of mixed black and Stygian blood. Of the Tibu tribes, not all have sworn allegiance to Darfar and some serve Tombalku. The entirely black Darfar grassland tribes are barbaric. They file their teeth, eat human flesh, and dress their hair with mud to build up hornlike coiffures.

The Stygians have raided into Darfar for thousands of years, but have remained unable to conquer the land. In recent years the raiding has increased and many are the people of the Darfar grasslands who toil as slaves in Luxur, Khemi, Zamboula, and among the more southerly Hyborian kingdoms.

Yet still the travail has not been enough to forge the three races into a completely unified nation. Thy people see themselves as first members of their tribe, and only secondarily as members of the Darfar kingdom. A great Monarch is needed to arouse the passions of the people into a powerful force. Heed well my words, Great One, 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:

Darfar has no formal allies.

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 Darfar is:

Name: Dadshan Mokoto	ID: DARF-CHA	Character Type: Priest	
Age: prime of life	Status: Alive	Gender: Male	Province of Birth: The Darfar Grasslands
Present location: The Darfar Grasslands	Assignment last turn: None		

Dadshan Mokoto is the Province Ruler of The Darfar Grasslands.
Dadshan Mokoto may use the following spells: Prophecy and Rains.

The **ADJUTANT GENERAL** of Darfar is:

Name: Mabrash Kadsina	ID: DARF-ADJ	Character Type: General	
Age: middle aged	Status: Alive	Gender: Male	Province of Birth: Tibu
Present location: The Darfar Grasslands	Assignment last turn: None		

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

Name: Lord Saidu Mbonani ID: DARF-1 Character Type: Noble
Age: prime of life Status: Alive Gender: Male Province of Birth: The Darfar Grasslands
Present location: The Darfar Grasslands Assignment last turn: None
Personal Combat : POOR
Diplomacy : NONE
Rulership : GOOD
Military Command : POOR
Heroism : ADEQUATE
Intrigue : POOR
Magic : POOR

Lord Saidu Mbonani is the current Monarch of Darfar.
Lord Saidu Mbonani may use the following spells: Summon the Dead.

Name: Lord Tilutan Mbonani ID: DARF-2 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: Ghanatan
Present location: Ghanatan Assignment last turn: With the 2nd Imperial Army
Personal Combat : POOR
Diplomacy : NONE
Rulership : NONE
Military Command : SUPERIOR
Heroism : POOR
Intrigue : NONE
Magic : NONE

Name: Nurdik Mbabonio ID: DARF-3 Character Type: Hero
Age: middle aged Status: Alive Gender: Male Province of Birth: The Darfar Grasslands
Present location: The Darfar Grasslands Assignment last turn: With the 1st Imperial Army
Personal Combat : EXCELLENT
Diplomacy : POOR
Rulership : ADEQUATE
Military Command : SUPERIOR
Heroism : SUPERIOR
Intrigue : NONE
Magic : POOR

Nurdik Mbabonio may use the following spells: Phantom Warriors (usable 2 times).

Name: Kershem Imbalayo ID: DARF-4 Character Type: Hero
Age: young adult Status: Alive Gender: Male Province of Birth: The Darfar Grasslands
Present location: The Darfar Grasslands Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : ADEQUATE
Rulership : NONE
Military Command : NONE
Heroism : ADEQUATE
Intrigue : NONE
Magic : NONE

Name: Conakji Kadsina ID: DARF-5 Character Type: Priest
Age: prime of life Status: Alive Gender: Male Province of Birth: Ghanatan
Present location: Ghanatan Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR
Rulership : POOR
Military Command : NONE
Heroism : ADEQUATE
Intrigue : NONE
Magic : POOR

Conakji Kadsina may use the following spells: Fanaticism.

Name: Eshafar Imbalayo ID: DARF-6 Character Type: Wizard
Age: prime of life Status: Alive Gender: Male Province of Birth: The Darfar Grasslands
Present location: The Darfar Grasslands Assignment last turn: None
Personal Combat : POOR
Diplomacy : POOR

Rulership : NONE
Military Command : POOR
Heroism : NONE
Intrigue : POOR
Magic : SUPERIOR

Eshafar Imbalayo may use the following spells: Reincarnate (usable 5 times), Diplomacy, Earth Demon, Bless, Rains and Arcane Blasts.

