

THE HYBORIAN WAR KINGDOM REPORT

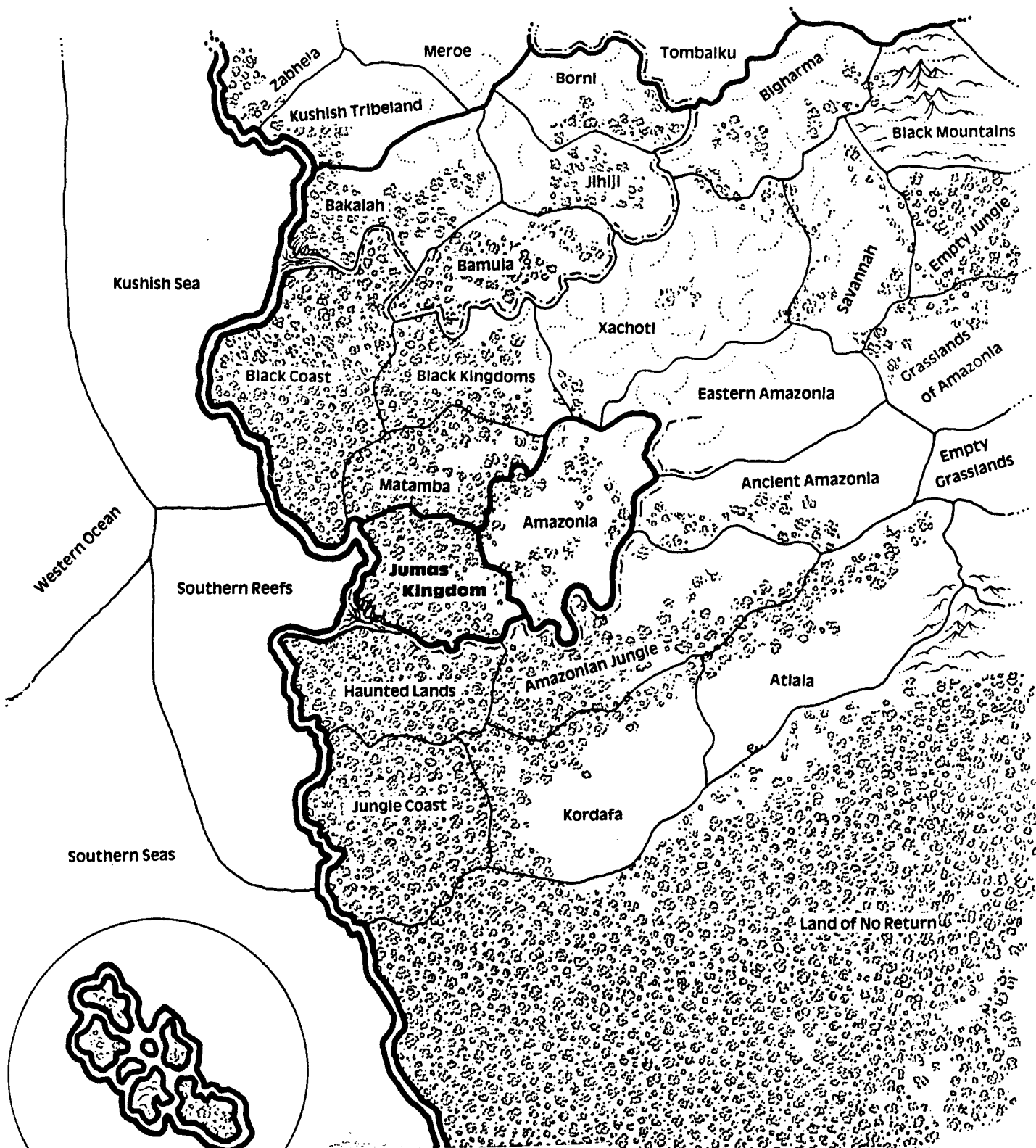
FOR

JUMAS KINGDOM




KINGDOM SIZE: SMALL

ABBREVIATION: JUMA





Jumas' Kingdom

 Seacoast
 River
 Country Border



Mountains



Forest



Steppe



Hills



Desert



Swamp or Bog

HYBORIAN™ WAR

Kingdom report for Jumas Kingdom

Turn: 1

Winter Warseason

NATIONAL HISTORY

Hear me, thou who dreams to rule the empire which Juma built, as I speak of thy people, and thy history. Thy people are a proud race, direct descendants of the tribe of Damballah, the first man. As an old race, we are wary of new customs and change, but praise be to our gods, Juma taught us the way of the Eastern bowmen. Now we are both a proud and great kingdom!