Name: Qazkan Imbalayo ID: DARF-7 Character Type: Agent
Age: old Status: Alive Gender: Male Province of Birth: The Darfar Grasslands
Present location: The Darfar Grasslands Assignment last turn: None
Personal Combat : ADEQUATE
Diplomacy : NONE
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

TROOPS

Know, my Lord, that from old your people have been warriors. All told, there are 4 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.

Darfar Warriors : Troop Type 1
Troop Category : MI - Medium Infantry
Missile Combat Ability : ADEQUATE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 3

Darfar Warriors must make up a minimum of 40% and may not exceed a maximum of 80% of your total number of troops.
The cost to Train and outfit Darfar Warriors is LOW.

Grassland Savages : Troop Type 2
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : SUPERIOR
Melee Combat Ability : ADEQUATE
Morale : SUPERIOR
Movement Rate : 4

Grassland Savages may not exceed a maximum of 5% of your total number of troops at any one time.
Grassland Savages are well adapted to combat in Open and will fight in that terrain with increased ability.
The cost to Train and outfit Grassland Savages is MODERATE.

Darfar Archers : Troop Type 3
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : POOR
Morale : GOOD
Movement Rate : 4

Darfar Archers must make up a minimum of 25% and may not exceed a maximum of 50% of your total number of troops.
Darfar Archers are well adapted to combat in Open and will fight in that terrain with increased ability.
The cost to Train and outfit Darfar Archers is LOW.

Darfar Horse : Troop Type 4
Troop Category : LC - Light Cavalry
Missile Combat Ability : NONE
Melee Combat Ability : GOOD
Morale : GOOD
Movement Rate : 6

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

The Darfar Grasslands Province 42 Province Type: Land

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

Has large areas of forest	- EXCELLENT chance to reach Forest terrain.
Has large areas of open grassland	- EXCELLENT chance to reach Open terrain.
Has a few scant areas of desert	- POOR chance to reach Desert 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.

The people of The Darfar Grasslands currently have HIGH loyalty to the throne.
Approximately twice every three years The Darfar Grasslands levys Grassland Savages.
The average wealth production in The Darfar Grasslands is POOR.

The 42nd Provincial Army ID: PA-42 Total troops with Army: 3

Troop Name	Type	Troop Name	Type	Troop Name	Type
Oath 43rd Grassland Savages	2	Sentinel 45th Darfar Warriors	1	dezhul's Darfar Warriors	1

The Darfar Grasslands has standing Province Defense Orders as follows:

Ambush any attackers.
Conceal movements from attacking enemies.
Maneuver to Open terrain if attacked.
Engage the enemy at the Province Commanders Discretion.

Our 1st Imperial Army is encamped in The Darfar Grasslands.

Tibu Province 43 Province Type: Land

Has some areas of forest	- ADEQUATE chance to reach Forest terrain.
Has several areas of desert	- GOOD chance to reach Desert terrain.
Has large areas of open grassland	- EXCELLENT chance to reach Open terrain.
Is virtually bereft of running waters	- POOR chance to reach River terrain.
Has one remote fort (Fort Class B)	- POOR chance to reach Fortified terrain.

The people of Tibu currently have LOW loyalty to the throne.
Approximately once every three years Tibu levys Darfar Warriors.
The average wealth production in Tibu is ADEQUATE.

The 43rd Provincial Army ID: PA-43 Total troops with Army: 6

Troop Name	Type	Troop Name	Type	Troop Name	Type
Alert Fox Darfar Warriors	1	Boraz's Flag Darfar Warriors	1	F'derak's Darfar Warriors	1
Moyam's Invincible Darfar Archers	3	Guild 39th Darfar Archers	3	Ritanki's 22nd Darfar Archers	3

Tibu has standing Province Defense Orders as follows:

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

Ghanatan Province 44 Province Type: Land

Has large areas of forest	- EXCELLENT chance to reach Forest terrain.
Has large areas of open grassland	- EXCELLENT chance to reach Open terrain.
Has a few scant areas of desert	- POOR chance to reach Desert 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.