Before great Juma's arrival we were a weak people, fit to be slaves for the Amazonians, Black Kingdoms, and white slave traders. But Juma came, and taught us the ways to be strong, and now we have white, black, and even Amazonian slaves!

We are mighty! It is our destiny to overrun all those who once dominated us. From our great capitol city of Kulalo we will conquer and rule the southern world! Now listen well as I speak of the land which thy father has left to thee.

ROYAL TREASURY

Know, my liege, that as of this day, the wealth of your treasury is **ADEQUATE**.

Know further, my Lady, that trade routes are established to provide income through the following provinces:

The Southern Reefs Region of The Western Ocean

POLITICS

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

Jumas Kingdom has no formal allies.

Your kingdom of Jumas Kingdom is bound in peace treaty with Amazonia and may not invade provinces owned by them.

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 Jumas Kingdom is:

Name: Zumba Chinfue	ID: JUMA-CHA	Character Type: Priest
Age: prime of life	Status: Alive	Gender: Male
Province of Birth: Juma's Kingdom	Assignment last turn: None	

Zumba Chinfue is the Province Ruler of Juma's Kingdom.

The **ADJUTANT GENERAL** of Jumas Kingdom is:

Name: Wetumba Chinfue	ID: JUMA-ADJ	Character Type: General
Age: middle aged	Status: Alive	Gender: Male
Province of Birth: Juma's Kingdom	Assignment last turn: None	

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

Name: Chieftess Tas Tsewama ID: JUMA-1 Character Type: Noble
Age: ancient Status: Alive Gender: Female Province of Birth: Juma's Kingdom
Present location: Juma's Kingdom Assignment last turn: None
Personal Combat : POOR
Diplomacy : NONE
Rulership : ADEQUATE
Military Command : POOR
Heroism : POOR
Intrigue : POOR
Magic : NONE

Chieftess Tas Tsewama is the current Monarch of Jumas Kingdom.

Name: Rokosha Zumwava ID: JUMA-2 Character Type: General
Age: young adult Status: Alive Gender: Male Province of Birth: Juma's Kingdom
Present location: Juma's Kingdom Assignment last turn: With the 68th Provincial Army
Personal Combat : POOR
Diplomacy : POOR
Rulership : POOR
Military Command : EXCELLENT
Heroism : POOR
Intrigue : NONE
Magic : NONE

Name: Inyun Laldatu ID: JUMA-3 Character Type: Hero
Age: prime of life Status: Alive Gender: Male Province of Birth: Juma's Kingdom
Present location: Juma's Kingdom Assignment last turn: With the 1st Imperial Army
Personal Combat : SUPERIOR
Diplomacy : NONE
Rulership : POOR
Military Command : SUPERIOR
Heroism : POOR
Intrigue : NONE
Magic : POOR

Inyun Laldatu may use the following spells: Force March.

Name: Lord Kulalo Tsewama ID: JUMA-4 Character Type: Hero
Age: middle aged Status: Alive Gender: Male Province of Birth: Juma's Kingdom
Present location: Juma's Kingdom Assignment last turn: With the 68th Provincial Army
Personal Combat : GOOD
Diplomacy : NONE
Rulership : POOR
Military Command : ADEQUATE
Heroism : EXCELLENT
Intrigue : NONE
Magic : NONE

Name: Umbezi Jumatu ID: JUMA-5 Character Type: Hero
Age: youth Status: Alive Gender: Male Province of Birth: Juma's Kingdom
Present location: Juma's Kingdom Assignment last turn: None
Personal Combat : GOOD
Diplomacy : POOR
Rulership : GOOD
Military Command : POOR
Heroism : POOR
Intrigue : POOR
Magic : NONE

Name: Chief Lalo Tsewama ID: JUMA-6 Character Type: Priest
Age: middle aged Status: Alive Gender: Male Province of Birth: Juma's Kingdom
Present location: Juma's Kingdom Assignment last turn: None
Personal Combat : EXCELLENT
Diplomacy : POOR
Rulership : NONE
Military Command : POOR
Heroism : NONE
Intrigue : ADEQUATE

Magic : SUPERIOR

Chief Lalo Tsewama may use the following spells: Reincarnate (usable 3 times), Fanaticism, Bless, Prophecy and Rains.

Name: Balamba Laldatu ID: JUMA-7 Character Type: Agent
Age: prime of life Status: Alive Gender: Male Province of Birth: Juma's Kingdom
Present location: Juma's Kingdom Assignment last turn: None
Personal Combat : POOR
Diplomacy : EXCELLENT
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : GOOD
Magic : EXCELLENT

Balamba Laldatu may use the following spells: Magic Sleep, Sunbane, Strength and Magic Weapon.

Name: Unhama Mumbuka ID: JUMA-8 Character Type: Agent
Age: old Status: Alive Gender: Male Province of Birth: Juma's Kingdom
Present location: Juma's Kingdom Assignment last turn: None
Personal Combat : GOOD
Diplomacy : SUPERIOR
Rulership : NONE
Military Command : NONE
Heroism : NONE
Intrigue : SUPERIOR
Magic : NONE

TROOPS

Know, my Lady, that from old your people have been warriors. All told, there are 1 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.

Juma's Archers : Troop Type 1
Troop Category : LIA - Light Infantry Archer
Missile Combat Ability : EXCELLENT
Melee Combat Ability : GOOD
Morale : EXCELLENT
Movement Rate : 3

Juma's Archers may not exceed a maximum of 100% of your total number of troops at any one time.
Juma's Archers are well adapted to combat in Open and will fight in that terrain with increased ability.
The cost to Train and outfit Juma's Archers 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.

Juma's Kingdom Province 68 Province Type: Coast

Is the Capital Province of Jumas Kingdom and the seat of your national government.

Is dominated by areas of forest - SUPERIOR chance to reach Forest terrain.
Has a few scant areas of open grassland - POOR chance to reach Open terrain.
Is crisscrossed with rivers - GOOD chance to reach River terrain.
Has a few scant areas of swamplands - POOR chance to reach Swamp terrain.
Has one remote fort (Fort Class B) - POOR chance to reach Fortified terrain.

The people of Juma's Kingdom currently have MODERATE loyalty to the throne.

Approximately once every two years Juma's Kingdom levys Juma's Archers.
The average wealth production in Juma's Kingdom is GOOD.

The 68th Provincial Army ID: PA-68 **Total troops with Army: 6**

Troop Name	Type	Troop Name	Type	Troop Name	Type
Que's Own Archers	1	28th Yellow Spirit Archers	1	Cormorant Archers	1
Fighting 43rd Archers	1	Pandama's Archers	1	Burning 20th Archers	1

Juma's Kingdom has standing Province Defense Orders as follows:

- Ambush any attackers.
- Maneuver to Forest terrain if attacked.
- Engage the enemy at the Province Commanders Discretion.

Our 1st Imperial Army is encamped in Juma's Kingdom.
The flag of the 2nd Imperial Army is in Juma's Kingdom.

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: 10**
Location: Juma's Kingdom Status: Active

Troop Name	Type	Troop Name	Type	Troop Name	Type
High Archers	1	Balamba's 3rd Damned Archers	1	Proud 45th Archers	1
Crimson Falcon 18th Archers	1	Yellow Dragon Archers	1	Unstoppable Archers	1
Leopard Archers	1	Loyal Archers	1	Disciple 14th Archers	1
Silver Dragon Archers	1				

The 2nd Imperial Army ID: IA-2 **Total troops with Army: 0**
Location: Juma's Kingdom Status: Defensive

Total Number of Troops : 16

Troop Name	Troop Type	Number of Troops	Percent of Total	Minimum	Maximum
Juma's Archers	1	16	100%	0%	100%

IMPERIAL GOALS

Let me tell thee of the dreams of your sires and the dreams of their fathers before them. It is known, my Lady, 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 Jumas Kingdom ever strived to conquer and control the following provinces and control a continuous line of provinces between them and any home province of Jumas Kingdom.

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

- The Black Coast of The Western Jungles
- The Jungle Coast of The Western Jungles

If successful in achieving these goals, Jumas Kingdom 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.

You will move closer to victory by increasing and fostering the economic strength of your kingdom through it's provinces. You may do this by conquering new provinces and seeing to the prosperity and productivity of the ones which you now control.

You will make major progress towards victory by controlling:

Amazonia (11) of Amazonia.

The Black Coast (332) of The Western Jungles.

The Black Kingdoms (333) of The Western Jungles.

The Jungle Coast (336) of The Western Jungles.