The people of Ghanatan currently have MODERATE loyalty to the throne.
Let the wise note that Lake Zuad and its tributaries prohibit all movement between the Zuad Tribes Region and Ghanatan.
Approximately once every three years Ghanatan levys Darfar Horse.

The average wealth production in Ghanatan is GOOD.

The 44th Provincial Army ID: PA-44 **Total troops with Army: 3**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Tan Darfar Horse	4	Diamond 48th Darfar Warriors	1	Beaver 26th Darfar Warriors	1

Ghanatan has standing Province Defense Orders as follows:

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

Our 2nd Imperial Army is encamped in Ghanatan.

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 ID: IA-1 **Total troops with Army: 18**
Location: The Darfar Grasslands Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
Dragon 44th Darfar Warriors	1	Gold Ghost Darfar Warriors	1	Demon Darfar Warriors	1
Maroon 37th Darfar Warriors	1	29th Copper Ghost Darfar Warriors	1	Crow Darfar Warriors	1
Beaver 21st Darfar Warriors	1	Ibadar's Skull Darfar Warriors	1	Rat 17th Darfar Archers	3
Sentinel 36th Darfar Archers	3	Conakji's 46th Darfar Archers	3	Derika's Copper Darfar Archers	3
Black Peacock Darfar Archers	3	Skull 27th Darfar Archers	3	Gorghhan's Darfar Archers	3
dezhul's 36th Darfar Archers	3	Oath 37th Darfar Archers	3	Mbaki's Darfar Archers	3

The 2nd Imperial Army ID: IA-2 **Total troops with Army: 15**
Location: Ghanatan Status: Defensive

Troop Name	Type	Troop Name	Type	Troop Name	Type
Bojara's Darfar Warriors	1	Babul's Darfar Warriors	1	Kana's Own Darfar Warriors	1
Peacock 5th Darfar Warriors	1	Serpent Darfar Warriors	1	Nurdik's Savage Darfar Warriors	1
Cormorant Darfar Warriors	1	Kana's Darfar Warriors	1	Lynx 13th Darfar Warriors	1
Kodor's Darfar Warriors	1	Bronze 33rd Darfar Warriors	1	Tryst 18th Darfar Warriors	1
Pahlak's Charging Darfar Archers	3	Tiger 35th Darfar Archers	3	Dajker's Darfar Archers	3

Total Number of Troops : 45

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Darfar Warriors	1	27	60%	40%	80%
Grassland Savages	2	1	2%	0%	5%
Darfar Archers	3	16	36%	25%	50%
Darfar Horse	4	1	2%	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 Darfar ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Darfar.

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

Jimiji of Jimiji
The Empty Jungle of The Western Jungles

If successful in achieving these goals, Darfar 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 Darfar Grasslands (42) of Darfar.
Keshia (73) of Keshan.
The Sukhmet Region (146) of Stygia.
Tombalku (150) of Tombalku.

THE HYBORIAN WAR COMMAND SHEET

Orders For Darfar

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: 42 43 44

- I Command Dadshan Mokoto DARF-CHA to () _____ () _____ () _____ () _____
- I Command Mabrash Kadsina DARF-ADJ to () _____ () _____ () _____ () _____
- I Command Lord Saidu Mbonani DARF-1 to () _____ () _____ () _____ () _____
- I Command Lord Tilutan Mbonani (Currently with IA 2) DARF-2 to () _____ () _____ () _____ () _____
- I Command Nurdik Mbabonio (Currently with IA-1) DARF-3 to () _____ () _____ () _____ () _____
- I Command Kershem Imbalayo DARF-4 to () _____ () _____ () _____ () _____
- I Command Conakji Kadsina DARF-5 to () _____ () _____ () _____ () _____
- I Command Eshafar Imbalayo DARF-6 to () _____ () _____ () _____ () _____
- I Command Qazkan Imbalayo DARF 7 to () _____ () _____ () _____ () _____

I Command 1st Imperial Army in province 42 to (M)ove to (P)rovince () _____

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

I Declare () _____ (R)ule (P)rovince (43)

I Declare () _____ (R)ule (P)rovince (44)

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The Abyss -- Darfar
Account: 13 Maintenance: Yes
Due ASAP--processed in order of receipt;
4-8 weeks for placement & turn 1 results.

